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**Amulets**

**“Hunter’s Amulet of Speed”**

*“This totem is an artifact of Hircine that amplifies the wearers swiftness”*

* *Constant Enchantment*
* *Grants the wearer the ability to Dash once per turn at no AP cost*

**“Hunter’s Amulet of Strength”**

*“This totem is an artifact of Hircine that amplifies the wearers might”*

* *Constant Enchantment*
* *Grants the wearer the ability to Power Attack once every other round at no SP cost (only the 1st SP is free)*

**“Totem of Claw & Fang”**

*“The Totem of Claw and Fang is a powerful artifact sacred to the Skaal of Solstheim. It is a totem used in religious rituals to invoke powerful nature magic. Its primary function is the summoning of a Spirit Bear, which is then tracked down and killed by the Skaal to please the All-Maker during the Ristaag, a ritualistic hunt. Although certain sources state that the Totem is an artifact of Hircine, being worn by his aspect ”Hrokkibeg” the Mighty Bear.”*

* *When worn, you may call upon a Cave Bear to come to your aid once per long rest.*
* *Can be used as an Item of Power for the “Rite of the Hunter’s Call”*
* *When you sleep in the wilderness you must roll a d10, on a roll of 1 a Cave Bear will attack you in your sleep. This effect will happen if the Totem is in the possession of the PC, worn or not.*

**“Cruelty’s Heart”**

*“This amulet is said to have been given to the Night Mother by Sithis. It grants its wearer increased strength of both, body & Mind”*

* *Constant Enchantment: Wearer gains +5 to Strength & Willpower*

**“Amulet of Infectious Charm”**

*“A mythical amulet that once belonged to a Chieftain of Thirsk and was sealed away in Hrothmund's Barrow and the Chief’s death.”*

* *Constant Enchantment*
* *The Wearer gains +4 DOS on any test made using Personality*
* *The Wearer’s Stamina is capped at 2.*

**“The Draconian Madstone”**

*“The Draconian Madstone is an ancient artifact of the Akaviri. Although it is said to give the user complete immunity to poison. Discovered in the Pale Pass, it was added to the personal Akaviri artifact collection of the Countess of Bruma.”*

* *Constant Enchantment: Wearer becomes Immune to both Disease and Poison*

**“Kyne’s Token”**

*“An old Nord relic said to be blessed by the storm goddess and mother of men, Kyne. Typically worn by those who complete the sacred hunt of Kyne, where the hunter must slay the spirit animals summoned by the Goddess.”*

* *Constant Enchantment: Wearer always inflicts Max Damage against Animals.*

**Rings**

**“Ring of the Wind”**

*“The Ring of the Wind is a legendary treasure of Elsweyr, sacred to Kynareth. It was owned by the nimble acrobat Kisimba Spring-Snow, who was said to always land on her feet, except when she chose to land on the feet of others.”*

***—Lalatia Varian***

* *Constant Enchantment*
* *Grants the wearer +2 to their Movement Speed & Initiative Rating.*

**“Ring of Eidolon’s Edge”**

*“The Ring of Eidolon's Edge is a minor artifact. It is an ebony ring made in the Daedric style, likely enchanted with the soul of a lesser Daedra. The ring magically increases the wearer's proficiency at using blades and shields”*

* *Constant Enchantment*
* *Grants the wearer +1 DOS on any “Combat Style” tests made to block or attack with a Blade*.

**“Aesliip’s Ring”**

*“The ring of the ancient Nord sorcerer Aesliip, it is said to endow the wearer with great magic abilities.”*

* *Constant Enchantment*
* *+10 Willpower*
* *Power Well ‘20*

**“Jewel of the Rumare”**

*“A jeweled ring found at the bottom of Lake Rumare by a fisherman during the ending years of the 3rd era.”*

* *Constant Enchantment: Wearer can breathe underwater and gains +3 Movement Speed while in water*

**“Ring of Raven Eye”**

*“An ebony ring inlaid with a pure onyx. Once the proud possession of an assassin, it now lies waiting for its new master.”*

* *Constant Enchantment*
* *The wearer gains the “Dark Sight” trait*
* *The wearer gains a +1 DOS on attacks using a ranged weapon.*

**“The Weatherward Circlet”**

*“An engraved golden ring enchanted with elemental resistance, the wearer never seems to be too hot or cold outside of the most draining of environments. The name “Oford Gabings” is engraved on the inside of the ring.”*

* *Constant Enchantment: Grants the wearer Resistance Fire & Frost ‘2*

**“The Black Band”**

*“An artifact once belonging to the Night Mother, the ownership of this ring is seen as a great honor among the Dark Brotherhood.”*

* *Constant Enchantment: Wearer gains +2 DOS on Subterfuge & Evade tests and gains Resistance (Magic) ‘2*

**“Denstagmer’s Ring”**

*“All that is known of this Ring is that it may grant the user protection from certain elements. Even the name Denstagmer is a mystery.* ***—Yagrum Bagarn***

* *Constant Enchantment*
* *Wearer gains Frost, Fire, & Shock Resistance ‘4*

**“The Ring of Sunfire”**

*“A ring made of pure gold inlaid with a yellow topaz. This ring was found in the possession of the “Order of the Virtuous Blood”, a band of vampire hunters in the Imperial City.”*

* *Constant Enchantment*
* *Resist Disease ‘3 & Reflect ‘2*
* *Sunfire Strike: The wearer can have any physical damage they inflict be treated as Sun Damage.*

**“The Ring of Surroundings”**

*“Little is known of this prize but it is said that it lends the wearer the ability to blend in with their surroundings.*

***—Yagrum Bagarn***

* *Constant Enchantment*
* *Wearer gains Chameleon ‘4*

**“Barilzar’s Mazed Band”**

*“Barilzar's Mazed Band was an artifact of immense power created by the Clockwork Mage Barilzar in the middle of the Second Era. Barilzar created the ring as a means of teleportation, but the ring's powers far exceeded his intentions. The Band was able to open rifts in time and space, and could even open the gates of Oblivion, releasing nightmarish creatures upon the land. The ring was cursed and stripped of its power, so that only a god could use it without being destroyed. This curse is thought to have resulted in the death of Barilzar, although the mage lived on as an undead lich and was sealed within an abandoned crypt in Old Mournhold, along with the ring.”*

* *Cast Enchantment: Unlimited*
* ***Teleportation:*** *The Wearer can teleport between upto 7 marked locations, that are all bound to the ring. Marking a location works the same way as the “Mark” spell.*
* ***Summon:*** *The ring can summon a single Hulking or Verminous Fabricant from the Clockwork City at a time, and can return the creature at will.*

**Blades**

**“Ice Blade of the Monarch”**   
 *“The Ice Blade of the Monarch is called one of Tamriel’s most prized artifacts. Legend has it that the evil Archmage Almion Celmo enchanted the claymore of a great warrior with the soul of a Frost Monarch, a stronger form of the more common Frost Atronach. The warrior, Thurgnarr Assi, was to play a part in the assassination of a great king in a far off land, and become the new leader. The assassination failed and the Archmage was imprisoned. The Ice Blade freezes all who feel its blade. The Blade goes from owner to owner, never settling for long.”*

* *1d12+2 Slashing, Unwieldy, Concussive, Magic, Proven, 2h, 3m reach (ENC 4)*
* *Strike Enchantment: Inflicts +8 Frost Damage*

**“Stormfang”**

*“A Steel Greatsword once owned by the Nord hero Ulfgar the Unending. It was enchanted with a powerful shock spell by one of his old companions.”*

* *1d12+1 Slashing, Unwieldy, Concussive, Magic, Proven, 2h, 3m reach (ENC 4)*
* *Strike Enchantment: Inflicts +6 Shock Damage on Strike*

**“Shadowsting”**

*“A mysterious ebony blade that has shown up on the isle of Solstheim, woven with strange magic that bends the light around it and conceals its wielder. It has a name engraved on the guard, “Ezra Nightblade”*

* *1d8/10+4 Slashing, Magic, 1.5h, 2m reach, ENC 3*
* *Constant Enchantment: Chameleon ‘20 on the wielder*
* *A character with this condition blends into his environment. Sight based tests to detect this character are made with a -20 penalty. Only apply the highest value version of this condition if a character would receive it more than once.*

**“The Bloodskal Blade”**

*“The blade was created by the Bloodskal clan, a dead clan of Nords from Solstheim. It came to rest in Bloodskal Barrow, along with the last of the Bloodskal clan. The magic used in its creation is old and long lost to modern enchanters.”*

* *1d8/10+1 Slashing, Magic, Proven, Silver, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment*
* *When used in a Power Attack, the blade shoots out a blast of red energy that inflicts 1d8 Magic Damage with a range of 10m. The “Attack Roll” for this ranged attack uses the original Combat Style roll made by the wielder.*

**“Frostgore”**

*“A legendary relic among the Rieklings of Solstheim. Its origin is unknown, but the Rieklings, who bother talking, claim that it was given to them by “Malk the Mighty”, a deity whom they believe the Frost Giants are related to.”*

* *“Punching Dagger” Slashing (2), 1h, 1m reach, Magic, Proven, Hand-to-Hand (ENC 1)*
* *Strike Enchantment: Inflicts +5 Frost Damage*

**“Clanbringer”**

*“The ancient blade of the original chieftain of the Skaal, it is said to be blessed by the All-Maker with the ability to inspire the allies of its wielder.”*

* *1d8+1 Slashing, Magic, Proven, Silver, 1h, 2m reach (ENC 1)*
* *Constant Enchantment*
* *The wielder gains a +1 DOS on parry tests*
* *All allies of the wielder gain a +20 on Fear & Panic Tests*
* *The wielder can spend 1 SP to restore 1 AP to their allies (2 AP if the Ally is a Skaal)*

**“Debaser”**

*“A custom made steel blade, once found in the possession of a grave robber who would steal from those buried in the Imperial City. The blade drains the mental and physical energy of the target. The name “Oford Gabings” is engraved in the pommel.”*

* *1d6+1 Slashing, Exploit Weakness, 1h, 1m reach, Magic (ENC 1)*
* *Strike Enchantment: On a damage roll of 6, the target loses 1 SP*

**“Thornblade’**

*“One of two ancestral weapons of the Indarys of Cheydinhal. Typically wielded by the Count of Cheydinhal, this blade is sometimes given to those deemed the champion of Knights of the Thorn, the knightly order of Cheydinhal”*

