

The Elder Scrolls

A Savage Worlds Conversion



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Entries from Berathin's Journal

Last Seed 24th, 3E 429

Today I did something I never dreamed I would do. I met the Emperor himself. Although the rumors are true that his health is deteriorating, I could clearly see from the strength in his demeanor that he was a descendent of the great Tiber Septim (may he live forever among the gods).

I was summoned to meet him into his private conference room where myself and the Grand Spymaster of the Blades, Caius Cosades, were to be the only ones who would hear of his words. It was instantly clear that I was to be sent on some secret mission given to me directly by the Emperor. No doubt the two had great faith in my abilities. I only hoped that I would be able to live up to their expectations.

"As a member of the Blades," the Emperor began with a voice that instantly captivated my attention, "you have survived many dangers and gone to extraordinary lengths to preserve the unity of this Empire. Although you have been ordered to act in secret, do not believe that your accomplishments have gone unnoticed by those who know of your existence.

"But there are many threats in Tamriel. And there is one that I feel that you alone are well suited to deal with..."

Frostfall 31st, 4E 10

When I first became a Blade, I swore a solemn oath to be the eyes and ears of the Emperor. But he is dead and his last heir sacrificed himself to save the Empire. Or what's left of it anyway. Black Marsh and Elsweyr have already seceded from the Empire and I fear it is only a matter of time before the other Southern provinces do too. High Chancellor Ocato, the closest we could come to an Emperor, was assassinated by the Thalmor and now the political infighting of who will succeed him is fracturing any remaining power the throne once held.

I cannot end the crises that Tamriel now faces. I'm a Blade, not a politician or a warlord. But there are still many threats in Tamriel that threaten to make it even worse than it already is. And there is one that I alone am well suited to deal with...

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Overview

The Elder Scrolls is an epic video game series set in the vast world of Tamriel. In previous games, we have dealt with the unstable politics of provinces such as Daggerfall, battled blight-stricken fiends on the slopes of the Red Mountain of Morrowind, charged forth into the utter chaos of Oblivion, and saved Skyrim and the rest of the world from total annihilation.

But the world is vast and as incredible as Bethesda's games are, they are no match for the power of pure imagination. Tabletop role-playing games allow us to harness our imagination to help us continue to create epic stories set in Tamriel. You can further explore areas already described in the games or even create scenarios set in places and times that we have yet to see. More dangers lurk in Tamriel and more stories are to be told. The limit is the extent of your imagination...

Why Savage Worlds?

Although the *Savage Worlds* system has mechanics that are fundamentally different from those found in the video games, both excel at telling the stories of extraordinary heroes who are able to do extraordinary things. The intent of this conversion is not to replicate mechanics, but rather to replicate the feel of what it might be like to live in such an extraordinary land. In fact, descriptions of events found in the books within the games may be easier to replicate in *Savage Worlds* than they ever were in the video games.

Which Elder Scrolls Games Does This Conversion Replicate?

I've tried to take the best elements from all the *Elder Scrolls* games so I'd like to say that it replicates all of the games. However, the later games in the series definitely had the greatest influence on this conversion because they are much more fleshed out.

However, this conversion is in many ways an evolution of *The Elder Scrolls* because tabletop role-playing games allow for many opportunities for role-playing that are simply not possible in a video game. For instance, the Dunmer of *Morrowind* and *Oblivion* have the ability to summon an Ancestor Guardian, a ghost who could help in combat. But the nature of tabletop role-playing games means that the Dunmer can now have conversations with their Ancestor Guardians and rely on them for advice and wisdom, providing exciting new role-playing opportunities for both the players and the GM.

What Sort of Adventures Can I Have?

You can have adventures anywhere and anywhen you want to! You can adventure in an area explored by one of the games or let your imagination run free in a land that is as of yet untouched. You can play before the events of *Arena*, after the events of *Skyrim*, or any time period in between. The real limit is your imagination. Make a tale that's worthy of being in the Elder Scrolls!

Setting Rules

Game Mechanic Terminology Changes

In order to match the in-universe term for the concept, Power Points are renamed Magicka, but function the same way.

New Magic System

In *The Elder Scrolls*, all characters have the ability to use magic with only the most rudimentary training. Therefore, it is not necessary to take the Arcane Background Edge in order for a character to be able to cast magic. For the purposes of Edge prerequisites, a character is considered to have Arcane Background (Magic). Unless otherwise specified, all characters start off with 5 Magicka and two powers. Magicka regenerates at a standard rate of one per hour. Characters do not suffer backlash with a failed spell; it simply does not work.

Instead of taking the New Power Edge to gain spells, additional spells can be gained by purchasing the powers from an arcane instructor. See the “Powers” section for more information on this.

All powers are linked to one of the six schools of magic, each of which is represented by a skill. These skills are:

- *Alteration (Spirit)*: Making temporary changes to objects in the physical world
- *Conjuration (Smarts)*: Summoning creatures and creating magical weapons and armor
- *Destruction (Spirit)*: Inflicting damaging and detrimental effects on enemies
- *Illusion (Smarts)*: Affecting an individual’s perception and mind
- *Mysticism (Smarts)*: Bending Magicka itself to trap souls and augment the caster’s abilities
- *Restoration (Spirit)*: Healing, curing, and fortifying

Each of these skills can be used untrained. Spells can only be cast with a successful roll of the skill. A caster cannot use more than one spell skill in the same round. See the “Powers” section for more information on Magic in *The Elder Scrolls*.

Excluded Skills

The Driving and Piloting skills are inappropriate for *The Elder Scrolls* and are not available. Use the Riding skill for driving stagecoaches and similar vehicles.

Excluded Hindrances

The gods are alive and well in the world of Tamriel and few, if any, doubt that they exist. Thus the Doubting Thomas Hindrance is not available.

Excluded Edges

The following Edges cannot be taken by characters in *The Elder Scrolls: Arcane* Background, Arcane Resistance, Gadgeteer, McGyver, Mentalist, Mr. Fixit, and Rock and Roll!. Note that the Bretons are inherently given the Arcane Resistance Edge, but it cannot otherwise be gained through normal play.

Modified Edges

The Adept, Champion, and Holy/Unholy Warrior Edges require a certain level in the Restoration skill in place of the Faith skill. Arcane Background (Miracles) is not used in *The Elder Scrolls* and is therefore not required, but anyone taking those Edges must also take the Devoted Worshipper Hindrance.

The ability granted by the Holy/Unholy Warrior Edge is counted as a Restoration power due to its connection to the divine.

Learning By Doing

After character creation, characters may only increase skills if they have learned through trial and error and have spent time meditating on what they have learned. This learning comes by using skills extensively during gameplay or by hiring a trainer to teach them. The GM has the final say on whether or not the character has had sufficient practice to warrant an increase in a skill.

Birthsigns

All Wild Card characters are automatically granted the Birthsign Edge (see the New

| d12 | Sign | Month | d12 | Sign | Month |
|-----|------------|--------------|-----|----------------|--------------|
| 1 | The Ritual | Morning Star | 7 | The Apprentice | Sun's Height |
| 2 | The Lover | Sun's Dawn | 8 | The Warrior | Last Seed |
| 3 | The Lord | First Seed | 9 | The Lady | Hearthfire |
| 4 | The Mage | Rain's Hand | 10 | The Tower | Frostfall |
| 5 | The Shadow | Second Seed | 11 | The Atronach | Sun's Dusk |
| 6 | The Steed | Midyear | 12 | The Thief | Evening Star |

Edges section) and receive the benefits of being born under a particular constellation. It is recommended that the character's birthsign be determined randomly using the following table:

After rolling on this table, roll a second d12. If it matches the number that you had previously rolled, then the character was born at a time when The Serpent constellation was attacking the constellation that they would have been under. Instead of the intended constellation, they have the birthsign of The Serpent.

Common Character Types

Tamriel is full of individuals from all walks of life. Below are some common ones that might fit well as adventurers.

Acrobat is a polite euphemism for agile burglars and second-story men. These thieves avoid detection by stealth, and rely on mobility and cunning to avoid capture.

Agents are operatives skilled in deception and avoidance, but trained in self-defense and the use of deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to various patrons or causes.

Archers are fighters specializing in long-range combat and rapid movement. Opponents are kept at distance by ranged weapons and swift maneuver, and engaged in melee with sword and shield after the enemy is wounded and weary.

Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons or with short blades for close work. Assassins include ruthless murderers and principled agents of noble causes.

Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats, and excel in fierce, frenzied single combat.

Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained, and must depend on sword, shield, spell and enchantment to preserve them from the perils of their educational experiences.

Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures.

Any heavily armored warrior with spellcasting powers and a good cause may call himself a **Crusader**. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.

Healers are spellcasters who swear solemn oaths to heal the afflicted and cure the diseased. When threatened, they defend themselves with reason and disabling attacks and magic, relying on deadly force only in extremity.

Of noble birth, or distinguished in battle or tourney, **knights** are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and enchantment.

Most **mag**es claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mag

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self defense. Monks avoid detection by stealth, mobility, and agility, and are skilled with a variety of ranged and close-combat weapons.

Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents.

Pilgrims are travellers, seekers of truth and enlightenment. They fortify themselves for road and wilderness with arms, armor, and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.

Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight. By contrast with barbarians, in combat scouts tend to be cautious and methodical, rather than impulsive.

Though spellcasters by vocation, **sorcerers** rely most on summonings and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.

Spellwords are spellcasting specialists trained to support Imperial troops in skirmish and in battle. Veteran spellwords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

Thieves are pickpockets and pilferers. Unlike robbers, who kill and loot, thieves typically choose stealth and subterfuge over violence, and often entertain romantic notions of their charm and cleverness in their acquisitive activities.

Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of the Empire, trained with various weapons and armor styles, conditioned by long marches, and hardened by ambush, skirmish, and battle.

Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.

Races

Tamriel is home to many diverse races. There are ten that characters have access to (the “Human” race from *Savage Worlds* is not allowed). All Hindrances included with races do not count towards the total of 4 Hindrance Points.

Altmer (High Elf)

Homeland: Summerset Isle

The High Elves consider themselves the most civilized culture of Tamriel; the common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences derive from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts, and High Elves boast that their sublime physical natures make them far more resistant to disease than the "lesser races."

- *Magical Blood*: It is said that Altmer have Magicka flowing through their veins. All Altmer get +10 Magicka.
- *Conquerer of Disease*: Altmer are immune to diseases.
- *Erudite*: Known for their intelligence, all High Elves start with a d6 in Smarts.
- *Soft from a Life of Comfort*: Since they have spent millennia living in the temperate Summerset Isle, Altmer receive a –4 penalty to resist all negative environmental effects.
- *Elemental Weakness*: High Elves also receive –2 Toughness vs. Fire, Cold, and Electric attacks.
- *Vain*: All Altmer have the Arrogant Hindrance to reflect that they look down upon the “lesser” races. Even if a particular Altmer is not known to act that way, they still suffer from the stereotype that others hold of them.

Argonian

Homeland: Black Marsh

At home in water and on land, the Argonians of Black Marsh are well-suited to the treacherous swamps of their homeland, with natural immunities protecting them from disease and poison. The female life-phase is highly intelligent, and gifted in the magical arts. The more aggressive male phase has the traits of the hunter: stealth, speed, and agility. Argonians are reserved with strangers, yet fiercely loyal to those they accept as friends.

- *Swamp-dweller*: All Argonians have gills that allow them to breathe underwater. They also receive a free d6 in Swimming and can move in water at a pace equal to their skill die.
- *Swamp Gas Tolerance*: Argonians are immune to poison.
- *Disease Resistance*: Argonians are immune to disease.

- *Warm Natured*: Although not cold-blooded, Argonians generate less of their own body heat than other races and therefore suffer a –4 penalty to resist the negative affects of cold and hot environments.

