

The Elder Scrolls

A Savage Worlds Conversion



Written by Will Herrmann
JourneymanGM.com

Created under the Creative Commons Attribution-NonCommercial-ShareAlike 3.0.
The Elder Scrolls and all related trademarks are the property of Bethesda Softworks,

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Version 1.2

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 way he presented himself that he was a descendent of the great Tiber Septim (may he live forever among the gods).

I was summoned to meet him in his private conference room where myself and the Grand Spymaster of the Blades, Caius Cosades, were to be the only ones who would hear 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 best replacement for an emperor we could find, 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...

Table of Contents

Overview	5
Setting Rules	6
Common Character Types	8
Races	10
New Hindrances	15
New Edges	17
Modified Edges	17
Professional Edges	17
Racial Edges	20
Weird Edges	22
Gear	25
Weapons	25
Armor	25
Mundane Items	26
Spell Tomes	27
Potions and Scrolls	27
Enchanted Items	28
Magic	34
Purchasing Powers	34
Schools of Magic	34
Trappings and Effects	36
Modified Powers	36
New Powers	36
Conversions for Other Powers from the Games	38
Transformational Diseases	40
Lycanthropy	40

Vampirism	40
Game Mastering	43
Getting the Party Together	43
Exploring the World	44
Adventure Ideas	45
Bestiary	48
Artifacts	59
Daedric Artifacts	59
Other Artifacts	65
Appendix A: Use with the Fantasy Companion	70
Appendix B: Spell Cost Formulae	73

Overview

The Elder Scrolls is an epic video game series set in the vast world of Tamriel. Players have dealt with the unstable politics of Daggerfall and its neighboring provinces, battled blight-stricken monstrosities 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 Tamriel from the annihilation of Alduin the World-Eater.

But the world is vast and as incredible as Bethesda's games are, they are no match for the creations of your imagination. Tabletop roleplaying games allow you to harness that imagination to continue to create epic stories set in Tamriel. You can further explore locations 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 the video game mechanics, but rather to recreate 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.

This conversion is in many ways an evolution of *The Elder Scrolls* because tabletop roleplaying games allow for many opportunities for roleplaying 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 roleplaying games means that the Dunmer can now have conversations with their Ancestor Guardians and rely on them for advice and wisdom, providing exciting new roleplaying 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 already developed 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, all characters are considered to have Arcane Background (Magic) and start off with 10 Magicka, but no initial powers, unless otherwise specified. Magicka regenerates at a standard rate of one per hour. Characters do not suffer backlash with a failed spell; it simply does not work.

Additional powers can either be gained by taking the New Power Edge or by purchasing a spell tome. 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 provide supernatural extensions to one’s senses
- *Restoration (Spirit)*: Healing, curing, and fortifying

Each of these skills may be used untrained. Spells can only be cast with a successful roll of the appropriate magic skill. A caster cannot use more than one magic 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.

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 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:

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

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.

Spellswords are spellcasting specialists trained to support Imperial troops in skirmish and in battle. Veteran spellswords 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 and characters can be any one of the ten sentient races (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 begin play with +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 begin play with 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 environments.
- *Fiercely Loyal*: All Argonians have the Loyal Hindrance.

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*: As a result of their innate grace and dexterity, 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 Wood Elves 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. They may use products made from plants that non-Bosmers have harmed if they could not have prevented it (e.g. they are allowed to use wood imported from the other provinces), but otherwise must derive everything they use from some other source and are only allowed to eat meat and dairy products.

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 begin play with the Arcane Resistance Edge.
- *Dragonskin*: The skin of a Breton is referred to as “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 mannerisms that others find strange. All Bretons start play with any two of the following Hindrances: Delusion (Minor), Habit (Minor), Phobia (Minor), Quirk, Stubborn.

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 Dark Elves 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 roleplaying 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*: Due to their catlike dexterity, 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 Khajiit are so dependent on it, all have the Habit (Major) Hindrance for Moonsugar or its refined form, Skooma, but receive a +2 bonus to Streetwise checks to find someone selling it. 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*: As the strongest race in Tamriel, Nords 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 effects 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*: As the saying goes, “Never get on the wrong side of an angry Orc.” All Orcs begin play with the Berserk Edge.
- *Strong Constitution*: Orcs are some of the hardiest creatures in Tamriel and start with a d6 in Vigor.
- *Orcish Appearance*: Although they see themselves differently, nearly all outlanders find the Orcs to be incredibly ugly. All Orcs receive the Ugly Hindrance.
- *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, a Redguard 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*: Because Redguard learn to wield a sword not long after they learn to walk, all Redguard begin with a d6 in Fighting.
- *Fiercely Independent*: Few Redguard willingly follow orders. Therefore Redguard characters have the Stubborn Hindrance.

New Hindrances

The Doubting Thomas Hindrance is unavailable because the gods are alive and well in the world of Tamriel and few, if any, doubt that they exist. Additionally, the rarity of functional machinery means that the All Thumbs Hindrance is inappropriate for the setting. All other Hindrances from *Savage Worlds* are available as well as the following:

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. Regardless of who they worship, 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 in *Savage Worlds*, but since Magicka does not come from the gods, there are no mechanical penalties for sinning. However, 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

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

Akatosh, Dragon God of Time

Virtues: Living for duty, service, and obedience

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

Dibella, Goddess of Beauty

Virtues: Appreciating beauty and art

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

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 sleeping outside on a beautiful night
Major	Denying someone free speech (if it does not cause danger)
Mortal	Allowing ghosts and unclean spirits to remain in existence

Mara, Goddess of Love

Virtues: Loving others before yourself

Severity	Example
Minor	Failing to provide weekly 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

The following Edges cannot be taken by characters in *The Elder Scrolls: Arcane* Background, Gadgeteer, McGyver, Mentalist, Mr. Fixit, and Rock and Roll!

Modified Edges

The following have their requirements changed, but otherwise function as described in *Savage Worlds*:

Adept

Requirements: Novice, Martial Artist, Devoted Worshipper, Fighting d8+, Mysticism d8+

Champion

Requirements: Novice, Devoted Worshipper, Spirit d8+, Strength d6+, Vigor d8+, Fighting d8+, Mysticism d6+

Holy/Unholy Warrior

Requirements: Novice, Devoted Worshipper, Spirit d8+, Mysticism d6+
(The power granted by this counts as a Mysticism power due to its connection to the divine).

Soul Drain

Requirements: Seasoned, any arcane skill at d10+

Wizard

Requirements: Novice, any two arcane skills at d8+

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, preparing magical effects that can be unleashed at a later time.

A character with this talent can brew a potion of any power (even those they do not know as long as they meet the Rank requirements) if they have access to alchemy equipment. Potions require materials that can be purchased for half the price of a store bought potion (see the Gear section). 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. The GM determines how long this search takes.

Brewing a potion takes 30 minutes. 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. With a success or raise, the ingredients are expended and when used, the potion will work the same way as if it had been cast with an arcane skill.

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 demanding, but also incredibly rewarding. A hero with this Edge has learned to construct enchanted items of their own.

In order to enchant an item, the enchanter 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 the Gear section). Additionally, the Enchanter must already know the power that they wish to enchant onto the item and possess 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. On a success, the item becomes an enchanted item, but only has enough Magicka for two charges. With a raise, it has enough Magicka for five charges, the maximum for an enchanted item. If the roll failed, the time and effort is wasted and the soul gem is gone.

Moth Priest

Requirements: Novice, Spirit d8, Investigation d6

The Cult of the Ancestor Moth is the only group in Tamriel permitted to read and interpret the Elder Scrolls, which are simultaneous records of the past and future exceeding even the knowledge of the gods. However, such insight into the inner fabric of reality comes at a price. Each reading of the Elder Scrolls is more profound than the last, but leaves the priest blind for longer and longer periods of time. The last reading achieves a nearly sublime understanding of that Scroll's contents, but the priest is left permanently blinded.