* *1d8/10+2 Slashing, Magic, Proven, Silver, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment: On a damage roll of 8+, the armor of the hit location suffers the “Damaged ‘1” quality.*

**“Sufferthorn”**

*“An elven dagger once belonging to a member of the Dark Brotherhood, it is now known to be given to assassins that have shown their worth to the Brotherhood.”*

* *1d4+2 Slashing, Exploit Weakness, Thrown (5/10/15), Small, 1h, 1m reach, Magic (ENC 1)*
* *Strike Enchantment: Inflicts +3 Poison Damage and on a damage roll of 4 the target must make a +10 Strength test. On a failed test, the target suffers a point of Fatigue.*

**“Blade of Woe”**

*“A dagger that has been in the Dark Brotherhood since as far back as the 2nd era. It has been used to carry out the largest assassinations in the Brotherhood’s history.”*

* *1d4+4 Slashing, Exploit Weakness, Thrown (5/10/15), Small, 1h, 1m reach, Magic, Proven (ENC 1)*
* *Strike Enchantment: Absorbs 5 HP from the target (Inflicting +5 damage)*
* *Dread Father’s Touch: When struck by this weapon with a Die roll of 4, the target must make a -10 Panic test*

**“Sinweaver”**

*“An artifact once wielded by Azani Blackheart, a Redguard outlaw and an avid scholar of the Ayleids. It is an Elven claymore, possibly of Ayleid origin. Its enchantment inflicts magical fire damage and drains the stamina of those that it strikes.”*

* *1d12+2 Slashing, Unwieldy, Concussive, Magic, 2h, 3m reach (ENC 4)*
* *Strike Enchantment: Inflicts +3 Fire Damage. On a damage roll of 10-12, the target loses 1 SP.*

**“Dragonbane”**

*“Dragonbane was a weapon of the Blades, perhaps dating back to the time of the Dragonguard. When the Blades were forced to seal off and abandon their ancient stronghold in Skyrim, Sky Haven Temple, the blade was left within. In 4E 201, the Last Dragonborn unsealed the temple and claimed the blade.”*

* *1d6/8+2 Slashing, Exploit Weakness, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment: Inflicts +5 Shock Damage*
* *This weapon will always inflict max Damage against Dragons and ignores any AR they have.*

**“Fang of Haynekhtnamet”**

*“Black Marsh was once known to be inhabited with what the Argonians called the Wamasus. Northern men considered them to be intelligent dragons with lightning for blood. One such mighty beast, Haynekhtnamet, was slain by the Northern men, though it took 7 days and nights, and a score of men. One of the surviving men took a fang home as a trophy. The fang was carved down into a blade and fashioned into a small dagger. The Dagger mysteriously houses some of the beast's magical properties and grants the user the ability to do shock damage on an opponent. This unique Dagger is seen occasionally by traveling heroes.”*

***—Yagrum Bagarn.***

* *1d4+2 Slashing, Exploit Weakness, Thrown (5/10/15), Small, 1h, 1m reach (ENC 1)*
* *Strike Enchantment: Inflicts +5 Shock Damage*

**“Temreki, Shackler of Souls”**

*“This strange claymore was wielded by one Larrius Varro, Champion of the Imperial Legion at Fort Moonmoth outside of Balmora during the ending years of the Blight.”*

* *1d12+1 Slashing, Unwieldy, Concussive, Magic, Proven, 2h, 3m reach (ENC 4)*
* *Strike Enchantment: Soul Trap for 6 rounds*
* *Soul Shackle: The wielder of Temreki may plunge the blade into the ground, this is magical and bypasses the ground rather than pierce it. While the sword is in the ground and unusable as a weapon, all creatures affected by Temreki’s Soul Trap become shacked by ethereal chains, preventing them from moving or Evading.*

**“Bipolar Blade”**

*“The BiPolar Blade is a strange artifact of some renown. According to legend, a nobleman sank his fortune into creating a longsword of supreme power. Two smiths on opposite ends of Tamriel created each half of the blade, unaware of the other, with the hope that no one man, save the owner of the blade, would know it’s true power. One half of the blade is golden, and the other half is made of a brown metal. The sword is enchanted with the ability to both magically calm and frenzy a humanoid.”*

* *1d8/10+1 Slashing, Magic, 1.5h, 2m reach (ENC2)*
* *Strike Enchantment: Bipolarity (Roll odd or even)*
* *Odd: The Target gains the “Frenzied” Condition*
* *Even: The Target becomes calmed*
* *Both: Invokes a -10 Wil tes to resist the effect & lasts for 3 rounds*

**“Dawn/Dusk Fang”**

*“Dawnfang and Duskfang are different names for an intricate Akaviri "blood drinker" longsword. The pronged, jewel-encrusted sword has a handle like golden snakeskin and is enchanted to change appearance based on the time of day. The sword transforms into Dawnfang during the day, when it has orange and red gems and causes fiery damage to those it strikes. It transforms into Duskfang at night, during which time it has blue and purple gems and causes frost damage. The blades also require "nourishment" after every transformation: if twelve enemies are killed with the sword over the twelve-hour period, the next transformation will result in the Superior variant. Dawnfang Superior can absorb the health from those that it strikes, while Duskfang Superior drains their magicka reserves.”*

* *1d8/10+2 Slashing, Magic, Proven, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment*
* *Dawn: Inflicts +3 Fire Damage*
* *Dusk: Inflicts +3 Frost Damage*
* *Turn: During the day the sword is Dawnfang, and during the night the sword is Duskfang.*
* *Feed: Keep track of each kill. If 12 kills are made within a 12 hour time frame, the next form will be the “Superior” variant*
* *Superior Dawn: (+5 Fire) Absorbs 1d4 HP*
* *Superior Dusk: (+5 Frost) Absorbs 1d4 MP*

**“The Soul Sword”**

*“The Soul Sword is a shimmering longsword imbued with the soul of Prince A'tor following his death in 2E 864. Aside from being a powerful weapon, the sword can move of its own accord and allows A'tor's spirit to communicate with the wielder.”*

* *1d8/10+5 Slashing, Magic, Proven, 1.5h, 2m reach (ENC 1)*
* ***Hand of A’tor:*** *The wielder’s Combat Skill TN is 90 when using this sword, if their own skill is greater, they use their own instead.*
* ***Words of A’tor****: The voice of prince A’tor may speak to the wielder and grant them advice on combat and more political endeavors. Though, the prince has a very strong sense of morality and code of conduct that he will hold the wielder to, and if the wielder acts in a way that the prince would find abhorrent, he will turn the blade upon the wielder, inflicting 1d12 Magic damage to the hand and arm that is holding the sword until it is dropped and will never let that person wield it again.*

**“The Pale Blade”**

*“A mysterious blade found at the bottom of Frostmere Crypt, it is of old nord make. Its origin is unknown, but what is known is that the blade is guarded by a vengeful spirit known as the “Pale Lady”. If this sword is removed from its resting place without first appeasing the Pale Lady, she will attack the holder of the blade until they escape or return the blade. If the blade is forced out of Frostmere Crypt, the region of skyrim called “The Pale” will suffer from an unnatural blizzard that will persist until the blade is returned.”*

* *1d8/10+2 Slashing, Magic, Proven, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment: Inflicts +4 Frost Damage*
* *A Pale Veil: The wielder may cast a level 7 “Frost Storm” spell once per long rest. The wielder is also immune to frost damage (This immunity is ignored by the Pale Lady)*

**“Dagger of Symmachus”**

*“The Dagger of Symmachus belonged to King Symmachus, who was killed during a rebellion in 3E 391. It has since been passed down to his son, Helseth.“*

* *1d4+3 Slashing, Exploit Weakness, Thrown (5/10/15), Small, 1h, 1m reach (ENC 1)*
* *Constant Enchantment*
* *Grants +1 DoS of Attack rolls made with this weapon*
* *Grants Reflect ‘2 on the wielder*

**“Eduj”**

*“One of a twin set that once belonged to the legendary Nord warrior, Kvenel the Tongue. Its twin is the axe Okin. It was entombed along with its master in Volunruud.”*

* *1d8+2 Slashing, Magic, Proven, Silver, 1h, 2m reach (ENC 1)*
* *Strike Enchantment: Inflicts +3 Frost Damage*
* *Inflicts “Slowed” on the target.*

**“Windshear”**

*“This unique scimitar is of Redguard make, but the magic imbued in the blade is strange. The blade has a chance of sending the target flying away from the blade.”*

* *1d8+1 Slashing, Concussive, Unwieldy, 1h, 2m reach (ENC 3)*
* *Strike Enchantment*
* *Wind Strike: On a damage roll of 6-8, the target must make a -10 Strength test, or be knocked prone and pushed 4m away, taking 1d6 falling damage upon impact.*

***“Dagger of Friendship”***

*“This is an oddity that has popped up around the Madhouse every now and then. It is of Grummite make, but its enchantments make little sense to those that have obtained it.”*

* *1d4 Slashing, Exploit Weakness, Thrown (5/10/15), Small, Magic, 1H, 1m reach*
* *Enchantment: Attacks with this weapon restore an amount of HP equal to the damage it deals.*

**“Shadowrend”**

*“Shadowrend is a Daedric artifact which takes the form of a shadowy two-handed ebony weapon. It is associated with the Grove of Reflection in the Shivering Isles, an underground chamber which can only be accessed by those the grove deems worthy. The grove has the potential to "show men who they truly are"; an ancient runestone in the center of the grove has the power to summon a shadowy doppelganger of anyone who approaches. These doppelgangers have been known to wield Shadowrend in battle, and those who manage to defeat their shadow may then claim the weapon for themselves. Shadowrend can appear as both a claymore and a battleaxe (indeed, both can appear together), but only one version of the weapon may be wielded.”*

* *Sword: 1d12+4 Slashing, Unwieldy, Concussive, Magic, Proven, 2h, 3m reach (ENC 5)*
* *Axe: 1d12+4 Splitting, Unwieldy, Shieldsplitter, Concussive, Magic, Proven, 2h, 3m reach (ENC 5)*
* *Strike Enchantment*
* *Inflicts +4 Magic Damage & Ignores 3 points of magic resistance.*