Bosmer (Wood Elf)

Homeland: Valenwood

The Wood Elves are the various barbarian Elven clanfolk of the Western Valenwood forests. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. But most of all, the Wood Elves are known for their skills with bows; there are no finer archers in all of Tamriel.

- *Naturally Agile*: All Bosmer start with a d6 in Agility.
- *Quick in Body*: Bosmer have a base Pace of 8.
- *Marksmen from Birth*: Because even the children learn how to shoot a bow and arrow, all Bosmer start with a d6 in Shooting.
- *Adherent of the Green Pact*: As a result with a pact made with Y’ffre the Forest Deity, all Bosmer are forbidden to directly harm any plant, requiring them to only eat meat. They may use products made from plants that others have harmed which they could not have prevented (e.g. they are allowed to use imported wood), but otherwise must derive everything they eat and make from some other source.

Breton

Homeland: High Rock

Passionate and eccentric, poetic and flamboyant, intelligent and willful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.

- *Resistance to Magicka*: Because of their innate resistance to Magicka, Bretons gain the Arcane Resistance Edge (only the Bretons can gain this Edge and it cannot be improved).
- *Dragonskin*: The skin of a Breton is referred to as a “dragonskin” and is resistant to cuts and other injuries. Bretons receive +1 Toughness.
- *Fortified Magicka*: All Bretons gain +5 Magicka.
- *Poor Endurance*: Bretons are not known for their endurance. Increasing the Vigor attribute costs two points per step to raise during character creation, but only one step during gameplay.
- *Excessive Eccentricity*: Most every Breton has some mannerism that others find strange. All Bretons are considered to have the Quirk (Minor) Hindrance for some aspect of their behavior.

Dunmer (Dark Elf)

Homeland: Morrowind

In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races.

- *Children of Red Mountain*: Dunmer receive +2 Toughness vs. fire-based attacks and a +2 bonus to resist negative environmental effects related to heat.
- *Ancestor Guardian*: All Dunmer are tied to the spirit of one of their ancestors and can summon them for guidance and protection. Once per session, a Dunmer can summon their spirit to aid in their defense (use the stats for Ghost in *Savage Worlds* and customize to fit the personality of the ancestor). They can only stay in the real world for at most 1d6 minutes before they must depart. Note that the GM may break the one-session rule so that they can be summoned during a good role-playing opportunity to provide wisdom and advice.
- *Grim Demeanor*: Outlanders often note that Dunmer do not react favorably towards them. All Dunmer receive the Mean Hindrance, which applies to all but their own. Even if a particular Dunmer isn't mean towards those of other races, they still suffer from the stereotype.

Imperial

Homeland: Cyrodiil

The well-educated and well-spoken native of Cyrodiil are known for the discipline and training of their citizen armies. Though physically less imposing than the other races, Imperials are shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races, and to have erected the monument to peace and prosperity that comprises the Glorious Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

- *Voice of the Emperor*: Imperials tend to have a natural charm. They start with a d6 in Persuasion.
- *Star of the West*: Due to their hardiness, Imperials receive a +1 bonus to Spirit rolls to recover from Shaken.

Khajiit

Homeland: Elsweyr

The Khajiit of Elsweyr can vary in appearance from nearly Elven to the cathay-raht "jaguar men" to the great Senche-Tiger. The most common breed found outside of

Elsweyr, the suthay-raht, is intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability.

- *Natural Agility*: All Khajiit start with a d6 in Agility.
- *Natural Claws*: The Khajiit have claws that cause Str+d6 damage.
- *Clawed Climber*: Their claws also provide a +2 to Climbing checks on all but sheer surfaces.
- *Eye of Night*: Because their eyes are different from those of other races, Khajiit have low light vision.
- *Soft-Paws*: Khajiit are adept at sneaking and begin with a d6 in Stealth.
- *Weakness to Skooma*: Moonsugar cane grows natively in Elsweyr and is used in everyday cooking and religious practices, but is highly addictive and illegal in most provinces. Because it is such an integral part of Khajiit culture, all have the Habit (Major) Hindrance for Moonsugar or its refined form, Skooma. With GM permission, this may voluntarily be bought off with an Advance.
- *Yellow-Furred*: “Why are Khajiit so fast? Because they get so much practice running away!” At least, that’s how the joke goes. Although not necessarily cowardly, Khajiit generally are a bit jumpy when put into scary situations and suffer a –2 to Fear checks.

Nord

Homeland: Skyrim

The citizens of Skyrim are aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; Nords of all classes are skilled with a variety of weapon and armor styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.

- *Paragons of Strength*: Nord start with a d6 in Strength.
- *From the Land of Frost*: All Nord receive +2 Armor vs. cold or ice based attacks and a +2 bonus to resist the negative affects of a cold environment.
- *Living by the Sword*: Since weapons are such an integral part of their culture, all Nord begin with a d6 in Fighting.
- *Bloodlust*: Because of the zeal with which the Nord pursue battle and stubbornly try to rectify grudges, Nord have the Vengeful (Major) Hindrance.

Orsimer (Orc)

Homeland: Wrothgarian Mountains, Dragontail Mountains, and Orsinium

These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orc warriors in heavy armor are among the finest front-line

troops in the Empire. Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.

- *Berserk*: All Orcs have the Berserk Edge.
- *Strong Constitution*: Orcs start with a d6 in Vigor.
- *Orcish Appearance*: Although they see themselves differently, nearly all outlanders find the Orcs to be incredibly ugly. They suffer a –2 Charisma to all but their own.
- *Tribal Loyalty*: Orcs are fiercely loyal to those they respect and thus have the Loyal Hindrance.

Redguard

Homeland: Hammerfell

The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.

- *Adrenaline Rush*: The blood of a Redguard is different than the blood of any other race in Tamriel and they have the unique ability to voluntarily trigger an adrenaline rush. Once per session as a free action, they may activate their adrenaline rush which allows them to treat their initiative card as if it were a Joker (this does not actually count as a Joker for the purposes of Wild Card Edges, such as Mighty Blow).
- *Born for Battle*: Redguard begin with a d6 in Fighting.
- *Fiercely Independent*: Few Redguard chose to follow orders. Therefore Redguard characters have the Stubborn Hindrance.

New Hindrances

Devoted Worshipper (Major)

You have dedicated your life to one of the gods. Most commonly, this is one of the Eight/Nine Divines, but it could be another god worshipped in Tamriel. But all gods make it clear that sin will not be tolerated among their followers.

Rules for sinning work much like the *Protector* part of the Arcane Background (Miracles) Edge. However, Magicka does not come from the gods, so there are no mechanical penalties for sinning. But the gods are very active and often punish those who sin against them. It is up to the Gamemaster to determine any consequences for those who sin and are unrepentant.

When taking this Hindrance, the character must be wary of the sins of their chosen god. Use one of the following tables as guidelines or make up your own:

The Eight/Nine Divines

Virtues: Being good to one another

| Severity | Example |
|----------|---|
| Minor | Lying, ignoring the pleas of those who ask for help |
| Major | Theft, failing to help those in great need |
| Mortal | Killing other than in self-defense, denial of faith |

Akatosh, Dragon God of Time

Virtues: Living for duty, service, and obedience

| Severity | Example |
|----------|--|
| Minor | Not keeping your word |
| Major | Failing to provide service to those who are in need |
| Mortal | Ignoring a direct command of the government or other authority |

Arkay, God of Birth and Death

Virtues: Supporting the natural cycle of life

| Severity | Example |
|----------|---|
| Minor | Not providing last rites to those at death's door |
| Major | Prolonging life by artificial means, failing to bury the dead |
| Mortal | Supporting necromancy in any way, allowing a baby to die |

Dibella, Goddess of Beauty

Virtues: Appreciating beauty and art

| Severity | Example |
|----------|---|
| Minor | Fighting in an area of beauty, allowing yourself to appear ugly |
| Major | Failing to make a monthly donation to help artistic projects |
| Mortal | Defiling or destroying a work of art |

Julianos, God of Wisdom and Logic

Virtues: Preserving knowledge and upholding law

| Severity | Example |
|----------|---|
| Minor | Lying, misrepresenting or withholding facts |
| Major | Allowing knowledge to be destroyed, not reporting a crime |
| Mortal | Willfully allowing a miscarriage of justice, committing a crime |

Kynareth, Goddess of Air

Virtues: Revering the power of the heavens

| Severity | Example |
|----------|---|
| Minor | Not allowing someone to speak freely (if does not cause danger) |
| Major | Allowing unclean spirits to travel the realms |
| Mortal | Suffocating or strangling another person |

Mara, Goddess of Love

Virtues: Loving others before yourself

| Severity | Example |
|----------|--|
| Minor | Failing to provide monthly aid to the unloved (e.g. prisoners) |
| Major | Showing intolerance or hatred towards others, failing to forgive |
| Mortal | Harming another out of spite, not preventing an act of hatred |

Stendarr, God of Mercy

Virtues: Showing compassion to all

| Severity | Example |
|----------|---|
| Minor | Not giving a beggar money or other aid |
| Major | Failing to help someone who directly asks for your help |
| Mortal | Killing someone who begs for mercy |

Zenithar, God of Work & Commerce

Virtues: Doing an honest day's work

| Severity | Example |
|----------|---|
| Minor | Showing laziness, accepting money without working for it |
| Major | Going more than a week without a job or work of some sort |
| Mortal | Theft, cheating people out of their money |

Talos, the Dragonborn

Virtues: Defending the people of Tamriel

| Severity | Example |
|----------|--|
| Minor | Not showing respect to guards, soldiers, or others who protect |
| Major | Willingly allowing evil creatures to remain alive |
| Mortal | Doing nothing to stop the death of innocents |

Note that people may react to you differently depending on the god you worship. For instance, worshipping Talos (Tiber Septim) after the Aldmeri Dominion passed the White-Gold Concordat is forbidden and any caught worshipping him will be arrested and executed.

New Edges

Professional Edges

Alchemist

Requirements: Novice, Smarts d8+, Knowledge (Alchemy) d6+, Survival d6

An alchemist has learned to draw magicka from plants and other products of nature and bottle it into a potent potion. These potions must be prepared ahead of time.

A character with this talent can brew a potion of any power (even those they do not know) if they have access to alchemy equipment. Potions require materials that can be purchased for 10 Septims per Magicka needed to cast the spell x the rank of the power being turned into a potion (for instance, a potion of *dispel* costs 60 Septims since it requires 3 Magicka and the power is Seasoned rank). At the GM's discretion, a Survival roll with a penalty equal to the rank of the power can be used to find some of the ingredients in the wild. On a success, half of the ingredients could be found in nature. On a raise, all of the ingredients could be found.

Brewing a potion takes 30 minutes per power. After this time period, the alchemist must make a Knowledge (Alchemy) roll. With a failure, the potion is ruined, but half of the ingredients can be reused in a future attempt. A success or a raise indicates that the potion will work the same way when used as if the power had been cast.

The alchemist's Magicka is "tied up" in the potion until it is used. Potions with spells that have a range of Self or Touch must be drunken, smeared, poisoned on a weapon, or otherwise administered as appropriate. Most attack powers will require a Throwing roll (range 3/6/12) to burst open the container on a specific target. Resisting an opposed power requires a normal success (or -2 with a raise). Otherwise, no roll needs to be made when the potion is used.

Enchanter

Requirements: Novice, Smarts d8+, Knowledge (Enchanting) d6+, Mysticism d8+

Those who devote their life to the craft of enchanting find it incredibly rewarding. A hero with this Edge has learned to construct enchanted weapons of their own.

In order to enchant a weapon, an individual must first have a weapon, armor, or other object that they wish to enchant. Only items of superior quality are able to hold the most powerful enchantments (see Gear section). Additionally, the Enchanter must already know the power that they wish to enchant onto the item. Finally, they must have a Great Soul Gem or better for a Novice or Seasoned power or a Grand/Black Soul Gem for a Veteran or Heroic power. The Soul Gem must be filled with a like-sized soul.