Younger priests tend to the older ones and many are trained in warfare according to the teachings of Gudrun to whom the Elder Scrolls revealed that the monks would need

to defend themselves from those who sought to forcefully take the Elder Scrolls themselves.

Upon taking this Edge, a Moth Priest gains a d4 in Knowledge (Elder Scrolls). This skill follows the Skill Specialization rules in *Savage Worlds Deluxe* (pg. 95), thus it can be used for anything at a –2 penalty, or a skill specialization can be purchased for 1 Skill Point to waive the penalty for one aspect of study. Specializations might include The Imperial Empire, Daedra, Morrowind, and warfare.

With GM permission, Knowledge (Elder Scrolls) may be used to activate the effects of the *divination* power to recall what the Elder Scrolls said about something, such as the outcome of a battle. Answers about events in the past are always accurate (but may be cryptic), answers about future events will be answered according to their most likely course of action as of the last time the Moth Priest last read an Elder Scroll, but the outcome can ultimately be changed.

The Knowledge (Elder Scrolls) skill can be increased and additional specializations can be purchased after reading more Scrolls for an extended period of time, but doing so results in the Moth Priest losing more and more of their sight. After purchasing either a skill increase or skill specialization, they gain the Bad Eyes (Minor) Hindrance. After purchasing two more, they gain the Bad Eyes (Major) Hindrance. After two more, they gain the Blind Hindrance.

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 the souls of Men, Mer, and Beastfolk..

But be warned, 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.

Savant

Requirements: Novice, Smarts d10+, Investigation d8+, Persuasion d6+

Savants are well-travelled and educated individuals who have learned much about a wide variety of topics including history, lore, culture, religion, language, and customs. Because of their extensive knowledge, they are frequently hired to impart knowledge, interpret riddles, and guide others through uncivilized lands. An individual with this Edge gains a +2 bonus to all Common Knowledge checks.

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 their enemies' armor. All attacks made with a Khajiit's natural claws now have AP 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 homeland of Black Marsh. The sap-like resin from the tree can be sculpted into histskin, a type of armor designed 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 can be removed, but 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 and 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.

Luck of the Emperor

Requirements: Seasoned, Imperial

Legend has it that individuals destined for greatness, especially Imperials, are visited by Tiber Septim himself. They rarely recognize him at the time of the meeting, as the ascended god disguises himself as a soldier or other commoner, but only later do they realize that the face engraved on a Septim matches the one of the man they met. This encounter marks the individual with fate and fortune, but sometimes it is also a sign of great doom from the gods.

Once per session, an Imperial with this Edge may spend a Benny to add +1d6 to the result of a Trait roll. This die may ace, but cannot be rerolled if a subsequent Benny is spent.

Potent Adrenaline Rush

Requirements: Seasoned, Redguard, Vigor d6+

After years of using their adrenaline rush, some Redguard bodies secrete more of it, giving them an extra edge in battle. All Jokers and the Redguard's adrenaline rush ability provide a +3 bonus to actions for that turn, rather than a +2.

Pride of the Ancestors

Requirements: Veteran, Dunmer (Dark Elf)

It seems that the ancestors are especially interested in helping certain Dunmer with their cause. The ancestor guardian of a Dunmer with this Edge receives support from the other ancestors, allowing the ancestor guardian to roll a Wild Die. However, they still do not have any wound levels and are not counted as Wild Cards.

Strong Dragonskin

Requirements: Seasoned, Breton, Vigor d6+

Some Breton have dragonskin that is extremely resistant to injury. A Breton with this Edge gains +1 Armor that cannot be removed and is negated normally by AP weapons. Unlike most armor, the protection provided does stack when worn with other armor.

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 are 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 *Tongues* of all levels of aptitude are still prized in battle.

Upon taking this Edge and at each new Rank (applied retroactively if taken at a Rank above Seasoned), a *Tongue* may choose one Novice power (even one they do not already possess) from the Alteration, Destruction, Illusion, or Mysticism schools of magic. This power is 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 1d6 hours. This represents strain on their voice, nerves, or mind. If a second strain would be given, the condition persists for 3d6 hours.

If a *Tongue* critically fails an Intimidation roll to activate a *thu’um*, they lose the ability to activate any *thu’um* for 1d6 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)

Within the stars of Tamriel are thirteen special constellations that cross the path of the sun, each of which are said to determine an individual’s personality and bestow mystical powers to special individuals born under them. 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.

All Wild Card characters are automatically given a birthsign and cannot have more than one. Each birthsign produces a unique power that is often perceived as both a blessing and a curse.

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 Atronach, 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 necessarily 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 can make a bare-handed Touch Attack to magically poison their target with the equivalent of Knockout Poison (see page 88 in *Savage Worlds Deluxe*). But 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 spend a Benny to automatically heal one Wound, even after the Golden Hour.

The Apprentice: The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magick of all kinds, but are more vulnerable to magick 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 spend a Benny and 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 gain +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 can use it at any Rank.

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 closer to the treasure.

Gear

Weapons

All Medieval era weapons from *Savage Worlds* are available for use in *The Elder Scrolls* and the gear listed is assumed to be made from iron or steel. Apply the following modifiers for weapons of other materials unique to Tamriel:

Hand Weapons, Ranged Weapons, 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

Additional Hand Weapons

Type	Damage	Cost	Weight	Notes
Dai-katana	Str+d8+2	1500	10	AP 2, 2 hands

Additional Ranged Weapons

Type	Range	Damage	Cost	Weight	Notes
Throwing Star	3/6/12	Str+d4	15	1/4	
Dart	4/8/16	Str+d4	20	1/4	

Armor

All Medieval era armor from *Savage Worlds* are available for use in *The Elder Scrolls*. The plate armor and shields listed are assumed to be made of iron or steel. Apply the following modifiers for plate armor and shields of other materials unique to Tamriel (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

Type	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

All Medieval era “Adventuring Gear” and “Animals & Tack” Mundane Items in *Savage Worlds* are available as well as the following:

Beverages

Item	Cost	Weight
Ale	5	1
Beer	2	1
Cheap Wine	2	1
Cyrodilic Brandy	80	1/2
Nord Mead	5	1
Quality Wine	20	1
Vintage Wine	100	1

Illicit Items*

Item	Cost	Weight
Moon Sugar (1 week supply)	50	1/4
Skooma (2 week supply)	75	1/2

*Finding someone who sells these illicit items requires a Streetwise roll (at -2 for skooma). A 1 on the skill die means that the authorities found out that you’re looking for it.

Magical Tools

Item	Cost	Weight
Alchemy Equipment	200	10
Portable Alchemy Lab	500	15
Petty Soul Gem*	20	1/10
Lesser Soul Gem*	40	1/5
Common Soul Gem*	60	1/4
Greater Soul Gem*	80	1/3
Grand Soul Gem*	100	1/2
Black Soul Gem**	200	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.

Services

Item	Cost	Weight
Bath	2	—
Room (shared with 6)	2	—
Room (double)	4	—
Room (private)	8	—
Enchantment Recharge (per point of Magicka)	60	—

Transportation

Item	Cost	Weight
Caravan (per day)	3	—
Boat ticket (per mile)	5	—
Guild Guide (instant teleportation to Mage's Guild in another city)	50	—

Spell Tomes

Magic users in Tamriel can learn powers not only by taking the New Power Edge, but also by purchasing spell tomes. Spell tomes have a bit of magic in them to allow a single reader to quickly learn a spell after a study period of 1d6 hours per Rank of the power. Once a user learns a spell from a tome, the magic is expended and it is not possible for another user to learn the spell by reading the tome.

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. When the potion or scroll is used, the power automatically takes affect; no skill is needed to activate the power (although a skill may be needed to reach the target, see below). Powers requiring an opposed roll instead require the target to achieve a normal success (or -2 with a raise) in order to resist the power.