**“Sword of Jyggalag”**

*“This great silver crystalline blade is the personal weapon of the Prince of Order himself. It came into the possession of Sheogorath after the cycle of the Greymarch ended during the last years of the 3rd era.”*

*"He doesn't even carry a cane! More the giant, bone-cleaving sword type of Prince." —Sheogorath*

* *2d8+5 Slashing, Unwieldy, Concussive, Magic, Proven, 2H, 3m reach*
* *Essence of Order (Unique Effect)*

*Attacks made with advantage with this weapon cause the blade to emit an echo that carries a strange calm over the battlefield. Not stifling aggression but lending a sense of clarity and purpose to the wielder’s allies and a sense of impending doom to their foes.*

* *All allies within 50m of the wielder regain 1SP & 1AP*
* *All Enemies within 50m of the wielder loses 1 AP and must make a -10 Panic test*
* *Obelisk of Order (Unique Effect)*

*When this weapon kills a target, the victim crystallizes into an Obelisk of Order. This Obelisk has 10 HP and Resists 4 points of damage from any source. It is of equal size to the victim. When this Obelisk breaks, the Wielder of the sword and their allies within 10m of the wielder regain the victims WT in HP or MP.*

**Axes**

**“The Rueful Axe”**

*“One of Clavicus’ little jests. A wizard named Sebastian Lort had a daughter who worshiped Hircine. When the daughter became a werewolf it drove Sebastian over the edge. He couldn't stand to see his little girl take on such a bestial form. The wizard wished for the ability to end his daughter's curse. Clavicus gave him an axe.”*

* *1d12+2 Splitting, Unwieldy, Shield Splitter, Concussive, Magic, 2h 3m reach (ENC 4)*
* *Strike Enchantment: Target must make a -20 END test or suffer a point of Fatigue*

**“Clever of St. Felms”**

*“ The Cleaver of St. Felms the Bold is a one-handed axe which belonged to the eponymous saint of the Dunmer. In or before 3E 427, a Buoyant Armiger carried it into battle against ash vampires on the northeastern slopes of Red Mountain and died.”*

* *1d8+4 Splitting, Unwieldy, Magic, Proven, 1h, 2m reach (ENC 2)*
* *Strike Enchantment: The target becomes Silenced for 2 rounds*

**“Okin”**

*“One of a twin set that once belonged to the legendary Nord warrior, Kvenel the Tongue. Its twin is the sword Eduj. It was entombed along with its master in Volunruud.”*

* *1d8+2 Splitting, Unwieldy, Magic, Proven, 1h, 2m reach (ENC 1)*
* *Strike Enchantment: Inflict +3 Frost Damage*
* *Inflicts “Slowed” on the target.*

**“Wuuthrad”**

*“Legends surrounding the origins of the weapon date back to the Night of Tears, when Ysgramor and his eldest son Yngol fled to Atmora upon the last ship from Saarthal. As he watched the first human city of Skyrim burn, Ysgramor was said to have been so consumed with grief, that he wept tears of pure ebony. Yngol, who was purportedly the greatest blacksmith the Atmorans had ever known, collected the tears in a stein and began to forge Wuuthrad upon the deck of the fleeing ship. Using lightning to heat the tears and the ocean's swell to cool them, he completed the mighty axe during the night and presented it to his father the next morning. Ysgramor cried out in joy, sadness, and rage and there on the deck of the ship he named the axe Wuuthrad.”*

* *1d12+5 Splitting, Unwieldy, Shield Splitter, Concussive, Magic, Proven, 2h 3m reach (ENC 5)*
* *Ysgramor’s Hate: Inflicts max damage against Mer.*

**“Stormkiss”**

*“The enchanted axe of Olmgerd the Outlaw, the bastard son of Harald Free-Hand. Olmgerd was a reaver who raided the coasts of Morrowind for years becoming a well known terror among the Dunmer. After his death, he was buried along with his ship and Stormkiss deep beneath a Dunmer tomb in southern Vvardenfell.”*

* *1d12+2 Splitting, Unwieldy, Shield Splitter, Concussive, Magic, Proven, 2h 3m reach (ENC 4)*
* *Strike Enchantment: Inflicts +4 Shock Damage*

**Blunt**

**“Skullcrusher”**

*“The Skull Crusher is an amazingly large, and powerful weapon. The Warhammer was created in a fire, magically fueled by the Wizard, Dorach Gusal, and was forged by the great weaponsmith, Hilbongard Rolamus. The steel is magically hardened and the weight of the weapon is amazingly light, which makes for more powerful swings and deadly blows. The Warhammer was to be put on display for a festival, but thieves got it first. The Skull Crusher still travels Tamriel in search of its creators.”*

**—Yagrum Bagarn**

* *1d8/10+2 Crushing, Unwieldy, Magic, Proven, 1.5h, 2m reach*
* *Constant Enchantment*
* *This weapon has a 0 ENC*
* *Attacks with this weapon gain +1 DoS*

**“Veloth’s Judgement”**

*“The magical Daedric warhammer Saint Veloth wielded during his exodus from Summerset. This symbol of power stood for everything Veloth embodied. Veloth's Judgment was said to have rang with authority throughout the land. Its enchantments could cleanse corruption from the souls of those it struck down. Veloth's precision with the hammer was such that he could remove the corruption from a soul and leaving the remainder alive and healthy. The warhammer stored the corruption for a time, turning it into energy that could be used by the wielder to enhance the power of the weapon. Veloth saw fit to set aside this weapon when he vowed to turn his attention from war to the task of building a new home for the Chimer in Resdayn. Since Veloth's ascension to sainthood, it was rumored to have has gained legendary powers, to the point where it can siphon a living creature's entire soul.This rumor turned out to be true when the hammer was stolen from the temple in the Second Era.”*

* *1d12+4 Crushing, Unwieldy, Shield Splitter, Concussive, Magic, Proven, 2H 2m reach (ENC 5)*
* *Strike Enchantment: Inflicts +7 Fire Damage*
* *(NOTE: The Cleansing Feature would only be usable by and against a faithful of the Reclamations WIP)*

**“The Light of Day”**

*“One of two items used by the renowned Dunmer vampire hunter, Ano Vando.”*

* *1d8+2 Crushing, Unwieldy, Magic, Sunlight, 1h, 2m reach*
* *Strike Enchantment: Inflicts +4 Fire Damage*
* *Constant Enchantment*
* *Grants Resistance (Magic) ‘1*
* *The Wielder gains +1 AR to all Hit Locations*
* *Searing Light: This mace Shines “Sunlight” in a 5m Radius, and basic fire light for 10m after that*

**“Stendarr’s Hammer”**

*“Said to be the actual weapon of the god, Stendarr. No evidence can confirm this, aside from the sheer power of the hammer and its ridiculous weight.”*

* *1d12+20 Crushing, Unwieldy, Shield Splitter, Concussive, Magic, Proven, 2H 2m reach*

*(ENC 100)*

* *Attacks from this weapon can’t be parried*
* *Attacking with this hammer costs 2SP*
* *Strike Enchantment: Inflicts +10 Unnegatable Damage*

**“Mace of Slurring”**

*"It was crafted near the end of the second age by Kyanka, a slightly deranged Altmer weaponsmith and enchanter. He had a rather warped sense of humor, and apparently delighted at the thought of reducing opponents to a gibbering mess before crushing them to death. The mace has, admittedly, seen little use."*

***-Torasa Aram***

* *1d8+2 Crushing, Unwieldy, Magic, 1h, 2m reach*
* *Strike Enchantment: Reduces the targets Personality by 3. This effect lasts until the target takes a long rest. (This effect can stack)*

**“Nerveshatter”**

*“This Amber Warhammer is the personal weapon of Syl, Duchess of Dementia during the Greymarch of the 3rd era.”*

* *1d12+5 Crushing, Unwieldy, Shield Splitter, Concussive, Magic, 2H, 2m reach*
* *Enchantment: +2 Shock Damage...Ignores 1 point of Shock Resistance*
* *The Shocking Truth (Unique Effect)*

*When an attack with this weapon exceeds the targets WT, it will inflict an additional +3 Shock Damage ignoring all resistances and immunities (Even Resist Magic). If the target lacks any resistance/immunity to shock, they become paralyzed for 1 round as their nervous system locks up.*

**Spears**

**“Spear of the Snow Prince”**

*“A magic spear of the fabled Snow Prince, who died during the battle of Moesring. It’s make is masterful and it’s enchantment was weaved in the ancient days. They say that when the spear is swung, the wind bends around the wielder.”*

* *1dd8/10+2 Impaling, Unwieldy, Magic, Proven, 1.5h, 2-3m reach*
* *Strike Enchantment: Inflicts +8 Frost Damage and ignores 4 points of Frost Resistance*

**“Spear of the Hunter”**

*“The spear of the Hunter is a powerful daedric artifact wielded by champions, or aspects, of Hircine. Few have ever held the spear, but those who have spoke of its utter perfection and craftsmanship.”*

* *1d8/10+5 Impaling, Magic, Proven, 1.5h, 2-3m reach*
* *Poisons the target for 1d6 poison damage each round for 4 rounds (-30 Endurance Test to resist)*
* *Attacks with this weapon get a +2 to their DOS*

**Staves**

**“Hrormir’s Icestaff”**

*“This artifact is a powerful staff made of ice. It is named after its maker, Hrormir. A mighty nord mage who is known by a book written about him called “Song of Hrormir”. This staff commands powerful frost magic, as well as light and the ability to conceal the wielder.”*

* *1d6/8+1 Concussive, Magic, focus, 1.5m, 2m reach*
* *Cast Enchantment: 20 Charges*
* *Froststorm ‘3*
* *Light ‘4*
* *Chameleon ‘3*

**“Staff of the Everscamp**”

*“This little known staff is an artifact of Sheogorath’s creation.The wielder of this staff is “blessed” with four little helpers that never go away. The only way to part with this staff is to return it to a shrine of Sheogorath*.”

* *1d6/8+2 Concussive, Magic, focus, 1.5h, 2m reach*
* *When in someone's possession, four scamps will remain near the wielder at all times being a constant nuisance. They will not provide any rewards for killing them and will reanimate after 15 seconds. They will not fight for their own defense or the defense of the staff’s wielder.*
* *A speaker of “Daedric can make a -30 Persuade test, to get them to fight for them, this test can only be made once per day and they will only fight for the current, or next, fight the wielder enters*.