The actual enchanting process takes 1d6 hours and must be done at a place that is flowing with Magicka, such as an Arcane Enchanter or a natural nexus of magical energy. After the requisite number of hours, the Soul Gem is consumed and the individual must make a Knowledge (Enchanting) roll. The enchanter may decide to create an enchanted item with a maximum Magicka pool beyond the base of 10 by taking a penalty to their roll equal to the number of Magicka they wish to add. On a

success, the item becomes an enchanted item, but has no Magicka in its pool. With a raise, its Magicka pool has 5 Magicka already inside of it. If the roll failed, the time and effort is wasted and the soul gem is gone.

Necromancer

Requirements: Novice, Smarts d8+, Conjunction d8+, Survival d6+

The Dark Practice began in the early Second Era. According to the history books, before the founding of the Mages Guild proper when there were only scattered universities of magic, a student in Artaeum named Mannimarco began to use magic to raise and manipulate the dead, which his peers condemned. Mannimarco was eventually defeated in battle and bound his spirit to the living world so that after he regained his strength and his number of followers, he would then rise again as the King of Worms.

A character with this Edge has mastered the secrets of Necromancy and is able to use them to his or her advantage. They can summon a Skeleton using the *summon daedra (summon ally)* spell for only 1 Magicka if they have a bone or other part of a body to use as a basis from which to form the Skeleton around. The bone is consumed in the process and parts of a formed summoned Skeleton cannot be used again in this manner.

Furthermore, the Necromancer automatically gains the *reanimate (zombie)* power upon reaching Veteran rank and knows the esoteric arts to create Black Soul Gems from Grand Soul Gems. By going to a necromantic altar when the Shade of the Revenant passes through Nirn (which occurs roughly every 8 days), placing any empty Grand Soul Gems on the altar, and performing the proper ritual for 1 hour, the Grand Soul Gems can be transformed into Black Soul Gems, which can capture Men, Mer, Beastfolk, and other sentient creatures.

Despite these benefits, Necromancy is a school of magic that is condemned in many (but not all) parts of Tamriel. If a Necromancer's habits are known in an area opposed to the practice, they may be arrested or attacked on sight.

Wizard of War

Requirements: Novice, Strength d6+, Vigor d6+, Destruction d8+, Fighting d8+

The Imperial Legion and other military forces throughout Tamriel's history have relied not only on martial might, but also on magic. Battlemages, sorcerers, and spellswords have been employed as soldiers capable of fighting on the front lines with either blade or spell to devastating effect. The best can switch between the two weapons at will.

An individual with this Edge can make both a Destruction and Fighting attack in the same round with only one of them suffering the usual -2 multi-action penalty. It is the player's choice which action takes the -2 penalty for that round.

Racial Edges

Claw Fighter

Requirements: Seasoned, Khajiit, Fighting d8

Although perfectly capable of fighting with forged weapons, some Khajiit have learned to be just as lethal with their claws by using them to target chinks in the target's armor. All attacks made with a Khajiit's natural claws now have Armor Piercing 2.

Double Shot

Requirements: Seasoned, Bosmer (Wood Elf), Shooting d8

The Bosmer have not only learned how to shoot accurately with their bows, but also how to execute complex trick shots. With this Edge, a Bosmer may fire two arrows from a bow (no other ranged weapon or ammo can work) at a single target with one attack roll at a -2. The target must be at short range. With a successful attack, both arrows deal normal damage to the target.

Improved Double Shot

Requirements: Veteran, Double Shot

The Bosmer may make a Double Shot as described above, but ignores the -2 penalty.

Histskin

Requirements: Novice, Argonian

Argonians have a strong connection to the Hist, an ancient, sentient species of tree native to the Argonian's homeland of Black Marsh. The sap-like resin from the tree can be sculpted into armor, called a histskin, that can be sculpted to perfectly fit a certain Argonian. An Argonian with this Edge gains a histskin that functions as normal +2 Armor and covers the torso, arms, and legs. Because it is perfectly distributed around the body, it effectively weighs a mere 2 pounds. The histskin cannot be worn by anyone else.

Longevity

Requirements: Seasoned, Altmer (High Elf)

It is not uncommon for an Altmer to live for centuries. In that time, they might see the rise and fall of governments and dynasties, but they also have spent hundreds of years learning their craft. To reflect this, an Altmer with this Edge gains 4 skill points that are only usable for skills linked to Smarts.

Orcish Fervor

Requirements: Novice, Orismer (Orc), Spirit d6

Some Orcs are able to consciously unleash their ferocious rage. An Orc with this Edge may spend a benny to activate the effects of their Berserk Edge.

Improved Orcish Fervor

Requirements: Seasoned, Orcish Fervor, Spirit d8

The most disciplined Orcs are able to not only trigger their ferocious rage on command, but also restrain it so as not to harm his allies. When an Orc with this Edge

rolls a 1 on his Fighting die, he will not hit an ally while Berserk (although he still may miss his intended target). In addition, the Orc may ignore the –2 penalty to end their rage.

Potent Adrenaline Rush

Requirements: Veteran, Redguard, Vigor d6

After years of using your adrenaline rush, your body secretes more of it, giving you an extra edge in battle. All Jokers and the Redguard's adrenaline rush gain a +3 bonus to actions for that turn, rather than a +2.

Pride of the Ancestors

Requirements: Veteran, Dunmer (Dark Elf)

Something about your hero has made your ancestors especially interested in helping you with your cause. Your ancestor guardian notes that he or she is receiving support from your other ancestors and has become more powerful in the material world. Your ancestor guardian now rolls a Wild Die, but still does not have any wound levels.

Strong Dragonskin

Requirements: Seasoned, Breton, Vigor d8

Your Breton's dragonskin is extremely resistant to injury. The Breton gains +2 Armor that cannot be removed, but is negated normally by AP weapons.

Way of the Voice

Requirements: Seasoned, Nord, Spirit d8

The Children of the Sky have long believed that their breath and voice are a vital part of their spirit. Based on their veneration of Wind as a personification of Kynareth, the ancient Nords developed a magic called "The Way of the Voice" or "The Tongues." Those who practiced this were also known as "Tongues."

By speaking in the language of the dragons they could create a magical shout called a *thu'um*. The effects of *thu'um* are said to range from sharpening blades, striking enemies at a distance, or even long-range teleportation. Few have powers that rival that of the *Dovahkiin*, but they are still prized in battle.

Upon taking this Edge and at each new Rank, a Tongue may choose one power they already possess and modify the trappings of a Novice level power that they already know from the Alteration, Destruction, Illusion, or Mysticism schools of magic to work as a free action activated by the Intimidation skill, rather than an arcane skill. A Tongue still cannot activate more than one power, whether *thu'um* or spell, in a round.

A roll of a 1 on the Intimidate die while activating a *thu'um*, regardless of a wild die, results in a –2 penalty to all uses of the Intimidate skill for 2d6 hours. This represents strain on their voice, nerves, or mind. If a second strain would be given, the condition persists for 1d6 days.

If a Tongue critically fails an Intimidation roll to activate a *thu'um*, they lose the ability to activate any *thu'um* for 2d6 days and receive a –4 penalty to all other Intimidation checks during the duration.

Weird Edges

Birthsign

Requirements: (Automatically granted to all Wild Card characters)

The Stars of Tamriel are divided into thirteen constellations, each of which bestow mystical powers to those born under it and often influence their personalities. When the sun rises near one of the constellations, it is that constellation's season. Each constellation has a Season of approximately one month. The Serpent has no season, for it moves about in the heavens, usually threatening one of the other constellations.

A character may only have one birthsign. The powers granted from the birthsign are perceived as both a blessing and a curse. This Edge should usually be taken during character creation, but can be taken later to reflect a character discovering their latent powers.

The Warrior: The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers. Characters with this birthsign receive a +2 bonus to Strength checks (but not damage).

The Mage: The Mage is a Guardian Constellation whose Season is Rain's Hand when Magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under The Mage have more Magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded. Characters with this birthsign receive 5 additional Magicka.

The Thief: The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs. Characters with this birthsign receive one additional Benny or Adventure Card each session, cumulative with Luck, Great Luck, and Destiny's Child.

The Serpent: The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed. Characters with this birthsign who successfully hit with an unarmed melee attack magically poison their target with the equivalent of Knockout Poison (see page 88 in *Savage Worlds Deluxe*) in addition to the regular damage. Immediately afterwards, the attacking character must make a Vigor check at +2. On a failure, they themselves are instantly knocked out. On a success, they are Exhausted. On a raise, they are merely Fatigued.

The Lady: The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant. Characters with this birthsign receive a +1 bonus to Spirit rolls to resist Shaken.

The Steed: The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one

place to another. Characters with this birthsign have their pace increased by 2. If they ever roll below a 3 on their Running Die, it is counted as a 3.

The Lord: The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs. Characters born with this birthsign can make natural healing rolls every day, rather than every five days.

The Apprentice: The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magicka of all kinds, but are more vulnerable to magicka as well. Characters with this birthsign receive +10 Magicka, but a -2 penalty to resist any magical effects.

The Atronach: The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own. Characters with this birthsign have +15 Magicka, but can only regenerate Magicka while sleeping.

The Ritual: The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines. Characters with this birthsign receive the most common ability, Mara's Gift, which allows a character once per day to immediately make a Vigor roll to recover wounds via natural healing, ignoring all wound penalties. This must be done during the Golden Hour.

The Lover: The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate. Characters with this birthsign have +2 Charisma.

The Shadow: The Shadow's Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows. In the Black Marsh, Argonians born under the sign of the Shadow are called "Shadowscales;" they are given to the Dark Brotherhood at birth and are trained to be assassins. Characters with this birthsign are granted the *invisibility* power and a pool of 5 Magicka, which recharges at the standard rate for the character, exclusively for its use.

The Tower: The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold. Characters with this birthsign can make a Notice check a -2 to get a sense of where gold or other valuables can be found. It is up to the GM how specific this sense is in a given situation, but it is generally more accurate when at closer range.

Gear

All Medieval weapons from *Savage Worlds* are available for use in *The Elder Scrolls*. Use the statistics for weapons in *Savage Worlds* as a baseline and apply the following modifiers for weapons made of materials other than iron or steel:

Melee Weapons, Bows, and Arrows

| Material | Damage Modifier | Cost Multiplier | Weight Multiplier | Max Enchantment Rank | Notes |
|----------|-----------------|-----------------|-------------------|----------------------|--------------------------|
| Silver | +0 | x1.5 | x1.2 | Novice | Can harm ethereal beings |
| Dwarven | +1 | x3 | x1.4 | Seasoned | |
| Elven | +1 | x5 | x1.6 | Veteran | |
| Glass | +2 | x10 | x1.8 | Veteran | |
| Ebony | +2 | x20 | x2.0 | Heroic | |
| Daedric | +3 | x40 | x2.2 | Heroic | Can harm ethereal beings |

The following modifiers apply for non-plate armor made of materials other than iron or steel. Use the statistics for plate armor in *Savage Worlds* as a base. For shields, the armor modifier only applies to ranged shots that hit.

