

PAST THE GATES OF OBLIVION

AURORAN [RIVAL]

The servants of Meridia, Auroran are Daedra of light. Wielding blinding magic, and adorned in shimmering golden armour, they vaguely resemble both Knights and Golden Saints. Defenders of Meridia's Shrines, and inhabitants of the Coloured Rooms, they are rarely encountered by chance.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	4	3	3	2	3

- **Soak:** 8
- **Wounds:** 15
- **Defense:** 3/3
- **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Charm 2(Pers), Deception 2(Pers), Destruction 2(Will), Illusion 2(Pers), Intimidate 2 (Str), One-Handed 2(Agi), Two-Handed 2(Str), Search 1(Will), Vigilance 1(Will)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Gilded Daedric Sunblade - **Skill:** One-Handed (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Cumbersome 2, Versatile, Pierce 3, Vicious 2, Burn
- **Magic Actions:**
Sunbeam - **Skill:** Destruction(Will)(YY) **Difficulty:** Average **Range:** Medium, **Damage:** 5, **Crit:** 3, **Qualities:** Burn
- **Armour:**
Gilded Daedric Cuirass - **Soak:** +4, **Defense:** 3/3, **Enc:** 5, **Qualities:** None
- **Talents:**
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Normal Weapon Immunity - Aurorans are immune to normal weapons.
- **Special Abilities:**
Light of Meridia - Flip a Destiny point to activate Light of Meridia. All targets in visual range with the Auroran must pass a Hard Resilience check or be blinded for two rounds, as bright light emanates from it.

ATRONACH, FIRE [MINION]

Elemental Daedra, commonly known as Atronachs, are highly intelligent daedra often most often summoned by conjurers. They have no kinship or loyalties with any of the Daedric Princes, and serve all of them as they please.

Fire Atronachs are considered the most plentiful and common, and perhaps weakest of the Atronachs. Resembling slender armoured Mer, their flesh is instead a raging flame, which turns to ash upon their demise. They possess a fierce, primal hatred with Frost Atronachs, with whom they often wage war against.

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	1	2	3	3	3

- **Soak:** 2

- **Wounds:** 6
- **Skills:** Charm (Pers), Deception (Pers), Destruction (Will), Hand-to-Hand(Agi), Intimidate (Str), Search (Will), Vigilance (Will)
- **Drops/Equipment:** Fire Salts - Counts as Rare Herb
- **Attacks/Weapons:**
Fiery Swipe - **Skill:** Hand-to-Hand(Agi)(GG) **Range:** Engaged, **Damage:** 7, **Crit:** 4, **Qualities:** Burn
- **Magic Actions:**
Ember- **Skill:** Destruction(Will)(GGG) **Difficulty:** Average **Range:** Medium, **Damage:** 5, **Crit:** 3, **Qualities:** Burn
Effigy- **Skill:** Destruction(Will)(GGG) **Difficulty:** Average **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Burn, Blast 5
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Fire Creature - Fire Atronachs, appropriately, ignore all damage from Fire based magic. Damage dealt by Frost based magic, in contrast, deals double damage (after Soak applies).
Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.
Fiery Passions - Players suffer one Setback to all Cool or Leadership checks when trying to calm an excited Fire Atronach.
- **Special Abilities:**
Stoke The Flames - If damaged with Fire-based magic, the inflicted damage instead heals for the dealt amount. Any wounds healed in excess of the threshold, become temporary for the next round.
Melted Weapons - If using Normal Weapons and a Despair or 5 Threat is rolled on an attack against a Fire Atronach, the weapon is consumed by the Atronach's molten flesh, and destroyed.

ATRONACH, FROST [RIVAL]

Frost Atronachs are less common, but more imposing to mortals than their fiery rivals. Their form varies, typically depending on the intelligence of the individual Daedra. Some will resemble nothing more than an amalgamation of icy shards, while others resemble men made of ice. They share the Fire Atronach's hatred, often responding to their threats with action.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	4	1	2	3	2

- **Soak:** 4
- **Wounds:** 16
- **Skills:** Charm 1 (Pers), Deception 1 (Pers), Destruction 2 (Will), Hand-to-Hand 3 (Str), Intimidate 2 (Str), Search 1 (Will), Vigilance 1 (Will)
- **Drops/Equipment:** Frost Salts - Counts as Rare Herb
- **Attacks/Weapons:**
Icy Crush - **Skill:** Hand-to-Hand(Str)(YYY) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Knockdown, Disorient 2
- **Magic Actions:**
Ice Spike - **Skill:** Destruction(Will)(YYG) **Difficulty:** Average **Range:** Medium, **Damage:** 5, **Crit:** 3, **Qualities:** Ensnare
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.

Ice Creature - Frost Atronachs, appropriately, ignore all damage from Frost based magic. Damage dealt by Fire based magic, in contrast, deals double damage (after Soak applies).

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

Stubborn - Players suffer one Setback to all Charm checks when trying to change a Frost Atronach's mind.

- **Special Abilities:**

Accumulation - If damaged with Frost-based magic, the inflicted damage instead heals for the dealt amount. Any wounds healed in excess of the threshold, become temporary for the next round.

