

Auriel's Weaponry

Version: 3.1

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Category: Overhaul - Weapons

Prerequisite: Skyrim Legacy (Oldrim) + Dawnguard, only Oldrim for 1.2.1

Five years of modding led me to realize all the great ideas that deserved the legendary relics of Auriel; and before, I say anything I would like to thank everyone who played *Auriel's Weaponry* and shared their opinions! Thanks to your comments and suggestions, I hope to have reached the ideal to fulfill all your expectations.

Shine the light of Auriel on the world of Tamriel with his mythic Bow, Shield and Sword!



Description



Want divine weapons worthy of a Dragonborn? The vanilla Auriel's artifacts has disappointed you in Dawnguard?

With this mod, the sacred relics of Auriel will recover the radiance they should have had in the game. Infused by the Magicka of the Aetherius, their powers are strengthened.

Under his blessing, forge his Sword and his legendary Bow in the flames of the Skyforge, the only one capable to create divine weapons. However, you need to show you worthy, because specific raw materials are required. Akatosh / Auriel is a God-Dragon, bones and scales of these heavenly creatures will be used. This implies that you need to have slain a dragon at least if you want hope to hand over these sacred objects.

Their production also requires a minimum of Smithing skill, because Perk "Elven Forge" is required. Everything can be improved with the Moonstone refined.

Finally, concerning the Auriel's Bow, only the fulfillment of the Dawnguard Quest will reveal its full potential. That said, be careful if you choose the path of blood, for the shine of that holy weapon radiates any Undead that succumb in its arrows, this is the will of Auriel.

Nevertheless, the will of Molag Bal is unlimited, and it seems that he has found a way to corrupt Auriel's Bow with the blood of his lineage... Realize the Tyranny of the Sun's Prophecy, and you will have the net heart!

Finally, a very old book about Auriel's Weaponry was deposited on the Skyforge by Eorlund Gray-Mane. Read it to discover the Lore that inspired this mod.



Features



Appearance of the bow and shield

Many players preferred to download a basic mod that only doubles the base damage of Auriel's Bow rather than seeing its appearance changed, despite a magic reinforced in depth and so many other features.

I heard you: custom assets are now explicitly offered as optional. To keep original appearance, select the option “*Vanilla Bow and Shield*” with the FOMod (or manually paste the corresponding folder – see Installation section).

The reason is that many of you want to install over a retexturing mod of the Bow or Shield, based on vanilla meshes. (Vanilla textures are poor quality: 512px).

Retexturing mods what I recommend (download separately):

- [Noldorian Auriel's Bow](#) and [Quiver & Noldorian Auriel's Shield](#) by EchelionOtW
- *Or else* [Auriel's Bow – HD retextures](#) & [Auriel's Shield – HD retextures](#) by Alana12

Retexture Oldrim's mods are compatible with Skyrim Special Edition.

With the option “*Vanilla Bow and Shield*”, no risk of texture conflict! :)

Of course, you can always choose to install HD assets (2K resolution) of Adonnay's Ivory Bow and Sader's Elven Mystic Shield, or only one of them. My screenshots show these assets.

Auriel's Sword

Auriel's Sword – which is added by this mod – is an Elven blade from Adonnay. Its power is that of Dawnbreaker, but more powerful with an enhanced silver status.



The legendary Elvish Sword of Akatosh. Offered to the Dragonborn, its divine light is feared by the Undead.

With his shield, one wonders what Auriel could hold in his other hand? This mod answers this question by being lore friendly. Slay Lycans and Undead with this adamantium blade adorned of elven incantations!

This sword exists in three levels of power. The stronger the sword, the higher the prerequisites for forging!

- Replica

- Original
- Original and enchanted with Auriel's Dawn.

Old Auriel's Sword:

Replica of the legendary adamantium blade of Akatosh ... fear by the Undead and as sharp as ebonite.

It weighs **8 pounds**, costs **2,200 septims** and is as sharp as an **Ebony sword**. The blade is in mithril (quicksilver) and inflicts **42 extra damage** to creatures who fear silver. (Vanilla silver feature deals 28 extra damage.) Its lightness allows it to be handled **10% faster** than a normal sword.

Forging at the Skyforge (Elven category):

Prerequisites: Elven Forge Perk

- 1 Flawless Sapphire
- 2 Dragon Scales
- 2 Refined Moonstones
- 3 Quicksilver Ingots

Improvement:

- 1 Refined Moonstone

Auriel's Sword:

This legendary sword weighs **8 pounds**, costs **9,600 septims** and is as sharp as an **Dragonbone sword**. The blade is in adamantium (blessed mithril) and inflicts **70 extra damage** to creatures who fear silver. (Vanilla silver feature deals 28 extra damage.) Its lightness allows it to be handled **10% faster** than a normal sword.

