

Demons of Tamriel

Daedra, the Sixteen Princes

Good, evil, or unknowable. Make your choice, and align with a Daedra. Or don't. They can offer you power beyond your wildest dreams – for a price.

Azura, Daedric Prince of Moonshadow



Dusk and Dawn. One of the "three good Daedra" of the Dunmer. Rumoured creator of the Khajiit..

Hircine, the Huntsman



The hunt, the game and the chase.
Father of lycanthropes.

Boethiah, Prince of Plots



Conspiracy, murder, treason, assassination.
One of the "three good Daedra" of the Dunmer, and responsible for in large part for their inception and cultural advances.

Malacath, God of Curses



Patron of the spurned and ostracized. God-king of the Orcs.
One of the "Four Corners" of the Dunmer House of Troubles.

Clavicus Vile



The granting of power and wishes through ritual invocations and pact.

Mehrunes Dagon, God of Destruction



Destruction, energy, ambition.
Fire, earthquake, flood, bloodshed.
One of the "Four Corners" of the Dunmer House of Troubles. Murderer of the Last Emperor of Cyrodiil.

Hermaeus Mora, the Woodland Man



Knowledge, scrying, fate, the past and the future, astrology.

Mephala, Webspinner



Obscure. Chaotic. One of the "three good Daedra" of the Dunmer, and founder of the Morag Tong guild of assassins.

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Meridia, Lady of Infinite Energies



Obscure.
Despises necromancy and the undead.

Peryite, Taskmaster



Work and labour.

Molag Bal, God of Schemes



Enslavement of mortals and harvester of souls.
Archenemy of Boethiah.
One of the "Four Corners" of the Dunmer House of Troubles.
Father of the Vampires.

Sanguine



Revelry, debauchery, perversion and indulgence.

Namira, Spirit Daedra



The ancient darkness.
Dark spirits, repulsive creatures and beggars.

Sheogorath, the Mad God



Insanity.
Unknown motives.
One of the "Four Corners" of the Dunmer House of Troubles.

Nocturnal, Night Mistress



Night and darkness, the Void, and thieves.

Vaernima



Dreams and nightmares, corruptions, unreality.