*Table of Contents*

* *Daedric Pacts*
* *The Rite of Offering*
* *Daedric Shrines*
* *Daedric Favor*
* *Invocation*
* *Boons*
* *Soul Bargains*
* *Approvals*
* *Azura*
* *Boethiah*
* *Clavicus Vile*
* *Hermaeus Mora*
* *Jyggalag*
* *Hircine*
* *Malacath*
* *Mehrunes Dagon*
* *Mephala*
* *Meridia*
* *Molag Bal*
* *Namira*
* *Nocturnal*
* *Peryite*
* *Sanguine*
* *Sheogorath*
* *Vaermina*

***Slight Warning***, most Daedric Princes will demand some evil acts and sacrifices for their Boons. Please understand what you are using and discuss it with your table to see if it will be acceptable.

***Daedric Pacts***

Those who form pacts with a Daedric Prince are known as “Supplicants”, when this pact is formed you swear your service and loyalty to the Prince. In order to make this Pact one must first speak to the Prince, normally through the Rite of Princely Summoning or by having another Supplicant speak to the Prince through the Rite of Offering on your behalf.

The basic wording of the pact prevents you from forming any pacts with other Princes or overtly defying the Prince you now serve.

A Supplicant can however offer up greater things to forma stronger pact, such things as their soul, body, and mind...or those of others.

***The Rite of Offering***

Allows a Supplicant to make an offering to a Daedric Prince by creating a small circle, about one meter in diameter, and performing an incantation to draw the attention of the Prince. Creating the Circle requires a successful Lore or Conjuration skill test and requires various chalks and substances costing 80 Drakes, this test should be made by the GM to prevent the player from knowing the result. This Circle is not destroyed and can be used multiple times.

The incantation requires a successful Conjuration or Persuade skill test at a -20, you ignore this penalty if you perform this Rite within the immediate area of a Daedric Shrine depicting the Prince you are making the offering to. The Rite takes 1 hour to perform and consumes 20 Magicka.

Each Prince demands different offerings and each offering will award the Supplicant an amount of Favor based upon the exact offering. These values are found below in the entries detailing the Boons of each Daedric Prince.

If the Circle was not made properly and the Supplicant rolls either a lucky or unlucky number, Sheogorath will intercept the offering. If they fail or pass normally with a faulty Circle, the offering will simply fail.

A Supplicant can perform the Rite of Offering in another's name, so a non-magically inclined Supplicant can still make offerings, they just need some help.

***Daedric Shrines***

While within the immediate area of a Daedric shrine, summoning spells made to summon a daedra native to the depicted prince’s plane are made at a +10 to their TN. If you are currently a “Supplicant” with the depicted prince, the bonus is a +20 instead.

Performing the “Rite of Binding” ritual will, in addition to the above ability, cost 25% less magicka to perform.

***Demiprinces and Supplication***

A Demiprince with the Scion talent of the Prince they serve, gain +20 Favor.

***Daedric Favor***

As you win the Favor of your Princely master, you will be able to gain greater boons and invoke greater powers. Every Prince values a different quality in their servants, represented by a Favored Characteristic that will be your starting value for your Favor. In addition to the Favored Characteristics, some princes will favor certain skills or races over others. Skill bonuses are per rank beyond Novice.

Invoking your Prince will require a “Favor Test”, which functions as a Skill Test using your Favor as the Target Number. There are also certain powers that will reduce your Favor by a certain amount. If a power has both a Favor Test and a Favor Cost, then the cost is lost after the power is used so the TN is equal to the Favor before you spend the Favor on the power.

***Invocation***

Along with the Boons, Invocation is one of the most potent abilities that a Supplicant can call upon. Each Prince will react to being Invoked differently and some of them will even punish you for calling upon them.

Attempting to Invoke your Prince requires a successful Favor test and will demand a price, if not a reduction in Favor then a cost that will come to you at a later time. It is because of the mercurial nature of the Princes that a Supplicant may not know the exact price they are paying, and quite possibly you will regret it. Invoking your Prince takes the “Cast Magic” action.

Successfully Invoking your Prince will allow you to call upon one of several effects listed in their Entry below. Each one will have a price listed. Whenever an X value is mentioned in an Invocation, it is referring to your Favor Bonus, 10s place of your total favor.