Forging at the Skyforge (Elven category):

Prerequisites: Elven Forge Perk + being under the influence of Auriel's Blessing

- 1 Old Auriel's Sword
- 1 Flawless Sapphire
- 1 Dragon Bone
- 2 Refined Moonstones
- 2 Quicksilver Ingots
- 4 Grand Souls Gems filled

Improvement:

- 1 Refined Moonstone

Auriel's Sword (enchanted):

This is **Auriel's Sword** with a slightly less powerful version of **Auriel's Bow enchantment**. (This rebalancing is necessary because the swing rate of a sword is much greater than the fire

rate of a bow.) The enchantment is cumulated with the silvered status of the blade, which makes it devastating on the Undead! This legendary sword costs **10,178 septims**.

Enchantment – Auriel’s Dawn:

- **18 Sun damage** for all enemies
- **24 extra Sun damage for Undead and Daedra.**
- **Auriel’s Radiance:** If an Undead fell, cause a divine explosion (30-foot radius) that inflicts 10 additional damage to the other Undead and scares the weakest among them.

Auriel’s Sword charges: **3,200**

Mana cost: **23** (Restoration skill reduces this cost up to -50%.)

Uses: **139**

Forging at the Skyforge (Elven category):

Prerequisites: Elven Forge Perk + being under the influence of Auriel’s Blessing + completing Dawnguard’s quest at Forgotten Vale.

- 1 Auriel’s Sword (not enchanted)
- 1 Grand Soul Gem filled
- 1 Flawless Amethyst

Improvement:

- 1 Refined Moonstone + Arcane Blacksmith Perk

Disenchancing feature – learning Auriel’s Dawn:

This last sword can be destroyed on the altar of enchantment in order to obtain its power. Enchanting a third-party weapon with **Auriel’s Dawn** will still deal **18 Sun damage**. What you set the damage cursor, **it’s the bonus to Undead and Daedra, increased by 20% to get real damage**. Moreover, with **Auriel’s Radiance**, transform any weapon into a **more powerful equivalent of Dawnbreaker!**

Auriel’s Shield



The **vanilla shield** suffers from a lack of interest. It is **heavy**, **protects less than a daedric shield** and its bashing power (which prevents any other enchantment) **is long to charge**.

Auriel's Shield:

Which belonged to Elvish deity Auriel, this legendary shield stores the energy of blocked attacks to turn it against the enemy. Its resistance to fire and magick is unsurpassed.

Thanks to *Auriel's Weaponry*, this armor becomes light (**4 pounds**), protects as well as a **Dragonbone shield** and sees its value rise to **9,581 septims** (as any artifact that respects). But it is especially its enchantment that is overhauled to regain the power that the Lore attribute to it since Arena and Daggerfall: **a legendary resistance to fire and magic**.

Also, this mod corrects some wrong keywords associated to this shield and flag it as an artifact.

I tried to reduce the number of strokes blocked to get a complete "*Fus Ro Dah*", but it did not work. The values have therefore remained in vanilla: 5 strokes for a "*Fus*", 10 strokes for a "*Fus Ro*" and 15 strokes for a "*Fus Ro Dah*". However, for the honor, **I have doubled the damage inflicted by this power** (2.5; 5 and 20 respectively).

Enchantment – Auriel's Protective Aura:

- Accumulates up to 15 blocked strokes **to free it as a "*Fus Ro Dah*"**.
- **50 % Fire Resistance**.
- While blocking, create a **ward that protects against spells for up to 100 points**. (Twice as powerful as the Spellbreaker.)

At the request of some players, I also added a not-enchanted version of Auriel's Shield. It is equivalent to an Ebony shield in light version.

Old Auriel's Shield:

Replica of the mythical Auriel's Shield. It remains as light and strong as ebony.

It weighs **5 pounds**, costs **2,000 septims** and is as sharp as an **Ebony shield**. It cannot be converted into an original shield. (The authentic artefact is brandished by a Falmer Warlord in the Forgotten Vale.)

Forging at any forge (Elven category):

Prerequisites: Elven Forge Perk

- 1 Dragon Bone
- 2 Quicksilver Ingots
- 3 Dragon Scales
- 4 Refined Moonstones

Improvement:

- 1 Refined Moonstone

Auriel's Bow:



Blessed by the holy light of the Sun, the legendary Elven Bow of Akatosh is a scourge for all those who fear the heavenly star.

The most overhauled Auriel's artifact. I did not just increase the damage from 13 to 23 (or 25 or 30). For balancing reasons, I set this value **to 20, that is the power of a Dragonbone Bow**. Do not forget that Auriel's Bow is as easy to straw as a hunting bow with a **draw factor of 1**. (Daedric Bow is 0.5; Dragonbone Bow is 0.75.) This makes it by far **the ranged weapon with the best DPS of Skyrim**.