Corselets, Arms, Leggings, Helms, and Shields

| Material | Armor Modifier | Cost Multiplier | Weight Multiplier | Max Enchantment Rank |
|----------|----------------|-----------------|-------------------|----------------------|
| Elven | +0 | x1.5 | x0.8 | Seasoned |
| Dwarven | +1 | x3 | x1.2 | Seasoned |
| Glass | +1 | x5 | x1 | Veteran |
| Orcish | +2 | x10 | x1.4 | Veteran |
| Ebony | +2 | x20 | x1.6 | Heroic |
| Daedric | +3 | x40 | x1.4 | Heroic |

Additional Armor

| Material | Armor | Cost | Weight | Notes |
|-----------------------------|---------|------|--------|---|
| Banded Leather Armor | +2 (+1) | 200 | 20 | Covers torso, arms, legs, 1 point of armor is bypassed if hit with a raise. Can be enchanted with Novice powers |
| Mithril Hauberk (long coat) | +3 | 1300 | 25 | Covers torso, arms, legs. Can be enchanted with Seasoned powers. |

Mundane Items

| Material | Cost | Weight |
|-------------------|------|--------|
| Alchemy Equipment | 200 | 10 |
| Petty Soul Gem* | 10 | 1/10 |
| Lesser Soul Gem* | 25 | 1/5 |
| Common Soul Gem* | 50 | 1/4 |
| Greater Soul Gem* | 100 | 1/3 |
| Grand Soul Gem* | 200 | 1/2 |
| Black Soul Gem** | 500 | 1/2 |

*All listed Soul Gems are empty. Filled Soul Gems typically cost three times more.

**Black Soul Gems are very rare because they are difficult to make and their use is considered evil in all parts of Tamriel.

Potions and Scrolls

Skilled wizards can store the Magicka to cast a spell into a potion or a scroll to allow it to be unleashed at a later time. Scrolls can unleash spells of any range (but ranged attack powers require a Smarts roll with range 6/12/24 and Touch powers in combat require a Touch Attack). Potions are limited because they must be drunken, applied as poison to a blade, or shattered (which requires a Throwing roll to burst open the container, range 3/6/12). Aside from the rolls required to successfully reach a target in combat, no skill is needed to activate these powers.

Although they have different methods of activating the powers they contain, there is no difference in the potency of potions and scrolls. Any remaining liquid in a potion is rendered inert after the power takes effect. Scrolls require the user to open the scroll and say the phrase written on it. The parchment that makes up the scroll is consumed when the spell is activated and it cannot be reused.

The typical cost of a store-bought scroll or potion is (20 Septims) x (Magicka Required to Cast the Power) x (Rank of Power). For instance, a scroll of *speak language* costs 20 Septims because it costs one Magicka to cast and is a Novice power.

Extended durations and other modifiers can be included and increase the price of the scroll or potion in relation to their Magicka. Scrolls or potions whose stored power has an effect with a raise can be purchased for 150% of the base cost.

Enchanted Items

Weapons, armor, and mundane gear such as amulets, rings, and even clothing can be enchanted with magical powers. The best enchanted items come from those who have devoted their life to the craft—and they always come with a price.

Gear can be enchanted with any appropriate power and has a pool of 10 Magicka all to itself. Activating the gear's power requires a Spirit roll in place of an arcane skill roll. Otherwise, the power works normally. Enchanted weapons with their powers active count as magical weapons and can generally harm ethereal beings.

Enchanted gear generally costs an additional 500 Septims for each Rank of the power it holds and another 100 Septims per additional Magicka in the artifact's pool. Only weapons and armor of superior craftsmanship can be enchanted with powers of higher Ranks, as indicated on the tables above. It is up to the GM to determine the necessary value of any mundane items that the character would like to enchant, but more expensive items can hold more powerful enchantments. An exquisite sapphire amulet might allow the wearer to drain Magicka from enemies whom it is pointed at, but not a common one.

Enchanted gear does not recharge Magicka on its own. Instead, it can only be replenished with Soul Gems. Touching a Soul Gem with an enchanted item requires an action and instantly transforms the captured soul into Magicka within the enchanted item. The amount of Magicka transferred is based on the size of the soul (see the *soul trap* power for more information on this).

Powers

As described in the setting rules, all characters have the ability to cast magic with even rudimentary training. No character needs to purchase the Arcane Background Edge and they do not suffer backlash on a failed spell.

Purchasing Powers

Magic users in Tamriel often know many spells and are willing to pass on what they know to others...for a price. Instead of gaining powers via the New Power Edge, powers can be purchased from those who are trained teachers of the magical arts. Learning a new power requires 1d6 hours of lessons and practice.

The base cost of a power is (100 Septims) x (Maximum Magicka to Cast) x (Rank of Power), where "Maximum Magicka to Cast" is how much Magicka is required to have the spell go off with all modifiers (except for the "Additional Targets" modifier). For instance, the cost of the bolt spell is 300 Septims because there is a maximum Magicka of 3 to cast it (3 bolts at once) and it is a Novice power.

Explaining how to use a power is more difficult than it seems because much of it requires "getting a knack for it." A player character can attempt to instruct another person about a power he or she knows by making an Arcane Skill roll at a -4. If they fail the roll, they are not able to teach the power and cannot try again. The person receiving the instruction must learn the power from someone else.

Schools of Magic

There are six new skills—one for each of the six schools of magic—that can be used untrained. Every power requires one of these six skills as the arcane skill to activate the power. A caster cannot cast more than one spell in the same round.

Alteration (Spirit)

Barrier, Burrow, Elemental Manipulation, Environmental Protection, Fly (Levitate), Growth/Shrink, Intangibility, Quickness, Shape Change, Slow, Slowfall*, Speed, Wall Walker

Conjuration (Smarts)

Armor (Bound Armor), Banish, Entangle, Smite (Bound Weapon), Summon Ally (Summon Daedra), Zombie (Reanimate)***

Destruction (Spirit)

Blast, Bolt, Burst, Damage Field, Drain Magicka, Draining Touch**, Havoc, Jet**, Pummel

Illusion (Smarts)

Powers from Savage Worlds Deluxe

| Power | Arcane Skill | Power | Arcane Skill |
|---------------------------------|--------------|-----------------------------|--------------|
| Armor (Bound Armor) | Conjuration | Greater Healing | Restoration |
| Banish | Conjuration | Growth/Shrink | Alteration |
| Barrier | Alteration | Havoc | Destruction |
| Beast Friend (Command Creature) | Illusion | Healing | Restoration |
| Blast | Destruction | Intangibility | Alteration |
| Blind | Illusion | Invisibility | Illusion |
| Bolt | Destruction | Light/Obscure | Illusion |
| Boost/Lower Trait | Restoration | Mind Reading | Mysticism |
| Burrow | Alteration | Pummel | Destruction |
| Burst | Destruction | Puppet (Command Humanoid) | Illusion |
| Confusion | Illusion | Quickness | Alteration |
| Damage Field | Destruction | Shape Change | Alteration |
| Darksight (Night Eye) | Illusion | Slow | Alteration |
| Deflection (Sanctuary) | Illusion | Slumber | Illusion |
| Detect/Conceal Magicka | Mysticism | Smite (Bound Weapon) | Conjuration |
| Disguise | Illusion | Speak Language | Mysticism |
| Dispel | Mysticism | Speed | Alteration |
| Divination | Mysticism | Stun | Illusion |
| Drain Magicka | Destruction | Succor | Restoration |
| Elemental Manipulation | Alteration | Summon Ally (Summon Daedra) | Conjuration |
| Entangle | Conjuration | Telekinesis | Mysticism |
| Environmental Protection | Alteration | Teleport | Mysticism |
| Farsight | Illusion | Wall Walker | Alteration |
| Fear (Demoralize) | Illusion | Warrior's Gift | Restoration |
| Fly (Levitate) | Alteration | Zombie (Reanimate) | Conjuration |

Beast Friend (Command Creature), Blind, Confusion, Darksight (Night Eye), Deflection (Sanctuary), Disguise, Farsight, Invisibility, Light/Obscure, Puppet (Command Humanoid), Slumber, Stun

Mysticism (Smarts)

Analyze Foe**, Detect/Conceal Arcana, Dispel, Divination, Legerdemain**, Mind Reading, Speak Language, Soul Trap*, Telekinesis, Teleport

Restoration (Spirit)

Bless/Curse**, Boost/Lower Trait, Greater Healing, Healing, Succor, Warrior's Gift

*Denotes a new power described later in this section

**Denotes a power found in the *Savage Worlds Fantasy Companion*

**Zombie (Reanimate) is only available to those who take the *Necromancer Professional Edge*

Trappings and Effects

The following Trappings and Effects (from page 106-107 in *Savage World Deluxe*) are permitted for use for all characters: Acid, Cold/Ice, Electricity, Fire/Heat. Those with training in Necromancy are also permitted to use Necromantic.

Modified Powers

The following powers are modified for their use in *The Elder Scrolls*:

- **Boost Trait:** Using this to boost the Lockpicking skill optionally allows a lock to be picked without using tools at a –2 penalty, since it is magically being opened.
- **Detect/Conceal Magicka:** Because traces of Magicka flow through all creatures, an additional point of Magicka can be spent to detect or conceal non-supernatural beings.
- **Elemental Manipulation:** The caster can also manipulate water beneath their feet to allow them to walk upon it as if it were solid ground. With a success, the target can move at half their pace, rounded up. With a raise, they can move at their full pace.
- **Summon Ally (Summon Daedra):** Use the following table instead of the one in *Savage Worlds Deluxe*:

| Cost | Rank | Ally Types |
|------|----------|---------------------------|
| 3 | Novice | Scamp, Skeleton |
| 4 | Seasoned | Clannfear, Flame Atronach |
| 5 | Veteran | Daedroth, Frost Atronach |
| 6 | Heroic | Hunger, Storm Atronach |

| Cost | Rank | Ally Types |
|------|-----------|-----------------------|
| 7 | Legendary | Dremora, Golden Saint |

See the Bestiary section for statistics for each of these Daedra. If attacked by an ally, the caster must make an opposed Spirit roll with the Daedra or lose control.

- **Teleport:** In areas that are not defiled by one of the Daedric Princes, this can also be used as a “Divine Intervention” spell, instantly transporting the character to the front door of the nearest temple dedicated to one of the Nine Divines, regardless of distance. The standard penalties for a location that cannot be seen (or has never been seen) and all other *teleport* modifiers apply. It is not possible to *teleport* back to the original location in this way (thus the character could potentially be estranged from the party).

Fantasy Companion Powers

The following powers found in the *Savage Worlds Fantasy Companion*—which are not found in *Savage Worlds Deluxe*—are permitted for characters in *The Elder Scrolls: analyze foe (mysticism)*, *bless/curse (restoration)*, *draining touch (destruction)*, *jet (destruction)*, and *legerdemain (mysticism)*. Note that *concentration* is not permitted, as it doesn’t fit the spirit of the fast-acting nature of magicka and *sluggish reflexes* has been renamed *slow* in *Savage Worlds Deluxe*.

New Powers

Jump (Alteration)

Rank: Seasoned

Magicka: 1

Range: Self

Duration: Instant

With this spell, the caster makes a single prodigious jump in any direction. He can leap 4” horizontally (with at least a 10’ ceiling), or 3” straight up. The leap can come before, during, or after the caster’s normal Pace. If he runs at least 6” before jumping, the horizontal distance increases to 5”.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Magicka.

Slowfall (Alteration)

Rank: Novice

Magicka: 2

Range: Touch

Duration: 3 (1/round)

Slowfall reduces the speed at which a character falls to the ground. For every round that it is active, an airborne character moves 2” (~10 feet) downward and does not

suffer any falling damage if the ground is reached. If the character is still in the air when the spell expires, calculate normal falling damage (pg. 88 in *Savage Worlds Deluxe*) based on the remaining distance to the ground. The GM determines whether or not this power may be activated mid-fall.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Magicka.

Soul Trap (Mysticism)

Rank: Seasoned

Magicka: 3

Range: Touch

Duration: 3 (1/round)

Every creature and humanoid has a soul that can be *soul trapped* in a soul gem upon death. If the target dies while the power is active, the soul will be instantly transported to the nearest unused Soul Gem within a Large Burst Template that is of the smallest size that can fit the soul (see below). Soul Gems can only hold one soul.

