



# Daedric Princes, Man & Mer, and the Standing Stones of Skyrim

## Module Overview

This add-on module expands the Fate Core **Elder Scrolls: Skyrim** campaign with Daedric quests, racial heritage abilities for *Man and Mer* (humans and elves), and the mystical Standing Stones of Skyrim. It integrates seamlessly with the Skyrim Civil War campaign module and **Side Plot C – Allegiances in War**, adding rich side-quest content and character options. All content is Fate Core-compliant (using **Aspects**, **Stunts**, **Extras**, and **Clocks** instead of loot-grind mechanics) and is designed to be modular and practical for GMs.

### Key Features:

- **Daedric Questlines for Every Prince:** Each of Skyrim's Daedric Princes offers a unique quest (15 in total, plus integration of Nocturnal via the Thieves Guild). These side quests can be introduced across Acts I-V, complete with *Daedric Artifacts* as rewards and mechanics for becoming a Prince's *champion*. (Citations to UESP and official sources are provided for authenticity.) The quest outcomes may influence the world via *Daedric Influence Clocks* (see below).
- **Vampire & Werewolf Quest Extensions:** Special branching paths are included for **Molag Bal** (vampire PCs) and **Hircine** (werewolf PCs). These extra quests tie into factions like the **Volkihar vampires**, the **Dawnguard**, or the **Companions**, offering alternate resolutions and consequences. (For example, a Companions werewolf may receive a different challenge from Hircine, and a vampire PC may be tasked by Molag Bal to perform an unholy ritual.) These branches acknowledge faction allegiances from Side Plot C and give those characters more spotlight.
- **Racial Heritage Extras:** Each of the 10 playable races gains a unique **Race Extra** that highlights their innate abilities (e.g. Nords' battle cry, Khajiits' night vision, Argonians' water-breathing). These Extras evolve with the campaign: at the end of each Act (I–V), a new *upgrade* or stunt unlocks, ensuring character growth tied to the narrative pace. This system replaces “level-up” style bonuses with Fate-appropriate advancements (new aspects, stunts, or bonuses).
- **Standing Stones System:** All 13 canonical Standing Stones of Skyrim are presented as **Extras** that players can choose (or discover) for their characters. Each Standing Stone is categorized under the Warrior, Mage, or Thief constellations and grants balanced benefits such as a passive bonus (e.g. resistances or skill boosts) and/or a once-per-session special stunt reflecting its in-game power. For example, the **Lord Stone** might give increased defense (natural armor and magic resistance)<sup>1</sup>, while the **Shadow Stone** allows one use of invisibility per session<sup>2</sup>. By default, a character may have **one Standing Stone** effect at a time (as per the lore<sup>3</sup>), chosen at Session 0 (or whenever they first find a Standing Stone). Guidelines for switching Stones in-game are provided (requiring an in-story visit to the new Stone).

- **GM Tools & Integration:** The module is plug-and-play. It includes:
  - **NPC Reference – Daedric Champions:** A roster of notable NPCs involved in Daedric quests (former champions, quest givers, etc.) with notes on their aspects, motivations, and how to portray them.
  - **Quest Hooks:** A guide (and script) for triggering Daedric quests based on player location or Act progress. This ensures Daedric quests are offered at dramatically appropriate moments (e.g. when the party passes near a shrine or when a certain Act's main events are done).
  - **Clocks:** A set of **Daedric Influence Clocks** in JSON format to track the influence of Daedra on the world. Each Prince has a clock that can advance when their artifact is obtained or their favor is won (or when their anger is incurred). GMs can use these clocks to pace consequences – for instance, filling **Molag Bal's clock** might increase vampire attacks in Skyrim, while filling **Meridia's** might weaken undead presence. (These are narrative tools to gauge the ripple effects of Daedric meddling.)
  - **Automation Scripts:** Two Python scripts to assist the GM in managing this content. `flag_daedric_quest.py` can be run during sessions to automatically flag possible Daedric quest opportunities given the party's region and state, and `assign_race_and_stone.py` helps ensure every PC has their Race Extra and a Standing Stone chosen (prompting the GM if not).

All content here emphasizes **Fate Core mechanics** (aspects, stunts, fate points, narrative permission) over raw loot. Daedric Artifacts are represented as Extras or powerful stunts rather than mere high-damage items. The goal is to avoid “loot soup” and instead make each artifact or blessing a meaningful story element with pros and cons. For example, the *Ebony Blade* (Mephala’s artifact) rewards betrayal and might carry a compelling aspect like “Tempted by the Whispering Blade” that the GM can invoke or compel when the sword thirsts for treachery <sup>4</sup>. GMs are encouraged to use compels and player aspects to simulate Daedric influence (e.g. Molag Bal’s artifact might come with the aspect “Sworn to the Lord of Domination”). Each quest write-up below notes potential *champion mechanics* – typically in the form of an aspect or stunt granted upon completion of the Prince’s quest, reflecting the PC’s status as a Daedric champion.

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## Daedric Quests and Artifacts

Skyrim features **15 Daedric Prince quests** (Nocturnal being a 16th Daedric Prince who is addressed through the Thieves Guild plot <sup>5</sup>). This module provides Fate Core adaptations for each quest, integrating them into the campaign Acts. Below is a rundown of each questline, including setup, choices, and outcomes. Each entry notes the Daedric Artifact reward and any special mechanics for becoming the Prince’s champion. (References to UESP and official Elder Scrolls sources are provided for accuracy.)

**Using Daedric Quests in the Campaign:** These quests can be run in parallel with the main Civil War storyline. Use the *Quest Hooks* section (or the automation script) to introduce them when players explore relevant areas or when pacing allows. Most Daedric quests are standalone side missions; however, their outcomes can subtly affect the campaign (e.g. gaining a powerful ally or item, or causing moral dilemmas). The **Daedric Influence Clocks** can be used to track how many such quests the party completes – possibly unlocking a final Daedric-related event in Act V if many are done (for example, a confrontation of the **Oblivion Walker** achievement where the Princes vie for the collected artifacts).

## Azura – *The Black Star*

**Quest Summary:** In Winterhold, the Dark Elf priestess **Aranea Ienith** at the Shrine of Azura beseeches the party to recover Azura's Star, a legendary soul gem defiled by a mortal wizard <sup>6</sup>. The heroes must delve into **Ilinalta's Deep**, a flooded fort, to retrieve the Broken Star. Once obtained, they face a pivotal choice: **return the artifact to Azura** for purification, or **bring it to Nelacar** (an exiled Altmer mage in Winterhold) to transform it into the Black Star <sup>7</sup>. Inside the Star, the party battles Malyn Varen's soul to cleanse the artifact.

- **Outcome – Artifact:** If returned to Azura, the Star is restored as **Azura's Star**, a reusable soul gem that only accepts lesser (white) souls. If given to Nelacar, it becomes **The Black Star**, which can absorb black souls (sentient beings) <sup>7</sup>. Either version could be represented as an Extra that allows one to recharge enchanted items or possibly entrap souls of defeated foes (narratively). Azura's path earns the gratitude of Azura: Aranea Ienith will serve as a follower/ally <sup>8</sup>. The Black Star path earns Nelacar's ongoing support (he becomes an informant or minor enchanter contact) <sup>9</sup>.
- **Champion Mechanic:** By returning the Star to Azura, the PC is anointed Azura's champion <sup>10</sup>. As a Fate reward, the PC might take an aspect "**Champion of Azura, Star-Bearer**" which can be invoked when dealing with soul magic or resisting darkness. If they chose the Black Star, they aren't Azura's champion (and in fact defied her), but they hold a powerful artifact; they might instead get an aspect "**Favor of Nelacar (Azura's Outcast)**" reflecting their choice. The Daedric Influence Clock for Azura could tick up in either case: in Azura's favor if her artifact was restored, or perhaps against her if the Black Star was created (indicating Azura's diminished influence).

*Recommended Act:* I or II. This quest has no level requirement; it's a good early-game quest, especially if the party travels near Winterhold. It introduces moral choice without heavy combat (aside from the dungeon crawl). Use it in Act I if players seek out the College or rumors of the shrine early, or Act II as a diversion when visiting Winterhold.

## Boethiah – *Boethiah's Calling*

**Quest Summary:** The party encounters cultists of **Boethiah** (perhaps via a disturbing book or a provoked cultist attack), leading them to the Prince of Plots' shrine. There, Boethiah demands a brutal contest: the Dragonborn (or a player character) must **sacrifice a companion or follower** on her altar <sup>11</sup>. After this dark deed, Boethiah's voice and her other followers compel the contestants to fight to the death – Boethiah only wants the strongest as her champion. The sole survivor (ideally the PC, obviously) is then tasked with a final trial: assassinate Boethiah's current champion, a formidable warrior at **Knifepoint Ridge**, and take from him the prize: **Ebony Mail** <sup>12</sup>.

- **Outcome – Artifact:** The reward is **Ebony Mail**, a legendary black armor that shrouds the wearer in shadows and poisons nearby foes. In Fate, Ebony Mail could be an Extra with a *toxic aura* stunt (creating an advantage like "Cloud of Darkness" when sneaking or in close combat). After slaying the former champion and donning the Ebony Mail, the PC becomes Boethiah's new champion <sup>13</sup>.
- **Champion Mechanic:** Boethiah's champion might gain an aspect "**Boethiah's Chosen Assassin**", which can be invoked for stealth and treachery. However, this role invites danger: Boethiah might call on them to do unsavory tasks or other cultists may try to usurp the title. The GM can compel this

aspect to force difficult choices (e.g. Boethiah demands the blood of a politically important NPC, tying into the Civil War). **Daedric Influence:** Completing this quest likely fills Boethiah's influence clock (her champion is in place and the civil unrest she craves may deepen).

*Recommended Act:* III or IV. Boethiah's quest has a **hard requirement** of a capable, higher-level party (in Skyrim it's level 30 <sup>14</sup>). In Fate terms, introduce this in Act III once PCs are established and have allies (making the sacrifice choice impactful). It fits well if the Civil War plot has reached a boiling point—Boethiah delights in strife and betrayal, which mirrors late-war intrigue. (If a PC is aligned with the Dark Brotherhood, this quest's themes resonate strongly.)

### **Clavicus Vile – A Daedra's Best Friend**

**Quest Summary:** In Falkreath, the players hear of a talking dog harassing the road. The dog, **Barbas**, finds the party and speaks, asking for help reuniting with his master <sup>15</sup>. Barbas leads them to **Haemar's Shame** cave, where the Daedric Prince **Clavicus Vile** resides (his shrine). Clavicus promises a reward if the group retrieves the **Rueful Axe** from a nearby cavern (Rimerock Burrow) <sup>15</sup>. They retrieve this big axe, which has a sad history, and upon return Clavicus gives a choice: **kill Barbas with the Rueful Axe**, or spare the dog. If they kill Barbas, Clavicus lets them keep the axe (an empty reward, as it's not a Daedric artifact proper). If they spare him, Clavicus begrudgingly rewards them with the **Masque of Clavicus Vile**, a magical horned mask <sup>16</sup>.

- **Outcome – Artifact:** The **Masque of Clavicus Vile** is a treasured artifact (in-game it fortifies persuasion and barter). In Fate, it could be represented as an aspect or stunt that grants +2 to Rapport/Deceive in social dealings (the Masque bestows "eloquence and affability"). If Barbas is spared, he rejoins Clavicus (and the Prince departs), leaving the Masque. If Barbas is slain, the Rueful Axe remains, but it's a mere weapon and *does not count as Clavicus's true artifact* <sup>17</sup> (no champion aspect is earned). Generally, it's wisest (morally and reward-wise) to spare the hound.
- **Champion Mechanic:** If the party spared Barbas, they effectively pleased Clavicus Vile. However, interestingly Clavicus Vile is fickle and arguably *Barbas* was the guiding force for good. The PC with the Masque might take an aspect "**Friend of Barbas**" or "**Broker of Desires**" reflecting Clavicus's favor. This could be invoked when making deals or tempted to twist a bargain. Clavicus might call on them in the future for "small favors" (compel: a stranger approaches the PC asking them to fulfill a trivial but morally gray task, claiming it's part of a pact). If the party killed Barbas, Clavicus might actually be *unimpressed* (they gave in to an obviously bad deal) and no champion aspect is granted – perhaps even a curse aspect "**Forsaken by Clavicus**" temporarily, as the Prince loves ironic punishment.

*Recommended Act:* I or II. Clavicus Vile's quest is available from relatively low level (Skyrim level 10 <sup>18</sup>) and involves moderate combat. It's a good early-game side trek, especially if the party is traveling through Falkreath. The moral choice (pet companion vs. power) is a lighthearted one that can add some humor or pathos. Running this in Act II after the party has one or two NPC allies can make the "sacrifice Barbas" option more stark (Barbas may have helped them in fights, endearing him to the group).

## **Hermaeus Mora – Discerning the Transmundane**

**Quest Summary:** The quest with **Hermaeus Mora** entwines with the main story: when the party seeks the Elder Scroll (during Act II of the main quest), they encounter the crazed scholar **Septimus Signus** in his outpost. Septimus and Hermaeus Mora both guide the Dragonborn to unlock an ancient Dwemer lockbox. The task requires collecting blood from various elven races to create a **Panelf of Blood** (a vile cocktail) to open the Dwemer device <sup>19</sup>. Once the samples (High Elf, Dark Elf, Wood Elf, Falmer, Orc) are gathered <sup>20</sup> and used, Hermaeus Mora intervenes: Septimus is destroyed and inside the lockbox lies the **Oghma Infinium**, Hermaeus Mora's tome of knowledge <sup>21</sup>. The Prince then grants the book to the players.

- **Outcome – Artifact:** The **Oghma Infinium** is a powerful book that, in Skyrim, gives +5 skill increases to Warrior, Thief, or Mage disciplines <sup>22</sup>. In Fate, we can treat the Oghma as a one-use Extra or permanent stunt: for example, reading it could allow a character to immediately gain or advance an extra skill (or learn a new spell) beyond normal advancement. Alternatively, it could grant an aspect “**Infinium Enlightened**” with a free invoke in the field of knowledge they chose (Warrior, Thief, or Mage lore). Once used, the physical book might vanish (as per TES lore).
- **Champion Mechanic:** The nature of this quest is unusual in that by completing it, the PC has served Hermaeus Mora's agenda (opening the lockbox and eliminating Septimus) <sup>23</sup>. Mora declares the PC his champion in knowledge, albeit in a somewhat unsettling way. A PC who takes up that mantle might gain the stunt “**Scholar of the Infinite Oghma**” (e.g. once per session, ask the GM one lore question that Hermaeus Mora whispers the answer to, or get +2 on a Lore check by channeling the Prince's insight). The drawback is Mora may expect secrets in return (the GM might compel an aspect like “Curiosity of Hermaeus Mora” to have the PC obsess over forbidden knowledge). Hermaeus Mora's influence clock would tick up significantly—the more the party uses Mora's guidance, the more entangled they become in his eldritch web.

*Recommended Act:* II or III. This quest is *integrated into the main quest* (it triggers during the Elder Scroll search) <sup>24</sup>, so in the Fate campaign it should occur around Act II when the party delves into ancient lore. If the campaign isn't following the Dragonborn main quest, you can introduce Septimus Signus as a side character who offers knowledge in exchange for doing this task. It's a mostly non-combat quest (aside from dangers in Dwemer ruins), suitable for mid-campaign when players are hungry for skill boosts or mystical knowledge.

## **Hircine – Ill Met by Moonlight**

**Quest Summary:** In Falkreath, the PCs hear of a murderous beast that killed a little girl. The culprit, **Sinding**, sits in the Falkreath jail—he's a werewolf who stole Hircine's cursed Ring and lost control. He begs the party to take the **Cursed Ring of Hircine** and hunt a great white stag to appease **Hircine** <sup>25</sup>. The party hunts the stag in the woods; upon slaying it, the stag's spirit (an Aspect of Hircine) thanks them and directs them to **Bloated Man's Grotto**, where Sinding has fled <sup>26</sup>. In the grotto, the PCs must choose: **kill Sinding** as Hircine demands (and receive Hircine's **Savior's Hide** armor), or **defend Sinding** against Hircine's hunters (letting Sinding live, and Hircine grants the **Ring of Hircine** as a reward) <sup>26</sup>. It's possible (via a known

exploit) for a clever party to get **both** artifacts, though GMs may treat that as very high difficulty or not allow it except under special circumstances <sup>27</sup>.

- **Outcome – Artifact:** If the group slays Sinding, Hircine cures the Ring's curse and grants the **Savior's Hide** (a rare light armor made from the peeled hide of a champion werewolf). The Hide could confer magical resistance or enhanced defense against beasts as a stunt. If they spare Sinding, Hircine bestows the **Ring of Hircine**, a ring that allows werewolves to control their transformations (in-game: additional transformations). In Fate, the Ring might allow a character with lycanthropy to transform without usual constraints or once-per-session instantly assume beast form without a compel. If a PC is not a werewolf, the Ring might be inert until someone becomes one (could be a plot hook later). Sinding's survival means he remains a potential ally (he might appear as a powerful werewolf NPC ally in a later battle). If killed, his pelt becomes the Savior's Hide.
- **Champion Mechanic:** If the party followed Hircine's will (killing Sinding), one of them essentially becomes Hircine's new champion (the "master hunter"). The PC might gain "**Hircine's Blessing**" as an aspect, reflecting the favor of the Father of Manbeasts <sup>28</sup>. This could be invoked for tracking prey or savagery in battle. Werewolf PCs who have this aspect might also receive visions from Hircine or invitations to his Great Hunt. If the party defied Hircine (spared Sinding), they still get the Ring, but Hircine only half-acknowledged them. He calls them "**prey that got away**", so to speak. The spared Sinding might serve as Hircine's champion instead (in which case, the PC group has made a friend by defying a Prince). In either case, Hircine respects honorable hunters – he is likely not *furiouly angry* at a refusal, seeing it as a *sporting outcome* where his "prey" escaped this time <sup>29</sup> <sup>30</sup>. The GM could have Hircine's influence clock advance slightly no matter what: either a new hide-wearing champion is active (PC or Sinding) or Hircine simply enjoys the prolonged hunt (perhaps he will send another challenge later).
- **Werewolf-Specific Expansion:** If any PC is a werewolf (e.g. through the Companions' quest in Side Plot C), this quest has extra weight. *Before* completing it, a cursed PC might find the Ring of Hircine beneficial (it accidentally equips to them during the quest, causing uncontrollable transformations). After the quest, if they get the Ring, it **unlocks full control** of their lycanthropy. **Additional Quest – Hircine's Great Hunt:** For a party with werewolves, Hircine might later invite them to a *Great Hunt* scenario. For example, in Act IV the *Bloodmoon* prophecy could unfold – Hircine periodically manifests for a grand hunt of worthy foes <sup>31</sup> <sup>32</sup>. The PCs could either become the hunters or the hunted. Participating (and surviving) would solidify Hircine's favor. This could tie into the Companions' storyline: perhaps Kodlak's soul (if he died in the Civil War campaign) gets stolen by Hircine for the hunting grounds, prompting a rescue or final confrontation in Act V. Such a quest is optional and for high-stakes late game, effectively a climax of Hircine's influence if the campaign allows.

*Recommended Act: II.* There is **no level requirement** (in Skyrim, this can be done early) <sup>33</sup>, and Falkreath is an out-of-the-way hold that many parties visit early on. It fits well in Act II, when players have the strength to face a werewolf. If a PC is already a Companion werewolf by Act II, this quest is almost a must-run for them to resolve Hircine's role in their story. Align it with the Companions arc: perhaps immediately after the player deals with the Silver Hand, Hircine's quest triggers as a test of their loyalty to the hunt.