Scrolls can unleash spells of any range, but ranged attack powers require a Smarts roll to successfully hit the target and Touch powers against an unwilling target require a Touch Attack. Potions 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). There is no difference in the potency of potions and scrolls.

Although incredibly reliable, the drawback to potions and scrolls is that once they are made, the effects cannot be changed. For instance, a potion of *boost trait: agility* can

exist, but not a generic *boost/lower trait* potion. Powers such as this that have their flexibility severely reduced in a potion/scroll form cost half as much.

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 thus cannot be reused.

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—but they always come with a hefty price.

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.

The cost of the item is in addition to the cost to apply an enchantment to an item. Any appropriate power can be enchanted on an item. An enchanted item has a pool of Magicka all to itself that is large enough for five uses of the power. Enchanted weapons with their powers active count as magical weapons and can generally harm ethereal beings.

Activating an enchantment requires a roll of some sort in place of an arcane skill, which must be decided on at the time of its creation. An axe for instance may activate the Smite power with a successful Fighting roll or an amulet with the Invisibility power may activate with a Spirit roll. Otherwise, the skill works just like an Arcane Skill and a raise can be achieved.

The downside to enchanted items is that they have a pool of Magicka equal to 5 times the amount of Magicka needed to cast one spell, but this pool does not recharge Magicka on its own and 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 raw 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 process). Mages Guilds and other magical institutions can also recharge magical items for a fee.

Spells Tomes, Potions, Scrolls, and Enchantments

Power	Spell Tome	Potion/Scroll	Ench.	Sample Spell/Potion/Scroll Names
Armor	200	40/60	1000	Bound Armor, Shield
Banish	900	180/270	4500	
Barrier	600	—	—	Earth Wall

Power	Spell Tome	Potion/ Scroll	Ench.	Sample Spell/Potion/Scroll Names
—Base Cost	—	40	1000	
—Add'l per +1 Section	—	+40	+1000	
Beast Friend	800	—	—	Calm Creature, Dedres' Masterful Eye
—Base Cost	—	60	1500	
—Add'l per +1 Size	—	+40	+1000	
Blast	1200	—	—	
—Standard	—	80/120	2000	
—3d6 damage	—	160/240	4000	
—Large Burst Template	—	160/240	4000	
—3d6 damage & LBT	—	240/360	6000	
Blind	600	—	—	Elevram's Sty
—Single Target	—	40	1000	
—Medium Burst Template	—	80	2000	
—Large Burst Template	—	120	3000	
Bolt	300	—	—	Firebolt, Frostbolt, Shockbolt, Viperbolt
—One Bolt	—	20/30	500	
—One Add'l Damage	—	40/60	1000	
—Two Bolts	—	40/80	1000	
—Three Bolts	—	60/150	1500	
Boost/Lower Trait	200	—	—	Fortify Attribute, Fortify Skill
—Boost Agility	—	20/30	500	Nimbleness, Fortify Agility
—Boost Smarts	—	20/30	500	Wisdom, Fortify Intelligence
—Boost Spirit	—	20/30	500	Iron Will, Fortify Willpower
—Boost Strength	—	20/30	500	Orc Strength, Fortify Strength
—Boost Vigor	—	20/30	500	Fortitude, Fortify Endurance
—Boost Climbing	—	20/30	500	Fortify Athletics
—Boost Lockpicking	—	20/30	500	Ondusi's Unhinging, Fenrick's Doorjam

Power	Spell Tome	Potion/ Scroll	Ench.	Sample Spell/Potion/Scroll Names
—Boost Persuasion	—	20/30	500	Charm, Fortify Speechcraft
—Boost Swimming	—	20/30	500	Buoyancy, Swift Swim
—Lower Agility	—	20/30	500	Clumsiness, Drain Agility
—Lower Smarts	—	20/30	500	Distraction, Drain Intelligence
—Lower Spirit	—	20/30	500	Temptation, Drain Willpower
—Lower Strength	—	20/30	500	Strength Leech, Drain Strength
—Lower Vigor	—	20/30	500	Enervate, Drain Endurance
—Lower Persuasion	—	20/30	500	Spite, Drain Speechcraft
Burrow	300	60	1500	
Burst	200	40/60	1000	
Confusion	100	20/30	500	
Damage Field	800	160/240	4000	
Darksight	100	20/30	500	Night Eye
Deflection	200	40/60	1000	Sanctuary
Detect/Conceal Arcana	200	—	—	
—Detect Arcana	—	20	500	Detect Enchantment
—Detect Arcana w/ Life Modifier	—	40	1000	Detect Life
—Conceal Arcana	—	20	500	
Disguise	1000	—	—	
—Same Size	—	120/180	3000	
—One Size Different	—	160/240	4000	
—Two Sizes Different	—	200/300	5000	
Dispel	600	120	3000	
Divination	2000	400/600	10000	
Divine Intervention	600	120	3000	
Drain Power Points	1200	240/360	6000	Drain Magicka, Magicka Leech
Elemental Manipulation	100	—	—	

Power	Spell Tome	Potion/Scroll	Ench.	Sample Spell/Potion/Scroll Names
—Air	—	10	250	
—Earth	—	10	250	
—Fire	—	10	250	
—Water	—	10	250	
Entangle	800	—	—	
—Single Target	—	80/120	2000	
—Medium Burst Template	—	160/240	4000	
Environmental Protection	200	—	—	Resist Element
—Fire/Heat	—	20/30	500	Flameguard
—Frost/Cold	—	20/30	500	Frostguard
—Water Breathing and Sea Pressure Protection	—	20/30	500	Water Breathing
—Water Walking	—	20/30	500	Water Walking
Farsight	600	120/180	3000	
Fear	200	40/60	1000	Demoralize
Fly	1800	—	—	Levitate
—Regular Pace	—	180	4500	
—Double Pace	—	360	9000	Strong Levitate
Greater Healing	6000	—	—	
Greater Healing (Normal Wounds & Sickness)	—	600/900	15000	
Greater Healing (Permanent Crippling Injuries)	—	1800	30000	
Growth/Shrink	1200	—	—	
—Growth Base Cost	—	40	1000	
—Add'l per +1 Size	—	+40	+1000	
—Shrink Base Cost	—	40	1000	
—Add'l per –1 Size	—	+40	+1000	
Havoc	400	—	—	

Power	Spell Tome	Potion/Scroll	Ench.	Sample Spell/Potion/Scroll Names
Havoc (MBT)	—	80	2000	
Havoc (LBT)	—	160	4000	
Healing	300	60/90	1500	Balyna's Balm, Troll's Blood
Intangibility	2000	400	10000	Passwall
Invisibility	1000	200/300	5000	Brevusa's Averted Eyes, Chameleon, Shadow Form
Jump	400	80	2000	Tinur's Hoptoad
Light/Obscure	200	—	—	
—Light	—	20	500	Wanderlight
—Obscure	—	20	500	
Mind Reading	300	60/90	1500	
Pummel	400	80/120	2000	
Puppet	900	180/270	4500	Command Humanoid
Quickness	800	160/240	4000	
Shape Change	2100	—	—	
—Novice Rank Animal	—	60	1500	
—Seasoned Rank Animal	—	160	4000	
—Veteran Rank Animal	—	300	7500	
—Heroic Rank Animal	—	480	12000	
—Legendary Rank Animal	—	700	17500	
Slow	200	40/60	1000	Notorgo's Curse
Slowfall	200	40/60	1000	
Slumber	400	80/120	2000	Hand of Sleep
Smite	200	40/60	1000	Bound Weapon
Soul Trap	600	120	3000	
Speak Language	100	20/30	500	Tongues
Speed	100	20/30	500	Feet of Notorgo
Stun	200	40/60	1000	

Power	Spell Tome	Potion/ Scroll	Ench.	Sample Spell/Potion/Scroll Names
Succor	100	20/30	500	Restore Fatigue
Summon Ally	2100	—	—	Summon Daedra
—Scamp, Skeleton	—	60	1500	
—Clannfear, Flame Atronach	—	160	4000	
—Daedroth, Frost Atronach	—	300	7500	
—Hunger, Storm Atronach	—	480	12000	
—Dremora, Golden Saint	—	700	17500	
Telekinesis	1000	200/300	5000	Inasi's Mystic Finger
Teleport	1800	—	—	
—Base Cost	—	120/180	3000	
—Add'l per extra distance	—	+120/180	+3000	
Wall Walker	200	40/60	1000	
Warrior's Gift	800	—	—	
—Specific Edge	—	80/120	2000	
Zombie	2700	540/810	1350	Reanimate

Magic

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 (they are considered to have it for the purpose of Edge requirements) and they do not suffer backlash on a failed spell. Power points have been renamed “Magicka” to match the in-universe term, but otherwise function the same.