**“Staff of Carnal Channeling”**

*“An ebony staff imbued with powerful necromantic magics.”*

* *1d6/8+4 Concussive, 1.5h, 2m reach, Magic, focus*
* *Necromantic Focus: The Wielder gains a +10 to Necromancy Tests*
* *Cast Enchantment: Carnal Channeling*
* *Animates up to 6 Corpses within 15m of the Wielder.*
* *Doing this costs the Wielder 2MP or 1HP per Corpse each round.*

**“Staff of Indarys”**

*“One of two ancestral weapons of the Indarys of Cheydinhal. This staff is used as a ceremonial scepter of the Count of Cheydinhal, though it has been known to be given up as a reward to the champion of Knights of the Thorn, the knightly order of Cheydinhal.”*

* *1d6/8+2 Concussive, Magic, focus, 1.5m, 2m reach*
* *Cast Enchantment: 5 Charges (Casts both as one spell)*
* *Chain Lightning lvl’4*
* *Fatigue lvl’3*

**“Crosier of St. Lolthis”**

*“The Crosier of St. Llothis is a staff sacred to the Dunmer as a holy relic. The undefeated spirit of St. Llothis the Pious is said to be contained within it. However, the staff's fitness for combat is questionable, as the staff's enchantments actually have various adverse effects on the wielder. In or just before 3E 427, the Captain of the Buoyant Armigers took the staff into battle against Dagoth Ur's forces on Red Mountain. To protect his retreating subordinates, the Captain mounted a last stand near Dagoth Ur's citadel, and the staff was lost.”*

* *1d6/8+1 Concussive, Magic, focus, 1.5m, 2m reach*
* *Strike Enchantment: Inflicts +2 Unnegatable Damage onto the wielder & Blinds the wielder for 1 round*
* *Piety’s Blessing: Using this staff as a focus to cast a healing spell maxes out the healing done and adds +4 to it.*

**“Staff of Nenalata”**

*“The royal staff of the ancient Ayleid Sorcerer King of Nenalata. Enchanted using the Ayleids fabled Star Magic.”*

* *1d6/8+2 Concussive, Magic, focus, 1.5m, 2m reach*
* *Cast Enchantment: 7 Charges*

*Dispel ‘5*

*Shockcone ‘5*

* *Siphon Star Light: While under the night sky, you can siphon energy from the stars into the staff. As a primary action, you may regain 1d4 charges.*

**“Staff of Hasedoki”**

*“Hasedoki was said to have been a very competitive wizard. He wandered the land in search of a wizard who was greater than he. To the best of all knowledge, he never found a wizard who could meet up to his challenge. It is said that he felt so lonely and isolated because so many feared his power, that he bonded his life-force into his very own staff, where his soul remains to this very day. Magic users all over Tamriel have been searching for this magical staff. Granting its wielder a protection of magicka, it is a sure prize for any magic user. “*

***—Yagrum Bagarn***

* *1d6/8+3 Concussive, Magic, focus, Proven, 1.5m, 2m reach*
* *Constant Enchantment*
* *Grants Resistance (Magic) ‘4 to the wielder*

**“Staff of Sheogorath”**

*“The Staff of Sheogorath, a powerful Daedric artifact, is the symbol of the Daedric Prince of Madness. It contains the power of the Shivering Isles, and is needed to assume the title of Mad God and sit upon the Throne of Madness. The Staff is the namesake of Sheogorath. In its traditional appearance, the Staff is a simple walking stick, often with an eyeball attached to the top.”*

* *1d6/8+5 Concussive, 1.5h, 2m reach, Magic, Focus*
* *Mental Focus: Any spell that affects the targets mind gain a +10 to the TN*
* *Mad God’s Gift (Unique Effect)*

*The Wielder of this weapon can mark a target and “Bless” them with madness. The target is inflicted with madness, automatically failing their first willpower test to resist.*

*Additionally, the wielder may spend 1 luck point to have this effect a 20m area centered on them instead of just a single target.*

* *Mad God’s Decree (Unique Effect)*

*While in the Shivering Isles, the wielder can spend 1 Luck Point to decree a new law. This law can be anything, from a legal law to a new law of nature. This law will remain in effect until the wielder grows bored of it.*

*Additionally, while in the Shivering Isles, the wielder can freely alter the weather, time of day, water level, and temperature.*

**Bows**

**“Bow of the Stag Prince”**

*“A Longbow made of an unknown wood, believed to be of daedric origin due to the carvings on it depicting what appears to be Hircine. The magic in the bow seems to grow the more it is used to take down prey.”*

* *1d10 Reload (2), Unwieldy, Range (25/265/365), Magic, Proven*
* *Constant Enchantment: Hunter’s Boon*
* *Each Animal killed with this Bow by its wielder (Each Wielder tracks it separately) is counted and gains a benefit following the chart below.*

| ***\*Animals Killed*** | ***\*Damage Bonus*** |
| --- | --- |
| *0-4* | *+0* |
| *5-9* | *+1* |
| *10-19* | *+2* |
| *20-34* | *+3* |
| *35-59* | *+4* |
| *60+* | *+5* |

**“Frostwyrm Bow”**

*“The bow of Svenja Snow-Song, a nord warrior from Solstheim. Strangely, it is of elven make, how this bow got into the hands of a nord from a far flung northern island is unknown. Sadly, Svenja’s tale doesn’t end well, falling in battle to the Udyrfrykte Matron at Dive Rock in the Jerall Mountains of Cyrodiil.”*

* *1d8 Reload (2), Unwieldy, Range (20/260/360), Magic*
* *Strike Enchantment: Inflicts +3 Frost Damage*

**“Shadowhunt”**

*“An artifact among the Dark Brotherhood, said to be blessed by Sithis himself. This bow was last seen being used by the Assassins from Cheydinhal.”*

* *1d6+1 Reload (1), Range (20/100/200), Magic*
* *Strike Enchantment: Inflicts +4 Poison Damage, Bypasses Half of the targets Poison resistance (RU)*

**“Bow of the Hunt”**

*“The bow of the fabled Bourlor. This bow’s enchantment inflicts additional damage against animals.”*

* *1d6 Reload (1), Unwieldy, Range (20/260/360), Magic*
* *Strike Enchantment: Inflicts +10 Damage against Animals*

**“Zephyr”**

*“A unique dwemer longbow once owned Katria, a dunmer treasure hunter.”*

* *1d8 Reload (1), Unwieldy, Range (15/255/355), Magic*
* *Has a reduced reload for a longbow*

**“Ruin’s Edge”**

*"May your enemies fear you and never know from where or with what enchantment you shall strike." --Syl, Duchess of Dementia*

* *1d6 Range (35/115/215) Reload (1), Magic, 2h*
* *Mad Soul’s Charm (Unique Effect)*

*Roll a 1d6 on a successful attack to determine the magical effect.*

1. ***Paralysis***

*Target must make a +0 Willpower test or be Paralyzed for 1 round*

1. ***Silence***

*Target must make a +0 Willpower test or be Silenced for 1 round*

1. ***Frenzy***

*Target must make a +0 Willpower test or be Frenzied for 1d4 rounds*

1. ***Blind***

*Target must make a +0 Willpower test or be Blinded for 1d4 rounds*

1. ***Panic***

*Target must make a +0 Panic Test*

1. ***Chain Lightning***

*The target takes 1d6 Shock Damage. The bolt then jumps to another*

*target within 10m and deals damage (use the first roll). Repeat*

*this for a third and final target.*

**Armor**

**“Armor of the Snow Prince”**

*“The armor of the legendary Snow Prince, it was made by the greatest elven smiths of its time, forged from the finest steel and enchanted with powerful magic.”*

* *Each piece has the following stat*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *7* | *3 magic* | *3 (18)* | *Heavy, Magic,* |

* *Constant Enchantment*
* *Each Piece grants a +2 Frost Resistance effect to the wearer. To a total of Frost Resistance ‘12.*
* *When worn as a complete set along with the Spear of the Snow Prince, the wearer gains the following.*

*Immunity to Frost*

*You may activate an aura around you that inflicts 5 Frost Damage to anyone within 3m of you each round.*

**“Fists of Randagulf”**

*“Randagulf of Clan Begalin goes down in Tamrielic history as one of the mightiest warriors from Skyrim. He was known for his courage and ferocity in battle and was a factor in many battles. He finally met his fate when King Harald conquered Skyrim. King Harald respected this great hero and took Randagulf's gauntlets for his own. After King Harald died, the gauntlets disappeared. The King claimed that the Fists granted the bearer added strength.”*

***—Yagrum Bagarn***

* *The armor has the following stats along with a unique enchantment for each piece.*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *3 (6)* | *Heavy, Magic,* |

* *Constant Enchantment*
* *Right Fist of Randagulf: Fortify Agility ‘10*
* *Left Fist of Randagulf: Fortify Strength ‘10*

**“Shrouded Armor”**

*“The blackened armor of the Dark Brotherhood assassins.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *5* | *2 magic* | *2 (12)* | *Light, Magic,* |

* *Constant Enchantment: Wearer gains a +1 DoS on Stealth, Subterfuge, Illusion, and Evade tests*
* *Assassin’s Pocket: The wearer can hide a single dagger and five potion/poison vials within the coat that would require a DoS of 7+ on an Investigation or Observe test to detect.*

**“Robes of the Black Hand”**

*‘The customary robes of the Black Hand, the upper echelons of the Dark Brotherhood.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *2 (12)* | *Light, Magic,* |

* *Constant Enchantment: Wearer gains a +3 DOS on Stealth, Subterfuge, Illusion, and Evade tests*
* *Assassin’s Pocket: The wearer can hide a single dagger and five potion/poison vials within the coat that would require a DOS of 7+ on an Investigation or Observe test to detect.*

**“Boots of Bloody Bounding”**

*“Once belonging to the Shadowscale turned Dark Brotherhood assassin, Teinaava. They are boots made of reptile hide of what is most likely crocodile. They were enchanted by an Argonian sorcerer of the court of Argonia.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *2* | *1 fire* | *2* | *Light, Magic,* |

* *Constant Enchantment: Wearer gets a +2 DOS on Acrobatics tests and a +1 DOS on tests made to attack with a bladed weapon*

