



The Elder Scrolls: Main Races

By Pokebrat_J

Many have lost themselves in the land of Tamriel, its grand beauty and ancient secrets captivating many. And yet such a world is not empty, for there are many contenders in this glorious Arena.

Altmer. Argonian. Bosmer. Breton. Dunmer. Imperial. Khajiit. Nord. Orsimer. Redguard. Though this world has more players than just these ten, they are by far the most important and influential of all the races. It is one of these races that you will spend the next ten years as.

You receive **1000 cp** to help you determine how your story begins.

Race:

Age and gender may be decided freely.

Altmer: 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 they boast that their sublime physical natures make them far more resistant to disease than the "lesser races."

Argonian: 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.

Bosmer: The wood elves are the various barbarian elven clanfolk of the Western Valenwood forests. These country cousins of the high 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.

Breton: 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.

Dunmer: 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.

Imperial: 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 Septim Empire.

Khajiit: The khajiit of Elsweyr can vary in appearance from nearly elven to the cathay-raht "jaguar men" to the great Senche-Tiger. All breeds are known to be 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, and make excellent thieves due to their natural agility and unmatched acrobatics ability.

Nord: 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.

Orsimer: 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.

Redguard: 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.

Locations:

Roll 1d12 to determine your starting location, or pay [50] to choose. Your starting time does not matter, and can be anywhere from the Merethic Era to the Fourth Era.

1) Black Marsh: The dense swampland home of the Argonians to the South-East of Tamriel. A lush land filled with violently dangerous predators and poisonous plants. Wild and impossible to cultivate, there are few true settlements. **[Argonians]** may start here for free.

2) Cyrodiil: The Imperial province in the center of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City, the cosmopolitan center of the Empire and its governance. **[Imperials]** may start here for free.

3) Elsweyr: The home of the Khajiit, situated on the southern coast of Tamriel. There are few cities, the rest made up of arid badlands and subtropical forests. **[Khajiit]** may start here for free.

4) Hammerfell: Situated in the West of Tamriel and dominated by the vast Alik'r desert. The Redguards and other peoples who call it home live predominantly in the large port-cities and towns. **[Redguards]** may start here for free.

5) High Rock: The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous. **[Bretons]** may start here for free.

6) Morrowind: The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems. **[Dunmer]** may start here for free.

7) Orsinium: The newly rebuilt city-state and kingdom of Orsinium is positioned within High Rock and is the new home to the Orcs. It was won in a duel by the Orc hero Gortwog gro-Nagorm and prospered under his rule. **[Orsimer]** may start here for free.

8) Skyrim: The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North. **[Nords]** may start here for free.

9) Summerset Isles: The large, South-Westerly island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture. **[Altmer]** may start here for free.

12) Free Choice: You are quite fortunate in that you can begin anywhere you desire.



General Perks:

Jumper the Fair [50]: Many mortals in this world claim to be creatures of peerless beauty, and yet few of them could match your own. Your visage is like that carved from stone by a master craftsman, with even minor flaws or wounds only further accentuating your beauty.

Soundtrack of Tamriel [50]: Though people and their languages may be different, politics and geography causing friction, all can bond over music. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Faction Initiate [100]: There is something strange about you, something inviting. You will find that you can join almost any group or guild, regardless of whether you are qualified or not, or even if your race would be a cause for exclusion. All you need is a single opportunity, and you will be welcomed into the ranks with open arms.

Noble Blood [100]: Though this is a world where even a simple prisoner could become someone of great fame and power, some people are born with a clear advantage. You were one of these fortunate few, having been given a position of political power. Though you may not be the highest on the totem pole, ambition is a great motivator.

Alpha Werewolf [200]: A blessing created by the Daedric Prince of the Hunt, Hircine. You are a powerful Lycanthrope, able to take on a hybrid form of man and beast. Although, the name is a bit misleading, as you can choose what animal your transformed state takes after, ranging from wolves to vultures to sharks.

Vampire Lord [200]: Originating from Molag Bal, the Daedric Prince of Domination. The tale of the first vampire is as disturbing as you'd think, though vampirism has some perks that range from bloodline to bloodline, all possessing a near universal need for blood and weakness to 'holy' magic. You yourself are a powerful member from whichever bloodline you so desire.

Dragonborn [400]: Those who bear this great gift and terrible curse are few in number, yet all who possess the dragon blood have changed the entire course of history. You are Dovahkiin, Dragonborn. You are a demigod, a shard of the great Dragon-God of Time, Akatosh. Should you slay a dragon, you may absorb their soul to gain their knowledge and power. Additionally, fate seems to lead you on a path where you shall be remembered as a figure of great power and importance, with many potent boons and artifacts seemingly handed to you.

Altmer Perks:

Discounts for Altmer are 50% off, with the [100] perk being free.

The High Ones [Exclusive]: The ancient Aldmer were the direct descendants of the Aedric Spirits, and as those with the purest of elven blood, your people possess many benefits. Your lifespan can be measured in centuries, nearly a millennium, as well as being highly resistant to diseases and more naturally proficient with magic. These natural advantages prove that yours are truly the greatest of all the mortal races.

Highborn [100]: Yours are the people most connected to the divine, to those great spirits who reside within Aetherius. As such, the light of that holy realm more easily flows into you, increasing your available magicka pool, allowing you to cast more spells than the lesser races. Though not impossible to surpass, this will certainly give you an advantage.

Cultured People [200]: The society of the high elves can be best described as strict and stifling, where a single mistaken action could lead to a life of shame, like using the wrong kind of spoon. You won't ever face this problem, because your manners and decorum could put most altmer nobles to shame, and you can quickly adapt to other cultures' social norms with ease.

Magically Inclined [200]: It's little wonder that the high elves are known as some of the best mages in all of Tamriel, what with their natural aptitude and long lives, but you have the potential to truly reach those mythical heights long since lost. The speed at which you learn and master magical skills and spells is truly prodigious, such arcane teachings coming to easily, mastering in days what would ordinarily take weeks or even months.

Pursuit of Perfection [400]: With such long lives, it is only natural that your people strive to eliminate as many flaws within this prison as you can, though you are simply better at it than most. With just a bit of time and analysis, you can find the flaws in nearly anything, be it on a person, structure, or even a skill or spell. The more time you spend analyzing it, the more flaws you can find, the speed of which is enhanced when turned upon yourself and your skills.

Remnant of the Dawn [400]: Though many possess a distasteful view on the Heartland High Elves, more commonly known as the Ayleids, none can deny that they were magical geniuses, even compared to their brethren on the Isles. When they fled from the Alessian Order, their teachings were carried with them, and now you bear their legacy. You are knowledgeable in their dawn magicks, dependent on the stars and their light, with such examples of the art being the creation of Welkynd and Varla Stones.

Connection to Aetherius [600]: Many are the altmer who claim to be connected to divinity, their ancestors having been denied their godhood by the Doom Drum, but few have as deep a connection as you. Such is proof of your claim, you have a truly massive well of magicka to draw upon, easily outclassing many arcane experts combined through sheer capacity alone. Not only that, but all of your spells are thrice as potent as before, while only costing half as much in magicka.

Psijic Monk [600]: There are few groups of mages as famous and powerful as the Psijic Order, mystics who reside on the Isle of Artaeum. You have trained with these great mages, learning their ways and mastering their magics. Some examples of your newfound mastery of Mysticism include the ability to teleport over long distances, seeing into the future, manipulating the soul, and even the ability to pause time for a short while. Though they do not often act overtly, you are more than capable of proving their superiority over all others who follow the Path of Spirit.



Argonian Perks:

Discounts for Argonian are 50% off, with the [100] perk being free.

People of the Root [Exclusive]: The chosen people of the Hist have been granted many abilities to help them better survive this dangerous and tumultuous world. They are highly resistant to all diseases and poisons, almost to the point of immunity. Such is what let them be unaffected by such afflictions like the Thrassian Plague. Your teeth will have also sharpened, while your new tail helps you swim at a much faster speed than any other mortal race without the aid of magic.

Amphibian [100]: Argonians are highly prized as both sailors and dockworkers for one simple reason; they can breathe underwater. Fresh water, salt water, swamp water, water from Oblivion, all of it. Additionally, your eyes have adapted, allowing you to see clearly while under water.

Living in the Now [200]: Once, the ancient Argonians feared death and created massive Xanmeers as a form of immortality. But after the Duskfall, that all changed to such an extent that even their language doesn't have a future or past tense. You will never grow bored with the now, mundane or tedious actions and events simply just another moment in your glorious life. Additionally, you will never find yourself becoming emotionally dissociated, no matter what you experience or how long you live.

Snakeblood [200]: Poison is an ever present danger in Black Marsh, from deadly plants to opportunistic beasts. There is a reason, after all, that Black Marsh has never been truly conquered by outsiders. Living in such a dangerous place has changed you for the better, making you stronger than before. You are immune to all toxins and poisons from all sources, mundane and mystical.

Histskin [400]: It is rumored that some breeds of lizards can regrow entire limbs if left alive long enough, though it seems like you possess a more supernatural variant. Your regeneration is impressive, on par with that of a troll, only not impaired by fire. It wouldn't be unheard of for your wounds to heal around a weapon. Within a few days, you may even be able to regrow lost limbs, though decapitation and old age can still bring you down.

Xal-Krona [400]: In those rare times when the Hist are threatened by war and violence, they create powerful warriors to better defend themselves. They created you. You are a hulking behemoth, taller than a Cathay-Raht, possessing scales harder than steel and just as strong as a giant. You are also capable of spewing out a deadly poison through your mouth, damaging any who are touched by it, with the sole exception of the Hist themselves.

Hist-Dooka [600]: Ah, no mere Argonian are you, but one of those ancient beings known as the Hist. This race of sapient trees are practically immortal, their bark supernaturally durable, but it is their sap that is most important. Should others drink of your sap, you are capable of altering their biology down to the smallest of cells, as well as placing within them an undying sense of loyalty. You can also experience the world through the senses of those whom you alter.

Shadowscale [600]: Argonians born under the sign of the Shadow are treated differently from others of their kind, for upon their birth they are given to the Dark Brotherhood, where they are trained in stealth and assassination. Even if you were not born under this sign, the Dread-Father has touched you like few before. Not only are you preternaturally talented at stealth, but you are capable of coating your weapons and spells in a layer of Void, allowing you to attack the very soul and the ability to kill on a conceptual level.



Bosmer Perks:

Discounts for Bosmer are 50% off, with the [100] perk being free.

The Forest Ones [Exclusive]: Though they may be mer by nature, these people are close to the very beasts that inhabit their homeland. Their shorter stature and nimble bodies allow them to more easily traverse the thick jungles of Valenwood. They are slightly resistant to poison and disease, and can survive on the all meat diet their religion requires.

Beast Tongue [100]: Though you may only consume flesh, it does not mean that you need to kill every living thing in sight. You are honestly quite friendly towards animals of all kinds, to the point where even the most ornery of beasts won't attack you without provocation. They'd be more likely to play with you than anything else.

Command Animal [200]: But if you would like to take your connection to animals to a whole new level, then you may want to take this option. Not only is it easier for you to train animals, but you can supernaturally command and control all animals near you, having them follow your orders with unerring accuracy, be it for fighting your enemies or for more domestic means. At the very least, it will make hunting much easier.