***Boons***

Where Invoking your Prince allows you to gain a temporary or immediate effect, Boons offer a more permanent ability at a much higher cost. Each Prince will have their Available Boons listed out in their entries below and will detail the costs and requirements. Keep in mind that many of the Daedra are not benevolent deities and the costs may prove too high for some to pay.

***Soul Bargains***

Soul bargains are permanent boons that cost the Supplicant their Soul. You can only ever have one Soul Bargain. Losing one's soul carries with it several complications and effects. ***Firstly***, you can never abandon your Prince for another, but your Prince can abandon you and no longer give their gifts. ***Secondly***, a Prince with your Soul has ultimate control over your actions. If you attempt to perform an action that the Prince would not allow, or they wish you to act in a certain way, they can force you to adhere to their will. You can attempt to resist this by making a successful WP test, but this results in the loss of 10 Favor. ***Finally***, the loss of your soul leaves you a living void in Mundus, this causes reality to reject your presence. You gain 1 Unlucky Number.

In order to make a Soul Bargain, you must first have 100 Favor. If your favor drops below 100, you do not lose the Bargain.

***Approval***

Every Prince has three actions marked as Approvals and Disapprovals. These are acts that a Supplicant can perform that will either win them or lose them Favor with their Prince.

A Supplicant can only gain the benefits of an Approval once in the same manner per session.  
 As an example, Azura approves of “Giving Respite to the Weary”, the exact nature of this respite is determined by the Supplicant and their GM. But a good example is that of Healing a wound, this would count for the Approval, but you can only gain the approval from healing once per session.

Sufficiently grand acts that would count towards an Approval may grant a far greater amount of Favor. This increased amount should be determined by the GM based upon the magnitude of the deed.

Disapprovals do not have the same limitation as Approvals, they can occur in the same manner multiple times within a session. If an act of Disapproval could be argued in a beneficial way towards the Prince, then they will pardon the act resulting in no loss of Favor. The Princes are very stubborn and set in their ways, you better be convincing.

***Azura***

*"Molag Bal wanted my mind, Boethiah wanted my arms, and Nocturnal perhaps my curiosity. Azura wants all of that, and our love above all. Not our abject slavering, but our honest and genuine caring in all its forms. It is important to her that our emotions be engaged in her worship. And our love must also be directed inward. If we love her and hate ourselves, she feels our pain. I will, for all time, have no other mistress."*

*— Sigillah Parate, Invocation of Azura*

***Favored Traits***

*Willpower*

*Dunmer (+10)*

*Khajiit (+5)*

*Enchanting (+5)*

***Preferred Offerings***

* *Filled White Soul Gems (1d2+ES)*
* *Glow Dust (1d2)*
* *Black Soul Gems (1d4)  
   Filled or Empty, she wants to free those trapped and will punish you if you trapped them or helped in trapping them.*
* *Jewelry of Silver (1 + ½ for every 100 drakes in its value. The Favor gained is doubled if the item was made by the supplicant)*

***Invocations***

* *Silver Sanctuary  
   Gain +X DoS on successful defensive reactions for 1 round. You can upkeep this ability, but each round past the first drains 2 Favor.*
* *Emissary of Moonshadow  
   Summons a Winged Twilight to aid you. The summon acts on its own initiative and drains 6 Favor every round it is bound. It may be dismissed at will by the Supplicant.*
* *Shroud of Dusk  
   All foes within 20m of you take Weakness (Magic, X) for 1 round. Each round you maintain this effect drains 2 Favor.*
* *Light of Dawn  
   Radiate an invigorating aura that grants a +10 on all tests on all tests made by allies within 10m of you. Each round you maintain this effect, you lose 2 Favor.*

***Approvals***

* *Making a non-combat Magic Item (+(1+ES))*
* *Going out of your way to glorify Azura (+10)*
* *Offering Respite to the Weary (+2)*

***Disapprovals***

* *Trapping Black Souls (-10)*
* *Defiling sources of Beauty (-5)*
* *Refusing to defend the name of Azura (-15)*

