

# The Unofficial Elder Scrolls RPG

3rd Edition v4



## Tamrielic Artifacts

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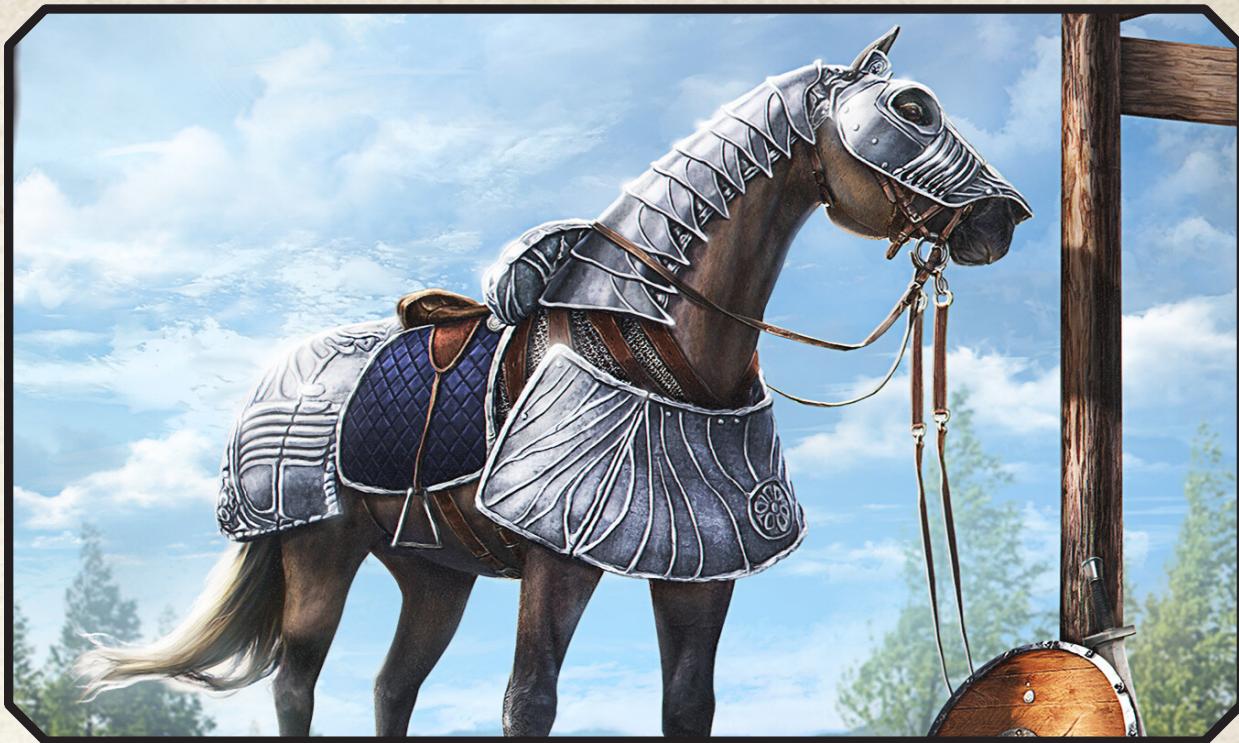
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# Tamrielic Artifacts

Tamriel is an ancient continent, with more than its fair share of ancient legends and lost artifacts. Gods and men alike have produced many great items throughout the ages, and this section contains rules for utilizing many of these items in your campaign!

## Using Artifacts

Game masters should be careful about how they use these items, as they are all quite powerful. Players too should be careful, as there are many who would be willing to kill for such items. Any one of these artifacts is worth a quest to retrieve it, and GMs should be wary of giving them to the party too easily, as each is priceless in its own way.

**Note:** Many of these artifacts have appeared in a number of different forms across Tamrielic history. GMs should not hesitate to modify the rules presented here if they want to present a more powerful incarnation of an item.

## Adamantine Helm of Tohan

The Adamantine Helm of Tohan is an Adamantine artifact. The helmet is medium weight, while still being very durable and offering superior protection. But what makes it truly unique is its immensely high potential for enchantment.

Nothing is known of Tohan or the helm's origins. The helm came to rest in the ruins of Onnissiralis, a shrine to Sheogorath located on a small island in the Sheogorad region of Vvardenfell, far west of Dagon Fel. It was kept in a tightly locked chest which can only be opened by key. In the late Third Era, a Dunmer man by the name of Norvayne attempted to cleanse the ruins, but was slain by the Daedra worshipers. Years later, in 3E 427, his sons, Daris and Dalin Norvayne, set out to avenge their father and cleanse the ruins. Following rumors of the Helm of Tohan, the Nerevarine arrived at Onnissiralis. It is unknown how the events unfolded, but the ruins were cleansed of worshipers. The brothers handed the Nerevarine the key to the chest which contained the helm, and it was taken from the ruins. Since then it has been lost to history.

Adamantine Helm of Tohan	
Type	Full Adamantium
AR	7
Magic AR	3
Qualities	Medium, Magic
ENC	4
EL	1500

## Anvil of Mithas/Hammer of Gharen

The Anvil of Mithas is an ancient anvil created by Mithas, the greatest Dwemer smith. It is twinned with the Hammer of Gharen, which is the only object strong enough not to shatter when used to shape metal upon the Anvil. When the Hammer strikes the Anvil, it produces a ringing which reveals the location of the entrance to the Dwarven mines beneath Red Mountain.

By the time of the Imperial Simulacrum, the Anvil had come into the possession of King of Ebonheart. The King had the Eternal Champion bring him the Hammer, which had been lost in the dungeon known as Black Gate, and used the artifacts to craft the finest armor and weapons in the realm. The Anvil has never reportedly left the city's palace since.

The Hammer of Gharen (also called Ghiron's Hammer) is a legendary hammer created by the Dwemer Gharen. It is twinned with the Anvil of Mithas, and is the only object strong enough not to shatter when used to shape metal upon the Anvil. When the Hammer strikes the Anvil, it produces a ringing which reveals the location of the entrance to the Dwarven mines beneath Red Mountain, originally called Vvardenfell by the Dwemer (or City of the Strong Shield).

Smithing tests performed while utilizing the paired Hammer and Anvil receive a +20 bonus. Characters using the Hammer of Gharen with the Anvil of Mithas to craft equipment ignore the penalty to craft Superior weapons and armor. Additionally, items created using the anvil and hammer gain the Mithas' Protection quality.

**Mithas' Protection:** Items with this quality cannot be damaged by physical or magical means. Effects that would cause them to gain the Damaged (X) quality have no effect.

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"I congratulate you on your success. Have you discovered however, what I have known all along? The Staff is drained of all magical potential. I did it myself before scattering the pieces across the realm. It is a useless stick, good for churning butter or rowing a boat, but not for saving the Emperor. Come find me if you dare, and I will relieve you of any further burdens you may think to face. My legions await..."

-Jagar Tharn

## Auriel's Bow

*Auriel's Bow is an artifact created and used by the Elven god Auriel, an aspect of the Imperial Akatosh, the Dragon God of Time. It is one of the most powerful weapons in Tamriel.*

*The bow draws its power from Aetherius itself, channeling it through the sun. Because of its link to Auriel, the bow can manipulate the sun in various ways. The bow is twinned with Auriel's Shield.*

*In the Dawn Era, the bow was said to have been carried into battle by Auriel himself, against the forces of Lorkhan during the Ehlnofey wars. When Trinimac defeated Lorkhan and tore out his heart, Auriel fastened it to an arrow shot it long into the sea, where Red Mountain eventually formed.*

*For hundreds of years, the bow appeared throughout Tamriel. The bow was uncovered by the Eternal Champion during the Imperial Simulacrum, in the province of Valenwood, Skyrim or Elsweyr (accounts vary). A clue to the bow's location was discovered by a witch living in the Iliac Bay region. She would reveal the clue to a member of a knightly order, who retrieved it from the dungeon where it lay.*

*Later in the Third Era, the bow was claimed by Ralyn Othravel, a Dunmer Ordinator and a member of the Tribunal Temple stationed at Ghostgate, a small military settlement along the Great Ghost Fence on Vvardenfell. In 3E 427, a member of House Telvanni took the bow from Ralyn Othravel and gave it to Therana, who grudgingly accepted it. Later that year, the bow was sold to Torasa Aram, who put it on display in her Museum of Artifacts in Mournhold.*

*In 4E 201, the Tyranny of the Sun prophecy was realized with the awakening of Serana, an ancient Daughter of Coldharbour, by the reformed Dawnguard. The prophecy brought Serana and the Last Dragonborn to the Forgotten Vale, where they encountered Knight-Paladin Gelebor, the single survivor of his brother Vyrthur's attacks on the Chantry of Auriel. The two ventured into the ruins of the Falmer chapel and defeated Vyrthur. Auriel's Bow was then retrieved and used to slay Serana's father, Lord Harkon.*

### Auriel's Bow

Damage	1d10
Hand	2
Range	30/200/400
Qualities	Magic, Proven, Reload (2), Unwieldy, Auriel's Light
ENC	4

**Auriel's Light:** Any arrow fired from this bow counts as inflicting sunlight damage for the purpose of harming creatures with the Sun-scarred trait.

## Auriel's Shield

*Auriel's Shield is an artifact created and used by the Elven god Auriel, an aspect of the Imperial Akatosh, the Dragon God of Time. It takes the form of a small shield, sometimes rounded, and made from either ebony or moonstone. It has several magical abilities that help to make its wielder nigh invulnerable. The shield is twinned with Auriel's Bow. Like many great artifacts, the shield has a life and personality of its own, and does not feel bound to its user. A popular fable tells of it abandoning its owner in her greatest hour of need, but this story is thought to be apocryphal.*

*The shield was found by the Eternal Champion during the Imperial Simulacrum, in either High Rock or Summerset (accounts vary). A clue to the shield's location was discovered by a witch living in the Iliac Bay region. She would reveal the clue to a member of a knightly order, who retrieved it from the dungeon where it lay.*

*Near the end of the Third Era, the shield was recovered by Drelyne Llenim, a Dunmer Buoyant Armiger stationed at Ghostgate, a small military settlement along the Great Ghost Fence on Vvardenfell. In 3E 427, the shield is said to have been forcibly taken from Llenim by the Nerevarine, who then sold it to Torasa Aram. Aram put the shield on display in her Museum of Artifacts in Mournhold.*

*By 4E 201, the shield had come to the Forgotten Vale of Skyrim, once the stronghold of the Chantry of Auriel. Through unknown means, the shield was obtained by an anonymous Falmer Warmonger, a member of the Betrayed, whose ancestors had been blinded by the Dwemer and crippled by centuries of living underground. The Last Dragonborn located this Falmer and reclaimed the shield.*

### Auriel's Shield

BR	12
Magic BR	12
Qualities	3/200/400
Qualities	Medium, Magic, Auriel's Ward
ENC	3

**Auriel's Ward:** The wearer of this shield increases their Fire resistance by 2. They are also under the effect of Magic Shield SL 4 while wielding the Shield.

If the character uses Auriel's Shield to block or parry the source of a spell effect, such as by blocking a spell or parrying an enchanted weapon, then it is automatically negated. For every 5 attacks the shield blocks, the wearer gains 1 charge of Auriel's Wrath (to a maximum of 3), which the character can choose to spend whenever they perform the Bash Special Action. For every charge spent, add 2 meters to push distance of the action.

## Azura's Star

Azura's Star is a Daedric artifact created by the Daedric Prince Azura. In appearance it looks like a large, intricately designed throwing star or gemstone, with eight star-like prongs. In the right hands, Azura's Star acts as a reusable soul gem of almost unlimited capacity. This makes it highly sought by mages and assassins. It can only capture white souls, but was once corrupted by mortals to trap black souls instead, becoming the Black Star.

An unknown agent of the Blades received the Star from the previous owner, a worshiper of Azura, in return for killing a healer in the Iliac Bay area who had insulted the Prince. Between 3E 411 and 3E 412, two friends named Charwich and Koniinge searched for the Star. It was discovered that a man named Hadwaf Neithwyr had summoned Azura in the town of Tel Aruhn in Morrowind and had accepted the Star. He then returned to High Rock, where he and his sister Peryra attempted to kill the lycanthropic caretaker of their family graveyard to power the Star. They failed, and the caretaker hid their remains in one of the crypts. Charwich found the Star, and tricked Koniinge into thinking he was dead by sending misleading letters. Charwich and his fiancée Lady Elysbeatta Moorling ran away with the Star, using it to become wealthy and powerful. Eventually the Star vanished, and Koniinge caught up with both of them and killed them. The letters between the two have been published in the Charwich-Koniinge Letters series of books.

The Star was returned to the mortal realm when the Nerevarine did a service for Azura in 3E 427. She and Sheogorath had a wager that Azura's priestess, Rayna Drolan, could live in silence for one hundred years. The time was almost up, so Sheogorath sent his servants to disturb the priestess on her island in the Sheogorad region of Vvardenfell. The Nerevarine banished the Mad God's Daedric servants, and was given the Star in return. In 3E 433 the star was again given as a reward, to an adventurer who visited Azura's shrine in the Jerall Mountains of Cyrodiil. Azura sent the adventurer to cleanse a nest of vampires who had once been her worshipers. Their eternal suffering pained her, so she unsealed their prison in order for the adventurer to put them to rest. In the same year, the Star was needed by Martin Septim to open a portal to the realm of Gaiar Alata, Mankar Camoran's Paradise. The Star was consumed in Martin's ritual, and was not seen again for many years.

Sometime in the second century of the Fourth Era, one Malyn Varen, a teacher at the College of Winterhold with a scholarly interest in soul gems, came into possession of Azura's Star and began to study it along with a few colleagues and students. Unknown to the others, Varen was dying and was trying to find a way to trap his own soul in the Star, becoming immortal. This research drove him insane, partly due to the visions sent to torment him by Azura, until one day he killed a student and used her soul in his experimentation. He was banished from the College, after which he and a few loyal disciples moved to Ilinalta's Deep, an abandoned Imperial fort. This band of rogue necromancers continued their experimen-

tation, and Varen eventually succeeded in corrupting Azura's artifact to accept black souls, renaming it as the Black Star.

In 4E 201, the Dragonborn was summoned to the Shrine of Azura north of Winterhold, built by the Dunmer refugees who fled from Morrowind. Aranea Ienith, Azura's priestess, tasked the Dragonborn with finding her lost artifact. Azura's message led the Dragonborn to Nelacar, a mage living in Winterhold who was once a member of the college there. He knew of Varen, and directed the Dragonborn to Ilinalta's Deep. There, the Dragonborn found the broken Black Star, and was captured by it. The interior of the Star consisted of crystalline paths suspended in a void, and was home to Varen and his Dremora minions. The Dragonborn destroyed Varen's soul, and had to decide whether to give the Star to Ienith, who would have Azura restore the artifact, or bring it to Nelacar, who offered to complete Varen's work and permanently corrupt the artifact, leaving it as the Black Star. It is unknown which option the Dragonborn chose.

Azura's Star is a Grand Soul Gem that is capable of being re-used: it is not destroyed when creating or recharging enchanted items; it is simply emptied of all its Soul Energy. The Black Star is a corrupted incarnation of Azura's Star that is capable of trapping Black Souls.

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"For your service, take this token, that your deeds might be entered in the Book of Fate."