**“Boots of the Apostle”**

*“The Boots of the Apostle are a true mystery. The wearer of the boots is rumored to be able to levitate, though nobody has ever seen them used.”*

***—Yagrum Bagarn***

* *Partial AR 3, Light, Magic, 1 ENC*
* *Constant Enchantment*
* *Wearer Gains a Fly Speed of 3m*

**“Ten Pace Boots”**

*“A pair of magic heavy leather boots, enchanted with some useful powers for those who travel on foot.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *3* | *1 fire* | *3* | *Medium, Magic,* |

* *Constant Enchantment*
* *Increase move speed by 2*
* *Increase jump height/distance by 2m*

**“The Armor of the Old Gods”**

*“A set of mythical armor from the Forsworn of skyrim, said to be blessed by their gods.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *3* | *1 frost* | *3 (18)* | *Medium, Magic* |

* *Constant Enchantment*
* *Boots: Grants +1 DOS on Stealth tests*
* *Gauntlets: Grants +1 DOS on ranged attacks*
* *Helmet: Grants Power Well ‘10*
* *Cuirass: Grants +1 DOS on Destruction tests*

**Shields**

**“Shield of Ysgramor”**

*“The Shield of Ysgramor was buried within the tomb of that famous hero of the Nords in the Late Merethic Era. It's unknown if Ysgramor ever wielded this shield in battle; legend only mentions his use of the axe Wuuthrad. In 4E 201, it was found by members of the Companions within the tomb. The wielder of the shield is both harder to kill and resistant to magic.”*

| ***\*BR*** | ***\*MBR*** | ***\*ENC*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *12* | *9 magic* | *4* | *Heavy, Magic* |

* *Constant Enchantment*
* *Grants Resistance (Magic) ‘2*
* *Increases the wielder’s WT by 3*

**“The Ward of Akavir”**

*“The Ward of Akavir is a priceless artifact treasured by the Imperial Legion. It is a tower shield with an Imperial Dragonscale design, made from the actual skin of a dragon. It bears a powerful enchantment which makes the wielder far luckier. Its origins are unknown, but its name implies that the artifact is related to the continent of Akavir in some way.”*

| ***\*BR*** | ***\*MBR*** | ***\*ENC*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *12* | *12 magic* | *4* | *Heavy, Magic* |

* *Constant Enchantment*
* *Grants the wielder two extra Lucky Numbers*

**“The Darksun Shield”**

*“One of two items used by the renowned Dunmer vampire hunter, Ano Vando.”*

| ***\*BR*** | ***\*MBR*** | ***\*ENC*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *12* | *9 magic* | *4* | *Heavy, Magic* |

* *Constant Enchantment*
* *Grants “Dark Sight” to the wielder*
* *Grants “Reflect ‘2” to the wielder*
* *Increases the wielder’s max SP by 1*

**Headwear**

**“Crown of Freydis”**

*“The Crown of Freydis, originally the Crown of Verity, was a magical artifact created to test the worthiness of potential rulers of Skyrim. It is the second royal crown of Skyrim, replacing the Jagged Crown when it was lost to time during the War of Succession. However, in time it faded from use, and it has not been seen since the Second Era.”*

* *Test of Worth*

*Those who wear this crown will be judged by it whether or not the wearer is worthy of ruling over skyrim. (GM’s Discretion)*

**“The Ayleid Crown of Nenalata”**

*“The Ayleid Crown of Nenalata is an ancient Ayleid artifact. Its appearance varies, sometimes appearing as a lightweight Moonstone helm, sometimes as a simple crown. It can be distinguished from other Ayleid crowns by a royal glyph emblazoned upon it. Superficial enchantments grant the wearer spell reflection and increased skill at Alteration and Conjuration magic, although the true potential of the crown is seemingly much greater. It is an immensely valuable treasure.”*

* *Constant Enchantment*
* *Grants Reflect ‘2 to the wearer*
* *Grants +1 DOS on Alteration & Conjuration tests*
* ***Throne of Nenalata***

*If worn by an Ayleid who is wielding the “Staff of Nenalata” the effects are tripled and all of the undead within the ruins of Nenalata will serve the wearer.”*

**“The Helm of Graff the White”**

*“The enchanted helm of Graff the White, an Imperial Legion champion.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *---* | *4* | *Heavy, Magic* |

* *Constant Enchantment*
* *Grants Reflect ‘1 to the wearer*

**“Ayleid Crown of Lindai”**

*“The Ayleid crown of Lindai is a powerful artifact that grants increased arcane power.”*

* *Constant Enchantment*
* *Grants Resistance (Magic) ‘2 to the wearer*
* *Grants +1 DOS on Alteration & Illusion tests*
* ***Throne of Lindai***

*If worn by an Ayleid the effects are tripled and all of the undead within the ruins of Lindai will serve the wearer.”*

**“Fin Gleam”**

*“A true oddity, this is a quite low quality glass helmet enchanted with some beneficial effects to those who enjoy swimming among the reefs.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *3* | *---* | *2* | *Light, Magic,* |

* *Constant Enchantment: Wearer gains “Dark Sight” & can breathe underwater*

**“Diadem of the Savant”**

*“An artifact of the Archmage Shalidor. It was kept in Labyrinthian, at the end of the fabled “Mirror Maze”, this golden circlet endows the wearer with enhanced arcane power.”*

* *Constant Enchantment*
* *All Spells cast by the wearer costs 2 less MP*
* *Grants +1 DoS on all Magic Tests*
* *Grants Resistance (Magic) ‘2*

**“Helm of Yngol”**

*“The Helm of Yngol is a unique helmet that belonged to Yngol, son of Ysgramor. One of the original members of the Companions. After his death, he and his helmet were locked away in Yngol Barrow.”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *2* | *Heavy, Magic,* |

* *Constant Enchantment: Resist Frost ‘5*

**“Count Cirion’s Helmet”**

*“The Helm of Count Cirion of Vitharn. This Altmer noble died in the siege of his city. The city's defenders were doomed to repeat their final moments for an eternity within the Madhouse. The Heir of Sheogorath ended this curse during the events of the Greymarch in the late 3rd era.”*

* *Full Madness Helmet of Superior Quality*
* *AR 10*
* *MAR 5*
* *Heavy Armor*
* *Head Only*
* *Enchantment*
* *The Wearer of this helm gets a +10 to their Combat Style TN on tests made to use a Shield*

**Clothing**

**“Mantle of Woe”**

*“This robe was created by an unknown sorcerer using the soul of a powerful vampire, how one would obtain such a soul from Molag Bal is unknown.”*

* *Constant Enchantment*
* *Sun-Scarred ‘10*
* *Power Well ‘30*
* *Grants a +10 to Necromancy and Conjuration tests*

**“Treachery & Deceit”**

*“A pair of black gloves that would make any rogue a very happy person. They are enchanted with magic that enhance one’s focus and dexterity”*

* *Constant Enchantment*
* *Treachery (R): Wearer gains a +1 DOS on Stealth tests*
* *Deceit (L): Wearer gains a +1 DOS to Subterfuge tests*

**“The Deceiver's Finery”**

*“A set of black burgundy finery of Nibenesse design, it is specially enchanted and designed to suit an assassin’s needs while stalking their prey at any gathering of Tamriel’s noble elite.”*

* *Constant Enchantment: Wearer gains a +1 DOS on all Personality based tests and Subterfuge tests*
* *Assassin’s Pocket: The wearer can hide a single dagger and five potion/poison vials within the coat that would require a DOS of 7+ on an Investigation or Observe test to detect.*

**“Hair Shirt of Saint Aralor”**

*“The Hair Shirt of Saint Aralor the Penitent is a sacred relic of the Dunmer. Besides being simultaneously hurt and healed by the shirt, the wearer is also resistant to magic, particularly shock damage. When an Ordinator carrying the shirt died in the Ashlands.”*

* *Constant Enchantment*
* *Reduces the wearer’s max SP by 1*
* *Resistance (Magic) ‘3*

**“Robe of the Lich”**

*“The Robe of the Lich belonged to Gedna Relvel, an infamous priestess in Mournhold who was condemned for studying and practicing forbidden magics. However, she had turned herself into a lich and survived beneath the city for untold years.”*

* *Constant Enchantment*
* *Damages the Wearer for 200 points of unnegatable damage (Ignored by the Undead)*
* *Grants Power Well ‘50 to the wearer*

**“Shoes of St. Rilms”**

*“The Shoes of St. Rilms the Barefooted are artifacts sacred to the Dunmer. They make the wearer more fit and personable. The eponymous saint gave away the shoes and did her best to appear as a beggar in order to better acquaint herself with the poor.”*

* *Constant Enchantment*
* *Grants +1 DOS on all Personality based tests*
* *Grants +1 to the wearer’s WT*

**“Apron of Adroitness”**

*“An enchanted artisan’s apron that steadies the hand of the wearer and keeps their mind clear and focused.”*

* *Constant Enchantment*
* *Grants +2 DOS on Profession (Artist) tests*

**“Boots of Springheel Jack”**

*“The enchanted shoes of the legendary thief, Springheel Jack. Though in truth, they were owned by one Jakben, Earl of Imbel., a vampire who stalked the streets of the Imperial City.”*

* *Constant Enchantment: Wearer gains a +2 DOS on Acrobatics tests and their jump height/distance is doubled*

**Sets**

***“The Gauldurson Artifacts”***

* *“The Staff of Jyrik Gauldurson”*

*1d6/8+1 Concussive, 1.5h, 2m reach, Magic*

*Innate Spell: Chain Lightning lvl ‘4*

* *“The Gauldur Blackblade”*

*1d8+1 Slashing, Magic, 1h, 2m reach*

*Absorbs Half the Damage Dealt as HP to the wielder*

* *“The Gauldur Blackbow”*

*1d10+1 Reload (2), Unwieldy, Range (10/250/350), Magic*

*Half the damage dealt will also be dealt to the targets MP*

* *“The Gauldur Amulet”*

*The wearer gains the following benefits*

* *+1 Max Stamina*
* *+10 Magicka*
* *+5 Health*

***“Ahzidal’s Armaments”***

*“The magnum opus of the first great nord enchanter was this suit of armor.”*

* *The armor has the following stats along with a unique enchantment for each piece.*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *4 (24)* | *Heavy, Magic,* |