***Boons***

* *Veil of the Night Sky****Favor Cost****: 50*

***Sacrifice****: -10 Max Magicka*

*You gain Resistance (Magic, X/2)*

* *Eyes of Twilight****Favor Cost****: 60*

***Sacrifice****: Become irreparably Blind*

*You gain the “Unnatural Sense (Life, Magic, ‘10\*X) Trait. You may sense the surface level thoughts of living beings within X meters of you.*

* *Rest in the Garden*

***Favor Cost****: 60*

***Sacrifice****: -1 Max Stamina*

*Once per Long Rest, you can restore X\*2 Health to all allies within 20m of you.*

* *Black Thorns*

***Favor Cost****: 50*

***Sacrifice****: -3 Max Health*

*Once per Long Rest, you give an amount of weapons within 10m of you equal to your PrsB. These weapons become covered in Black Thorns and gain the “Serrated ‘X/2” quality. This effect lasts for 1 minute.*

***Soul Bargains***

* *Gift of the Rose*

*Azura has taken you as her lover and watches over you, protecting your well being. You gain +1 Lucky Number and Every time you take a long rest, you must make a Favor Test. If this test is successful, you are transported to Azura’s Rose Palace in Moonshadow and must make an “Endurance” or “Personality” test. If successful, you gain DoS Favor. This still counts for a Long Rest. (Attractive matters)*

* *By the Twilight Star*

*Azura guides you through life, twisting fate to aid you in your endeavours. You get to choose Two D% rolls per session to be rerolled, taking the second result. These rolls can be from anyone, self, friend, or foe. This power doesn’t require the Supplicant to be present or aware, but can be blocked if the event is occurring in an area warded against external influence.*

***Boethiah***

*"Look upon the face of Boethiah and wonder. Raise your arms that Boethiah may look on them and bestow a blessing. Know that battle is a blessing. Know that death is an eventuality. Know that you are dust in the eyes of Boethiah." — Boethiah's Glory*

***Favored Traits***

*Strength*

*Dunmer (+5)*

*Combat Style (+5)*

*Deceive (+5)*

***Preferred Offerings***

* *Daedra Heart (+1d4)*
* *Trophies from those you have slain (+1d2)*
* *Ebony Weapons and Armor (+1d6)*
* *Filled Black Soul Gems (+1d4)*

***Invocations***

* *Blessing of the Dark Warrior  
   Gain +X DoS on successful Combat Style tests against a target of your choice. When you hit, the Invocation drains 2 Favor. However, if you miss, you lose double the amount. Boethiah is a capricious Prince, and does not suffer failures in Their name.*
* *Emissary of Snake Mount  
   Summons a Hunger to aid you. The summon acts on its own initiative and drains 6 Favor every round it is bound. It may be dismissed at will by the Supplicant. Hungers, however, are aptly named; they never leave without a morsel to sate themselves.*
* *Edifice of Ebony  
   You gain Natural Toughness (X/2) for 1 Round. Each round you maintain this effect drains 6 Favor.*
* *Mark of the Usurper  
   You mark a target of your choice within 10 meters of you, and all other creatures that can see that creature must make a Willpower Save vs Favor. Should they fail, they are driven into a murderous rage and seek to destroy the target regardless of their relation to the target or what they were doing prior to the Invocation. You yourself are not immune to the bloodlust either, and must make actions towards destroying the target. Each round you maintain this effect, you lose 5 Favor.*

***Approvals***

*Bringing victory in Boethiah’s name. (+2)*

*Betraying one who trusted you. (+10)*

*Taking power for yourself. (+1)*

***Disapprovals***

*Offering mercy to an opponent you have bested. (-10)*

*Holding yourself back from a fight. (-2)*

*Giving to another freely. (-5)*

***Boons***

* *Guise of the Serpent****Favor Cost****: 40*

***Sacrifice****: -20 on Social tests made while in your true form.*

*You gain the ability to change your appearance once per Long Rest. This new form can be of anyone you have seen in the past, or an entirely new persona. To take the visage of someone you have seen, make a -20 Deceive check. If successful you take this form until your next Long Rest or if you dismiss it. If you fail, there is something odd about your visage; an air of wrongness follows you; people who know the person you are masquerading as know you are not them.*