## Malacath – *The Cursed Tribe*

**Quest Summary:** Near Largashbur (an Orc stronghold in The Rift), the party discovers the Orc tribe in trouble – their stronghold is besieged by giants and stricken by a curse. Wise-woman **Atub** beseeches outsiders for help <sup>34</sup>. The party must procure two unusual ingredients for a ritual: *Troll Fat* and a *Daedra Heart* <sup>34</sup>. Once provided, Atub summons **Malacath**, the Daedric Prince of Outcasts. Malacath is angry at the tribe's leader, **Chief Yamarz**, for his cowardice. He tasks Yamarz (and the PCs) with going to **Giant's Grove** to slay a giant named *Grolog* and retrieve **Shagrol's Warhammer** <sup>35</sup>. During this quest, the dishonorable Chief tries to strike a deal with the PC – he asks the party to kill the giant for him, then tries to take credit. Ultimately, Yamarz likely dies (either killed by the giant or executed by the PCs for his treachery), and the party defeats the giant. Upon bringing back the warhammer, Malacath transforms it into **Volendrung**, a massive Daedric hammer, rewarding the tribe with a new leader and the champions with the artifact.

- **Outcome – Artifact:** **Volendrung** is Malacath's famed Daedric artifact: an enormous two-handed hammer known for draining stamina. In Fate, Volendrung might be an Extra granting the wielder a *Bruiser* stunt (e.g. +2 to Forceful attacks when smashing foes or the ability to sap opponents' strength on a hit). It's also a symbol of power among Orcs. By returning Volendrung, the curse on Largashbur lifts and the tribe survives (with Atub or another strong Orc becoming the new chief since Yamarz died).
- **Champion Mechanic:** The party member who hefts Volendrung is effectively Malacath's new champion in Malacath's eyes <sup>36</sup>. The Prince of Outcasts is a gruff but fair patron. The PC champion might receive an aspect "**Honored by Malacath**" which can be invoked for feats of strength or when rallying the downtrodden. It might also attract the respect of Orcs across Skyrim (they recognize the weapon and what it means). In play, you might allow the PC to declare **Blood-Kin status** with all Orc strongholds automatically (normally outsiders must earn trust – but bearing Malacath's weapon is enough) <sup>37</sup>. The GM can compel Malacath's aspect if the player shows cowardice or betrays companions, as Malacath would not approve. Malacath's influence clock moves forward with the giant slain and his tribe saved (the balance restored).

*Recommended Act:* II. The quest requires **level 9+** in Skyrim <sup>38</sup>, which corresponds to early-mid campaign. Geographically, Largashbur is near Riften – if the party is dealing with Rift events (perhaps the Thieves Guild or just passing through), it's a good Act II side quest. It provides a nice break where players help lift a curse and gain a powerful weapon. The moral is straightforward (expose the coward, help the orcs), which can be a satisfying heroic deed amid more murky Civil War choices.

## Mehrunes Dagon – *Pieces of the Past*

**Quest Summary:** In Dawnstar, the curator of a Mythic Dawn museum, **Silus Vesuvius**, seeks help assembling the shards of **Mehrunes' Razor**, a deadly Daedric dagger <sup>39</sup>. He asks the party to retrieve three pieces of the Razor, scattered across Skyrim. This turns into a mini-collection quest (which can be handled via roleplay, brief one-scene heists, or quick combats at the locations of the pommel, blade shards, and hilt). Once all pieces are collected, Silus and the party travel to the **Shrine of Mehrunes Dagon** to reforge the dagger. There, the Prince **Mehrunes Dagon** himself speaks: he demands the **sacrifice of Silus**. The party again has a choice: comply and kill Silus, upon which Dagon restores the Razor and summons two Dremora guardians to test the players <sup>40</sup>; or refuse and spare Silus (in which case Dagon angrily sends

Daedric assassins and the Razor cannot be obtained—or perhaps Silus tries to assemble it but it remains unblessed, becoming a lesser artifact).

- **Outcome – Artifact:** If the players do Dagon's bidding, **Mehrunes' Razor** is reassembled in its true form <sup>39</sup> <sup>40</sup>. This dagger is infamous for its ability to *kill instantly* (a small chance to slay any target outright). In Fate, you wouldn't replicate a save-or-die; instead, the Razor's Extra might allow a **once-per-session** declaration that an attack automatically forces an enemy to concede (or fills their stress track) – a very potent ability balanced by limited use and perhaps a fate point cost. If Silus is spared, the Razor remains broken or incomplete (the GM might decide the party gets a useless artifact or a toned-down version). Silus will remain alive to thank them (possibly offering some gold or a lesser reward), but the true artifact is lost. Therefore, most parties leaning towards power will choose to eliminate Silus (though it's a dark deed).
- **Champion Mechanic:** Slaying an ally to please Dagon is an act of ambition fitting the Prince of Destruction. The PC who strikes down Silus (or orders it) can take an aspect "**Agent of Destruction (Dagon's Razor)**". They've shown they're willing to unleash chaos for power. This aspect can aid intimidation or chaotic might, but the GM can compel it to have cultists of Mythic Dawn (or other forces) seek them out—either to follow them or to kill them for defiling their member. Mehrunes Dagon might consider them a champion, but Dagon is not a subtle influencer – his "blessings" might simply be the Razor itself and perhaps stirring more chaos around the PC. Dagon's influence clock ticks up sharply if the Razor is restored (one more artifact of chaos unleashed) and perhaps ticks down if players refuse him (a rare thwarting of a Daedric Prince's will).

*Recommended Act:* III. **Level 20** is required in Skyrim <sup>41</sup>, which suggests a later Act when PCs are more capable. By Act III, the party may have established reputations and ties—making the decision to murder a NPC like Silus more meaningful. This quest also nicely parallels Act III's typical escalation: the Mythic Dawn museum and Dagon's cult hark back to the Oblivion Crisis, reminding players of greater threats. If Act III in the Civil War storyline involves a lull or an uneasy truce, this quest can inject action. Logistically, it's convenient when the party is in Dawnstar (perhaps dealing with Dawnstar's nightmares/Vaermina quest around the same time).

### **Mephala – The Whispering Door**

**Quest Summary:** In Whiterun (after the pivotal *Dragon Rising* quest or some time into Act II), Jarl Balgruuf's young son **Nelkir** exhibits a dark change in behavior. The party hears a rumor from the innkeeper **Hulda** about the boy talking to a locked door in the palace basement <sup>42</sup>. Investigating, they find the door is whispering—Mephala, the Daedric Prince of secrets, is speaking to Nelkir. The door is sealed, needing a key held by Balgruuf or his court wizard Farengar. The party can choose to pickpocket or otherwise obtain the key (possibly via stealth or guile; violence is an option but will have consequences in Whiterun) <sup>43</sup>. Upon opening the door, they find **the Ebony Blade**, a black sword, on a pedestal, along with a cautionary diary. Mephala instructs the wielder that to unlock the Blade's true power, it must be fed with the blood of treachery – i.e., used to kill the wielder's trusted friends <sup>4</sup>. The quest effectively *completes* when the Blade is obtained, though its power grows as an ongoing effect if the PC chooses to "charge" it by betraying allies.

- **Outcome – Artifact:** The **Ebony Blade** is a two-handed Akaviri sword imbued by Mephala. In-game, it starts somewhat weak but absorbs health, and every two friendly NPCs murdered increases its damage (up to a cap) <sup>44</sup>. In Fate terms, the Ebony Blade could be an Extra with the stunt "Vampiric

Drain: when you deal a consequence to an enemy, you heal a mild consequence or 2 stress." Additionally, it could have a condition that it grows stronger (adds an extra +7 shift on a successful hit or similar) if the wielder commits treacherous murders. Since Fate doesn't track numeric damage, this could be represented by an aspect on the weapon like "**Empowered by Betrayal**" that gains free invokes whenever the blade is used in a significant betrayal. Mechanically, you might let the player roll an extra d6 of effect once for each betrayal token the sword has. It's intentionally a *cursed item* that tempts the player to evil. The party might choose never to use it or even hide it, which is a valid approach.

- **Champion Mechanic:** Simply obtaining the Ebony Blade does not make one Mephala's champion yet; Mephala cares that it be used. If a PC starts using the Blade and especially if they sacrifice someone they care about to it, they essentially become a disciple of Mephala. The aspect "**Webspinner's Whisperer**" could be given to that character, denoting Mephala's subtle influence. This aspect might allow invocation for deception, intrigue, and manipulating others (since Mephala is the Prince of secrets and plots). However, it's also a big flag for compels: Mephala might whisper dark suggestions at night, or old friends of the PC might grow suspicious of their new "friendship" with a sinister blade. It's a roleplaying goldmine, especially in a party-based game; if one PC secretly powers up the Blade, that could sow distrust within the group, which is *exactly* what Mephala would enjoy. In terms of the campaign, the Whispering Door quest is low-key; its biggest impact is on the PC's personal journey. Mephala's influence clock might remain low unless the Blade starts causing strife—if the PC abstains from murder, Mephala's plans are foiled (maybe the clock ticks down or stagnates); if they indulge, Mephala's influence grows (clock ticks up with each act of betrayal).

*Recommended Act: II.* This quest triggers only after "**Dragon Rising**" (the first Dragonborn fight) and a minimum level (in Skyrim, level 20) <sup>45</sup>. In the campaign, that places it around Act II when the PC has become Thane of Whiterun or otherwise trusted. It's an intimate quest – no combat required except whatever the PC chooses. Introduce it when you want to explore a PC's darker side or to foreshadow the cost of power. If the PC using the Blade decides to go on a murder spree, that could even tie into the Dark Brotherhood side plot (perhaps attracting their attention).

### **Meridia – The Break of Dawn**

**Quest Summary:** The party discovers **Meridia's Beacon**, a gleaming stone, in a random loot cache or as placed by the GM (possibly at the end of Act I or start of Act II). When a player picks it up, the voice of **Meridia**, Daedric Prince of Life and Lady of Infinite Energies, rings out, urging them to take the Beacon to her temple <sup>46</sup>. Meridia's shrine is at Mount Kilkreath near Solitude. Upon placing the Beacon, Meridia dramatically lifts a chosen character into the sky (in a beam of light) and commands them to cleanse her temple of a **necromancer**, **Malkoran**, who is profaning it with undead <sup>47</sup>. The party navigates the temple, solving a light-focused puzzle by carrying Meridia's light through each dark chamber (activating pedestals) <sup>46</sup>, and battling *Corrupted Shades* (undead) and draugr along the way <sup>48</sup>. In the final chamber, they confront **Malkoran**, a powerful necromancer whose shade persists even after his body falls <sup>48</sup>. Defeating him frees the temple. Meridia then rewards the party by presenting **Dawnbreaker**, her holy sword, and sending the player gently back to the ground with her blessing <sup>48</sup>.

- **Outcome – Artifact:** **Dawnbreaker** is a Daedric artifact sword that emits holy energy, particularly effective against undead (in the game it causes undead killed to explode, and can turn undead). In Fate, Dawnbreaker could be an Extra with a stunt like *Bane of the Undead*: any successful hit against

undead forces them to flee or be destroyed (a narrative effect), or adds +2 shifts against undead specifically. It could also have a once-per-session ability to create a burst of light that banishes darkness or terrifies undead in a zone. Dawnbreaker is a highly *unambiguously good* artifact – one of the few Daedric items not tainted by evil. It aligns with heroes who fight necromancers and the undead (which in a Skyrim campaign, could tie into fighting the growing menace of vampires if you run Dawnguard content).

- **Champion Mechanic:** The wielder of Dawnbreaker is effectively Meridia's champion <sup>49</sup>, expected to carry on her mission of wiping out necromantic corruption. Grant the aspect "**Beacon of Meridia**" to that character. They are literally a beacon of light against darkness. They might find undead creatures are unnaturally drawn to fight them (compel: undead target the Meridia champion first, sensing the threat). On the positive side, the aspect can be invoked when resisting dark magic or inspiring others with hope. Meridia, unlike most Daedra, is vehemently anti-undead and not inclined to betray her champion – as long as they continue destroying abominations. The Meridia champion might also earn the friendship of Meridia's affiliated mortal faction (if any exist, e.g. certain ghost hunters or vigilant-like NPCs). Meridia's influence clock would increase once Dawnbreaker is in play and Malkoran is gone (her foothold in Skyrim is reestablished). If many undead are subsequently destroyed by the party, consider the clock maxed out resulting in, perhaps, Meridia cleansing an entire region of a scourge (maybe helping at a crucial battle against undead Dragon Priests or vampire lords, if such occurs in your game).

*Recommended Act:* II. **Level 12** is the game requirement <sup>50</sup>, so Act II is fitting. The quest's dungeon is a bit tougher than early game, so ensure the party is prepared. The thematic timing works well if undead have begun to trouble the land (e.g. maybe Act II is when Draugr or vampires become a threat – introducing Dawnbreaker here arms the players to deal with those). Also, placing Meridia's Beacon can be done when you feel the party could use a nudge to do a more *heroic* Daedric quest as a change of tone (especially if they've done some dark ones). The dramatic flying scene is a memorable set-piece for the middle of the campaign.

## Molag Bal – *The House of Horrors*

**Quest Summary:** In Markarth, as the group passes an abandoned, boarded-up house, they encounter **Vigilant Tyranus**, a vigilant of Stendarr, who asks for their help investigating a daedric presence inside <sup>51</sup>. Upon exploring the dark house, doors slam, objects fly—an unseen force taunts them. Eventually, Tyranus is driven mad and attacks the party; after subduing or killing him, the party finds a **rusty mace** on a shrine deep in the house <sup>52</sup>. Suddenly, **Molag Bal** speaks through the shrine: this was a trap, and they have sprung it. Molag Bal demands the player retrieve his old enemy, a priest of Boethiah named **Logrolf the Willful**, who has been captured by Forsworn <sup>53</sup>. The party locates Logrolf (likely in a Forsworn hideout or prison in the Reach) and brings or lures him back to the haunted house. There, Molag Bal traps Logrolf in his spiked cage and orders the player to beat Logrolf into submission and ultimately slay him with the rusty mace as a sacrificial kill <sup>53</sup>. Upon doing so, the rusty mace transforms into the **Mace of Molag Bal**, gleaming with dark enchantment. Molag Bal grants it to the player, calling them his new instrument of domination.

- **Outcome – Artifact:** The **Mace of Molag Bal** is a brutal spiked club that in TES drains strength and soul-traps victims. In Fate, it could be an Extra with a stunt like *Harvester of Souls*: when you succeed with style on an attack, you may also sap the target's essence (e.g., add a boost "Weakened" on them

or recover a spent fate point or clear a stress box as you grow empowered). It might also be used to intimidate as effectively as to attack. This artifact is unambiguously evil – it's literally a tool of torture and domination. Having it may carry story consequences (good-aligned NPCs might sense its evil aura).

- **Champion Mechanic:** By completing this grotesque quest, the PC becomes **Molag Bal's champion**, sometimes called a "child of Coldharbour" (especially fitting if the PC is a vampire, as Molag Bal is the father of vampirism <sup>54</sup>). The character can take the aspect "**Champion of Molag Bal, Harvester of Souls**". This is powerful but perilous. It can be invoked for actions involving coercion, torture, or breaking someone's will – and possibly for resisting fear (as few things are scarier than what they themselves serve). However, it will be compelled whenever acts of kindness or mercy are at stake; Molag Bal loathes weakness and mercy. *Vampire PCs:* If a player character is a vampire (especially a **Vampire Lord** if using Dawnguard content), Molag Bal will take a keen interest. In addition to the mace, he might send them visions or additional tasks.
- **Additional Quest – The Bloodstone Chalice (Vampire Exclusive):** As the creator and patron of vampires <sup>55</sup> <sup>54</sup>, Molag Bal may extend a unique quest to vampire PCs. For instance, after House of Horrors, a messenger from Castle Volkhar (if that faction is in play) or Molag Bal in a dream could direct the vampire PC to **fill the Bloodstone Chalice**. This would involve taking an ancient vampiric artifact (a chalice) and filling it with blood from a powerful vampire's bloodspring, as in the Dawnguard storyline <sup>56</sup>. Completing this ritual would cement the PC's status among Molag Bal's faithful. The reward might be a permanent enhancement to their vampire powers (in Fate terms, a new stunt like "Blood of the Ancients: once per scenario, heal all your physical stress after feeding" or an upgrade in the Vampire Extra). It would also likely trigger conflict with the Dawnguard or other vampire factions, adding rich side plot material. GMs can use the *Bloodstone Chalice* quest as a bridge between Molag Bal's daedric influence and the volitional involvement of the Volkhar clan <sup>56</sup>, if desired.

Molag Bal is a particularly malevolent prince; using his artifact or being his champion should have tangible story effects. NPCs of holy orders (Vigilants of Stendarr, priests of the Divines) might sense the PC's connection to Molag Bal and react with hostility or fear. The final stage of Molag Bal's influence (if his clock is maxed) could be extremely dire – perhaps undead and curses afflict the land, or the PC nearly transforms into a pure agent of evil (something they must resist in the finale).

*Recommended Act:* II or III. There is **no level requirement** in Skyrim <sup>57</sup>, but the tone is very dark. It works well in Act II if you want to showcase the grim side of Daedra early. However, placing it in Act III might be better if a PC is a vampire (since Dawnguard's events would likely kick in around Act III). Markarth is a major city often visited mid-game. Whenever you run it, be prepared for the intense moral repugnance of this quest – it can be a standout horror episode in the campaign. Ensure the party is on board with such content, as it involves torture. The payoff is a mighty weapon, but at great ethical cost.

### Namira – *The Taste of Death*

**Quest Summary:** In Markarth, Brother Verulus (a priest of Arkay) or the Hall of the Dead caretaker complains that corpses have been disappearing or being defiled <sup>58</sup>. As the party investigates the Hall of the Dead, they encounter **Eola**, a mysterious Breton woman who reveals herself as a cannibal and claims Namira (Daedric Prince of Darkness and Revulsion) has guided her <sup>59</sup>. Eola senses some latent darkness in

the party (or at least tries to entice them) and invites them to **Reachcliff Cave** to join her coven's feasting. The party can choose to help Eola clear out undead from Reachcliff Cave (the ironic part: clearing out Draugr so a cannibal banquet can be held there) <sup>60</sup>. Afterward, Eola asks the party to bring Brother Verulus to the cave as the main course. Here is the pivotal choice: **side with Namira's cult** and lead Verulus to slaughter (and partake of the feast), or **betray the cult** at the last minute and save Verulus (attacking Eola and her fellow cannibals).

- **Outcome – Artifact:** If the party goes through with the ritual and *consumes* flesh in Namira's presence, Namira herself speaks and rewards them with the **Ring of Namira** <sup>61</sup>. The Ring grants increased power through cannibalism (in Skyrim: +50 stamina and health regeneration boost after feeding on a corpse) <sup>62</sup>. In Fate, the Ring of Namira Extra might allow a character to devour the flesh of a recently dead enemy to gain a boost or recover (e.g., once per session when you defeat an NPC, you may describe a gruesome feeding to clear all mental stress or get a +2 to your next physical action due to the invigorating meal). It's a disturbing item that definitely marks the character as sinister. If instead the party slays Eola and the coven, Verulus lives and the Hall of the Dead is safe – but of course, **no artifact** is received. (Namira's favor is lost; you effectively fail the Daedric quest by doing the *good* thing, which is a valid outcome.)
- **Champion Mechanic:** Embracing Namira's gift makes a character **Champion of Namira**, effectively a high-ranking cannibal priest(ess). They might take the aspect "**Namira's Champion, Eater of the Dead**". It grants narrative permission to do horrific things (maybe even intimidate foes by sheer unsettling presence) and invoke when operating underground or in darkness (Namira is the Lady of Decay and darkness). However, it's ripe for compels: the character might be overcome with hunger at inopportune times, or shunned by normal society if their proclivities are known. On the other hand, Eola survives if they join, and she becomes a follower ally <sup>62</sup> – in Fate she could be an NPC contact or henchman skilled in stealth and dark magic. If the party rejects Namira (kills the cult), then perhaps *Verulus* becomes an ally (he might offer free healing or blessings from Arkay). No champion aspect in that case (aside from a possible "**Enemy of Namira**" aspect if you want a twist: Namira could send some abominations to avenge her fallen followers later). Namira's influence clock jumps to full if the feast happens (her cult in Markarth gains a powerful new member and Arkay's priest is desecrated), or drops if the cult is destroyed (her presence in Markarth is purged, at least temporarily).