These Soul Gems can then be used at a later time to instantly recharge an enchanted item with a number of Magicka equal to the size of the soul inside (one action to use). This instantly destroys the Soul Gem in the process. Evil characters may choose to imprison a soul inside a Black Soul Gem for later retrieval with the proper ritual. The following is roughly the size of a soul that will fill each type of Soul Gem and the amount of Magicka stored:

| Soul Gem Size | Magicka Stored | Example Souls That Would Fit in This Size and Larger |
|---------------|----------------|--|
| Petty | 2 | Goblin, Mudcrab, Slaughterfish, Skeleton, Wolf |
| Lesser | 4 | Bear, Flame Atronach, Scamp, Troll, Zombie |
| Common | 6 | Clannfear, Daedroth, Frost Atronach, Spriggan |
| Greater | 8 | Ogre, Storm Atronach, Wraith |
| Grand | 10 | Dremora, Golden Saint, Lich |
| Black | 10 | Humans, Elves, Beastfolk, etc. |

Mechanical creatures, such as a Dwarven Centurion, do not have a soul and thus cannot be *soul trapped*. A larger Soul Gem may contain a soul that would fill a smaller Soul Gem, but will only give a number of Magicka equal to the size of the minimum Soul Gem type that it would normally fill (e.g. a Mudcrab soul in a Grand Soul Gem only provides 1 Magicka if activated).

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Magicka.

Conversions for Other Powers from the Games

- **Absorb Attribute/Skill:** Use a combination of *boost trait* and *lower trait*.
- **Burden:** Use *slow* to provide a similar effect.
- **Calm:** Not used.
- **Chameleon:** Use *invisibility*.
- **Charm:** Use *boost trait* on Persuasion skill.
- **Cure Disease/Poison:** Use *healing* and *greater healing*.
- **Disintegrate Armor:** Not used.
- **Equilibrium:** Use the Soul Drain Edge.
- **Feather:** Use *boost trait* on Strength to increase carry capacity.
- **Frenzy:** Not used.
- **Lock:** Not used.
- **Muffle:** Use *boost trait* on the Stealth skill.
- **Open:** A trapping for *boost trait* with Lockpicking (see “Modified Powers” above).
- **Paralysis:** Use *stun* or *entangle* to prevent a target from acting.
- **Rally:** Not used.
- **Reflect Spell/Damage:** Not used.
- **Silence:** Not used, go on hold and cast *dispel* to prevent a power from being cast.
- **Shield:** Use *armor (bound armor)* for a general shield or *environmental resistance* for a shield against the elements.
- **Spell Absorption:** Not used.
- **Swift Swim:** Use *boost trait* on the Swimming skill.
- **Tongues:** Use *beast friend (command creature)*.
- **Transmute Mineral Ore:** Not used.
- **Turn Undead:** Use the power granted by the Holy Warrior Edge or *fear (demoralize)*.
- **Water Breathing:** A trapping for *environmental protection*.
- **Water Walking:** A trapping for *elemental manipulation* (see “Modified Powers” above).
- **Weakness to <Element>:** Can use *lower trait* on Vigor for a general weakness.

Transformational Diseases

Some diseases are more than just ailments; they actually transform the diseased into an entirely new creature. It is *not* possible to cure these diseases with a *greater healing* spell and the cures for such diseases are often very rare and involve deep magic. Although many people can continue to live normal lives with these diseases, they are generally shunned if their secret is discovered.

Races that are generally immune to disease, such as the Altmer, are resistant to these transformational diseases, but not entirely immune. Indeed, many foolish individuals from even those races have intentionally been bitten by vampires and werewolves in order to transform into these creatures.

Lycanthropy

Lycanthropy is the disease that causes a person to turn into a were-creature. There are several different strains of the disease, most localized to certain areas of Tamriel. The most common strain turns men and mer into werewolves and is reputed to exist in all areas of Tamriel.

The disease itself was created by Hircine, a Daedric Prince, who still serves as the “guardian” of the afflicted people. This divine connection is most obvious in stories saying that lycanthropy is strong enough to overcome the powerful Corpus Disease.

Those who are infected with lycanthropy are immune to all other diseases. But the main benefit is that once per day, the infected can voluntarily transform into a ferocious werewolf. Use the “Werewolf” statistics in the bestiary of *Savage Worlds* (pg. 142 in *Savage Worlds Deluxe*). Returning to human form requires a successful Spirit roll.

The individual is a Wild Card while in this form and can still take advantage of any Combat Edges that they had as a human. While a werewolf, the lycanthrope cannot talk, use items, or cast spells. In addition to silver weapons, these werewolves have a weakness to magical weapons and daedric weapons. An individual can never gain control of this type of lycanthropy.

Once a month when Nirn’s two moons are full, the lycanthrope is involuntarily transformed into a werewolf for 24 hours and they cannot change back. During this time, the werewolf must kill a humanoid. If they do not, then they will be stricken with Hircine’s wrath for not participating in The Hunt. They are stricken with 3 wound levels that cannot be healed and they cannot transform back into a human. Killing a humanoid is the only way to placate Hircine and lift his wrath.

Vampirism

Vampirism, also known as Porphyric Hemophilia or Sanguinare Vampiris, is described as a disease, although one that is little understood. Contraction consists of wounds caused by vampires, usually in the form of bites and scratches. But since few survive attacks from a vampire, the actual contraction process is misunderstood.

The actual disease has an incubation phase, which can occur from two to four days, during which no symptoms are exhibited, although those afflicted may experience

nightmares and insomnia. During this time, the disease can be cured like any other ailment. But once the disease has fully spread and symptoms start to appear, the disease is said to be incurable.

After the incubation period, the disease causes one to "die", making a vampire, in a sense, undead. Vampires do not age and are immune to all other types of disease. They also gain low-light vision. However, the victim gains an insatiable hunger for blood from a warm-blooded one, especially a humanoid. The longer that they go without drinking this blood, the more undead they become both in appearance and in ability. Once they drink, they revert to a form closer to what they were in life.

First Day After Feeding

After drinking their fill of blood, the vampire is brought close to the threshold of life. At this point, they are generally indistinguishable from healthy beings. Although they are somewhat prone to sunburn, vampires at this stage do not suffer direct damage from being in the sun.

Second Day After Feeding

As the life force from the blood of their victims begins to fade away, the vampire begins to travel onto the path of the undead. They generally have a pale and unhealthy complexion, resulting in a -2 Charisma. A vampire at this stage will gain one Fatigue level for every hour exposed to sunlight and they receive -1 Toughness against fire-based attacks. However, they gain one die step in Strength and Vigor during this time.

Third Day After Feeding

By this point, the vampire is more undead than alive. Their appearance is clearly unnatural and they suffer a -4 Charisma when trying to interact any person still willing to speak to them. They also gain one Fatigue level for every ten minutes exposed to sunlight and receive -2 Toughness against fire-based attacks. But their dark gift grants them a $+2$ to Intimidation, $+2$ to Pace, and $+2$ to Soak rolls in addition to the benefits listed above.

Fourth Day After Feeding and Onwards

After going so long without tasting blood, any remnants of being among the living are gone. The vampire's appearance is grotesque and they suffer a -6 Charisma towards normal people who will generally attack on sight. They gain one Fatigue level for every minute exposed to sunlight and they receive a -4 Toughness against fire-based attacks. They now have an additional $+2$ to Intimidation rolls, ignore one wound level (cumulative with Nerves of Steel and Improved Nerves of Steel), and damage from non-magical weapons from attackers do not ace. They also can make a Spirit roll to gain the effects of the *invisibility* power. It can only be used during the night time or away from all sunlight, but otherwise works exactly the same.

Game Mastering

There are a lot of possibilities for running adventures in Tamriel. Bethesda Softworks may be able to make incredible games, but they are no match for the amazing games you can create with the power of your imagination. Here's some advice to help you create such a game.

Getting the Party Together

Unlike in the video games, characters in this version of *The Elder Scrolls* will be working in groups. This poses some challenges, but also enables a lot of exciting possibilities.

Destinies are Shared

The Nevarine and the Dovahkiin were each one person. While it can be fun to play them in a video game, it wouldn't really work very well in a tabletop role-playing game. But sometimes it is groups of people that the Elder Scrolls foretell will change the world. Make sure that the group as a whole are able to do awesome things, not just individual members.

Doing A Few Things Well

Most players wound up creating characters in the video games that wound up being a jack of all trades and belonged to several competing factions. It's recommended that you let characters in a tabletop game be more specialized and rely on each other for help, especially when it comes to factions. After all, it wouldn't make much sense for a Thief, a Priest, and a Soldier to all work for the Thieves Guild, Temple, and Imperial Legion simultaneously.

Instead, let them each use their connections for the benefit of the party. Say that the party is interested in tracking down some bandits. They might decide to split up and get in touch with their contacts. The party's Thief who belongs to the Thieves Guild makes a few bribes to get information from his informants there. The Priest in the party decides at the same time to go to the temple and pray for divine guidance. Meanwhile, the Soldier goes to the Imperial Legion to find out what the military knows about the situation. Each character should be able to have special talents or connections to help the party as a whole, rather than having one character be able to do it all.

The Importance of a Common Goal

Diverse parties may want to go in different directions or help different factions. As a GM, you'll have to help them find a way to work together towards a common goal. One excellent way to do it is to have each of them be a member of a common faction. The Blades work especially well since they take individuals from all walks of life and are present everywhere in Tamriel. But there could be other ways too. Perhaps they met together on a previous adventure, were all people in the wrong place at the wrong time, or all have an obligation to a certain god or Daedric Lord.

Exploring the World

The world of the *Elder Scrolls* is immense thanks to five major games, several spinoff games, and even a few novels. There's a lot of history about the world and a lot of fascinating people, places, and events that you probably aren't aware of.

A great source of this information is the *Unofficial Elder Scrolls Pages* (<http://uesp.net>), which is the largest wiki for information about the *Elder Scrolls* games and its lore. Just browsing through its pages can give you ideas and help fill in some facts about the world you may not know. In fact, it was consulted extensively during the creation of this conversion!

Lands Known and Lands Unseen

Several provinces of Tamriel have been thoroughly explored in the games, such as Skyrim and Hammerfell. This can be a real benefit in that there is already a rich world that your players have already seen. It also provides a lot of starting points and plot hooks.

On the other hand, you can also have a lot of fun exploring an area of Tamriel that we have been told very little about. What about having an adventure in Summerset Isle, the land of the Altmer? The townsfolk in *Oblivion* gossip about how Daedra worship is increasingly prevalent there and that the wizards have organized a boycott against Imperial goods. Perhaps this could be the basis of some exciting scenarios there.

Heroes in Every Age

Tamriel has changed a great deal over time, which provides even more opportunities. Do you want to play a scenario while the Empire is alive and well? Or perhaps before it was even formed? Maybe you could adventure in Morrowind after it had been devastated by the Oblivion Crisis. Or have a group go to Cyrodiil back when Tiber Septim was still uniting the Empire. You could even create an adventure set many hundreds of years in the future.

A Cast of Thousands

The video games were naturally limited by the size of the world, especially in later games where Bethesda was hand-creating everything. Towns may have only had a dozen people in them because it was the right size for the game. Battles too had only a hundred or so participants.

However, your imagination doesn't have these constraints, so you can make the world as big as the lore says it should be. It's certainly conceivable that Imperial City would house at least half a million people and Cyrodiil several million more. Armies of thousands can fight over the territories, especially with the help of *Savage Worlds'* mass battle rules. Take advantage of this vastness to craft exciting new tales.

The Price of Power

There are many powerful artifacts in Tamriel and it's likely that at some point the heroes will come across one or more of them. But you should make sure that these

don't take the fun out of the game. Make it clear that there are consequences for choosing to wield such a powerful thing.