-Azura

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## Bittercup

The Bittercup, or the Bitter Cup, is an artifact sacred to Clavicus Vile. The Cup was lost in ancient Chimeri ruins on an island in the Sheogorad region of Vvardenfell before it was recovered by the Nerevarine in 3E 427. It slowly fills itself with an unknown nectar that, when drunk, enhances one's strengths while magnifying their weaknesses.

The Bittercup is an ornate cup made of an unknown material that fills itself with an unknown nectar. If a character drinks all of the Nectar contained within then they permanently increase their highest Characteristic by 3d8 and permanently reduce their lowest Characteristic by the same amount (to a minimum of zero). Once the nectar is consumed in this way, the bittercup does not refill until Clavicus Vile wills it so.

## Bloodworm Helm

The King of Worms was said to have left behind one of his prized possessions, the Bloodworm Helm. The Helm is a construct of magically formed bone. The Helm allows the user to summon skeletons and control the undead. It is a prized artifact for necromancers.

Bloodworm Helm	
Type	Partial Bone
AR	2
Magic AR	0
Qualities	Light, Magic, Dominate, Undead
ENC	3

**Dominate Undead (Cast):** Once per day the wearer of the helm can summon 1d10 Skeletons with the Bound trait. This summon does not impose Mindlock. Additionally, the wearer of this helm may make an opposed Willpower test against any target entity with the Undead trait (excluding vampires). On success the target gains the Bound trait and the wearer is imposed with Mindlock (1). This test may be attempted more than once, but each failed test beyond the first inflicts a level of fatigue on the wearer.

## Boots of Blinding Speed

A strange pair of boots of unknown origin.

The Boots of Blinding Speed are a pair of enchanted leather boots. Characters wearing the Boots of Blinding Speed gain the Blind trait, but quadruple their Speed.

## Brush of Truepaint

The Brush of Truepaint is an Aedric artifact supposedly created by Dibella. It is said that the bristles of the brush were woven from of Dibella's own hair. The brush allows the wielder to enter a painting canvas and paint things life-sized, simply by imagining them.

At some point before 2E 582, a Dunmer wizard named Bravam Lythandas was performing a cruel experiment in illusion on three captives he was keeping in his basement. He had magically tricked them into believing they were living in a palace, although over time the illusions began to damage their minds. As they descended into madness, one of the captives began rocking back and forth and muttering prayers to Dibella. Several days later, Bravam returned to find the basement entirely empty, with a mural depicting the grand chamber of a palace inside. The only thing remaining was the Brush of Truepaint lying in the corner.

Bravam's experiment journal went on to become a tome of forbidden knowledge, hoarded by Hermaeus Mora. At some point a Khajiit named Baezad-dro went looking for the Brush of Truepaint, although he was killed by a Daedroth when he tried to read the journal. The journal eventually ended up on the small island of Khenarthi's Roost along with several other tomes of forbidden knowledge.

The brush was later gifted to a descendant of Bravam Lythandas, an artist and devout follower of the goddess who served in the Arnesian War of 3E 396. An errant fireball exploded next to him, and he lost the use of both arms. He was a stubborn man, and prayed to Dibella for a way to continue his trade. When the Dunmer artist died, he left the brush to his son, who went on to become the famous Rythe Lythandas of Cheyndinal.

In 3E 433, a Bosmer or Altmer thief (reports vary) learned of the brush, the source of Rythe's fame. In an attempt to steal the artifact, the thief broke into Rythe's house, knocked him unconscious and leapt into the unfinished painting he was working on. The thief then created Painted Trolls to act as guardians, but the beasts turned on their creator and killed him. Rythe followed the thief into a painting, and became stuck there, unable to create a portal back without the brush. His wife Tivela, who was unaware of the Brush of Truepaint, put out a request to help "find" him. After several days, the Champion of Cyrodiil responded to the rumors, and entered the Painted World. The Champion met with Rythe, and fought through the Painted Trolls to the corpse of the thief. With the brush retrieved, the two were able to exit the Painted World.

The Brush of Truepaint appears to be a normal paintbrush, but when used to paint something the surface in question becomes a portal to a fantasy world as depicted by the painter. In this realm the brush can be used to paint real objects or beings, which come to life when completed. It can also be used to paint a portal with which to return to reality. Without the brush, there is no way back unless one can find a portal that has already been painted.

## Chillrend

*Chillrend is an artifact of unknown origins. It takes the form of a glass shortsword, although, unlike regular malachite, it is blue instead of green. Like other glass weapons, its handle was fashioned from rare metals and moonstone. Its enchantment varies in strength and properties, but it always causes magical frost damage to the opponent. Other known effects include causing a weakness to frost, or temporary paralysis.*

*The sword's first known owner was Valus Odiil, an Imperial adventurer who wandered Tamriel (or at least Hammerfell). Valus eventually settled down in Cyrodiil, and bought a farm outside the walls of Chorrol. However, his farm was continuously raided by goblins from the Great Forest, and the town guard refused to help. In 3E 433, unable to fight in his old age, he asked the Champion of Cyrodiil to aid his two sons in killing the goblins. After the battle, Valus passed on Chillrend to the Champion for keeping his sons safe, saying that he was going to spend the rest of his days in peace.*

*The sword later came into the possession of Mercer Frey, the Guildmaster of the Skyrim Thieves Guild. Mercer was a renowned thief, whose possession of the Skeleton Key gifted him with great luck. By 4E 201, Mercer had placed the sword inside a display case in the secret basement of Riftweald Manor, his house in Riften. The sword was stolen by the Last Dragonborn when Mercer's treachery was discovered by the Guild.*

### Chillrend

Damage	1d6+3
Hand	1
Range	1m
	Slashing, Exploit Weakness, Magic, Proven
Qualities	Enchanted (Strike: Frost 4)*, Enchanted (Strike: Paralyze -10)*
ENC	1

\*Deals 4 bonus Frost damage on Strike.

\*Target character must make a Willpower test with a -10 modifier or be Paralyzed for 1 round on Strike.

*"Please, take this... I won't be needing it any longer. My battles are over. I plan to live out my days on the farm in peace and quiet."*

*-Valus Odiil*

## Chrysamere

*Chrysamere, the Paladin's Blade and Sword of Heroes, is an ancient Claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deleterious spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by an individual for any length of time, for it chooses not to favor one champion.*

Chrysamere	
Damage	1d12+3
Hand	2
Range	3m
	Slashing, Concussive, Magic, Proven
Qualities	Enchanted (Cast: Heal 6, 8, 1500 SE)*, Enchanted (Cast: Resistance to Magic 3, 14, 1500 SE)*
ENC	4

\*Caster regains 6 HP.

\*Caster gains the Resistance (magic, 3) trait for 1 round.

## Crusader's Relics

*The Crusader's Relics are a set of Aedric artifacts, reportedly created by the Eight Divines and given to Pelinal Whitestrake, the Divine Crusader. The set includes a suit of armor, a shield, a mace and a longsword, which mold to the needs of the wielder and increase their proficiency in the School of Restoration. The artifacts were used by Whitestrake to banish Umaril the Unfeathered, an Ayleid Sorcerer King. In the battle, Umaril had dealt him a fatal blow, and with his death the relics were scattered and lost.*

*In 3E 111, Sir Amiel Lannus founded the Knights of the Nine with the intent of recovering the lost relics. The order grew in fame, and recovered many of the holy relics, but after the War of the Red Diamond the knights slowly disbanded, losing all but one of the relics.*

*In 3E 433, Umaril the Unfeathered returned to the mortal realm, having been reborn in the Fires of Creation due to his alliance with Meridia. The Fallen King led an attack on the Nine Divines by desecrating chapels with his army of Aurorans. Following the calling of a mysterious prophet, a pilgrim set out to retrieve the relics and reform the Knights of the Nine. The pilgrim succeeded, becoming the Divine Crusader reborn and destroying Umaril, body and soul. The relics are now held in the Priory of the Nine.*

## Using the Crusader's Relics

The Crusader's Relics are incredibly powerful artifacts, especially when combined. GMs should be wary of using more than one of them as material for anything but the end game of a high level campaign.

Certain lore savvy GMs may also be asking about our portrayal of these relics: they may be strong, but they aren't insane-cyborg-from-the-future strong! We've chosen to present a more grounded version of the relics based on their portrayal in The Elder Scrolls IV: Oblivion, but that shouldn't stop the enterprising GM from dialing up their power or adding new abilities. This could even be made into an interesting plot hook: perhaps the relics don't seem to measure up to the legends because a certain ingredient is required to unlock their true power, or perhaps the relics we know are mere imitations of the real thing!

### Armor/Weapon Quality: Aedric Favor

Due to this item's nature, only those who are worthy may wield it to its full potential. The eyes of the Aedra judge the wearer's every action, past present and future. If a character who has not been deemed worthy attempts to use the item they will find themselves unable to do so – armor straps come undone and weapons slip from their hand as if they had a mind of their own. In game terms, this means the character may not attempt to equip or use the item.

A character who has been deemed worthy to wield the Crusader's Relics and has managed to assemble the full armor set receives an additional bonus when wearing all the pieces (helm, cuirass, gauntlets, and greaves/boots). They either double the effects of all constant effect enchantments provided by the relics or increase the wielder's SB by 1 for the purposes of resolving damage bonuses. GMs should take note that this is not an honor the gods bestow lightly.

*"[Presently] the half-Elf [showed himself] bathed in [Meridian light] ... and he listed his bloodline in the Ayleidoon and spoke of his father, a god of the [previous kalpa's] World-River and taking great delight in the heavy-breathing of Pelinal who had finally bled... [Text lost] ... [And] Umaril was laid low, the angel face of his helm dented into an ugliness which made Pelinal laugh, [and his] unfeathered wings broken off with sword strokes delivered while Pelinal stood [frothing]... above him insulting his ancestry and anyone else that took ship from Old Ehlnofey"*

*-The Song of Pelinal*

## Helm of the Crusader

*The helm was created by Dibella, and gives the wearer a serene beauty. The followers of Pelinal built the Shrine of the Crusader in the halls of Vanua after his death, using the helm as an object of worship. The ruins of the structure were slowly engulfed by Lake Rumare. In 3E 153, Sir Amiel went on one final quest, hoping to restore the honor of his order - he ventured into the haunted ruins of Vanua, but died before he could reach the helm. When the pilgrim received a vision from Whitestrake, the Crusader pointed them towards the ruin. There, they found the bones of Sir Amiel, as well as the helm.*

### Helm of the Crusader

Type	Full Star-Forged Steel
AR	8
Magic AR	8
Qualities	Medium, Aedric Favor, Magic, Enchanted (Constant: Fortify Personality 15)*
ENC	4

\*Increases Personality score by 15 while worn.

## Cuirass of the Crusader

*The cuirass was created by either Mara or Akatosh. This was the first relic recovered by the original Knights, who defeated the Wyrm of Elynglenn to claim it. The cuirass was the only relic remaining in the order's possession when it dissolved after the death of Sir Amiel. It was safeguarded in the priory's sealed undercroft, protected by the lingering spirits of the Knights. Many adventurers faced the ghosts of the Knights, but none were able to pass. The pilgrim entered the abandoned priory over three hundred years later, and proved themselves in single combat against the Knights; in return, they were allowed to claim the cuirass.*

### Cuirass of the Crusader

Type	Full Star-Forged Steel
AR	8
Magic AR	8
Qualities	Medium, Aedric Favor, Magic, Enchanted (Constant: Fortify Endurance 15)*
ENC	4

\*Increases Endurance score by 15 while worn.

## Boots/Greaves of the Crusader

The Boots of the Crusader (also known as the Boots of Kynareth) were created by Kynareth. The wearer will not be attacked by creatures of the forest. Sir Juncan of the original Knights died while searching for the boots. The pilgrim visited the Shrine of Kynareth, and was told the location of the "Grove of Trials" by the high priestess (later to become Sir Avita Vesnia). Kynareth tested the pilgrim by sending the Forest Guardian, a giant bear, to attack them. When the pilgrim didn't fight back, having reverence for nature, Kynareth allowed them entrance to the grotto where the boots were hidden. The boots were needed to retrieve the Mace of the Crusader; with them, the wearer's faith is strengthened and they can cross the void of doubt.

The greaves were created by either Mara or Akatosh. Sir Berich Vlindrel of the original Knights discovered the greaves, and brought them to the War of the Red Diamond. They were buried with him in his family tomb in Underpall Cave. Sir Roderic of Wayrest and his squire Lathon, following the call of the prophet, recovered the greaves from the cave. Sir Roderic was then slain by the wraith of Lord Vlindrel, but Lathon escaped and brought the greaves to the Priory of the Nine. The pilgrim accepted them, and avenged Sir Roderic's death by freeing Lord Vlindrel of the evil which had ensnared his soul.

### Boots/Greaves of the Crusader

Type	Full Star-Forged Steel
AR	8
Magic AR	8
Qualities	Medium, Aedric Favor, Magic, Enchanted (Constant: Fortify Willpower 15)* Kynareth's Gift
ENC	4

**Kynareth's Gift:** The character wearing this item has Kynareth's favor, and will never be attacked by wild animals unless provoked.

\*Increases Willpower score by 15 while worn.

"[And then] Kyne granted Perrif another symbol, a diamond soaked red with the blood of elves, [whose] facets could [un-sector and form] into a man whose every angle could cut her jailers and a name: PELIN-EL [which is] "The Star-Made Knight" [and he] was arrayed in armor [from the future time]."

-The Song of Pelinal

## Gauntlets of the Crusader

The gauntlets were created by Stendarr. Sir Casimir of the original Knights recovered the gauntlets, and brought them to the War of the Red Diamond. When he returned, he left the order, and went to the Great Chapel of Stendarr in Chorrol. Having been changed by the war, Sir Casimir grew impatient with a beggar one day and struck him down with the gauntlets. Stendarr, the God of Mercy, was appalled and cursed the gauntlets to fall to the floor, too heavy to move. Sir Casimir and his bloodline was cursed with immense fatigue. When the pilgrim came to the Chapel to recover the gauntlets, he met a descendant of Sir Casimir: Kellen. The pilgrim took the curse upon themselves, freeing Kellen of his woes and redeeming the gauntlets. The curse was later ended by the Blessing of Talos.

### Gauntlets of the Crusader

Type	Full Star-Forged Steel
AR	8
Magic AR	8
Qualities	Medium, Aedric Favor, Magic, Enchanted (Constant: Resistance(Poison, 2))* Stendarr's Gift
ENC	4

**Stendarr's Gift:** The character wearing this item gains the Immunity (Disease) trait.

\*Gain Resistance (Poison, 2) while worn.



## Shield of the Crusader

The shield was created by Julianos. Shaped like the Chim-el Adabal, the symbol of the Imperial pantheon, the shield allows its wielder to reflect spells back at their casters. Sir Henrik of the original Knights retrieved the shield after he set out on his own. He and his friends hid the shield deep within Fort Bulwark, an abandoned Imperial fort; he died before he saw the protective measures finished.

His ghost sent the pilgrim to the fort, which had been taken by a group of conjurers. The pilgrim encountered another knight, Sir Thedret, imprisoned within the ruins. Once the pilgrim set him free, Sir Thedret passed on his limited knowledge of the puzzles, and later joined the reformed Knights of the Nine. After many challenges the pilgrim discovered the shield in the depths of the ruin.

### Shield of the Crusader

BR	12
Magic BR	12
Qualities	Medium, Magic, Mirror of Julianos
ENC	3

**Mirror of Julianos:** If the character uses this shield to block or parry a spell, enchanted item, or other source of a magical effect, then the effect(s) are resolved against the attacking character instead.