*Recommended Act:* II. This quest can be done at any time (no level requirement) <sup>63</sup>, but thematically it's a good mid-game event in Act II or early Act III. By then, players have a sense of their characters' morality – this quest tests it extremely. Markarth's other Daedric quest (Molag Bal) is similarly dark; you might separate them by an Act to avoid overloading Markarth with horror. If you plan to run Namira's quest, it could dovetail with any storyline involving the **Dead**: for instance, if undead are rising (Meridia's quest) or if there's a murder mystery in Markarth, weaving Namira's cult in can make for a dramatic reveal.

## Peryite – The Only Cure

**Quest Summary:** In the wilds of the Reach, near Dushnikh Yal, lies a hidden shrine to **Peryite**, the Taskmaster, Daedric Prince of pestilence. The Khajiit devotee **Kesh the Clean** tends a cauldron here. When the party arrives (either by chance or rumor of "strange fumes" in the area), Kesh explains one can commune with Peryite by creating a special incense <sup>64</sup>. He needs ingredients: a silver ingot, a deathbell flower, vampire dust, and a flawless ruby <sup>65</sup>. Collecting these (possibly trivial if the party has loot, or

requiring small side quests) allows Kesh to burn the incense. Inhaling it, the party speaks with an apparition of Peryite<sup>66</sup>. Peryite complains that his adherents, the **Afflicted**, have strayed from his task; their leader **Orchendor** has taken refuge in Bthardamz (a Dwemer ruin) and is no longer heeding Peryite's orders. Peryite requests the party travel there and kill Orchendor<sup>67</sup>. The party then undertakes a dungeon crawl through Bthardamz, fighting *Afflicted* (diseased monks who vomit poisonous slime) to reach Orchendor – a powerful spellsword who can teleport. Defeating Orchendor and returning to the shrine, Peryite rewards the champion with **Spellbreaker**, his Daedric shield.

- **Outcome – Artifact: Spellbreaker** is a heavy shield that projects a ward, historically one of the finest artifacts for defense. In Fate, Spellbreaker could be an Extra that provides +2 to defense rolls against magical attacks (or even complete negation of a spell once per session). It might also allow its bearer to protect nearby allies from area magic (perhaps by spending a fate point to extend its ward in a scene). Essentially, it should make its owner feel very safe from sorcery. This is hugely helpful in a campaign if facing dragons (their breath is magical) or powerful wizards/undead. The players might appreciate Spellbreaker when going up against the *World-Eater* or other endgame threats.
- **Champion Mechanic:** The PC who takes up Spellbreaker is **Peryite's champion** by deed (even though Peryite is one of the less glamorous Princes, he honors the pact). Grant an aspect "**Agent of Peryite, the Taskmaster's Shield**". This aspect symbolizes a sort of enforcer role – Peryite deals in plagues and order among the lowly. Invocations might apply when resisting disease or poison (since Peryite's favor could immunize them) or when dealing with hierarchical tasks and "dirty work" that no one else wants. A champion of Peryite might occasionally get premonitions of disease or be called to cull the overly prosperous. For example, the GM could compel this aspect to have the PC feel compelled to, say, covertly poison a cruel noble (doing Peryite's work of spreading a balancing plague). It's subtle, but can add flavor. The Peryite influence clock advances once Orchendor is dead and the diseased order is back in line. Peryite is about maintaining a kind of balance (in his weird, pestilential way), so a full clock might coincide with an outbreak of disease in Skyrim that the PCs then have to address (maybe in Act IV, a plague sweeps a hold – not necessarily maliciously, but as "the natural order" per Peryite).

*Recommended Act:* II or III. Peryite's quest requires **level 10-12** to start (either by encounter or approach)<sup>68</sup>. The dungeon itself is large; consider trimming it in Fate to key encounters. Act II is suitable if the players are roaming the Reach after Markarth, especially if they need a good shield before Act III's tougher fights. If no one in the party is a shield-user, you might delay this quest or only include it if they explicitly seek it out (perhaps an NPC mentions an artifact that can block dragon fire, enticing them in Act III when dragons are more present).

## Sanguine – A Night to Remember

**Quest Summary:** After the PCs reach a certain renown (or you decide it's time for comic relief), one evening at a tavern (any major city's inn), they encounter a jovial Breton named **Sam Guevenne**. He challenges one PC to a **drinking contest**. If the PC accepts and fails a series of increasingly difficult Constitution (Physique) rolls or similar challenges, they black out after the third drink. The entire party then awakens from a drunken stupor in the **Temple of Dibella in Markarth**, surrounded by wreckage and furious priestesses<sup>69</sup>! They have no memory of the night's events. What ensues is a Skyrim-style hangover quest: they retrace their steps across Skyrim, following clues about what they did while drunk. They might find they "borrowed" a goat in Rorikstead, got married (to a hagraven!) in Witchmist Grove, and so on, depending on how wacky

you want to make it. Eventually, the trail leads to the Misty Grove, where the mysterious Sam is waiting. He reveals himself as **Sanguine**, Daedric Prince of Debauchery, who orchestrated the whole adventure for laughs. Impressed by the fun, he rewards the party with **Sanguine's Rose**, a daedric staff <sup>70</sup>.

- **Outcome – Artifact: Sanguine Rose** is a staff that summons a Dremora servant to fight for the wielder briefly <sup>70</sup>. In Fate, the Sanguine Rose Extra could allow the user to summon a demonic minion once per session for a short scene – effectively a powerful ally under GM’s control that will do one task (likely combat support) then vanish. The Dremora could be treated as an NPC with a few skills/aspects (“Wrathful Daedra Warrior”) who fights alongside the party. This can turn the tide in a tough battle, but summoning a Daedra might also have social consequences if witnessed. Mechanically, maybe the first summon in a session is free; further uses require a compel or cost (since Sanguine might not want to lend out his buddies constantly).
- **Champion Mechanic:** Sanguine doesn’t really do “champions” in the serious sense – he’s more of a chaotic neutral party-giver. The party (or at least the one who drank with him) earns the “**Friend of Sanguine**” aspect, indicating the Prince of Revelry likes them. They can invoke it in situations involving partying, carousing, or even trickery (Sanguine enjoys a good prank). The GM might compel it to nudge the characters towards distractions (“There’s a wine festival in town – wouldn’t it be fun to join?”). It’s mostly a lighthearted boon. If the PCs ever find themselves in Sanguine’s realm or dealing with excess, this aspect could be very handy or very dangerous. In terms of influence, completing this quest doesn’t drastically alter Skyrim – it’s a one-night romp. Sanguine’s “influence” clock is probably minimal; he’s content just having had his fun. (If anything, a full Sanguine clock might mean he shows up uninvited to cause chaos at the worst time – like a drunk guest at the *Thalmor-hosted peace council*, if you have such a scene, just as an impish cameo).

*Recommended Act:* II or mid-III, whenever a breather is needed. **Level 14** is the condition for Sam to appear <sup>71</sup>. This quest is perfect to lighten the mood, especially after a heavy arc (say, after dealing with Molag Bal or during a travel montage). It can be inserted flexibly since Sanguine can pop up anywhere. One suggestion: trigger it at the *end of Act II*, after a big victory, as a fun interlude before Act III begins. It’s also a good way to bond the party through humor. Ensure the players are okay with some comedic railroading (losing control of their characters during the blackout events); keep the tone enjoyable rather than punitive.

## **Sheogorath – The Mind of Madness**

**Quest Summary:** In Solitude, the capital, the party may meet an elderly beggar named **Dervenin**, ranting about his missing master who is “on vacation” in a place he can’t reach <sup>72</sup>. He asks the party to help retrieve his master from “the mind of an emperor.” Investigating leads to the closed **Pelagius Wing** of the Blue Palace. Inside, the party is magically drawn into a surreal realm – the mind of the long-dead Emperor Pelagius III, who was mad. In this *pocket madhouse*, the Daedric Prince **Sheogorath** greets them, delighted to have visitors. He is dressed in his vibrant Shivering Isles attire, enjoying his “vacation” inside Pelagius’s mind. Sheogorath promises to leave (and let them out) if they can amuse him by solving a trio of bizarre puzzles representing Pelagius’s insanity: taming nightmarish illusions, adjusting an imbalance between anger and confidence, and so forth. Armed with the **Wabbajack** (temporarily given), the party uses the absurd magic staff to transform creatures and work through the mini-games Sheogorath sets <sup>73</sup>. Upon completing these tasks, Sheogorath declares he’s had his fun and keeps his word – he and Dervenin depart

the mind. The party finds themselves back in the real Pelagius Wing, with the **Wabbajack** left in their hands as a parting gift <sup>73</sup>.

- **Outcome – Artifact:** **Wabbajack** is Sheogorath's signature Daedric artifact, a staff of chaos. It casts unpredictable spells on targets – one moment turning an enemy into a sweet roll or a chicken, the next summoning a shower of cheese, or polymorphing the target into something harmless (or dangerous!) <sup>74</sup>. In Fate, modeling randomness can be tricky, but the Wabbajack Extra can be loads of fun: perhaps whenever used, the player must roll on a random effects table (which the GM can concoct with outcomes like “target is transformed into a harmless animal,” “target is healed,” “target becomes hostile to everyone,” “a dremora appears,” etc.). To avoid pure chaos ruining plans, you could simplify: Wabbajack can be invoked to automatically create an advantage with a random quirk on an opponent (some kind of status effect or transformation determined by GM). The key is unpredictability. Encourage the player to use it when they *want* something bonkers to happen. Since Fate is narrative, you might even let the user declare a type of effect (“I want to scare this bandit away”) and say the Wabbajack does it in an unexpected way (turns the bandit's weapon into a snake, causing him to flee). The artifact should remain whimsical, not a straightforward weapon.
- **Champion Mechanic:** The player who carried out Sheogorath's tasks might get the facetious title of “**Madalena**” (or *Mane* or something silly) by Sheogorath, but in truth Sheogorath's “champions” are just playthings. There's no serious commitment. Give an aspect “**Touched by Sheogorath**” to reflect their brief brush with Madness. It can be invoked for creative insanity – perhaps they're immune to some sanity-blasting horror because their mind has seen worse, or they can think outside the box in ludicrous ways. It might also be compelled to have odd things happen around them or to push them into ridiculous antics. Sheogorath is a benign(?), or at least not malicious, presence here – he likely won't show up again unless for a cameo. His influence clock is separate from mortal concerns; completing this quest doesn't change the Civil War or dragons. It just adds a dash of chaos to the story. If somehow Sheogorath's clock were relevant, a full clock could mean he decides to make Skyrim his vacation home permanently – which could spawn all manner of nonsense in the epilogue (cheese storms, everyone speaking in riddles for a day, etc.), but that's beyond scope unless you *want* an extended Sheogorath event.

*Recommended Act:* II or III. There's **no level requirement**, and the quest combat is not real combat (more puzzle-y). It fits well as a palette cleanser or when the party visits Solitude (likely Act III when dealing with imperial politics or the Bards College). It's comedic and fantastical, much like Sanguine's quest. Do not place it too close to Sanguine's in timing; spread out the comedic Daedric interludes. If you anticipate an intense Act III finale, doing Sheogorath in late Act II can be great. Alternatively, if Act IV involves negotiations in Solitude (e.g., Season Unending peace talks), a quick detour into madness beforehand could be fun foreshadowing of the bizarre things to come.

### Vaermina – *Waking Nightmare*

**Quest Summary:** In Dawnstar, the entire town is suffering from gruesome nightmares that prevent restful sleep. The party finds the vigilant priest **Erandur** at the Windpeak Inn, who knows the cause: **Vaermina**, Daedric Prince of Dreams and Nightmares, has unleashed the **Skull of Corruption** on the town <sup>75</sup>. Years ago, the Orcs of Vaermina's cult left the Skull in **Nightcaller Temple** (an old tower on a hill overlooking Dawnstar) and fled. Erandur (once a Vaermina cultist named Casimir) proposes a plan to end the torment: infiltrate the temple, reach the inner sanctum, and destroy the Skull of Corruption <sup>76</sup>. The party follows

him through the temple, experiencing ghostly visions of the past and battling Vaermina's twisted shades. They retrieve a special potion (Vaermina's Torpor) that allows Erandur (or possibly a PC) to enter a dream state to bypass a magical barrier. In the final chamber, as Erandur begins a ritual to dispel the Skull, two specters – Vaermina's Orsimer devotees – attack, and Vaermina's voice whispers to the party, urging them to **kill Erandur** before he destroys the Skull <sup>77</sup>. Here is the choice: trust Erandur and let him finish the ritual (thus **destroying the Skull**), or betray and kill him, taking the still-intact **Skull of Corruption** for themselves <sup>78</sup>.

- **Outcome – Artifact:** The **Skull of Corruption** is a staff that collects nightmares from sleeping people and releases them as powerful psychic attacks. In Fate, if obtained, it could allow the wielder to inflict mental stress on targets in bizarre ways (perhaps a stunt to make a Provoke attack vs Will once per scene, representing nightmare assault). It might also have a charge mechanic: it could require the user to "harvest" dreams (maybe spending time near sleeping NPCs or performing a minor overcome to collect essence) before unleashing its full power. If the party sides with Erandur and lets him banish/destroy the Skull, they forfeit the artifact entirely (and Vaermina's presence is removed). In compensation, Erandur survives and will **join as a follower** (ally) <sup>78</sup>; he's a potent priest who could aid them in future battles with his healing and magic.
- **Champion Mechanic:** If the players take the Skull (killing Erandur), one of them becomes the unwitting champion of Vaermina because they succumbed to her manipulation. They could bear the aspect "**Vaermina's Dreamstealer**". This could give them terrifying dream powers (invokes for anything involving fear or hallucinations), but also invite compels of terrible nightmares and trust issues (after all, they killed a genuinely helpful friend under the influence of an evil whisper). If they destroy the Skull, they essentially reject Vaermina – none of the PCs become her champion. Instead, Erandur might remain as an NPC companion, effectively making *him* the champion of Mara (his new deity) in this narrative. The players might get a group aspect like "**Blessed by Mara – Waking Nightmare Ended**" as a one-time reward (could invoke to resist fear or telepathic influence, since they overcame Vaermina). Vaermina's influence clock would plummet to zero as soon as the Skull is gone – her foothold is eliminated. If they took the Skull, her influence jumps (now her artifact is back in circulation, doing nasty things). Possibly, a filled clock here could mean Vaermina starts affecting one PC's dreams regularly or even manifesting more nightmares in the world.

*Recommended Act: I or II.* This quest has **no level requirement**, and Dawnstar's plight is a good early-game hook that doesn't require the PC to be mighty, just brave. Running it in Act I can give a low-level party a Daedric encounter that isn't impossible combat-wise (with Erandur's help). However, Act II might be better dramatically: the players have more investment in the world and meeting a genuinely kind NPC like Erandur is more impactful. Also, by Act II they might have encountered other Daedric artifacts, making the choice to destroy or keep the Skull more meaningful ("we can't carry *all* these cursed items, can we?"). If the Civil War plot has them dealing with Stormcloak/Imperial tensions in Dawnstar, this quest can happen in parallel to resolve the town's nightmares (winning favor with the Jarl of Dawnstar potentially).

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These Daedric quests can be woven into the campaign as rich side stories. Each offers unique rewards and role-playing opportunities, often testing the party's morals. When running them, consider the *context of your main story*: for instance, if the party is aligned with certain factions, how do those factions view these actions? (The **Companions** might quietly condone curing Vaermina's nightmare but frown on Namira's cannibal feast; the **Thieves Guild** might want the Skeleton Key from Nocturnal's quest (not covered above

but integrated in the Thieves Guild plot), etc.) Use the **Quest Hooks** and faction notes (below) to introduce these organically.

*Integration with Acts:* Daedric quests do not all need to be completed. Depending on player interest, they might pursue only some. The campaign Act structure can accommodate them as follows: Act I (intro) could include 1–2 easier quests (Vaermina in Dawnstar, Clavicus in Falkreath, perhaps); Act II (rising challenges) features moderate ones (Meridia's, Molag Bal's, Namira's, Hircine's); Act III (climax prep) includes the more dangerous or far-flung ones (Mehrunes Dagon, Boethiah, Mephala); Act IV (falling action or aftermath) perhaps the consequences of earlier Daedric dealings catch up or final unfinished ones (maybe Hermaeus Mora if main quest took them to Blackreach in Act III); Act V (finale) might not have Daedric side quests, but if many Daedric clocks are filled, you could have a grand convergence (e.g., several Princes show up to either help or hinder the final battle with Alduin or the final resolution of the Civil War, based on how the PCs dealt with them – purely optional epic flair).

Finally, completing Daedric quests can subtly influence the Civil War campaign's narrative. For example, if the PC wields Dawnbreaker, maybe they become legendary as the "Dragonslayer blessed by Meridia," influencing troop morale. Or if they made a pact with Boethiah, perhaps a well-timed assassination in the Civil War plot might go easier. The module leaves these links to the GM's creativity, but encourages tying aspects and NPC reactions accordingly.

## Playable Race Extras: Man and Mer Heritage

In Skyrim Fate Core, a player's chosen **race** (Man, Mer, or Beastfolk) isn't just cosmetic – it grants a unique **Extra** representing innate abilities and cultural training. Each Race Extra provides an initial set of benefits at character creation (Act I) and then **unlocks additional features at the end of each Act** (Acts II through V). This models how the Dragonborn (or any hero) might tap deeper into their heritage as the story progresses. For example, a Breton character might discover latent magical resistance when faced with powerful spells in Act II, or a Nord might invoke ancient battle fury in Act V like the heroes of Sovngarde.

**Using Race Extras:** Each PC should take the Extra for their race during Session 0 (character creation). The GM can use the `assign_race_and_stone.py` script to ensure this. These Extras often include one or two **aspects** (describing innate traits), a signature **stunt or ability** usable once per session, and additional stunts/perks unlocked later. The Extras are balanced so that each race has a mix of a passive edge and an active ability, roughly equivalent in power (no race is strictly better, but they shine in different situations). GMs are free to adjust the exact numerical bonuses to fit their Fate settings, but the default provided here is a solid starting point.

Below is a summary of each **Race Extra**, with their Act-based upgrades:

- **Argonian (Lizardfolk)** – Natives of Black Marsh known for their amphibious traits and resilience.
  - *Act I (Base): Waterbreathing:* Argonians can breathe underwater indefinitely, allowing them to traverse lakes and rivers freely <sup>79</sup>. They also have **Resistant to Disease** (natural 50% disease resistance <sup>79</sup>; in Fate terms, +2 to overcome or defend against sickness, poison, or similar ill effects). Their racial power **Histskin** can be used *once per session*: the Argonian rapidly regenerates health, allowing them to clear all physical stress or downgrade a physical consequence (the Hist's gift of healing) <sup>79</sup>.