Purchasing Powers

Magic users in Tamriel often know many spells and are willing to pass on what they know to others...for a price. In addition to gaining powers via the New Power Edge, powers can be purchased through a spell tome.

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, Growth/Shrink, Intangibility, Jump*, Quickness, Shape Change, Slow, Slowfall*, Speed, Wall Walker

Conjuration (Smarts)

Armor, Banish, Entangle, Smite, Summon Ally, Zombie**

Destruction (Spirit)

Blast, Bolt, Burst, Damage Field, Drain Magicka, Havoc, Pummel

Illusion (Smarts)

Beast Friend, Blind, Confusion, Darksight, Deflection, Disguise, Farsight, Invisibility, Light/Obscure, Puppet, Slumber, Stun

Mysticism (Smarts)

Detect/Conceal Arcana, Divine Intervention*, Dispel, Divination, Mind Reading, Speak Language, Soul Trap*, Telekinesis, Teleport

Restoration (Spirit)

Boost/Lower Trait, Greater Healing, Healing, Succor, Warrior’s Gift

**Denotes a new power described later in this section*

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

Powers from Savage Worlds Deluxe

Power	Arcane Skill	Power	Arcane Skill
Armor	Conjuration	Greater Healing	Restoration
Banish	Conjuration	Growth/Shrink	Alteration
Barrier	Alteration	Havoc	Destruction
Beast Friend	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	Illusion
Confusion	Illusion	Quickness	Alteration
Damage Field	Destruction	Shape Change	Alteration
Darksight	Illusion	Slow	Alteration
Deflection	Illusion	Slumber	Illusion
Detect/Conceal Magicka	Mysticism	Smite	Conjuration
Disguise	Illusion	Speak Language	Mysticism
Dispel	Mysticism	Speed	Alteration
Divination	Mysticism	Stun	Illusion
Drain Magicka	Destruction	Succor	Restoration
Elemental Manipulation	Alteration	Summon Ally	Conjuration
Entangle	Conjuration	Telekinesis	Mysticism
Environmental Protection	Alteration	Teleport	Mysticism
Farsight	Illusion	Wall Walker	Alteration
Fear	Illusion	Warrior's Gift	Restoration
Fly	Alteration	Zombie	Conjuration

Trappings and Effects

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

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.
- **Environmental Protection:** The caster can also use this power to walk on top of water as if it were solid ground.
- **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
7	Legendary	Dremora, Golden Saint

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

New Powers

Divine Intervention (Mysticism)

Rank: Seasoned

Magicka: 3

Range: Touch

Duration: Instant

In areas that are not defiled by one of the Daedric Lords or other evil, a character can cast this spell in order to instantly teleport to the front door of the nearest temple

dedicated to one of the Nine Divines, regardless of distance. This is great for a quick getaway, but beware that it is not possible to use *divine intervention* to return to the original location (thus the character could potentially be estranged from the party).

Mysticism rolls to cast this spell are at a -2 if the temple cannot be seen or -4 if it has never been seen. If the caster has the Devoted Worshipper Hindrance to any of the Nine Divines, this penalty is waived. If the caster has the Devoted Worshipper Hindrance to the specific Divine whose temple is closest, they receive a +2 to their Mysticism roll. The gods are far more likely to lend aid to those who have devoted their lives to them than those who wear their faith on their sleeves.

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

Jump (Alteration)

Rank: Seasoned

Magicka: 2

Range: Touch

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". A vertical leap may result in falling damage if a suitable platform is not reached.

► **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 the soul of a man, mer, or beastfolk 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 2 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 or *draining touch* from the Fantasy Companion.
- **Calm:** Not used.
- **Chameleon:** Use *invisibility*.
- **Charm:** Use *boost trait* on the Persuasion skill for the speaker.
- **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 carrying 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 protection* for a shield against the elements.
- **Spell Absorption:** Not used.
- **Swift Swim:** Use *boost trait* on the Swimming skill.
- **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 protection* (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. There are cures for these diseases, but they are 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 allowed themselves to be 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. The most common strain turns men and mer into werewolves and is reputed to exist in all areas of Tamriel. Other strains that transform victims into other types of were-creatures exist, but are generally localized to certain provinces.

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 (including vampirism). 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. 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.

If the lycanthrope is a Wild Card, they are still a Wild Card while in this form and can still take advantage of any Combat Edges that they had in their normal form. While a werewolf, the lycanthrope cannot talk, use items, or cast spells.

Once a month when Nirn’s two moons are full, the lycanthrope is involuntarily transformed into a werewolf. This lasts for 24 hours during which they are unable to change back and must participate in The Hunt, requiring them to kill a humanoid. If they refuse to participate in The Hunt, then they will be stricken with Hircine’s wrath. They instantly suffer 3 wound levels that cannot be healed and will be unable to return to being human even after the 24 hours. 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 not well understood.

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 (including lycanthropy). They also gain low-light vision and a bite attack that does Str +d4 damage. 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.

All vampires are harmed by sunlight and suffer a level of Fatigue after a period of time in the sun. If they are still in the sun after being Incapacitated, they die after twice the period has elapsed. The only way to recover these Fatigue levels is to feast on fresh blood.

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. Vampires at this stage gain one Fatigue level for every hour exposed to sunlight.

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 minute (6 rounds) 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 with any person still willing to speak to them. They also gain one Fatigue level for every three rounds 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 round exposed to sunlight and suffer -4 Toughness against fire-based attacks. However, they gain the Undead monstrous ability (+2 Toughness; +2 to recover from

being Shaken; called shots do no extra damage), and damage from non-magical attacks do not ace. They also temporarily gain the *invisibility* power and can activate it with just a Spirit roll, but only when it is night or in an area that is bereft of sunlight.

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 most likely be working in groups. This poses some challenges, but also enables a lot of exciting possibilities.

Destinies are Shared

The Nerevarine 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 roleplaying 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

Many players of the video games created characters that were 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 massive amount of history about the world and a lot fascinating people, places, and events.

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 area to have your scenario in that your players have already seen full of starting points and plot hooks.

On the other hand, you can also have a lot of fun exploring an area of Tamriel that players know very little about. Perhaps you can have an adventure in Summerset Isle, the land of the Altmer which has never been extensively detailed? 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 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

Technical limitations and gameplay considerations meant that the video games had a limited world size, 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 at most a hundred or so participants.

However, your games don't have to be limited by 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 to craft exciting new tales not possible in the video games.

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 that result from choosing to wield such a powerful thing.

Take for instance Mehrunes' Dagger. This is a dagger that has a chance of instantly killing its target. 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 in exchange.

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. And don't forget that holding such an evil weapon for so long will no doubt corrupt the one who wields it. 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 Tamriel and its history. Just because you're at a gaming table doesn't mean you can't use them. You can 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.

Visiting the Rumor Mill

The people of Tamriel love to gossip, which can be an excellent way for characters to gather information. Consider allowing individuals to make a Streetwise roll to gather information over a period of time. For every success and raise, one different rumor is found. The quality of the rumors will likely depend on where the character is asking around.