## Mace of the Crusader

The mace was created by Zenithar. According to legend, when Pelinal Whitestrake was slain, a messenger carried the mace to the settlement of Leyawiin. Centuries later, the master craftsman Saint Kaladas built the Great Chapel of Zenithar to honor the legend. When Kaladas died and was entombed in the Chapel, those who prayed to him began to receive visions of the mace. In the vision, the mace can be seen in the distance, separated by a void. Sir Ralva of the original Knights attempted hundreds of times to reach the mace, but failed each time. The pilgrim later discovered that the Boots of the Crusader are needed to cross the void. With the boots, the path was illuminated and the pilgrim recovered the mace.

### Mace of the Crusader

Damage	1d8+4
Hand	1
Range	2m
Qualities	Crushing, Aedric Favor, Unwieldy, Concussive, Magic, Proven
ENC	1

\*Deals 5 bonus Fire [Sunlight] damage on Strike.

\*Target w/ Undead trait tests WP at -10 or flees for 2 rounds.

## Sword of the Crusader

The sword was created by Arkay. Those it strikes are burnt by holy flames, their magicka reserves depleted. It was discovered by Sir Berich Vlindrel of the original Knights, who brought it to the War of the Red Diamond. When he died, it was buried with him in his family tomb in Underpall Cave; in undeath, Lord Vlindrel dragged the sword down into evil, cursing it so that a righteous wielder would have stunted magicka. His wraith, infamous for haunting the Orange Road, wielded the weapon. It was recovered by the pilgrim who, after freeing Lord Vlindrel's soul, reconsecrated it on the altar in the Great Chapel of Arkay in Cheyndinhal.

### Sword of the Crusader

Damage	1d8+4 (1d10+4)
Hand	1.5
Range	2m
Qualities	Slashing, Aedric Favor, Magic, Proven, Enchanted (Strike: Fire [Sunlight] 4)*, Enchanted (Strike: Drain Magicka 10)*
ENC	2

\*Deals 4 bonus Fire [Sunlight] damage on Strike.

\*Target loses 10 magicka on Strike.

*"When those soldiers who heard him say this stared blankly, he laughed and swung his sword, running into the rain of Kyne to slaughter their Ayleid captives, screaming, 'O Aka, for our shared madness I do this! I watch you watching me watching back! Umaril dares call us out, for that is how we made him!"*

-The Song of Pelinal



## Daedric Crescent

The Daedric Crescent Blade is a Daedric artifact created by the Daedric Prince Mehrunes Dagon. It has the power to paralyze those it strikes, and puts heavy wear on their armor; it has also been known to create a green ball of energy, but its effects are unknown. There were once many Crescents, which were used by Dagon's forces to take the Battlespire during the Imperial Simulacrum. When the Empire later reclaimed the ruined academy, the Crescents were gathered up and destroyed - all but one.

In 3E 427, this last Crescent was discovered by the Nerevarine. It had been in the possession of Lord Dregas Volar, a Dremora who dwelled in the Daedric shrine of Magas Volar, a Daedric sanctuary inaccessible without teleportation. Divayth Fyr of Tel Fyr had come to possess an amulet which would teleport the wearer to the hidden shrine; the Nerevarine used the amulet and defeated Lord Volar, claiming the last known Daedric Crescent.

### Daedric Crescent

Damage	1d12+4
Hand	2
Range	2m
Qualities	Splitting, Unwieldy, Shield Splitter, Concussive, Magic, Proven Enchanted (Strike: Paralyze -20)* Enchanted (Strike: Disintegrate Armor 3)*
ENC	1

\*Target character must make a Willpower test with a -20 modifier or be Paralyzed for 1 round on Strike.

\*Applies the Damaged 3 quality to the piece of armor on the location it hits (or shield, if it is blocked by a shield) on Strike.

"You have defeated Lord Dregas Volar. The Daedric amulet that brought you to this place disappears from your inventory, but is replaced by Volar's own weapon..."

-Morrowind

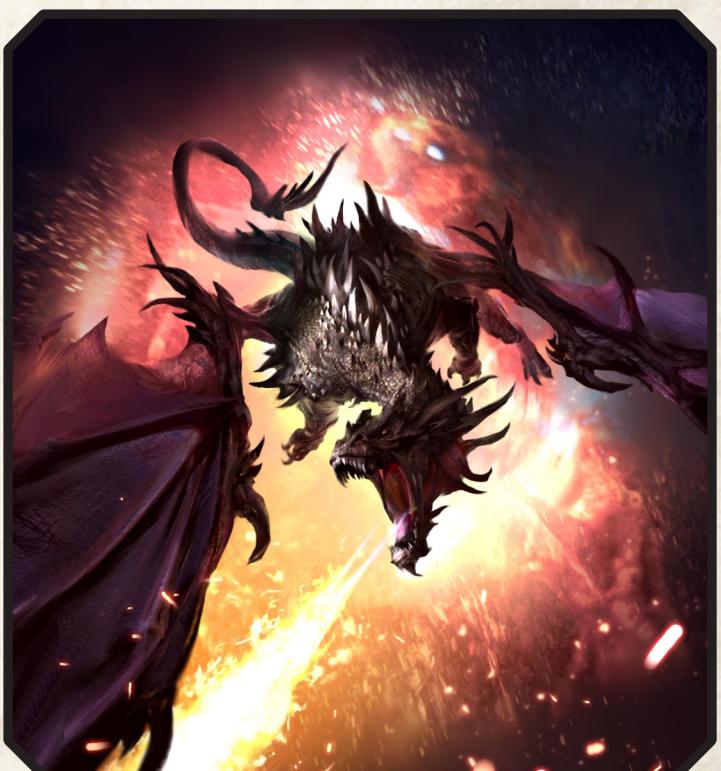
## Dragonbone Mail

The Dragonbone Mail, or the Dragonbone cuirass, is thought to be one of the greatest artifacts any collector or hero could own. While many fine pieces of armor have been constructed with real dragon bone, the Dragonbone Mail was enchanted by the first Imperial Battlemage, Zurin Arctus, in the early years of the Third Era. It's described as a truly exquisite piece of work, and many have sought to possess it. The properties of the cuirass allow the wearer to resist fire, and to damage an enemy with a blast of fire. Little is known about the involvement of Zurin Arctus with the enchantment of the cuirass, but an old tale speaks of a debt that he owed to a traveling warrior. Like the warrior, the Dragonbone Mail never stays put for long.

Dragonbone Mail	
Type	Full Dragonbone
AR	9
Magic AR	9
Qualities	Super-Heavy, Magic, Enchanted (Constant: Immunity (Fire))* Dragon Breath
ENC	6

**Dragon Breath (1 AP + 1 SP):** Breath a great swathe of fire in an arcing spray, dealing 2d6 Fire damage to all targets in a 10m cone. This is resolved as a Primary Cast Magic action and an Attack.

\*Gain the Immunity (Fire) trait while worn.



## Ebony Blade

The Ebony Blade, resembles an ebony katana, and its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its history, a charm was cast on it so it would not remain with any one individual for long. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right to do so. It is an artifact of Mephala, Daedric Prince of deceit.

Ebony Blade	
Damage	1d6+4 (1d8+4)
Hand	1.5
Range	2m
Qualities	Slashing, Magic, Proven, Exploit Weakness, Vampiric Blade
ENC	3

**Vampiric Blade:** When this weapon deals damage, the wielder regains HP equal to half (round up) of the damage dealt after reduction.

## Ebony Mail

The Ebony Mail is a Daedric artifact created by the Daedric Prince Boethiah. In appearance it looks like an ebony suit of armor, or often simply a cuirass. The artifact grants its wearer resistance to magical attacks, magical protection from physical blows, quieter movements and the ability to poison enemies who get too close. The artifact was created before recorded history by Boethiah.. The Ebony Mail was uncovered in Black Marsh by the Eternal Champion during the Imperial Simulacrum. An unknown agent of the Blades in the Iliac Bay area summoned Boethiah in a search for power. In return for killing an innocent spellsword, the agent was gifted with the Ebony Mail from a worshiper of Boethiah. During the play A Hypothetical Treachery, a group of adventurers (Malvasian, Inzoliah, Dolcettus and Schiavas) recover the Ebony Mail from the legendary Eldengrove of Valenwood. In the end, Inzoliah alone is left alive and sells the artifact to the king of Silvenar.

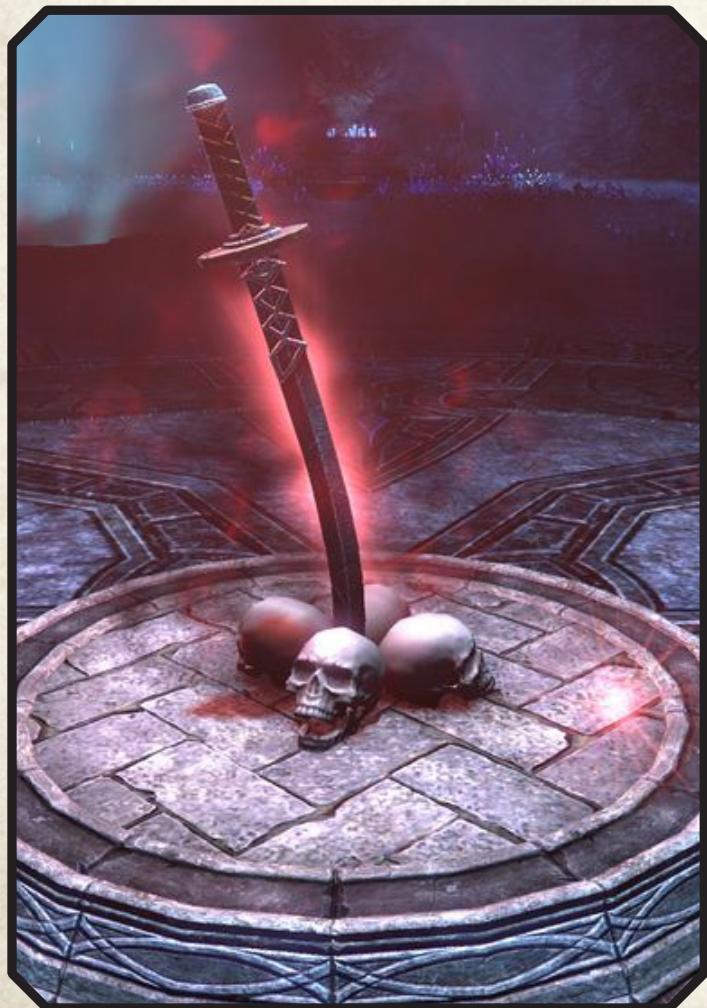
In 3E 427, the Nerevarine was sent by the Tribunal Temple at the request of Archcanon Tholer Saryoni to make a pilgrimage to Mount Assarnibibi, where Molag Bal oversaw the ninety-nine lovers of Boethiah, who gave birth to Almalexia. Upon completing the pilgrimage, the Nerevarine received the Ebony Mail and brought it to Tholer Saryoni. The archcanon wouldn't accept it, saying it would be put to better use by the Nerevarine. The Nerevarine later sold it to Torasa Aram, who put it on display in the Mournhold Museum of Artifacts. In 4E 201, Boethiah tasked the Dragonborn with assassinating the Prince's previous champion and his group of bandits. The Dragonborn retrieved the Ebony Mail from the corpse of the ex-champion.

Ebony Mail	
Type	Full Ebony
AR	8
Magic AR	4
Qualities	Heavy, Magic Enchanted (Constant: Resistance(Magic, 5))* Enchanted (Constant: Poison Cloak 3)* Enchanted (Constant: Muffle -20)*
ENC	6

\*Gain the Resistance (Magic, 5) trait while worn.

\*Deal 3 poison damage to all targets within 2m at the end of every round.

\*Gain the Muffled (-20) Condition while worn.



## Eleidon's Ward

Eleidon's Ward is an enchanted shield especially built for Eleidon, a renowned holy knight of legend in Breton history. One of the many stories about him is that he saved a baron's daughter from sure death at the hands of a warlord, and the baron spent all his riches on the creation of the shield to show his gratitude. It grants the wielder the opportunity to heal wounds. The Nerevarine reportedly recovered the shield from a tomb in the Sheogorad region of Vvardenfell and sold it to the Mournhold Museum of Artifacts in 3E 427.

Eleidon's Ward	
BR	13
Magic BR	10
	Heavy, Magic
Qualities	Enchanted (Cast: Heal 5, 10, 1500 SE)*, Enchanted (Cast: Heal Ally 5, 14, 1500 SE)*
ENC	3

\*Caster regains 10 HP.

\*Target Character within 1m regains 10 HP.



"The fork excites and synergizes magicka around it. When held in the hand of someone more notable than yourself, it can produce dramatic results. In your hand, it might be suitable for conveying roast beef to your mouth."

-Haskill

## Fork of Horripilation

The Fork of Horripilation is a cursed artifact created by the Daedric Prince Sheogorath. In appearance and in function, it is a mundane iron fork. However, Sheogorath is fond of forcing mortals to use it as a weapon, in which case it curses the wielder with Fork's Wound, a magical effect which stunts the wielder's magicka or drains it completely. It is unknown what relation the fork has to horripilation.

In 3E 427, the fork was in the possession of Big Head, a mad Argonian hermit and a worshiper of Sheogorath who lived in a small shack on an island in the Sheogorad region of Morrowind. Big Head was obsessed with forks and spears, which he had filled his hut with. Sheogorath instructed the Nerevarine to kill a Giant Bull Netch with the fork. Big Head willingly gave the fork to the Nerevarine, who then killed the Bull Netch and returned the fork to Sheogorath to earn the Prince's favor.

In 3E 433, Sheogorath returned the fork to the Shivering Isles, his Plane of Oblivion. Rumors circulated among the mortal population of the Isles about its return. Big Head entered the Isles in search of the fork, which "sang" to him, and took up residence in Bliss, where he collected a great many forks. The fork was of great importance to both the Heretics and Zealots, two outcast religious factions. The Heretics had obtained possession of the fork and had taken it to Longtooth Camp, near the Gates of Madness on the Mania side of the Isles. However, news of this reached the Zealots, who launched an attack on the Heretic base. The Fork supposedly changed hands several times, with the Zealots bringing it to Hardscrabble Camp, their nearby base in Dementia, only to have it reclaimed by the Heretics. Eventually, Big Head requested the assistance of Sheogorath's Champion, who then learned of its location from the beggar Bolwing. The Champion recovered the fork from the outcasts and returned it to the grateful Big Head.

Fork of Horripilation	
Damage	1d4
Hand	1
Range	1m
Qualities	Slashing, Small, Magic, Madness!
ENC	1

**Madness!:** When a character picks up this item they reduce their magicka to 0 and cease regenerating magicka while they continue to carry it. The Fork of Horripilation ignores all AR and Natural Toughness, and when a target is killed using the Fork of Horripilation, the wielder must make a -20 Willpower test to avoid extreme compulsions to immediately eat the target's flesh.