*“Ahzidal's Armor of Retribution”*

* *Constant Enchantment*
* *When you are struck by a melee attack, the attacker must make a +10 Will test or be Paralyzed for 2 rounds.*

*“Ahzidal's Boots of Waterwalking”*

* *Constant Enchantment*
* *The Wearer can walk freely on water if both boots are worn together*

*“Ahzidal's Gauntlets of Warding”*

* *Constant Enchantment*
* *When you cast “Ward”, the Spell Strength is reduced by 2, but gains the “Spell Absorption” ‘3*
* *These effects become 4 & 6 is both gauntlets are worn together*

*“Ahzidal's Helm of Vision”*

* *Constant Enchantment*
* *The range for any Conjuration or Rune Spells you cast is doubled, but the MP cost is increased by 2*
* *The Wearer gains “Power Well” 10*

*“Ahzidal's Ring of Necromancy”*

* *Constant Enchantment*
* *When a Reanimated (via the Reanimate spell, not rites) creature under your control dies, they explode for 3d6 Frost Damage in a 5m radius.*

*“Ahzidal's Ring of Arcana”*

* *Constant Enchantment*
* *Allows the wearer to cast the following two spells. Both can be Overloaded, costs 5MP, and has a 100m range.*
* *“Ignite”: Inflicts 1d8 Fire Damage upon impact and applies “Burning ‘3” on the target.*
* *“Freeze”: Inflicts 1d10 Frost Damage and applies the “Slowed” condition on the target.*

***“The Deathbrand Relics”***

*“The Stalhrim Armor of the notorious Haknir Death-Brand, a legendary pirate who ravaged the coasts of Skyrim and Morrowind. After his death he instructed his quartermaster, Garuk Windrime, to scatter his armor and swords across Solstheim.”*

*“The Deathbrand Armor”*

* *The Armor has the following stats*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *6 frost* | *4 (24)* | *Medium, Magic* |

* *Constant Enchantment: When worn as a complete set the AR & MAR is increased by 1.*
* *Gauntlets: When worn together, the wearer gains +1 DOS on Combat Style tests while Dual-Wielding*
* *Boots: When worn together, fortifies the wearer’s Carry Weight by +5*
* *Helm: Wearer can breathe underwater*
* *Cuirass: Grants the wearer a +1 max Stamina*

*“Bloodscythe”*

* *1d8+1 Slashing, Dueling Weapon, Magic, Proven, 1h, 2m reach*
* *Strike Enchantment*
* *Half the damage is Absorbed as HP*

*“Soulrender”*

* *1d8+1 Slashing, Dueling Weapon, Magic, Proven, 1h, 2m reach*
* *Strike Enchantment*
* *Half the damage is Absorbed as MP*

**“Dragon Priest Relics”**

*“The masks of the dragon priests were created by the ancient Dovah of skyrim. They were given to the dragons chosen disciples, who were to rule over the dragon’s domain in their stead.”*

*(The Armor Stats are inspired by the mod for Skyrim called, “Konahrik’s Accoutrements”)*

***“Ahzidal”***

Meaning *“The Embittered Destroyer”*

*Entombed Location: Kolbjorn Barrow, Solstheim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *8* | *4 magic* | *6 (36)* | *Super Heavy, Magic,* |

* *Constant Enchantment*
* *Mask: Resist Fire ‘5 & Fire Spells cast by the wearer inflict +2 damage*
* *Boots: Resist Fire ‘1*
* *Gloves: Fire Spells inflict +1 Damage*
* *Robe: Fire spells cost 2MP less to cast. While wearing full Ahzidal armor, the wearer is surrounded by a wall of fire, inflicting 3 Fire Damage in a 2m radius each round.*

***“Dukaan”***

Meaning *“Dishonor”*

*Entombed Location: White Ridge Barrow, Solstheim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *8* | *4 magic* | *6 (36)* | *Super Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Resist Frost ‘5 & Frost Spells cast by the wearer inflict +2 damage*
* *Boots: Resist Frost ‘1*
* *Gloves: Frost Spells inflict +1 Damage*
* *Robe: Frost spells cost 2MP less to cast. While wearing full Dukaan armor, the wearer is surrounded by a wall of frost, inflicting 3 Frost Damage in a 2m radius each round.*

***“Hevnoraak”***

*Entombed Location: Valthume, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *5* | *2 magic* | *4 (24)* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Immunity to Poison & Disease*
* *Boots: Wearer regains 2HP at the beginning of their turn each round*
* *Gloves: Melee attacks ignore 2 points of AR*
* *Robe: Reflects 3 points of all damage back at the attacker*

***“Konahrik”***

Meaning *“Warlord”*

*Entombed Location: Bromjunaar “Labyrinthian”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *9* | *9 magic* | *6 (36)* | *Super Heavy, Magic* |

* *Constant Enchantment*
* *Mask: When the wearer drops to 5 HP or lower (but not 0), they regain all lost HP & SP and explode in a 4m radius inflicting 3d8 fire damage.*
* *Boots: Grants the “Magic Resistant” trait to the wearer*
* *Gloves: Melee Attacks inflict +3 Damage*
* *Robe: Shouts inflict +5 Damage & impose a -20 on tests made to resist them*

***“Krosis”***

Meaning *“Sorrow”*

*Entombed Location: Shearpoint, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *3* | *1 magic* | *3 (18)* | *Medium, Magic* |

* *Constant Enchantment*
* *Mask: Wearer gains +1 DOS on Subterfuge, Alchemy, & Ranged Attack tests*
* *Boots: Grants +1 DOS on Stealth tests*
* *Gloves: Inflicts +3 Damage when Undetected by the target*
* *Robe: Grants +1 DOS on Evade tests, +2 if the Wearer was has been hit within the round*

***“Miraak”***

Meaning *“Allegiance Guide”*

*Entombed Location: Apocrypha*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *5 (30)* | *Heavy, Magic,* |

* *Constant Enchantment*
* *Mask: Power Well ‘20*
* *Boots: Each Boot grants “Spell Absorbtion ‘1” to the wearer*
* *Gloves: Each Glove grants “Spell Absorbtion ‘1” to the wearer*
* *Robe: Grants “Spell Absorbtion ‘2” to the wearer*

***“Morokei”***

Meaning *”Glorious”*

*Entombed Location: Bromjunaar “Labyrinthian”*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *5* | *2 magic* | *3 (18)* | *Medium, Magic,* |

* *Constant Enchantment*
* *Mask: Wearer regains 5MP at the beginning of their turn.*
* *Boots: Grants “Spell Absorbtion ‘2” to the wearer*
* *Gloves: All spells inflict +1 Damage or impose a -10 on tests to resist*
* *Robe: All spells cost 1 MP less*

***“Nahkriin”***

Meaning *“Vengeance”*

*Entombed location: Skuldafn*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *5 (30)* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Restoration & Destruction Spells cast by the wearer costs 2 less MP than normal*
* *Boots: Destruction Spells inflict +1 Damage*
* *Gloves: Restoration Spell restore +2 HP, MP, or SP*
* *Robe: Grants “Spell Absorbtion ‘3” to the wearer*

***“Otar”***

*Entombed Location: Ragnvald, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *7* | *3 magic* | *2 (12)* | *Light, Magic* |

* *Constant Enchantment*
* *Mask: Resist Fire, Frost, & Shock ‘3*
* *Boots: Wearer takes half Fall damage*
* *Gloves: The protection from Shields and Wards is increased by +2*
* *Robe: Grants “Resist Normal Weapons ‘2” to the wearer*

***“Rahgot”***

Meaning *“Rage”*

*Entombed Location: Forelhost, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *7* | *3 magic* | *5 (30)* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: The wearer increases their max Stamina by 1*
* *Boots: Your Movement Speed can’t be reduced through any magical means*
* *Gloves: Melee damage is increased by 1*
* *Robe: If the wearer kills a target with a melee attack, they regain 2 SP*

***“Vokun”***

Meaning *“Shadow”*

*Entombed Location: High gate Ruins, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *4 (24)* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Wearer gains +1 DOS on Conjuration, Alteration, & Illusion tests*
* *Boots: The Duration of your Conjuration Spells is doubled*
* *Gloves: The Duration of your Alteration Spells is doubled*
* *Robe: The MP cost for Alteration, Conjuration, & Illusion spells is reduced by 2*

***“Volsung”***

Meaning *“Air Horrow”*

*Entombed Location: Volskygge, Skyrim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *4 (24)* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Wearer can breathe underwater, they gain +3 Carry Weight, +1 DOS on Commerce tests*
* *Boots: Additional +2 Carry Weight*
* *Gloves: Additional +1 DOS on Commerce tests*
* *Robe: Spells with Mind Altering Effects impose a -20 on tests to resist them*

***“Zahkriisos”***

*Last known wearer was a member of the Bloodskal clan.*

*Entombed Location: Bloodskal Barrow, Solstheim*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *6* | *3 magic* | *5* | *Heavy, Magic* |

* *Constant Enchantment*
* *Mask: Resist Shock ‘5 & Shock Spells cast by the wearer inflict +2 damage*
* *Boots: Resist Shock ‘1*
* *Gloves: Shock Spells inflict +1 Damage*
* *Robe: Shock spells cost 2MP less to cast. While wearing full Zahkriisos armor, the wearer is surrounded by a wall of Shock, inflicting 3 Shock Damage in a 2m radius each round.*

*“Dragon Priest Dagger”*

* *1d4+3 Slashing, Exploit Weakness, Thrown (5/10/15), Small, 1h, 1m reach*

*“Dragon Priest Amulet”*

* *Wearer gains +10 to their Thu’um Skill if they have the “Storm Voice” Elite Advance*

*“Dragon Priest Staff”*

* *1d6/8+3 Concussive, 1.5h, 2m reach, Magic*
* *Cast Enchantment: 20 Charges*
* *(Element) Wall lvl’4*

***“The Threads of the Webspinner”***

*Sanguine is credited with creating 27 Threads of the Webspinner for Mephala to bestow upon her worshippers, the Morag Tong. The Threads, all enchanted pieces of clothing or jewelry, were greatly sought after by Eno Hlaalu, Grandmaster of the Morag Tong circa 3E 427.*