Hunter's Discipline [200]: Since no faithful bosmer may harm plant life, they rely entirely on animal based products. Bows made from bones and intestines are the least of it, but it does mean that your entire culture revolves around hunting, and you are one of the best. You are a masterful tracker, and now the best, most efficient ways to harvest materials from anything you kill.

Purity of the Wild [400]: It is the bosmer who were chosen to protect the forests of Valenwood, but that does not mean that your only concerns are imperials with axes. From invasive species to pollution both magical and mundane, there are many threats to your green homeland, and you are the best person to fix it. You are capable of magically inducing plant growth, turning a sapling into a mighty oak within a few minutes, as well as purging all impurities from an area.

Peerless Marksmen [400]: The Bosmer are known across all of Tamriel as the greatest archers, able to fire off an arrow, grab another, nock it, and fire once more all in one smooth motion. You are capable of all this and more, able to hit the eye of a boar from a mile away, and fire arrows at a truly staggering rate. You stand at the pinnacle of what an archer can accomplish.

Greenspeaker [600]: The god Y'ffre solidified your people's forms, and bound you to the Green Pact, and your connection to this divine contract is stronger than most. Through song and magic, you are capable of manipulating all plant life however you see fit, from shaping a living tree into the perfect home to having sharpened roots shoot up from the ground to impale your foes to conjuring flowers that emit a deadly pollen. Additionally, you are able to summon spriggans to your side, all of whom will follow any order you give them.

Wild Hunt [600]: All wood elves know that to change their forms is a great heresy, spitting in the eye of Y'ffre and his gift, but there is one exception. The Wild Hunt, where in times of great crisis they cast away their forms to become creatures that defy all attempts to identify them, with some turning into great writhing tongues, unfettered by lips or teeth. While it normally requires a number of bosmer to activate, you can enter and leave this form at will, transforming into an amorphous blob of flesh and teeth, faster and stronger than you would normally be, possess a limited degree of regeneration, and deal extreme damage against all flesh based targets.



Breton Perks:

Discounts for Breton are 50% off, with the [100] perk being free.

The Manmeri [Exclusive]: The bretons of High Rock are not some separate race removed from man or mer, but rather a mix of both. As such, though they may have the lifespans of men, they can be just as magically gifted as any other elf. Their pointed ears also give them slightly better hearing.

Magical Heritage [100]: Bretons are known for many things, but the most wondrous, and useful, is their slight resistance to magic. Due to your combined blood, you are capable of resisting a quarter of all magic sent your way, while making the weakest of spells all but useless against you.

Dragon Skin [200]: Your resistance to the energy of Aetherius is greater than most, manifesting in the ability to actually absorb incoming spells. Whenever you are hit by an enemy's spell, you can absorb half of it, using it to replenish your own spent magicka. While this is active, you are sure to be a bane to any spellcaster on the battlefield.

Your Own Hill [200]: A famous breton saying is 'find a new hill, become a King.' Such is the inherent ambition within the breton people to rise above their standing, to become greater than they were yesterday. By taking this, not only will the strength of your conviction and ambition grow, but your willpower will become near unbreakable, a sturdy rock in unsteady waters.

Mixed Blood [400]: Within you is the combined heritage of the Old Ehlnofoy and Wandering Ehlnofoy, mer and man. And yet, while such blood is diluted and weaker as time goes on, perhaps some of their legacy lives on in you. You will not only receive the maximum possible benefits of any race you become, but you will find that there is a great synergy between any racial abilities you possess. You can even access these powers when in different forms that would normally cut off access to them.

Vinebeard [400]: Deep in the wilderness of High Rock, many druids can be found, communing and becoming one with the world around them. You are now a practitioner of these druidic arts, allowing for such abilities as shapeshifting yourself and others into animals, creating living chimeras, manipulating the environment to a limited degree, and the rituals of turning others into Hagravens and Briarheart, among other things.

Game of Crowns [600]: If any race is known for its political schemes and maneuverings, it would be the bretons. Before the Warp on the West, there were twenty-one independent kingdoms in the Iliac Bay region alone, to say nothing of the province as a whole. And yet such an environment is perfect for you, whose mind is attuned to political machinations life few before. With your manipulations, you could have dozens of independent factions dancing to your tune, with few, if any, the wiser.

Ritualistic Reenactment [600]: The men of the Reach are known to undergo a certain ritual, in honor of the creator of the World of Flesh, Lorkh. They have their hearts removed, replaced by the poisoned seeds of Briar Heart Trees. Through this ritual, they become the greatest protectors of the Reachmen, possessing great strength and vitality, such that they can survive a few moments even when their head is removed, as well as an immunity to all illusions. Your chest will close afterwards, making it so your enemies cannot simply rip your new heart out, killing you instantly.



Dunmer Perks:

Discounts for Dunmer are 50% off, with the [100] perk being free.

The Dark Ones [Exclusive]: Once known as the Chimer, they have been changed by both their time in Resdayn as well as Azura's curse. Grey of skin and red of eye, they can live a life of eight hundred years on average, giving them much time to master their chosen crafts beyond what most men are capable of. You will also possess a natural aptitude for magic.

Flame Touched [100]: Your dark elf blood grants you more than just a long life, but also a resistance to all sources of fire, be they mundane or magical. It may not be immunity, but it's certainly the next best thing. You are also better equipped to handle hot environments, such that living near a river of lava would be feasible for you, were it not for the, you know, lava itself.

Blazing Heart [200]: Long have your ancestors lived in these dangerous lands, where the Red Mountain spews and bellows its ashen storms and fiery heat. But they survived, and you will thrive. Any fire related abilities you may possess, be it magical or biological in nature, are now twice as potent and powerful, while being half as costly. This will even affect objects, like weapons and armor, that utilize fire.

Writings of Vivec [200]: To weave together stories and tales, to jump between the tightrope of fact and fabrication, that is where a poet thrives. Much like a certain hermaphrodite, you are a master of this art, a master of the written and linguistic arts. Your stories are intriguing and immersive, demanding attention from all. This even affects those you share vocally, be it telling tales to children or selling a lie to a king.

Ancestor Guardians [400]: One of the main reasons behind the ancient chimer leaving the Summerset Isles was on the matter of ancestor worship, with them believing that all ancestors should be given proper reverence, not just the greatest and mightiest. Such reverence has granted you a powerful boon, allowing you to summon the spirits of your fallen ancestors and family members to your side for a time. Whether it's to learn ancient history, aid you in a fight, or something else, they are more than willing to help you out.

Disciple of Sotha Sil [400]: When the dwemer disappeared from Tamriel, it was Sotha Sil and his disciples who studied the ancient and powerful magic known as Tonal Architecture, utilizing sounds and music to manipulate metal and construct many wondrous inventions. From timeless metals to lifelike fabricants and automatons, there are many possibilities for an adept like you to experiment with. Just this alone is not enough to make one all powerful, as many seem to forget.

Mercy of Almalexia [600]: You have studied the ways of the Tribunal Temple for many years, learning the teachings of Almalexia and her chosen Saints. Under the guidance of the Mother of Morrowind, you have advanced beyond what most mortals would be capable of. Such is your mastery in the ways of the healer that you can cure a body of nearly any disease or illness, regrow lost limbs, and could even resurrect the recently deceased, should they be in relatively one piece at least.

Secret Syllable [600]: All beings of the divine know of the Secret Symbol of Royalty, that of the Fifth Walking Way. Though you have not fully walked down this Way, you are on the right track. Your sense of self is immutable, unchangeable, being the same person from now to a millennia in the future to an eternity apart at your very core. Such a powerful sense of self also holds some practical benefits, making it so then none can forcibly change your body, mind, or soul. You are you, and none may gainsay you when screaming I AM towards an uncaring Godhead.



Imperial Perks:

Discounts for Imperial are 50% off, with the [100] perk being free.

Heartland Inhabitants [Exclusive]: Yours are the people of the Heartland, those whose ancestry is tied to the ancient Nedic tribes who once walked all of Tamriel. You may be a generic human, but imperials are inherently more predisposed towards being great soldiers, disciplined and working well with others.

Imperial Luck [100]: Is it luck, or is it a blessing to your people, those native to the very heart of the Arena itself? It doesn't really matter in the long run. Not only is your luck slightly boosted, but you will come across more loot and coins than most others, should you choose to go searching.

Nedic Stonework [200]: While it is the Aelyids who are credited with their everlasting monuments, many forget it was not the elves, but their human slaves who built their ancient cities from the ground up. Their legacy lives on in you, their talent for stonework and buildings. You are a masterful architect, more than capable of creating structures that could last millennia after your bones have turned to dust without needing repairs, if left alone.

Voice of the Emperor [200]: Long has the blood of royalty been a part of the imperial people, those who call the very center of the Arena home. That charisma, and, more importantly, authority has manifested in your ability to forcibly calm those around you for a time, suppressing their passions and emotions until only logic and peace are left.

Descendant of Morihau [400]: In ancient times, Saint Alessia was the lover of Morihau-Breath-of-Kyne, the winged man-bull son of Kyne. Their union produced Belharza, the first minotaur. And now you are one of his descendants, possessing either the blood or form of a minotaur. With strength enough to wield a warhammer like a short blade and the durability to match, you also possess the ability to magically corrode your opponents weapons and armor with each successful strike.

Legion Tactics [400]: Where the altmer are known for their powerful magics, the redguard renowned for their skirmishers, the bosmer for their scouts, and so on, there is a reason that the Red Legions are considered one of the greatest armies on the continent. Their discipline and unity stand out among all of the races, which you seem to inspire in those who follow you into the battlefield. Under your command, your forces possess a greater synergy, as well as being highly unlikely to falter or break unless you either fall in battle, or explicitly tell them to.

Heir to the Ruby Throne [600]: Saint Alessia. Reman Cyrodiil. Tiber Septim. Uriel Septim VII. Many are those who have sat upon the Ruby Throne of the White-Gold Tower, who have created empires that have lasted for centuries, and whose legacies can be remembered for millennia. And yet none can claim to be greater at ruling an empire than yourself. Under your peerless command, you could easily and single handedly usher in a golden age for a continent spanning empire that would be fondly remembered long after it has turned to less than dirt and ash.

Shezzarine [600]: Wrath. Sing, oh Divines, of the wrath of Pelinal Whitestrake. The Divine Crusader was by far one of the deadliest beings to walk the face of Tamriel, and was often considered to be a Shezzarine, a mortal avatar of the dead god, Shezzar, Shor, or Lorkhan. Much like him, you are an aspect of the Doom Drum, a mighty warrior that could take on armies single handedly and come out the other side with only a few wounds. Most notably, you seem to deal more damage to all non-human opponents, and even more than that when facing elves of any kind.



Khajiit Perks:

Discounts for Khajiit are 50% off, with the [100] perk being free.

Lunar Furstock [Exclusive]: The different forms of the khajiit are as numbered as the phases of the twin moons, Jone and Jode, or Masser and Secunda. Regardless of which of the sixteen different furstocks you choose to become, all possess great swiftness and sharp claws. Even when left without a weapon or out of magicka, you'll never be out of options.

Night Eye [100]: Much like the baser felines found in the world, all khajiit are predators, fit for catching their prey be it during the day or night hours. Like other cats, your eyes have adapted for use during the night, allowing you to see clearly in all but the blackest environments. Even on a moonless night, you can see as clearly as if it were midday.