Take for instance Mehrunes' Dagger. This is a dagger that kills many people whom its blade can pierce. Mehrunes Dagon does not give it out freely and will require some sort of task performed before it will be given. Be sure that the characters will consider whether the ends justify the means, especially if the Daedric Prince of Destruction asks them to do something terrible.

But just because they have the Dagger doesn't mean they are out of the woods. You may be discouraged that any monsters you throw at them are instantly killed. But what about thieves in the night who want the Dagger for themselves? Or the townsfolk who refuse to let someone with such blood on their hands enter the town. Even though they are powerful, you can still prevent them from getting out of control by making sure that they are paying the price for their power.

Don't Forget to Read

The many books and scrolls in the video games provide a wealth of information and backstory about *The Elder Scrolls*. Just because you're at a gaming table doesn't mean you can't use them. Just find the text of the books you would like to give to your players (freely available at http://uesp.net/wiki/Lore:Books_by_Subject) and print them out into booklets. If the players would like to do some research to provide some information about a subject (for instance, to find out more about Molag Bal so that they can be better prepared to deal with a threat that he is posing), consider having them make an Investigation roll. On a failure, they find only the most common books. On a success, they find a relatively uncommon book. On a raise, they find a rare or esoteric book, if one is available in the location they are searching.

Adventure Ideas

I Heard a Rumor That...

The people of Tamriel love to gossip and many of them allude to other events in other provinces. For instance, there were rumors of increased Daedra worship in Summerset Isle. Why not explore that area? Or participate in one of the battles or conflicts described in the books of the games, like the Great War between the Empire and the Aldmeri Dominion. There's already a wealth of plot hooks within the games themselves.

Meanwhile, in Another Province...

The Oblivion Crisis wasn't just in Cyrodiil, it was across the entire world. In fact, the spin-off novel *The Infernal City* describes the Argonian reaction to it and how they were able to stop the Daedra invasion in their province. Why not have a campaign set during this time? The downside is that the players are unable to stop the crisis altogether (since they have no access to Martin Septim), but if you had some other objectives, they might still be able to make a difference.

Retelling One of the Early Video Games

What if you created a campaign based on *Arena*, the first game of the *Elder Scrolls* series? The plot was fairly straightforward: the Imperial Battlemage Jagar Tharn has usurped the Emperor using the Staff of Chaos imprisoning him in Oblivion. With his impressive command of Illusion magic, he is able to pretend the Emperor and rule from the throne as he sees fit. But one brave hero knows the truth and has set out to each of the provinces of Tamriel to reassemble the Staff of Chaos to free the Emperor and end Jagar Tharn's reign.

Technical limitations made it a fairly limited dungeon crawling game and the world of Tamriel had not yet developed much of the lore. You can take advantage of this to create a "remake" of the story. Instead of one hero, there is now a group working together. The Halls of Colossus in Elsweyr have more history because it has since been explained that it was where Tiber Septim's agents reconstructed Numidium. The trip to Labyrinthian is no doubt going to Morrowind and finding a way into Dagoth Ur will undoubtedly require visiting the Tribunal gods (who didn't exist in continuity until *Morrowind*). The Imperial City and Imperial Palace are much more detailed thanks to *Oblivion*, so the final confrontation against Jagar Tharn will be all the more detailed.

Or consider creating a campaign for *Daggerfall*, the second game in the series. The Emperor has recruited a champion to put to rest the spirit of the late king of Daggerfall, but it soon becomes apparent that there is a great deal more at stake and the balance of power in the area, and perhaps the whole Empire, will shift drastically depending on who can claim it.

Arguably the most ambitious of the *Elder Scrolls* games, this game had a huge emphasis on political intrigue where the player must decide what factions they would like to help, which can drastically alter the balance of power across the provinces of High Rock and Hammerfell. For players who like more story-driven games, the courtroom intrigue may be just what they are looking for. Plus you can start off the campaign with the video game's awesome live action cutscene of the emperor himself giving the quest.

When Tamriel Grows Old...

What would Tamriel look like in a few thousand years? Exploring a possible future for *The Elder Scrolls* may take a bit more work on your part, but it can be very rewarding to create a world that is distinctly yours. Perhaps the last vestiges of the Empire have been totally obliterated or it has been reformed into something more powerful than before. Or maybe the gods who created the world have decided they've seen enough of their creation.

One thing to keep in mind with this that although the governments of Tamriel tend to change quickly, technology tends to advance very slowly. The world of *Redguard* (set in the Second Era) is very similar to that of *Skyrim* (set in the Fourth Era). Perhaps after several thousand years black powder weaponry will supplement swords in battle, but little else will have changed. Keep this in mind to create a future that is different, but still feels like an *Elder Scrolls* game.

Bestiary

Tamriel is filled with strange and wonderful creatures. The bestiary in *Savage Worlds* already covers some of the monsters that may be found within Tamriel. Below are some additional ones that can be found:

Clannfear

The Clannfear is a reptilian Daedra with a large crested head somewhat similar to that of the dinosaur Triceratops, though instead of two forward-pointing horns the Clannfear has several smaller spikes across its face. They walk on two legs and use their clawed arms much like a predatory dinosaur would. Clannfear are often associated with the Daedric Prince Mehrunes Dagon, though they are likely to be common creatures throughout the various planes of Oblivion.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Fighting d6, Intimidation d4, Notice d8, Stealth d6, Tracking d4

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Thick, scaly hide.
- **Bite/Claw/Gore:** Str+d6.
- **Size -1:** Clannfear stand 3-4' tall.
- **Quick:** Clannfear redraw action cards of 5 or less.

Daedroth

These crocodile-headed bipedal Daedra are associated with Molag Bal and Mehrunes Dagon. They are one of the weaker, more animalistic types of Daedra, but still a dangerous foe with powerful clawed arms and moderate magical ability. Though some have been known to use weapons and wear simple armor, most attack with bare claws. Those found in Morrowind are man-sized and spit poison or shock magic, while those found in Cyrodiil tend to be larger and belch firebolts instead. These larger Daedroths initiate battle by shaking themselves. They are similar in appearance to the Lesser Daedra.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d0, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities

- **Armor +2:** Thick, scaly hide.
- **Bite/Claw:** Str+d8.
- **Firey Breath:** Daedroth breathe fire using the Cone Template. Every target within this cone may make an Agility roll to avoid the attack. Those who fail suffer 2d8 damage and must check to see if they catch fire. A daedroth may not attack with its claws or bite in the round it breathes fire.

Dremora

These Daedra are highly intelligent and powerful humanoid war spirits, generally in the service of Mehrunes Dagon, although this is not always so. They usually appear as demon-like knights with grotesque horned faces of dark ashen grey, blue, purple or red. They make for ferocious combatants. This is not just because of their abilities as sorcerers and warriors, but also because, as creatures of Oblivion, they have no need to fear death. Some are immune to normal weapons and many can reflect spells. They craft and wear their own armor, known as Daedric armor, reputed to be the strongest available in Tamriel.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Alteration d6, Climbing d6, Conjunction d6, Destruction d8, Fighting d10, Intimidation d10, Mysticism d6, Notice d8, Taunt d6

Charisma: -6; **Pace:** 6; **Parry:** 8 (7); **Toughness:** 14 (6)

Hindrances: Bloodthirsty, Mean, Vengeful (Major)

Edges: Block, Combat Reflexes, Level Headed, Nerves of Steel

Gear: Daedric cuirass (+6 Armor, covers torso), Daedric plate arms (+6 Armor, covers arms), Daedric greaves (+6 Armor, covers legs), Daedric full helmet (+6, 50% vs. head shot), Daedric Longsword (Str+d8+3)

Special Abilities

- **Fearless:** Dremora are immune to Fear and Intimidation.
- **Magic:** 15 Magicka for the following: *armor (bound armor)*, *damage field*, *smite (bound weapon)*
- **Size +1:** Dremora are a head taller than most people.

(WC) Dremora Lord

Intelligent and powerful, Dremora Lords (also known as "Markynaz") are war spirits in the service of Daedra Lord Mehrunes Dagon. Dremora Lords are very powerful foes and typically carry a range of high quality weaponry. They are also proficient mages.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Climbing d8, Conjunction d8, Destruction d10, Fighting d12, Intimidation d12, Notice d8, Taunt d8

Charisma: -6; **Pace:** 6; **Parry:** 10 (9); **Toughness:** 14 (6)

Hindrances: Bloodthirsty, Mean, Vengeful (Major)

Edges: Improved Block, Combat Reflexes, Improved Level Headed, Improved Nerves of Steel, Strong Willed, Sweep

Gear: Daedric cuirass (+6 Armor, covers torso), Daedric plate arms (+6 Armor, covers arms), Daedric greaves (+6 Armor, covers legs), Daedric full helmet (+6, 50% vs. head shot), Daedric claymore (Str+d10+3, Parry -1, 2 hands)

Special Abilities

- **Fearless:** Dremora Lords are immune to Fear and Intimidation.
- **Magic:** 15 Magicka for the following: *armor (bound armor)*, *damage field*, *pummel*, *smite (bound weapon)*
- **Size +1:** Dremora Lords are a head taller than most people.

Dreugh

An underwater creature with no outstanding abilities or attributes. Ancient half-human, half-octopus, sea monsters commonly hunted for their skin (to make armor) and Dreugh Wax from their shells (for its magical properties).

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d4, Notice d8, Stealth d6, Swimming d10

Pace: —; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Aquatic:** Pace 10.
- **Claws:** Str+d4.

Flame Atronach

Elemental Daedra, commonly known as Atronachs, are highly intelligent daedra often summoned by conjurers. They have no kinship or loyalties with any of the Daedric Princes. Flame Atronachs generally appear as a semi-humanoid form with blackened armor and are surrounded by a veil of flames. Frost Atronachs and Flame Atronachs have a deep mutual hatred for one another.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Atronach:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Firebolt:** Flame Atronachs can project a searing blast of flame as described in the *bolt* power using Shooting as the activating skill.
- **Weakness:** Flame Atronachs suffer an additional 1d6 damage if hit by an ice-based attack. When doused in at least a gallon of water, they suffer 1d6 damage, +2 per additional gallon.

Frost Atronach

Frost Atronachs generally appear as a humanoid figure composed entirely of ice. Frost Atronachs and Flame Atronachs have a deep mutual hatred for one another.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d8

Skills: Climbing d8, Fighting d10, Notice d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Special Abilities

- **Armor +2:** Solid ice body.
- **Atronach:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Frost Touch:** Str+d6; on a raise, target must make a Vigor roll or gain a level of cold-based fatigue.
- **Weakness:** All fire-based attacks deal an extra 1d6 damage. A torch or lantern is instantly put out if it hits.

Golden Saint

Golden Saints are a humanoid species of Daedra who serve as Sheogorath's personal army of Mania. Despite their name, they have little love for the mortal inhabitants; they are quick tempered, short of patience, and are quick to administer cruel and harsh punishments.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Arrogant, Vengeful (Major)

Edges: Attractive, Block, Combat Reflexes

Gear: Corselet (+3), plate arms (+3), plate leggings (+3, males only), pot helm (+3, 50% vs. head shot), large shield (+2 parry), longsword (Str+d8)

Hunger

The Hunger is one of the many daedric servants of Daedra Lord Boethiah and is known for its long tongue, demonic appearance, and uncanny ability to quickly destroy its opponents' armor and weapons. Sheogorath allows them to roam his realm as pets, as they appeal to the demented side of his personality.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Bite:** Str+d6.
- **Devour Flesh:** A Hunger is never able to fill its unquenchable desire for food because anything it tries to eat will dissolve. All targets who are bitten (i.e. parry was exceeded) must make a Vigor roll or be Shaken. Treat this Shaken result in addition to any Shaken result with the damage (this can cause a wound).
- **Devour Metal:** Additionally, a Hunger can make a Fighting attack with a called shot to a weapon or armor. Rather than dealing direct damage, the targeted weapon or armor is severely damaged: weapons deal half damage and armor is half as effective (round down for both). If a second called shot is made in this way, the weapon or armor is damaged beyond repair.