## Goldbrand

*Goldbrand is an ancient artifact, which takes the form of a golden katana. It was created by the dragons of the North. According to the legends of thieves, it was given to a great knight who was sworn to protect the dragons. It contains the power of the Daedric Prince Boethiah, and burns those that it strikes.*

*In 3E 427, the Nerevarine discovered the sunken shrine to Boethiah beneath the waves, west of the small village of Hla Oad in the Bitter Coast region of Vvardenfell. The Daedra was upset that his shrine had been allowed to remain in ruins, and ordered the Nerevarine to erect a new shrine in return for the Goldbrand. The Nerevarine funded an orc sculptor to create the shrine at Khartag Point, a landmark northwest of Gnaar Mok. When the statue was complete, Boethiah rewarded the Nerevarine with the Goldbrand, which was later rumored to have transformed into Eltonbrand. In 3E 433, the Champion of Cyrodiil visited Attribution's Share and partook in Boethiah's Tournament of Ten Bloods. After defeating all nine of the Daedra's Chosen in mortal combat, Boethiah declared the Champion as his Chosen One, gifting the Goldbrand as a boon.*

*In 4E 175, Goldbrand was supposedly wielded by Emperor Titus Mede II in the Battle of the Red Ring against the Aldmeri Dominion.*

Goldbrand	
Damage	1d6+4 (1d8+4)
Hand	1.5
Range	2m
Qualities	Slashing Magic, Exploit Weakness, Proven Enchanted (Strike: Fire 8)*
ENC	3

\*Deals 8 bonus Fire damage on Strike.



## Grey Cowl of Nocturnal

*The Gray Cowl of Nocturnal is a daedric artifact that once belonged to Nocturnal. It takes the form of a dark leather cowl, which obscures the face of the wearer. Nocturnal is revered as a god by thieves across Tamriel. Her reputation as the Mistress of Shadows has sometimes led thieves to attempt to steal an item from her to prove their greatness. The story of the theft of Nocturnal's cloak is probably fiction, as is at least one story of the theft of the cowl, but the cowl is known to have left her possession. It appears to have been stolen by a thief named Emer Darello, the first guildmaster of the Thieves Guild, although a curse bestowed upon the cowl by Nocturnal meant that the name of cowl's owner is lost to mortal memory. "Whosoever wears it shall be lost in the shadows. His true nature shall be unknown to all who meet him. His identity shall be struck from all records and histories. Memory will hide in the shadows, refusing to record the name of the owner to any who meet him. He shall be known by the cowl and only by the cowl." This curse was broken when history was rewritten through the use of an Elder Scroll. The Office of the Unseeing Eye, a section of the Cult of the Ancestor Moth, expressed a desire to find the cowl in order to see if the curse does exist, and research further on how to remove it.*

*After having been stolen by Emer Darello, the cursed cowl was handed down from one guildmaster to the next in the Cyrodiil branch of the Thieves Guild. This forced the guildmasters to work under the persona of the Gray Fox. Thought to be a myth by most members of the public, the identity of the Gray Fox came about over the course of three hundred years. Legends propagated around the mysterious master thief, who was thought to possess immortality and supernatural thieving abilities. He was viewed as a hero by the beggars and the lower classes of Cyrodiil, but he was hated by the nobility and the Imperial Watch. The curse was broken in 3E 433, when Count Corvus Umbranox, the contemporary Gray Fox, organized the theft of an Elder Scroll from the Imperial Library in the Imperial Palace. Umbranox used the Scroll to rewrite history and remove Nocturnal's curse. Even without the curse, the Cowl still had the ability to cloak the true identity of the wearer, and it was still identified with the infamous Gray Fox. By 4E 201, the Gray Fox remains a revered character among thieves.*

When a character wears this cowl, the character becomes the Gray Fox. Anything they do while wearing the cowl is not associated with their real identity, even if they are witnessed donning or removing the cowl.

GMs who include the Grey Cowl should consider how they would like the artifact to impact their game. Some GMs may prefer a more literal interpretation in which the player swaps to using a character profile which represents the true Grey Fox, while others may prefer a more indirect approach, simply masking the true identity of the wearer.

# Helm of Oreyn Bearclaw

The Helm of Oreyn Bearclaw is a prized artifact which once belonged to the legendary Valenwood hunter, Oreyn Bearclaw. Although legends claim that Bearclaw performed many great deeds, these were falsely credited and were actually performed by his friend, an orc named Kharag gro-Khar. After Bearclaw's demise, caused by the Knahaten Flu, his helm stood as a monument of his stature, although it was eventually lost after his clan split. The helm itself is an enchanted skull.

In 3E 427, Malacath sent the Nerevarine to end Bearclaw's bloodline and undeserved fame. The supposed last descendant of the false elven hero was Farvyn Oreyn. Farvyn knew of his ancestor's falsehood, and sought to perform heroic deeds to justify his own fame. With his death, Malacath believed the family line to have ended and rewarded the Nerevarine with the helm. The Nerevarine then sold the helm to Torasa Aram, who put it on public display in the Mournhold Museum of Artifacts.

Sometime after the events of 3E 427, the helm was brought from Morrowind to Cyrodiil and given to Modryn Oreyn, another descendant of Bearclaw who was unknown to Malacath. Modryn was the second-in-command of the Cyrodilic branch of the Fighters Guild. In 3E 433, after the Blackwood Company almost ruined the guild, Modryn gave the helm to the new Master of the Fighters Guild, who replaced Vilena Downton. Modryn hoped that the new Master would restore the Oreyn name to glory by wearing the helm of his ancestor.

Helm of Oreyn Bearclaw	
Type	Full Bone
AR	8
Magic AR	6
Qualities	Heavy, Magic Enchanted (Constant: Fortify Endurance 15)* Enchanted (Constant: Fortify Agility 15)*
ENC	2

\*Increases Endurance score by 15 while worn.

\*Increases Agility score by 15 while worn.

"You have summoned me? Hmmpf. You are all the same. But, perhaps you can be of use to me. I have in my possession the Helm of Oreyn Bearclaw, the dark elven 'hero.' His deeds are numerous, but he was a false hero. All were performed by Kharag gro-Khar, his orcish friend. It is time this legend was put to rest. Find the last of his bloodline, kill him, and I will grant you the Helm. Look for the him in the city where the Man-God lives."

-Malacath

# Kagrenac's Tools

Kagrenac's Tools are the legendary artifacts crafted by the Dwemer Tonal Architect, Lord Kagrenac. The tools, Keening, Sunder, and Wraithguard, were created to tap into the power of the Heart of Lorkhan. All three artifacts came into the possession of the Almsivi and were used by the Tribunal to make themselves into living gods. During the Nerevarine's final battle with Dagoth Ur, all three artifacts were used to destroy the enchantments on the Heart of Lorkhan. Without Wraithguard, it is dangerous to wield the weapons.

## Weapon Quality: Unbridled Power

Kagrenac's tools are objects of incredible power, tied to the very threads of fate. On a successful hit the wielder of this weapon can spend a Luck Point to cause the weapon to deal double damage (before mitigation). Characters who attempt to wield this weapon take 3d10 damage per round which cannot be mitigated in any way. Treat it as shock damage for the purposes of determining wounds.

## Using Kagrenac's Tools

Kagrenac's tools are incredibly powerful artifacts, and GMs should be wary of using more than one of them as material for anything but the end game of a high level campaign. When brought together and if the Heart of Lorkhan is accessible, they have powers beyond imagination, and certainly beyond the scope of the game's rules. Tread lightly.

## Sunder

Sunder, a hammer, was used to produce a specific amount and quality of power from the Heart. When struck by Sunder, the Heart would release godlike power. After being taken from the Almsivi, Sunder was brought to the citadel of Vemynal by Dagoth Vemyn, an Ash Vampire. It was recovered by the Nerevarine in 3E 427.

Sunder	
Damage	1d8+4
Hand	1
Range	2m
Qualities	Crushing, Magic, Proven, Unbridled Power, Enchanted (Constant: Fortify Endurance 20)* Enchanted (Constant: Fortify Strength 20)* Kagrenac's Hammer
ENC	2

**Kagrenac's Hammer:** The character wielding this item can test Luck once per round in order to count as having burned a single Luck point for an effect of their choice. This item cannot ever be damaged or destroyed by conventional or magical means.

\*Increases Endurance score by 20 while wielded

\*Increases Strength score by 20 while wielded.

## Keening

*Keening, a short blade, was used to flay and focus the power that Sunder produced. After being taken from the Almsivi, the blade was brought to the citadel of Odrosal by Dagoth Odros, an Ash Vampire. It was recovered by the Nerevarine in 3E 427. In 4E 201, the mage Arniel Gane requested the delivery of it to Skyrim for research. Arniel used the blade on a warped soul gem to reproduce the events which led to the disappearance of the Dwemer. The blade then passed into the possession of the Last Dragonborn, who had aided Arniel in his endeavor.*

### Keening

Damage	1d6+4
Hand	1
Range	1m
	Slashing, Magic, Proven, Exploit Weakness, Unbridled Power
Qualities	Enchanted (Constant: Fortify Agility 20)* Enchanted (Constant: Fortify Willpower 20)* Kagrenac's Blade
ENC	1

**Kagrenac's Blade:** The character wielding this item gain the Power Well (50) trait. This item cannot be damaged or destroyed by conventional or magical means.

\*Increases Agility score by 20 while wielded.

\*Increases Willpower score by 20 while wielded.

## Wraithguard

*Wraithguard, a gauntlet, stopped the fatal effects of the other tools on the wielder. While accounts of its appearance vary, the god Vivec held it until it came into the possession of the Nerevarine.*

### Wraithguard

Hit Location	Right Arm
Type	Full Dwemer
AR	6
Magic AR	6
Qualities	Super Heavy, Magic, Kagrenac's Gauntlet
ENC	5

**Kagrenac's Gauntlet:** The character wearing this item gains the Immunity (Poison) and Immunity (Paralysis) traits. They gain 2 AR to all hit locations, and ignore damage from wielding weapons with Unbridled Power. This item cannot ever be damaged or destroyed by conventional or magical means.

## King Dumac's Wedding Gifts

*A pair of dwemer artifacts commissioned by King Dumac as wedding day gifts presented to Almalexia and Indoril Nerevar.*

### Hopesfire

*The weapon is an ebony sabre surrounded by a constant blue flame. The Nerevarine reportedly obtained the weapon after confronting Almalexia in the Clockwork City.*

#### Hopesfire

Damage	1d10+4
Hand	1
Range	2m
Qualities	Slashing, Dueling Weapon, Magic, Proven Enchanted (Strike: Shock 6)*
ENC	2

\*Deals 6 bonus Shock damage on Strike.

### Trueflame

*The weapon is an ebony sabre surrounded by a constant red flame. The Nerevarine rebuilt this weapon after it was destroyed and used it to confront Almalexia in the Clockwork City.*

#### Trueflame

Damage	1d10+4
Hand	1
Range	2m
Qualities	Slashing, Dueling Weapon, Magic, Proven Enchanted (Strike: Fire 6)*
ENC	2

\*Deals 6 bonus Fire damage on Strike.

## King Orgnum's Coffer

*King Orgnum's Coffer is a small-sized chest, ordinary in appearance. It is remarkably light, almost weightless, which offers a clue to its true magic. Once a day, the Coffer will create gold from naught. When King Orgnum himself possessed the Coffer, the supply within was limitless. Those who have found it since report that the Coffer eventually disappears after having dispersed enough gold to shame even the wealthiest of merchants.*

Once a day when the chest is opened it will contain gold worth 10d100 drakes. If these are not removed at once, they will vanish at some point before the chest is opened again (or if the chest is left open too long).

## Lord's Mail

The Lord's Mail (also called the Armor of Morihaus or the Gift of Kynareth) is an artifact given to mortals by Kynareth, one of the Eight Divines. It is an ancient plated mithril cuirass of unsurpassable quality, considered to be heavy armor. It grants the wearer power to absorb or regenerate health, resist the effects of spells, and cure poison. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one. The Mail was originally owned during the Merethic Era by the bull Morihaus, a demigod and early cultural hero of the Cyro-Nordics who was closely associated with Kynareth. The cuirass is sacred to the Imperial Legion and the Imperial Cult, and is accepted as uniform in the Legion.

The cuirass was uncovered by the Eternal Champion during the Imperial Simulacrum in either Skyrim or Black Marsh (accounts vary). In the events leading up to the Warp in the West, a clue to the artifact's location was discovered by a witch living in the Iliac Bay region. In return for kidnapping the witch's great-granddaughter to become the witch's successor, she revealed the clue to a questing member of a knightly order, who retrieved it from the dungeon where it lay.

### Lord's Mail

Type	Full Mithril
AR	8
Magic AR	8
Qualities	Heavy, Magic Enchanted (Constant: Resistance to Magic 4)* Bull's Endurance
ENC	4

**Bull's Endurance:** Wearer regenerates 1 HP at the beginning of each round. This can be disabled by the wearer at any time.

\*Gain the Resistance (Magic, 4) trait while worn.



## Mace of Aevar Stone-Singer

The Mace of Aevar Stone-Singer is a prized Skaal artifact. According to legend, the hero used the mace to amplify the Song of the Earth, returning the Gift of the Earth and making the land rich again for the Skaal. It is awarded to anyone who completes the Ritual of the Gifts, a sort of pilgrimage around Solstheim practiced by the Skaal. Though a magnificent and lethal stalhrim weapon which inflicts frost damage on foes, the mace is also extraordinarily heavy. In 3E 427, the Nerevarine completed the ritual and became the only known outsider to have received the mace from the Skaal.

### Mace of Aevar Stone-Singer

Damage	2d6+3
Hand	1
Range	2m
Qualities	Crushing, Unwieldy, Concussive, Magic, Proven, Enchanted (Strike: Frost 4)*
ENC	3

\*Deals 4 bonus Frost damage on Strike.

## Mace of Molag Bal

The Mace of Molag Bal drains its victims of magicka and gives it to the bearer. It also has the ability to transfer an enemy's strength to its wielder. There are many legends about the Mace. It seems to be a favorite for vanquishing wizards. In the events leading up to the Warp in the West, an agent of the Blades received the Mace of Molag Bal in exchange for eliminating a heretic mage. In 3E 427, the mace was also awarded to a supplicant who dispatched a lazy minion. During the Oblivion Crisis, Molag Bal had a follower incite a local pacifist to murder; again, the mace was given as a reward. During the Stormcloak Rebellion in Skyrim, Molag Bal presented the mace to the Last Dragonborn for helping Molag Bal capture the soul of a priest of Boethiah.

### Mace of Molag Bal

Damage	1d8+4
Hand	1
Range	2m
Qualities	Crushing, Unwieldy, Concussive, Magic, Proven, Enchanted (Strike: Absorb [Strength] 10)* Enchanted (Strike: Absorb Magicka 4)*
ENC	3

\*Target character suffers a -10 penalty to all Strength-based tests for one round. The wielder gains a +10 bonus to their Strength-based tests for as long as the original target is affected. Only one instance of this effect may be active at once.

\*Target character must make a Willpower test or lose 4 magicka, the wielder regenerates MP equal to the magicka lost.

# Masque of Clavicus Vile

*Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the Masque is more likely to get a positive response from the people of Tamriel. The best known story of the Masque tells the tale of Avalea, a noblewoman of some renown. As a young girl, she was grossly disfigured by a spiteful servant. Avalea made a dark deal with Clavicus Vile and received the Masque in return. Though the Masque did not change her looks, suddenly she had the respect and admiration of everyone. A year and a day after her marriage to a well connected baron, Clavicus Vile reclaimed the Masque. Although pregnant with his child, Avalea was banished from the Baron's household. Twenty one years and one day later, Avalea's daughter claimed her vengeance by slaying the Baron.*

## Masque of Clavicus Vile

Type	Full Iron
AR	8
Magic AR	8
Qualities	Heavy, Magic Enchanted (Constant: Fortify Personality 30)*
ENC	3

\*Increases Personality score by 30 while worn.