ATRONACH, STORM [NEMESIS]

The rarest and most powerful of the Atronachs, Storm Atronachs feel themselves above the petty squabbling of lesser Daedra. They are hard to control, dangerous, and their form varies as they please it, though typically resembles a collection of stones, laced with stormclouds.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	4	2	5	6	2

- **Soak:** 4
- **Wounds:** 18
- **Strain:** 18
- **Skills:** Charm 2 (Pers), Deception 3 (Pers), Destruction 5 (Will), Hand-to-Hand 3 (Str), Intimidate 2 (Str), Search 1 (Will), Vigilance 1 (Will)
- **Drops/Equipment:** Void Salts - Counts as Exceptional Herb
- **Attacks/Weapons:**
Fling Stormstone - **Skill:** Hand-to-Hand(Str)(YYY) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Knockdown, Disorient 2
- **Magic Actions:**
Storm Spark - **Skill:** Destruction(Will)(YYYYG) **Difficulty:** Average **Range:** Medium, **Damage:** 6, **Crit:** 4, **Qualities:** Stun 3
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Lightning Immunity - Storm Atronach are immune to Shock damage.
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Indignant - Players suffer one Setback to all Charm checks when trying to convince a Storm Atronach to care.
- **Special Abilities:**
Rolling Storm- If damaged with Shock-based magic, the inflicted damage instead heals for the dealt amount. Any wounds healed in excess of the threshold, become temporary for the next round.
Stormcloak - Performs a **Hard Destruction** check to grant itself a Lightning Cloak for one round per success. Targets caught within Engaged ranged of the Atronach must pass a **Hard Acrobatics check** or suffer 8 Lightning damage.

BANEKIN [MINION]

The smallest of all Daedric minions, Banekin resemble miniscule scamps. While they lack size and strength, Banekin seem to have a natural affinity for Shock magic, wielding more magic than the average lesser Daedra. This makes them easy to dispatch, but fairly lethal.

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	1	1	1	3	1

- **Soak:** 1
- **Wounds:** 4
- **Skills:** Alteration(Will), Destruction (Will), Stealth(Agi)
- **Drops/Equipment:**
- **Attacks:**
Claws- **Skill:** Hand-to-Hand(Agi) (GGG) **Range:** Engaged, **Damage:** 4, **Crit:** 3, **Qualities:** Pierce 1
- **Magic Actions:**
Spark- **Skill:** Destruction(Will)(GGG) **Difficulty:** Average **Range:** Medium, **Damage:** 6, **Crit:** 3, **Qualities:** Stun 1
Lightning Ball- **Skill:** Destruction(Will)(GGG) **Difficulty:** Hard **Range:** Medium, **Damage:** 6, **Crit:** 3, **Qualities:** Stun 1, Blast 4
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Lightning Immunity - Banekin are immune to Shock damage.

CLANNFEAR [RIVAL]

Clannfears are dinosaur-like Daedra that resemble a lizard with a large, bony crest on their head and a sharp beak and talons. They may represent common, wild animals in Oblivion. Due to their great speed and considerable strength, they are fearsome opponents, especially to weaker travellers. All clannfears rely upon melee attacks using their heads, beaks, and/or claws.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	3	4	1	1	2

- **Soak:** 4
- **Wounds:** 14
- **Skills:** Athletics 2 (Str), Hand-to-Hand 2 (Agi), Resilience 1(End), Survival 1(Will) Vigilance 1 (Will)
- **Drops/Equipment:** Clannfear Scales - counts as Rare Herb
- **Attacks/Weapons:**
Beak and Claws - **Skill:** Hand-to-Hand (Agi) (YYYG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 1
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Adversary - Upgrade 1 difficulty dice to all checks targeting this character.
Shock Weakness - Increase damage taken from all Lightning effects by 1.
- **Special Abilities:**
Jagged Hide - When struck with an Engaged melee attack, attacker must pass an Average (2) Acrobatics check, or suffer 1 Wound (ignoring soak).

CLANNFEAR, RUNT [MINION]

Simply smaller, younger, less intelligent Clannfear, who often attack in packs.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	3	1	1	2

- **Soak:** 2
- **Wounds:** 7
- **Skills:** Athletics (Str), Hand-to-Hand (Agi), Resilience (End), Survival (Will) Vigilance (Will)
- **Drops/Equipment:** Clannfear Scales - counts as Rare Herb
- **Attacks/Weapons:**
Beak and Claws - **Skill:** Hand-to-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3,
Qualities: Pierce 1
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Shock Weakness - Increase damage taken from all Shock spell effects by 1.
- **Special Abilities:**
Jagged Hide - When struck with an Engaged range attack, attacker must pass an Average (2) Acrobatics check, or suffer 1 Wound (ignoring soak).