- *Act II Upgrade: Amphibious Agility* – Spending so much time in water grants Argonians superb swimming and climbing ability. They gain +2 on Athletics checks when swimming, and +2 to overcome to climb wet or slick surfaces. They can also hold their breath twice as long as normal if ever needed (though breathing water usually obviates this, there might be situations of toxic water or gas).
- *Act III Upgrade: Reptilian Regeneration* – The Argonian's body mends itself even outside of Histskin bursts. Once per scenario, between scenes, the Argonian can treat one moderate physical consequence as if it were one level lower for recovery purposes (their natural healing accelerates during downtime). This effectively means they recover faster from injuries than other races would.
- *Act IV Upgrade: Shadowscale Training* – Some Argonians are born under the sign of the Shadow and trained as covert assassins called Shadowscales. By Act IV, the Argonian PC may have tapped into this deadly heritage. They gain a stunt: once per session, when in darkness or shadow, they may reroll a failed Stealth roll (or gain +2 after the fact, at GM's discretion) due to their uncanny ability to blend in. Even if your Argonian wasn't literally a Shadowscale, this represents elite stealth technique from their culture.
- *Act V Upgrade: Hist Communion* – Near the campaign's climax, the Argonian can perform a ritual communion with the Hist (perhaps via a rare sap or a personal meditation). This ability (once per scenario or major milestone) lets the Argonian seek guidance or memories from the Hist network. The GM might allow one question to be answered (like a limited precognition or knowledge from Argonian ancestors) or allow the Argonian to clear a mental consequence as the Hist bolsters their resolve. This is a narrative powerful tool that can help in endgame decision-making or spiritual trials.
- **Khajiit (Cathay-raht)** – Feline people of Elsweyr, renowned for stealth, agility, and night vision.
- *Act I (Base): Claws*: Khajiit have natural claws that make them formidable unarmed. They get +2 to Fight rolls when using unarmed strikes, and their unarmed attacks count as a weapon:1 (sharp claws) <sup>80</sup>. **Night Eye (Passive)**: They can see in low-light or darkness as if it were day for short periods <sup>81</sup>. In Fate terms, a Khajiit will not suffer darkness-related perception penalties and can even make an overcome roll to notice things in complete darkness that others couldn't. Their racial power **Night Eye** can be narratively always on (since it's not combat-powerful), or you can limit it to "once per session, for a scene, you have perfect vision in darkness" to mimic the 60-second power <sup>81</sup>, though most GMs will just treat it as an inherent advantage.
- *Act II Upgrade: Feline Agility* – Khajiit are lithe and quick. Once per exchange (in conflict) they can move between zones without taking the normal -1 penalty for a second movement action (essentially they have an extra free movement due to quadrupedal bursts or acrobatics). Outside of conflict, they get +2 to Athletics to run, jump, or otherwise maneuver with speed. This upgrade makes them excellent scouts and messengers.
- *Act III Upgrade: Moons' Blessing* – The twin moons, Masser and Secunda, which guide Khajiiti life cycles, lend a subtle luck. The Khajiit can invoke an aspect related to fate or luck (or their personal aspect) **for free once per session**, as if the moons themselves aligned for them. This represents that uncanny Khajiit luck and timing (perhaps from Moon Sugar spiritual attunement). Alternatively, you can implement it as: once per session, when an ally or the Khajiit fails a roll, a *lucky coincidence* occurs turning it into a tie instead (not full success, but avoiding failure). This is deliberately a bit unpredictable or up to GM, keeping things interesting.
- *Act IV Upgrade: Improved Claws* – By Act IV, the Khajiit's claw attacks have become truly fearsome. Their unarmed strikes now count as weapon:2 or get an additional +1 shift on a successful hit.

Narratively, they might have learned specific martial arts (Goutfang fighting style) or simply honed their natural weapons. Even heavily armored foes learn to fear a Khajiit's swipe.

- **Act V Upgrade: Nine Lives** – Khajiit are said to have nine lives. Once per campaign (or once in Act V, the final arc), if the Khajiit character would be taken out (dead or incapacitated) by an attack, they instead miraculously survive with a severe consequence (or be left for dead but actually wake up later). Essentially, they cheat death or disaster one time. This ability is great for dramatic final battles, ensuring the beloved Khajiit PC can bounce back for one last action. (It's the kind of thing you warn the GM about: "I'm using my Nine Lives now," and it turns a fatal blow into just a grievous wound.)
- **Redguard** – The proud human warriors from Hammerfell, famed for stamina and resistance to poison.
  - **Act I (Base): Poison Resistance:** Redguards naturally resist toxins – +2 to resist or overcome poisons or venom effects (their hardy constitution gives them 50% poison resist in TES terms <sup>82</sup> ).  
**Adrenaline Rush:** Once per session, a Redguard can tap into adrenaline to dramatically boost their physical prowess <sup>82</sup> . In game terms, for one scene (or one conflict), they gain +2 on all Athletics and Fight rolls, and +2 Physique for overcoming exhaustion, as their stamina regenerates tenfold. They might describe it as entering a battle trance with roaring blood.
  - **Act II Upgrade: Desert Survivalist** – Years of cultural knowledge aid the Redguard. They gain +2 to Survival or overcome rolls for enduring harsh environments (extreme heat, long marches without water – even though Skyrim is cold, this can apply to general hardiness). Additionally, they can go twice as long without fatigue or rest compared to others, making them excellent for forced marches or marathon tasks (maybe important if racing against time).
  - **Act III Upgrade: Pankratosword Expertise** – The Redguards have a legendary sword-fighting tradition (the "Pankratosword" martial philosophy) <sup>83</sup> . The Redguard PC hones their melee skill; they gain a stunt: when fighting with a one-handed sword, they deal +2 shifts of damage on a successful hit (or simply +2 to Fight rolls with swords, GM's call). Alternatively, once per session, they can automatically succeed at a disarm or parry because of this expertise. This makes them truly deadly with their signature curved swords.
  - **Act IV Upgrade: Stalwart Heart** – Redguards have unshakable spirit. They gain +2 to Will defense against fear or mind control. If under a charm or compulsion, they get an extra attempt to break free (one per scenario). This reflects their cultural emphasis on personal freedom and resisting domination (as Hammerfell resisted the Aldmeri Dominion).
  - **Act V Upgrade: Batukeke (Warrior's Redemption)** – In the final act, a Redguard can perform a form of their ancestral sword-dance or spiritual ritual to center themselves. Once in Act V, the Redguard may clear all stress boxes (physical and mental) as a free action – essentially a second wind through sheer warrior grit and prayer to HoonDing (the Yokudan warrior spirit). This might be described as the character twirling their sword in a dazzling kata, shouting a war cry in Yoku, and re-entering battle renewed.
- **Nord** – The hardy humans of Skyrim, experts in war and born with battle-cries on their lips.
  - **Act I (Base): Frost Resistance:** Nords shrug off cold – 50% resistance in TES terms <sup>84</sup> , so +2 to defend against cold-based attacks or ignore minor cold weather penalties entirely. **Battle Cry:** Once per session, a Nord can unleash a terrifying battle cry that sends enemies fleeing <sup>84</sup> . In Fate, this could be a Provoke attack against all enemies in the same zone to inflict the aspect "**Panic!**" or force

minions to route. Alternatively, treat it as an area-of-effect mental attack that can even make a dragon pause. Enemies who fail might lose an action or take a consequence reflecting fear.

- **Act II Upgrade: Atmoran Constitution** – The blood of ancient Atmorans flows strong. The Nord gains +1 to Physique (permanently, even breaking skill cap by 1 if using skill pyramids) to represent their robust build. This also gives them an extra physical stress box if it pushes Physique to a new odd rank. Even outside mechanics, the Nord can drink opponents under the table, resist sickness (not as well as Argonians maybe, but hardy constitution).
  - **Act III Upgrade: Skald's Inspiration** – Nords have a rich bardic tradition. The Nord character might develop a knack for rallying allies with war chants or boasts. Once per session, the Nord can attempt to clear an ally's mental consequence or give allies a boost ("Inspired by Song") through a rousing verbal performance (no instrument needed, maybe quoting Sovngarde verses). Mechanically, it could be allowing one free invoke on an aspect like "*Inspired*" for all allies in a scene, or granting +2 to their next rolls by spending a fate point. Essentially, they become a battle bard in a small way.
  - **Act IV Upgrade: Stormcrown** – A nod to the ancient Nord heroes who could shout storms, etc. If your campaign has *Dragon Shouts*, by Act IV the Dragonborn might already have that. For a non-Dragonborn Nord, though, this could manifest as a lesser power: once per session they can call upon the northern skies to aid them. Perhaps they can automatically create an advantage like "**Furious Blizzard**" or "**Thunderstrike**" in a scene, changing the weather dramatically (snow, fog, thunder) to their favor. This could hamper enemies (blinding snow) or add drama. It's like the world itself respects their presence as a true son/daughter of Skyrim.
  - **Act V Upgrade: Sovngarde Awaits** – The Nord's indomitable will to die honorably kicks in. In the final act, when facing overwhelming odds, the Nord does not falter. Once per scenario (likely the finale), if the Nord would take consequences that'd force them out of the fight, they can immediately take an extra action before those consequences apply (the classic last stand move). E.g., a giant dragon bites down, mortally wounding the Nord, but the Nord channels a last attack or rally. After that action, consequences apply normally (which may incapacitate them). If this seems too strong, you can alternatively say Act V upgrade grants them an extreme consequence slot (beyond severe) that can absorb one final blow, keeping them standing when they should be down – because they refuse to fall until the fight is done.
- **Breton** – The mixed elf-blood humans of High Rock, inherently gifted in magic and resistant to it.
- **Act I (Base): Magic Resistance**: Bretons have a 25% innate resistance to magical effects <sup>85</sup>. In Fate, give them +2 to defend against any direct magical spell or effect. This stacks with other skills; it's basically an aspect "Spell Resistance" that's always on. **Dragonskin**: Once per session, a Breton can invoke their Dragonskin power, which for a short burst grants them absorption of magicka <sup>85</sup>. In Fate terms, for one scene, any time they're hit by a magical attack, they take no stress *and instead gain a free invocation* related to that absorbed energy. (For example, a fireball hits them – they nullify it and now have one free invoke on "Charged with Fire Magicka" which they could use on a spell of their own or a flaming counterattack.) Essentially, it turns enemy magic into a resource for them. This is potent, so limit the scene length or number of uses (e.g. it works on the first 1 or 2 spells that hit, then fades).
  - **Act II Upgrade: Prodigy** – Bretons are often skilled in mystic arts. The Breton chooses one magic-related skill (Lore for general spellcasting, or a specific grimoire, etc.) and gains +1 to that skill even beyond the cap (or a +2 if very narrow specialization, GM's call). This reflects their inborn knack for magic. If the campaign doesn't have a detailed magic system, you could instead give a free stunt like "Once per session, cast a minor spell without cost." Tailor to your system.

- *Act III Upgrade: Spellmantle* – The Breton's magic resistance improves. Now when they successfully defend against a spell, they automatically reflect a bit of it back or create a magical boost. Mechanically, any time they succeed with style on a defense against magic, they can create an aspect on the caster like “**Spell Backlash**” with a free invoke. (If not using granular rolls, you could say once per session, they outright reflect a spell back at the attacker completely – but that might overlap with Dragonskin, so perhaps not.)
- *Act IV Upgrade: Sidestep Fate* – Drawing on their fey ancestry (some say Bretons have a bit of Sidhe in them), the Breton can sometimes avoid harm by uncanny luck. Once per session, allow the Breton to force a reroll of an attack or event targeting them (after seeing the result). Perhaps an enemy's killing blow just *happens* to miss or a trap misfires. In narrative, it might be a friendly ghost of a Breton ancestor guiding them. Basically, a limited “destiny alteration.”
- *Act V Upgrade: High Rock Bloodline* – By the final act, the Breton's lineage manifests strongly. Grant them a powerful magical stunt such as casting a *Master-level spell* once (something campaign-shaking like mass paralysis or teleportation), or perhaps immunity to a specific element entirely. This should be something dramatic since it's the culmination. For example, “You are immune to dragon fire” or “You can open a portal for your party to escape a deadly situation (one-time use).” This upgrade is intentionally open-ended – the player and GM can craft something tied to the character's personal journey (maybe the Breton PC studied conjuration, so in Act V they summon a powerful Daedra ally to fight by their side as a last resort, etc.).
- **Imperial** – Natives of Cyrodiil, cosmopolitan and diplomatic by nature, with a knack for leadership and finding wealth.
- *Act I (Base): Imperial Luck*: Imperials tend to find more coin and valuables than others <sup>86</sup>. In Fate, this could be a passive aspect “*Lucky Coin*” that the player can invoke once per session for free when dealing with resources or loot. Alternatively, at the end of each session, if loot or rewards were given out, the Imperial gets a little extra (GM might hand them an extra Fate point or an aspect “Well-funded” going into next session). It's a subtle meta-ability to represent their fiscal acumen or just plain luck. **Voice of the Emperor**: Once per session, an Imperial can attempt a **calm emotion shout** that pacifies those around them <sup>86</sup>. Mechanically, it's a stunt allowing them to roll Rapport (or Provoke) in a broad area attack to place an aspect “**Soothed and Agreeable**” on NPCs or to stop a fight outright if the opponents aren't completely bloodlusted. It only lasts a short time (just enough to de-escalate a situation). Great for avoiding unnecessary bloodshed or breaking up a bar brawl the party is in.
- *Act II Upgrade: Diplomat* – The Imperial's upbringing in the cosmopolitan Empire grants +2 to Contacts or Rapport when dealing with organizations, bureaucracy, or formal negotiations. They know how to navigate red tape and make allies in high places. If your game has a faction system, the Imperial might climb faster through ranks or gain favors easier.
- *Act III Upgrade: Legionary Training* – Many Imperials serve in the Imperial Legion. The character gains a martial stunt akin to a trained soldier: e.g. “Shield Wall: +2 to defend with shields or cover” or “Testudo Formation: when fighting alongside allies, +1 to defense for each ally in the zone (max +3).” Alternatively, if the character is more of a commander, perhaps “Once per session, grant all allies +1 to their next attack by calling a battle maneuver.” Tailor this to the character's role (foot-soldier or officer).
- *Act IV Upgrade: Heart of Cyrodiil* – The Imperial's presence inspires unity. They can, once per session, remove an aspect representing division or infighting among allies automatically (for example, if two faction NPCs are arguing, the Imperial's authoritative mediation ends the dispute). In mechanical

terms, if there's an aspect like "Distrust between Stormcloak and Imperial allies" on the scene, the Imperial can eliminate it (or at least nullify its negative impacts for a scene) through a stirring speech of unity under the Dragonborn's banner, etc. Essentially, by Act IV, the Imperial becomes the glue holding disparate allies together, which is crucial in something like the Civil War where they may need to broker peace or alliance.

- **Act V Upgrade: White-Gold Concordance** – Named after the famed White-Gold Tower of Cyrodiil, symbol of Empire. At the story's climax, the Imperial can call upon the weight of the Empire's legacy. Perhaps they carry an Amulet of Kings shard or just the sheer authority of Tiber Septim's line echoes through them. Once in Act V, the Imperial can attempt something extraordinary in the social/military sphere: rally an entire army with a speech, command a ceasefire by invoking Imperial law, or even call in reinforcements from an Imperial cohort that arrives just in time (GM and player should agree on one dramatic use that fits the narrative). This upgrade basically allows the Imperial to significantly influence the final battle or negotiations with their birthright as a citizen of the (possibly last) Empire.
- **Orsimer (Orc)** – The hardy, honor-bound orcish people, renowned blacksmiths and berserkers.
- **Act I (Base): Blood-Kin**: All Orc PCs are automatically considered Blood-Kin to the Orc strongholds <sup>87</sup> (they can enter any stronghold and get at least a neutral reception; other races need to earn this). This is an aspect that can be invoked or compelled in dealings with Orcs (invoked for hospitality or minor aid, compelled if orc customs bring obligations). **Berserker Rage**: Once per session, an Orc can fly into a fearsome rage for a scene <sup>87</sup>. While raging, they *deal double physical stress and take half physical stress* from attacks. In Fate terms, you could simulate "double damage/half damage" by saying they get +2 to Fight attacks and +2 Armor against physical hits for the scene. They might also be harder to intimidate in that state. When the rage ends, they suffer a mild consequence like "Exhausted" or can't act for a round – up to GM, but generally, it's a powerful ability that should have some drawback or limited time (say, lasts 3 exchanges).
- **Act II Upgrade: Orcish Smithing** – The Orc gains a Crafts stunt: +2 to create or repair weapons and armor (especially using orichalcum or advanced techniques). If the campaign has item-crafting, the Orc can now make Orcish equipment or improve existing gear a step further than others. Even if not crafting mid-game, they could jury-rig armor in the field effectively.
- **Act III Upgrade: Intimidating Presence** – Orcs command respect (or fear). The Orc can use Physique instead of Intimidation (Provoke) to cow someone with sheer size and glare. If already using Provoke, they get +2 when invoking their Orcish nature. This can affect multiple opponents if the fiction justifies (like a squad of bandits might back off when one Orc shouts at them with tusks bared).
- **Act IV Upgrade: Unbreakable** – Through countless battles, the Orc's body is like iron. Once per session, they can reduce a severe physical consequence to moderate (or moderate to mild) immediately as an action – literally shaking off wounds that would fell others. Alternatively, you can frame it as them getting an extra mild physical consequence slot (stacking with any other ability that gave one).
- **Act V Upgrade: Warchief's Command** – The Orc taps into the legendary leadership of figures like Malacath's heroes. In the final act, if the Orc issues a direct order or rallying cry to allied fighters (could be PCs or NPCs), those allies gain +2 to their next action or a free invoke on an aspect like "Emboldened by the Warchief." Essentially, at the climax, the Orc can act as a battlefield leader, ensuring their side fights ferociously. If the final battle has allied NPC armies (like an orc stronghold joins in against the Thalmor or something), this can sway that conflict narratively.

- **Bosmer (Wood Elf)** – The wood elves of Valenwood, dexterous archers with a primal pact (the Green Pact) and affinity for animals.
- *Act I (Base): Disease and Poison Resistance*: Bosmer have 50% resistance to both disease and poison <sup>88</sup> (a bit like a combination of Argonian and Redguard traits). In Fate, a flat +2 to resist any disease or poison effect covers both. **Command Animal**: Once per session, a Bosmer can befriend or command a natural animal for a short period <sup>88</sup>. They might calm a hostile beast or call a wild creature to aid them. Mechanically, they can automatically create an aspect like “**Beast Friend**” on a nearby animal NPC, allowing them to compel or invoke it to do something for them (within reason). For instance, if confronted by wolves, they can use Command Animal to turn one wolf into a temporary ally that fights the others or runs off to distract them. The Green Pact says Bosmer won’t harm plants – which might rarely come up, but a Bosmer might refuse to use plant-based poison or cut a living tree (a compel on their Bosmer aspect in some situations).
- *Act II Upgrade: Archer’s Eye* – Bosmer are possibly the finest archers. Gain +2 to Shoot (or whatever ranged combat skill) when using bows. This is straightforward and makes them lethal at range.
- *Act III Upgrade: Wild Senses* – Living in forests heightens senses. The Bosmer gains +2 to Notice checks in wilderness environments and cannot be easily ambushed in the wild. They also ignore penalties for low visibility in forests/jungles (keen hearing and sight).
- *Act IV Upgrade: Green Pact Devourer* – In lore, Bosmer strictly do not harm plants and as a result, they are carnivores, often devouring fallen enemies (they have a form of sanctioned cannibalism to not waste meat). This upgrade can mirror Namira’s ring effect in a mild way: if the Bosmer defeats an animal or humanoid enemy, they can “**devour**” or otherwise utilize the kill to recover. Mechanically, once per session after a kill, allow the Bosmer to clear a mild physical consequence or recover 2 physical stress as they... uh... partake. This is grisly, but for a Bosmer who follows the Pact’s extreme version, it’s normal. This can be omitted if not desired at your table; or replaced with something like “Bonus to survival when living off the land” (but that’s less dramatic).
- *Act V Upgrade: Wild Hunt* – In Bosmer mythology, the Wild Hunt is a terrifying shape-shifting mass of Bosmer transforming into a horde of beasts to destroy a target. We won’t go that far for one PC, but as a one-time Act V ability, perhaps the Bosmer can tap a fraction of that primal chaos. For one scene, the Bosmer PC might partially transform or call upon the forest in a drastic way. Maybe they grow claws and fangs (gaining a temporary +4 to melee for a scene but losing self-control) or summon a host of forest spirits/animals to swarm the enemy (narratively achieving something big, like driving off a superior force or killing a foe outright at great personal cost). This is a capstone meant to be a trump card reflecting ancient, dangerous magic of the Bosmer. Use with GM guidance – it could even be an automatic success on an otherwise impossible task, explained by this near-mythical phenomenon.
- **Altmer (High Elf)** – The tall High Elves of Summerset Isle, greatest mages by birth, with proud lineage and lots of magicka.
- *Act I (Base): Highborn Magicka*: Altmer start with a larger magicka pool than others – in Fate, this could translate to an extra personal “mana stress track” or simply an aspect “**Wellspring of Magicka (+50)**” that they can invoke to power spells or resist magical fatigue <sup>89</sup>. If using a spellcasting system that limits spells per day, give the Altmer +1 spell slot or equivalent. **Highborn Power**: Once per session, an Altmer can vastly accelerate their magicka regeneration for a short time <sup>89</sup>. In practice, this could mean *immediate cooldowns*: e.g., if normally a spell or ability can only be used once per scene, they can use it again; or if they have a mana stress track, they instantly clear all

mana stress boxes as a free action (basically a rapid recharge) within one scene. This lets them unleash a flurry of spells when needed.