The core of my overhaul lies mainly in its enchantment: **Auriel's Dawn**.

Vanilla enchantment is underpowered and far too greedy in magicka. (**Only 29 shots** before the weapon runs out of mana.) Contrary to what the description says, it inflicts only **10 Sun damage** to enemies and **30 more damage to Undead**.

The enchantment offered by this mod brings together so many good ideas that I have to describe it in a separate section. But you guess it: I made it more powerful and less mana consuming.

Auriel's Bow exists in two levels of power: **replica (not enchanted)** and **original**. It is possible to forge the original, although interest is limited. (In version 3.1, it is now the Sword and no longer the Bow that can be disenchant.) I still keep the recipe in case you misplace it.

Old Auriel's Bow:

Even though isn't impregnated with the solar power of Auriel, this elven bow of adamantium remains as formidable as an ebony weapon.

This replica weighs **10 pounds**, costs **2,400 septims** and is as effective as a **Glass Bow**. Its lightness allows it a **draw factor of 0.9**, allowing its DPS to compete with a Daedric Bow.

Forging at the Skyforge (Elven category):

Prerequisites: Elven Forge Perk

- 1 Refined Moonstone
- 2 Dragon Bones
- 2 Quicksilver Ingots
- 5 Firewoods

Improvement:

- 1 Refined Moonstone

Auriel's Bow:

This legendary bow weighs **8 pounds**, costs **12,067 septims** and is as effective as a **Dragonbone Bow**. Its lightness (and its divine essence) allows it a **draw factor of 1**, making this the deadliest ranged weapon of Tamriel.

Enchantment – Auriel's Dawn (*with standard arrows*):

- **24 Sun damage** for all enemies
- **36 extra Sun damage for Undead and Daedra.**
- **Auriel's Radiance:** If an Undead fell, cause a divine explosion (30-foot radius) that inflicts 10 additional damage to the other Undead and scares the weakest among them.

Auriel's Bow charges: **6,400**

Mana cost: **35** (Restoration and Destruction skills reduce this cost up to -50%.)

Uses: **182**

Forging at the Skyforge (Elven category):

Prerequisites: Elven Forge Perk + being under the influence of Auriel's Blessing + completing Dawnguard's quest at Forgotten Vale.

- 1 Old Auriel's Bow
- 2 Dragon Scales
- 4 Grand Soul Gems filled
- 1 Flawless Diamond

Improvement:

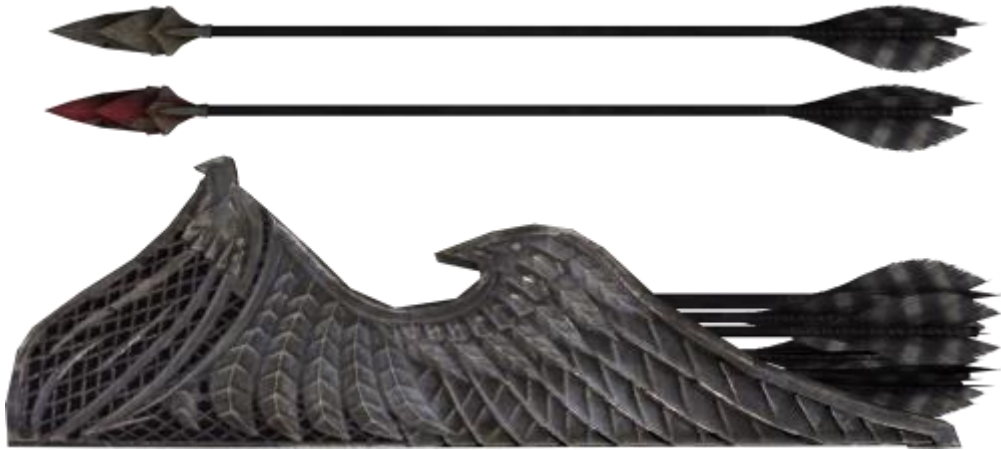
- 1 Refined Moonstone + Arcane Blacksmith Perk

Dynamic Enchantment of Auriel's Bow:

Auriel's Dawn can be reinforced or altered by the use of enchanted arrows bound to Auriel's Bow. With Sunhallowed Elven Arrows, its power becomes "**Fiery Auriel's Dawn**": more Sun damage for everyone and Undead suffer from an additional AoE effect.

With Bloodcursed Elven Arrows, you will find a feature provided by Bethesda but finally abandoned: the health drain (**Life leech**). It is also a way for Vampire players to tame this holy weapon by disabling Auriel's Radiance (this sacred explosion backfires the player or his allies if they are Undead), but the most enjoyable is clearly Bloodcursed damage, particularly effective against "mortal" targets.

