

The Elder Scrolls: The Warrior Waves

By Pokebrat_J

The race of men that would come to be known as the Redguards were much like the Nords, in that they migrated to Tamriel from across the seas. Escaping their doomed homeland, the Yokudans sought a new home amongst the desert land across the Abecean Sea. It was similar in climate to their island continent, but they found that it was already inhabited by men and orsimer.

In order to make these lands their own, they exterminated any within the borders of this desert nation, leaving almost no survivors. How could there be, as these colonists were members of the Ra Gada, these four waves carrying with them some of the most skilled warriors with them, many of whom were capable of singing a sword into being made entirely of their wills. They wiped the infidels out, and made their new home, Redguard.

You will begin your time here in 1E 780, when the first waves from Yokuda arrive, and will receive **1000 cp** to help you survive these ancient times.

Origins:

Age and gender may be decided freely.

Nede: You are counted amongst the tribes of man native to Tamriel, those who have controlled these lands since before recorded history. Whether you belong to the Duraki or the Keptu Nedes is irrelevant, as time has seen your empires fade, though the stars above still shine down upon you with favor. Perhaps it is through them that a future can be forged for your people.

Orsimer: You are not human, instead being of the corrupted race of elves known as the Orsimer. You belong to a tribe known as the Iron Orcs, who worship Malacath through stone. Your people have been filled with bitterness ever since the nedic people drove you towards desecrating the earth below in order to harvest iron. Perhaps their isolationism will serve them well in the years to come. Alternatively, you could be one of the giant goblins native to the region.

Yokudan: You are not a native to these lands, instead hailing from the ancient and storied land of Yokuda from across the sea, having arrived to escape the cataclysm that has devastated your homeland. With the mighty warriors of your people by your side, it is inevitable that you would carve out a new place that could be called home. The only question is how much of a fight the infidels are willing to put up.



Locations:

Hammerfell: One may be forgiven for thinking that the entire province that would be known as Hammerfell is nothing more than an endless desert, it also contains a variety of other environments, going from open grasslands, temperate mountains and even jungles. Dotted throughout the land one may find a number of Dwemer ruins, which have been abandoned by their creators for nearly a century at this point, though are still dangerous for the unwary.



General Perks:

Connection to Aetherius [Free]: All who look at the night sky see not only a tapestry of wonder, but the waters of Oblivion, the stars gateways into the realm of magicka, Aetherius. Though you may leave the Aurbis, far from the light of the Immortal Plane, the arcane energy will stay with you, becoming a pool of magicka that will replenish itself when used.

Beauty of the Desert [50]: These lands are filled with much beauty, should one be clever enough to look for them. Be it a natural landmark or an ancient construction, you can now be counted amongst those aesthetically pleasing things. Your beauty may manifest however you want, be it as a delicate doll or a chiseled hero, but all can agree that you are more than pleasing to the eye, and even scars do nothing to mar your visage.

Sounds of the Desert [50]: Song is important for all, especially those who western men who bear weapons made of sound and soul. From the hearty marching songs to the faithful hymns of nedic shamans to the rhythm of the natural world, any can find music should they look closely enough. Though, you shall have an easier time than most, as you now have a mental playlist of music from The Elder Scrolls series that you can pull up at any time.

Eternal Legend [100]: Many of the figures from these days, from Frandar Hunding to Ranev the Coal-Eyed Wanderer, even the infamous Lamae Beolfag, have had their names continue long into the future. Like these great figures, your name will never be forgotten, your deeds echoing for millenia to come, inspiring many to follow in your footsteps, or to curse your name for the rest of their days.

Runic Smith [100]: Before the days of Soul Gem enchantments, there were many ways to imbue objects with magic, and none were as deceptively simple as that of applying glyphs. These runic applications require being able to carve these arcane symbols into your weapons, armor, and other equipment in order to give them supernatural effects, of which you are an expert. Currently, you can only apply three of these glyphs on an object at a time, though with further mastery you could push these limits.

Blood of the Beast [200]: Many of the Nedic tribes hold the Daedric Prince of the Hunt, Hircine, as the master of the physical realm after the death of its original creator, and to those who gain his favor, he grants them a boon. This boon takes the form of becoming a hybrid of man and beast, be it a wolf, boar, vulture, shark, or others. You bear this boon, and are now counted amongst the many werekin that prowl the wilderness, though which beast form you bear is ultimately up to you.

Scion of Molag Bal [200]: Originating from Molag Bal, the Daedric Prince of Domination there are few monsters as infamous or terrifying as the vampire. 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 restoration magic. You yourself are a powerful member from whichever bloodline you so desire.