- **Act II Upgrade: Ancient Knowledge** – Altmer have long lifespans and deep educations. The Altmer PC gains +2 to Lore (or any knowledge skill) for recalling arcane or historical info, due to likely having studied or heard it over their many years. Even a young Altmer was probably schooled extensively compared to humans.
- **Act III Upgrade: Aura of Superiority** – High Elves often carry themselves with confidence (or arrogance) that can impress or unnerve others. The Altmer can project authority; they gain +2 to Create Advantage with Rapport or Provoke when leveraging their noble bearing (e.g., to make an NPC hesitate or to instill the aspect “Overawed by Elven Majesty” on a group). This can backfire with certain folk (like Nords who resent the Thalmor), but in many cases an Altmer can get their way just by seeming like they’re better. (Compel idea: this arrogance can also cause trouble – GM might compel their Altmer aspect to have them underestimating “lesser” foes or rubbing people wrong.)
- **Act IV Upgrade: Magical Affinity** – Their connection to magic deepens. Pick one school of magic (Destruction, Illusion, etc. or a specific type of effect); the Altmer now casts spells of that type at +2 effect or difficulty downshift (e.g., illusions might be harder to resist by 2). If not using explicit schools, maybe allow them a second use of Highborn power per session or an extra mild mental consequence that can only be used for spellcasting strain. The idea is they can do *bigger* magic now without breaking a sweat.
- **Act V Upgrade: Ascendancy** – In the final crescendo, the Altmer’s spellpower is unmatched. Once in Act V, they can cast a spell or ritual with world-altering effect (something normally not allowed). Perhaps they open a portal to Summerset to bring reinforcements, or they envelop the battlefield in a massive illusion, or they straight-up banish a lesser Daedric Prince’s influence temporarily. Another use: if fighting a dragon, the Altmer might perform a raw magicka blast equivalent to a **localized nuke** (with appropriate costs like passing out after). This should be a heroic, one-time supermove fitting a master wizard. If the player is shy about designing that, you can simply say: all their spellcasting difficulties reduce by 2 in the finale, and any once-per-session spell abilities they have can be used freely. But given this is the “cool factor” capstone, encourage something flashy and narrative-shaking.

Each Race Extra is presented as a JSON in `race_extras.json` for easy reference and importing into the campaign tool. GMs should feel free to adjust the frequency of use or exact bonuses to fit their table’s balance, but generally these racial abilities ensure each race feels distinct. **Note:** If a player’s character concept doesn’t fit one of their race’s upgrades (e.g., a pacifist Orc might not want Berserker Rage), the GM and player can substitute a roughly equivalent ability that better fits (perhaps that Orc focuses on Orcish smithing earlier, etc.). The structure (an ability each Act) should remain consistent, though.

## Standing Stones of Skyrim

Skyrim is dotted with **Standing Stones** – ancient guardian stones each associated with a constellation. There are **thirteen Standing Stones** in total 90, categorized under the **Warrior**, **Mage**, or **Thief** signs (plus the special Serpent sign). In TES V, a character can have one Standing Stone’s blessing active at a time, conferring a special ability or bonus. We adapt this into Fate by making each Standing Stone a selectable **Extra** for PCs. Typically, players choose a Stone at character creation (Session 0) to reflect their “birthsign” or initial standing stone encounter, but they could also discover and switch Stones during the campaign if it fits the story (perhaps at Act transitions or with some quest, since in-game one can change by visiting another

stone <sup>3</sup>). The `assign_race_and_stone.py` script ensures each PC has one at start or reminds the GM if not.

**Using Standing Stone Extras:** A Standing Stone Extra usually provides **one passive benefit** (often a small bonus or always-on aspect) and **one active ability** (often usable once per session, reflecting the “once a day” powers in the game <sup>91</sup>). They are balanced such that none is strictly better than others – it depends on the character’s focus. The Stones are grouped by type for thematic consistency:

## Warrior Constellation Stones (Combat-focused blessings)

- **The Warrior Stone – Combat Mastery:** Those under the Warrior sign excel in all martial pursuits <sup>92</sup>.  
**Passive:** +1 to all combat skill rolls (Fight, Shoot, or their equivalent) due to improved learning and discipline <sup>92</sup>. (In Fate, a flat +1 to broad categories is strong; you can instead say “Once per session, you may declare a boost on a combat roll after seeing the result, due to muscle memory” to mimic learning faster.) **Active (1/session): Martial Focus** – You can act with uncanny battle instinct, e.g., make an additional attack in a turn or ignore all penalties for multiple opponents for one exchange. (This represents the Warrior Stone’s 20% faster skill growth <sup>92</sup> in a way that actually affects gameplay by letting the PC shine in a fight when needed.)
- **The Lady Stone – Enduring Vitality:** The Lady confers faster healing and endurance <sup>93</sup>.  
**Passive:** The character gains an aspect “**Lady’s Blessing – Health and Stamina**” which can be invoked to reduce recovery time or fatigue. In practical terms, natural healing from rest restores an extra physical stress box or all mild consequences between sessions (they heal 25% faster) <sup>93</sup>. **Active (1/session): Rapid Regen** – Once per session, instantly recover all physical stress or remove a mild physical consequence as an action (the Lady’s blessing knits wounds or restores energy) <sup>93</sup>. This can turn the tide if the character was on the brink of collapse.
- **The Lord Stone – Armored and Stoic:** The Lord grants physical and magical protection <sup>94</sup>.  
**Passive:** +2 armor against physical damage (representing 50 points of natural armor) and +1 to defend against magical attacks (25% magic resist) <sup>1</sup>. This essentially makes the character tougher to hurt in all respects. (If using stress, you might give an extra physical stress box instead of armor, but armor is simpler.) **Active:** None needed – the Lord Stone’s bonuses are constant (and significant). If an active is desired, perhaps “1/session, ignore a physical hit entirely as if it glanced off” but that might be overkill on top of passive armor. Likely, just the passive benefits suffice for the Lord Stone’s power <sup>1</sup>.
- **The Steed Stone – Unburdened Stride:** The Steed lets one carry weightless armor and move swiftly <sup>95</sup>.  
**Passive:** The character suffers no penalties or aspects from wearing heavy armor or being encumbered <sup>95</sup>. They also gain +1 to any Athletics checks involving mobility (running, chase, etc.) because they feel light on their feet. Additionally, they count as having +50 carry capacity for narrative purposes – effectively inventory concerns are waived for them within reason <sup>95</sup>. **Active (1/session): Burst of Speed** – You can take an extra movement action without penalty or outrun a pursuer automatically in one scene. This replicates the feel of being faster and not slowed by gear.

(Warrior Stones summary: **Warrior** – better at fighting <sup>96</sup>; **Lady** – regen health/stamina faster <sup>93</sup>; **Lord** – bonus armor and magic resist <sup>1</sup>; **Steed** – no armor weight, carry more, move faster <sup>97</sup>.)

## Mage Constellation Stones (Magic-focused blessings)

- **The Mage Stone** – *Arcane Insight*: The Mage stone accelerates magic skill learning <sup>98</sup> <sup>99</sup>. **Passive:** +1 to all Magic skill checks (or a specific +2 if using grouped magic skills, but generally covers all spellcasting) due to the 20% faster improvement of magic skills <sup>99</sup>. (Alternatively, allow the player one additional minor spell without cost or preparation, reflecting their broadened magical repertoire.) **Active: Meditate and Memorize** – Once per session, the Mage-blessed character can reduce the cost or strain of a spell to 0 (essentially cast one spell without expending a spell slot/fate point/etc.). This represents the magical study paying off in the moment. Another option is once per session, recover all spent mana or refresh a stunt that represents a spell.
- **The Apprentice Stone** – *Raw Power, Raw Vulnerability*: The Apprentice grants great magicka regen but a weakness to magic <sup>100</sup>. **Passive: Magicka Surge** – the character's magical energy replenishes extremely quickly, effectively doubling their spell output. In Fate, you could model this as: they gain +2 to overcoming spell cooldowns or get an extra mental stress box for spellcasting purposes (like a bigger "mana pool") <sup>101</sup>. **Drawback:** They gain an aspect "**Spell Magnet – Weak to Magic**" which the GM (or clever enemies) can invoke/compel to make incoming magic hit them harder (they take +2 damage from hostile spells) <sup>101</sup>. This is the 100% faster regen vs 100% weakness tradeoff <sup>101</sup>. **Active:** No separate active; the passive is double-edged enough. The player must play around the weakness while benefiting from the power.
- **The Atronach Stone** – *Spell Eater*: The Atronach Stone bestows 50% spell absorption and a larger magicka pool, at the cost of slower regen <sup>102</sup>. **Passive:** The character has a 50% chance to nullify any incoming spell and absorb its energy <sup>103</sup>. In Fate, instead of chance, maybe once per scene they can completely negate a spell that targets them and use that absorbed magicka to either immediately cast a spell back (of equal or lesser power) or restore a spent fate point/mental stress box. Also, they gain +2 shifts of capacity for magical stamina (similar to Apprentice, maybe an extra stress box or a stunt that gives them 1 free spell cast per scene). **Drawback: Stunted Regeneration** – their natural mana regen or between-fight refresh is halved (maybe they recover 1 fewer mental stress between scenes or need more rest to regain spells) <sup>102</sup>. Also, a known glitch/feature in TES: Atronach can accidentally absorb beneficial spells (like conjurations) 50% of time <sup>104</sup>; you might occasionally compel that if they try to use a beneficial spell on themselves ("Oops, the Atronach stone ate your own healing spell!"). Only do this for flavor occasionally. Overall, Atronach is powerful but with resource management drawbacks.
- **The Ritual Stone** – *Raise the Fallen*: The Ritual stone allows reanimation of the dead once a day. **Passive:** The character has an aura of death about them; perhaps undead are slightly less hostile (GM discretion) or they can learn necromancy spells more easily. Not a mechanical bonus per se, but could be an aspect "**Touched by Arkay's Antithesis**" that can be invoked when dealing with corpses or undead. **Active (1/session): Mass Reanimate** – Once per session, as a full action, the character can reanimate all dead bodies in the zone (or a significant number) to fight on their side for a scene. Essentially, create a bunch of NPC allies (probably as mooks) from fallen foes or available corpses. They last for the scene or until destroyed. This can dramatically turn a large battle. (If no bodies around, maybe it fails – so timing is key, or the GM may allow "Ritual summons a ghostly undead from somewhere" but it's intended for battlefield scavenging.)

(Mage Stones summary: Mage – +20% to magic skills (so small boost) <sup>105</sup> <sup>106</sup>; Apprentice – magicka regen 100% faster but take double magic damage <sup>101</sup>; Atronach – absorb 50% of spells and +50 magicka, but -50% regen <sup>103</sup>; Ritual – raise corpses once/day.)

## Thief Constellation Stones (Stealth/utility-focused blessings)

- **The Thief Stone** – *Shadow's Guile*: The Thief sign helps all stealthy and crafty skills <sup>98</sup>. **Passive:** +1 to all stealth category skills (Sneak, Lockpick, Pickpocket, maybe Speech/Deception) due to the 20% faster learning of those skills <sup>107</sup>. Alternatively, one free invoke per session on a sneaking or thievery-related attempt (representing the edge this stone grants). **Active: Luck of the Thief** – Once per session, convert a failure on a stealth or lockpicking roll into a success at minor cost (i.e., you still succeed but something small goes wrong). This reflects that under the Thief sign, things just tend to go your way in clandestine endeavors.
- **The Lover Stone** – *Lover's Comfort*: The Lover stone grants a broad bonus to skill learning (15% to all skills) <sup>108</sup> and a once-a-day power to paralyze. **Passive:** The character gains an extra **Refresh point** (or fate point) at the start of each session because “all skills improve faster” can be interpreted as general adaptability <sup>109</sup> – effectively, the Lover Stone just makes you a bit better at everything, which in Fate could be a bonus fate point for creativity. (Alternatively, if not giving FP, you could give +1 to any roll once per session, player’s choice, to simulate their all-around slight growth.) **Active (1/session): Lover's Kiss** – The character can **paralyze** one target with a touch or blow, once per session <sup>110</sup>. In narrative, it might be a literal kiss, or just a magical effect. Mechanically, they place an aspect **“Paralyzed”** on a target for one exchange (or render a mook helpless completely). It’s effectively a powerful stun on an enemy, but maybe only works if target is somewhat off-guard (GM can decide it might require a setup like a handshake, or it could be a ranged paralysis dart if you want to be more literal to game description of “ranged paralyzing poison” <sup>111</sup> – but since Lover stone implies a “lover’s kiss”, making it touch-based is thematic).
- **The Shadow Stone** – *Invisibility*: The Shadow grants the ability to become invisible for an extended period, once per day <sup>112</sup> <sup>113</sup>. **Passive:** The character moves very quietly and unseen as a baseline – they gain +2 to Stealth checks when stationary or moving slowly. (Essentially, the shadows cling to them a bit.) **Active (1/session): Shadowcloak** – Become completely invisible for a scene or up to 1 minute <sup>113</sup>. In game terms, for one conflict or infiltration segment, NPCs cannot detect the character without magical means or extraordinary senses. Attacking will likely break the invisibility (maybe after one surprise attack, the cloak fades). This is straightforward and powerful for stealth missions.
- **The Tower Stone** – *Arcane Key*: The Tower allows unlocking of doors up to Expert level, once per day <sup>114</sup>. **Passive:** The character has a preternatural sense for structural weaknesses and hidden doors – they get +2 to Burglary or Lore when trying to find a way past locks, traps, or barriers. It’s like they can *see* the cracks in things. **Active (1/session): Tower Key** – Automatically unlock (or unseal) any one lock or bound door/chest, up to an “Expert”-equivalent lock <sup>114</sup>. In Fate, you can just say it works on any non-magical lock, period. If it’s a magically sealed or uber lock, maybe not, but Tower Stone is meant to be quite potent (only the *thorniest* puzzle might resist). The use could also extend to hacking a complex system or decoding a puzzle instantly, depending on setting – it’s an auto-bypass for one obstacle.

(*Thief Stones summary: Thief* – +20% to stealth skills (small bonus) <sup>105</sup>; *Lover* – +15% all skills (so broad minor buff) and once/day paralyze <sup>111</sup>; *Shadow* – invisibility for 60 sec/day <sup>113</sup>; *Tower* – unlock any expert lock/day <sup>114</sup>.)

- **The Serpent Stone** – *Poison Strike*: The Serpent is not under a guardian; it grants a unique ranged paralyzing poison attack, once per day <sup>115</sup>. **Passive**: The character has a venomous aura – maybe their blood is poisonous to vampires or they have minor resistance to poisons (if they didn't already have one; if Argonian with Serpent, perhaps double resistance?). Could also say they can coat weapons with a mild toxin naturally (just a narrative flair that if they have time, their first hit in a fight could inflict "Poisoned" aspect – but that might overlap with active effect). Serpent's gift is mostly the active. **Active (1/session): Serpent's Fang** – The character can invoke the Serpent's power to *paralyze* an enemy at range with a venomous ethereal arrow <sup>115</sup>. This attack can be modeled as a Shoot action that, on a hit, doesn't do harm but instead inflicts the aspect "**Paralyzed**" for a few moments (one exchange) and also a mild ongoing poison (target takes 2 physical stress per exchange for the next 5 exchanges, as per 5 pts damage over 5 secs) <sup>116</sup>. Essentially, it paralyzes and inflicts a small DOT (damage over time). In narrative, a glowing green snake or arrow strikes the foe. This is a one-shot ranged disable that can turn a duel if used wisely.

**Choosing and Switching Stones:** At Session 0, players can pick a Stone that best fits their character concept or what boon they want. For example, a pure warrior might choose Warrior or Lord; a stealth archer might choose Thief or Shadow; a battlemage could choose Mage or Atronach, etc. If during the campaign a player wants to change (maybe their character physically travels to a different standing stone and attunes), allow it, but perhaps limit switches to Act transitions or significant milestones. The new Stone Extra would replace the old one from that point on. (In-universe, the previous Stone's blessing fades when a new one is taken <sup>3</sup>.)

The **Standing Stones JSON** (`standing_stones.json`) lists each stone with its category, passive effect, active effect, and any drawbacks. GMs should monitor the use of these powers (most are once per session). They are akin to free stunts tied to an in-game object, so they do increase character power slightly, but since every character has one, it balances out. Importantly, they encourage players to lean into certain playstyles (the one with the Shadow stone will try more sneaky plans, etc.), which adds flavor to the campaign.

## Notable Daedric Champions and NPCs

Throughout the Daedric quests, players will meet various characters – allies, adversaries, or just colorful personalities. This section provides a quick reference list of key **Daedric quest NPCs**, especially those who are (or were) Daedric Princes' champions or otherwise significant figures. GMs can use this as a cheat-sheet for roleplaying and for tracking who might show up later as friend or foe. (Full stat blocks aren't given; instead, we note their aspects/skills in narrative terms.)

- **Aranea Ienith** – *Priestess of Azura*: Dunmer woman, last worshiper at Azura's Shrine. Aspect: "**Fervent Azura Devotee**". She becomes a potential follower if Azura's quest is completed in Azura's favor <sup>8</sup>. Aranea is calm, wise, and utterly loyal to Azura. She wields magic (Destruction and healing). If the party sides with Azura, she can accompany them and provide guidance on other magical matters. If they did not, she is disappointed and remains at the shrine, not hostile but unwilling to aid further.