# Mehrunes' Razor

*Mehrunes Razor, also called the Dagger of the Final Wounds, the Bane of the Righteous and the Kingslayer, is a Daedric artifact created by the Daedric Prince Mehrunes Dagon. This powerful ebony dagger has the ability to kill instantly.*

*Around the time of the Warp in the West, an unknown agent of the Blades was given the weapon by Dagon for slaying a rebellious Frost Atronach. In 3E 427, the Nerevarine recovered the razor from Alas Ancestral Tomb, where it lay disused and rusted by the corpse of Varner Hleras. In return, Dagon imbued the razor with his power and returned it to its former glory.*

*In 3E 433, a rogue Telvanni Arch-Mage named Frathen Drothan assembled an army of mercenaries and searched for the razor in Sundercliff Watch, an abandoned Imperial outpost and iron mine. It was rumored that the entrance to the ancient Ayleid city of Varsa Baalim had been uncovered, and with it the Nefarivigum. This was an evil construct of Mehrunes Dagon, created to test pilgrims seeking the razor. Msirae Faythung, a previous champion of Dagon's, stood guard over the Razor after having failed the Prince. As punishment, the Kyn cut open his chest to reveal his heart and cursed him to stand statue-like in the Nefarivigum for eternity. Drothan decrypted the runes in the Nefarivigum, which summoned the razor, but before he could recover it the Champion of Cyrodiil defeated him and claimed the dagger.*

*After the Oblivion Crisis, a group devoted to eradicating the Mythic Dawn from Tamriel stumbled upon the razor. They broke the razor into pieces and divided them between the three most senior members of their order, pledging to keep the pieces safe. They renamed themselves "The Keepers of the Razor" in honor of their new role. The hilt, pommel, and blade shards of the razor were passed down through the Keepers' descendants, but the scabbard was not.*

*In 4E 201, the Last Dragonborn was contacted by Silus Vesuius, a Dagon enthusiast trying to establish a Mythic Dawn museum, who had found the scabbard. He hired the Dragonborn to collect the three missing pieces.*

*The two journeyed to a shrine to Mehrunes Dagon to have the Razor repaired. Dagon demanded the life of Silus Vesuius in return. Vesuius offered the Dragonborn gold to ignore Dagon's request, wanting to add the shattered pieces to his museum if he couldn't have the restored artifact. It is unknown whether the Dragonborn accepted his offer or killed Vesuius and claimed the dagger.*

## Mehrunes' Razor

Damage	1d4+4
Hand	1
Range	2m
Qualities	Slashing, Exploit Weakness, Thrown (5/10/15), Small, Magic, Proven, Dagon's Domination
ENC	1

**Dagon's Domination:** Every time this weapon inflicts damage on a target roll a d10, on a roll of a 1 that target is killed instantly.

# Mentor's Ring

*The Mentor's Ring is a prized possession for any apprentice to magic. It lends the wearer the ability to increase their intelligence and wisdom, thus making their use of magic more efficient. The High Wizard Carni Asron is said to be the creator of the Ring. It was a construct for his young apprentices while studying under his guidance. After Asron's death, the Ring and several other possessions vanished and have been circulated throughout Tamriel.*

*While worn, the Mentor's Ring increases the character's Willpower and Intelligence scores by 10.*



## Necromancer's Amulet

The Necromancer's Amulet (also known as the Necromancer Amulet) is a legendary artifact created by Mannimarco. In appearance it is an exquisite amulet, often with a skull emblazoned upon it. In the past it has granted the wearer magical protection equivalent to plate armor, as well as the ability to regenerate from injury, resist mundane weapons and absorb magicka. Some wearers become wise beyond their years and far more capable in the School of Conjuration. This comes at a price, as the amulet can drain the wearer's strength, endurance, health and stamina. The artifact is popular among both thieves and mages. The amulet is unstable in this world, and is forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance.

The amulet was uncovered by the Eternal Champion during the Imperial Simulacrum, in either High Rock or the Summerset Isles. In the events leading up to the Warp in the West, the amulet was recovered from an ancient lich by a knightly order in the Iliac Bay area. The amulet later fell into the hands of the Underking, who promised it as a reward for any who would return the Totem of Tiber Septim to him. Due to the Warp in the West, the fate of the amulet is unknown, although it may have been given to an unknown agent of the Blades. By 3E 427, the amulet had come to be owned by Arch-Mage Trebonius Artorius of the Vardenfell branch of the Mages Guild. It was later claimed by the Nerevarine, although the circumstances as to how Artorius lost it are contradictory, ranging from the death of all the Telvanni councilors to the Nerevarine dueling for the title of Arch-Mage.

By 3E 433, the amulet had been transported to the Arcane University in the Imperial City for safekeeping. With the return of Mannimarco after his ascent to godhood, Caranya of the Council of Mages turned traitor and took the amulet and her supporters to the abandoned Fort Ontus, where she intended to return the amulet to its creator, making Mannimarco nigh unstoppable. The Champion of Cyrodiil uncovered Caranya's treachery and killed her, returning the amulet to Arch-Mage Hannibal Traven. By 4E 201, long after the dissolution of the Mages Guild, the amulet had been discovered by Calixto Corrium of Windhelm after he had been driven to madness at the death of his sister Lucilla. Attempting to bring her back to life, Calixto turned to necromancy and believed the amulet to be a Wheelstone. The amulet was found by the Dragonborn, who was investigating a string of murders in the city, attributed to a serial killer called "the Butcher". The Butcher was none other than Calixto, who was eventually discovered and brought to justice.

While worn, the Necromancer's Amulet increases the character's Intelligence score by 25 and decreases their Strength and Endurance scores by 10. Additionally, they gain the Resist Normal Weapons (5) and the Regeneration (2) traits.

## Oghma Infinium

The Oghma Infinium is an ancient tome of knowledge, and an artifact of great power. It was written by Xarxes, the scribe of Auri-El, who had been granted the knowledge within by Hermaeus Mora. The name of the tome comes from Oghma, the wife of Xarxes. The knowledge within the tome grants the reader access to the artifact's energy, which can be manipulated to achieve near demigod abilities. The Paths of Steel, Shadow and Spirit are the three main sections of the tome. Once the Oghma Infinium is used, it disappears from its owner's possession.

The tome was uncovered during the Imperial Simulacrum by the Eternal Champion, although conflicting reports place its discovery in either Skyrim or Elsweyr. Just before the events of the Warp in the West, an unknown agent of the Blades in the Iliac Bay area was sent by Hermaeus Mora to assassinate a noble who had displeased the Prince. In return, the tome passed hands. In 3E 433, Mora again offered the tome as a reward, this time to the Champion of Cyrodiil. Mora summoned the Champion to his shrine in the Jerall Mountains, on the border with Skyrim. Mora had the Champion collect souls from the ten main races of Tamriel, which were needed by his followers to perform a divination. The Champion succeeded and was given the tome.

Sometime after the events of the Third Era, the tome was sealed inside an ancient Dwemer lockbox so that no more of its dangerous knowledge could be shared with mortals. This displeased Hermaeus Mora. The lockbox, located in a small cave out on the ice sheets off the coast of northeast Skyrim, could only be opened by those of Dwarven blood. A follower of Hermaeus Mora, Septimus Signus, was manipulated by the god and tasked with opening the lockbox. Signus believed the lockbox contained the Heart of Lorkhan. Signus was told by Mora that he would need the knowledge of an Elder Scroll to divine the way to open the lockbox. Signus was an expert on Elder Scrolls, and when the Last Dragonborn came looking for one in 4E 201, Signus pointed them towards Blackreach. The Last Dragonborn found the Elder Scroll within the Tower of Mzark, taking it and inscribing its knowledge onto a blank Dwemer lexicon. Signus used the knowledge to discover how to open the lockbox. As the Dwemer were all but extinct, Signus theorized that he could inject himself with the blood of all surviving elves to trick the lock. Signus succeeded in opening the lock, only to discover that it contained the Oghma Infinium. He was turned to dust attempting to read it. The Last Dragonborn took the tome and was contacted by Mora, who was pleased that his knowledge would again be put to use.

The Oghma Infinium is a book that, when read, improves the character who read it. Choose two characteristics and increase those characteristics by five. Then, distribute eight skill ranks across the character's skills (capped at the maximum possible rank). Once used, the Oghma Infinium returns to Hermaeus Mora.

## Ring of Hircine

Characters who wear this ring automatically pass all Willpower tests associated with transforming into and out of the beast form. Lycanthropes who wear this ring no longer have a limit to their transformations per day.

Non-lycanthropes who wear this ring are able to use the lycanthrope beast form transformation at will. The specific beast form is chosen when the wearer uses this transformation ability for the first time, and persists for as long as that character lives. This ring is not dropped or damaged as part of a character's beast form transformation.

## Ring of the Hunt

While a lycanthrope is in beast form and wearing this ring, they gain Regeneration (EB) and regain an additional 2 HP when feeding. This ring is not dropped or damaged as part of a character's beast form transformation.

## Ring of Instinct

While a lycanthrope is in beast form and wearing this ring, they gain a +10 to their Bestial Instinct tests. This ring is not dropped or damaged as part of a character's beast form transformation

## Ring of Khajiiti

*The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.*

While worn, the Ring of Khajiiti increases the character's Agility score by 10, and the wearer can gain the Invisible condition as a free action. They lose this condition if they attack or cast another spell during this time.

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*"Of course Rajhin will provide clues. What fun would it be otherwise? Fifteen clues to find fifteen pieces. Collect them all and restore Rithana-di-Renada, which was thought just a legend! Sound exciting, walker?"*

*-Shadow of Rajhin*

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## Ring of Namira

*Namira is aligned with the darker side of nature, as is her ring. While the ring is being worn, any damage the bearer takes is suffered by the attacker as well.*

*In 3E 405 the Agent of the Empire was awarded the ring by Namira in return for killing a vampire ancient that had fallen out of favor with the Prince. In 3E 433 the Champion of Cyrodiil was tasked by Namira to kill a group of priests of Arkay who were attempting to convert her followers in the ancient Ayleid ruin of Anga; once the task was complete Namira awarded the champion her ring. In 4E 201 the Last Dragonborn was awarded the ring for bringing a priest of Arkay to Namira's shrine in Reachcliff Cave, then killing and eating him.*

Any damage dealt to the character wearing the ring is also dealt to the character who inflicted it, which bypasses all AR and Natural Toughness but cannot cause wounds. However, any wounds dealt to the character wearing the ring are also dealt to the character who inflicted it.

## Ring of Phynaster

*The Ring of Phynaster was made hundreds of years ago by a person who needed good defenses to survive his adventurous life. Thanks to the Ring, Phynaster lived for hundreds of years, and since then it has passed from person to person. The ring improves its wearer's overall resistance to magic and poison damage. Still, Phynaster was cunning and said to have cursed the Ring. It eventually disappears from its holder's possessions and returns to another resting place, not content to stay anywhere but with Phynaster himself.*

While worn, the Ring of Phynaster gives the wearer the Resistance (Magic, 3) and Resistance (Poison, 3) traits.



## Sanguine Rose

The Sanguine Rose (sometimes spelled Sanguine's Rose) is a Daedric artifact created by the Daedric Prince Sanguine. It can take on many forms, including that of an actual rose, a wooden stave carved like a rose and a staff-sized rose. It can be used to summon a lesser daedra, who will attack all except the holder. The daedra is uncontrollable, unlike those summoned by conjuration, but similar to conjured creatures it is only bound to the mortal plane temporarily. Each time the Rose is used it wilts a little, and when all the petals fall off, it loses its power.

Just before the events of the Warp in the West, an unknown agent of the Blades was sent by Sanguine to kill a monk who had slain his worshipers, and was given the Rose by a worshiper of the Prince as a reward. Sometime after these events, a group of apprentices from the Mages Guild who had turned to Daedric magic came into the possession of the Rose. The young Martin Septim was a part of this group and possessed the Rose for a time. The group's dabblings in Daedric magic soon turned dangerous, and many of them died, although the circumstances are not understood. This caused Martin to turn away from Sanguine and become a priest, losing the Rose in the process. In 3E 433, Sanguine offered the Rose to the Champion of Cyrodiil in return for disrupting a formal dinner hosted by Countess Alessia Caro of Leyawiin. The Champion infiltrated the party and cast a spell supplied by the Prince, which stripped all attending of their clothing, including the Champion. Sanguine was pleased and rewarded the Champion with the Rose.

In 4E 201, Sanguine manifested himself as a Breton man named Sam Guevenne. For his own amusement, he challenged the Last Dragonborn to a drinking competition in a tavern in Skyrim, after which the two drunkenly explored the province on a quest to repair the Rose. The Dragonborn couldn't remember the events the next day, and traced their steps across Skyrim, collecting the items necessary to repair this promised staff. The Dragonborn eventually caught up with Sam, who revealed his true identity. The Prince then gave the Dragonborn his Rose as a prize for amusing him.

### Sanguine Rose

Damage	1d6 (1d8)
Hand	1.5
Range	2m
Qualities	Concussive, Sanguine's Servant
ENC	2

**Sanguine's Servant (Cast):** Summons any random Daedra that persists for ten minutes or until killed. This Daedra is hostile to every being including the character who summoned it. Only one Daedra may be summoned this way at any given time, and this ability may not be used again until the currently summoned Daedra is gone. This staff only has 5 uses, as each use wilts a rose petal.

## Savior's Hide

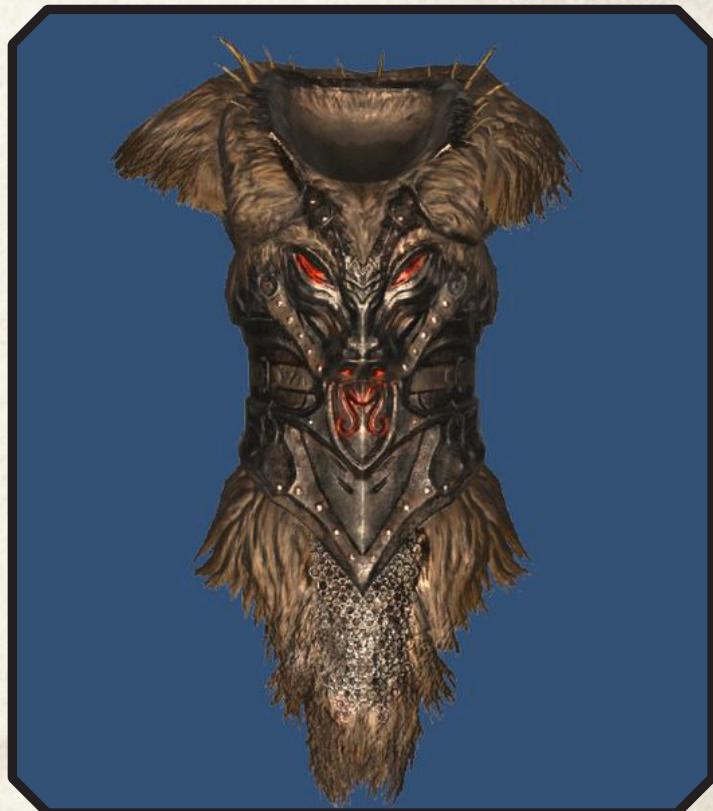
Another of Hircine's artifacts was the Cuirass of the Savior's Hide. The Cuirass has the special ability to resist magicka. Legend has it that Hircine rewarded his peeled hide to the first and only mortal to have ever escaped his hunting grounds. This unknown mortal had the hide tailored into this magical Cuirass for his future adventures. The Savior's Hide has a tendency to travel from hero to hero as though it has a mind of its own.