Claw Dancer [200]: All khajiit were born with claws, and they understand that it would be a waste to not use them. Such was the thinking behind the creation of the various forms of claw dances, or martial arts as some other races call them. Such dances utilize all of your limbs, with an emphasis on using your claws to cause as much damage as possible. You are a master of at least three different dances, and find that you deal more unarmed damage than you otherwise should.

Padded Feet [200]: Though it may be a stereotype, there is a reason that khajiit are known as some of the best thieves around, with the thief-god Rajhin being a prime example. Part of this are their padded feet, which slightly muffle their steps, though it is greatly exaggerated in your case. For you, all of your movements are silenced whenever you so desire, regardless of what you're wearing or what you carry on your person.

Lunar Configuration [400]: The khajiit of Elsweyr have by far the most differences between their various subspecies, from the housecat-like Alfiq to the humanoid Ohmes to the mammoth-sized Senche-Raht. All of them have their own specialities, and it can be hard to choose which one to choose to become. No longer, as you can now switch between all sixteen furstocks at will. Additionally, it will allow you to shift between the various subspecies of any other race you are a part of.

Protector of the Lattice [400]: All facets of khajiit society revolve around the twin moons, their phases important for determining which forms they take. Their light has infused you beyond most, granting you their gifts. During the night, you will find all of your abilities doubled, from your physical capabilities to your skill with a sword or claw or magic.

Divine Mane [600]: There is a seventeenth furstock, appearing once every generation, that being the Mane. It is the Mane's duty to administer to the spiritual and religious well being of the khajiit people. Now, you are the Mane, with all of the charisma needed to unite disparate people under your banner as well as the skill needed to run a province-spanning religion. Additionally, you will find that any 'divine' abilities you may possess are much more potent than before.

Walking the Path [600]: It is the goal of all khajiit to Walk the Path, to live good lives in order to reach the Sand Behind the Stars. Take care not to fall off the Path, lest you end up in the Dark Behind the World. You seem to have taken this most literally, beyond what many mortals thought possible. You have an insane sense of balance, as well as a supernatural efficiency of movement, allowing you to last much longer than many others. It would not be unheard of for you to effortlessly walk on a hair-thin tightrope only using two of your fingers.



Nord Perks:

Discounts for Nord are 50% off, with the [100] perk being free.

Children of the Sky [Exclusive]: Should you listen to the nordic skalds, you will hear them say that their kind were breathed into existence on the Throat of the World by Kyne herself, her very winds an essential part of their being. Whether it's true or not, the fair haired folk of Skyrim benefit from a resistance to environmental effects as well as frost and shock damage.

Snow Touched [100]: Even before your people called the mountainous province of Skyrim your home, the nords lived in the frozen lands of Atmora. With such strong northern blood flowing through your veins, is it any wonder that you are highly resistant to the cold, both environmental and frost magics. You could even stand shirtless in the northern wastes and be completely fine.

Battle Cry [200]: In ancient times, Kyne first taught men to Shout like dragons, for their breath to carry the power of the north. Though it has fallen out of favor in modern times, your connection to the Storm Voice is present, if lessened. You can unleash a terrible warcry so primal, it instills great terror in all foes nearby. Only the bravest, or most foolish, can ignore your battle cry.

Eternal Frost [200]: Even in the days of Old Atmora, there were few who took to the cold as well as you. Any ice related abilities you may possess, be it magical or biological in nature, are now twice as potent and powerful, while being half as costly. Additionally, you now know the secrets to creating Stalhrim, durable magical ice that cannot be broken through most conventional means, as well as how to shape it into weapons and armor.

Breath of Winter [400]: The freezing winds of the north have clung to you like few before, binding you to the frozen winter winds itself. At will, you can summon a swirling vortex of biting cold and ice to surround you, damaging as well as slowing down anyone foolish enough who gets too close to you.

Titan Born [400]: Many are the tales of men and giants intermingling, some even theorizing that they were once the same. Perhaps there is truth in that, as you can claim heritage to both bloodlines. Not only are you a solid foot taller than before, but you will find your strength has been greatly improved. In addition, you will find your skin has become paler and thicker, granting you an increase in frost and magical resistances.

Ash King [600]: All true nords know of Ysmir Wulfharth, an ancient hero-king whose Voice was so powerful, he could not be verbally sworn into office and had scribes issue his oaths for him. Most famously was his seeming inability to remain dead, always coming back time and again. Like him, death cannot hold you back, allowing you to resurrect yourself once every decade, or every Jump, whichever should come first. Additionally, you can take the form of a cloud of ash for a time, becoming temporarily immune to conventional attacks.

Storm Voice [600]: Long before the Age of Man, Kyne taught men to Shout, to speak the tongue of the Dovah, to match them with the power of their Voice. You are a practitioner of this ancient and most revered magical discipline, able to force the world around you to bend to the power of your Thu'um. Be it a wave of force, a blast of fire, detecting life forces, summoning destructive storms, or something else entirely, it would be foolish for your enemies to even say a single Word of Power, lest you Shout them apart.



Orsimer Perks:

Discounts for Orsimer are 50% off, with the [100] perk being free.

Pariah Folk [Exclusive]: Though they are of elven descent, the orsimer are often considered a beast race due to their shorter lives, more powerful physicality, and generally ugly visage. They are even slightly resistant to magic, allowing them to better weather incoming spells in order to crush their opponents with a battleaxe.

Strong Seed [100]: Though the ways of your people may seem backwards and self-harming to outsiders, the Code of Malacath has kept your people strong, ensuring that each generation is stronger than the last. When you sire children, they will be at the very peak of health, with no chance of deformities or genetic issues regardless of the circumstances of their birth. They are even able to inherit any number of your perks that you allow, or none at all.

Berserker Rage [200]: There are few things as terrifying to see than an orc charging you with a warhammer the size of a small child, screaming at the top of their lungs. Like many of your kin, you are able to enter a deadly berserker rage at will, one that will see your stamina and health regeneration greatly improved, though you will find yourself a bit winded as soon as it wears off.

Crude Artisan [200]: Say what you will about these people, but none can deny that orkish made arms and armor are some of the best around, both in quality and aesthetics. All of your creations will be incredibly gorgeous and intricate looking, and will automatically be the greatest quality you can achieve unless you specifically try to mess up or cut corners.

Runic Smith [400]: The art of runes has long since fallen out of favor, due to the easier alternative of enchanting, but you are one of the few practitioners still around. You possess knowledge of how to craft dozens of these runes, which may not be as powerful as modern enchantments but never run out of charge. Whether you make your creations with them or engrave them onto pre-existing pieces, the only limit in how many you can place is how skilled you are.

Skin of Bitter Ash [400]: The realm of Malacath is known as the Ash Pits, an ashen wasteland where all orcs who perish will spend the rest of eternity by their Prince's side. The ash of this realm has bound itself to you, making you better than before. You will find that your durability is greatly improved, with your bones and skin in particular being comparable to treated orichalcum.

Forge Master [600]: You have reached near the peak of what mortals are capable of when it comes to your craft, capable of making gear of such high quality that most would consider them the stuff of legends. You are even capable of enhancing and modifying magical and enchanted gear, and are the leading expert in how to properly utilize all the various metals and materials needed for the construction of arms and armor, as well as how to use them for other projects you may wish to pursue.

Aspect of Trinimac [600]: The Warrior, the Paragon, the God of Strength was the one to vanquish the Doom Drum, ripping his still beating heart from his chest. Though this divine spirit has long since been transformed into Malacath, such strength remains within you. You now possess great strength, durability, and speed far beyond what is normally found amongst your kin. You will also be able to envelop your attacks with a bitter energy that is highly dangerous to the likes of the daedra and other such demonic entities. Show the world why your god is among the strongest there is.



Redguard Perks:

Discounts for Redguard are 50% off, with the [100] perk being free.

Of Yokudan Descent [Exclusive]: The redguard are not at all related to the atmorans or nedes, being their own unique breed of humanity. Their ancestors originated from the now sunken land known as Yokuda, with such ancestry giving these dark skinned people a great resistance to both poisons and diseases.

Adrenaline Rush [100]: Your people are warriors at heart, the original colonists being the Ra Gada, also known as warrior-sailors. They possessed a useful technique that was so ubiquitous that eventually, all redguards were able to instinctively use it. At will, you can temporarily improve your stamina regeneration, as well as slightly increasing your speed and agility, though it is tiring to use consecutively.

Dual Flurry [200]: Many think that utilizing two weapons at the same time is inefficient, cutting your focus in two and being more difficult to coordinate. But those ancient yokudan warriors did not care about what was easy in their mastery of the blade, only that it could be mastered. You have been walking down this path, possessing great skill at dual wielding weapons, and also dealing more damage while you are doing so.

Natural Warrior [200]: Though the nords believe themselves mighty, and the dunmer exist to struggle against the world, it is the redguard who are the most naturally adept warriors on Tamriel. Every member of this race has read the Book of Circles at least once, and most dislike magic, preferring their own martial skill. You are perhaps living proof of this claim, as you can quickly master any weapon you can get your hands on, no matter how exotic or strange in nature they are.

Desert Storm [400]: The great Alik'r Desert lies at the heart of the province, a great sea of sand where the heat can kill as sure as any blade or beast, and is said to possess a magic all on its own. If so, then perhaps that may explain how you have acquired this particular ability. Whether you researched this great desert at length, or it granted you a piece of its power, you can surround yourself in a swirling storm of blazing heat and rough sand at will, greatly damaging anything that gets too close to you.

Path of the Stars [400]: It should be noted that even from the time of Yokuda, the stars have been very important to your people, even if it's only for the purposes of navigation, but there is certainly more to them than meets the eye. Although you are now an expert navigator, especially if given the chance to see the night sky, you know a ritual that allows you to receive a glimpse of the future, though its clarity depends on how important and how strongly you desire it.

Make Way [600]: Of all the members of the yokudan pantheon, one of the most unique is the HoodDing, the spirit of perseverance over infidels. It has historically manifested as a member of the redguard race whenever they need to make way for their people, and now you find yourself that very manifestation. No matter what path you walk, you will find that fate seems to slightly bend to your whims. Never fully, but certainly enough to always allow you a chance at victory. This also has the added bonus of greatly increasing the renown that your actions will accrue, leading to your name and actions surely being immortalized. Be resolute, fear no sacrifice, and surmount every difficulty to win victory.

Sword Singer [600]: An ancient and forgotten art developed by those residing in Yokuda, you have become one of the rare Sword Singers, capable of manifesting a weapon from your very soul. Many Shehai were thought to be unstoppable weapons of pure thoughts, partly due to the numerous techniques that could wreak untold devastation, one even rumored to have been the cause for the sinking of Yokuda itself. You yourself are only a beginner, but through training and meditation you could go far.



General Items:

All Races receive an additional [300] to spend in this section only. You may freely import any related items you own at your discretion.

Basic Gear [Free]: For as wondrous as this world is, it is still a deadly arena filled with all manner of dangers, and it wouldn't do to send you within completely deprived of everything. You are now in possession of a set of clothing common to your chosen race, a steel weapon of your choice, and a knapsack to carry any other valuables you may find in your travels.