- **Nelacar** – *Azura's Outcast*: Altmer sorcerer living in Winterhold. Aspect: “**Defector from Azura**”. He guides players during The Black Star quest (if they choose him over Aranea) <sup>7</sup>. Nelacar is pragmatic, a bit cynical, having left the College and Azura’s service after a misadventure. If the Black Star path is taken, he becomes a friendly contact for arcane knowledge (with a shop of minor magical items) <sup>117</sup>, though not an adventuring companion. Nelacar’s presence could complicate things if Aranea is around (they loathe each other’s approach).
- **Barbas** – *Clavicus Vile's Hound*: A talking dog (actually a shapeshifting Daedra) <sup>15</sup>. Barbas is jovial, helpful, and somewhat sarcastic. He accompanies players during “A Daedra’s Best Friend.” If the player spares him (which is likely), he rejoins Clavicus. Aspect: “**Fractious Familiar**”. Barbas can’t be a normal follower after the quest, but he might appear for cameos, possibly aiding the party briefly if Clavicus wills it (or if they really need a Deus ex Machina, Barbas might pop in with a hint). If the players killed Barbas (took the Rueful Axe), note that this might anger Clavicus or at least remove Barbas as a potential future ally.
- **Sebastian Lort** – *The Bitter Axe-Bearer*: (Not directly named in above text, but context: owner of Rueful Axe, turned his daughter into a werewolf per lore). If needed, he’s an enemy encountered when retrieving the Rueful Axe for Clavicus. He’s a formidable necromancer or warlock. Not a champion, but a side NPC.
- **Septimus Signus** – *Insane Scholar*: An elderly Imperial savant obsessed with the Dwemer lockbox (Hermaeus Mora quest). Aspect: “**Scholar on the Brink**”. He is frail, knowledgeable in obscure lore. He isn’t a champion (more a pawn of Mora), and he perishes once the Oghma Infinium is obtained <sup>23</sup>. If for some reason he survives in your narrative (the party stops him before Mora disintegrates him), he could either descend into madness or serve as a slightly unhinged sage for a time. But canonically, he’s gone once Mora has no use for him.
- **Afflicted Remnants** – *Peryite's Followers*: Including **Orchendor** – Peryite’s traitorous former champion, a Bosmer spellsword who betrayed his order <sup>67</sup>. Orchendor has the aspect “**Apostate of Peryite (Immune to Magic)**” – in-game he had 100% spell absorption, making him very hard to kill with magic. If running that fight, emphasize his resistance (forces martial or creative solutions). Once killed, he’s out – though perhaps his soul lingered? Unlikely, Peryite probably claimed it. **Kesh the Clean** – Khajiit alchemist at Peryite’s shrine <sup>64</sup>, aspect “**Fastsidder and Incense Maker**”. Kesh is amiable, not really a fighter. If the party somehow offends him or steals from the shrine, he could become a nuisance, but likely he stays neutral. If Peryite’s quest is done, Kesh might greet the champion with more respect after.
- **Knight-Paladin Gelebor** – (Not from main Skyrim, from Dawnguard, but mention since dealing with Daedra we have many – skip unless Dawnguard is integrated, then also Serana etc. Actually no need here.)
- **Sinding** – *The Cursed Werewolf*: A Nord werewolf who unwittingly stole Hircine’s Ring <sup>25</sup>. Aspect: “**Remorseful Beast**”. If spared, Sinding remains in beast form in Bloated Man’s Grotto, potentially surviving. He could later emerge to assist if the party calls (e.g., if the Companions need a werewolf ally, he might answer). If killed, obviously he’s gone. If spared, he is effectively Hircine’s champion *in the alternative outcome*, which might mean if the PC who spared him ever needs Hircine’s aid, Hircine

might send Sinding to help as repayment. Personality: soft-spoken when human, guilt-ridden, but as a werewolf, ferocious.

- **Chief Yamarz** – *Failed Champion of Malacath*: Orc chief of Largashbur, cowardly and treacherous <sup>118</sup>. Aspect: “**Cowardly Leader**”. He tries to get the PC to do his duty, then betrays them. Most likely outcome: he dies (either killed by giant or executed by PC). If somehow he survived (say the party intimidates him into shaping up), Malacath would still be displeased. Unlikely to recur, except maybe as an undead thrall if one wanted to, but not necessary. **Atub** – Orc wise-woman, aspect “**Devoted Shaman of Malacath**”. She is grateful to players who help and might later provide spiritual guidance or minor magical aid. If Volendrung remains with the PC, she may occasionally ask them to bring it back if the tribe faces danger (or ask the PC to bless the tribe with it present). Largashbur might become a safe haven for the party thanks to Atub.
- **Silus Vesuvius** – *Mythic Dawn Fanboy*: Dunmer museum curator in Dawnstar <sup>39</sup>. Aspect: “**Zealous Historian of the Mythic Dawn**”. If spared, Silus remains in Dawnstar, possibly miffed about failing to get the Razor. He might cause minor trouble (e.g., he could hire thieves to steal the Razor from the party later, or align with the player’s enemies out of spite). If killed (by the party at Dagon’s command) <sup>40</sup>, note that the murder happened at Dagon’s shrine out of witness. His Museum could close – or maybe his relatives seek justice. But likely he’s just gone. Stats: not a powerful fighter, more a quest-giver.
- **Mehrunes Dagon’s Dremora** – *Kynreeve and Kynmarcher*: When Dagon’s quest is done his shrine is guarded by two Dremora named **Kynreeve Sigil** and **Kynmarcher Fith** (names for example). They attack the party <sup>40</sup>. If defeated, their armored bodies vanish back to Oblivion. These could reappear if desired whenever Dagon wants to mess with the party (like mini-boss rematch). Aspects: “**Daedric Warrior of Fire and Fury**”.
- **Farengar Secret-Fire & Nelkir** – Farengar is the Whiterun court wizard; Nelkir is the Jarl’s son influenced by Mephala <sup>42</sup>. They aren’t champions but part of Mephala’s quest. **Nelkir** aspect: “**Child with a Dark Secret**”; if PC spares him and just takes the blade quietly, Nelkir might actually be freed of the whispers (in game he stops hearing them). He goes back to normal kid. If PC doesn’t resolve or takes too long, maybe Nelkir does something drastic (up to GM). **Farengar** aspect: “**Obliviously Pragmatic Mage**” – he’s more concerned with research, and might not even realize Ebony Blade was there. If the PC stole his key to get it, he’ll be angry but maybe not know who did it. If PC killed Farengar to get the key <sup>43</sup>, that is a big deal (the court wizard murder will cause major plot consequences in Whiterun). Unlikely PC does that unless playing very dark.
- **Eola** – *Namira’s Coven Leader*: A Breton cannibal spellcaster who leads the feast in Markarth <sup>60</sup>. Aspect: “**Seductress of the Pale Lady (Namira)**”. If the party joins her, she survives and becomes a follower ally afterward <sup>62</sup> – she’s powerful with conjuration and prefers eating corpses. She has a twisted but loyal personality to those who share her “taste”. If the party killed her and the coven (sided with Verulus), she’s gone. If alive, she might accompany the PC on other adventures, or at least serve as a contact in Markarth’s underbelly.
- **Brother Verulus** – *Priest of Arkay*: Markarth Hall of the Dead attendant <sup>119</sup>. Aspect: “**Devout but Gullible**”. If saved, he is very thankful (could grant the party an item like the Arkay Amulet or free healing). He might become an ally resource for divine magic or burial rites (perhaps helping lay

undead to rest if Meridia's quest is also done). If the party sacrificed him, his last moments are of terror and sadness – Arkay's wrath might be a subtle curse on the PC (GM can decide any effect, or Namira's blessing offsets it). There won't be Verulus later except maybe as an angry ghost if you want dramatic irony.

- **Kesh** (already mentioned under Peryite), **Erandur – Priest of Mara/Ex-Vaermina Cultist**: Erandur (formerly Casimir) leads the "Waking Nightmare" quest <sup>76</sup>. Aspect: "**Seeker of Redemption**". If spared (the good ending), he destroys the Skull of Corruption <sup>77</sup> and can become a follower companion. Erandur is kind, wise, and carries heavy guilt from his past – now devoted to Mara. He'd be a strong healer ally for the party. If the party killed him (to take the Skull) <sup>78</sup>, they'll have the Skull but lose a friend. There could be repercussions: perhaps the player character who did it has nightmares from Mara's anger, or Vaermina might trick them later as payback for not honoring Erandur's trust. But immediate NPC – he's gone if killed.
- **Skull of Corruption** – not an NPC, but worth noting: if obtained, it "feeds on dreams". The GM could treat it almost like an NPC that whispers to its wielder. It might encourage using it on sleeping people to collect dreams (to charge it). This could be a source of side quests or moral temptation. Aspect: "**Weaver of Nightmares**" for the artifact.
- **Sam Guevenne / Sanguine – Daedric Prince of Debauchery in Disguise**: As Sam, aspect "**Mysterious Merry Drunk**"; as Sanguine (true form), aspect "**Lord of Revelry**". Once he reveals himself <sup>70</sup>, he vanishes after giving the Rose. He might appear again in a future tavern if the GM wants a comedic cameo – maybe to celebrate the party's victory with a wild party, or to cause mischief. The players likely have positive feelings toward him since his quest is fun. Sanguine rarely does harm to his "buds", but who knows, if the party became too stoic, he might try to lighten them up in some inconvenient moment for laughs.
- **Dervenin – Sheogorath's Loyalist**: The raving beggar in Solitude who starts "Mind of Madness" <sup>120</sup>. Aspect: "**Devoted to the Madgod**". After the quest, he disappears (likely goes back to the Shivering Isles with Sheogorath). Not likely to be seen again unless the GM wants a Shivering Isles crossover. If he did stay, he'd be happily reunited with his master, so not begging anymore. Solitude folks might remark "The crazy beggar's gone; good riddance or hope he's alright."
- **Sheogorath (Madgod)** – Only appears in the Mind of Madness. Aspect: "**Cheesemonger of Chaos**". Not likely to directly appear again (he promised vacation over). But the Wabbajack artifact remains, channeling a bit of his power. The GM can always justify any absolutely bonkers event as "Sheogorath felt like it," but use sparingly. If a PC has the Wabbajack, sometimes it might misfire or do something unintended – that's a Sheogorath touch.
- **Pelagius III (Spirit)** – The party did meet the spirit of Emperor Pelagius in his mind, but after Sheogorath leaves, Pelagius's mind likely goes quiet. Not a factor afterwards, except a fun lore note.
- **Nocturnal's agents** – While Nocturnal doesn't have a standalone quest, **Karliah, Brynjolf**, and the **Nightengales** in the Thieves Guild questline are effectively her agents. If using Side Plot C faction for Thieves Guild, those NPCs cover Nocturnal. If needed: Karliah aspect "**Cloaked in Shadows, bound by Night**"; she directly serves Nocturnal as a Nightingale. The Skeleton Key (Nocturnal's artifact) appears in Thieves Guild finale, not as a reward to keep (unless PC breaks the rules). We won't

duplicate that here, but GMs should note Nocturnal's influence may rise and fall with Thieves Guild progress. If the party are Guild members, they might briefly hold the Skeleton Key (which could be an Extra granting +4 to any Lockpicking attempts while held, for example) but are expected to return it, restoring Nocturnal's Ebonmere connection.

This roster should help you recall who's who when running the module. Many of these NPCs, especially those who survive as allies (Aranea, Erandur, Eola, etc.), can show up during **Acts IV-V** when the final battles occur. Perhaps Aranea aids against undead dragons, or Erandur helps counter a magic ritual. They make the world feel connected – the PCs' actions in side quests yield allies or at least remove potential threats. Conversely, the ones the PCs betray (Erandur killed, Verulus eaten, Silus murdered) could result in negative twists – maybe a vengeful spirit or just the loss of goodwill (e.g., Markarth's Temple of Dibella might learn of Verulus's murder and refuse to help the war effort spiritually).

Lastly, a special note on **vampire and werewolf factions** if using Dawnguard or Companions: - **Lord Harkon** (Volkhar vampire lord) and **Arch-Curate Vyrthur** might intersect with Molag Bal's influence since Bal is revered by vampire lords <sup>54</sup> <sup>121</sup>. Perhaps if the PC did Molag Bal's quest and is a vampire, Harkon hears of it and treats them with more respect (or sees them as a rival blessed by Bal). - **The Companions** have the inner circle as werewolves (Hircine's influence). If the PC is a Companion and did Hircine's quest, it could affect Companion leadership decisions (e.g., the PC might convince Kodlak to embrace or cure lycanthropy depending on what Hircine said to them).

Use these NPC entries to enrich dialogue and follow-up scenes. Cite their behavior from the references (like Eola inviting them to feast <sup>60</sup>, or Malacath literally yelling through Atub's ritual <sup>34</sup>). The players will feel the world is cohesive when, say, they run into Maramal (priest of Mara) who mentions "Erandur writes from Dawnstar – he's grateful to the adventurers who helped him overcome Vaermina" or similar small touches.

## Daedric Quest Hooks (When and Where to Trigger)

To seamlessly integrate the Daedric quests into the campaign, use the following **quest hooks** as guidelines. These can be dropped in as rumors, encounters, or notices that players come across while traveling or during downtime. The `flag_daedric_quest.py` script automates some of this by checking location and conditions, but as GM you should also be ready to introduce hooks narratively.

Here are the major quests with their triggers (assuming the players haven't stumbled into them naturally already):

- **Azura's Quest ("The Black Star") – Hook:** If the party is in **Winterhold** or the wilderness of **Winterhold hold** in Act I or II, an NPC mentions the **Shrine of Azura**. For example, an innkeeper like Dagur says "Folks talk of a statue to Azura in the mountains – the Dark Elf there predicted someone like you'd come" <sup>122</sup>. Alternatively, a random encounter: a wandering pilgrim (e.g., Faldrus) approaches the group on the road and asks if they've seen the Shrine of Azura, sharing its direction <sup>122</sup>. This quest can also be offered right after the party meets the Greybeards (Act II start) as something to do while up north.
- **Boethiah's Quest ("Boethiah's Calling") – Hook:** After the party reaches **Act III** (or a character has considerable combat rep), have a rumor circulate: guards or tavern-goers mention people going

missing near **Knifepoint Ridge**, or a **Boethiah Cultist** may actually attack the party out of nowhere – when searched, they carry “**Boethiah’s Proving**” (a book) that leads them to Boethiah’s Shrine. Also, after level ~30 (Act III equivalent), you can plant an encounter: an affable old man challenges the mightiest fighter in the party to a friendly duel, ending with him giving cryptic advice “You should seek out Boethiah’s shrine, test yourself in true combat.” (In game, usually you find the cult by reading the book <sup>11</sup> or by random cultist encounter.)

- **Clavicus Vile’s Quest (“A Daedra’s Best Friend”) – Hook:** The moment the party visits **Falkreath** (Act I or II), the local blacksmith **Lod** might ask if they’ve seen his missing dog, offering a reward. Shortly after, Barbas the dog finds the party on the road outside town <sup>15</sup>. If you’re using the script, it will trigger if region == Falkreath and quest not done. Otherwise, manually: at Falkreath’s gate, Barbas runs up barking happily, then “speaks” to them, initiating the quest. This is a very direct hook – easy to do as soon as players go to Falkreath hold.
- **Hermaeus Mora’s Quest (“Discerning the Transmundane”) – Hook:** This one is tied to the main quest (Elder Scroll in Blackreach). If running the main story, the hook is automatic when they meet **Septimus Signus** after Elder Knowledge quest starts <sup>123</sup> <sup>124</sup>. If not running main quest, you could still hook it: maybe the party finds a crazed researcher’s journal in a Dwemer ruin referencing an Elder Scroll and Septimus, pointing them to his outpost. But generally, it’s main-plot related. If the players obtain an Elder Scroll through any means, consider that a trigger to meet Septimus.
- **Hircine’s Quest (“I’ll Met by Moonlight”) – Hook:** When players are in **Falkreath** (especially near the jail or barracks) at night, they hear of a tragic incident: A little girl named Lavinia was killed by a beast. Guards mention the murderer is locked up – a man named **Sinding** who is strange and likely cursed. If a PC inquires (or if a PC is a werewolf, you can be even more direct: maybe Sinding senses their beast-blood and calls out to them from the cell). The jail guard might say “I don’t know why I’m letting you talk to him, but he seems to want to speak to an outsider.” Sinding then gives them the Ring and quest hook <sup>125</sup>. Another approach: If a PC is a werewolf, Hircine might send them a *dream* of a great white stag, drawing them to hunt in Falkreath woods. That dream can function as a hook to go there even if they haven’t heard of Sinding yet.
- **Malacath’s Quest (“The Cursed Tribe”) – Hook:** As soon as players wander near **Largashbur** (the Orc stronghold southwest of Riften) at level ~9+, they witness an **Orc warrior (Chief Yamarz)** fighting a giant and getting pummeled. They could intervene to save or watch him get killed. Either way, after the giant attack, **Atub** approaches them to thank or beg for help. She explains their plight and requests the Troll Fat and Daedra Heart <sup>34</sup>. If they never pass by, you can drop a hint in Riften: maybe an Orc ranger in Riften’s Bee and Barb mentions “Our stronghold is cursed; if only Malacath would send someone...” But the on-site encounter is best.
- **Mehrunes Dagon’s Quest (“Pieces of the Past”) – Hook:** After the party reaches level 20 (roughly Act III), a **courier** approaches them (perhaps in a city or on the road) delivering an invitation from **Silus Vesuvius** in Dawnstar – a museum pamphlet <sup>126</sup>. Alternatively, if in Dawnstar anytime post-Act II, Silus himself might spot them and excitedly invite them to his museum of Mythic Dawn. He’s very eager if he hears they are the Dragonborn or famed adventurers. So the trigger is essentially time/level. Use the courier approach to ensure they know about it by Act III.

- **Mephala's Quest ("The Whispering Door") – Hook:** This requires the main quest "Dragon Rising" completed and player level 20 <sup>45</sup>. So likely Act II. The hook is subtle: in Whiterun's Bannerman inn, ask for rumors from Hulda – she whispers about Jarl Balgruuf's children acting strange <sup>42</sup>. Alternatively, if the PC is Thane or close to the Jarl, Balgruuf himself asks them to discreetly check on **Nelkir** because the boy is behaving morbidly <sup>42</sup>. If the party doesn't pick up on it, you could have Nelkir bump into a PC in the palace and mutter something unsettling like "I know a secret about you..." to get them curious. But usually Hulda's rumor is enough to get them to talk to Nelkir.
- **Meridia's Quest ("The Break of Dawn") – Hook:** As soon as any PC is level 12 <sup>127</sup>, you can randomly place **Meridia's Beacon** in a treasure chest or as loot on a high-level enemy. The moment it's picked up: Meridia's voice booms "A new hand touches the Beacon!" <sup>128</sup> and basically gives them the quest directive to bring it to her shrine. This startling event is hard to ignore. If by Act II nobody has found it yet, perhaps one of the PCs just finds it in their inventory one morning (Meridia can be cheeky) or a courier delivers it (less thematically sensible). The beacon is the primary hook. Alternatively, an NPC in Solitude or Dragon Bridge might mention the shining statue on Mount Kilkreath, but the Beacon ensures they go there with purpose.
- **Molag Bal's Quest ("The House of Horrors") – Hook:** First time the party enters **Markarth**, trigger this: Vigilant Tyranus is standing near the abandoned house and calls out to them, "You there, have you seen anyone enter this house? I'm sure it's haunted, would you care to help investigate?" <sup>51</sup>. He's persistent but polite. If they ignore him, maybe have a distant disembodied voice from inside call to them at night, or Tyranus follows them to the inn and begs again. It's a strong hook that usually one cannot miss if they stroll by the southern end of Markarth's market. The script likely flags Markarth region to prompt the GM with Tyranus.
- **Namira's Quest ("The Taste of Death") – Hook:** When in **Markarth**, have the player overhear a conversation at the Silver-Blood Inn: a panicked Brother Verulus recruiting help to investigate the Hall of the Dead (or asking Kleppr the innkeeper for a brave soul) <sup>58</sup>. Alternatively, the priest of Arkay Verulus himself approaches the PCs if he hears of their deeds, imploring them to help solve the cannibal mystery – he says people won't go into the Hall of the Dead anymore because of rumors of it being "**haunted by the Hungry Dead**" <sup>58</sup>. If they agree, that leads them to meet Eola in the Hall, kicking off the quest. If the PCs are already known for doing dark deeds, Eola might directly approach them in the Hall "I know you have a taste for power – perhaps also for flesh?" But typically Verulus is the start point.
- **Peryite's Quest ("The Only Cure") – Hook:** At level 10+, one of two possible hooks:
  - The **Afflicted Refugee** encounter – while traveling in the wilds (especially near a road in the Reach), the party encounters a sickly Afflicted NPC. He might be puking or collapsed. If approached, he babbles about heading to High Rock, fleeing "Kesh and Orchendor... Peryite's path is lost..." before dying or moving on. If they converse, he suggests going to Peryite's shrine in the mountains if they want to understand his ailment <sup>68</sup>.
  - If they go near Peryite's Shrine (northeast of Markarth), they'll find Kesh the Clean automatically and get the quest. So you might simply note on the map or via a local hunter "There's a strange Khajiit who brews potions near Bthardamz, talks to the air..." prompting them to check it out. The best

explicit hook is a misc quest "Find Kesh at the Peryite Shrine" which a GM can just nudge via NPC ("I met a Khajiit alchemist out in the hills, very odd but skilled – might be worth a visit").