Adventure Ideas

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.

I Heard a Rumor That...

Many rumors within the video games allude to unseen events in other provinces. For instance, *Oblivion* included rumors of increased Daedra worship in Summerset Isle. Why not explore that area? Or participate in one of the battles or conflicts that characters in the games tell stories about, like the Great War between the Empire and the Aldmeri Dominion. There's already a wealth of plot hooks within the games themselves.

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 is fairly straightforward: the Imperial Battlemage Jagar Tharn has usurped the Emperor using the Staff of Chaos and imprisoned him in Oblivion. With his impressive command of Illusion magic, he is able to pretend to be 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 and free the Emperor in order to end Jagar Tharn's reign.

Technical limitations made *Arena* a fairly limited dungeon crawling game and much of the *Elder Scrolls* lore had not yet been conceived. But you can create a "remake" to make it far more interesting. 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 powerful god-machine that was reactivated during the events of *Daggerfall*. The trip to Labyrinthian will require negotiating with the jarls of Skyrim. Going to Morrowind and finding a way into Dagoth Ur will necessitate 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. In this game, 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 the player supports.

Arguably the most ambitious of the *Elder Scrolls* games, *Daggerfall* 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. It's not hard to imagine this as a campaign for a group at a tabletop. For players who like more story-driven games, the palace 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 and have abandoned it...or put it in the crucible to see just how tough it really is.

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 at the time 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 it is unlikely that much else will have changed. Keeping 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 and 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 common creatures throughout many of the planes of Oblivion.

Attributes: Agility d8, 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 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.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, 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.

(WC) Dragon

The Dragons (or *dov* in their native language) are a rarely seen race of large reptilian beasts of Akaviri origin often thought to be extinct. Little is known about them beyond their remarkable intelligence and affinity for magic which, among other things, grants them the abilities to speak and fly despite their lack of lips or aerodynamic frame. There are several subspecies, or varieties of dragon, coming in a range of colors, notably red, black, and green.

Dragons are large, scaled creatures, easily several times larger than a human or elf. They have long, slender extremities, with thin bat-like wings and ridges of spikes along their back. Dragons have three sharp talons and one vestigial digit known as a dewclaw on each of their legs, as evidenced by their written language: all of the symbols in their alphabet consist of a maximum of three scratches and sometimes a dot from the dewclaw.

Use the stats found in the Bestiary section of Savage Worlds.

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 d10, 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 (-1); **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 d12, Spirit d10, Strength d12, Vigor d10

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

Charisma: -6; **Pace:** 6; **Parry:** 10 (-1); **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. They are ancient half-human, half-octopus, sea monsters commonly hunted for their armored skin and the magical properties of Dreugh Wax.

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

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

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

Special Abilities

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

(WC) Dwarven Centurion

Dwarven Automata, sometimes referred to as Constructs or Animunculi, are mechanical and magical Dwemer artifacts that are still active, even after the many years since the Dwemer's disappearance at the Battle of Red Mountain. The rarest and strongest of these automata are the Centurions. Designed in the form of a large armored warrior, with a hammer or mace on one arm and a spring-loaded spike on the other, they are formidable adversaries that tirelessly guard the Dwemer ruins.

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

Skills: Fighting d10, Notice d8

Pace: 4; **Parry:** 7; **Toughness:** 12 (4)

Special Abilities

- **Armor +4**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Dwarven automata are immune to fear and Intimidation.
- **Hammer/Mace Arm:** Str+d10, AP 2 vs. rigid armor.
- **Size +2:** Centurions stand over 7' tall.
- **Spring-loaded Spike Arm:** Str+d8, Reach 1.

Dwarven Sphere

Dwarven Spheres are Automata that are agile fighters. Dwarven Spheres patrol ruins rolling in a spherical form. When they encounter an opponent, they will erect into a semi-humanoid form and attack. Sometimes they also hide in ports within the ruin walls until an intruder gets close.

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

Skills: Fighting d6, Notice d10, Stealth d6

Pace: 10/2; **Parry:** 5; **Toughness:** 10 (4)

Special Abilities

- **Armor +4**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Dwarven automata are immune to fear and Intimidation.
- **Humanoid Form:** Can transition from sphere form to humanoid form with one action. However, they only have Pace 2 and cannot run in this form.
- **Sphere Form:** Can transition from humanoid form to sphere form with one action. No melee attacks can be made in the sphere form, but they gain Pace 10 and a d12 Running Die. Due to its reduced size, attacks to target the sphere form are at a -2.
- **Spike Arms:** Str+d6.

Dwarven Spider

Dwarven Spiders are small, arachnid-like Automata, and are very common in Dwemer ruins. They will often be found working on rocks or other objects. The Dwarven Spider might come out of "nowhere", as they use holes in the walls to engage their enemy. They are very agile and will attack at first sight, using a variety of leg attacks, as well as a short-range jolt of electricity.

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

Skills: Climbing d10, Fighting d6, Notice d8, Shooting d6, Stealth d8

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

Special Abilities

- **Armor +2**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Dwarven automata are immune to fear and Intimidation.
- **Leg Attack:** Str+d4.
- **Shock Spit:** Range 3/6/12, Damage 2d4, if hit with a raise; the target has to make a Vigor roll or be at -2 Parry until his next action.
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.

Falmer

Falmer are the near-mythical Snow Elves, once thought to have been hunted to extinction by the Nords. They now live deep underground and devolved into primitive, disfigured, violent remnants of their former selves, and their senses adapted to a life in

the dark. Primitive in nature, Falmer are blind and hunt by sound using weapons and armor made from Chaurus chitin. They often make their lairs in close proximity to Dwemer technology.

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

Skills: Fighting d6, Intimidation d4, Notice d8, Shooting d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Any combination of the following: Chitin bow (2d6, 12/24/48), Chitin sword (Str +d6), Chitin knife (Str+d4), Chitin chest plate (+2 Armor, covers torso), Chitin plate arms (+2 Armor, covers arms), Chitin greaves (+2 Armor, covers legs), Chitin helmet (+2 Armor, covers head)

Special Abilities

- **Blind Hunter:** The Falmer are unable to see, but have adapted to hunt exclusively by sound. Notice rolls to detect targets are at a –2 for targets greater than 3” away. Fighting rolls against adjacent targets are without penalty. Falmer suffer a –2 penalty to resist Smarts Tricks involving deceptive sounds (e.g. throwing a rock against a far wall) and suffer a –6 to all other tasks requiring vision, including detecting targets who are not to making any noise.

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 missile of flame. They can activate the *bolt* power at will 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 d6, 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.
- **Frostbolt:** Frost Atronachs can project a chilling missile of ice. They can activate the *bolt* power at will using Shooting as the activating skill.
- **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.

Ghost

Ghosts are the incorporeal, restless spirits of the dead citizens of Tamriel. Their equipment varies and although they are usually poorly armed, they may prove to be a threat to adventurers due to their resistance to non-magical weaponry. Some ghosts may constantly apologize to the player while attacking and may thank the player upon being slain.

Use the stats found in the Bestiary section of Savage Worlds.

Goblin

Goblins are humanoids found throughout Tamriel. They range in height from three feet to over eight feet. Their eyes are yellow and resemble a cat's. The goblin, much like the orc, is found in various types all across Tamriel. Although not terribly skilled in combat, and rarely in magic, goblins can become dangerous in the large numbers in which they are usually found.

Use the stats found in the Bestiary section of Savage Worlds and optionally remove the "Small" Special Ability.

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, Intimidate d6, 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, +2 Toughness vs. ranged attacks), 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 immediately 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:** Sometimes a Hunger will take a bite out of the weapons or armor of a combatant, rendering them unusable. A Hunger can make a Fighting attack with a called shot to a weapon or piece of armor (typically at a -2 penalty) and deal 3d6 damage to the object, which typically has a Toughness of 10 plus or minus 2 depending on the quality. This damage cannot ace. See the Breaking Things rules in *Savage Worlds Deluxe* (pg. 71) for more information.