*“Amulet of Sanguine Enterprise”*

* *The Wearer gains a +5 to their Commerce TN*

*“Amulet of Sanguine Glib Speech”*

* *The Wearer gains a +5 to their Persuade TN*

*“Amulet of Sanguine Nimble Armor”*

* *The Wearer gains a +1 AR to any Light Armor they wear*

*“Ring of Sanguine Fluid Evasion”*

* *The Wearer gains a +5 to their Evade TN*

*“Ring of Sanguine Golden Wisdom”*

* *The Wearer gains a +5 to their Alteration TN*

*“Ring of Sanguine Green Wisdom”*

* *The Wearer gains a +5 to their Restoration TN*

*“Ring of Sanguine Red Wisdom”*

* *The Wearer gains a +5 to their Destruction TN*

*“Ring of Sanguine Transcendence”*

* *The Wearer gains a +5 to their Conjuration TN*

*“Ring of Sanguine Transfiguring”*

* *The Wearer gains a +5 to their Enchant TN*

*“Ring of Sanguine Silver Wisdom”*

* *The Wearer gains a +5 to their Illusion TN*

*“Ring of Sanguine Sublime Wisdom”*

* *The Wearer gains a +5 to their Alchemy TN*

*“Ring of Sanguine Unseen Wisdom”*

* *The Wearer gains a +5 to their Mysticism TN*

*“Shoes of Sanguine Leaping”*

* *The Wearer gains a +5 to their Acrobatics TN*

*“Shoes of Sanguine Stalking”*

* *The Wearer gains a +5 to their Stealth TN*

*“Glove of Sanguine Swiftblade” (Short Blade)*

* *The Wearer gains a +5 to their TN on Combat Style tests made with; Daggers, Parrying Daggers, Shortswords, Tantos, Wakizashis, and Hook Swords*

*“Glove of Sanguine Horny Fist” (Unarmed)*

*“Glove of Sanguine Safekeeping”*

* *The Wearer gains a +5 to their Subterfuge TN*

*“Belt of Sanguine Balanced Armor”*

* *The Wearer gains a +1 AR to any Medium Armor they wear*

*“Belt of Sanguine Deep Biting”*

* *The Wearer gains a +5 to their TN on Combat Style tests made with; Great Axes, Battle Axes, War Axes, and Hand Axes*

*“Belt of Sanguine Denial” (Block)*

*“Belt of Sanguine Fleetness”*

* *The Wearer gains a +5 to their Athletics TN*

*“Belt of Sanguine Hewing”*

* *The Wearer gains a +5 to their TN on Combat Style tests made with; Longswords, Broadswords, Greatswords, Sabres, Rapiers, Katanas, Dia-Katanas, and Scimitars*

*“Belt of Sanguine Sureflight”*

* *The Wearer gains a +5 to their TN on Combat Style tests made with any ranged attack*

*“Belt of Sanguine Impaling Thrust”*

* *The Wearer gains a +5 to their TN on Combat Style tests made with; Haberds, Pikes, Lances, Spears, Tridents, and Javelins*

*“Belt of Sanguine Martial Craft”*

* *The Wearer gains a +5 to their Profession (Blacksmith) TN*

*“Belt of Sanguine Stolid Armor”*

* *The Wearer gains a +1 AR to any Heavy Armor they wear*

*“Belt of Sanguine Smiting”*

* *The Wearer gains a +5 to their TN on Combat Style tests made with; Maces, Flails, Warhammers, Great Flails, Quarterstaffs, and Mauls*

***“Ash Relics”***

*These peculiar artifacts were made by the Sixth House and were carried by the Heart Wights, or Ash Vampires, the chief lieutenants of the cult.*

*“Soul Ring”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Resist Magic ‘2*
* *Power Well ‘15*
* *Fortify Health ‘10*

*“Blood Ring”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Resist Magic ‘2*
* *Resist Fire ‘2*
* *Fortify Health ‘10*

*“Heart Ring”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Resist Magic ‘5*
* *Resist Fire ‘4*
* *Resist Shock ‘4*
* *Resist Frost ‘4*

*“Amulet of Heartrime”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Sanctuary ‘2*
* *Power Well ‘20*
* *You gain +2 DoS on Conjuration Skill Tests*

*“Amulet of Heartfire”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *You gain +2 DoS on Evade & Stealth Skill Tests*
* *You gain +1 Max SP*
* *Your Move Speed increase by +2*

*“Amulet of Heartthrum”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Power Well ‘20*
* *Spell Absorption ‘2*
* *Resist Shock ‘2*

*“Amulet of Heartheal”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Fortify Carry Weight +10*
* *Unarmed Attacks inflict +1 Damage and count as Magic*
* *Levitate ‘2*
* *You have a Constant Ward of 4 points*

*“Belt of Heartfire”*

* *Constant Effect Enchantment*

*Wearer gains the following*

* *Fortify Health ‘15*
* *You gain +1 Max SP*
* *Resist Poison ‘2*
* *Resist Fire ‘2*

**Others**

**“Old Man’s Lucky Coin”**

*“Given to few adventurers that all say they met an old legion veteran named Wulf. This old man tells them of his adventurous youth and gives them a single coin as a reminder of him. He has only appeared to a few people who were on their way to the end of their quest, wishing them luck.”*

* *When in a character’s inventory, they gain one additional lucky number*.

**“Scales of Pitiless Justice”**

*“An artifact of the Dark Brotherhood, last seen at the Cheydinhal Sanctuary during the oblivion crisis.”*

* *Constant Enchantment: Whoever carries the scales receives the following benefits.*
* *+5 to Agility, Strength, & Intelligence, -10 to Personality*

**“The Watchman’s Eye”**

*“Quite the rare article, it appears to be an enchanted lantern that’s fires never fade and shine twice as bright as any other lantern.”*

* *It is a Hooded Lantern that shines bright light for 40m and dim light for 40m past that.*
* *It will never run out of Oil or be extinguished by Wind*
* *It will be extinguished if submerged in water, but it will relight itself once removed from the water.*

**“Flask of Lillandril”**

*“The mythical Flask of Lilandril has the power to absorb and redirect any spell caught within it.”*

* *When held in hand, the holder can make a Parry test against the Casting roll of the spell to completely absorb it. This spell must simply be cast within sight of the holder, it doesn’t actually need to target the wielder. When a spell is absorbed into the flask the wielder may release it a target of their own choice at any time using the same rolls as the original casting. Only one spell may be trapped in the flask at any given time. If the wielder wishes to not release the spell, they may instead absorb it to restore their own Magicka.*

**“Ebony Arrow of Slaying”**

*“These few arrows were created for an unknown purpose by a mysterious fletcher who obviously wanted their target very dead.”*

* *These are Ebony (+4 Damage) Broadhead Arrows*
* *Any target struck by this arrow must make a -40 Willpower or Endurance test or Die instantly*

**“The 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 Dibella's own hair. The brush allows the wielder to enter a painting canvas and paint things life-sized, simply by imagining them. Some theorize that it’s true power is far greater than most believe. The Dunmer Artist Rythe Lythandas during the Oblivion Crisis was trapped in his own painting along with painted trolls, these false trolls were created by the brush and therefore theoretically bound to the painted world. However, their painted troll fat can be harvested and brought into the real world, interesting.”*

* *Using this Brush when painting grants the wielder a +30 to the skill test.*
* *The paintings made with this brush have a certain “liveliness” to them. When a painting is complete, the painter must make a +0 Willpower test. If successful, the work of art becomes “Alive” within its canvas, one can observe that certain aspects within the painting move when nobody is looking. Additionally, the wielder of the Brush may “Open” the painting and may enter it as a form of “Demiplane” where whoever holds the brush inside the painting has ultimate control over it, but painted creatures seem to have a will of their own, and may even be capable of leaving the painting.*

**“The Everflow Ewer”**

*“The Everflow Ewer was an ancient artifact believed to be capable of supplying endless water once filled. The Ewer has been described as a pitcher made of either crystals or silver. The origin of the Ewer is unknown; some say it was a gift from Mara, while others claim that it was enchanted by a powerful sorcerer.”*

* *This Ewer when poured by a living creature will produce endless clean water.*

**“The Direfrost Flame & the Torch of Heirs”**

*“This artifact is in two parts; the Direfrost Flame, which is a silver brazier lit with an eternal white fire and the second part is the Torch of Heirs, which is a silver torch lut with the same white flame. This artifact can only be used by Nords as it is bound to Sovngarde and the Brazier itself can only be found in the Direfrost Keep in Eastmarch. This artifact has the power to summon forth the souls of the torch bearer’s ancestors from Sovngarde in order to speak with them and learn their secrets and skills.”*

* *When a Nord places the torch in the brazier and invokes the name of their ancestor, the spirit of said ancestor manifests in the flames to converse with the torch bearer for at most an hour.*
* *The artifacts magic is depleted after its use and cannot be used again for a year.*

**“Orb of Vaermina”**

*“The Orb of Vaermina, named for its patron, was an orb apparently used for scrying. Although prolonged exposure to the orb can result in one’s nightmares leaking into reality around them.”*

* *Looking into this orb acts as the “Rite of Far-Sight”, but the orb’s sight has the ability to peer through magical barriers.*
* *If this Orb is ever left uncovered for more than ten minutes, it will begin to absorb the nightmares of anyone sleeping within a 500 meter sphere around it. These Nightmares will begin to manifest in the surrounding area as the world begins to alter into a fluid like dreamscape. Once this begins to happen, the Orb will actively work to prevent itself from becoming covered.*

**“The Black Books”**

*“Black Books are Daedric artifacts created by Hermaeus Mora, the Daedric Prince of Fate and Knowledge. Each book contains some manner of forbidden knowledge. Some books are from the ancient past; some are from the future. The thick tomes are bound in black covers, with a symbol representing Mora on the front, and emit a black mist. They are comparable to the Oghma Infinium, another tome of knowledge created by Mora; however, through the reading of the Black Books, individuals can obtain much more power than that gained from the Oghma Infinium alone. The books were spread across Tamriel by Mora, and are usually located in the depths of ancient dungeons.”*

* *There are countless Black Books each with their own forbidden knowledge (GMs feel free to make your own)*
* *When a Black Book is read, the readers are pulled into the daedric plane of Apocrypha, where they must complete a series of trials that will test both their minds and bodies. Upon completion of these trials a single participant may choose one of the book's abilities. They may reread the book once per week to change this ability, without the need of redoing the trial.*
* *However a few of these tomes have been detailed and listed below are these books and their abilities.*