- **Sanguine's Quest ("A Night to Remember") - Hook:** Once a player reaches level 14 (or an Act II celebration moment), **Sam Guevenne** will be present in a random tavern the next time the party goes to one <sup>71</sup>. To ensure they find him, you can pick whichever city they visit often (Whiterun's Bannered Mare is common) and have Sam already in mid-drinking contest with some patrons, then he spots the PC and challenges them. Alternatively, a handbill could be posted: "Drinking Competition Tonight! Prize: Purebrew Wine – See Sam Guevenne at <Tavern Name>." But Sam showing up and initiating dialogue is usually enough. If using the script, it might ping when they enter a tavern location post-level threshold.
- **Sheogorath's Quest ("The Mind of Madness") - Hook:** In Solitude city, approach given: Dervenin, a beggar, wanders the streets or outside the Blue Palace mumbling and pleading for help finding his master <sup>120</sup>. He specifically might latch onto the PC shouting "You! You're not busy, right? My master is lost and cannot find his way home!" which leads to him mentioning the Pelagius Wing and giving the hip bone key item to enter. The condition is simply being in Solitude. Usually after the main quest with Potema (if running side quests) but it can be anytime. If the PCs ignore him, you can have him throw a crumpled note at their feet in frustration, which basically is him writing down "Pelagius Wing, please help, I have cheese." That should intrigue them enough.
- **Vaermina's Quest ("Waking Nightmare") - Hook:** Arriving in **Dawnstar** in Act I or II, the townsfolk are visibly unrested, griping about horrible dreams. The innkeeper of Windpeak Inn (Erandur in disguise or Iragnir) might mention "I haven't had decent sleep in days, none of us have, these nightmares..." Then **Erandur** reveals himself as a Priest of Mara investigating <sup>75</sup>. He'll approach the players because they look capable: "You there, you look well-rested... perhaps Mara sent you. Dawnstar needs help – an artifact called the Skull of Corruption is behind these nightmares <sup>76</sup>." He'll then lead them to Nightcaller Temple if they agree. If players are in Dawnstar and somehow don't seek out the cause, a good NPC to push is Jarl Skald who might angrily ask for help "You! Fix these damn nightmares or get out!" Not that he knows how, but he might direct them to talk to the priest hanging around.

Now, the above hooks should cover all quests. When using the `flag_daedric_quest.py` script, ensure that it checks conditions like region and act (level). For instance, if `region == "WhiterunHold"` and `act >= 2` and Mephala quest not done, the script would flag "Whispering Door rumor at Bannered Mare" etc. Or if `region == "MarkarthReach"` (Markarth city or Reach hold) and quest not done, it might flag both Molag Bal and Namira as available (and maybe Peryite if near Karthwasten). Use the context: Markarth city proper triggers Molag Bal and Namira; outside city triggers Peryite or maybe the random Afflicted.

Some quests conflict slightly: Namira's starts in Markarth too. To avoid overload, maybe do one at a time. E.g., if the party enters Markarth fresh, trigger House of Horrors first since Tyranus is very proactive. Namira can be triggered after that, next time they go to the inn or next day.

**Side Plot Integration:** If players are thanes or involved in factions, you can tailor hooks: - A Companions member might hear of the "great beast in Falkreath jail" via Aela or Skjor's network. - A College mage might be directed by the librarian Urag gro-Shub to find the Oghma Infinium for extra credit, etc. - Stormcloak or

Imperial soldiers might hear Silus's museum is sympathetic to the Empire (or holds secrets to defeating Thalmor, whatever to entice them).

**Act structure note:** By Act V, ideally most Daedric quests are resolved. If not, you can allow one or two to slip into Act V as optional content, but the focus might be on the final conflict. It's okay if not every quest was done – Skyrim in TES expects that. The Daedric Influence Clocks help track which Princes got their way. E.g., if the party did 12 of 15 quests in favor of princes, maybe by Act V the world is a bit more chaotic or weird; if they foiled many (like destroyed Skull, didn't take Ebony Blade's bait, etc.), maybe the Divines look favorably upon them.

For completeness, here's a quick location-based listing for the script or GM:

- **Winterhold**: Azura's Shrine (south of Winterhold) quest.
- **Falkreath**: Clavicus (Barbas outside town), Hircine (Sinding in jail).
- **Whiterun**: Mephala (Whispering Door in Dragonsreach).
- **Windhelm (near)**: Boethiah's Shrine (east of Windhelm).
- **Riften (near)**: Largashbur (Malacath) in The Rift wilderness.
- **Dawnstar**: Vaermina's Nightmare (Windpeak Inn).
- **Solitude**: Sheogorath (Blue Palace, Pelagius Wing).
- **Markarth**: Molag Bal (Abandoned House), Namira (Hall of Dead), also near Markarth – Peryite (Kesh at Shrine), Mehrunes Dagon's quest starts in Dawnstar but Shrine is in the Reach too.
- **Dawnstar**: Silus Museum (Mehrunes Dagon).
- **Any tavern after lvl14**: Sanguine (could be any hold capital tavern).
- **Septimus Signus Outpost**: far north, Hermaeus Mora (but triggered by main quest Elder Scroll).

By following these hooks and triggers, you ensure players naturally encounter these adventures as they explore. They should never feel completely out-of-the-blue; tie them to rumors, curiosities of locals, or personal invitations. The world will feel rich and the pacing will feel in the players' control ("we chose to follow that rumor").

## JSON Templates and Scripts

Below are the JSON templates for the new content files and the Python scripts for GM tools. These are provided as **markdown code blocks** for clarity. You can copy them into their respective files in the repository.

**File:** /extras/race\_extras.json

```
[  
 {  
   "name": "Argonian Heritage",  
   "aspects": ["Waterbreathing Amphibian", "Hist-Blessed Healing"],  
   "stunts": [  
     {  
       "name": "Histskin",  
       "type": "oncePerSession",  
     }  
   ]  
 }]
```

```

        "description": "Once per session, rapidly regenerate health - clear all
physical stress or downgrade a physical consequence (Argonian regenerates 10x
faster) 79 ."
    },
    {
        "name": "Amphibious Agility",
        "unlock": "Act II",
        "description": "+2 to Athletics when swimming or moving underwater
(Argonian tail and aquatic adaptation grant swift movement)."
    },
    {
        "name": "Reptilian Regeneration",
        "unlock": "Act III",
        "description":
"You recover from injuries quickly. Between sessions, you may treat a moderate
physical consequence as mild for recovery (heal faster due to Argonian
physiology)."
    },
    {
        "name": "Shadowscale Training",
        "unlock": "Act IV",
        "description": "Once per session, reroll a failed Stealth check
(Argonian shadow-born assassin heritage lets you blend into darkness)."
    },
    {
        "name": "Hist Communion",
        "unlock": "Act V",
        "description": "Once per scenario, commune with the Hist for guidance -
ask the GM one yes/no question about your current quest or area and receive a
truthful hint."
    }
],
"extras": {
    "Disease Resistance": "50% resistance to disease 79 (Narrative: +2 to
resist illness/poison).",
    "Waterbreathing": "Breathe underwater indefinitely 79 ."
},
{
    "name": "Khajiit Heritage",
    "aspects": ["Moonshadow Nomad", "Feline Grace"],
    "stunts": [
        {
            "name": "Night Eye",
            "description": "Khajiit can see in darkness as if it were twilight 81 .
(Passive: no vision penalties in low light.)"
        },
        {

```

```

        "name": "Claws",
        "description": "Khajiit claws give +2 to Fight when brawling unarmed  

(and unarmed attacks count as Weapon:1) 129 ."
    },
    {
        "name": "Feline Agility",
        "unlock": "Act II",
        "description":
"Once per scene, you may move an additional zone for free or gain +2 to  

Athletics for acrobatic evasion (lightning-fast reflexes)."
    },
    {
        "name": "Moonlit Stealth",
        "unlock": "Act III",
        "description": "+2 to Stealth at night or in dim conditions (Khajiit  

naturally excel at skulking in shadows)."
    },
    {
        "name": "Improved Claws",
        "unlock": "Act IV",
        "description":
"Khajiiti claws sharpen. Unarmed attacks are Weapon:2 and can shred armor  

(narrative: ignore minor armor)."
    },
    {
        "name": "Nine Lives",
        "unlock": "Act V",
        "description": "Once per campaign, when you would be taken out, you are  

instead left for dead (1 HP, unconscious) - a narrow escape reflecting the  

legends of Khajiit's many lives."
    }
],
},
{
    "name": "Redguard Heritage",
    "aspects": ["Son/Daughter of the Sands", "Martial Tradition"],
    "stunts": [
        {
            "name": "Adrenaline Rush",
            "type": "oncePerSession",
            "description": "Once per session, regenerate stamina rapidly 130 - for  

one scene, gain +2 to Athletics and Fight rolls and ignore fatigue or multi-  

action penalties (stamina regenerates 10x faster)."
        },
        {
            "name": "Poison Resistant",
            "description": "50% resistance to poison 131 (Passive: +2 to resist  

poison or toxin effects)."
        }
    ]
}

```

```

},
{
  "name": "Desert Survivalist",
  "unlock": "Act II",
  "description": "+2 to Survival or Endurance checks for heat, thirst, or long marches (hardened by Alik'r desert upbringing)."
},
{
  "name": "Pankratosword Technique",
  "unlock": "Act III",
  "description":
    "Redguard sword-singer style. +2 to Fight with swords 83, or once per fight, treat a melee attack as having 2 shifts higher effect (legendary swordstroke)."
},
{
  "name": "Stalwart Heart",
  "unlock": "Act IV",
  "description": "+2 to Will against fear or mind control (resolute warrior ethos). Redguards do not easily succumb to terror or tricks."
},
{
  "name": "Warrior's Redemption",
  "unlock": "Act V",
  "description": "Once in the finale, gain a 'second wind': clear all physical stress and reduce all physical consequences by one level (e.g., severe->moderate) as you summon inner reserves for one last fight."
}
],
},
{
  "name": "Nord Heritage",
  "aspects": ["Child of Skyrim", "Battle-Hardened"],
  "stunts": [
    {
      "name": "Battle Cry",
      "type": "oncePerSession",
      "description": "Once per session, emit a fearsome battle cry 84. Roll Provoke vs enemies' Will; on success, lesser foes flee or cower for one exchange (apply aspect \"Intimidated by Nord's Cry\")."
    },
    {
      "name": "Frost Resistance",
      "description": "50% resistance to cold 84 (Passive: +2 to resist cold damage or ignore harsh frigid weather)."
    },
    {
      "name": "Atmoran Constitution",
      "unlock": "Act II",
    }
  ]
}
]
}

```

```

        "description": "Tough as old Atmorans - gain +1 Physique (and +1
physical stress box if Physique is now odd value)."
    },
    {
        "name": "Skald's Gift",
        "unlock": "Act III",
        "description": "Once per session, rally allies with a Nordic song or
tale. Clear an ally's mild mental consequence or give all allies +1 to their
next roll (inspiring courage)."
    },
    {
        "name": "Stormcaller",
        "unlock": "Act IV",
        "description": "Once per session, invoke the northern elements: create
an aspect like \"Sudden Blizzard\" or \"Thunderstorm\" affecting the battlefield
(can obscure vision or hinder foes, as if Kyne answers your call)."
    },
    {
        "name": "Sovngarde Saga",
        "unlock": "Act V",
        "description": "In the final battle, when taken out, you may take one
last turn before falling (act as if you had 1 HP left for one action - a heroic
last stand worthy of song)."
    }
],
},
{
    "name": "Breton Heritage",
    "aspects": ["Manmer Ancestry", "Innate Magicka"],
    "stunts": [
        {
            "name": "Dragonskin",
            "type": "oncePerSession",
            "description": "Once per session, absorb 50% of incoming magic 132 for
one scene. (Mechanically: for the next spell or two that hit you, reduce their
effect by half and gain 1 FP or a free invocation from the absorbed energy.)"
        },
        {
            "name": "Magic Resistance",
            "description": "25% resistance to hostile magic 133 (Passive: +2 to
defend against magical effects)."
        },
        {
            "name": "Arcane Prodigy",
            "unlock": "Act II",
            "description": "Choose one magic-related skill or school - gain +1 bonus rank in that area
(Breton Knack for magic). E.g., +1 to Lore (Arcana) or +1 to Alteration spells."
        }
    ]
}

```

```

},
{
  "name": "Spellmantle",
  "unlock": "Act III",
  "description": "When you succeed with style on a magic defense, reflect a portion back. Automatically place a \"Spell Backlash\" aspect on the caster 134 (free invoke) once per scene."
},
{
  "name": "Fey Blood",
  "unlock": "Act IV",
  "description": "Once per session, reroll a failed save against enchantment or mind control (Breton subtle charm resists foul play). Also, your own illusion/glamour spells gain +2 effect (if applicable)."
},
{
  "name": "Sorcerous Might",
  "unlock": "Act V",
  "description": "In the grand finale, perform one magical feat beyond normal limits - e.g., cast a Master-level spell for free, automatically counter an enemy's spell, or create a one-time magical effect of significant plot power (GM approval)."
},
]
},
{
  "name": "Imperial Heritage",
  "aspects": ["Citizen of Cyrodiil", "Legion Trained"],
  "stunts": [
    {
      "name": "Voice of the Emperor",
      "type": "oncePerSession",
      "description": "Once per session, calm a nearby crowd or foe group for one scene 86. (Automatically create aspect \"Calm and Agreeable\" on NPCs in conversation or cause attackers to pause, via a soothing authoritative tone.)"
    },
    {
      "name": "Imperial Luck",
      "description": "Imperials find riches easily 86. (Passive: +1 to Resources rolls, and at GM discretion you find extra gold or loot in every major haul.)"
    },
    {
      "name": "Diplomat & Bureaucrat",
      "unlock": "Act II",
      "description": "+2 to Contacts or Rapport when dealing with officials, guilds, or negotiations (the Imperial knows how to work the system and people)."
    },
  ]
}

```

```

{
  "name": "Legionary Drill",
  "unlock": "Act III",
  "description": "Trained in formation combat. Gain a combat stunt: e.g., '+2 to Fight when fighting alongside an ally (flanking maneuvers)' or 'Once per conflict, full defense without sacrificing your action, due to disciplined guard'."
},
{
  "name": "Coordinated Command",
  "unlock": "Act IV",
  "description": "Once per session, grant an ally an extra action or invoke an aspect for them for free by issuing a tactical command (reflects Imperial battlefield coordination)."
},
{
  "name": "White-Gold Authority",
  "unlock": "Act V",
  "description":
    "In a pivotal moment, your Imperial charisma can sway the masses or an army. Once in the finale, automatically succeed on a major social action like rallying a town to fight, convincing two armies to cease fire, or ordering troops who normally wouldn't listen to obey. (The weight of the Empire is behind your words.)"
}
],
},
{
  "name": "Orc (Orsimer) Heritage",
  "aspects": ["Code of Malacath", "Might of the Orc"],
  "stunts": [
    {
      "name": "Berserker Rage",
      "type": "oncePerSession",
      "description": "Once per session, enter a berserk state 135 for one combat scene: double damage dealt and half damage taken (Mechanically: +2 to Fight attacks, +2 Armor vs physical). Lasts ~3 exchanges or until all foes in sight are down. Afterwards, you gain a mild 'Exhausted' consequence."
    },
    {
      "name": "Blood-Kin",
      "description": "You are recognized as Blood-Kin by Orc strongholds 87. (Passive: All Orcs treat you as an ally/insider; you can invoke this for aid or to access Orc-only areas.)"
    },
    {
      "name": "Orcish Smith",
      "unlock": "Act II",
    }
  ]
}

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    "description": "+2 to Crafts for forging or repairing armor and weapons  

(renowned Orcish smithing skill). You can craft Orcish equipment given time and  

materials."
},
{
    "name": "Intimidating Presence",
    "unlock": "Act III",
    "description": "Your fearsome reputation precedes you. +2 to Provoke  

(Intimidation) checks in melee or face-to-face confrontations (especially when  

armored or visibly armed)."
},
{
    "name": "Unbreakable",
    "unlock": "Act IV",
    "description": "Once per session, reduce a physical consequence by one  

severity level (e.g., moderate -> mild) instantly as a free action. Your sheer  

toughness shrugs off wounds that would fell others."
},
{
    "name": "Warchief's Command",
    "unlock": "Act V",
    "description": "Once in the finale, inspire and direct your allies with  

Malacath's ferocity. All allies in your zone gain +1 to their next attack and +1  

armor for one exchange (one battle cry rally). Alternatively, if leading NPC  

troops, your side gains a significant morale boost, seizing momentum."
}
],
},
{
    "name": "Bosmer (Wood Elf) Heritage",
    "aspects": ["Green Pact Devotee", "Wild Hunt Legacy"],
    "stunts": [
        {
            "name": "Command Animal",
            "type": "oncePerSession",
            "description": "Once per session, call upon an animal ally 136.  

Automatically tame or enlist a nearby natural animal for the scene (it will not  

attack you and may follow simple commands)."
        },
        {
            "name": "Resist Poisons & Disease",
            "description": "50% resistance to poison and disease 137 (Passive: +2 to  

resist illness or toxin effects)."
        },
        {
            "name": "Archer's Eye",
            "unlock": "Act II",
            "description": "+2 to Shoot with bows. Bosmer keen sight and archery

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        training make you deadly at range."
    },
    {
        "name": "Wild Senses",
        "unlock": "Act III",
        "description": "+2 Notice in forests or wilderness. You cannot be surprised in natural environments; keen ears and eyes honed in Valenwood."
    },
    {
        "name": "Green Pact Carnivore",
        "unlock": "Act IV",
        "description": "You adhere to the Green Pact; you only consume meat.
After defeating a living enemy, you may narratively 'feast' (even just symbolically) to recover a mild physical consequence or 2 physical stress (drawing strength from flesh)."
    },
    {
        "name": "Wild Hunt Unleashed",
        "unlock": "Act V",
        "description": "Once (finale), tap into the Wild Hunt. You and possibly nearby Bosmer briefly transform or summon beastly aspects. Mechanically, for one scene you gain +4 to Athletics and Fight, and you instill fear (free invoke on "Terrifying Beast-Form" on enemies). After, you suffer a severe consequence "Exhausted by Wild Hunt". (Use this dramatic power only in dire need.)"
    }
],
},
{
    "name": "Altmer (High Elf) Heritage",
    "aspects": ["Highborn Magus", "Altmeri Supremacy"],
    "stunts": [
        {
            "name": "Highborn Magicka",
            "description":
                "Altmer have +50 magicka capacity 89. (Mechanically: gain an extra mild mental consequence slot OR +1 additional mental stress box for spellcasting.)"
        },
        {
            "name": "Highborn Regeneration",
            "type": "oncePerSession",
            "description": "Once per session, rapidly regenerate magicka 89.
Instantly recover all expended spell slots or mental stress used for magic (essentially a full mana recharge in one scene)."
        },
        {
            "name": "Ancient Lore",
            "unlock": "Act II",
            "description":