Sunhallowed and Bloodcursed Elven Arrows:



Many players ask for this feature of **crafting these enchanted arrows**... *Auriel's Weaponry* offers it from the beginning. The recipes were balanced and unlocked only after you complete the quest for the Forgotten Vale.

Of course, I did not content myself with that. **Their damage was significantly increased** (to the dragonbone level) and **their speed and range were multiplied by 1.5**. Naturally, their market value has increased considerably: **160 septims** (from 16) for a Sunhallowed Elven Arrow and **90 septims** (from 6) for a Bloodcursed Elven Arrow.

My overhaul does not stop there, for these two **enchanted arrows directly influence Auriel's Bow enchantment**. (See "[Dynamic Enchantment of Auriel's Bow](#)" and "[True damage of Auriel's Weaponry](#)" sections.)

Tip: Do not forget that Gelebor or Serana can convert your elven arrows for free. These recipes just let you bless (or curse) yourself these arrows from any forge, without having to make a (long) journey to ask them for this favor. Of course, if you have cured Serana of his vampirism, this feature will always allow you to create Bloodcursed Elven Arrows.

Bloodcursed Elven Arrows

Shrouds the sun in darkness if shot with Auriel's Bow. Corrupts the power of Auriel's Bow.

Forging at the Blacksmith per pack of 20 (Elven category):

Prerequisites: Completing Dawnguard's quest at Forgotten Vale

- 1 Black Soul Gem filled
- 20 Elven Arrows
- 2 Vampire Dusts

Forging at the Blacksmith per pack of 50 (Elven category):

Prerequisites: Completing Dawnguard's quest at Forgotten Vale

- 2 Grand Soul Gems filled
- 50 Elven Arrows
- 1 Blood Potion (In limited quantities in Skyrim ... Hence the possibility of another recipe.)

Sunhallowed Elven Arrows

*Causes solar flare that damages all nearby enemies if shot at the Sun with Auriel's Bow.
Increases solar magicka of Auriel's Bow.*

Forging at the Blacksmith per pack of 20 (Elven category):

- # Prerequisites: Completing Dawnguard's quest at Forgotten Vale
- 1 Grand Soul Gem filled
- 20 Elven Arrows
- 5 Gleamblossoms

Solar flare

Vanilla Solar flare is **underpowered** and **dangerous for your allies** (and neutral NPCs). It lasts 15 seconds and solar bursts that strike someone inflict only **14 damage, 36 if it's an Undead**. The eruption **affects everyone indiscriminately** over a very wide radius, **often resulting in a bounty on your head** if you take the risk of using it

With *Auriel's Weaponry*, solar bursts affect **only hostile or enemy NPCs**. Its duration is doubled (30 seconds from 15). And the damage is considerably increased: **30 damage** to enemies and **90 if it's an Undead** for each sun burst taken.

Solar eclipse provoked by Bloodcursed Elven Arrow is not modified by my mod.

Note that you must have completed all of Dawnguard's quests so that the powers resulting from a shoot to the sun can work.

The lore book “The Legend of Auriel's Weaponry”

It's a valuable book written by Torasa Aram, the Curator of the Mournhold Museum of Artifacts (Morrowind's players will recognize who it is). Two centuries later, it found itself in the hands of Eorlund Gray-Mane because this master blacksmith is naturally interested in legendary weapons. He deposited the book on the Skyforge.

Read it to discover the lore that inspired this mod, all in a role-playing atmosphere. It is also provided in PDF with the documentation of this mod.

It is not mandatory to read this book to enjoy the mod. It just brings a bit of immersion and gives some implicit clues about the Dawnguard's Prophecy or the forging conditions for Auriel's weaponry.

If ever you do not see this book, it is probably that you have installed Open Cities or a mod that changes Whiterun. You can add it by using the console. (Type “help "auriel"”, then “player.additem xxx 1”; or “coc whiterunskyforge” to return to the original cell.)

This mod also adds a 4 loading screens about the Lore of Auriel's weaponry.