Savior's Hide	
Type	Partial Leather
AR	8
Magic AR	3
Qualities	Light, Magic Enchanted (Constant: Resistance to Magic 7)*
ENC	4

\*Gain the Resistance (Magic, 7) trait while worn.

"So you have chosen, and so shall be your fate. To face me in all my glory would be less than sporting, so you shall face but one of my aspects, the one you have chosen. We have little time--the Bloodmoon sinks low in the sky. Prepare yourself, mortal, for now you are the Hunted."

-Hircine



## Scourge

Scourge (also known as the Daedric Scourge or Scourge, Blessed of Malacath) is a legendary Daedric artifact. It was forged from sacred ebony in the Fires of Fickledire, and is associated with Malacath. It is a fierce weapon, and takes the form of a steel or ebony mace. Malacath dedicated it to mortals, and any daedra who attempts to invoke its power will be banished to the Void. It is the bane of the Dark Kin, and has the ability to banish daedra to the Void with a single blow. It also has the power to conjure daedra from Oblivion to do the wielder's bidding; specifically, Dremora and Scamps can be summoned. It has been described as a "bold defender of the friendless", which can be related to Malacath's role as the Daedric Prince of Outcasts.

Scourge was once used by Mackkan, who banished many of Mehrunes Dagon's minions with it. The mace eventually came into the possession of the Third Empire. It was hung in the armory of the Battlespire, and used in the name of the Emperor by the Shadow Legion against the Daedric Lords. In the aftermath of Dagon's invasion of the Battlespire during the Imperial Simulacrum, the hidden mace was recovered from the Caitiff section of the Battlespire by a battlemage apprentice and used to help fight back against the retreating Daedric forces. Scourge survived the ensuing destruction of the Battlespire, and was returned to Tamriel. It now wanders the land with adventurers. The mace once came into the possession of Divayth Fyr, who kept it in Tel Fyr, a Telvanni wizard tower in Morrowind's Zafirbel Bay. The Nerevarine supposedly liberated the weapon from Fyr's collection in 3E 427.

### Scourge

Damage	1d8+4
Hand	1
Range	2m
Qualities	Crushing, Unwieldy, Concussive, Magic, Proven, Daedric Banishment
ENC	2

**Daedric Banishment:** If this weapon inflicts damage on a Daedra then that Daedra must make a Willpower test at a -20 penalty or be instantly banished to the Void. Daedra slain with this weapon by the current wielder can be summoned again at any point through the use of the Cast Magic action: they persist for ten minutes and have the Mindlock 0 and Bound trait. the wielder regenerates MP equal to the magicka lost.

## Skeleton Key

The Skeleton Key (also called the Skeleton's Key) is a Daedric artifact created by the Daedric Prince Nocturnal. In appearance it doesn't always take the form of a skeleton key, and sometimes manifests as a lockpick instead. In its key form, it can be used to unlock any lock. The two limitations placed on the Key by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long, eventually disappearing. As a lockpick, it is nigh unbreakable and can get past even the toughest locks. The artifact acts a tool for "unlocking" all things, including portals, hidden potential, and other unknown possibilities. Its normal function is to unlock and hold open the Ebonmere, a portal to Nocturnal's realm, Evergloam, located in the Twilight Sepulcher of Skyrim. The Nightingales are tasked with guarding the Sepulcher and retrieving it should it be stolen. Unfortunately, the Prince is said to allow the Skeleton Key to be stolen or lost constantly, whether by purpose or apathy.

The Skeleton Key was uncovered during the Imperial Simulacrum by the Eternal Champion in either Valenwood or Summerset Isles (reports vary). In the events leading up to the Warp in the West, an unknown agent of the Blades was tasked by Nocturnal to kill a mage in his stronghold. The agent was then gifted the Key by a worshiper of the Prince. The Key later came into the possession of Gentleman Jim Stacey, leader of the Thieves Guild in Vvardenfell. The Key was passed on to the Nerevarine in 3E 427, although how Stacey came to lose it is unclear.

Circa 3E 433, an artifact known as the Eye of Nocturnal was stolen from Nocturnal's shrine in Cyrodiil's Blackwood region. Nocturnal tasked the Champion of Cyrodiil with recovering it. The thieves, an Argonian couple in Leyawiin, hid it in a flooded cave in Topal Bay. The Champion returned it to Nocturnal and was rewarded with the Skeleton Key. Some time before 4E 201, the Key was stolen from the Twilight Sepulcher by Mercer Frey, a corrupt Nightingale. Its long-term loss resulted in a decline of the Skyrim branch of the Thieves Guild due to bad luck without Nocturnal's influence. The guild's influence declined until their only presence was in the Ratways beneath Riften. Mercer used the Key to bring himself luck, but he was eventually confronted by the Nightingales beneath the Great Statue of Irkngthand. Mercer was killed, and the Last Dragonborn brought the Key back to the Sepulcher, reopening the Ebonmere.

The Skeleton Key is a lockpick that allows the user to automatically pass Subterfuge skill tests made to pick non-magical locks.

## Skull of Corruption

The *Skull of Corruption* is Vaermina's signature artifact. It is an incredible staff that creates a duplicate, or "clone", of whomever it is cast upon. This clone then attacks the original at the behest of the caster. Legends say that the staff has a mind of its own, and can feed on the memories of those around it. The Hero of Daggerfall received the *Skull* from Vaermina as a reward for killing an "innocent" lich. The Champion of Cyrodiil was also offered the *Skull* in return for venturing into a tower that manifested the nightmares of a man who stole Vaermina's orb. The Last Dragonborn of Skyrim is given the option to claim the *Skull* as a reward for stopping a priest of Mara from destroying it.

There is a story about the Thieves Guild Master and the skull that is probably fiction, but highly amusing. The Master used the skull on her enemy, creating a clone of him to fight. After defeating the original, the clever duplicate snatched the *Skull* from the Master and used it on her. Although the cloned enemy could not directly attack the Master, it could use the *Skull* to create a duplicate Master. The two clones jointly ruled the Thieves Guild for years.

### Skull of Corruption

Damage	1d6+1 (1d8+1)
Hand	1.5
Range	2m
Qualities	Concussive, Magic, Duplication
ENC	2

**Duplication (Cast):** Target within 50 meters must make an opposed Willpower test against the caster. On failure, a doppelganger of the target appears within 5 meters of them. It retains every feature of the target but is a slave to the will of the caster and loses any Luck it may have. It is always hostile to the target.

The wielder of this staff may use it to create and command a number of doppelgangers equal to their Willpower bonus. They may never create more than one doppelganger for a given target.

## Spear of Bitter Mercy

The *Spear of Bitter Mercy* is one of the more mysterious artifacts in Tamrielic lore. Little to nothing is known about the Spear, but it is believed to be of Daedric origin.

According to Reachmen myth, the Daedric Prince Hircine was said to wield the Spear when he took on the aspect of Alrabeg the Hunter. Other legends speak of a Nord hunter named Thane Icehammer, who unknowingly killed several were-creatures while on a hunt. Angered by this, Hircine thrust the Spear into Icehammer's side, where upon the tip broke off and remained lodged inside him. Slowly, the magic of Hircine's Spear corrupted Icehammer's mind and he became bitter and angry. This eventually resulted in him murdering an acolyte of Kyne in a fit of rage, and fleeing to an ancient burial vault near Cragwallow, where upon he was sealed within as punishment.

Over time, the Spear resurfaced and according to some legends it was used by a mighty hero during the fall of the Battlespire. The hero was aided by the Spear in the defeat of Mehrunes Dagon and the recapturing of the Battlespire. Since that time, the Spear of Bitter Mercy has made few appearances within Tamriel. It was last reported to be in the hands of the Nerevarine, who received it as a reward from Sheogorath in 3E 427. The Nerevarine sold it to Torosa Aram, who put it on display in the Mournhold Museum of Artifacts.

### Spear of Bitter Mercy

Damage	1d6+4 (1d8+4)
Hand	1.5
Range	2m
Qualities	Impaling, Unwieldy, Magic, Proven, Hunter's Hide
ENC	3

**Hunter's Hide:** When struck by a spell or another source of magic components, such as by an enchanted weapon, roll 1d10, on 4 or lower the magical effects are negated.



# Spellbreaker

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

It played an important role in the historic Battle of Rourken-Shalidor. The shield was uncovered by the Eternal Champion during the Imperial Simulacrum, in either Hammerfell or Valenwood (reports vary). In the events leading up to the Warp in the West, an agent of the Blades contacted Peryite in search of power. He had the agent slay a Vampire Ancient who had displeased him, and in return he gave the Spellbreaker to the agent.

Mastrius, a Dunmer vampire who had been imprisoned for centuries in the Salvel Ancestral Tomb near the Red Mountain of Vvardenfell by Azura, required the Spellbreaker to break the curse keeping him in his prison. In 3E 427, the weakened Mastrius was discovered by a fellow vampire who agreed to help free him. The Spellbreaker was found in the Dwemer ruin of Bthuand. Mastrius used the shield as a conduit for his spell and broke Azura's curse, returning to full strength. He then betrayed his fellow vampire and was slain; his accomplice then claimed the Spellbreaker.

In 3E 433, worshipers of Peryite in Cyrodiil attempted to become closer to the Prince by performing a risky ritual which resulted in trapping their souls in Peryite's realm of Oblivion, the Pits. The Champion of Cyrodiil found the frozen bodies of the worshipers around Peryite's shrine by the Silverfish River. The Prince spoke with the Champion, and requested that they enter Oblivion and retrieve his worshipers' souls. The Champion obliged, and was rewarded with the Spellbreaker. In 4E 201, the Last Dragonborn summoned Peryite and was tasked with killing the Bosmer Orchendor, a monk of Peryite who had rebelled against the Prince. He dwelled in the Dwemer ruin of Bthardamz in Skyrim, along with many Bretons from High Rock who had been cursed by Peryite with a terrible plague. The Dragonborn infiltrated the ruins, defeating Orchendor and sending his soul to the Pits. Peryite rewarded him with the Spellbreaker.

## Spellbreaker

BR	10
Magic BR	6
Qualities	Heavy, Tower, Magic, Anti-Magic Field
ENC	4

**Anti-Magic Field:** No form of magic originating from a source other than the bearer of the shield can affect the bearer. Spells/ Cast enchantments originating from the bearer of the shield cost twice the usual magicka/soul energy.

# Staff of Chaos

The Staff of Chaos (sometimes called the Staff of Unity and Chaos) is an ancient relic of untold power. The staff, also called Balathurm, was created by Loreth, a pupil of the hermetic enchanter Dalak. Loreth created the staff, sometime after 1E 480, based on his own findings and skills. Having been forged from the essence of the very Land itself, it is nigh-indestructible. It has the power to open gateways into other worlds and is capable of obliterating the entire corporeal form of a living creature.

The staff played a central role in the Imperial Simulacrum. In 3E 389, the Imperial Battlemage to Uriel Septim VII, Jagar Tharn, who had stolen the staff from beneath the city of Mournhold, used it to imprison the Emperor in the realm of Oblivion. He then used it to destroy his apprentice, Ria Silmane in order to prevent the Elder Council from learning of his betrayal.

To solidify his grasp over Tamriel and ensure nobody had a chance to rescue the true Emperor, Tharn knew he had to dispose of the staff. Unable to destroy it, he did the next best thing, splitting it into eight fragments and hiding each piece within the most forgotten and dangerous places throughout the provinces.

In the event the staff were reacquired, Tharn planned ahead. He drained the staff of all its magical potential, placing it within the Jewel of Fire. If one were to relocate the staff and reassemble it, they would find it to be utterly useless.

When the Eternal Champion reunited the eight pieces of the staff and linked it to the Jewel of Fire, the Staff's energy was released in a powerful surge of energy; culminating in the destruction of the Battlemage, and the release of Uriel Septim VII from his otherworldly prison. Since then it has been lost to time.

Staff of Chaos	
Damage	1d6+1 (1d8+1)
Hand	1.5
Range	2m
Qualities	Concussive, Magic, Obliterate, Dimensional Door
ENC	2

**Obliterate (Cast):** As a Primary Attack Action, target being within 50 meters must make an opposed Willpower test against the source character. On failure their body is utterly and completely destroyed.

**Dimensional Door (Cast):** As a secondary action, opens a one-way gate to a Plane of Oblivion, a point on Nirn, or some other location or dimension chosen by the source character. The gate stays open for an hour, or until the wielder of the staff passes through it.

# Staff of Magnus

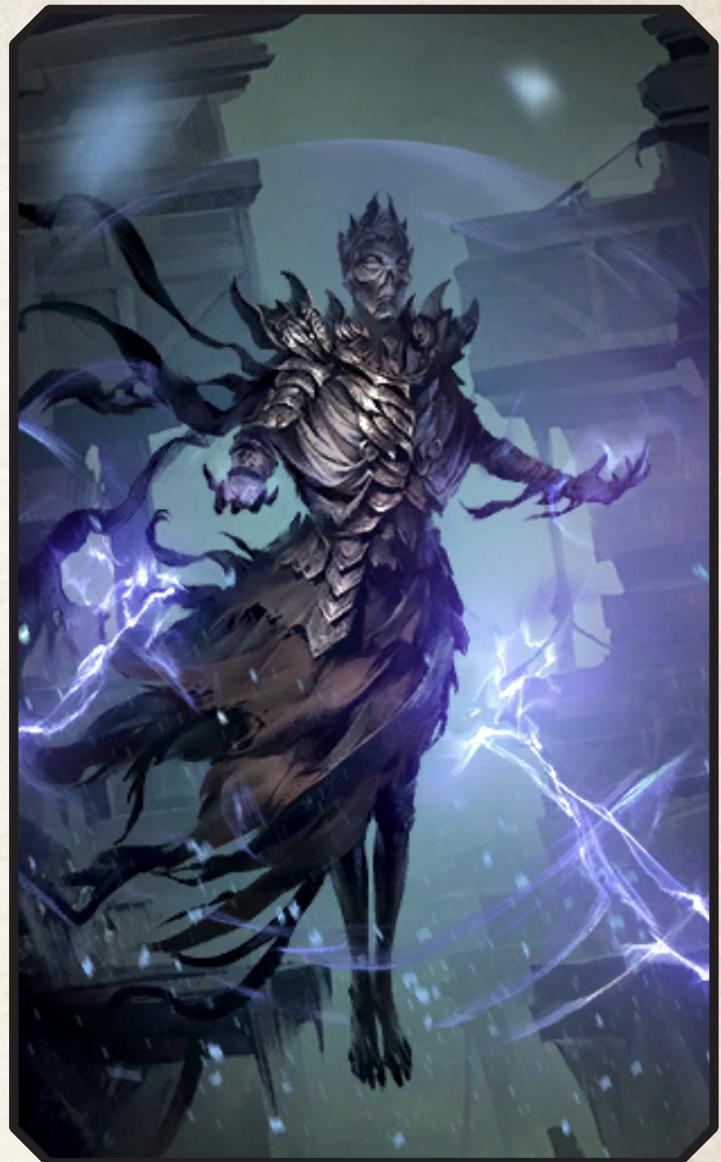
The Staff of Magnus is one of the elder artifacts of Tamriel. It was created by Arch-Mage Magnus, the God of Magic who served Lorkhan in designing Mundus. It served Magnus as a metaphysical battery, but remained behind when the god fled Mundus in the Dawn Era. Since then, it has served mortals. In appearance it is a metallic staff, sometimes made of Daedric Ebony, often with a sphere at the end of it. It has the ability to protect its bearer from magical attacks, or allow the bearer to absorb spells. It can also be used offensively as a blunt weapon, and to absorb an enemy's magicka, and eventually their life force. In time, the staff will abandon its owner before he becomes too powerful and upsets the mystical balance it is sworn to protect. The staff can be used to manipulate the Eye of Magnus, although their true relationship is unknown.