(WC) Lich

Liches are necromancers who placed their soul in an object called a 'Phylactery', usually a Colossal Black Soul Gem. They are always selfish and power-hungry, destroying all in their searches for souls to increase their power. They are extremely intelligent and adept spellcasters who command tremendous power and arcane magic.

A Lich is immortal and powerful, always resurrecting if their Phylactery is not crushed. Ancient Liches created more than one phylactery, becoming much more powerful. They always have control of at least a small undead army and a tomb.

Use the stats found in the Bestiary section of Savage Worlds and consider them to have a d12 in all arcane skills.

Mazken

The Mazken are a Daedric people who take on the form of scantily clad humanoids, often winged or with a dark purple skin pigment. They are variously known as Seducers, Daedra Seducers or Dark Seducers to the mortals of Tamriel. They are the spawn of Sheogorath, and their home is Pinnacle Rock in the Shivering Isles. The Mazken are notoriously clanless and treacherous, owing allegiance to many Daedric Princes. Male Mazken are notably weaker than their female counterparts and because of this, Mazken society views all males as inferior. In combat, the Mazken use their alluring form to trick mortal opponents.

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

Skills: Fighting d10, Notice d8, Persuasion d10

Charisma: +4; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Overconfident

Edges: Combat Reflexes, Counterattack, Very Attractive

Gear: Plate arms (+3), pot helm (+3, 50% vs. head shot), large shield (+2 parry, +2 Toughness vs. ranged attacks), longsword (Str+d8)

Special Abilities

- **Female Allure:** Female Mazken can make a Test of Wills with their Persuasion vs. a target's Spirit
- **Male Inferiority:** Male Mazken do not have any Edges and their Fighting, Persuasion, Strength, and Vigor are reduced to d6.
- **Wings:** Some Mazken have wings, allowing them to fly at Pace 8 with a Climb of 1.

Mintoaur

Minotaurs are large, aggressive, and powerful humanoids with the head and legs of a bull, but the torso of a human. Outdoors, minotaurs are encountered in hills and mountain forests.

Use the stats found in the Bestiary section of Savage Worlds.

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.

Rat

Rats are unclean animals and it is possible to catch a variety of diseases from their bite. There are many species of rats in Tamriel and some can grow to be quite large. Of particular note, some bandits of Hammerfell have been known to train rats to carry small items for them, and even to drag away chests.

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

Skills: Climbing d6, Fighting d4, Notice d6

Pace: 3; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Bite/Claw:** Str+d4.
- **Size -2:** Rats 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, cowardly, and are easily defeated except in large numbers. They are most commonly associated with Mehrunes Dagon, but serve many others

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

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

Pace: 7; **Parry:** 5; **Toughness:** 4

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.

Skeleton

Skeletons are undead creatures, once human, now animated by some forces either magical or supernatural. Many varieties exist and they can be found wielding a variety of weapons. They usually are set to guard certain places, such as burial crypts or vaults and have a single minded purpose, tracking their foes until the hapless victim is found and destroyed. Skeletons are resistant to edged weapons.

Use the stats found in the Bestiary section of Savage Worlds and add that edged weapons deal half damage.

Slaughterfish Swarm

Slaughterfish are 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. A swarm of slaughterfish is treated just like a creature and is effectively dispersed when it is wounded.

The swarm covers an area equal to a Medium Burst Template and attacks everyone within every round. Slaughterfish are water-bound, but particularly if especially hungry, they can jump out of the water and attack any creatures within an arms length of the water.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Fighting d4, Notice d10, Swimming d10

Pace: —; **Parry:** 6; **Toughness:** 7

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Slaughterfish inflict dozens of bites every round with their razor sharp teeth, hitting automatically and causing 2d6 damage to everyone in the template. Damage is applied to the least armored location.
- **Swarm:** Parry +2; Because the swarm is composed of dozens of slaughterfish, cutting and piercing weapons do no real damage. Area-effect weapons work normally (provided they work in water). As slaughterfish are water-based, retreating to land foils them.

(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 tall.
- **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 d8, 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.
- **Claws:** Str+d4.
- **Magic:** 15 Magicka for the following: *beast friend*, *deflection (sanctuary)*, *slumber*
- **Fast Regeneration:** A Spriggan can make a free soak roll each time it receives a wound.

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, Smarts d10, 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.
- **Lightning Arc:** Storm Atronachs can project a crackling arc of lightning using the Cone Template. Characters within the cone must exceed the atronach's Shooting roll at with an Agility roll or suffer 2d10 damage, AP 2.
- **Shockbolt:** Storm Atronachs can project a crackling missile of electricity. They can activate the *bolt* power at will using Shooting as the activating skill.
- **Shocking Touch:** Str+d6; target must make a Vigor roll or be at -2 Parry until his next action.
- **Size +1:** Storm Atronachs are a head taller than most people.

Troll

Trolls resemble green apes with three eyes, and have a distinctive battle howl. They are extremely fast, deal considerable damage, and regenerate health, making them extremely dangerous opponents to the unwary. All trolls are vulnerable to fire attacks.

Use the stats found in the Bestiary section of Savage Worlds and add that their Toughness is at a -2 against fire-based attacks.

Vampire (Young and Ancient)

A vampire is a preternatural being, commonly believed to be a reanimated corpse, that is said to suck the blood of sleeping persons at night. The vampires of Tamriel are undead, diseased persons who possess dark gifts that lead to them being hated, hunted, and misunderstood by the living. Whether they consider themselves cursed or blessed, or whether they have given into their animalistic instincts or have sought to rid the world of the disease, vampires are nonetheless considered abominations.

Use the stats found in the Bestiary section of Savage Worlds. The only special abilities they have are (Improved) Frenzy, and Level Headed, but they gain all the effects of Vampirism and have gone at least four days without feeding.

Werewolf

Many people have succumbed to the Divine Disease and become various forms of werereatures. The most common type of lycanthrope in Tamriel is the werewolf. Although some actively fight against the transformation into the terrible beast, others embrace it.

Use the stats found in the Bestiary section of Savage Worlds and add that they also suffer normal damage from enchanted or Daedric weapons.

Zombie

A weak yet durable form of undead, but still to be feared as it can inflict whoever it touches with terrible diseases. Fortunately, it can be damaged by any type of weapon.

Use the stats found in the Bestiary section of Savage Worlds.

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 wield these artifacts accomplish great deeds that are sung by 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. Transferring the magicka from Azura's Star does not consume the Star and it can be used 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. 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 receive a +2 to Soak rolls until their next turn (does not stack for multiple wounds dealt).

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.

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 the *bolt*, *damage field*, and *lower trait* powers 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 deal fire damage to 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, even if no damage is dealt, 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 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 at will.

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 (a Spirit check is required 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 or become an evil NPC. Those who enslave others with the Mace ultimately become slaves to it.

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

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 the owner 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 from the infinite expanse to the physical world and the Oghma Infinium is reclaimed by Hermaeus Mora. Although the book is gone, 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. Their steps are muffled, providing a +2 to Stealth checks, and are semi-invisible, causing attackers to suffer a -4 penalty to attacks.

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, but they can immediately make a free Soak 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 cannot be recharged by a Soul Gem. This is usable solely for the Summon Ally spell, which the owner of the Rose can activate using a Spirit roll, rather than Conjuration. 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 cannot 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) that provides the benefits of the Improved Arcane Resistance Edge as well as the Hard to Kill 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. 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 or chest 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. A pity to break into the castle only to reach the treasury and find that the Skeleton Key is missing.