True damage of Auriel's Weaponry

True magical damage for Auriel's Bow

| Player Status | Arrows | Total of true magical damage inflicted (bow + arrow) |
|------------------------|--|---|
| Not Vampire or Vampire | Normal arrows | Auriel's Dawn (standard): 24 Sun damage for all enemies + 36 extra Sun damage for Undead and Daedra + Meridia's Redemption if an Undead fell |
| Not Vampire or Vampire | Sunhallowed Elven Arrows | Fiery Auriel's Dawn: 44 Sun damage for all enemies + 60 extra Sun damage for Undead and Daedra + 20 extra Sun damage for any other Undead and Daedra within a radius of 15 feet around the explosion + Meridia's Redemption if an Undead fell |
| Not Vampire | Bloodcursed Elven Arrows | Twilit Auriel's Dawn: 24 Sun damage for all enemies + 36 extra Sun damage for Undead and Daedra + 15 Vampiric damage (life leech) from arrow to all enemies, except Dwemer bots. # Meridia's Redemption disabled |
| Vampire | Bloodcursed Elven Arrows | Corrupted Auriel's Dawn: 24 Sun damage for all enemies + 30 Bloodcursed damage on any enemy that is neither Daedra, nor Dwemer, nor Undead. + 15 Vampiric damage (life leech) from arrow to all enemies, except Dwemer bots. # Meridia's Redemption disabled |
| Not Vampire or Vampire | Auriel's Bow + Sunhallowed Arrows: shot to the Sun | Solar Flare: 30 Sun damage to normal enemies / light's burst taken 90 Sun damage to Undead / light's burst taken This effect lasts 30 seconds, within a radius of 400 feet. Affects only enemies or hostile NPCs. ☺ |



Auriel's Radiance effect (Meridia's Redemption) – Vampires players must be very careful

True damage for Auriel's Sword (and another weapon enchanted with Auriel's Dawn)

| Weapon | Total of true bonus damage inflicted (enchantment + silver effect) |
|---|--|
| Old Auriel's Sword | Mithril Blade: 42 extra physical damage to Undead, Ghosts and Werewolves |
| Auriel's Sword | Adamantium Blade: 70 extra physical damage to Undead, Ghosts and Werewolves |
| Auriel's Sword (enchanted in the Skyforge) | Adamantium Blade: 70 extra physical damage to Undead, Ghosts and Werewolves Auriel's Dawn: 18 Sun damage for all enemies + 24 extra Sun damage for Undead and Daedra + Meridia's Redemption if an Undead fell |
| Any other weapon enchanted with Auriel's Dawn | Auriel's Dawn: 18 Sun damage for all enemies + Up to 38 extra Sun damage for Undead and Daedra + Meridia's Redemption if an Undead fell |

What this implies:

- Sun damage bonus **affects also Daedra**.
- The power of Auriel's Bow can now **be partially corrupted** by the use of **Bloodcursed Arrows**. **Corruption becomes almost total** if the player is in addition Vampire.
- Bloodcursed Arrows now **steals 15 HP from enemies** ... It was a feature planned by Bethesda (the magic effect is already present on the Creation Kit) but has not been implemented... I restored it. The drain of life only works with Auriel's Bow.
- Above all, these defiled arrows **annihilate “Auriel's Radiance”** effect (Redemption of Meridia), allowing the Vampire player to use the Bow without suffering the backlash of the aedric explosion.
- Being Vampire blocks extra Sun damage to the Undead... But **instead inflicts 30 Bloodcursed damage on all other enemies** (inversion of vulnerability). The Bow slayer of Daedra becomes slayer of Aedras!
- Meridia Redemption (Auriel's Radiance) inflicts within a **30-foot radius** around each explosion **10 additional damage to the other Undead** and **scares the weakest** among them.
- Even if the magical storage of Auriel's Bow is great and its enchantment has a low mana consumption, think to reload it with Soul Gems. If the weapon has no energy, all these magic effects are turned off.
- The above changes have effect only on the original Bow. Auriel's Sword or any other weapon enchanted with the Auriel's Dawn cannot be corrupted... A wise advice if you are Vampire: use the non-enchanted version of the Auriel's Sword.

Dynamic variations of the enchantment are visible in battle!

- Auriel's Radiance on an Undead causes an **extraordinary explosion of white light** that burns with a sacred flame all similar enemies!

- The **life leech** from Bloodcursed Elven Arrows enjoys a fast **shader of vampiric absorption**.
- The effect of Bloodcursed damage is remarkable. You will see your victims **being consumed by red blood flames** for 10 seconds!
- Immunized enemies (eg Dwemer bots) do not trigger the shader... At a glance, you will see the effectiveness of Auriel's Bow on your target! The more vulnerable your enemy, the more spectacular the effect will be!

Images and videos

Screenshots: <http://www.amrasanarion.com/Images/jeux-video/Skyrim/Mods/Armes%20d'Auriel/>

Showcase video of this Mod: https://www.youtube.com/watch?v=WL_1nnDMRa8

It should be noted that for legal reasons, the bow is no longer the same since version 2.3.1 to my great regret. Having spent many hours to make that, I hardly have the strength to start all over again.

Knows issues or Bugs

- (If you are Ivory Bow) Throwing Auriel's Bow or the Old Auriel's Bow from your inventory makes that it appears far instead of dropping on the ground. The error comes from the bow's mesh (aurielsbow.nif).
- (If you are Mystic Shield) The semi-transparence of Auriel's Shield lets partially shadows across it. (This minor visual bug is known on the Sader's Mod and Deadly Dragons.)