```

```

"+2 to Lore or History when relating to magical knowledge or elder scrolls lore
(the Altmer's lengthy education grants deep insight)."
},
{
  "name": "Aura of Authority",
  "unlock": "Act III",
  "description": "+2 to Rapport or Provoke when dealing with other races
who recognize Altmer authority (they may not like you, but they are impressed or
intimidated). Could also create an aspect "Elven Superiority Complex" on others
or self in social encounters."
},
{
  "name": "Magical Affinity",
  "unlock": "Act IV",
  "description": "Choose one school of magic (Destruction, Illusion,
etc.). Spells of that school cast by you get +2 effect or are one step more
potent (Altmer excellence in that field)."
},
{
  "name": "Ascendant Magic",
  "unlock": "Act V",
  "description": "At the story's climax, perform one feat of magic far
beyond normal limits (once). Examples: instantly teleport the party out of
danger, erect a massive ward shielding an entire area, or banish a powerful
summoned creature outright. This is a narrative one-time powerful spell,
coordinated with the GM to turn the tide at a critical moment."
}
]
}
]

```

**File:** /extras/standing\_stones.json

```

[
{
  "name": "Warrior Stone",
  "type": "Warrior",
  "passive": "+1 to all Warrior (combat) skill rolls (your martial skills
improve faster) 138 ",
  "active": "Once per session, gain an extra attack or action in a fight
(burst of Warrior prowess).",
  "description": "Those under the Warrior sign learn combat skills 20% faster
92. You excel in all martial pursuits."
},
{
  "name": "Lady Stone",

```

```

    "type": "Warrior",
    "passive": "Regenerate Health and Stamina 25% faster at all times 93  

(recover from exertion quickly).",
    "active":
"Once per session, immediately heal a mild physical consequence or all physical  

stress (second wind from the Lady).",
    "description": "The Lady grants quicker recovery to her charges 93, keeping  

you hale and hearty."
},
{
    "name": "Lord Stone",
    "type": "Warrior",
    "passive": "+50 Armor (physical resistance) and 25% Magic Resistance 1  

(passively tougher against all damage).",
    "active": "Passive benefits only (the Lord's blessing is constant).  

 Optionally, once per scenario negate a hit entirely (GM discretion).",
    "description": "The Lord makes you more resistant to both physical and  

magical harm 1."
},
{
    "name": "Steed Stone",
    "type": "Warrior",
    "passive": "Armor weighs nothing, no movement penalty 95. +100 to carry  

capacity (narrative: virtually ignore encumbrance). +1 zone free movement (you  

move swiftly).",
    "active": "Once per session, take an extra move action or dramatically  

outrun a pursuer (speed burst of the Steed).",
    "description": "The Steed allows you to carry heavy burdens with no slowing  

and move with great speed."
},
{
    "name": "Mage Stone",
    "type": "Mage",
    "passive": "+1 to all magic-related skill checks (your magical studies  

advance rapidly) 99 .",
    "active": "Once per session, cast a spell without any cost or strain (free  

empowered casting, reflecting accelerated learning).",
    "description":  

"The Mage Stone lets you learn and use magic more effectively (all magic skills  

improve 20% faster) 99 ."
},
{
    "name": "Apprentice Stone",
    "type": "Mage",
    "passive": "Magicka regenerates 100% faster 101 (double normal rate).  

**Drawback**: You are twice as vulnerable to magic (take +2 damage from incoming  

spells) 101 .",
    "active": "Passive effect. (If needed, GM may allow once per session quick

```

```

magicka refocus in combat as active.)",
    "description": "The Apprentice grants great magicka recovery at the cost of
magical weakness 101 ."
},
{
    "name": "Atronach Stone",
    "type": "Mage",
    "passive": "50% Spell Absorption 103 (half of spells that hit you are
absorbed to fuel your magicka) and +50 magicka capacity 139. **Drawback**:
Magicka regen is 50% slower (half speed).",
    "active": "Passive effect (absorption). Once per scene, you may declare an
incoming spell completely absorbed (no effect on you, magicka restored).",
    "description": "The Atronach grants a larger magicka pool and absorbs half
of incoming spell damage 103, but you recover magicka more slowly."
},
{
    "name": "Ritual Stone",
    "type": "Mage",
    "passive": "You carry an aura of death; undead may sense you as kin (GM
discretion). (No direct mechanical bonus aside from active.)",
    "active": "Once per session, reanimate all corpses in an area to fight for
you for one scene (raise up to 'very high level' dead around you as allies).",
    "description": "The Ritual Stone lets you reanimate the fallen as undead
servants once a day."
},
{
    "name": "Thief Stone",
    "type": "Thief",
    "passive": "+1 to all Stealth/Thief skill rolls (your stealthy skills
improve 20% faster) 105 .",
    "active": "Once per session, turn a failed stealth or lockpick attempt into
a success at a minor cost (lucky break for a thief).",
    "description": "The Thief Stone sharpens your stealth, lockpicking, and
other thief skills 105 ."
},
{
    "name": "Lover Stone",
    "type": "Thief",
    "passive": "All skills improve ~15% faster 109 (broad minor bonus).
(Mechanically, gain +1 FP at session start or +1 to any one roll per session due
to Lover's Comfort.)",
    "active": "Once per session, use a paralyzing 'Lover's Kiss' on a target
within reach or short range 111 (target is paralyzed for a few seconds, no
save).",
    "description": "The Lover Stone bestows the Lover's Comfort (learn
everything a bit faster) 109 and a once-a-day power to paralyze with a touch 111 ."
},
{

```

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    "name": "Shadow Stone",
    "type": "Thief",
    "passive": "+2 to Stealth when stationary or moving slowly (shadows cling to you).",
    "active": "Once per session, become invisible for up to 1 scene or 60 seconds 113 (attacking or interacting breaks the invisibility).",
    "description": "The Shadow Stone allows you to become invisible once a day 140, making you a master of staying unseen."
  },
  {
    "name": "Tower Stone",
    "type": "Thief",
    "passive": "Keen locksense: +2 to Burglary for finding/opening locks or spotting hidden doors (you can instinctively feel weak points).",
    "active": "Once per session, automatically unlock any lock of Expert difficulty or lower 112 (or break any non-magical barrier).",
    "description": "The Tower Stone gives you the 'Tower Key' power, unlocking doors and chests with mystical ease 114."
  },
  {
    "name": "Serpent Stone",
    "type": "Special",
    "passive": "You carry a subtle venom; once per scene your melee hit can inflict a mild poison (as aspect 'Poisoned'). Also minor bonus vs poison resistance (if not already immune).",
    "active": "Once per session, use a ranged paralyzing poison attack 115. (Make a ranged spell/throwing attack; on hit, target is paralyzed ~5 seconds and takes minor poison damage 116.)",
    "description": "The Serpent Stone grants a venomous ranged attack once a day 115 that paralyzes and poisons your foe."
  }
]

```

File: /clocks/daedric\_influence\_clocks.json

```

[
{
  "name": "Azura's Influence",
  "max_segments": 4,
  "description": "Tracks Azura's presence in Skyrim (Champion chosen, Star restored, etc.). Fill when Azura's quest is completed in her favor, empty if Azura's Star is defiled (Black Star)."
},
{
  "name": "Boethiah's Influence",

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```

    "max_segments": 4,
    "description": "Tracks Boethiah's sway (new Champion, Ebony Mail obtained).
Fill when Boethiah's Calling is done and a PC is champion 12 ."
},
{
    "name": "Clavicus Vile's Influence",
    "max_segments": 2,
    "description": "Clavicus's effect. Fill if Masque of Clavicus Vile is
obtained (Barbas spared) 16 . Empty if the player took the Rueful Axe (and
displeased Vile) 17 ."
},
{
    "name": "Hermaeus Mora's Influence",
    "max_segments": 3,
    "description": "Tracks Mora's impact (Oghma Infinium used, knowledge
gained). Fill when Oghma Infinium is obtained 141 (and perhaps if PC uses it)."
},
{
    "name": "Hircine's Influence",
    "max_segments": 3,
    "description": "Hircine's hold in the world. Fill if Ill Met by Moonlight
ends with a new champion (PC or Sinding with Ring/Hide) 26 . If players also do
Companions, adjust accordingly."
},
{
    "name": "Malacath's Influence",
    "max_segments": 2,
    "description": "Malacath's satisfaction. Fill when Volendrung is recovered
and Largashbur's curse lifted 36 . (If players somehow failed, leave empty.)"
},
{
    "name": "Mehrunes Dagon's Influence",
    "max_segments": 3,
    "description":
"Dagon's chaos in Skyrim. Fill 1 segment for each: (1) Pieces of the Past
started (museum opened), (2) Razor re-forged and Silus killed 40 , (3) Razor
actually used in significant event. If Razor stays broken or unused, fewer
segments."
},
{
    "name": "Mephala's Influence",
    "max_segments": 3,
    "description": "Mephala's dark whispers. Fill as Ebony Blade gains strength
(e.g., PC uses it to betray allies). If the Blade remains unpowered or locked
away, influence stays low."
},
{
    "name": "Meridia's Influence",

```

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    "max_segments": 3,
    "description": "Meridia's light. Fill when Dawnbreaker obtained and undead purged from Kilkreath 48. Further fill if PC uses Dawnbreaker to cleanse major undead threats (Meridia's influence expanding)."
},
{
    "name": "Molag Bal's Influence",
    "max_segments": 4,
    "description": "Molag Bal's grip. Fill when Mace of Molag Bal obtained (House of Horrors completed with priest slain) 53. Additional fill if PC is a vampire lord serving Bal or commits atrocities with the Mace. If House of Horrors was avoided or thwarted, stays low."
},
{
    "name": "Namira's Influence",
    "max_segments": 2,
    "description":
"Namira's darkness. Fill if The Taste of Death completed with the cannibal feast and Ring of Namira received 61. Empty if Eola and coven were destroyed (Namira's influence snuffed in Markarth)."
},
{
    "name": "Peryite's Influence",
    "max_segments": 2,
    "description": "Peryite's order. Fill when The Only Cure is completed and Orchendor slain (PC acting as Peryite's agent) 67 142. Peryite's influence is subtle; a filled clock might mean a plague is averted or unleashed per Peryite's will."
},
{
    "name": "Sanguine's Influence",
    "max_segments": 1,
    "description": "Sanguine's presence. This is typically either 0 or 1. Fill if A Night to Remember is experienced and Sanguine became friendly with the PC 70. (Essentially the world is a bit more fun/chaotic thanks to Sanguine.)"
},
{
    "name": "Sheogorath's Influence",
    "max_segments": 1,
    "description":
"Sheogorath's presence. Likely 0 unless the PC does something crazy. Fill to 1 if The Mind of Madness is completed 73 (the Madgod had a vacation in Skyrim). A filled Sheo clock might have minor random bizarre events occur for flavor."
},
{
    "name": "Vaermina's Influence",
    "max_segments": 2,
    "description": "Vaermina's impact. Fill 2 if Skull of Corruption is claimed

```

```

    by PC (Erandur killed) 78. Fill 0 (and perhaps remove Skull from game) if Skull
is destroyed (Erandur lives) 77. A half state (1) could be if Skull isn't
destroyed but also not used."
},
{
  "name": "Nocturnal's Influence",
  "max_segments": 3,
  "description": "Nocturnal is tied to Thieves Guild. Fill as Nightingale
story progresses (Nightingales formed, Skeleton Key returned, etc.). A full
clock means Nocturnal's Ebonmere is restored and guild thrives. (Though
Nocturnal had no personal quest, track via TG sideplot.)"
}
]

```

**File:** /scripts/gm\_tools/flag\_daedric\_quest.py

```

# flag_daedric_quest.py
# This script checks the party's location and quest completion flags to suggest
Daedric quest hooks.

# Pseudocode / example implementation:
player_region = get_current_region() # e.g., "WhiterunHold", "MarkarthCity",
etc.
player_level = get_average_party_level() # if relevant
completed_quests = get_flags("completed_daedric_quests")
# e.g., a set of quest IDs or names

hooks = []

# Check region and conditions for each quest:
if player_region in ["Winterhold", "WinterholdHold"] and "DA01_BlackStar" not in
completed_quests:
    hooks.append("[DAEDRIC QUEST] A Dark Elf at the Shrine of Azura seeks the
prophesied one (Azura's quest trigger) 122 .")

if player_region in ["Falkreath", "FalkreathHold"] and "DA03_CLAVICUS" not in
completed_quests:
    hooks.append("[DAEDRIC QUEST] A talking dog named Barbas is spotted on the
road near Falkreath, barking for attention 15 .")

if player_region in ["Falkreath", "FalkreathHold"] and "DA05_HIRCINE" not in
completed_quests:
    hooks.append("[DAEDRIC QUEST] Locals whisper about a deadly beast in
Falkreath's jail - a man cursed by Hircine (Ill Met by Moonlight).")

if player_region in ["Whiterun", "WhiterunHold"] and "DA08_MEPHALA" not in

```

```

completed_quests and player_level >= 20:
    hooks.append("[DAEDRIC QUEST] Hulda the innkeeper mentions Jarl Balgruuf's
child acting strangely (The Whispering Door) ④² .")

if player_region in ["Eastmarch", "WindhelmHold"] and "DA02_BOETHIAH" not in
completed_quests and player_level >= 30:
    hooks.append("[DAEDRIC QUEST] A freshly slain cultist carried a book
'Boethiah's Proving' pointing to a shrine east of Windhelm (Boethiah's Calling)
⑪ .")

if player_region in ["Rift", "RiftenHold"] and "DA06_MALACATH" not in
completed_quests and player_level >= 9:
    hooks.append("[DAEDRIC QUEST] You hear commotion near Largashbur stronghold
- perhaps the Orcs there need help lifting a curse (The Cursed Tribe) ③⁴ .")

if player_region in ["Haafingar", "Solitude"] and "DA15_SHEO" not in
completed_quests:
    hooks.append("[DAEDRIC QUEST] A mad beggar in Solitude beseeches help
finding his 'master' in the Blue Palace (The Mind of Madness) ⑯⁰ .")

if player_region in ["Reach", "MarkarthCity", "MarkarthHold"]:
    if "DA10_MOLAGBAL" not in completed_quests:
        hooks.append("[DAEDRIC QUEST] Vigilant Tyranus stands outside a boarded
house in Markarth, seeking a partner to investigate ominous voices (House of
Horrors) ⑤¹ .")
    if "DA11_NAMIRA" not in completed_quests:
        hooks.append("[DAEDRIC QUEST] Brother Verulus in Markarth is asking
around for help investigating the Hall of the Dead (The Taste of Death) ⑤⁸ .")
    if "DA13_PERYITE" not in completed_quests and player_level >= 10:

hooks.append("[DAEDRIC QUEST] A sickly Afflicted refugee trudges through the
Reach, muttering about 'reaching the shrine' (The Only Cure) ⑥⁴ .")
# Mehrunes Dagon quest starts in Dawnstar but shrine in Reach:
if "DA07_DAGON" not in completed_quests and player_level >= 20:
    hooks.append("[DAEDRIC QUEST] A museum pamphlet from Dawnstar is in
circulation, inviting adventurers to see Mythic Dawn relics (Pieces of the Past)
⑯⁶ .")

if player_region in ["Pale", "Dawnstar"] and "DA14_VAERMINA" not in
completed_quests:
    hooks.append("[DAEDRIC QUEST] Dawnstar citizens toss and turn with
nightmares; a priest of Mara named Erandur seeks aid to end them (Waking
Nightmare) ⑦⁵ .")

if player_region in ["Pale", "Dawnstar"] and "DA07_DAGON" not in
completed_quests and player_level >= 20:
    hooks.append("[DAEDRIC QUEST] The Mythic Dawn Museum in Dawnstar is open -
its owner Silus is looking for help reassembling Mehrunes' Razor (Pieces of the

```

```

Past) 39 .")

if player_region in ["Hjaalmarch", "MorthalHold", "Any"] and "DA16_SANGUINE" not
in completed_quests and player_level >= 14:
    hooks.append("[DAEDRIC QUEST] A man named Sam is hosting a drinking contest
in the local tavern, boasting of a grand prize (A Night to Remember) 143 .")

# Print out hooks for GM
for hook in hooks:
    print(hook)

```

*(The actual implementation depends on game state data structures. The above is illustrative logic; the GM will see outputs like the bracketed [DAEDRIC QUEST] messages to prompt narrative hooks.)*

File: /scripts/gm\_tools/assign\_race\_and\_stone.py

```

# assign_race_and_stone.py
# This script ensures each player character has a Race Extra and a Standing
# Stone Extra at campaign start.
players = get_player_list()

race_extras = {"Altmer", "Argonian", "Bosmer", "Breton", "Dunmer", "Imperial",
"Khajiit", "Nord", "Orc", "Redguard"}
stone_extras = {"Warrior Stone", "Mage Stone", "Thief Stone", "Lady Stone",
"Lord Stone", "Steed Stone", "Apprentice Stone", "Atronach Stone", "Ritual
Stone", "Lover Stone", "Shadow Stone", "Tower Stone", "Serpent Stone"}

for pc in players:
    pc_extras = get_extras(pc)
    has_race = any(extra for extra in pc_extras if extra.name in race_extras)
    has_stone = any(extra for extra in pc_extras if extra.name in stone_extras)
    if not has_race:
        race = pc.race or "Unknown"
        notify_gm(f"PC {pc.name} has no Race Extra assigned! (Expected race:
{race}). Please assign their racial Extra from race_extras.json.")
        if not has_stone:
            notify_gm(f"PC
{pc.name} has no Standing Stone Extra! Ensure they choose a Standing Stone
(Warrior/Mage/Thief or others) to start with.")

```

This script will iterate through all player characters at Session 0 (or campaign load) and print a GM alert for any character missing a racial heritage extra or a standing stone. It uses the `pc.race` attribute if available to suggest which racial Extra to assign. The GM can then add the appropriate Extra to that character or ask the player to choose a Standing Stone if they haven't.

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[115](#) [116](#) [138](#) [139](#) [140](#) **Skyrim:Standing Stone - UESP Wiki - The Unofficial Elder Scrolls Pages**

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[73](#) [74](#) [75](#) [76](#) [77](#) [78](#) [117](#) [118](#) [119](#) [120](#) [125](#) [127](#) [141](#) [142](#) [143](#) **Daedric Quests (Skyrim) | Elder Scrolls | Fandom**

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[56](#) [128](#) **The Bloodstone Chalice | Elder Scrolls | Fandom**

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[83](#) **Magic abilities of each race? : r/teslore - Reddit**

[https://www.reddit.com/r/teslore/comments/b5axne/magic\\_abilities\\_of\\_each\\_race/](https://www.reddit.com/r/teslore/comments/b5axne/magic_abilities_of_each_race/)

[122](#) [123](#) [124](#) **Skyrim:The Black Star - UESP Wiki - The Unofficial Elder Scrolls Pages**

[https://en.uesp.net/wiki/Skyrim:The\\_Black\\_Star](https://en.uesp.net/wiki/Skyrim:The_Black_Star)

[126](#) **Main Quest: The Bloodstone Chalice - The Elder Scrolls V: Skyrim**

<https://www.gamebanshee.com/skyrim/dawnguard-walkthrough/thebloodstonechalice.php>