Mud Crab

Mud Crabs are weak nuisance creatures found everywhere near water. Although larger than many crabs on Earth, they are smaller than most other animals encountered in Tamriel. Outside, they are found in swampy areas, along coastlines, and in shallow water. Mud Crabs are also very common in sewers.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Swimming d8

Pace: 3; **Parry:** 2; **Toughness:** 5 (2)

Special Abilities

- **Armor +2:** Tough shell.

- **Aquatic:** Pace 5.
- **Pincers:** Str.
- **Size –2:** Mud Crabs are typically less than a foot high.
- **Small:** Attackers subtract 2 from their attacks to hit.

Scamp

One of the lesser sentient Daedra in Oblivion, Scamps often enter into the mortal world to cause mischief and carry out errands for their Princes. It is not known whether these beings were ever mortal creatures, or if they are simply created as-is by the Princes for purposes of servitude. They are weak, rather unintelligent, and cowardly, and are easily defeated except in large numbers. They are most commonly associated with Mehrunes Dagon.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d4, Stealth d8, Taunt d8, Throwing d6

Pace: 7; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite/Claw:** Str+d4.
- **Infravision:** Scamps halve penalties for dark lighting against living targets (round down).
- **Size –1:** Scamps stand 3-4' tall.

Slaughterfish

A common and aggressive fish found in the waters of Tamriel. They are often encountered *en masse* and will form into large packs to pursue their prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Swimming d10

Pace: —; **Parry:** 5; **Toughness:** 3

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Size –2:** Slaughterfish are roughly two feet long.
- **Small:** Attackers subtract 2 from their attacks to hit.

(WC) Spider Daedra

These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that even Mephala's worshippers rarely summon them for fear that they will disobey orders. They are some of the more powerful Daedra, with formidable melee and spellcasting ability.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d12, Destruction d8, Fighting d10, Intimidation d10, Notice d8, Shooting d6, Stealth d8, Taunt d8, Throwing d6

Pace: 8; **Parry:** 7; **Toughness:** 7

Special Abilities

- **Bite:** Str+d6.
- **Poison:** A target who is bit by a Spider Daedra must make a Vigor roll or be paralyzed and incapable of any action—even speech—for 2d6 rounds.
- **Magic:** 15 Magicka for the following powers: *bolt* (lightning trapping, AP2), *drain magicka*, *havoc*
- **Size +1:** Spider Daedra are 7 feet long.
- **Webbing:** Can project a burst of webbing the size of a Small Burst Template by making a Shooting roll at range 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Flames can be used to burn through the web as well, but innocent bystander rules apply. Characters still caught in the web can fight, but all actions are at –4.

Spriggan

The Spriggan is a moderately intelligent creature which appears to be part fauna and part flora, leading to observers confusing it with trees and other plant life. It attacks with both arms as well as its teeth and has a surprisingly fast regeneration rate which results in adventurers often having to defeat them several times before they remain dead. Some have the ability to summon woodland animals to aid them.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Illusion d10, Notice d10, Persuasion d8, Stealth d10

Charisma: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 6

Special Abilities

- **Attractive:** Spriggan resemble attractive women and often use this to their advantage.
- **Magic:** 15 Magicka for the following: *beast friend*, *deflection (sanctuary)*, *slumber*

Storm Atronach

Storm Atronachs are Daedra of elemental shock, and are the strongest elemental atronachs that are encountered in Tamriel. They appear as a cluster of rocks quickly revolving around an unseen center of mass.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d12, Notice d8, Shooting d10

Pace: 6; **Parry:** 8; **Toughness:** 11 (4)

Special Abilities

- **Armor +4:** Rock Body.
- **Atronach:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Shocking Touch:** Str+d6; target must make a Vigor roll or be at –2 Parry until his next action.
- **Lightning Arc:** Storm Atronachs can project a cackling arc of lighting using the Cone Template. Characters within the cone must beat the atronach's Shooting roll at with an Agility roll or suffer 2d10 damage, AP 2.
- **Size +1:** Storm Atronachs are a head taller than most people.

Artifacts

Throughout the history of Tamriel, powerful individuals have created artifacts whose names have become legendary. It is rare for any individual to possess an artifact for any great length of time. Some seem to be imbued with part of their creator's personality and leave when they feel their owner is no longer worthy of their power. Others are seized by the Daedric Lords to be given to a new champion in exchange for performing some task in their name. But for the short time that they are possessed, individuals who wielded these artifacts have accomplished great deeds that are sung by the bards for centuries.

Daedric Artifacts

Azura's Star

Daedric Lord: Azura

Few mortals have the stomach to trade in souls. The Dark Brotherhood does it, as do certain groups within the Mages Guild. For these cruel folk, Azura's Star has a particular fascination.

The Star acts as a reusable Grand Soul Gem. Any creature who is killed near the bearer of the Star while under the *soul trap* spell is trapped within it (souls smaller than Grand will still try to enter a smaller Soul Gem first if one is available). The Star can only carry one soul. Using Azura's Star empties it, freeing the trapped soul to make its journey to Oblivion. Because it is not destroyed in the process, Azura's Star can be used again and again.

Ebony Blade

Daedric Lord: Mephala

The Ebony Blade, sometimes called the Vampire or the Leech, resembles an ebony katana (Str+d8+4, AP2, 12 weight), and its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its history, a charm was cast on it so it would not remain with any one individual for long. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right to do so.

For every wound level that the Ebony Blade deals, the wielder is instantly healed one level. If the wielder has no more wounds to heal, then they get a +2 to Soak rolls until their next turn (does not stack for multiple wounds dealt).

Ebony Mail

Daedric Lord: Boethiah

The Ebony Mail is an artifact created before recorded history, according to legend, by the Daedric Prince Boethiah. It is he who determines who should possess the Mail and for how long a time. If judged worthy, its power grants the wearer invulnerability to

all common magical attacks that drain talents and health. It is Boethiah alone who determines when a person is ineligible to bear the Ebony Mail any longer, and as a Daedra, can be very capricious.

The Ebony Mail is similar to an Ebony Plate Mail (+5 Armor, covers torso, 30 weight), but any spells from the school of Destruction are completely ineffectual against the wearer.

Goldbrand

Daedric Lord: Boethiah

This magical Sword is almost a complete mystery. Thieves tell tales about its golden make and how it was actually forged by ancient dragons of the North. Their tales claim that it was given to a great knight who was sworn to protect the dragons. The Sword lends its wielder the ability to do fire damage on an enemy. Goldbrand has not been sighted in recent history and is said to be awaiting a worthy hero.

Goldbrand is an exquisite longsword that deals Str+d8+4 fire damage and can harm ethereal beings. Any target that is hit will need to roll to see if they catch on fire (pg. 88 in *Savage Worlds Deluxe*).

Hircine's Ring

Daedric Lord: Hircine

Some who are infected with lycanthropy hate their condition. Others embrace it. Hircine especially favors the latter and has been known to give this ring as a reward to those who have shown special fervor in The Hunt.

If a non-lycanthrope wears this ring, they get a small taste of what it is like to be of a more animal nature. Their intelligence becomes more animal and their Smarts is reduced by one die type, but their Notice and Tracking skills increase one die type as they find their sense of smell is enhanced. If a lycanthrope wears this ring, they instantly transform into a werewolf and revert to their normal form when it is removed. This can be done multiple times per day.

Mace of Molag Bal

Daedric Lord: Molag Bal

Also known as the Vampire's Mace, the Mace of Molag Bal drains its victims of magicka and gives it to the bearer. It also has the ability to transfer an enemy's strength to its wielder. Molag Bal has been quite free with his artifact. There are many legends about the Mace and it seems to be a favorite for vanquishing wizards.

Whenever a target takes a wound as a result of damage from the Mace (Str+d8+2, AP 2 vs. rigid armor, Parry -1, 2 hands), the target's Strength is lowered by one die type per wound taken and the wielder's Strength is increased by an equal number of die types (maximum d12+4) for 1d6 hours. If the target's Strength is at a d4, it cannot be reduced further and the wielder does not gain an increase in their Strength. Additionally, 1 Magicka per wound is transferred from the target to the wielder, provided the target has any left. The wielder can go above their maximum Magicka in this way, but loses any excess after 1d6 hours.

But using a weapon created by the Daedric Prince of domination and enslavement is a dangerous thing. An individual who uses this weapon becomes consumed by the power he has over others. The wielder gains the Habit (Major) Hindrance for attacking others using the Mace of Molag Bal and requires a Spirit check to stave off the effects of Fatigue. This becomes especially dangerous if they are parted from the Mace. If they reach the final Fatigue result, their thoughts are completely consumed with doing whatever they can to regain the sort of power over others that they once had. Men have been driven mad trying to wrest authority from officials or trying to sell their fellow countrymen as slaves as a result of the Mace. This lasts for 1d6 days after which the hero must buy off the Hindrance by sacrificing an opportunity to Advance. Those who enslave others with the Mace become slaves to Molag Bal himself.

Masque of Clavicus Vile

Daedric Lord: Clavicus Vile

Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the Masque is more likely to get a positive response from the people of Tamriel.

The best known story of the Masque tells the tale of Avalea, a noblewoman of some renown. As a young girl, she was grossly disfigured by a spiteful servant. Avalea made a dark deal with Clavicus Vile and received the Masque in return. Though the Masque did not change her looks, suddenly she had the respect and admiration of everyone.

A year and a day after her marriage to a well connected baron, Clavicus Vile reclaimed the Masque. Although pregnant with his child, Avalea was banished from the Baron's household. Twenty one years and one day later, Avalea's daughter claimed her vengeance by slaying the Baron.

The Masque grants the wearer a +4 Charisma bonus, although people will still see the wearer's face as if nothing was worn. Beware though that Clavicus Vile has a cruel sense of humor and will likely demand it back when it will do the most damage to the reputation the wearer has falsely built up with it.

Mehrunes' Razor

Daedric Lord: Mehrunes Dagon

The Dark Brotherhood has coveted this ebony dagger for generations. This mythical artifact is capable of slaying any creature instantly. History does not record any bearers of Mehrunes' Razor. However, the Dark Brotherhood was once decimated by a vicious internal power struggle. It is suspected that the Razor was involved.

Mehrunes' Razor uses the statistics of a Daedric Dagger (Str+d4+3, can harm ethereal beings). If an attack successfully hits with two raises, the target is instantly slain. Of course, owning such a powerful weapon will no doubt make you a target to those who want it for themselves. Sleep lightly.

Oghma Infinium

Daedric Lord: Hermaeus Mora

The Oghma Infinium is a tome of knowledge written by the Ageless One, the wizard-sage Xarxes. All who read the Infinium are filled with the energy of the artifact which can be manipulated to raise ones abilities to near demi-god proportions. Once used, legend has it, the Infinium will disappear from its wielder.

Only one may read the Oghma Infinium and some have even killed for the chance to read it. The first person who attempts to read the Oghma Infinium is transfixed by its infinite contents. Anyone else who attempts to read the book during that time will only see blank pages. If the reader is prevented from continuing to read the book, they will unconsciously do whatever they can to keep reading, using violence if necessary.

After 1d6 hours, the reader's mind begins to return to the physical world from the infinite expanse and the Oghma Infinium crumbles to dust. Although the book is destroyed, the reader has been imparted with incredible knowledge to enhance their body and mind and instantly gains 20 XP.

Ring of Khajiiti

Daedric Lord: Meridia

The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.