* *Draught of the Arena****Favor Cost****: 70*

***Sacrifice****: -3 Max HP*

*You Restore (X/3) Health every attack that inflicts at least 1 point of damage, capped at the damage you inflict with the attack.*

* *Dance of the Butcher-God*

***Favor Cost****: 50*

***Sacrifice****: -2 Max Speed*

*Once per Short Rest, while you are Hidden, or if you have Advantage, add X unmitigatable damage as a free action.*

***Soul Bargains***

* *Passage of the Shadow Queen*

*In dedicating your soul to Boethiah, They have given you a great gift indeed. As an action on your turn, once per Short Rest, to transport yourself to a shadow you see. Doing so does not count against your max movement, and the shadow you transport towards must be large enough to expunge yourself from it. Additionally, if the shadow you emerge from is within melee range of a creature, you may make a free +20 Combat Style test against that creature. Creatures trying to defend or deflect the attack take a -20 modifier to their check, for what person would mistrust their own shadow?*

* *Boethiah’s Attribution*

*Boethiah takes special interest in plots against others; be them Their fellow Princes, or those between mortals. Boethiah has made it especially easy for you to make and inspire acts against another. Once per Session, you may make a Favor test. If you succeed, Boethiah passes knowledge to you through mystical means. This knowledge is of a sensitive nature and could spell the doom of another. It is up to you how you use this knowledge. Any test made to spread this knowledge; driving others to anger or attaining their belief in the fact, allows you to test Favor as the skill in question. The aftermath of this test is determined by you and your GM. Regardless of the results, Boethiah is watching, and Their amusement is palpable.*

***Clavicus Vile***

*"You think you lose, you die, and that's the end. It's not."*

*– Clavicus Vile*

***Favored Traits***

*Personality*

*Commerce (+5)*

*Persuade (+5)*

*Deceive (+5)*

***Preferred Offerings***

* *Filled Black Soul Gems (+1d6)*
* *Gemstones (+1d2 per 200 Drakes in the total value)*
* *Artifacts of other Princes (+2d10+5)*
* *Umbra (+50)*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

* *Wish Maker*

*?*

* *???*

*?*

***Approvals***

* *Getting more out of a deal than you put in (+5)*
* *?*
* *?*

***Disapprovals***

* *Not getting your just Rewards from your work (-5)*
* *Breaking the terms of a signed contract (-10)*
* *?*

***Hermaeus Mora***

*"I am Hermaeus Mora. I am the guardian of the unseen, and knower of the unknown. I have been watching you, mortal."*

*— Hermaeus Mora*

***Favored Traits***

*Intelligence*

*Lore (+5)*

*Logic (+5)*

*Common Sense (+5)*

*Illiterate (-10)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

* *?*
* *?*
* *?*

***Disapprovals***

* *Destroying Knowledge that you have yet to learn (-10)*
* *?*
* *?*

***Hircine***

*“You’ve done well, hunter. And found my favor. That skin will serve you well, child. Look more closely at it. My glories shall protect you from all this world’s grievances. Good Hunting.”*

*— Hircine*

***Favored Traits***

*Perception*

*Survival (+5)*

*Stealth (+5)  
Athletics (+5)*

*Beast Within (+5)*

***Preferred Offerings***

* *The Heart of a Beast (+1d2+ the EndB of the Beast)*
* *A Trophy from a Hunt (+1d4+1 for every 200 Drakes in its Value)*
* *The arrow or weapon that you used to kill a Great Beast (+1d6+Material Modifier)*

*Hircine will only accept one offering related to a Hunt. So you cannot offer up the Heart, a Trophy, and the weapon used all from the same hunt, and you must be the one to finish the prey.*

***Invocations***

* *Strike True, Hunter  
   You may add X to your next attacks damage at the cost of 8 Favor. If this strike kills the target, it only costs 3 Favor.*
* *Scent on the Wind  
   You gain Unnatural Sense (Life, X\*PrcB) for 1 Round. Each round you have this effect drains 3 Favor.*
* *Call of the Huntsman  
   Summons a Herne to aid you. The summon acts on its own initiative and drains 4 Favor every round it is bound. It may be dismissed at will by the Supplicant.*
* *The Hunter’s Dart*