Cultural Aesthetics [50]: One of the best things about such varying races are all of the different architecture and styles one can find in Tamriel. From the standard styles of High Rock to the mystifying glass architecture of the Summerset Isles to the ancient stone structures of the ancient argonians, it can be quite hard to choose a favorite. You may change the style of your Warehouse and all other properties in between the varying styles of the ten main races of Tamriel whenever you desire, and can even mix them up.

Divine Amulets [50]: For those who are religious, which is quite hard not to be in this world, these will be a comfort to have. Nine amulets, each representing one of the Nine Divines. While they may seem like your everyday enchanted necklaces, wearing even one will bring you a sense of great comfort and peace of mind. Alternatively, they could be amulets of some other religion, like the Atmoran or Aldmeri pantheons.

Elder Games [50]: All stories must have a medium in order to be experienced, and in this case it's through games. You now possess a high quality gaming setup with all Elder Scrolls games in your possession. The best part is that these games will never experience harmful bugs and won't crash, no matter how many mods you end up installing.

Obscure Texts [50]: A collection of writings written by a multitude of seemingly mad scholars, they do offer a bit of insight as to the wider story of this universe. From catalogs on the Magne-Ge to ancient sagas to a letter seemingly from the Fifth Era, there is much to be learned from them. At least, should you be able to decode their mad ramblings and cryptic symbolism.

War Paint [50]: Across the many races of Tamriel, warpaint has endured well into the modern day, either due to cultural or personal aesthetic reasons. You receive buckets of this war paint in multiple different colors that will never run out. These paints won't wash off or smear if you don't want them to.

Ebony Gear [100]: Forged from ebony, which is thought to be the hardened blood of Lorkhan, this purchase can take on many forms. A set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design. This midnight-black item will make you the envy of all who gaze upon it. Can be purchased multiple times.

Enchanted Gear [100/50]: Only fools go around without the very best equipment they can acquire, and you are no fool. Upon any item you own, you may add a single, powerful enchantment with each purchase of this option. This cannot be used to acquire unique enchantments, like that of Dawnbreaker. This option may be taken multiple times, at a discount after the first purchase.

Imperial Ship [100]: For those of you with more nautical tastes, this purchase should scratch that itch. Comparable in size to The Katariah, the Emperor's personal flagship, this ship will match any racial aesthetic you want, from Nordic to Altmer to Argonian to anything in between. It has enough space to comfortably house a crew of fifty, along with a luxurious captain's quarter. It seems to travel much faster than it has any right to.

Skill Books [100]: Some learn better by doing, while others require the written word. Regardless of which you fall under, all will see how useful this bookshelf is. It is filled with all kinds of books, with each one read noticeably increasing a related skill. These topics range from weapon handling to magical studies to stealthy maneuvers to many others.

Alchemy Tower [200]: Of all the avenues of magical research, alchemy is by far the most accessible for the average person. You are now in possession of a tower devoted to this skill, possessing all manner of alchemical devices and recipes, as well as a large garden and storage area for all but the rarest alchemical reagents found in these lands. These ingredients will restock after a week, so no need to fear running out. Additionally, any potions you create here will be twice as potent.

Enchanting Tower [200]: If you aren't a fan of going out and finding, buying, or looting powerful enchanted gear, then you'll probably be wanting to do it yourself. This tower is completely devoted to the art of enchanting, with a high-quality enchanting setup, many books on the subject, and a replenishing stock of soul gems. You possess fifty of each kind of soul gem, both filled and unfilled, all of which restock after a week. Additionally, any enchantments you create here will be twice as potent.

Ring of Perfection [200]: A golden ring with the image of an eight-spoked wheel surrounding a ruby, this ring is highly sought after for one reason; it makes the wearer better. Strength, endurance, speed, agility, intelligence, willpower, personality, luck, all of it enhanced to new heights when it is worn.

Standing Stones [200]: For longer than recorded history, the mortal races have turned to the stars in fascination and wonderment, and few examples better reflect this than your newest purchase. Thirteen runic monoliths, each one with a different constellation carved into it. By attuning yourself to one of these stones, you will find yourself blessed with an ability relating to a specific constellation. You may only benefit from one blessing at a time.

Daedric Artifact [400]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts. Normally, these artifacts will randomly leave their owner, either returning to their Prince or into the possession of someone else, yet this one seems strangely loyal, refusing to leave your side. Which one is up to you, from the Skeleton Key to Mehrunes' Razor to the Savior's Hide to the Mysterious Xarxes and everything in between.

Elder Scroll [400]: They have no known origin or author, and upon their divine parchment one may find archives of the past as well as auguries of the future. They are believed to be fragments of creation that are said to exist outside of time and space, extricated from the limits of the mortal realm. Upon reading this, the reader receives a portion of a fraction of its knowledge in return for temporary blindness, but it may be possible to utilize its unique nature for other ends, should you be daring or foolhardy enough to try.



Altmer Items:

Discounts for Altmer are 50% off, with the [100] items being free.

Calian [100]: When you, like all altmer, came of age, you were given your very own calian, a sphere of aetherquartz crystal representing the altmer honor and social status. It has the added bonus of slightly increasing the rate of your magicka regeneration. Not by much, but it may prove useful when the time comes.

Elven Set [100]: Shining like gold in the sunlight, and adorned with beautiful bird motifs, it's hard to mistake elven gear for another. It is made out of an alloy of iron and refined moonstone, allowing it to be lighter than steel while being more durable. You will receive an entire set of this shining armor.

Psijic Robes [200]: The monks of the Psijic Order are often considered as the greatest group of mages in all of Tamriel, and their standard uniform reflects that. Created from a rare kind of magical silk, these yellow robes may not be the best for protection, but it does greatly increase both your magicka pool as well as the rate in which your magicka replenishes.

Ring of Phynaster [200]: Phynaster is the Hero-God of the altmer, revered because he showed the high elves how to shorten their stride in such a way that their lifespans were increased. This ruby ring is said to have been created by him, a highly desired artifact. It offers the wearer great protection against poison, shock, and magical damage. Additionally, it extends the wearer's lifespan indefinitely so long as it is being worn.

Ice Blade of the Monarch [400]: Using the soul of a Frost Monarch, the Archmage Almion Celmo of the Summerset Isles enchanted the claymore of the great warrior Thurnnarr Assi, who attempted to use it to commit regicide in some distant land, and become the new ruler. The assassination failed and Almion Celmo was imprisoned, yet the sword finds itself in your hands. Each strike delivers a massive amount of frost damage, as well as slowing their movements for a time.

King Orgnum's Coffin [400]: An azure and gold piece of pottery, with images of sea creatures and elven sailors emblazoned upon it, it is believed to be crafted by the maormer King Orgnum. The reigning theory is that it was created in order to better fund his many campaigns against the Summerset Isles. It generates ten-thousand gold daily, more than enough to ensure that you will never want for nothing. You can also switch between any currency you want, be it gold septims or paper bills.

Artifacts of Auriel [600]: The bow and shield of the elven god Auriel, these powerful Aedric Artifacts are incredibly sought after. Auriel's Bow is imbued with holy sunlight that is exceptionally potent against the undead. Should you fire it into the sun using Sunhallowed Arrows, of which you receive a replenishing stock of one hundred each day, it will cause the sun to undergo a directed explosion, beams of harmful sunlight raining down on all enemies around you. Auriel's Shield absorbs any physical attack done to it in order to charge its enchantment, which when activated creates a wave of golden kinetic energy that will send others flying.

Sun Bird of Alinor [600]: In the days of the Reman Empire, the cyrodilic-based empire and the kingdoms of the Summerset Isles made various expeditions into the heavens, with this magical beast being the elven method of traveling up to the stars. This massive eagle-like creature is entirely made of sunlight and can carry dozens of passengers at a time, but it is ultimately under your complete control. Even in future worlds, it will ferry those upon its back safely through the dark skies above, traveling just as fast as the light it was made from. The defenses it possesses allow it to fire off beams of magical light at any hostile targets, burning through most metals with ease.



Argonian Items:

Discounts for Argonian are 50% off, with the [100] items being free.

Hist Sap [100]: All argonians are as connected to the Hist as a person is to their mother, to such an extent that any argonian completely separated from them is the equivalent of being autistic. You, though, will never suffer from this problem, since you possess a refilling bottle of fresh, though diluted Hist sap. It may function like a narcotic and temporarily make your mind slower than a mammoth, but it will also enhance your strength as long as the sap flows throughout your system.

Saxhleel Set [100]: You now find yourself in possession of an ancient set of armor, used by an argonian predating the Duskfall. It may be made entirely of gold, obsidian, feathers and reptilian leather, but it is actually as durable and effective at protecting you as standard elven armor.

Fang of Haynekhtnamet [200]: Crafted from the fang of an ancient and powerful wamasu, a kind of reptilian behemoth known for its lightning powers and sturdy hide, this dagger possesses a fraction of its original owner's power. When you strike a target with this dagger, it will unleash a powerful burst of shock magic, causing severe damage unless they're resistant.

Helstrom Hide [200]: Before they went extinct in 1E 2828, there was a breed of reptile known as helstrom crocodiles that were larger than all others but a wamasu. The reason they were hunted down was because of their sturdy hide, which is greatly resistant to slashing damage as well as magic. It shouldn't come as any surprise that this hide was made into a type of armor, a set of which you now own.

Eye of Argonia [400]: A legendary treasure believed to lead to a lost city of unimaginable wealth, this fist-sized clump of hardened hist sap has been made to resemble a reptilian eye connected to an amulet. Wearing this necklace will greatly improve their sight, both in how far their gaze stretches and how detailed it is, but that is not all. You see, it will allow one to see past illusions, rendering them all but useless.

Golden Skull of Beela-Kaar [400]: Long ago, the argonian necromancer Beela-Kaar performed a ritual. The original goal of this ritual is unknown, as it ultimately consumed his body and only left his now golden skull. When channeling magic through this skull, you are capable of summoning and controlling numerous argonian ghosts and spirits, allowing you access to an army of the dead and damned. They can only be harmed by magic, silver, daedric and enchanted weaponry, and are absolutely subservient to you and no one else.

Fangs of Sithis [600]: Look upon these twin blades and despair, for you now gaze upon the only true artifacts of Sithis himself, gifted to the Night Mother by her Dark Husband, who in turn gifted them to the Shadowscales. Anyone hit by these blades will quickly wither and decay, with prolonged exposure more than likely turning them into a pile of dust. They can even be used in a ritual that causes crop-failures and famine within an area, making it the perfect tool to kill entire civilizations.

Hist Tree [600]: The Hist Trees are by far the most important parts of argonian culture and theology, and it would be a terrible shame if you were unable to take one with you. This Hist Tree is completely subservient to you, and is able to produce an unlimited amount of its sap which can be used to temporarily enhance your strength, or alter yourself biologically. It will also create its own tribe of Argonians, should you allow it the freedom to do so, who will serve you as fervently as the Hist Tree itself.



Bosmer Items:

Discounts for Bosmer are 50% off, with the [100] items being free.

Flask of Rotmeth [100]: One may be quite interested in what manner of liquor a people unable to farm could come up with, and then they'll learn about rotmeth, a foul smelling drink made from fermented meat juices and various spices. This flask is always filled with this gamy, bittered, sugared, and salty drink that's just as strong as any drop of mead.