The staff was uncovered by the Eternal Champion during the Imperial Simulacrum in either Elsweyr or Valenwood (accounts vary). Some time in the Third Era, the staff was taken from a wizard by the Mages Guild. In death, the wizard's spirit remained bound to Nirn, until one of his descendants sent an adventurer to recover the staff from the Mages Guild. A fake copy of the staff also appeared in the Iliac Bay before the events of the Warp in the West; it was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake staff functioned identically to the true artifact, but after several days it crumbled to dust. By 3E 427, the staff had come into the possession of Drevni Hlaren, a Dunmer sorceress and summoner. The Mages Guild learned of the artifact's location, and the Nerevarine was sent to slay Drevni and claim the staff.

In the Fourth Era, the staff appeared in the possession of an undead Dragon Priest named Morokei, who had, relatively recently, awoken from his ancient slumber. Morokei was entombed in the Labyrinthian, which was once the ancient Nord city of Bromjunaar, the capital of the Dragon Cult. A group of mages from the College of Winterhold journeyed to Labyrinthian to recover the staff, but only Savos Aren survived the ordeal. Aren sacrificed two of his companions to trap Morokei, and sealed the main entrance to the ruins. In 4E 201, the Synod came to Skyrim in search of artifacts, and attempted to use the Dwemer Oculory in Mzulf to detect magical power. With the aid of a member of the College of Winterhold, a Synod researcher used the Oculory to find the location of the Staff of Magnus, but all other readings were blocked out by the Eye of Magnus which was currently being tampered with in the College. The College member defeated Morokei. The staff was used by the College to control the Eye of Magnus until the Psijic Order removed the Eye from Mundus.

Staff of Magnus	
Damage	1d6+1 (1d8+1)
Hand	1.5
Range	2m
Qualities	Concussive, Magic, Siphon Energy
ENC	2

**Siphon Energy (Cast):** As a Primary Attack Action, target being within 50 meters must make an opposed Willpower test against the source character. On failure they lose 3d6 magicka. If they have no magicka left, or if this amount would exceed their remaining magicka, they take shock damage instead. Magicka lost or damage taken by the target is gained by the source character as magicka.



# Umbra

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

In 3E 427, an Orc warrior who went by the name of his sword, Umbra, was spotted in the mountains outside the settlement of Suran on the island of Vvardenfell. The Orc's only desire was to die in battle, but no foe could defeat him. At his request, the Nerevarine bested the Orc in mortal combat and claimed the Umbra Sword. The sword came into the possession of Torasa Aram later that year, and was put on display in Mournhold.

Sometime after the events of 3E 427, the sword was discovered by a Bosmer named Lenwin, from the small settlement of Pell's Gate in the Heartlands of Cyrodiil. She became bloodthirsty, and began calling herself Umbra after the sword. In 3E 433, Clavicus Vile sent the Champion of Cyrodiil to retrieve the Umbra Sword. Barbas, Vile's Hound, advised the Champion against bringing him the sword, foreseeing that it would bring ruin to the Prince. Despite the warning, the Champion tracked down and slew Lenwin in the Ayleid ruin of Vindasel and gave the sword to Vile in return for his Masque.

Once the sword arrived in Vile's realm, Umbra escaped and cut away some of the Prince's power for itself. Umbra took the form of a dark being, in the shape of a man but with eyes like holes into nothing. The Prince did not want Umbra to escape with his power, so he changed the walls of his realm, essentially trapping Umbra there. Using his stolen power, Umbra was able to conceal himself in one of the cities at the edge of Vile's realm, fearing that Vile would return him to the sword. In the early Fourth Era, Umbra was attracted to the influx of souls coming from the rift in the realm caused by the first ingenium, which held Baar Dau aloft above Vivec City. Casting a fortune, Umbra learned that the rift would one day become wide enough to throw the Umbra Sword through, lessening the threat posed by Vile. That day came when the ingenium was destroyed; Umbra threw the sword to Mundus, while at the same time Sul and Vuhon, two Dunmer responsible for the ingenium, were sucked through into Clavicus Vile's realm.

Umbra took them captive, and in return for his life Vuhon promised to build a new ingenium, which would tear a piece of Vile's realm

away and let Umbra "escape", in a sense. Umbra agreed, and the two created Umbriel, a floating city powered by souls. Umbra fused with Vuhon and placed their joined soul into the new ingenium. Vuhon then began to call himself Umbriel, and ruled the floating city. The city of Umbriel was called to Tamriel circa 4E 40 by Chief Minister Hierem and the An-Xileel. Hierem had promised use of the White Gold Tower to separate Umbriel from Vile's realm, but Vuhon first went north to the ruins of Vivec City, fearing that the Umbra Sword may be used to trap Umbra.

However, when Sul and Prince Attrebus Mede arrived at Scathing Bay on Vvardenfell in search of the Umbra Sword, it was nowhere to be found. The sword had already been retrieved by the minor House Sathil eight years previous. Without Umbra stabilizing the sword, it drove whoever touched it insane. Elhul Sathil had been the one to recover it, and had been driven into a killing frenzy. He was chained down and brought back to Castle Sathil on Solstheim. Once there, he regained possession of the sword and would not relinquish his grip. Sul and Attrebus Mede eventually tracked down the sword, and were locked in Elhul's prison by Nirai Sathil, who feared the sword. The two defeated Elhul and used the sword to teleport to Vile's realm.

With his power stolen by Umbra, Vile and his realm were weakened. The Prince tried to take the sword, but he couldn't handle it without Umbra stabilizing it. Attrebus negotiated with Vile, and agreed to free his lost power in return for passage to the Imperial City. Sul and Attrebus found their way into Umbriel, and Sul wielded the sword in battle against Vuhon. It had no effect on him, as his soul was in the ingenium. In a final battle beside the ingenium, Attrebus was forced to wield the Umbra Sword and plunged it into the machine. This separated Umbra from Vuhon, trapping Umbra in the sword and mortally wounding Vuhon. With the veil over Umbriel destroyed, Clavicus Vile could enter. The Prince possessed Attrebus and used the Umbra Sword to stab Sul. Sul punched Attrebus and returned him to normality, before jumping on the orb of the ingenium with the sword still embedded in his chest. This turned his body and the Umbra Sword to smoke.

Umbra	
Damage	1d8+4 (1d10+4)
Hand	1.5
Range	2m
Qualities	Slashing, Magic, Proven, Soul Siphon
ENC	2

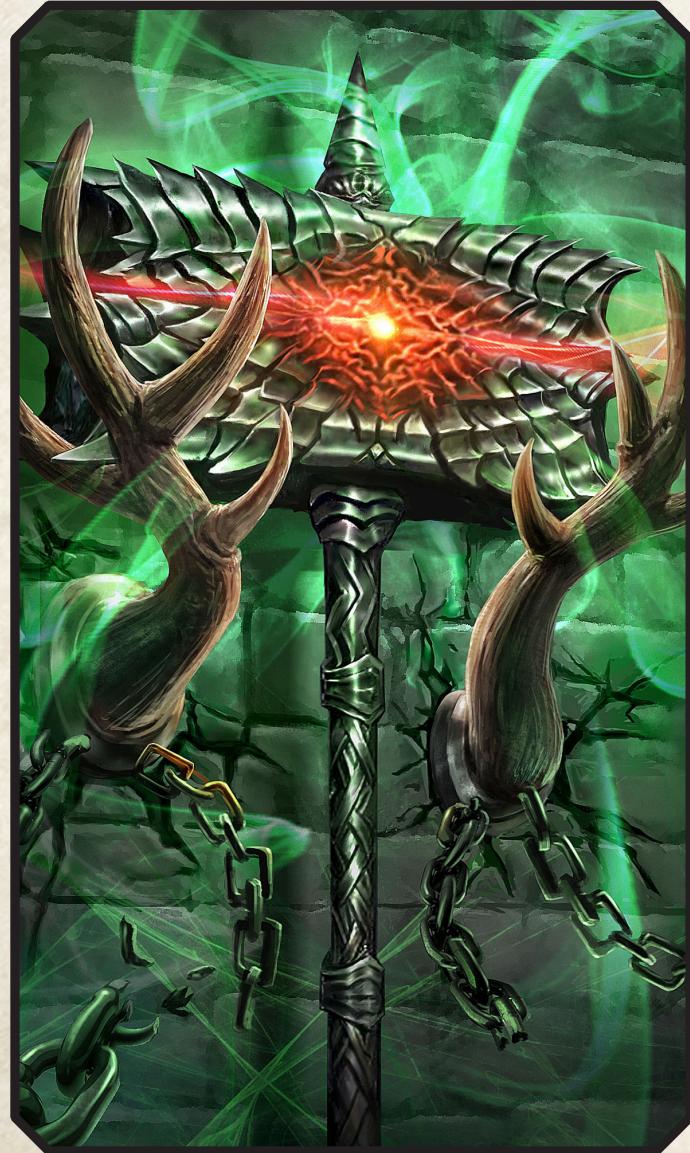
**Soul Siphon:** Ignore all non-magical AR and Natural Toughness. Target character has their soul magically tethered to an appropriate empty soul gem (only black soul gems can hold the souls of men, mer, and the beast races) of the caster's choice within 1m of their person. If the target dies within 1 minute, then their soul is trapped within the gem and it gains soul energy equal to the size of their soul.

# Vampiric Ring

One of the more deadly and rare artifacts in Tamriel is the Vampiric Ring. It is said that the Ring has the power to steal its victim's health and grant it to the wearer. The exact nature and origin of the Ring is wholly unknown, but many elders speak of its evil creation in Morrowind long, long ago by a cult of Vampire followers. The Vampiric Ring is an extremely rare artifact and is only seen every few hundred cycles of the moons.

While worn, the Vampiric Ring grants the character the ability to cast Leech Essence.

**Leech Essence (Cast):** As a primary action, target being within 2m must win an opposed Willpower test against the caster or take (caster's WB)d4 magic damage (this damage is incapable of inflicting wounds) and loses a stamina point. The source character heals this much damage and gains a stamina point. Counts as a ranged attack. Can be cast 3 times per long rest.



# Volendrung

Volendrung, also known as the Hammer of Might, is an ancient artifact created by the Rourken clan. In appearance, it is a large ebony warhammer, although it may sometimes take the shape of a blade. For unknown reasons, Volendrung became a Daedric artifact of Malacath. It is enchanted with the power to paralyze foes. The hammer is also prone to disappearing like its Dwarven creators.

The hammer originally belonged to the chieftain of the Rourken clan. When his clan refused to join the First Council, the chieftain threw his hammer across Tamriel, promising to settle where ever it landed. The hammer landed in western Tamriel, and the Rourken called the land Volenfell. This area later came to be called Hammerfell.

Sometime after the Dwemer disappeared in 1E 700, Volendrung ironically came to embody the power of Malacath. The hammer was uncovered during the Imperial Simulacrum by the Eternal Champion in either Morrowind or Hammerfell (reports vary). In the Iliac Bay, an agent of the Blades summoned Malacath seeking power, and the agent was gifted Volendrung in return for slaying a Daedra who had betrayed him.

Volendrung later came into the possession of Divayth Fyr of Tel Fyr, Vvardenfell. He kept it in a locked chest in his Corprusarium. In 3E 427, the Nerevarine succeeded in unlocking the chest and liberating Volendrung. In 3E 433, the Champion of Cyrodiil summoned Malacath and was gifted Volendrung for freeing the ogre slaves of Lord Drad from his mines.

Circa 4E 201, the Orcish settlement of Largashbur began to be openly attacked by the the giants in the area. The giants had desecrated a shrine to Malacath. Malacath cursed the tribe for its weakness, and the Orcs asked how they could obtain forgiveness. Chief Yamarz was tasked with clearing the giants from Malacath's shrine. He was accompanied by the Last Dragonborn, but he was slain when he turned on the Dragonborn. Malacath praised the Dragonborn for killing Yamarz, and then ordered the Dragonborn to return Shagrol's Hammer to Largashbur. Malacath transformed the hammer into Volendrung and gave it to the Dragonborn, while naming Gularzob as the new chief of the tribe.

## Volendrung

Damage	2d8+4
Hand	2
Range	2m
Qualities	Crushing, Unwieldy, Shield Splitter, Concussive, Magic, Proven
	Enchanted (Strike: Paralyze -20)*
ENC	2

\*Target character must make a Willpower test with a -20 modifier or be Paralyzed for 1 round on Strike.

# Wabbajack

The Wabbajack is a Daedric artifact created by the Daedric Prince Sheogorath. It takes the appearance of an ebony staff. As befits the Prince of Madness, his artifact is unpredictable in its effects. The staff has the power to transform its target into a completely random creature. This can be helpful to the wielder, turning a fearsome opponent into a docile animal; similarly, it can be detrimental, transforming a relatively weak enemy into a powerful monster. The staff can produce other effects, such as damaging, healing or instantly killing the target.

An anonymous author wrote about his obtaining of the staff in the book *Wabbajack*. In his search for the Oghma Infinium, the author was tricked into summoning Sheogorath, believing him to be Hermaeus Mora. After serving the prince, Sheogorath's servant gave him the Wabbajack. In the events leading up to the Warp in the West, an unknown agent of the Blades summoned Sheogorath and dispatched a battlemage who had displeased the Prince. In return, the agent was given the Wabbajack from a worshiper of Sheogorath.

In 3E 433, Sheogorath was aided by the Champion of Cyrodiil in tormenting the Khajiit settlement of Border Watch in Cyrodiil. The inhabitants were very superstitious, and were driven into a state of frenzy when the Prince simulated their K'sharra Prophecy, said to mark the end of the world. These occurrences were reported in a special edition of the Black Horse Courier newspaper entitled *Rain of Burning Dogs!*. It is unknown whether this took place before or after the Champion assumed the position of Sheogorath; regardless, the Champion received the Wabbajack from either Sheogorath or Haskill. In 4E 201, the Last Dragonborn entered the mind of the dead Pelagius Septim III, tasked with convincing Sheogorath to return to the Shivering Isles. Sheogorath agreed to return, but only if the Dovahkiin could escape Pelagius' mind. The Dovahkiin was able to leave and was given the Wabbajack by Sheogorath.