Install

FOMOD installation (Recommended)

- Open the archive with your favorite Mod manager (NMM recommended).
- Follow the instructions and let yourself be guided.

Manual Installation

- Copy the "**0 Core**" folder on your Data folder. It contains the 3.1 plugin and doesn't change the appearance of the Bow or the Shield.

Appearance options:

- If you want the Ivory elven appearance for Auriel's Bow, copy to your Data folder the content of "**1 Ivory elven Auriel's Bow**".

- If you want the Mystic appearance for Auriel's Shield, copy to your Data folder the content of **"2 Mystic Auriel's Shield"**.

Balancing options:

- If you want powerful Auriel's Weaponry while staying balanced, **stay on version 3.1.** (Recommended for Expert/Master/Legendary difficulty.)
- If you want balanced Auriel's Weaponry for the game, copy to your Data folder the content of **"3 Option - 3.0.1 plugin (more balanced for lower difficulties)"**. Overwrite 3.1 version. (Recommended for Novice/Apprentice/Adept difficulty.)
- If you want weapons worthy of a god, copy to your Data folder the content of **"4 Option - 3.1b plugin (God weapons - overpowered)"**. Overwrite 3.1 version. (Recommended to admire the full power of Auriel.)

Done!

Update

Replace the old plugin with the new one on your "Data" folder.

Uninstallation

To remove the mod, delete the *.esp as well as meshes & textures added.

Conflicts / Incompatible mods:

This mod will come into conflict with anything that modifies the statistics or enchantment of Auriel's Shield, his Bow or his arrows. In case of duplication of the same data, only the last is taken into account.



Changelog



Firsts versions without Dawnguard:

- v0.9 (Pre-Beta) - Initial release
- v1.0 (Beta) - Weapons appear correctly on the menu.
- v1.0.1 (Beta) - Auriel's Sword is now in the right category of the Forge, namely "Elven".
- v1.0.3 (Beta) - Slightly increased the silver power of Auriel's Sword to rebalance it with the Bow. Own weapons powers now have a separate entry in the Creation Kit, which allows the Mod to be completely standalone.
- v1.1 (Beta) - Adjustment of raw materials for forging and tempering. The number of Grand Soul Gems filled was decreased, but now we need 2 Dragon Scales for Auriel's Sword and 2 Dragon Bones for Auriel's Bow.

- v1.2 - Fixed the texture bug reported in v2.1 and adding the enchanted version of the Auriel's Sword as in v2.2.
- v1.2.1 - Added a standalone Auriel's Shield with the same enchantment in v2.2, but without the "Fus Ro Dah" effect.

Dawnguard required:

- v1.5.0 (Pre-Alpha) - Added Vanilla Sun Damage to the enchantment of the Auriel's Bow, in addition to the effect of Dawnbreaker. The Mod now requires Dawnguard.esm.
- v1.5.1 (Alpha) - Given the impossibility to linking the "standalone" Auriel's Bow to scripts of the original DLC's bow, this last is now directly modified by my Mod. The ancient weapon becomes "Old Auriel's Bow", with unchanged statistics, but without enchantment and a value reduced to 4200 septims. Therefore, the access paths for the Bow's meshes and textures are aligned with those of the DLC (data/meshes ~ texture/dlc01/weapons/auriel) compared to version 1.1. The Sword Auriel remains standalone.
- v1.5.2 (Pre-Beta) - Modifying smithing recipe for Auriel's Bow. The Bow is destructible (to retrieve its enchantment) and craftable (with the "Old Bow Auriel" + some gems) to be recoverable (and can be acquired without having to finish the Dawnguard Quest). Thus, values of Auriel's weapons are slightly adjusted. The Bow is listed at 6200 septims and the Sword at 5800.
- v1.5.3 (Pre-Beta) - The arrows' speed linked to the Auriel's Bow (Bloodcursed and Sunhallowed Elven Arrows) goes from 3600 to 5400 cm/s, as the crossbow bolts. Damage of the arrows rises to 24 (knowing that Daedric is 23 and Draconic 25 damage). Finally, the value of Sunhallowed Elven Arrows rises from 16 to 160 septims. Idem for Bloodcursed Elven Arrows (from 6 to 60 septims).
- v1.6 (Beta) - Adjustment of "Auriel's Dawn" enchantment to make it balanced. Fire Damage is removed, but the explosion of Dawnbreaker remains. Any enchanted weapon with Auriel's Dawn will now have the Shader of Fire enchantment (red radiation of the weapon, as v1.1). Finally, contrary to what the game tells, sun damage is 10 in fact on non-Undead and 60 on the Undead on Normal difficulty. (A bug in the enchantment of Vanilla Auriel's Bow did that non-Undead took only one sun damage! Tested and verified during the Beta-Test by abusing the code "getav health" on various enemies.) Combined with Sunhallowed Elven Arrows (already enchanted in the Vanilla game), the cumulative sun damage bonus increased to 30 on non-Undead, and 120 for the Undead.
- v1.6.1 (Beta) - The base damage of Auriel's sword increases from 12 to 13 to align it with the DPS of a Daedric Sword and rebalance it towards the Auriel's Bow.
- v1.6.2 (Beta) - Given the low Mana cost of the Auriel's Dawn, the charge of Auriel's Bow going from 8000 to 3200.
- v1.8 (Beta) - Integration and modification of Auriel's Shield. Inspired by the "Relentless Dragonslayer's Shield" of Deadly Dragons, the legendary shield also integrates the skin of the Mod "Mystic Elven Armor" by Sader, much more Lore Friendly than what Bethesda has served us on Dawnguard. Moreover, its enchantment is enhanced. In addition of the "Fus Ro Dah" effect (unmodified), it includes a barrier that repels spells while blocking, as the Spellbreaker, but twice as powerful. Finally, its armor rating rises from 32 to 38, its market value is quintupled and the Artifact becomes a Light Armor of 4 Kg instead of 14. (An Elvish God wears elven equipment, so light; it flows at the source of Lore.) I also took the opportunity to correct some wrong keywords, as the Mod "Better Auriel's Shield" of popcorn71.
- v1.9 (Beta) - Fixed silver damage bonus that was not taken into account with the Auriel's Sword due to a missing keyword (WeapMaterialSilver) on the weapon.

