***Daedric Warlock***

*Locked away in an old tome, you found the secret power of a daedra’s true name. That with it, one may call them forth, and bend them to your will.*

* Costs 400 CrP. The character must know the “Rite of Conjuring”
* The character gains a new Conjuration specialization *“Invocation”*, learns the True Names of daedra, and earns boons from daedric princes through pacts and bargains.
* ***The Lore***

My explanation of this system is making it a simplistic form of “Tonal Magic”, like the Thu’um.

* ***Learning True Names***

In order to learn a daedra’s true name, one must first summon one by using the “Rite of Conjuring”. After the ritual is complete you may make an opposed -50 Willpower test vs. the daedra to forcibly procure its name.

* *Learning the name of a Prince*

*“ In the 2920th year of the first era, a vengeful witch summoned the daedric prince Mehrunes Dagon to slay a Duke, he destroyed mournhold in the process. She performed this mighty feat by speaking aloud the true name of the prince.”*

To learn the true name of a daedric prince should be quite the endeavor, and the exact method should be discussed between the player and their GM.

* ***Using True Names***

Once you know a daedra’s true name, you no longer need to make an opposed willpower test when you summon the daedra to control it and the magicka cost to summon a daedra in this way is half of what it normally costs. Using the “Invocation” Conjuration specialization is required to call out a daedra’s true name.

* *Using a Prince’s Name*: Knowing a Prince’s name guarantees success when casting the “Rite of Princely Summoning” when cast on their summoning day, and allows the ritual to be cast normally on any other day. Knowing a prince’s name causes some attention that may not really be wanted.
* ***Making Pacts***

Calling upon a daedric prince can be used to make a deal with them. For example, the sorcerer named “Sebastian Lort” called on Clavicus Vile and pleaded for a cure to lycanthropy for his daughter. He gave the mage an axe. Characters that invoke a daedric prince should discuss the outcome with their GM.

A common use of invoking a prince is to swear service to them. Giving them your soul, and gaining a boon in return. Angering the prince will have them withdraw their boons.

* ***Princely Boons***

*Azura*

*Boethiah*

*Clavicus Vile*

*Hermaeus Mora*

*Hircine*

*Jyggalag*

*Malacath*

*Mehrunes Dagon*

*Mephala*

*Molag Bal*

*Namira*

*Nocturnal*

*Peryite*

*Sanguine*

*Sheogorath*

*Vaermina*

* ***Warlock Talents***
* *Knower of Names*

(Adept Intelligence)

“The Warlock can invoke a single daedra, free of magicka cost, once per day at a SL equal to the rank in Conjuration.”

* *Master of Sigils & Signs*

(Expert Intelligence)

“The Warlock is no longer affected by the Mindlock trait.”