Skull of Corruption

Daedric Lord: Vaernima

Using the Skull of Corruption on an opponent creates a duplicate of the victim. However, this duplicate will have a strong urge to attack the original and be unable to attack 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. When the wielder touches the Skull to another person, they are instantly cloned (in combat, this is a Touch Attack). The clone is identical in every way to the original and all non-magical items on the clone's person are duplicated as well. 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 of the Skull 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 counters any spells affecting him, both from friends and from foes. Rather than making an opposed arcane skill roll, the caster will need to make an arcane skill roll versus the wielder's Parry (even for Ranged attacks). If the wielder's Parry is higher, then the spell is instantly *dispelled*.

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. Whenever the target is hit, the target's Strength is reduced by one die step and the wielder's Vigor is increased by one die step for 1d6 rounds, in addition to any damage dealt. 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 result in the target becoming 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 hours 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 because 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 and obliging them can cause many unexpected problems.

Other Artifacts

Auriel's Bow

Auriel's Bow appears as a modest Elven Longbow (Range 12/24/48, Damage 2d6+1), but it is one of the mightiest ever to exist in Tamriel's history. Allegedly created and used, like its sister Auriel's Shield, by the great Elvish demi-god, the Bow can turn any arrow into a missile of death and destruction. Its most recent appearances have been the subject of gossip for hundreds of years.

This powerful weapon turns any arrow fired from it into a tremendous bolt of light, adding AP2 and dealing double damage to undead.

Auriel's Shield

Auriel's Shield, an Ebony kite shield (+2 Parry, +4 Armor to ranged shots that hit) said to have once belonged to the quasi-mythical Elvish deity Auriel, can make its wielder nigh invulnerable. In its resistance to fire and magic, Auriel's Shield is unsurpassed, as it provides +4 Armor against all fire and magical ranged attacks. Like many artifacts of Tamriel, the Shield has life and personality of its own, and does not feel bound to its user. A popular fable tells the tale of it abandoning one wielder in her greatest hour of need, but this is perhaps apocryphal.

Blade of Woe

The Blade of Woe is a dagger passed down through the Dark Brotherhood to particularly powerful members. It was given by Lucien Lachance to the future Listener of the Cheydinhal Dark Brotherhood chapter in 3E 433. In 4E 201, at the Skyrim chapter, The Blade of Woe belonged to Astrid, the leader of the only remaining Dark Brotherhood group. It was given to the new Listener after an assault on the sanctuary.

This dagger is equivalent to a Daedric Dagger (Str+d4+3). Whenever the Blade of Woe deals wound levels to a target and the wielder recovers half the number of wound levels inflicted (after soaking) by the blade, rounded down.

Chrysamere

Chrysamere, the Paladin's Blade and Sword of Heroes, is an ancient claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deleterious spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by an individual for any length of time, for it chooses not to favor one champion.

This blade is equivalent to an Ebony Great Sword (Str+d10+2, Parry -1, 2 hands), but it provides the wielder +1 Toughness (+2 vs. Fire attacks). Additionally, if the wielder is hit by a damaging magical attack, they can spend a Benny before damage is rolled to have the damage instead be applied to the caster.

Daedric Crescent

Probably the most rare and even outlawed item of all the great prizes is the Daedric Crescent Blade. The Blade was used by Mehrunes Dagon's Daedric forces in the capture of the Imperial Battlespire. These extremely unique Blades were gathered up and destroyed after the Battlespire was recaptured by the Empire. All but one it seems. Though the Empire believes them all to be destroyed, it is rumored that one still remains in existence, somewhere in Tamriel. The Blade lends its wielder the ability to do great damage on an enemy and allows him to put heavy wear on his enemy's armor. Quite the prize for any mighty warrior, if it does indeed exist.

The Daedric Crescent is a massive curved Daedric blade (Str+d10+3, Parry -1, 2 Hands) that reduces the Armor value of any armor it hits by 1 each time it hits. The armor can be repaired with a successful Repair roll and 1d4 hours per Armor value reduced.

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 who have undergone years of preparation 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 and they may recognize star constellations in the patterns on the Scroll. Anyone else who tries to read one but does not have the Moth Priest Edge representing years of training and preparation will be instantly struck blind as they glimpse into the infinite. They gain the Blind Hindrance, but receive the Knowledge (Elder Scrolls) skill at a d4, giving them a glimpse of hidden knowledge past and future (see the Moth Priest Edge for more information on how this is used). This skill cannot be increased further and no specializations can be purchased, as they are no longer able to read the Scrolls.

Helm of Oreyn Bearclaw

The Helm of Oreyn Bearclaw is a prized artifact which once belonged to the legendary Valenwood hunter, Oreyn Bearclaw. Although legends claim that Bearclaw performed many great deeds, these were falsely credited and were actually performed by his friend, an orc named Kharag gro-Khar. After Bearclaw's demise, caused by the Knahaten Flu, his helm stood as a monument of his stature, although it was eventually lost after his clan split. The helm itself is an enchanted skull, which is said to improve the wearer's agility and endurance.

This bone helmet provides +1 Armor, +2 to Agility Tricks (and to oppose them), and +2 to Soak rolls.

Lord's Mail

Sometimes called the Armor of Morihhaus 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 all opposed rolls against any spells cast upon them. Furthermore, they gain the benefits of the Killer Instinct Edge and 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. 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 is 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.

Ring of Phynaster

The Ring of Phynaster was made hundreds of years ago by a person who needed good defenses to survive his adventurous life. Thanks to the Ring, Phynaster lived for hundreds of years, and since then it has passed from person to person. The ring improves its wearer's overall resistance to damage and grants total immunity to poison and electricity. Still, Phynaster was cunning and said to have cursed the Ring. It eventually disappears from its holder's possessions and returns to another resting place, uncontent to stay anywhere but with Phynaster himself.

The wearer of this ring gains +1 Toughness and is completely immune to poison and electricity. Additionally, it stops the individual from aging.

Scourge

The Daedric Scourge is a mighty mace forged from sacred ebony in the Fires of Fickledire. The legendary weapon of Mackkan, it was once a fierce weapon used to send spirits of black back into Oblivion. The weapon has the ability to summon creatures from Oblivion. Once a tool used against the Daedric Lords in the Battlespire, it now roams the land with adventurers.

Scourge is a Daedric Mace (Str+d6+3, AP 1 vs. rigid armor). With a successful Touch Attack against a Daedra, the wielder can make an opposed Spirit roll to instantly *banish* a Daedra to Oblivion. This Daedra can then be recalled with a successful Spirit roll, although it will not be under anyone's control. Scourge can only *banish* up to three Daedra to be recalled at a later time; if there are three waiting to be recalled, then Scourge cannot *banish* another one.

Spear of Bitter Mercy

One of the more mysterious artifacts is the Spear of Bitter Mercy. Little to nothing is known about the Spear. There are no recorded histories but many believe it to be of Daedric origin. The only known legend about it is its use by a mighty hero during the fall of the Battlespire. The hero was aided by the Spear in the defeat of Mehrunes Dagon and the recapturing of the Battlespire. Since that time, the Spear of Bitter Mercy has made few appearances within Tamriel.

The Spear of Bitter Mercy is a Daedric spear (Str+d6, Parry +1, Reach 1, 2 hands) that has two enchantments that work together: one making it very lethal and one providing a mercy towards the target. By spending a Benny, the user can add 1d8 damage, but the target can make a free Soak roll against the attack.

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 match that of a Daedric quality bladed weapon at least as large as a short sword. 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 affected 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 wield Umbra find that the Umbra Sword is compelling them to kill when they once would not and they gain the Bloodthirsty and Vengeful (Major) Hindrances. Many also gain the Death Wish Hindrance to die a warrior's death at the hands of someone more worthy of wielding Umbra.

Warlock's Ring

The Warlock's Ring of the Archmage Syrabane is one of the most popular relics of myth and fable. In Tamriel's ancient history, Syrabane saved all of the continent by judicious use of his Ring, and ever since, it has helped adventurers with less lofty goals. It is best known for its ability to deflect spells cast at its wearer and to improve his or her speed. No adventurer can wear the Warlock's Ring for long, for it is said that the Ring is Syrabane's alone to command.