- v1.9.1 (Beta) - From the fact that the addition of Keyword WeapMaterialSilver doubled and made overpowering the improvement of Auriel's Sword on the wheel, it was removed; and the script for silver damage has been modified to be taken into account by the elven nature of the weapon (WeapMaterialElven).
- v2.0 (Beta) - Creation of the seaurielspedestal01.nif file to correct the mismatched meshes towards textures when the bow appears on its pedestal in the Inner Sanctum.
- v2.1 - Fixed a major bug which generated purple textures on Auriel's equipment due to a wrong access path of textures on the meshes.
- v2.2 - Adding enchanted version of Auriel's Sword. Auriel's Shield sees its value increased by 2000 septims and won the Fire Resistance, like Arena and Daggerfall.
- v2.3 - Possibility to forge Sunhallowed and Bloodcursed Elven Arrows in any forge, provided you have at least one copy of these arrows.
- v2.3.1 - Removing the bow model of Isilmeriel following her refusal. He was replaced by another elven model I'm sure I have permission.

Skyrim Special Edition – v 2.4:

- Adjusting the stats of Auriel's Sword and Bow at the level of Dragonbone weapons, but with a slightly higher speed factor (= best weapons of Skyrim).
- Sunhallowed and Bloodcursed Elven Arrows damage increased from 24 to 25 (as Dragonbone arrows).
- The "Old" versions of Auriel's Sword and Bow are forgeable without any special smithing's prerequisites except Elven Forge Perk + having Dragon's Scales and Bones. These two weapons are enchantment-free and equivalent to ebony in terms of power.
- System of "rebuild" for old bow and old sword to restore their true power ... but it will be necessary to be worthy to Auriel to gain this privilege.
- There is no need to have a copy of Sunhallowed or Bloodcursed Elven Arrows to craft them by 20. Instead, the recipe unlocks automatically once the Forgotten Vale's quest is completed.
- Slightly increased the Mana amount for the Bow: 3600 instead of 3200, allowing up to 124 shots before reload.
- Addition of the Old Auriel's Sword, a less powerful version with less crafting prerequisites.
- Increased the value of the Shield, Sword and Bow to 7500, 8000 and 9000 septims, respectively. The "old" weapons decreased to 2000 septims.
- Dawn of Auriel now explodes 1 time out of 2 instead of 1 time out of 4 when an undead succumbs less than 10 seconds after being damaged by an enchanted Auriel's weapon. Be careful if you are a Vampire, especially if you use the Blessed Sword!
- Added keywords "DaedricArtifact" and "VendorItemDaedricArtifact" to the Auriel equipment (except the "old" weapons).

Final version – v 3.0:

- Cleaning Dirty Edits.
- Significant increase of the (ridiculously low) Sun damage from the Solar Flare caused by a shot of Sunhallowed arrow to the Sun with Auriel's Bow. The impact of a solar ray now deals 30 damage instead of 14 to normal enemies and 80 instead of 44 to the Undead. The effect lasts 20 seconds instead of 15, and now only hits hostile enemies or NPCs.