CULTIST [MINION]

Every Daedric Prince, Aedra, and even some mortals have cults dedicated to them. The members of these cults are tenacious, dedicated, and in some cases ruthless. This cultist profile should be used as a baseline for any cultists, with their highest and lowest attributes traded depending on their patron. (i.e. Personality for Sanguine, or Strength for Boethiah). Skills and equipment can stay the same.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	2	1	2	2	2

- **Soak:** 2
- **Wounds:** 5
- **Skills:** Athletics (Str), Charm (Pers), Intimidate (Str), Deception (Pers), One-Handed (Agi), Destruction (Will), Conjuration (Int), Restoration (Will), Mysticism (Will)
- **Drops/Equipment:** Clothes/Robs matching their cause. Weapons below. Misc gold.
- **Attacks/Weapons:**
Sharpened Iron Dagger - **Skill:** One-Handed (Agi) (G) **Range:** Engaged, **Damage:** 2, **Crit:** 2,
Qualities: Normal Weapon, Enchanted, Pierce 1
- **Talents:**
None

DAEDROTH [NEMESIS]

Daedroths are another type of beast-like Daedra in service to Molag Bal, though are oftentimes found patrolling the realms of Oblivion as wild beasts. They resemble large crocodiles who walk upright. They are vicious, aggressive, and deadly, sporting massive teeth, claws, and powerful fire breath.

Strength	Endurance	Agility	Intellect	Willpower	Personality
5	5	4	1	3	2

- **Soak:** 5/4
- **Wounds:** Number
- **Strain:** Number
- **Magick:** Number
- **Skills:** Athletics 4 (Str), Hand-to-Hand 2 (Str/Agi), Resilience 5 (End), Survival 2 (Will)
Vigilance 2 (Will), Destruction 4 (Will)
- **Drops/Equipment:**
- **Attacks/Weapons:**
 - Rending Talons - **Skill:** Hand-to-Hand(Agi) (YYGG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 2, Vicious 2, Bleed 2
 - Bite - **Skill:** Hand-to-Hand(Str) (YYGGG) **Range:** Range, **Damage:** 6, **Crit:** 2, **Qualities:** Pin, Sunder
 - Fire Breath - **School:** Destruction(Will)(YYYG), **Difficulty:** Average(PP), **Range:** Short, **Damage:** 5, **Crit:** 3, **Qualities:** Burn 3, Blast (Engaged) 4
- **Talents:**
 - Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
 - Normal Weapon Immunity - Takes no damage from Normal Weapons.
 - Adversary - Upgrade 1 difficulty dice to all checks targeting this character.
 - Shock Weakness - Increase damage taken from all Lightning effects by 1.
- **Special Abilities:**
 - Regeneration - Daedroths restore 1 Wound per round.

DARK SEDUCERS

Possessing dusky blue-grey skin, full figured, voluptuous forms, and very little armour to cover them, the Dark Seducers stop resembling their namesake when spoken to. Perhaps as part of some cruel joke on the part of their creator Sheogorath, Dark Seducers (in stark contrast to their alluring appearance) are aggressive, dismissive and arrogant Daedra in service to the Mad God.

Called the Mazken in their own tongue, the Dark Seducers act as the military for one half of Sheogorath's split.. Well.. Everything. In constant rivalry with the Golden Saints who also serve their Lord, Mazken are ever eager to prove themselves capable. And they regularly succeed in that cause.

A matriarchal society, some male Mazken do exist, though they are looked down upon by their female superiors, and rarely, if ever, hold positions of power.

DARK SEDUCER, KISKENGO [MINION]

The rank and file of the Mazken forces, Kiskengos are rarely seen outside of the Shivering Isles, and as such few mortals are aware that Dark Seducers are anything but the more powerful, better trained Mazken typically encountered on Mundus.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	3	2	3	1

- **Soak:** 4
- **Defense:** 1/1
- **Wounds:** 10

- **Skills:** Athletics (Str), Acrobatics (Agi), Charm (Pers), Cool (Will), Conjunction (Int), Deception (Pers), Illusion (Pers), Marksman (Agi), One-Handed (Agi), Two-Handed (Str), Resilience (End), Search (Will), Vigilance (Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered “Bound” and non-lootable)
- **Attacks/Weapons:**
Mazken Shortsword - **Skill:** One-Handed(Agi) (GG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
Mazken Shortbow - **Skill:** Marksman(Agi) (GG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
- **Armour:**
Light Mazken Wrappings - **Soak:** +2, **Defense:** 1/1, **Enc:** 2, **Qualities:** None
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Confidence 2 - Mazken reduce the difficulty of Fear checks by 2.
Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal..
Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks.

DARK SEDUCER, AUTKENDO [RIVAL]

What cultists and adventurers are more likely to meet is an Autkendo. A mid-level Mazken Sergeant, Autkentos are well trained, well equipped and powerful. Sheogorath often sends them to Mundus to perform errands, and allows them to be summoned.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	3	3	3	4	2

- **Soak:** 5
- **Defense:** 3/3
- **Wounds:** 21
- **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Charm 2(Pers), Conjunction 2(Int), Cool 2 (Will), Deception 2(Pers), Illusion 2(Pers), Intimidate 2 (Str), Marksman 1(Agi), One-Handed 2(Agi), Two-Handed 2(Str), Resilience 2 (End), Search 1(Will), Vigilance 1(Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered “Bound” and non-lootable)
- **Attacks/Weapons:**
Mazken Longsword - **Skill:** One-Handed(Agi) (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
Mazken Long Spear - **Skill:** Two-Handed(Str) (YYG) **Range:** Engaged, **Damage:** 9, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 4
Mazken Shortbow - **Skill:** Marksman(Agi) (YGG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
- **Armour:**
Mazken Wrappings - **Soak:** +2, **Defense:** 3/3, **Enc:** 2, **Qualities:** None
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Normal Weapon Immunity - Takes no damage from Normal Weapons.
Confidence 3 - Mazken Autkendo reduce the difficulty of Fear checks by 3.
Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.
Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal.

- Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks..
- **Special Abilities:**
Command - As a maneuver, Autkendo can grant Boost dice to the next action performed by an ally.

DARK SEDUCER, GRAKENDO [NEMESIS]

The Generals and Lords of the Mazken forces, Grakendos answer only to the Mad God himself. Having earned their position by climbing a ladder of merit (And a ladder filled with immortals), Grakendos are incredibly powerful, fierce, and well equipped. If an adventurer somehow earns the ire of a Grakendo, they had best be prepared to run.

Strength	Endurance	Agility	Intellect	Willpower	Personality
4	4	4	3	5	3

- **Soak:** 8
- **Wounds:** 26
- **Defense:** 3/3
- **Skills:** Athletics 3(Str), Acrobatics 2(Agi), Charm 2(Pers), Conjuraton 3(Int), Cool 2 (Will), Deception 3(Pers), Illusion 3(Will), Intimidate 4 (Str), Marksman 2(Agi), One-Handed 3(Agi), Two-Handed 4(Str), Resilience 2 (End), Search 2(Will), Vigilance 2(Will)
- **Drops/Equipment:** Daedra Heart, All Weapons/Armour below
- **Attacks/Weapons:**
Mazken Longsword- **Skill:** One-Handed(Agi) (YYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
Mazken Claymore- **Skill:** Two-Handed(Str) (YYYY) **Range:** Engaged, **Damage:** 10, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 3
- **Armour:**
Mazken Platemail - **Soak:** +4, **Defense:** 3/3, **Enc:** 5, **Qualities:** None
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Normal Weapon Immunity - Takes no damage from Normal Weapons.
Confidence 4 - Mazken Grakendo reduce the difficulty of Fear checks by 4.
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal.
Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks..
- **Special Abilities:**
Command - As a maneuver, Grakendo can grant Boost dice to the next action performed by an ally.
Aura of Dementia- When in sight of a Grakendo, targets suffer one Setback to resist any Illusion spell effects.

DREMORA

Dremora are Daedra of above average size, typically appearing with black-and-red faces, and sometimes small stubs of horns. They are fully sentient and most are powerful warriors or spellcasters. They are the most powerful and intelligent of the lesser daedra, to the point of governing over other daedra on behalf of their Lord. Higher-ranking Dremora are often larger in physique than a Nord male. Dremora are always heavily armored and even the spellcaster's robes provide heavy armor protection.

Dremora are one of the rare species of Daedra which are not only sentient, but capable of human speech. Unlike other sentient species, such as Golden Saints or Dark Seducers, the Dremora primarily speak in their own language and use Nibenese only for taunting human opponents.

DREMORA, CAITIFF [MINION]

Typically used as rank and file in any Dremora outfit, Caitiffs are the lowest ranking of all Dremora, armed with simple Bound armour and weapons, and given basic training. Despite this, a Caitiff is a serious threat to a mortal combatant, and should not be taken lightly.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	2	2	3	2	2

- **Soak:** 4
- **Wounds:** 10
- **Defense:** 2/2
- **Skills:** Athletics (Str), Acrobatics (Agi), Charm (Pers), Cool (Will), Conjuration (Int), Deception (Pers), Destruction (Will), Marksman (Agi), One-Handed (Agi), Two-Handed (Str), Resilience (End), Search (Will), Vigilance (Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered "Bound" and non-lootable)
- **Attacks/Weapons:**
 - Daedric Shortsword- **Skill:** One-Handed(Agi) (GG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
 - Daedric Shortbow- **Skill:** Marksman(Agi) (GG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
- **Armour:**
 - Light Daedric Cuirass - **Soak:** +2, **Defense:** 2/2, **Enc:** 2, **Qualities:** None
- **Talents:**
 - Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
 - Confidence 2 - Dremora reduce the difficulty of Fear checks by 2.
 - Determination - Summoned Dremora are exceptionally opposed to returning to Oblivion, and thus gain 2 Boost to all Banish spell checks.

DREMORA, KYNREEVE [RIVAL]

The basic Officer rank in a Dremora military outfit, Kynreeves lead groups of Dremora into battle. Still armed with Bound weapons, they are given more range in abilities, and are better trained. When a Kynreeve takes the field, mortal combatants should consider retreat.

Strength	Endurance	Agility	Intellect	Willpower	Personality
4	3	3	3	2	2

- **Soak:** 8
- **Wounds:** 21
- **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Charm 1(Pers), Conjuration 2(Int), Cool 2 (Will), Deception 2(Pers), Destruction 2(Will), Intimidate 2 (Str), Marksman 1(Agi), One-Handed 2(Agi), Two-Handed 2(Str), Resilience 2 (End), Search 1(Will), Vigilance 1(Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered "Bound" and non-lootable)
- **Attacks/Weapons:**

Daedric Longsword- **Skill:** One-Handed(Agi) (YYG) **Range:** Engaged, **Damage:** 9, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2

Daedric Greataxe- **Skill:** Two-Handed(Str) (YGG) **Range:** Engaged, **Damage:** 10, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 4

Daedric Shortbow- **Skill:** Marksman(Agi) (YGG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2

- **Armour:**

Daedric Platemail - **Soak:** +4, **Defense:** 3/3, **Enc:** 2, **Qualities:** None

- **Talents:**

Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.