*You create a Daedric Bow (Short or Long) with a single Daedric Arrow or a Single Daedric Javelin. These weapons have the Proven quality and will disappear 1 round after summoning. Creating these weapons costs 2 Favor and creating multiple Javelins or Arrows cost +2 Favor.*

***Approvals***

* *Taking the Form of a Beast (+5)*
* *Making a use of the entire body of a kill (+10)*
* *Upholding the Laws of the Hunt (+5)*

***Disapprovals***

* *Claiming the Glory of Another (-10)*
* *Breaking the Laws of the Hunt (-10)*
* *Betraying your Pack-Kin (-10)*

***Boons***

* *Skyclad Amongst the Trees****Favor Cost****: 50*

***Sacrifice****: -3 Max Health*

*You gain Natural Toughness (X/2) while you wear no armor and at most simple clothes of furs or leather. You can still have a Shield and the Savior’s Hide doesn’t count as armor for this purpose. Silver weapons bypass this Natural Toughness.*

* *Daedric Scrimshaw****Favor Cost****: 50*

***Sacrifice****: You may never use Metal equipment that is not an Artifact of Hircine.*

*When you craft weapons or armor from Bone or Hide from a creature you have slain, you can spend 10% of your total Favor to have the item take the stats of a Daedric Equivalent. You must have a minimum of 80 Favor at the time of creation to do this.*

* *Wildheart*

***Favor Cost****: 70*

***Sacrifice****: Gain Silverscarred ‘2*

*While in a Wilderness or Natural environment, you gain the “Savage” and “Regeneration ‘X” traits. You may also use your Favor Bonus (X) for your Move Speed and Initiative if it would be higher than your normal values while in the Wilds.*

***Soul Bargains***

* *Brand of the Beastfather*

*You become a Lycanthrope of your choice. You also have greater control over your Beast Blood, granting a free reroll on failed tests to resist Hunger, a 25% discount on taking the Beast Within EA, and all Beast Within Talents are 10% cheaper. If you already have the EA or Talents when you gain this Boon, you are refunded the Experience that you would have not spent with the discount.*

* *The Horn of Hircine (Subject to Change by Opinion)*

*You are given a physical horn made from some beast of Hircine’s own hunts. Once per Long Rest you may sound this Horn as an Action, it will carry it haunting and imposing sound for miles. Any creature that is not a member of the Supplicant’s “Pack” that hears this Horn within 50m must make a -30 Horror test and one target that the Supplicant knows for certain can hear this sound becomes marked as the Hare. The Hare will always inflict half damage on the Supplicant and will take +X damage from the Supplicant. Additionally, all natural predators that hear the Horn are driven to hunt and harry the Hare. The Supplicant always has a perfect sense of the Horns Location.*

***Jyggalag***

*"Once, I ruled this Realm, a world of perfect Order. My dominion expanded across the seas of Oblivion with each passing era."*

*― Jyggalag*

***Favored Traits***

*Intelligence*

*Logic (+10)*

*Bureaucracy (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Malacath***

*God of curses, hear my prayer!*

*Lord of the betrayed, give me strength!*

*Keeper of the grudge, harden my heart!*

*Holder of the broken promises, ignite my anguish!*

*Master of the sworn oath, grant me the ferocity to overcome my enemies!*

*Malacath, hear my prayer!*

*— Prayer to the Furious One*

***Favored Traits***

*Endurance*

*Orc (+10)*

*Goblin-Ken (+5)*

*Smithing (+5)*

*Altmer (-5)*

***Preferred Offerings***

* *The Weapons and Armor from a Slain Opponent (+1d2+Highest Material Bonus)*
* *Troll Fat (+1d4)*
* *Daedra Heart (+1d6)*
* *A weapon or armor forged by the supplicant (+Material Bonus, +5 if Superior. Lose 5 Favor if your offer an Inferior item)*

***Invocations***

* *Hand of the Chief  
   ??*
* *Scourge of the Orc-Father  
   ?*
* *Blinding Fury  
   You mark a target to endure your unbridled rage. You gain a +20 on tests to attack them and defend against them, and you inflict +2 damage to them. However, you take a -30 on tests to attack, defend, or observe against all other targets until your marked target is dead. Each of your turns that end with the Target still alive drains 5 Favor and if you are not the one to kill them, you lose an additional 5 favor.*