Individuals wearing the Warlock's Ring gain +2 Pace. They also receive a +2 to Soak rolls for damage from magical attacks.

Appendix A: Use with the Fantasy Companion

The *Fantasy Companion* from Pinnacle Entertainment Group is an excellent supplement for use with *The Elder Scrolls*. Below is information about using the new content

Races

The races included do not exist in *The Elder Scrolls*, but the race creation rules may be used to create sub-species of Khajiit or the rarer races of Tamriel like the Sload and Imga.

Edges

The Artifact Hunter and Knight Edges are permitted in *The Elder Scrolls*. All others are either inappropriate for the setting or have been incorporated into *Savage Worlds*.

Gear

All new Gear is permitted in *The Elder Scrolls*.

Siege Warfare

Siege warfare works as described, but the bombard and flamethrower siege weapons may not be used.

Deities

These are not used because *The Elder Scrolls* has specific deities that do not provide magic to their followers.

Grimoire

The following powers found in the *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 that *sluggish reflexes* has been renamed *slow* in *Savage Worlds Deluxe*.

Use the following table for purchasing spell tomes, potions, scrolls and enchantments:

Spells Tomes, Potions, Scrolls, and Enchantments

Power	Spell Tome	Potion/ Scroll	Ench.	Sample Spell/Potion/Scroll Names
Analyze foe	200	—	—	
—Standard	—	20/30	500	
—Detect Weakness	—	40/60	1000	
Bless/Curse	1200	—	—	
—Bless Specific Trait (MBT)	—	80/120	2000	
—Bless Specific Trait (LBT)	—	120/180	3000	
—Curse Specific Trait (MBT)	—	80/120	2000	
—Curse Specific Trait (LBT)	—	120/180	3000	
Draining Touch	600	120/180	3000	Burden
Jet	400	80/120	2000	
Legerdemain	100	20/30	500	

Treasure

Feel free to add new elements from *The Elder Scrolls* to the treasure tables as you see fit. Minor artifacts (including named artifacts) can be used so long as they fit with the spirit of *The Elder Scrolls*, but it is suggested to alter the backstory to better fit the lore of Tamriel. Replace the following tables:

Table 1C & Table 1E (Armor and Shield Bonuses)

d20	Cost	Material
1-5	+\$500	Elven
6-9	+\$1000	Dwarven
10-13	+\$1500	Glass
14-16	+\$2000	Orcish
17-18	+\$2500	Ebony
19	+\$3000	Daedric
20	—	Special (as described on the bonus table being replaced)

Table 2B, 2C, 3B, 3C (Melee and Ranged Weapon Bonuses)

d20	Cost	Material
1-5	+\$500	Silver
6-9	+\$1000	Dwarven
10-13	+\$1500	Elven
14-16	+\$2000	Glass
17-18	+\$2500	Ebony
19	+\$3000	Daedric
20	—	Special (as described on the bonus table being replaced)

Bestiary

The entries for NPCs may be used as well as any entries for beasts in Tamriel that are not in this document because they have only appeared in one *Elder Scrolls* game (e.g. Centaurs, Mammoths).

Appendix B: Spell Cost Formulae

This appendix includes the formulae used to calculate the costs for spell tomes, scrolls/potions, and enchantments so that you can figure out the prices for any new spells you would like to add.

Basic Terms

- **Maximum Magicka to Cast:** How much Magicka is required to have the spell go off with all modifiers (except for the "Additional Targets" modifier). For instance, the *bolt* spell has a maximum Magicka of 3 to cast it because the "Additional Bolts" modifier allows up to three power points to be spent. If you can add a modifier an unlimited number of times (e.g. the size for *growth/shrink*), count the modifier two times for the purposes of determining the maximum Magicka.
- **Rank of Power:** The rank of the power (e.g. Novice = 1, Seasoned = 2, etc.).

Spell Tomes

- **Base Cost:** (100 Septims) x (Maximum Magicka to Cast) x (Rank of Power)
- **Power Becoming More Versatile** should count the Rank of Power for the purposes of this calculation as the median rank. E.g. *shape change* has a Rank of Power of 3 since it ranges from Novice (1) to Legendary (5).

Scrolls/Potions

- **Base Cost:** (20 Septims) x (Maximum Magicka to Cast) x (Rank of Power)
- **Multi-functional spells** (e.g. *environmental protection*, *boost/lower trait*) must have their specific function chosen at the time of creation (e.g. *boost trait: agility*) but cost half as much
- **Extended durations** and other modifiers can be included and increase the price of the scroll or potion in relation to their Magicka.
- **Effects with a raise** can be purchased for 150% of the base cost. The *greater healing* power is priced as if it was cast with a raise because it requires a -4 penalty to the arcane skill roll.

Enchantments

- **Base Cost:** (500 Septims) x (Maximum Magicka to Cast) x (Rank of Power)
- **Multi-functional spells** (e.g. *environmental protection*, *boost/lower trait*) must have their specific function chosen at the time of creation (e.g. *boost trait: agility*) but cost half as much

Savage Worlds is the property of Pinnacle Entertainment. *The Elder Scrolls* and all related trademarks are the property of Bethesda Softworks. This is a free product, I seek no profit, and in no way intend to infringe on any of the copyrights of Bethesda Softworks. It is my intention that rather than inhibiting sales, the creation of this product will encourage sales of both *Savage Worlds* and *The Elder Scrolls* products.

The Elder Scrolls logo is used solely for the purpose of identification of Bethesda's products.

Some material was copied from the Unofficial Elder Scrolls Pages (uesp.net). All material from that site is licensed under the Creative Commons Share-Alike License 2.5. Use of this material does not reflect endorsement by UESP. The following articles contained text used in this document:

- Descriptions of each Race: <http://uesp.net/wiki/Lore:Races>.
- Descriptions of each birthsign: http://uesp.net/wiki/Lore:The_Firmament.
- Description of each character type: <http://uesp.net/wiki/Morrowind:Classes>
- Description of Necromancy: <http://uesp.net/wiki/Lore:Necromancy>
- Description of Ancestor Moth Priest: http://www.uesp.net/wiki/Lore:Pension_of_the_Ancestor_Moth
- Description of Lycanthropy: <http://uesp.net/wiki/Lore:Lycanthropy>
- Description of Vampirism: <http://uesp.net/wiki/Lore:Vampirism>
- Descriptions of artifacts: <http://uesp.net/wiki/Lore:Artifacts>
- Description of Elder Scrolls: http://uesp.net/wiki/Lore:Elder_Scrolls
- Description of Umbra: <http://uesp.net/wiki/Lore:Umbra>
- Description of Dragon: <http://www.uesp.net/wiki/Lore:Dragon>
- Description of Dwarven Automata: http://www.uesp.net/wiki/Morrowind:Dwemer_Centurions and http://www.uesp.net/wiki/Skyrim:Dwarven_Automatons
- Description of Falmer: <http://www.uesp.net/wiki/Skyrim:Falmer>
- Description of Ghost: www.uesp.net/wiki/Skyrim:Undead#Ghost
- Description of Golden Saint: http://uesp.net/wiki/Shivering:Golden_Saint
- Description of Mud Crab: http://uesp.net/wiki/Oblivion:Animals#Mud_Crabs
- Description of Skeleton: <http://www.uesp.net/wiki/Arena:Monsters#Skeleton>
- Description of Slaughterfish: <http://uesp.net/wiki/Morrowind:Beasts#Slaughterfish>
- Descriptions of each Atronach: <http://uesp.net/wiki/Oblivion:Daedra>
- Further description of Flame Atronach: http://uesp.net/wiki/Lore:Elemental_Daedra
- Description of all other beasts: <http://www.uesp.net/wiki/Lore:Bestiary>

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



This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License. You are free to share and remix this work, so long as credit is given to the original author, the resulting work is non-commercial, and any derivative works are distributed under this license or a similar one.