Normal Weapon Immunity - Takes no damage from Normal Weapons.

Confidence 3 - Dremora Kynreeve reduce the difficulty of Fear checks by 3.

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

Determination - Summoned Dremora are exceptionally opposed to returning to Oblivion, and thus gain 2 Boost to all Banish spell checks.

- **Special Abilities:**

Command - As a maneuver, Kynreeve can grant Boost dice to the next action performed by an ally.

DREMORA, VALYKNAZ [NEMESIS]

A true Dremora Lord, Valyknaz are the supreme Lords of Dremora society. Shrouded in pure, hate-forged Daedric Platemail, and wielding jagged, fierce weaponry, a Valyknaz signals the end for most mortals. When a true Lord enters a battle, it has likely already declared victory.

Strength	Endurance	Agility	Intellect	Willpower	Personality
5	4	4	4	3	2

- **Soak:** 8

- **Wounds:** 31

- **Defense:** 3/3

- **Skills:** Athletics 3(Str), Acrobatics 2(Agi), Charm 2(Pers), Conjuration 3(Int), Cool 2 (Will), Discipline 5(Will), Deception 3(Pers), Destruction 3(Will), Intimidate 4 (Str), Marksman 2(Agi), One-Handed 3(Agi), Two-Handed 4(Str), Resilience 2 (End), Search 2(Will), Vigilance 2(Will)

- **Drops/Equipment:** Daedra Heart, All Weapons/Armour below

- **Attacks/Weapons:**

Daedric Longsword- **Skill:** One-Handed(Agi) (YYYG) **Range:** Engaged, **Damage:** 10, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2

Daedric Claymore- **Skill:** Two-Handed(Str) (YYYYG) **Range:** Engaged, **Damage:** 11, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 3

- **Armour:**

Daedric Plate Suit - **Soak:** +4, **Defense:** 3/3, **Enc:** 2, **Qualities:** None

- **Talents:**

Confidence 4 - Dremora Valyknaz reduce the difficulty of Fear checks by 4.

Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.

Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.

Normal Weapon Immunity - Takes no damage from Normal Weapons.

Determination - Summoned Dremora are exceptionally opposed to returning to Oblivion, and thus gain 2 Boost to all Banish spell checks.

- **Special Abilities:**

Command - As a maneuver, Valyknaz can grant Boost dice to the next action performed by an ally.

Aura of Terror - When a Valyknaz enters combat, all characters who are aware of him, must pass a Hard (3) Cool Fear check.

GOLDEN SAINTS

The Aureal (or Aureals), more commonly known as Golden Saints, are Daedric humanoids who appear as men or half-clad women with golden-hued skin wearing golden armor and a winged helmet. They serve under the command of the Daedric Prince Sheogorath. Their home is Brellach in the Shivering Isles, but despite their name, they have little love for mortals. The Aureal are a proud, arrogant race, quick to anger and cruel in their punishment. There is no question that they view all others as inferior, and make no effort to hide this in their interactions.

They are a matriarchal society, tending to look down upon all males. Even male Golden Saints consider themselves and other males to be lesser. The Aureal make up one half of Sheogorath's army, along with the Mazken. The two groups have a great rivalry, each believing they are Sheogorath's favored. The Aureal are charged with guarding Mania.

GOLDEN SAINT, AUREN [MINION]

Auren are the lowest ranking Aureal. Serving as rank and file, with the lowest grade equipment and training. Auren are rarely, if ever, seen outside of the Shivering Isles. Most males in Aureal society occupy this role.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	3	2	3	1

- **Soak:** 4
- **Defense:** 1/1
- **Wounds:** 10
- **Skills:** Athletics (Str), Acrobatics (Agi), Charm (Pers), Cool(Will), Conjuration (Int), Deception (Pers), Illusion (Pers), Marksman (Agi), One-Handed (Agi), Two-Handed (Str), Resilience(End), Search (Will), Vigilance (Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered "Bound" and non-lootable)
- **Attacks/Weapons:**
 - Aureal Shortsword- **Skill:** One-Handed(Agi) (GG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
 - Aureal Shortbow- **Skill:** Marksman(Agi) (GG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
- **Armour:**
 - Light Aureal Maile - **Soak:** +2, **Defense:** 1/1, **Enc:** 2, **Qualities:** None
- **Talents:**
 - Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
 - Confidence 2 - Auren reduce the difficulty of Fear checks by 2.
 - Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal.
 - Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks.

GOLDEN SAINT, AURMOKEL [RIVAL]

Aurmokel are the mid-tier Sergeants of the Aureal. When Sheogorath needs to send an agent to Mundus, an Aurmokel is among his options. Well equipped, trained, and highly autonomous, Aurmokel are proud agents of the Mad God.