When an individual wears the Ring, their Pace is increased by 2 and they become much harder to see. If a character has reason to look for an invisible person, they can make a Notice roll at -4. If detected, they can then be attacked at a -4 penalty as well.

Ring of Namira

Daedric Lord: Namira

Namira is aligned with the darker side of nature, as is her ring. While the ring is being worn, any damage the bearer takes is suffered by the attacker as well. Immediately after making a damaging attack, the attacker must make a Vigor roll. He receives a number of wounds equal to the number they inflicted minus the number of successes and raises from their Vigor roll.

Sanguine Rose

Daedric Lord: Sanguine

The Sanguine Rose is not an artifact most folk would care to have. It summons a lesser daedra that will attack any other creature in the area. The rose is like any other in that it will wilt. The more of its power that is used, the more wilted it becomes. Eventually all its petals fall off and it loses its powers. Somewhere in Oblivion a new rose blooms and is plucked by Sanguine himself to be given to a new champion.

The Sanguine Rose is an artifact that contains 20 Magicka that does not regenerate. This is usable solely for the Summon Daedra spell, which the owner of the Rose can activate using a Spirit roll, rather than Conjuraton. Any summoned Daedra are not

under the control of the holder or anyone else. The Sanguine Rose loses 1 Magicka per day regardless of if it is used or not. When it reaches 0 Magicka, it has wilted and died, thus it is unable to be used any further.

Savior's Hide

Daedric Lord: Hircine

Another of Hircine's artifacts was the Cuirass of the Savior's Hide. The Cuirass has the special ability to resist magicka. Legend has it that Hircine rewarded his peeled hide to the first and only mortal to have ever escaped his hunting grounds. This unknown mortal had the hide tailored into this magical Cuirass for his future adventures. The Savior's Hide has a tendency to travel from hero to hero as though it has a mind of its own. The Savior's Hide is a special piece of armor (+5 Armor, covers torso only) and provides the benefits of the Improve Arcane Resistance Edge.

Skeleton Key

Daedric Lord: Nocturnal

The power of the Skeleton's Key is very simple, indeed. With it, any non-magically locked door or chest is instantly accessible to even the clumsiest of lockpickers. A particularly skillful lockpicker may even open some magically barred doors with the Key. The limitation placed on the Key by wizards who sought to protect their storehouses was that it would never be the property of one thief for too long. Some of those who have possessed the Key have made themselves rich before it disappeared, others have broken into places they never should have entered.

The Skeleton Key allows the user to instantly unlock any door that is usually opened by a key, no matter how complex or secure it is. It does not disarm any traps and cannot open doors that are opened by some other means, such as a combination.

Each time it is used, the GM should secretly roll a d20. If it comes up as a 20, then the next time that the user wants to use the Skeleton Key (or when dramatically appropriate), they'll find that it has mysteriously disappeared. Hopefully they'll have another plan to get out of the locked castle they just broke into...

Skull of Corruption

Daedric Lord: Vaernima

Using the Skull of Corruption on an opponent creates a duplicate of the victim. However, this duplicate will attack the original, not the wielder of the Skull. There is a story about the Thieves Guild Master and the skull that is probably fiction, but highly amusing. The Master used the skull on her enemy, creating a clone of him to fight. After defeating the original, the clever duplicate snatched the Skull from the Master and used it on her. Although the cloned enemy could not directly attack the Master, it could use the Skull to create a duplicate Master. The two clones jointly ruled the Thieves Guild for years.

The Skull has been affixed to a staff to allow it to more easily touch the intended target. Anyone who touches the Skull itself is instantly cloned (in combat, this is considered a Touch Attack). The clone is identical in every way to the original and all

non-magical items are duplicated on the clone. However, the clone will have an overwhelming urge to kill the original and cannot under any circumstances attack the one who was holding the Skull at the time of the cloning. The wielder cannot clone himself.

Spell Breaker

Daedric Lord: Peryite

Spell Breaker, superficially a Dwarven tower shield (+2 Parry, +3 Armor to ranged shots that hit, 24 weight), is one of the most ancient relics of Tamriel. Aside from its historic importance dating from the Battle of Rourken-Shalidor, the Spell Breaker protects its wielder almost completely from any spellcaster, either by dispelling magicks or silencing any mage about to cast a spell. It is said that the Breaker still searches for its original owner, and will not remain the property of any one else for long. For most, possessing Spell Breaker for any time is power enough.

The wielder of Spell Breaker always has a version of the *dispel* power active which only counters spells directed at himself. Rather than making an opposed arcane skill roll, the caster will need to make an arcane skill roll versus the wielder's Parry. If the wielder's Parry is higher, then the spell is instantly *dispelled*. This applies to all spells cast on the wielder, both from friends and from foes.

Volendrung

Daedric Lord: Malacath

The Hammer of Might, Volendrung is said to have been created by the Dwemer of the now abandoned clan of Rourken, hundreds of years before they disappeared from the world of Tamriel. It has the ability to grant health to its wielder, but it is best known for the paralyzing and strength leeching effects it has when cast at an enemy. Like the Dwarves who created it, Volendrung is prone to disappearing suddenly, resurfacing sometimes in days, sometimes in eons.

Volendrung is a weapon that deals Str+d8+2 damage, AP 2 vs. rigid armor, Parry -1, requires 2 hands, and has a weight of 25. All attacks that hit also lower the target's Strength by one die step and increase the wielder's Vigor by one step for 1d6 rounds. If the target is hit again while this is in effect, it continues for the remaining number of rounds or 1d6 rounds, whichever is longer. In addition, attacks that exceed the target's Parry, but not the target's Toughness still make the target Shaken.

Wabbajack

Daedric Lord: Sheogorath

Madness and chaos are the trademarks of Sheogorath. The Wabbajack embodies these same traits. Hitting a creature with the artifact (a Touch Attack in combat) does no damage, but will instantly transform the target into something else. The only problem is that the wielder has no control over what it is transformed into. This transformation lasts for 1d6 days or until the transformed creature is killed or destroyed. A creature may be hit with Wabbajack again to change it into a different form. Use the table below or have the GM come up with a similar effect:

| d20 | Transformation | d20 | Transformation |
|-----|-----------------|-----|----------------|
| 1 | Sweetroll, Wine | 11 | Daedroth |
| 2 | Rabbit, Chicken | 12 | Frost Atronach |
| 3 | Giant Rat | 13 | Minotaur |
| 4 | Wolf | 14 | Hunger |
| 5 | Goblin | 15 | Storm Atronach |
| 6 | Skeleton | 16 | Golden Saint |
| 7 | Scamp | 17 | Daedra |
| 8 | Zombie | 18 | Spider Daedra |
| 9 | Clannfear | 19 | Lich |
| 10 | Flame Atronach | 20 | Dragon |

There are two side effects to owning Wabbajack. First, the wielder tends to gain a touch of Sheogorath's madness and gains the Clueless Hindrance. It's not because they become more ignorant of the world, but rather that they start getting some very strange ideas about the things they know to be true. Second, devoted followers of Sheogorath may beg for you to "wabbajack" them, which can cause many unexpected problems.

Other Artifacts

The Elder Scrolls

The Elder Scrolls are Aedric Prophecies of unknown origin and number, being simultaneously archives of both historic and future events. The information revealed about the future is never absolute. Once an event foretold within the scrolls is carried out in the world it becomes fixed within them.

Such insight into the inner fabric of reality comes at a price, however, as each new foretelling and interpretation strikes the reader with blindness for a greater period of time, while simultaneously granting them a broader view of the scroll's contents. Ultimately, the reader, having engaged in frequent acts of prophecy, is left bereft of their vision, forever after removed of their right to read the scrolls. By time-honored tradition only those of The Cult of the Ancestor Moth may read from the scrolls, the younger members caring for the elder as they gradually lose their sight for eternity.

Reading an Elder Scroll does not result in any ill effects for those who have the Illiterate Hindrance, but they may recognize star constellations in the patterns on the Scroll. Anyone else who tries to read one but has not spent years training with the Cult of the Ancestor Moth will be instantly struck blind as they glimpse into the infinite. They gain the Blind Hindrance, but receive the Knowledge (Elder Scrolls Prophecy) skill at a

d4, giving them a glimpse of hidden knowledge past and future. This skill cannot be increased further since they are no longer able to read the Scrolls.

Lord's Mail

Sometimes called the Armor of Morihaus or the gift of Kynareth, this is an ancient cuirass of unsurpassable quality. It grants the wearer power to resist the effects of spells and cure oneself of poison when used. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one.

This is equivalent to an Ebony Cuirass (+5 Armor, Covers torso only, 35 weight), but the wearer gets a +2 bonus to resist any spells cast on them. Furthermore, they are immune to poison.

Necromancer's Amulet

The legendary Necromancer's Amulet, a relic of the mad sorcerer Mannimarco, grants any spellcaster who wears it the ability to regenerate from injury and absorb magicka. The bearer also becomes wise beyond his years. This artifact is popular amongst mages. It is the one flaw of the Amulet that it is unstable in this world forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance.

Anyone who wears the Necromancer's Amulet can make natural healing rolls every 12 hours. When a spell of any type cast on the wearer, he or she may make a Spirit roll. On a success, one point of Magicka is absorbed from the spell and is added to the wearer's Magicka pool. On a raise, two points are added, unless the spell only took one point to cast.

Staff of Magnus

The Staff of Magnus, one of the elder artifacts of Tamriel, was a metaphysical battery of sorts for its creator, the Arch-Mage Magnus. When used, it regenerates the wielder's Magicka and health at remarkable rates. In time, the Staff will abandon the bearer who wields it before he becomes too powerful and upsets the mystical balance it is sworn to protect.

This Staff can be used offensively as a normal Staff (Str+d4, Parry +1, Reach 1, 2 hands). Instead of dealing an extra d6 of damage if an attack hits with a raise, it transfers 2 Magicka from the target to the wielder of the staff. If the target has no Magicka left, the wielder may make a natural healing roll instead.

Umbra

The Umbra Sword is an artifact designed with the sole purpose of the entrapment of souls. The ancient witch Naenra Waerr created the sword at the request of Clavicus Vile, who wanted the sword as a tool of mischief which would send him souls from the mortal realm. However, Naenra tricked him and the piece of Vile's power imbued in the sword became a sentient being which called itself Umbra.

The witch was executed for her evil creation, but not before she hid the sword. The sword took on a life of its own, remaining hidden until a worthy wielder was found, only

to slowly take control of them. The Umbra Sword has the apparent ability to change shape, but it is always in the form of a bladed weapon. It has been reported as a black and silver claymore, a jet black longsword and as a black sword emblazoned with red markings.

The Umbra Sword's statistics are similar to a Daedric quality bladed weapon that is a short sword or larger. The GM determines the weapon type and on occasion may declare that it has changed its form to better suit the needs of the wielder. Any creature struck by the Umbra Sword and is dealt at least one wound is instantly *soul trapped* as if they had been hit by someone casting the power.

But the Sword is constantly hungry for souls and it has driven many who have wielded it mad. Those who fight with Umbra gain the Bloodthirsty and Vengeful (Major) Hindrances, finding that that the Umbra Sword is compelling them to kill when they once would not. Many also have the Death Wish Hindrance to die a warrior's death at the hands of someone more worthy of wielding Umbra.

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Description of Mud Crab: http://uesp.net/wiki/Oblivion:Animals#Mud_Crabs
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Description of Spriggan: http://uesp.net/wiki/Lore:Bestiary_S#Spriggan
Descriptions of each Atronach: <http://uesp.net/wiki/Oblivion:Daedra>
Further description of Flame Atronach: http://uesp.net/wiki/Lore:Elemental_Daedra

The *jump* power was originally printed as the *leap* power in *SharkBytes* Vol. 1, Issue 3, pg. 36

All additional material is written entirely by Will Herrmann. Check out my site at JourneymanGM.com



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