Wild Hunt Set [100]: Since mining is largely impossible within Valenwood, for fear of harming the plant life and breaking the Green Pact, the wood elves have found many ways of making weapons and armor from their kills. What you have here is an entire set of armor crafted from leather and bones, being light, flexible, and highly breathable. The helmet appears like the skull of a man or mer, in order to better inspire dread in your opponents.

Bone Arrows [200]: If the bosmer are known for their archery, then they need the perfect arrows to best match their skills while remaining possible within the confines of the Green Pact. You now have a massive stock of bone arrows of various creatures that replenishes daily. Arrows made of bird bones fly farther and faster, while the heavier mammoth arrows strike with a lot of force. There are dozens of types of arrows, each from different animals, so you're sure to find a favorite.

Ring of the Wild Hunt [200]: Hewn from ancient stone and banded with crude metals, this wood elf ring harkens back to a crueler time, it has been known to give the wearer vivid nightmares of hunters and prey, though that will not affect you. Wearing this old ring will grant you the speed and agility of Y'ffre, boosting you beyond what you would ordinarily possess.

Ayleid Records [400]: When the ancient ayleids that were fleeing the zealous Alessian Order and chose to integrate themselves with the bosmer of Valenwood, they brought with them their knowledge and histories. Though it may not have impacted the wood elves on a large scale, you may find some uses for it. You now find yourself possessing an ancient library detailing most of what the Ayleids knew before being pushed out of their homes, from their magics and myths to their history and songs and all in between.

Bow of the Stag Prince [400]: This glass bow was once used by a bosmer unmatched in the skill of archery, and his love of hunting has changed this weapon permanently. The more animals slain by this bow, the stronger it will become, with seemingly no known limit. With enough time and dead beasts, it could rival the gods themselves.

Ghul-Mora [600]: All bosmer know that to take part in the Wild Hunt is to lose your form forever, to be reduced to just a beast. It is even believed that all bestial monsters originate from at least one Wild Hunt. You are now in possession of an absolutely massive stretch of forest filled with all manner of beasts and monsters, both familiar and alien. The exact population is self-regulating, and even if you were to clear this dark forest in its entirety, it would simply replenish itself after a week, with all sorts of new monsters eager for flesh.

Graht-Oak [600]: Wandering the forests of Valenwood are great trees, easily a mile tall and half a mile wide, moving from place to place with entire cities of bosmer atop their branches. You now find yourself in possession of one of these ancient, gargantuan trees. Whether yours already houses an entire city upon itself or is completely bare, even if it moves at all or not is entirely up to you. What is confirmed is that it will encourage plant growth around it, as well as greatly improving your and any of your allies' nature-based magic when used in sight of it.



Breton Items:

Discounts for Breton are 50% off, with the [100] items being free.

Personal Heraldry [100]: The spirit of the breton people is the spirit of individualism, each one aspiring to become someone greater, to have their name remembered for millennia, and what easier way to be remembered than through symbols. You now possess your own heraldry, a symbol that all who see it know it is yours, or at least someone important, and can be applied to any of your items or properties.

Steel Plate Set [100]: For all of the unique armors of strange materials and magical properties, there's something to be said about a full suit of plate mail armor, covering practically every inch of your person in metal. You will receive an entire set of this armor as well as a shield, perfectly fitted to you with the exact design and heraldry up to you.

Briarheart Tree [200]: A strange tree of red leaves that is cultivated by the Reachmen for their use in the ritual to create a Briarheart, it would ordinarily be planted within a corpse. Whether you actually do that or not is up to you, but the fruit they produce are useful for the previously mentioned ritual, using them as alchemical ingredients, or just having it to give some life to your home.

Eleidon's Ward [200]: Eleidon was a holy knight of legend in breton history who was a sought after man for his courage and determination to set all wrongs right. In one story, it is said that he rescued a Baron's daughter from sure death at the hands of an evil warlord. For his reward, the Baron spent all of his riches to have this enchanted shield built for Eleidon, which will greatly improve the user's health and stamina regeneration.

Armor of the Old Gods [400]: Ancient relics of the tribes of the Reach, enchanted stag leather that is more protective than one may think. To be granted them is an honor most high, since few reachmen have ever even seen them. Those who wear this set of armor will find themselves moving silently, the damage of their bows and blades increased, the magicka cost of their destruction spells reduced, and will gain a great resistance to poison and disease.

Red Eagle's Bane [400]: Though it is up to debate whether this blade was once a shehai or not, what is known is that this blade helped the Red Eagle stand against an entire army, sent by the Empress Hestra. It is a powerful flaming blade of ancient design, burning any unfortunate enough to feel its bite. It also has an additional effect, instilling great fear in anyone struck by this blade.

Chrysamere [600]: The Paladin's Blade, the Blade of Blades, the Sword of Heroes, this ancient claymore is made of the rare metal known as adamantium and possesses offensive capabilities surpassed only by its own defenses. It lends the wielder health, protects him or her from fire, and reflects most spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by any bladesman for any length of time, though strangely in you it has found its ideal champion, and will return to your side whenever the two of you are separated for too long.

Grand Castle [600]: You have found your hill, and have built a castle more than fit for a king. You now find that you own a massive castle that is almost a city unto itself, with enough room to house such an extensive population. Regardless of how the architecture and overall design appears, which is entirely up to you, its walls will be impossibly sturdy, and the layout making it extremely easy to defend from all but the most overpowering of foes. It could even stand for years while facing a violent siege, especially seeing as the larders will replenish any used up food and drinks by the end of the day.



Dunmer Items:

Discounts for Dunmer are 50% off, with the [100] items being free.

Bonemold Armor [100]: Crafted from actual bone and treated with a resin-like material, one would be surprised at how effective this is as armor. Still, it's stronger than steel while being much more light and flexible, not restricting the wearer's range of motion.

Sermons of the Divines [100]: It would not be inaccurate to call the dunmer the most pious people on Tamriel, especially considering their gods walk among them. In your possession are the most important works of the Tribunal Temple, them being the thirty-six Lessons of Vivec, Almalexia's Pillow Book, and the eight-hundred eighty-eight mantras of Sotha Sil.

Ashlander Amulets [200]: When the Nerevarine convinced the ashlander tribes that they were Indoril Nerevar returned, they gifted the hero with three Amulets, which you now possess. The Madstone of the Ahemmusa will assault enemies with an ear-shattering sound only they can hear. The Teeth of the Urshilaku will render you immune to paralysis. And the Thong of Zainab will allow you to detect all nearby animals.

Indoril Armor [200]: worn exclusively by the Ordinator, a military order of knights under the Tribunal Temple, this armor possesses an elaborate design and gold leaf detailing. It's stronger than standard bonemold, lighter, and offers more flexibility. The helmet hides your face behind the visage of Indoril Nerevar. Though it is ordinarily heresy for anyone but the Ordinator to wear this armor, you have been given special permission to do so.

Ring of Moon-and-Star [400]: The legendary ring of Indoril Nerevar, said to have been crafted by dwemer and blessed by Azura, it can only be worn by the ancient chimer hero, though this one is different. It will improve the charisma and speechcraft of any who are wearing it, and will kill anyone who wears it but its true owner, who just so happens to be you, and anyone else you willingly allow.

Twin Blades [400]: Crafted for Indoril Almalexia and Nerevar for their wedding, these twin longswords are of dwemer make, but in the classical chimeri style. In addition to being nearly unbreakable, both of these blades burn with arcane flames. Trueflame burns with orange flames, given to the groom. Hopesfire burns with blue flames, given to the bride.

Artifacts of the Good Daedra [600]: It was the Three Good Daedra who opened your ancestors' eyes to the truth of the world, who gave unto them the knowledge of the Psijic Endeavor. Either through your dedication to their ways, or simply being gifted to you, you are in possession of three daedric artifacts belonging to each Prince. Azura's Star is a glorious thing of beauty, a kind of reusable soul gem able to hold a soul of any size. The Ebony Mail will muffle all of the wearer's movements while also poisoning any enemies who get too close. Finally, the Ebony Blade will drain the vitality of your targets, an effect that grows stronger through the blood of deceit and murder.

Relics of the Saints [600]: Many are the saints of the Tribunal Temple, faithful individuals who performed great feats worthy of immortalization, with each one possessing some manner of artifact either directly owned by them, or crafted in their memory. There are the Shoes of Saint Rilms, which fortifies the wearer's endurance and speed. There is also the Hair Shirt of Saint Aralor, which offers slight resistance to shock and magic. The Cleavor of Saint Felms drains a target's magicka, while the Crosier of St. Llothis damages a target's health and armor as well as blinds them. Finally, the Locket of Saint Jiub improves the wearer's strength and stamina.



Imperial Items:

Discounts for Imperial are 50% off, with the [100] items being free.

Dragonscale Purse [100]: If the natives of Cyrodiil are considered some of the best traders around, then they'll need some place to put all of their coins. This coin purse made from the scales of a dragon is capable of holding an infinite amount of money within. It can even convert it to another form of currency at your discretion, if you feel it is needed.

Imperial Set [100]: Many look to the legionnaires of the Empire as one of the greatest military forces in all of Tamriel, renowned for their discipline and flexibility in combat. Whether you served or not, you now possess a set of their steel armor, with a closed helm that would normally belong to a Legate. This also comes with a shield, sword, and bow of imperial design.

Boots of the Apostle [200]: A pair of finely crafted ebony boots that are said to have been worn by Tiber Septim in his early years, though sightings afterwards are extremely rare. Wearing these boots will allow one to fly and levitate, allowing you a freedom matched only by possessing the wings of a dragon. Your speed while flying is equal to what you would normally be able to achieve by walking or sprinting.

Champion's Cudgel [200]: An enchanted warhammer given to General Falx Carius of Fort Frostmoth, it is a fitting weapon for one who fights for the Empire and all it stands for. Its heavy head can be used to crumple steel armor with ease, while its chaotic enchantment will randomly harm the target with either fire, frost, or shock damage. With a weapon like this at your side, it should be easy to fell the enemies of the Empire.

Escutcheon of Chorrol [400]: An ebony tower shield emblazoned with the Great Oak, the symbol of Chorrol, gifted to those who have done great deeds for the city and her people. Not only does it fortify the user's endurance to new heights, but it will also reflect all physical damage it endures back onto the attacker. You will also find it surprisingly light and easy to carry, as though it weren't an inch thick and larger than a child.

Lord's Mail [400]: The Lord's Mail, sometimes called the Armor of Morihaus or the gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer power to regenerate lost health, 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.

Amulet of Kings [600]: Also known as the Chim-el-Adabal, this is commonly worn by Cyrodillic emperors who possess the dragonblood, anyone else will find it slipping off the neck. Yours won't have that problem, as it can only be worn by you and those you allow. Not only can it be used as proof of claim to practically any throne or position, but it can reinforce boundaries of the world when worn, making it even more difficult for Daedra and the like to enter the world en masse. Additionally, you can use it to draw upon the memories and skills of past emperors who have worn it.

Imperial Battlespire [600]: The Celestial Citadel has long been the prime location for training the finest battlemages of the Empire, being just as much of a magical academy as a near unassailable fortress to end all fortresses, hover along the edges of the atmosphere, completely safe for anyone to inhabit and even poke their heads over the ledge. Any who come here to learn magic will see their progress greatly improved, learning in days what may have otherwise taken them weeks or months. It also houses one of the largest libraries of arcane lore you may find in all of Tamriel, matching that of the Arcane University or the College of Winterhold.