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	3	3	3	4	2

- **Soak:** 5
- **Defense:** 3/3
- **Wounds:** 21
- **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Charm 2(Pers), Conjunction 2(Int), Cool 2 (Will), Deception 2(Pers), Illusion 2(Pers), Intimidate 2 (Str), Marksman 1(Agi), One-Handed 2(Agi), Two-Handed 2(Str), Resilience 2 (End), Search 1(Will), Vigilance 1(Will)
- **Drops/Equipment:** Daedra Heart (Weapons/Armour considered “Bound” and non-lootable)
- **Attacks/Weapons:**
 - Aureal Longsword - **Skill:** One-Handed(Agi) (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
 - Aureal Long Spear - **Skill:** Two-Handed(Str) (YYG) **Range:** Engaged, **Damage:** 9, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 4
 - Aureal Shortbow - **Skill:** Marksman(Agi) (YGG) **Range:** Medium, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
- **Armour:**
 - Aureal Mail - **Soak:** +2, **Defense:** 3/3, **Enc:** 2, **Qualities:** None
- **Talents:**
 - Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
 - Normal Weapon Immunity - Takes no damage from Normal Weapons.
 - Confidence 3 - Aureal Aurmokel reduce the difficulty of Fear checks by 3.
 - Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.
 - Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal.
 - Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks..
- **Special Abilities:**
 - Command - As a maneuver, Aurmokel can grant Boost dice to the next action performed by an ally.

GOLDEN SAINT, PELAURIG [NEMESIS]

The great Generals and Lords of the Aureal, Pelaurig are adorned with the finest golden armour, weapons, and training. Having earned their position and desirous of keeping it, they refuse to be defeated in battle. Ever self-confident, and perhaps more arrogant than any other Aureals, Pelaurig are easy to anger, and easier to fall to.

Strength	Endurance	Agility	Intellect	Willpower	Personality
4	4	4	3	5	3

- **Soak:** 8
- **Wounds:** 26

- **Defense:** 3/3
- **Skills:** Athletics 3(Str), Acrobatics 2(Agi), Charm 2(Pers), Conjuration 3(Int), Cool 2 (Will), Deception 3(Pers), Illusion 3(Will), Intimidate 4 (Str), Marksman 2(Agi), One-Handed 3(Agi), Two-Handed 4(Str), Resilience 2 (End), Search 2(Will), Vigilance 2(Will)
- **Drops/Equipment:** Daedra Heart, All Weapons/Armour below
- **Attacks/Weapons:**
 - Aureal Longsword- **Skill:** One-Handed(Agi) (YYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
 - Aureal Claymore- **Skill:** Two-Handed(Str) (YYYY) **Range:** Engaged, **Damage:** 10, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 3
- **Armour:**
 - Aureal Platemail - **Soak:** +4, **Defense:** 3/3, **Enc:** 5, **Qualities:** None
- **Talents:**
 - Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
 - Normal Weapon Immunity - Takes no damage from Normal Weapons.
 - Confidence 4 - Aureal Pelaurig reduce the difficulty of Fear checks by 4.
 - Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
 - Arrogance - Players suffer one Setback to all Cool or Leadership checks when attempting to sway a Mazken or Aureal.
 - Mad God's Visage - Mazken and Aureals gain two Boost to all Illusion spell checks..
- **Special Abilities:**
 - Command - As a maneuver, Pelaurig can grant Boost dice to the next action performed by an ally.
 - Aura of Mania- When in sight of a Pelaurig, allies may suffer 1 Strain to gain a Boost to their next action.

⚔️ HARVESTER [RIVAL]

From the waist up, these servants of Molag Bal resemble four-armed women, adorned in jagged black plate. Their lower half, however, resembles a giant snake, about 8 feet long. Tasked with the gathering the souls Molag Bal feels he has earned, these dangerous Daedra wield blue flame magic, razor sharp claws, and vicious weapons.

Strength	Endurance	Agility	Intellect	Willpower	Personality
4	4	4	2	3	2

- **Soak:** 5
- **Wounds:** 16
- **Magicka:** 10
- **Skills:** Intimidate 2(Str), Athletics 2(Str), Two-Handed 3(Str), One-Handed 4(Agi), Destruction 1(Will)
- **Drops/Equipment:**
- **Attacks/Weapons:**
 - 2x Daedric Shortsword- **Skill:** One-Handed(Agi) (YYYY) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2
 - Daedric Greataxe- **Skill:** Two-Handed(Str) (YYYG) **Range:** Engaged, **Damage:** 10, **Crit:** 2, **Qualities:** Pierce 3, Vicious 2, Cumbersome 4
- **Magic Actions:**
 - Blueflame - **Skill:** Destruction(Will)(YGG) **Difficulty:** Average **Range:** Medium, **Damage:** 6, **Crit:** 4, **Qualities:** Burn 3
- **Talents:**

Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.

Normal Weapon Immunity - Takes no damage from Normal Weapons.

Rapid Reactions - Gain 1 automatic success for all initiative rolls.

Many Armed - Harvesters ignore the Difficulty increase applied to making offhand attacks.

- **Special Abilities:**

Rapid Strikes - Spend 1 Story Point to gain an additional action for one round.