***Approvals***

* *Enforcing the Code of Malacath (+5)*
* *Killing a Daedra (+5)*
* *Fulfilling a Sworn Oath (+10)*

***Disapprovals***

* *Breaking the Code of Malacath (-15)*
* *Showing Cowardice (-10)*
* *Breaking a Sworn Oath (-5)*

***Boons***

* *Wrath of Ash & Bone****Favor Cost****: 60*

***Sacrifice****: Gain the “Lost Eye” condition, as you rip one of your eyes out and make it an offering.*

*You may replace the damage you deal with a melee attack with (X+Y) if the damage you would inflict is lower than (X+Y). Y equals the amount of health you are currently down from your Max Value. Doing so drains 5 Favor.*

* *Rage of the Outcast****Favor Cost****: 50*

***Sacrifice****: -2 Initiative*

*You may add X/2 to your power attacks in place of the normal bonus damage. This can only spend 2 Stamina on a power attack in this manner, to inflict a total of X bonus damage.*

* *Cast in the Ashen Forge*

***Favor Cost****: 70*

***Sacrifice****: -1 Max Stamina & -2 Max Health*

*As you craft an item, you may spend half of your total Favor to automatically make it of Superior Quality. This item cannot be made an offering to Malacath and will have a strange ashen grey hue to it.*

***Soul Bargains***

* *The Bloody Curse*

*Mark a target that you know the Name of with the Bloody Curse. This curse will last until death or until they go out of their way to seek a way to remove the curse, which is not a simple task. While cursed, the target takes +X bonus damage from all attacks dealt by the Supplicant. Also, any damage inflicted by the Supplicant will heal at half the normal rate and the pain will never completely fade (causing a -10 to all tests until the full amount is healed), as Malacath’s rage leaves the cursed in agony, suffering from the wound. You may only have one target marked at a time and you may willingly lift the curse, doing so loses you 20 Favor. You may offer the Heart of the cursed target to Malacath to receive +20 Favor.*

* *???*

*???*

***Mehrunes Dagon***

*Fluff*

***Favored Traits***

*Strength*

*Destruction (+5)*

*Combat Style (+5)*

*Command (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Mephala***

*"As known in the West, Mephala is the demon prince of murder, sex, and secrets. All of these themes contain subtle aspects and violent ones (assassination/genocide, courtship/orgy, tact/poetic truths); Mephala is understood paradoxically to contain and integrate these contradictory themes." — Vivec and Mephala*

***Favored Traits***

*Agility*

*Stealth (+10)*

*Alchemy (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Meridia***

*"Reality is a game, mortal. Learn to play, or resign yourself to becoming one of the pieces that is meant to be sacrificed."*

*— Meridia*

***Favored Traits***

*Willpower*

*Ayleid (+5)*

*Restoration (+10)*

*Necromancy (-5)*

*Undead (-15)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Molag Bal***

*“Indiscriminate death. Set upon by the gnawing and the rabid. Cyrodiil’s candle flickers and is snuffed. Servants and superiors -- no one is spared the sharp tooth, rigid blade, or diseased hook, barb, or beak. And Molag Bal will watch from his palace in Coldharbour where everything stares back at him with his own face, and he will gloat, and mock, and gorge on the souls of mortals.”*

*— Flaccus Terentius*

***Favored Traits***

*Strength*

*Command (+5)*

*Combat Style (+5)*

*Child of the Night (+10)*

***Preferred Offerings***

* *A Filled Black Soul Gem (+1d6)*
* *A Tortured Mortal Sacrifice (+1d8)*
* *A Sacrificed Follower of Boethiah (+1d8)*

***Invocations***

* *Servitor of Coldharbour*

*Summons a Harvester to aid you. The summon acts on its own initiative and drains 7 Favor every round it is bound. It may be dismissed at will by the Supplicant.*

* *Chains of the Defiler*

*Glowing barbed chains envelope your victims, draining their lifeforce and leaving them vulnerable. X targets within 15m of you become restrained by ethereal chains, they can attempt an opposed Str or Wp test versus the Supplicant’s Willpower once per round. At the start of their turns, they take 1d4 unmitigatable damage. At the start of the Supplicant’s turn, they can spend the amount of damage dealt by the chains over the round to restore either their Magicka or Health.*