***Waking Dreams of a Starless Sky***

*“The eyes, once bleached by falling stars of utmost revelation, will forever see the faint insight drawn by the overwhelming question, as only the True Enquiry shapes the edge of thought. The rest is vulgar fiction, attempts to impose order on the consensus mantlings of an uncaring god.”*

* *This book allows you to redistribute spent ExP from skills and talents (not from characteristics). Basically selling your old skills and talents to get the ExP you spent on them back.*
* *You also have the ability to change your Favored Characteristics, but you can only do this once.*

***Epistolary Acumen***

*“Bring you forth the lovestruck mute who preys with vigor on his love, and set the sky alight with all who dare to struggle 'gainst our move. For we are they who own the night and all who dwell without us fall; we drink the mind-grapes formed of thought and wail a tumult on the wall.”*

* *Infernal Pyromancy*

*When you reduce a living target to 0 HP using a fire spell of 4th level or greater, a Fire Wraith rises from the corpse.*

* *The Fire Wraith lasts for an amount of rounds equal to your WpB*
* *The Fire Wraiths stats are identical to an Ice Wraith (Expanded Bestiary) but all ice related powers are swapped for fire.*
* *Only one Fire Wraith can exist at a time.*
* *Tears of the Tempest*

*When you inflict a Wound or roll max damage with a Shock spell of 4th level or greater, the target must make a WP test opposing your attack roll or be instantly disintegrated.*

* *The target must have failed their Wound Shock Test*
* *Chaotic Cryosis*

*When you roll max damage on a frost spell of 4th level or greater, the target becomes encased in ice for 3 rounds.*

* *While encased in Ice, the target is considered Paralyzed.*

***Untold Legends***

*“As the great ships of men crawled the waves to their destinies, there were, after long years, a number of tales lost in the mists of morning. Even after the forgetting though, wisps of story find ways to receptive ears as even the deepest of secrets never truly dies.”*

* *Bardic Knowledge*

*You have the once per day ability to summon a spectral drum that beats a magical tune.*

* *This Drum lasts for 1 hour and has no effect on deafened targets.*
* *Yourself and any ally within 15m gain a +10 to all tests based on Agility, Strength, or Endurance.*
* *Black Market*

*You gain the Once per Day ability to summon a Skaafin Merchant who has a daily store of 1000 drakes.*

* *This merchant can be asked to acquire certain daedric items for a hefty sum*
* *This merchant has stock of many magic scrolls, potions, ammunition, medical items, and miscellaneous merchandise.*
* *Secret Servant*

*You gain the once per day ability to summon a Dremora Churl as your personal servant. They have no weapons or gear and will refuse to engage in combat. Though they will willingly store any items of yours safely in oblivion. They may maintain their physical form for unto 6 hours every day and will perform any non combat or social tasks you ask of them.*

***The Winds of Change***

*“During the reign of Elgryr I took notice of the various patterns of the thoughts and behaviors of a troubled populace, and undertook a humble plan to comprehend and, in the end, affect them. “*

* *Companion’s Insight*

*(Passive) You can no longer harm an ally with any form of damage, unless it is your intention.*

* *Benefits from the use of Shouts and AoE attacks (like Fireball, Chain Lightning, etc…)*
* *Lover’s Insight*

*(Passive) You gain a +1 DoS on all tests made against a target of the opposite gender*

* *Scholar’s Insight*

*(Passive) All skills & Talents cost 10% less to learn*

***The Sallow Regent***

*“Act I, Scene i(Enter Filemina, with broken sceptre) Filemina- -Woe betide my fate-wrecked heart - Which gives no tender shine to he - Who gave his favors up to gods - And brought his blood-struck mind to me.”*

* *Seeker of Might*

*(Passive) You inflict +2 Damage with all of your Physical attacks (Ranged & Melee)*

* *Seeker of Shadows*

*(Passive) You gain +1 DoS to all Evade, Stealth, Subterfuge, Persuade, Commerce, and Survival skill tests*

* *Seeker of Sorcery*

*(Passive) All spells you cast receive one of the following benefits*

* *-10 on tests made to Resist the spells effect*
* *+2 to the Damage, Ward HP, HP Restored, of the spell*

***Filament & Filigree***

*“I stared at my reflection in the metal, wondering if my face had hardened to match my inner mood. I had been working the piece for days, and the forge's swelter was taking its toll. I always came to the metal shop when the dark swam over me, and today was no exception.”*

* *Secret of Arcana*

*Once per day, you may have the next three spells you cast cost no Magicka.*

* *Doesn’t work for Rituals*
* *Secret of Protection*

*Once per day, you may half the damage you take from the next three attacks.*

* *Secret of Strength*

*Once per day, the next Three Stamina Points you spend are considered free.*

***Hidden Twilight***

*‘The City of Inkseeds rose from the desert, shining and decadent. Somehow, it still stood. I crossed through the gate, and the beast knew exactly where to take me: the way worn by beggars and poets. The only place a man of my appetites can find satisfaction. I'm not proud, but then, nobody ever is.”*

* *Mora’s Agony*

*Once per day, you may summon a field of writhing tentacles that encompasses an area of 20 meters for 4 rounds. Any creature within this area suffers the following effects.*

* *Your land speed is halved*
* *Moving through the area invokes an Attack of Opportunity from the tentacles every 4m that you travel.*
* *The Tentacles inflict 1d8 Spitting damage that counts as Magic and has a TN of 75 to hit*
* *If a target is struck by a tentacle, they take 5 Poison Damage and must make an Agility test to avoid falling prone.*
* *Mora’s Boon*

*Once per day, you may fully restore your own Health, Magicka, and Stamina to their max value.*

* *Mora’s Grasp*

*Once per day, you may target any creature that doesn’t have the “From Beyond” trait to hold in between oblivion and mundus for 5 rounds. While held like this, the target can not act in any way and is immune to all forms of damage.*

**“Visage of Mzund”**

*“A masterful work of dwemer craftsmanship. This helmet has a strange mix of magic and dwemer technology that allows the wearer to release a searing blast of steam from a small pipe system found on the helmet.”*

* *Has the stats of a Superior Full Dwemer Armor (This is a Helmet, so head location only)*
* *Wearer gains +1 Max SP*
* *Wearer gains the following ability*

***Breath of Nchuak***

*At the cost of one stamina point, the wearer releases a 5m cone in front of them. Any creature caught in the cone takes 2d6 Fire Damage (this damage is technically steam, so the GM may ignore the Fire resistance of some creatures at their discretion). This acts as an AoE attack for evasion purposes.*

**“Wings of the Bat Queen”**

*“This strange ebony axe has an unknown origin and appears to have been made to resemble a bat.”*

* *1d12+4 Splitting, Unwieldy, Shield Splitter, Concussive, Magic, Proven, 2h 3m reach (ENC 4)*
* *Strike Enchantment: Any target hit with this axe is marked by the “Bat Queen’s Ire”*
* ***Flight of the Bat*** *When making an All Out Attack with this axe, you may dash towards an enemy within 10m of you. While dashing in this manner, you do not invoke any attacks of opportunity and the distance covered doesn’t count towards your max Speed for the round.*
* ***Feast of the Bat Queen***

*As an attack action, the wielder of this axe may Absorb 1d10 HP from all targets marked by the “Bat Queen’s Ire”, the wielder heals this amount of health.*

**“The Wraith Mail”**

*“This ancient armor appears to be made of Adamantium imbued with daedric essence. This armor was worn by Alandro Sul, companion of Indoril Nerevar during the War of the First Council and the immortal son of Azura. After the death of Nerevar, Alandro Sul lived among the Ashlanders until he disappeared, many believe that he returned to Moonshadow.”*

* ***Cuirass****: Partial - AR 7 - MAR 7 - Medium, Magic - 5 ENC*
* *Constant Effect Enchantment*

*Wearer gains Magic Resistance ‘2*

*Fortify Health ‘5*

*Wearer Gains +1 Max SP*

* ***Wraith Step (1 AP, Reaction)***

*The wearer may spend 1 SP, or 10 MP, to teleport to a location they can see within 8 meters.*

**“Staff of Worms”**

*“This is the Staff of Mannimarco, the legendary necromancer who ascended to divinity and became the God of Worms.”*

* *1d6/8+2 Concussive, 1.5h, 2m reach, Magic, focus*
* ***Necromantic Focus****: The Wielder gains a +10 to Necromancy Tests*
* ***Worm Thrall****: Allows the wielder to cast “Reanimation” at 4th level, with no Opposed Wp test needed to control the undead, free of cost. Though you can only have one animated corpse through the staff at a time.*
* ***Focus of the Shade****: During the Shade of the Revenant, any ritual you cast while wielding the Staff of Worms is free of MP Cost.*

**“*Rings of the Beast”***

*These artifacts are made using my “Basic Lycanthropy” ruleset*

*The Ring of Hircine*

*“Description”*

* When worn by a non-lycanthrope

Allows the wearer to turn into a werewolf/boar/bear (chosen by the player at its first use) at will

They do not gain any benefits from lycanthropy in their normal form

Non-lycanthrope wearers do not suffer from Hunger

* When worn by a lycanthrope

The wearer gains a +20 bonus on Wp tests made to resist Hunger

The wearer may “Release the Beast” as many times as they wish and may revert to normal at will

*The Ring of Bloodlust*

*“Description”*

* While in beast form, Bite and Claw attacks inflict +3 damage.
* When you transform while wearing this ring, you are forced to make a -10 Wp test to resist gaining a point of Hunger.

*The Ring of Instinct*

*“Description”*

* The DOS benefit for Observe, Survival, & Evade increases by +1 when you transform wearing this ring

*The Ring of the Hunt*

*“Description”*

* When you transform while wearing this ring, you gain the “Regeneration ‘2” trait.

*The Ring of the Moon*

*“Description”*

* Wearing this ring when you transform will allow you to revert back at will.

**“The Dragonhorn”**

**“Fearstruck”**

**“Nettlebane”**

**“Penitent, The Blade of Courage”**

**“Sword of the Moon Reiver”**

**“Boethiah’s Walking Stick”**

*These artifacts will be completed once a certain core mechanic is developed, hopefully soon…..Old Uncle Sheo knows what I mean*

**“Folium Discognitum”**

**“The Nightlight”**

**“The Madman’s Chalice”**

**“The Discordant Fiddle”**