Khajiit Items:

Discounts for Khajiit are 50% off, with the [100] items being free.

Apex Predator Set [100]: Though it may seem strange to men and mer for khajiit to make armor from lions, it is actually a common practice, one that you seem to have benefited from. It's just as light and flexible as any other set of hardened leather, but it also includes a set of bone claws along the knuckles, to give your punches some extra lethality.

Moon Sugar [100]: This grainy white powder is a vital part of the khajiit diet, though outsiders are advised to steer clear of it, due to how addictive it is. In addition to being a type of highly addictive sugar, they can be used as alchemical reagents. You will receive around fifty packets of moon sugar, an amount that will replenish weekly.

Ancient Khajiiti Scroll [200]: Many are those who desire to fight using just their claws, and yet there are too few willing to actually teach them the skills necessary. In such unfortunate cases, there are these scrolls, each one giving the reader instructions on how to properly perform certain claw dances, allowing one to fight even heavily armored opponents with just their bare claws.

Ring of the Wind [200]: A silver ring with three sapphires cut into square shapes, it originates from the province of Elsewyr. Though no one can agree on if it's more associated with Khenarthi or Zenithar, its effects will cause the wearer's speed and agility to greatly increase, pushing them to new heights.

Baandari Yowling-Powder [400]: Baandar is the khajiit god of bandits and exiles, one that is not looked upon favorably by the other races. And yet, even these outsiders cannot deny the usefulness of his sacred plant, nor when it has been turned into a fine powder. This sack of powder, which will replenish weekly, is able to weaken and even outright break magical effects. Whether it's an enchantment or a curse, their potency will be stolen away as though the bandit god were doing it himself.

Cloak of the Mane [400]: In ancient times, it is said that the Mane was given a tuft of hair from each and every khajiit, who would then attach them all onto his own fur. This has since fallen out of favor, but before it did, one crafty khajiit managed to create a cloak out of all that fur. Though it may look as heavy as a cathay-raht, it is light and easy to move around in, and it even possesses magical properties. The wearer will find their wounds closing like a troll, while they will possess a potent resistance to magic, and an immunity to poison and disease.

Jone's Core [600]: A powerful lunar artifact said to have been ripped from the very center of the moon more commonly known as Secunda, though it is not as potent as the core of Jode, or Masser. Though it essentially acts as an infinite generator of magicka, its true power is its connection to the stars and constellations. Using this white-blue glowing orb, you can summon manifestations of the thirteen Birthsigns, powerful entities who could take an army and win. They are bound to both the Core and you, and will follow your every command. Should they be slain, simply wait until the next nightfall before summoning them once more.

Mask of Alkosh [600]: A holy relic of the Dragon-Cat Alkosh, his light willing it into existence to help mend the tapestry of time, first worn by the Ja'darri the Endless. In addition to greatly increasing all of the wearer's physical capabilities and their resistance to damage, it makes them immune to all hostile time manipulation, and slows down their perception of time to a crawl at will. It even has the strange ability to magnify the volume of your voice, allowing you to be heard from all despite the noise and chaos of the battlefield.



Nord Items:

Discounts for Nord are 50% off, with the [100] items being free.

Barrels of Mead [100]: Any true nord knows that there are fewer things better in life than being surrounded by friends and having a belly full of mead. Such is the purpose behind these number of barrels, each one filled with a brand of mead, from the standard stuff all the way to the rare and vaunted Black-Briar Reserve. These barrels will never empty, spilling forth an endless amount of the sweet drink for all to enjoy.

Nordic Carved Set [100]: The men of Skyrim are a hardy folk, and so need armor just as sturdy and stubborn as they are. As such, this armor made from steel and quicksilver is just what you need, and has been styled to resemble the mighty bear. Wearing this is sure to prove that you are a warrior who is not to be underestimated.

Bloodskal Blade [200]: An ancient nordic artifact from Solstheim, crafted from blood red silver and enchanted by Ahzidal, the very man who made the weapons and armor of Ysgramor and his Companions. Not only is it a highly effective greatsword, but when you pump a bit of magicka into it, it will fire off a beam of cutting energy, making it highly useful for those without ranged capabilities. You can even charge it with magicka in order to create larger and more devastating beams.

Gauldur Amulet [200]: Crafted in the First Era by the Archmage Gauldur, this was considered such a powerful artifact that his three sons murdered him and stole a fragment each. Though this amulet is not as powerful as it was back then, it's still an undeniably useful artifact. While wearing this amulet, you will find your vitality, stamina, and magicka heavily bolstered.

Helm of Yngol [400]: Yngol was the son of Ysgramor and older brother of Ylgar, he was a brave strategist who defeated enemies before they even knew the battle had begun. When his father was leading the Five Hundred Companions to their return to Skyrim's shores, his ship was lost in a storm, and all were eventually found dead. This helmet was once his, and will grant the wearer immunity to cold and frost, the ability to see clearly in the dark, and it will even improve their durability.

Shield of Ysgramor [400]: The very shield of Ysgramor, often forgotten in favor of his mighty axe. Crafted from the finest of atmoran metals, it was enchanted by Ahzidal to turn the elves' magic against them. Should any magic hit the face of the shield, it will be sent back to its caster, though the enchantments placed upon the shield will grant the user decent protection against magic even should a cowardly mage hit you upon your unprotected back.

Skyforge [600]: This forge overlooked by a great stone eagle predates even the snow elves' occupation of Skyrim, and has been used by nords since the days of Ysgramor. The embers within the forge enhance any metal that it works with, making them stronger and more durable than before, while also reducing their weight considerably. A normal steel longsword would be on par with an ebony equivalent, and can be swung as swiftly as a dagger.

Wuuthrad [600]: Known as 'Storm's Tears' in the language of old Atmora, this axe was used by Ysgramor during his return to Skyrim, and subsequent extinction of the snow elves, who had murdered all within Saarthal. It is a nearly unbreakable weapon that ignores both magic and armor, and has soaked in so much elven blood that they receive more damage from its bite than any other. By shouting the name of the original owner, you can summon it to your hand, no matter the distance between you.



Orsimer Items:

Discounts for Orsimer are 50% off, with the [100] items being free.

Orcish Set [100]: Though the Pariah Folk are not counted among the best looking of the races, and are commonly and incorrectly referred to as a beast race, they are one of the most naturally talented smiths around, and this set of armor is proof. Made primarily from orichalcum, the intricate detail put into each and every piece belies how durable it actually is, while also offering a surprising range of movement for the wearer.

Orichalcum [100]: Also known as Orichalc, this grayish-green metal is the primary metal used by the orsimer, and for good reason, with some comparing its qualities to the orcs themselves - green, exceptionally rigid, stronger than steel, and extremely temperamental. Whether you use them for crafting or leave them to gather dust, you will receive a stockpile of fifty orichalcum ingots, which will replenish weekly when lost or used.

Armlet of Torug [200]: A magical band encrusted with gems and forged in the shape of a boar, it was once worn by King Torug, who tamed the wilderness of Wrothgar and founded the first city of Orsinium. Now, the band calls you its owner, and grants you its power. When wearing this band, you will find both your strength and endurance greatly increased, enough to allow a child to defeat an orc twice his size.

Bearclaw Helm [200]: Once belonging to a family of dunmer who crossed Malacath before he claimed it, this helmet was forged from the skull of a great beast and is as durable as any steel. The most fascinating part is that it still possesses some of the power it had in life, giving the wearer an increase in their strength and speed.

Forgemaster's Fingers [400]: A set of gauntlets once owned by a talented orsimer smith known only as the Forgemaster, who was said to have created many powerful artifacts over his lifetime. Now, these relics fall to you to use as you see fit. When wearing them, you will find that the quality of your creations will skyrocket, and the precision at which your hands move is simply inhuman.

Staff of Hasedoki [400]: A magical staff that belonged to the wizard Hasedoki, who was, to the best of all knowledge, the greatest wizard of his time. It is said that he felt so lonely and isolated because so many feared his power, that he bonded his soul into his very own staff, where it remains. Using it will see a magical ward envelop you, protecting you from most magics while also casting Soul Trap upon any nearby enemies.

Artifacts of Malacath [600]: It is a poor Daedric Prince who does not possess artifacts of his own, and though Malacath's are not as elaborate or metaphysically complex as others, there is a simplicity that is well appreciated. Volendrung, the Hammer of Might, is a massive warhammer, one that will paralyze foes as well as draining them of their strength and stamina with each hit, replenishing the user's own. Scourge, meanwhile, is a mace meant to combat the daedra, instantly disrupting their physical forms and sending their souls straight back into the very bowels of Oblivion. This not only affects daedra, but all other demonic entities.

Stronghold [600]: Dotted across Tamriel, one will find the orsimer people in their own strongholds, villages of orcs that are built like fortresses. You now find yourself chief to one of these strongholds, closer in size to an actual city than a village. A large number of orsimer, goblins, and even ogres call it home, and will follow you as fervently as they do Malacath. Most notable about this stronghold, however, is the vast and bountiful mine, filled to the brim with a number of metals and minerals found within Tamriel. The mine will replenish whatever has been mined and harvested after a month, ensuring your stronghold will never run out.



Redguard Items:

Discounts for Redguard are 50% off, with the [100] items being free.

Alik'r Set [100]: The lands of Hammerfell are a harsh land, where the sun is just as much of a hazard as the monsters and men within. As such, one must wear the proper clothing to protect them from such hazards. This set of clothes is designed to keep your body nice and cool while in the middle of a burning desert at noon. You will also receive two scimitars, to make up for the lack of protection the clothes give you.

Book of Circles [100]: Written by Frandar Hunding, a yokudan warrior-prince and most accomplished Sword-Singer and master Ansei in history, every redguard has read at least once. Despite its age, it is still highly regarded as a treatise on blade mastery and even other experts at the skill refer to it. It is said to include the principles one must master in various seasons of life, and "thirty-eight grips, seven hundred and fifty offensive and eighteen hundred defensive positions, and nearly nine thousand moves essential to sword mastery."

Porcelain Armor [200]: Though it may not sound like the most practical armor, one cannot deny how effective this set of enchanted armor actually is. It's lighter than even leather, as durable as orcish armor, and offers free range of movement. It also has the added benefit of allowing the wearer to move faster than normal, especially when walking upon sand.

Soul Sword [200]: A sword imbued with the spirit of a redguard prince, it has taken his skill, giving the blade a mind of its own. When in combat, it will seek out the weak points of an opponent, guiding your hand to deal the most damage you can. Should you find a way to awaken the soul within, you can even communicate with it.

Scrolls of the Ansei [400]: An ancient library of an independent group of Sword Singers, the scrolls within were written to help one gain better insight into gaining and improving their Shehai, as well as a number of useful and powerful techniques. Even if they should come from worlds completely devoid of magic, you can teach them the ways of the Ansei following the writings within.

Windshear [400]: A steel scimitar once used by a highly skilled Legate during the Great War, one held onto by the Emperor Titus Mede II. The enchantment placed upon it has given it the power of the winds, allowing it to swing faster than it should. Additionally, each hit will stagger your opponents and has a chance of temporarily paralyzing them, making them easy targets.

