

Julian LeFay, “the father of The Elder Scrolls,” has died at 59

Julian LeFay, the man often credited as “the father of The Elder Scrolls,” has died at the age of 59, his creative partners announced this week.

“It is with profound sadness and heavy hearts that we inform our community of the passing of Julian LeFay, our beloved Technical Director and co-founder of Once Lost Games,” his colleagues wrote in a Bluesky post.

LeFay spent most of the 1990s at Bethesda Softworks, culminating in his work on The Elder Scrolls series into the late '90s.

His career didn't start with The Elder Scrolls, though. Beginning in 1988, LeFay made music for the Amiga hack-and-slash game *Sword of Sodan* as well as the NES game *Where's Waldo*, and he did design and programming work on titles like *Wayne Gretzky Hockey*, the DOS version of *Dragon's Lair*, and two DOS games based on the Terminator movie franchise.

In the early '90s, he joined fellow Bethesda developers Ted Peterson and Vijay Lakshman on an Ultima Underworld-inspired RPG that would come to be called *The Elder Scrolls: Arena*. Though famed creative director Todd Howard has helmed the franchise since its third entry, *The Elder Scrolls: Arena* and *The Elder Scrolls II: Daggerfall* were chiefly spearheaded by LeFay. One of the gods of The Elder Scrolls universe was named after LeFay, and the setting was inspired by the literature and tabletop role-playing games LeFay and Peterson enjoyed.

<https://arstechnica.com/gaming/2025/07/julian-lefay-the-father-of-the-elder-scrolls-has-passed-away-at-59/>