HUNGER [RIVAL]

Hungers are thin skinned Daedra, almost anorexic looking. They have a long tongue, sticking out of an always open round mouth. Typically regarded as minion of Boethiah, Hungers are often found in the service of Sheogorath, as he regards them fondly as pets. Hungers attempt to feed on their prey while they are alive, latching on with their sucker-like mouth and draining them.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	4	3	3	2	2

- **Soak:** 4
- **Wounds:** 13
- **Skills:** Hand-to-Hand 2(Agi), Intimidate 2(Str), Charm 1 (Pers), Acrobatics 1(Agi), Athletics 2(Str)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Draining Bite - **Skill:** Hand-to-Hand (YYGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** +5 Drain 3
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Insatiable - Every successful Drain effect cast or inflicted by the Hunger grants it a Boost for the next round.
- **Special Abilities:**
Devour - Should a Hunger successfully bite a target, it can spend an action on its next round consuming the life force of the victim, draining 3 Wounds per round. It must remain attached to the target, and cannot attack anyone else, or the effect ends.

LURKER [NEMESIS]

Lurkers are large daedric creatures that guard the murky waters of Hermaeus Mora's realm of Apocrypha. They appear as amphibious humanoids who serve their Prince by guarding forbidden knowledge. Lurkers use their long legs for stomping attacks, and can attack from afar by spewing tentacles from their mouths.

Strength	Endurance	Agility	Intellect	Willpower	Personality
5	5	3	2	3	1

- **Soak:** 6
- **Wounds:** 33
- **Skills:** Hand-to-Hand 4(Str), Athletics 3(Str), Resilience 5(End), Intimidate 3(Str), Vigilance 3(Will), Marksman 3(Agi)
- **Drops/Equipment:**

- **Attacks/Weapons:**
Jagged Boots- **Skill:** Hand-to-Hand(Str) (YYYYG) **Range:** Engaged, **Damage:** 9, **Crit:** 3, **Qualities:** Knockdown
Tentacle Spew- **Skill:** Marksman(Agi) (YYY) **Range:** Medium, **Damage:** 6, **Crit:** 2, **Qualities:** Disorient 1
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Normal Weapon Immunity - Takes no damage from Normal Weapons.
Large - Lurkers possess a Silhouette of 3.
- **Special Abilities:**
Submerge - When out of combat, a Lurker can submerge itself fully into any body of water, no matter how deep. As a maneuver, it can emerge again.

OGRIM [NEMESIS]

These are enormous Daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of the Daedric Prince Malacath. Hefty, with thick hide and an immunity to Normal Weapons, Ogrim are rightfully feared.

Strength	Endurance	Agility	Intellect	Willpower	Personality
5	6	2	1	2	1

- **Soak:** 10/6
- **Wounds:** 32
- **Skills:** Hand-to-Hand 4(Str), Athletics 3(Str), Resilience 5(End), Intimidate 3(Str), Vigilance 3(Will)
- **Drops/Equipment:** Daedra Heart (Exceptional Herb)
- **Attacks/Weapons:**
Bludgeoning Fists - **Skill:** Hand-to-Hand(Str) (YYYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Knockdown, Disorient 2
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Normal Weapon Immunity - Takes no damage from Normal Weapons.
Large - Ogrim possess a Silhouette of 3.
- **Special Abilities:**
Body Slam - Spend 1 Story Point to add Endurance to the damage of one melee attack.

SCAMP [MINION]

One of the lesser sentient Daedra of Oblivion, Scamps often enter into the mortal world to cause mischief and carry out errands for their Princes. They are weak, rather unintelligent, cowardly, and are easily defeated except in large numbers. They are most commonly associated with Mehrunes Dagon.

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	2	3	1	2	1

- **Soak:** 3/3
- **Wounds:** 7
- **Skills:** Hand-to-Hand (Agi), Athletics (Str), Destruction (Will), Resilience (End), Intimidate (Str), Vigilance (Will)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Claws - **Skill:** Hand-to-Hand(Agi) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pierce 1
- **Magic Actions:**
Firebolt - **Skill:** Destruction(Will)(GG) **Difficulty:** Average **Range:** Medium, **Damage:** 5, **Crit:** 4, **Qualities:** Burn 3
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Pack - Scamps work well in groups. All actions gain Boost when Grouped.

SEEKER [RIVAL]

Seekers are grotesque tentacled daedra. They are servants of Hermaeus Mora, usually guarding tomes of forbidden knowledge. Seekers have the power to banish prey with sound attacks. They are rarely seen outside the Apocrypha.

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	1	3	5	3	2

- **Soak:** 2/5
- **Wounds:** 12
- **Magicka:** 16
- **Skills:** Hand-to-Hand 1(Agi), Marksman 2(Agi), Illusion 3(Pers), Destruction 2(Will), Mysticism 2(Will), Conjuration 3(Int), Necromancy 2(Int)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Tentacle Strike - **Skill:** Hand-to-Hand (YGG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** +6 Poison Damage
Voice of Apocrypha - **Skill:** Marksman (YYG) **Range:** Medium, **Damage:** 7, **Crit:** 3, **Qualities:** Disorient 1, Pierce 1
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
- **Special Abilities:**
Submerge - When out of combat, a Seeker can submerge itself fully into any body of water, no matter how deep. As a maneuver, it can emerge again.
Horror Story - Once per round, Seeker may choose to use the Horror Story Action. A target within Medium range must pass a competing Fear check against the Seeker's Illusion skill, or suffer fear effects.