Aurbical Abacus [600]: An ancient Yokudan relic created by distilling the knowledge and wisdom of twenty generations of the priest-wizards of the Yokudan god Zeht. It was used to track the movements of the moons, constellations, and planets and calculate the exact turn of the seasons. It can detect the directional origin of star-magicka, or "variance," and stores it as data. Most impressive, though, is that it can also predict the weather and even control it on a continental scale.

Flesh of Ebonarm [600]: Whether this is truly the armor of the God of War or a mere imitation is irrelevant, for this set of ebony armor with rose-like filigree is an artifact of great power. While wearing this, you will find all of your physical attributes greatly increased, allowing an ordinary man to take on a giant and handily succeed, but that is not all. Your resistance to magic and all of the classical destructive elements will be boosted, too. Most curiously, wherever you walk, blood red flowers will grow.



Companions:

Adventuring Party [50/100/200]: Who would want to be all on their lonesome in this fantastical world? With this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Guild [300]: But why should you be limited to only bringing in eight companions in lands as strange and varied as these? With this, you may import any number of companions into this world. Each companion receives 800 cp to spend on perks and items.

The Legion of Jumper [Free]: Over the course of your journey, you are sure to have picked up a number of followers, those who have dedicated themselves to you. Should you desire, you may import them with this option, granting them their choice of race and background, and will retain the capability to use magicka.

Noble Steed [Optionally Free]: Ever since the Dawn, and before it, many have tamed the beasts of the land and turned them into trusted mounts. You now possess a mount of your own, be it a cyrodilic horse, a bear from Skyrim, a camel from Hammerfell, one of the indrik of the Summerset Isles, a parrapton from Morrowind, or something completely different. The only similarities between all of them is that they are well trained, and will scale with your speed, always being faster than you.

Lore Master [50, Free Altmer]: The Psijic Order does not often meddle in the matters of the wider world, only acting when absolutely necessary. This altmer, though, does not agree with this idea, instead going out into the world to do as much good as he can, and ensuring that order stands victorious over the forces of chaos in the world.

Valiant Defender [50, Free Argonian]: Many of the Hist possess their own guards, argonians who spend their whole lives protecting their charges. This one has spent his entire existence mastering all aspects of combat, with a specific focus on his magical spear, which may as well be an extension of himself after so long.

Green Knight [50, Free Bosmer]: None know if this bosmer is actually mute or just doesn't like talking, but many can agree that his skill in combat is nothing short of prodigious. He's mastered the sword, shield, bow, and a dozen other, much stranger weapons, all of which he somehow keeps on his person.

Young Paladin [50, Free Breton]: Many bretons leave home looking for fame and fortune, and this young man has decided to take those first steps to being a hero like the stories his parents told of their family. Though untrained and unskilled, he uses a sword and shield, and would be a one in a lifetime prodigy with restoration magic should someone be willing to teach him.

Scarred Prince [50, Free Dunmer]: One the scion of a powerful dunmer Great House, he was scarred and exiled by his father for publicly disagreeing with him. He has training in destruction magic, but his potential truly shines when it comes to swordsmanship and stealth, skills his oppressive father never noticed or acknowledged.

Eagle Bearer [50, Free Imperial]: A imperial woman from the colovian region who took to the arts of war like a duck to water, a tragedy had her separated from her family. With her enchanted spear, pet eagle, and Legion-like training, she goes out into the world to search for her wayward family.

Troubled Kitten [50, Free Khajiit]: Though she may look like a young ohmes-raht and her character is that of pride and feline stereotypes, she is a truly broken soul. Captured and tormented by a high ranking member of the Thalmor until the point where she was completely despondent. Her memories of those events have been mostly purged, though she still has nightmares from those days.

Wolf Kissed [50, Free Nord]: A nordic shieldmaiden from the frozen north, she is the epitome of what it means to be a nordic warrior. With dual axes and great physicality, she can cut off a man's armored legs with but one swing, but what makes her truly dangerous is her adaptability and cunning.

Green Princess [50, Free Orsimer]: When one thinks of royalty, they do not often expect this redheaded orc. For as beautiful a specimen as she is, for an orsimer, do not underestimate her, for she can take on whole groups of armored combatants with just her bare hands. Also, don't let her sing, as she has caused birds to explode that way.

Willful Soldier [50, Free Redguard]: Never will you find a man more dedicated to the ideals of law and justice as this redguard, having served in the city guard as soon as he was of age. Of note is his abilities as an Ansei, possessing the unique ability to change the shape of his Shehai into whatever weapon he desires, be it a sword, bow or shield.

Scenarios:

To Build an Empire

Tamriel is known by many names, though perhaps the most fitting one is the Arena, one where all contestants fight for dominance and survival. And for as long as mortal memory has existed, only one man has ever truly conquered all eight corners of the continent. Whether or not you wish to follow in his footsteps, one cannot deny the desire to leave your mark, to become a ruler. King. Emperor.

As such, your goal here is simple in concept, but extremely difficult in practice. You must take the role of a conqueror, and take for yourself a throne. You may cease your efforts once a province bows to you and your rule, but why settle for one when there are so many strange and beautiful lands within Tamriel?



For conquering Black Marsh, you will receive the following rewards:

The very nature of Black Marsh makes it difficult for any lasting power to claim dominion over it, and yet the argonians now bow to you, the **Conqueror of the Marsh**. You possess a strange mastery of your body, each and every inch under your complete control. If you wish for your hand to move an inch to the left, it will move an inch to the left. If poison enters your body, you can force it out the same way it entered.

When you conquered the land of the argonians and Hist, you will find within your possession the **Gem of Argonia**, an emerald of great beauty, made in the shape of a Hist tree. Holding it on your person will see your endurance greatly increased, allowing you to push your body even harder than before.

Of course, why would you not be able to take your true prize with you? You now possess **Black Marsh** in its entirety, all within more than willing to call you their ruler and master. Even the mysterious Hist will begrudgingly submit to you, giving you what boons they can when asked. This will also include an army of five thousand argonian followers, ready to obey your orders.



For conquering Cyrodiil, you will receive the following rewards:

Many have claimed these lands as their own, the seat of their own kingdoms and empires, now you are the latest **Conqueror of the Heartland**, and hopefully the last. You have a strange insight to people, seeing right into their soul, seeing what kind of people they really are, and what they truly desire.

When you conquered the very center of Tamriel, the land of numerous kings and emperors, you will find within your possession the **Gem of Reman**, a ruby of great brilliance, made in the shape of a diamond. Holding it on your person will see your charisma greatly increased, allowing you to sway the masses to your side with just a few choice words.

Your throne lies within **Cyrodiil**, so why should you leave it behind after your time here is at its end? This land of rolling hills and beautiful forests is yours to command, the people rejoicing in a new ruler sitting upon the Ruby Throne. Though the army of five thousand imperial soldiers is certainly of note, you also claim ownership of the White-Gold Tower, and access to the many Elder Scrolls within.

For conquering Elsweyr, you will receive the following rewards:

Once the warm sands and lush jungles of the southern province of Elswyr is under your command, you will have been named the **Conqueror of the Beasts**. Your senses have been greatly enhanced, on par with the very best of the many animals who call this great land home. Sight, smell, hearing, taste, touch, all beyond what is normally allowed to mortals.

When you conquered the lands of the cat folk, you will find in your possession the **Gem of Azurah**, a moonstone of great beauty, cut into the shape of a crescent moon. Holding it on your person will see your agility greatly increase, allowing you to move with the same grace as the finest of cats.

But of course, the lands of **Elsweyr** are yours to do with as you see fit. In addition to the army numbering five thousand khajiit strong, you will find simulacrum of the twin moons orbiting the skies above, possessing the same effect upon the lands and people as the originals. They will also enhance any lunar based magics you or your allies may possess.



For conquering Hammerfell, you will receive the following rewards:

A land that is just as harsh and dangerous as the people within, both the Crowns and Forebears kneel before you, giving you the title of **Conqueror of the Desert**. No longer will environmental hazards harm or hinder you, be it the harsh sun bearing down upon you, walking through thorns barefooted or inhaling poisonous air.

When you conquered this land of dark skinned warriors, you will find in your possession the **Gem of Yokuda**, a garnet of great brilliance, cut into the shape of a star. Holding it on your person will see you gaining a potent defense against all physical attacks, making it as useful against you as striking a block of steel. A useful ability for any warrior.

To the victor goes the spoils, and though **Hammerfell** may seem like a land of nothing but desert, there's much wealth to be found within. Though the army of five thousand redguards is fearsome all on its own, the powerful desert elementals you can summon to your side whenever you so desire are potent military assets that few could overcome.

For conquering High Rock, you will receive the following rewards:

The lands of High Rock are as divided as the people are ambitious, though it seems as though you have become a **Conqueror of the Kingdoms**, uniting them all under one banner. You have a supernatural talent for uniting people, turning the many into one whole, though it is much harder the more differences there are within a race or culture.

When you conquered this land of disparate kingdoms, you will find in your possession the **Gem of Adamant**, an amethyst of great beauty, cut into the shape of a noble lion's head. Holding it on your person will see your luck be greatly enhanced, making all the pieces fall into place just a bit easier for you.

And of course, what is a king without a kingdom? The lands of **High Rock** are now yours to take with you, as is an army of bretons numbering five thousand. The constant stream of gold and wealth coming your way may seem supernatural, but that is simply the reward for success. Strangely, it seems as though the Adamantine Tower is missing from the Isle of Balfiera...



For conquering Morrowind, you will receive the following rewards:

Many have tried and failed to claim these ancient and alien lands, and yet you are one of the few worthy of the title **Conqueror of the Ash**. It is said that the Heart of Lorkhan lies in the volcano, because that is the only reason behind the divine aura now surrounding you, making others eager to hear your words and gazing upon your form with awe, as though you were a revered legend given flesh.

Upon your conquest of these pious and xenophobic elves, you will find in your possession the **Gem of Resdayn**, a chunk of dark obsidian cut into the shape of a burning hand. Holding it on your person will see your willpower greatly enhanced, allowing you to keep pushing forward when the world itself tries to crush and limit you.

The lands of **Morrowind** are as harsh as they are strange, yet there is much to be gained from here. In addition to the army of five thousand dunmer who are ready to serve under you, they will come with a number of highly trained war beasts, strange bugs and monsters native to these lands that can be true terrors on the battlefield if used correctly.

For conquering Orsinium, you will receive the following rewards:

Whether the kingdom exists, or you put in the effort to raise it up from the ashes, your conquest of Orsinium has made you into the **Conqueror of the Pariahs**. You seem to have picked up their ways of smithing and crafting to a shocking degree, such that all of your creations will see a great increase in both quality and durability, more than you could have achieved beforehand.

When the many chieftains of the orsimer bow before you, you will find in your possession the **Gem of Malacath**, a jade possessing a rugged beauty and cut into the personal emblem of the Daedric Prince. Holding it on your person will see your strength greatly increase, for what good is a ruler or chief if they do not possess the strength to back up their authority?

Of course, the land of **Orsinium** may have faced tragedy once more were it not for you, owing you its very existence. Along with this kingdom, you will receive an army of five thousand orcs, along with a number of the richest mines within Tamriel, supplying you and your empire with a large amount of resources to use, allowing you to more easily spread your influence.