- Modulation of Auriel's Bow enchantment by the use of Bloodcursed Elven Arrows and the vampiric player's stat. The altered enchantment has appropriate visual effects.
- Added an alternative recipe for Bloodcursed Elven Arrows.
- Added 4 loading screens about the Lore of Auriel's Weaponry, for more immersion.
- Added a book written by a well-known character from Morrowind and available at the Skyforge. It also explains the of Auriel's Weaponry in detail.
- Added an optional folder to restore the original model of the Bow and/or the Shield.
- v3.0.1 – Corrected some spelling errors in the book and created a BSA archive encompassing all resources of this mod (BSA only for Skyrim SE).
- v3.0.2 – Create a FOMOD installer (for full version).
- v3.1 – Significant increase in the power of the silver effect for Auriel's Swords, solar flare duration and Auriel's Dawn enchantment. The value of Auriel's weaponry increases by about 15%. Fixes an issue on third party weapons enchanted with Auriel's Dawn. The presentation of the mod is also revised.



FAQ



Q: I want to keep the original appearance of the Bow and / or Auriel's Shield. How to do?

A: Now the vanilla appearance is enabled by default and custom appearance is provided in a separate folder.

Q: I want to install different textures for the Bow, the Sword and / or Auriel's Shield. How to do?

Q: I want to install different textures for the Auriel's quiver or his elven arrows. How to do?

A: Thanks to the "Vanilla Bow and Shield" option, there is no longer any risk of incompatibility. Any mod that only modifies textures or meshes (no ESP file) will be 100% compatible and can be installed as well before or after my mod. I propose 4 mods of retextures at the beginning of the presentation.☺

Q: I find your weapons not enough powerful.

A: There are exploits in forging to upgrade his equipment to very high levels. With that, even an Iron Sword (Legendary) can overcome a standard Daedra Sword. Otherwise, there is TESVSnip to quickly edit the values of a Mod (if you understand what is what), failing to get into the intricacies of the Creation Kit or decrease the game's difficulty.

Version 3.1b significantly increases the power of Auriel's Weaponry.

Q: I find your weapons too powerful.

A: Most players require that legendary weapons have the power they deserve, without it being so far overkill. Target Daedra level seems to be more balanced in my eyes. Otherwise, there is always the possibility of increasing the game's difficulty or edit my Mod with TESVSnip or via the Creation Kit. For information, my Mod has been balanced to play on "Master" difficulty (one notch below "Legendary").

Old version 3.0.1 is more balanced for lower difficulties.

Q: When I kill an Undead with Auriel's Bow or any weapon enchanted with Auriel's Dawn, the light explosion affects me and damage my HP. Serana is also a victim. Why?

A: This is because you are Vampires. When explodes, Auriel's Radiance burns indiscriminately all Undead nearby, including your acolytes or yourself. Auriel's Bow is a blessed weapon; Vampire who uses it must suffer the consequences. From a Role-Play perspective, it makes sense. The problem is exactly the same with Dawnbreaker. That said, do not worry, this sacred burning does little damage on you (a few Hit Points at most), and is nothing compared to the terror inspired by Auriel's Dawn to Undead enemies (at least 60 sun damage!).

To get around the problem, you now have Bloodcursed elven arrows... The blocking of this "annoyance" only works with Auriel's Bow.



Legal



Mod under a Creative Commons license - Attribution 4.0 International - CC BY NC 4.0 regarding my own assets:

- You have free to use, modify and / or improve it as long as you credit me.
- You can upload this mod on another website. In return, I just ask you to warn me and credit me with an URL to the original Mod.
- No commercial use of this Mod.
- If you are inspired by my Mod to create something similar, a small tribute - although not required - will be always appreciated. ;)

Regarding third-party assets:

- You must credit Sader if you reuse the model of the Shield.
- You must credit Adonnay and get permission from cageu if you reuse the model of the Sword or of the Bow.

Credits

– Adonnay, creator of “Elven Weaponry” Mod for Oblivion.

=> The sword and the bow are found on the Mod “Elven Weaponry” by cageu and SithMaster2010:

<http://skyrim.nexusmods.com/mods/13234>

I give a special thank for cageu. Thanks to him, my 50 hours of modding have not been reduced to nothing.

– Sader for his Mod from which I took the model of the Shield, the famous Elven Mystic Armor.

=> His Elven Mystic Armor Mod:

<http://skyrim.nexusmods.com/mods/5600>

Tools used

- Skyrim
- Creation Kit
- 7-Zip
- TESVSnip
- NifSkoPe and Blender
- Fraps
- Avid Studio
- Paint.Net
- Gimp
- ESP Translator

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- Adonnay, cageu, SithMaster2010 and Sader for creating beautiful elven equipment.
- The creators of Deadly Dragons for their elven shield that inspired me and I adopted in my RP game.
 - Infamousfoofy who is the pioneer for the overhaul of the Bethesda's Auriel's Bow and who has made beautiful textures with his Mod "Auriel's Bow Reloaded".
 - Bethesda Game Studios for the wonderful game despite the bugs which we are accustomed.