## Wabbajack

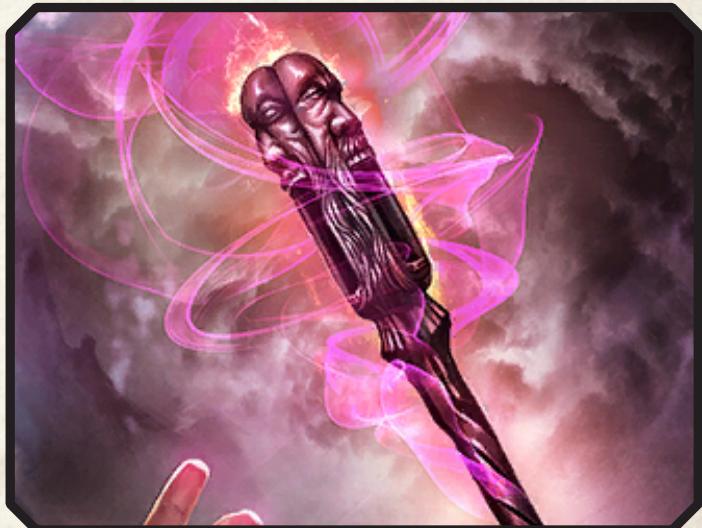
Damage	2d6+4 (1d8+4)
Hand	1.5
Range	2m
Qualities	Concussive, Magic, Wabbajack!
ENC	2

**Wabbajak! (Cast):** Fires a projectile at a target of the source's choice. Counts as a ranged attack. If the target is hit, roll on the table to the right. The target is transformed into that creature.

"Or... you could use... The Wabbajack! Huh? Hub? Didn't see that coming, did you?"

-Sheogorath

Roll	Creature
1-3	Mudcrab
4-6	Dremora Churl
7-9	Bird (Small Game)
10-12	Flame Atronach
13-15	Slaughterfish
16-18	Scamp
19-21	Bear
22-24	Hunger
25-27	Cave Rat
28-30	Scrib (Small Game)
31-33	Flesh Atronach
34-36	Dreugh
37-39	Ogrim
40-42	Mammoth (Large Game)
43-45	Frost Atronach
46-48	Betty Netch (Large Game)
49-51	Lion
52-54	Dog
55-57	Aureal
58-60	Spider Daedra
61-63	Shalk (Small Game)
64-66	Cliff Racer (Small Game)]
67-69	Horker
70-72	Xivilai
73-75	Winged Twilight
76-78	Horse
79-81	Troll
82-84	Mazken
85-87	Rabbit (Small Game)
88-90	Cat (Small Game)
91-93	Storm Atronach
94-96	Giant Spider
97-99	Kwama Forager (Small Game)
100	The target dies instead



## Warlock's Ring

The Warlock's Ring is an artifact originally owned by the Arch Mage Syrabane, an Aldmeri god-ancestor. In appearance, it is a ring with a large gemstone, either red or green in color. It is best known for its ability to reflect spells cast at its wearer and to fortify the wearer's speed and health, though it may have additional powers. These magical effects are sometimes named "Shalidor's Mirror" and "Feet of Notorgo".

In the late First Era, Syrabane judiciously used the ring to save many from the Thrassian Plague. Because of this, he is attributed with helping to save the entire continent of Tamriel. The ring has passed hands many times, helping adventurers to reach their goals. No one may possess the ring for long, as it is said that the ring is Syrabane's alone to command.

The Warlock's Ring was uncovered by the Eternal Champion during the Imperial Simulacrum in either Morrowind or Elsweyr (reports vary). Some time in the Third Era, the ring was taken from a wizard by the Mages Guild. In death, the wizard's spirit remained bound to Nirn, until one of his descendants sent an adventurer to recover the ring from the Mages Guild. A fake copy of the ring also appeared in the Iliac Bay before the events of the Warp in the West; it was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake ring functioned identically to the true artifact, but after several days it crumbled to dust. The ring later came into the possession of Magnussen Brisienna, a Blades operative. Brisienna offered the ring as payment in return for the Totem of Tiber Septim, which would give the Empire control of the Numidium. Due to the Warp in the West, it is unknown what became of the ring. The ring resurfaced several years later in the possession of Vindamea Drethan, a powerful sorceress who lived in a cave on an island off the shore of Vvardenfell, along Azura's Coast. News of this reached the Mages Guild, and in 3E 427 Drethan was killed by the Nerevarine, who then claimed the ring.

While worn, the Warlock's Ring grants the character the ability to cast Warlock's Protection.

**Warlock's Protection (Cast):** When cast, gain 10 agility, and anytime the wearer would be hit by a spell, roll a d10. If the result is a roll of 7 or lower, instead resolve the spell against its original caster. This effect lasts 1 minute. This may be used twice per long rest.

## White Phial

The White Phial is a legendary bottle, created in the early days of Skyrim's history. A small container, made of the magically infused snow that first fell on the Throat of the World. It is said that the Phial will replenish whatever fluid is placed inside of it. It was created by Curalmil, and buried with him in his tomb, later to be known as the Forsaken Cave in Skyrim. In 4E 201, the Last Dragonborn, contracted by the shopkeeper Nurelion, descended into the cave, slew Curalmil's now undead form, and retrieved the Phial. However, the Phial would be cracked, and Nurelion, who suffered from a terminal illness, entered a sleep-like coma.

Later, the Last Dragonborn was contacted via courier by Nurelion's apprentice, Quintus Navale, with plans to repair the Phial. After gathering the necessary materials and returning to Quintus, the Phial was repaired and could now hold liquid once more. However, as Quintus tried to treat Nurelion, using the Phial to fill with Nurelion's tonic, Nurelion would pass, seeing the Phial, of which he dedicated his life to finding, one time completed. Quintus then thanked the Last Dragonborn for all their work, and gave them the Phial.

The White Phial is an enchanted phial about the size of a single potion bottle that replenishes any liquid placed inside it once per long rest. If the user completely upturns the phial over the ground for several seconds then the phial will empty itself and cease producing that liquid, ready to receive another instead.



# Standing Stones

The Standing Stones are monuments to the constellations, and each is representative of one of the star signs. Characters can attune themselves to these stones to gain their benefits. In a campaign, the GM may choose to substitute out the Birthsigns with Standing Stones, so that players can change their Birthsign as the game goes on, but that's hardly worth writing rules for. Instead, below are presented rules for including Standing Stones in the game world that exist concurrently with Birthsigns.

A character can attune to a Standing Stone during a Short Rest, and can only be attuned to one Standing Stone at a time. They must physically visit the stone and perform a simple ritual to attune.

If, when starting the a new campaign, the GM allows characters to start attuned to a Standing Stone, it is recommended that players can only initially select from the three Guardian Stones.

**Characters attuned to a Standing Stone gain the stone's listed ability.**

## The Guardian Stones

The Guardian Stones correspond with the Guardian Signs, the Warrior, the Mage, and the Thief. They are the most basic, but most adaptable of the Standing Stones, and are recommended to be the first available choices of Standing Stones for new players.

### The Warrior Stone

**Warmonger:** The character can spend a Stamina Point to automatically hit with a failed melee attack, with a minimum number of DoS equal to their Combat Style.

### The Mage Stone

**Sorcerous Chant:** The character can spend a Stamina Point to reduce the casting penalty of a spell that is a higher spell level than the caster's School rank by +10.

### The Thief Stone

**Espionage:** The character can spend a Stamina Point to turn a failed Subterfuge or Stealth test into a successful test with a minimum DoS equal to their skill rank.

## The Other Standing Stones

The remaining Standing Stones are more specialized, and will require pilgrimage to find, and should not be available for a starting character without suffering the trials and tribulations of the journey.

### The Apprentice Stone

**Trial and Error:** The character can spend a Stamina Point to reduce a Backfire roll by d6.

### The Atronach Stone

**Magic Eater:** The character can spend a Stamina Point to increase their Resistance (Magic) by 2 points for one Round as a free action.

### The Lady Stone

**Lady's Blessing:** The character regenerates one additional Stamina Point during Short Rests.

### The Lord Stone

**Trollblood:** The character can spend a Stamina Point to regain 3 Hit Points as a free action.

### The Lover Stone

**Lover's Kiss:** The character can spend a Stamina Point as a Secondary Action to force a target at Touch range to test Willpower at +0. If the target fails, they automatically fail the next attack or defensive reaction they attempt.

### The Ritual Stone

**Dark Ritual:** The character can, once per Long Rest, spend a Stamina Point as a Primary Action to reanimate a number of corpses as Zombies or skeletons as Skeletons up to their Willpower Bonus for one minute within 10m of the character. These undead are not directly controlled by the character but will not harm them or their allies.

### The Serpent Stone

**Bend Luck:** The character can spend a Stamina Point as a Free Action to immediately make a Luck test. If they pass, the character gains +1 Luck Point this session immediately. If they fail, they lose 1 Luck Point this session. If the character has no Luck Points remaining when they fail, Burn 1 Luck instead.

### The Shadow Stone

**Shadowmeld:** The character can spend a Stamina Point as a Secondary Action to become Invisible for one Round. Performing Attacks or casting spells breaks the invisibility immediately.

### The Steed Stone

**Improved Sprint:** The character increases their Speed by 1. Additionally, when the character spends a Stamina Point to Sprint, they instead move three times their Speed.

### The Tower Stone

**Warden's Key:** Once, per day, the character can unlock a locked door or container that was locked by normal means.

# The Elder Scrolls

The Elder Scrolls, known also as the Aedric Prophecies, are scrolls of unknown origin and number which simultaneously archive both past and future events. The number of the Scrolls is unknown not because of their immense quantity, but because the number itself is unknowable, as the Scrolls “do not exist in countable form”. They are fragments of creation from outside time itself, and their use in divining prophecies is but a small part of their power. They simultaneously do not exist, yet always have existed.

## Divining the Elder Scrolls

Through training and practice, a person gifted with prescient powers can interpret the contents of the Elder Scrolls. Though the information revealed about the future is never absolute. However, once an event foretold within the Scrolls is carried out in the world it becomes fixed within them. Such insight into the inner fabric of reality comes at a price, however, as each new foretelling and interpretation strikes the reader with blindness for a greater period of time, while simultaneously granting them a broader view of the Scroll’s contents. Ultimately, the reader, having engaged in frequent acts of prophecy, is left bereft of their vision, forever after removed of their right to read the Scrolls. By time-honored tradition only those of The Cult of the Ancestor Moth may read from the Scrolls, the younger members caring for the elder as they gradually and irreparably lose their sight.

## Rules

Few people are capable of reading and interpreting Elder Scrolls successfully while escaping unscathed. Characters who attempt to do so must make a -30 Willpower test. On success, they gain the Blinded condition for 1d8 days. On failure, they gain the Blind trait permanently.

It is possible that characters without proper training are still capable of reading and understanding a portion of a Scroll on their own, even if they lack the training to protect themselves from its effects. We will assume, for our purposes, that Player Characters are these kinds of people. Whenever a PC reads an Elder Scroll, roll an Intelligence test in addition to the Willpower test described above. On success, the character retains some small fragment of the Scroll’s hidden knowledge.

In the event that players wish to play a monk of the Ancestor Moths, we have provided the following elite advance (purchased during character creation) and talents to enable this.

### Elite Advance: Moth Initiate

*The character was, at one point, trained as an initiate in the Cult of the Ancestor Moth.*

**Cost:** Burn 10 Luck

**Effect:** The character gains the Mediated Understanding Talent.

### Talents

#### Mediated Understanding

*The character has been trained to shield themselves from the most dangerous effects of reading Elder Scrolls, though this also tempers the knowledge they gain from doing so.*

When reading an Elder Scroll the character can choose to utilize their training to protect themselves from its worst effects. They still make the usual Willpower test, but with no penalty. On success nothing happens and on failure they gain the Blinded condition for 1d8 days. As usual they make an Intelligence test to interpret and retain knowledge from the Scroll, but the techniques used to protect the character mean that this step can take days of meditation to complete (the specifics of which are left to the GM).

#### Illuminated Understanding

*The character is an expert at reading and interpreting Elder Scrolls, having honed their skills over time.*

**Master (Intelligence)**

**Requires:** Mediated Understanding

As Mediated Understanding, but the character is only blinded for 1d8 hours on failing the Willpower test. The interpretation step takes twice as long as it would normally, but the degree of knowledge gained is much greater (again, the specifics are left to the GM).



# Elder Scrolls and Your Campaign

Given their power and mystery, it can be tempting to use the titular Elder Scrolls in your campaigns. And while we agree that the Elder Scrolls can make for great campaign material, it's important to utilize them in moderation, and to exercise restraint when doing so.

This is when we get into somewhat controversial territory.

There are generally two philosophies on how one ought to approach Elder Scrolls within the context of a campaign, and they're very closely linked to the ways the Scrolls have been presented in the games themselves. One school of thought prefers to treat Elder Scrolls as they were when they had no direct involvement in the games: very carefully. The Scrolls are incomprehensible, immeasurably powerful fragments of reality that ought not be tampered with. Some of those who adhere to this mindset would rather not use them at all.

The other school of thought is okay with the fact that the Scrolls have made more frequent appearances in the newer games, playing important roles in both Oblivion and Skyrim. What good are these awesomely powerful, mysterious artifacts if they never get any screen time? Members of the other group would accuse Bethesda of "cheapening" the Scrolls through their repeated use in Oblivion and Skyrim.

If you're reading this section, then there's a good chance that you already have an opinion and fall somewhere on the spectrum between the two philosophies described above. It is ultimately up to you to decide if using an Elder Scroll is right for your campaign. We can't stop you. But we can at the very least offer you some advice on how to handle them.

## When to Use Elder Scrolls

The answer to this one is simple: think Oblivion, not Skyrim. Oblivion featured an Elder Scroll as the object of a prolonged heist at the end of the Thieves Guild questline. Skyrim uses several in a single questline (in the Dawnguard expansion). When it comes to things like this, familiarity is the enemy. The Elder Scrolls are supposed to be legendary artifacts, fragments of creation itself containing powers and knowledge beyond our wildest dreams. If they should appear anywhere, it is at the end of a campaign.

It is also important to take the time to build up to the appearance of an Elder Scroll. Not every player is going to be familiar with the nature of these objects, and nothing will be more disappointing than giving one to the party and having them shrug their shoulders and toss it in their bag. If your players are ever going to lay their hands on an Elder Scroll in your campaign, you want them to be trembling.

## How to Use Elder Scrolls

Given the nature of the Elder Scrolls, there are plenty of ways that a GM can utilize them in a given campaign. In general there are two categories that most uses for the Scrolls fall into: interpretation, and manipulation.

**Interpretation:** The most obvious route, in which the Scroll is read and interpreted so that the characters may glean some knowledge of the past, present, or future. This can be used either to conclude a campaign (the party was searching for some critical piece of information hidden within a Scroll) or to transition into something new (the party learned something about the future from the Scroll that changed their goals). The key thing for the GM to remember is that the Elder Scrolls do not predict future events with complete accuracy, though they are certain about the past. It is also important to put some thought into exactly what the character learns from the Scroll, and how that information is transmitted. Giving the character a strange vision to decipher, lines from a poem to think on, or even a riddle to solve are all good ways to handle this.

**Manipulation:** This is the way that we've seen the Scrolls be used in the games. Due to their enormous power and their connection to the very fabric of reality itself, using magic can allow one with an Elder Scroll to potentially manipulate the world itself. This can even include manipulating time, or other abstract concepts. In this sense the Scrolls can do almost anything if the GM wants them to. Our only advice here is to tread carefully, and to put serious thought into the potential consequences of using the Scrolls in such a fashion.

*"The all-sight of the Scrolls makes a turning of the mind such that relative positions are absolute in their primacy."*

-Ruminations on the Elder Scrolls