For conquering Skyrim, you will receive the following rewards:

The land of frozen and hardy men is not one that will easily submit, making it much more impressive that you have become the **Conqueror of the North**. Favorable winds blow always for you and any under you, while you will also find any of your wind or sound-related magics becoming much more powerful.

When the descendants of the Elder Wood proclaim you as their ruler, you will find in your possession the **Gem of Atmora**, a sapphire that gleams in the sun, cut into the shape of a snowflake. Holding it on your person will see you gaining a potent defense against all magic that may strike you, mocking all who would dare try felling you in such a dishonorable manner.

The lands of **Skyrim** are cold and rugged, just like the people within, and you certainly wouldn't have it any other way. Though the army of five thousand nords is certainly impressive, it may not compare to the fifty dragons who also offer you their services, proclaiming you as their new master.

For conquering Summerset Isles, you will receive the following rewards:

Not many can claim to have forced the high elves to bow to them, but that is why you are the **Conqueror of the Isles**. Their connection and skill with magic has rubbed off on you in a most potent way, greatly improving the speed at which you learn magic while also having your magicka pool grow over time with no limit.

When the self-proclaimed descendants of divinity bow before you, even begrudgingly, you will find in your possession the **Gem of Aldmeris**, a diamond having no imperfections, cut into the shape of an eagle. Holding it on your person will see your intelligence greatly increased, perhaps now a match for those grand spirits of the Dawn before mortality corrupted them.

None can deny that the **Summerset Isles** are perhaps the most beautiful lands in all of Tamriel, with cities almost appearing to have been made from glass and butterfly wings. Though the army of five thousand elves is a grand force to possess, you also receive a fleet numbering five hundred altmer ships, each and every one of fantastic make and enchantment with the crews needed to properly utilize them.



For conquering Valenwood, you will receive the following rewards:

Though the land is wild and the people strange, it may be worth it to be named the **Conqueror of the Forest**. Plants of all kinds seem to respect you and your authority, allowing you to more easily pass through even the most untamed of jungles with ease. You will also find that any plant-based magics you possess are more potent.

When the many tribes and clans of the bosmer accept you as their master, you will find in your possession the **Gem of Y'ffre**, an amber that has been carved to resemble the head of a stag. Holding it on your person will see your speed greatly increased, perhaps even turning you into a blur for some when you really start moving.

The land of **Valenwood** is a sea of endless green, a maze of foliage with half-hidden cities growing like blooms from a flower, and a grand prize for all. In addition to the army of five thousand bosmer who will follow your orders, you can also summon a large number of Spriggans and other spirits of nature to aid you and yours, showing all what happens when one disrespects the world around them.

For conquering all of Tamriel, you will receive the following rewards:

You have done what only one other has ever accomplished, and have become the true **Conqueror of the Arena**. Such an achievement cannot be understated, nor can the boons it brings to you. The very core of your being has changed, your Body-Mod being granted new powers and abilities, ones found from each of the ten main races found within the lands of Tamriel.

The various gems you have gathered glow with a golden light, blinding all nearby until it fades, revealing the **Crown of Dawn's Beauty**, a golden crown with the ten gemstones embedded within. You will find the abilities granted by the gems are twice as potent as before, and when wearing the crown you will be granted a potent regeneration, such that you would be able to regrow a lost limb within a week.

Of course, there is no greater prize than the entirety of **Tamriel** itself, the ancient land where myth and reality intermingle to the point where it's difficult to distinguish the two. All of the provinces you have conquered are now under one banner, yours. Not only is the size of all armies you have gained doubled in numbers, but all natural resources found within the continent will naturally replenish over time. The various Daedric Princes will lose their connections to these lands, unable to meddle in its affairs unless you decide otherwise. And most interestingly of all, those who spend any amount of time here, be they Companions or random people from future worlds, will find that they will possess and retain the ability to use the magic from these lands, even should magic not exist for them and their worlds.



Drawbacks:

Continuity [+0]: If this is not your first trip to Nirn, then this option is for you. This ensures that your previous actions in The Elder Scrolls universe have carried over in some form.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could be in another world, separated from The Elder Scrolls entirely. It may be interesting, seeing an elf change the fate of a world of ice and fire.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

Outlander [+100]: Though you may share in their blood, though you may call their home yours, you are not them. You are an outsider to all, everyone feeling your otherness on a subconscious level, treating you with distrust and disdain. Your actions may be able to eventually prove that you may belong among them, but that is sure to be an uphill battle.

Racial Standard [+100]: There are reasons why stereotypes exist, commonalities between a certain demographic that are easy to see, even though each and every person is unique in their own way. And yet, you seem to lean into these stereotypes with ease, acting much like what the standard view of your chosen race is. Altmer will find themselves more arrogant, Nords more against magic, that sort of thing.

Border Crosser [+200]: Many leave their homeland for a number of reasons, but the call of home will always be there, homesickness for their ancestral lands. That will not be the case for you, as you are physically as well as magically unable to leave your starting province, being stopped by an invisible and unbreakable barrier every time you attempt to do so.

Elven Skin [+200]: Magic can be as much a burden as it is a boon, the limitless light of Aetherius harming those who do not wield it with the proper care and respect. You have been cursed, magic itself being much more effective against you than most others, especially when it comes to the school of destruction, with its spells of flame, frost, and shock.

Random Encounters [+200]: Tamriel is filled with all manner of colorful characters and unforgettable sights, though not all are good, as you will soon find out. You will constantly have to deal with some really weird situations and unstable individuals, with new ones popping up every week, and will often be dangerous. Depending on what your outlook is, this will either be really entertaining, or a really good reason to drink.

Bloody Arena [+300]: Though Tamriel is often called the Arena, it can seem at times a highly inaccurate title, but no longer. Even when the continent is united under one banner, tensions and grudges are flaring everywhere, pulling the entirety of Tamriel into bloody conflict, with seemingly no chance of lasting peace in sight. Some provinces may make alliances, but blood will inevitably be spilled, with you being dragged into a number of conflicts one way or another.

Gates of Oblivion [+300]: It is said that the dragonfires protect the whole of Tamriel from the threat of daedra, making it impossible for them to enter the mortal realm en masse. Now, though, the dragonfires have gone dark, never to be lit again, or perhaps they have never been lit in the first place? Either way, it is sadly not uncommon for gates to Oblivion to appear, daedric entities pouring forth to cause all manner of mayhem and destruction, in the names of their Princes or sheer primal instincts.

Sealed Magics [+300]: It seems as though the delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Landfall [+600]: Many thought that the Walking-Brass disappeared or was destroyed during what was known as the Warp in the West, though that is far from the truth. At some point within your time here, the Numidium will return to Tamriel, a god of brass who shatters time due to its very presence, rampaging all across the lands, searching for one thing. You. Yes, the Brass Tower will tear apart all of Tamriel to find you, though the reasoning behind this is unknown. Either way, you must be powerful to fight off this metaphysical threat, or run to where it cannot reach.



Ending:

So your time here has come to an end, and now you must make a decision.

Stay: This magical world has completely captivated you, and so you have chosen to stay here.

Return Home: The strangeness of this world makes you wish for the comfort of your original home.

Continue: As fun as your time here was, there are other worlds just waiting to be explored.



Notes:

-All of the race exclusive perks are essentially the racial buffs from TES III: Morrowind.

-All racial abilities taken from the games, like **[Battle Cry]** can be used as many times a day as you want.

-You can switch between your **[Argonian]** and **[Hist-Dooka]** forms at will.

-The things that **[Purity of the Wild]** can range from dark magic to radiation to eldritch corruption to everything in between, though the more 'polluted' an area is, the longer it will take to purify.

-With enough magicka and skill, **[Greenspeaker]** will allow you to pull off moves like what Hashirama Senju can do, if you want an example.

-**[Make Way]** is essentially a plot armor and reputation booster perk.

-Any magical item purchased will not run out of charge. They are also notably more powerful than their in-game counterparts.

-About **[Enchanted Gear]**:

- It adds an enchantment equal to a maxed-out Skyrim player, without the use of potions or exploits, and includes enchantments found in Oblivion and Morrowind.
- You can stack effects, allowing you to cast Destruction spells for zero magicka or a bullshit level of resistance.
- If you choose a constant effect like *Detect Life*, *Invisibility*, or *Levitation*, then you can activate it and turn it off at will.
- I would say that *Increase Attribute* enchantments would be worth around 50 points.

-The **[Sun Bird of Alinor]** is basically a mix between a magical bird and a spaceship made of solid sunlight that shoots laser beams. How exactly it manifests, if more bird or ship, is entirely up to you.

-The amount of ghosts summoned by the **[Golden Skull of Beela-Kaar]** is equal to how much Magicka you use on it.

-The **[Imperial Battlespire]** is a mix between magic academy and magic space station, and can be found in the upper atmosphere when imported into future worlds. Also has unlimited oxygen, so no need to worry about that.

-**[Jone's Core]** will 'only' produce an amount of magicka equivalent to that of a high-end nuclear power plant, but it will never run out.

-The **[Orcish Set]** you can buy is the one found in Morrowind. Kind of upset that Skyrim went all Lord of the Rings for the orcish gear, but hey, what can you do?

-Companions are based on Teclis, Kroq-Gar, Link, Jaune Arc, Zuko, AC Odyssey Cassandra, M'rissi, AC Valhalla Eivor, Princess Fiona, and John Stewart.

-It doesn't matter how you get the provinces under your control in order to complete **[Building an Empire]**, so long as you are publicly announced as the ruler of the province. Be diplomatic or unleash an eldritch robot on any who go against you, I don't care, though don't expect to be well loved with the second option.

-Regarding **[Building an Empire]** rewards:

- The **[Gems of Argonia, Reman, Azurah, Adamant, Resdayn, Malacath, Aldmeris, and Y'ffre]** will increase their respective attributes by 100, doubling that with the **[Crown of Dawn's Beauty]**
- The **[Gem of Yokuda]** will reduce all physical damage by 40%, doubling that with the **[Crown of Dawn's Beauty]**
- The **[Gem of Atmora]** will reduce all magical damage by 40%, doubling that with the **[Crown of Dawn's Beauty]**
- **[Conqueror of the Arena]** will give you all of the active and passive racial abilities seen in TES V: Skyrim, and of the same strength. Though, you may only use the active abilities gained this way once per day, or once every twenty-four hours.

-If you already own one of the provinces of Tamriel, due to things like the Skyrim or Oblivion Scenario Supplements, then they can be combined with this in order to double the amount of resources found in said province, as well as the quality of basically everything within the borders, be it cities, ruins, natural resources, etc. It will also seamlessly integrate the populations so there's no need to worry about how that would work out.

-You can use **[Supplement Mode]** to make this into a supplement multiple times for multiple Jumps, but you will not get any CP except through Drawbacks after the first use.

-**[Bloody Arena]** essentially makes lasting peace as viable as it is in Warhammer Fantasy. Longstanding alliances are possible, but there will inevitably be at least one major conflict that you will be dragged into.

-Keep in mind that drawbacks ultimately trump perks and items, so just purchasing the **[Amulet of Kings]** by itself is not enough to nullify **[Gates of Oblivion]**, though it can hamper it somewhat.

-When in doubt, fanwank.

-Have the day that you deserve~