SPIDER DAEDRA [RIVAL]

These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so fiercely independent, deceptive and irrational that not even Mephala's worshippers will often summon them, for fear that they will disobey orders. They are some of the more powerful Daedra, with high intelligence, combat prowess, and magical ability.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	3	4	4	3	4

- **Soak:** 4
- **Wounds:** 16
- **Skills:** Acrobatics 2(Agi), Charm 3(Pers), Deception 2(Pers), One-Handed 2(Agi), Hand-to-Hand 2(Agi), Necromancy 1(Int), Destruction 1(Will), Conjuration 2(Int), Illusion 3(Pers)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Razor Nails - **Skill:** Hand-to-Hand(Agi) (YYGG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 2
- **Magic Actions:**
Stunning Gaze - **Skill:** Destruction(Will)(YGG) **Difficulty:** Average **Range:** Medium, **Effects:** Target is Staggered for one round.
Summon Lesser Daedra - **Skill:** Conjuration(Int)(YYGG) **Difficulty:** Average **Range:** Medium, **Effects:** Summon 1 Minion Daedra within Medium range, persisting for one round per Success, unless a maneuver is spent on Concentration.
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Unpredictable - Gain Boost to all Charm and Deception checks.

WINGED TWILIGHT [RIVAL]

Described as both beautiful and grotesque, Winged Twilight resemble an attractive woman with long, bat-like wings in place of arms, and dusky blue-grey skin. Oftentimes mistaken as Harpies, Twilights serve Azura as messengers and agents.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	4	2	2	3

- **Soak:** 3
- **Wounds:** 14
- **Skills:** Acrobatics 3(Agi), Charm 3(Pers), Deception 2(Pers), One-Handed 2(Agi), Hand-to-Hand 2(Agi), Destruction 1(Will), Conjuration 2(Int), Illusion 3(Pers)
- **Drops/Equipment:**
- **Attacks/Weapons:**
Talons - **Skill:** Hand-to-Hand(Agi)(YYGG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 1
- **Talents:**
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Glide - Winged Twilights can use their wings to glide from one location to another, increasing their movement speed while falling to a 3, and making them immune to fall damage.
- **Special Abilities:**
Soar - Once per encounter, a Winged Twilight adopts the Flier attribute, with a speed of 3. This lasts for one round.

XIVILAI [NEMESIS]

Xivilai are highly intelligent Daedra that look like tall and muscular gray-skinned warriors. They are similar in many points to the Dremora, but do not have a caste system. Their lack of a caste system fits perfectly with their hatred of subordination and tendency for betrayal. They are immensely strong, and gifted with magic.

Strength	Endurance	Agility	Intellect	Willpower	Personality
5	4	4	6	3	6

- **Soak:** 5
- **Wounds:** 31
- **Strain:** 26
- **Defense:** 1/1
- **Skills:** Athletics 3(Str), Acrobatics 2(Agi), Charm 4(Pers), Conjuration 4(Int), Cool 4 (Will), Deception 4(Pers), Destruction 4(Will), Intimidate 4 (Str), Illusion 4(Pers), Resilience 2 (End), Search 2(Will), Vigilance 2(Will)
- **Drops/Equipment:** Daedra Heart, All Weapons/Armour below
- **Attacks/Weapons:**
Burning Claws - **Skill:** One-Handed(Agi) (YYYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 3, Vicious 2, +6 Fire Damage
- **Talents:**
Confidence 4 - Dremora Valyknaz reduce the difficulty of Fear checks by 4.
Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.
Daedra - Unit is a Daedra for the purpose of spellcasting, and gains a 50% damage reduction from Normal Weapons.
Normal Weapon Immunity - Takes no damage from Normal Weapons.
Determination - Summoned Dremora are exceptionally opposed to returning to Oblivion, and thus gain 2 Boost to all Banish spell checks.
- **Special Abilities:**
Command - As a maneuver, Valyknaz can grant Boost dice to the next action performed by an allied Caitiff or Kynreeve.
Aura of Terror - When a Valyknaz enters combat, all characters who are aware of him, must pass a Hard (3) Cool Fear check.

RANDOM DAEDRA

RANDOM LESSER DAEDRA TABLE:

%	Lesser Daedra
1-20	Atronach, Fire
21-50	Clannfear, Runt
51-85	Scamp
86-90	Dark Seducer, Kiskengo
91-95	Dremora, Caitiff
96-100	Golden Saint, Auren

RANDOM DAEDRA TABLE:

%	Daedra
1-5	Auroran
5-20	Atronach, Frost
21-35	Clannfear
36-50	Seeker
51-65	Spider Daedra
66-80	Winged Twilight
81-85	Harvester
86-90	Hunger
91-94	Dark Seducer, Autkendo
95-97	Dremora, Kynreeve
98-100	Golden Saint, Aurmokel

RANDOM GREATER DAEDRA TABLE:

%	Daedra
1-16	Atronach, Storm
17-32	Daedroth
33-48	Lurker
49-64	Ogrim
65-80	Xivilai
81-87	Dark Seducer, Grakendo
88-94	Dremora, Valyknaz
95-100	Golden Saint, Pelaurig