*The chains drain 3 Favor per target at the start of the Supplicant’s turn.*

* *Slave Lord’s Lash*

*A streak of chaotic energy erupts towards a target within 10m of you, inflicting 1d10+X magic damage. If this kills the target, their soul is Trapped. The X value is equal to +1 for every 2 Favor you spend on the Invocation.*

***Approvals***

* *Forcing a Mortal to abandon their faith and yield to Molag Bal (+10)*
* *Having a being turn against their allies willingly to serve you (+10)*
* *Have your victims beg for death (+5)*

***Disapprovals***

* *Suffering an insult to yourself or to your Lord Bal (-10)*
* *Telling the truth to your own hindrance (-5)*
* *Submitting to the will of another being, aside from Molag Bal (-10)*

***Boons***

* *Gift of Unlife*

***Favor Cost****: 40*

***Sacrifice****: An living innocent must be given to Molag Bal on his Summoning Day for his...entertainment.*

*You instantly become a Vampire. The cost for taking the “Child of the Night” elite advance is halved.*

* *Slaves of the Dark Lord*

***Favor Cost****: 65*

***Sacrifice****: -5 to your Max Health.*

*Targets slain by your “Slave Lord’s Lash” are reanimated as Zombies under your control until they are destroyed or until you willingly dismiss them, doing so restores 1d8 HP to you.*

* *??*

***Favor Cost****: ??*

***Sacrifice****: ??*

*??*

***Soul Bargains***

* *???*
* *???*

***Namira***

*"Excuse my informality, but I feel like I know you, I recognize your craving as if it were my own. You want to control, and the thought makes you slaver like a starving wolf. I can fill your belly, but first, I need to know. Will you kill in order to fill this void?"*

*— Namira*

***Favored Traits***

*Endurance*

*Ugly (+10)*

*Stealth (+5)*

*Attractive (-10)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Nocturnal***

*“The singing remains, but the song is gone. No tune, no music, but whispers set to rhythm. Serve Her, be shadow, be whispers. Creeping, crawling, but I can’t escape. I’m caught in the darkness, tar which clings to my clothes. I speak but am silent. I see but I am blind. Blind, so blind, to nothing but Her will.”*

*— Romien Garvette*

***Favored Traits***

*Agility*

*Stealth (+5)*

*Subterfuge (+5)*

*Deceive (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Peryite***

*"He is the pus in the wound. Oh, proper ones curl their noses, but it's pus that drinks foul humors and restores the blood. I worship Peryite, yes, because sometimes the world can only be cleansed by disease." — Kesh the Clean*

***Favored Traits***

*Endurance*

*Weak Immune System (+5)*

*Alchemy (+5)*

*Medicine (+5)*

*Disease Resistance (-5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Sanguine***

***Favored Traits***

*Personality*

*Attractive (+5)*

*Addiction (+5)*

*Persuade (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Sheogorath***

*"I am a part of you, little mortal. I am a shadow in your subconscious, a blemish on your fragile little psyche. You know me. You just don't know it ... You can call me Ann Marie. But only if you're partial to being flayed alive and having an angry immortal skip rope with your entrails. If not, then call me Sheogorath, Daedric Prince of Madness. Charmed." — Sheogorath*

***Favored Traits***

*Roll 1d8, 1 being Str and 8 being Luck*

*Logic (-15)*

*Cooking (+5)*

*Musicianship (+5)*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***

***Vaermina***

*"We meet again, mortal, for we have met before, whether you know it or not. When you mutter in your sleep, you speak to me. When you waken wet with sweat, you've just left my house. I dwell in your dreams; I savor your nightmares. Now, you will serve me."*  — Vaermina

***Favored Traits***

*Intelligence*

*Illusion (+10)*

*???*

***Preferred Offerings***

* *?*

***Invocations***

* *?*
* *?*
* *?*
* *?*
* *?*

***Boons***

* *?*
* *?*
* *?*

***Soul Bargains***

***Approvals***

***Disapprovals***