Constellation Manifest [400]: There is power within the stars, sparks upon the tapestry of the night sky that were created by the fleeing Magne-Ge. They are simply not holes into Aetherius, though, for mortals have given these legends and shapes, attaching stories to clusters of stars. Eventually, these legends began to manifest, and you are one of these manifestations of a constellation, with a body made of pure starlight and power beyond what most could ever achieve, enough to easily match a dragon. The abilities you gain are dependent on which of the constellations you are the personification of, such as the Celestial of the Mage would possess unparalleled magical power, or the Shadow being capable of avoiding all methods of detection.



Nede Perks:

Discounts for Nede are 50% off, with the [100] perks being free.

Deathlands Native [Exclusive]: Long have your people lived in these lands, thriving despite the harsh climes and dangerous creatures. In order to stand on their own, these men have developed further into the arcane than anyone else native to the Deathlands. Your people naturally possess more Magicka than others, due to the connection your ancestors forged with the stars above.

Desert Survival [100]: These lands can be especially unforgiving, especially the harsh sandy sea. But should you be able to survive in this land, you could possibly survive anywhere else. You are an expert at survival skills, capable of living off the land no matter what kind of environment you find yourself in, though you seem to thrive in desert areas.

Clever-Cutting [200]: During the Alessian Rebellion, when the demigod Morihaus was injured, the Star-Made Knight brought him to Zuathas, a member of the Keptu tribe. Like that ancient slave, you too are experienced in the healing arts, both through alchemical and magical means, capable of treating all but the most fatal of wounds, if given enough time and resources.

Eternal Stone [200]: Even in the east, the structures created by your kin stand proud millenia after their creators' bones have turned to dust and their names forgotten. Such is your people's capacity for creation that such structures stand even after disasters and conflicts. Like those ancients, you are a masterful stonemason, creating grand and beautiful structures that could easily outlast you by millenia, as well as being highly resistant to damage.

Harnessing the Light Above [400]: There is power within the stars, holes upon the firmament of creation that few ever truly understand. Your people have long held a connection to those distant lights, and the accumulated knowledge of your ancestors has passed onto you. You now know how to imbue objects, as well as people, with celestial energy in order to improve them. This can either be a permanent infusion, or a temporary but much more dramatic enhancement.

Slayer of Serpents [400]: The mythical hero of Craglorn, Ranev the Coal-Eyed Wanderer, is a well known figure amongst the people of this land, due to her triumphant victory in the Autumn of Snakes, and her pilgrimage on the Gray Passage. You honor her legacy, and have become a beast hunter of great renown and skill. When it comes to monsters, you can track them across even the most inhospitable of the Deathlands' environments, and quickly figure out the most efficient way to end their lives.

Favored of the Stars [600]: There are meanings behind the stars, symbols and patterns that many have interpreted in a wide array of ways, as varied as there are people living in the Mundus. These constellations all have stories and meanings tied to them, and all stories possess power. Power from which you can draw strength from. With but a thought, you can summon the spiritual manifestation of the thirteen constellations, each possessing their own unique talents and abilities.

Gifted by the Heavens [600]: Few men have drawn upon the power of the stars as hungrily as you, nor mastered its use to such an extent. Your reserves of magicka are immense, a great lake compared to the shallow ponds of standard mages, enough to cast spells for hours without rest. Your mastery of manipulating magicka is equally impressive, being one of the undisputed experts in what would be considered a School of Magic, though in a more primal form than what would be used far into the future.



Orsimer Perks:

Discounts for Orsimer are 50% off, with the [100] perks 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 warhammer.

People of the Rock [100]: Your people were different from the rest of your kin, a peaceful people that worshiped stone, but were forced to abandon many of their beliefs in favor of survival. Through both experience as well as a deep spiritual understanding of stone, you are an expert miner, tunneling through the earth with skill and reinforcing them so they don't fall upon you with a poorly placed pickaxe swing.

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 orcish 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, as if you've spent weeks obsessing over it and the creation process.

Beast Tamer [400]: The orcs of the Valley of Scars have been known to tame all manner of beasts, from four-eyed welwas that serve as mounts to wamasu and even trolls as war beasts. Such methods are well known to you, allowing you to easily befriend, tame, and train any sort of beast. Some may take longer than others, their natural instincts making it difficult to submit to the whims of another, but ultimately they shall be brought to heel.

Ten Iron Oaths [400]: When the Nedes of this land threatened your ancestors, they were forced to shift their entire society, forcing your peaceful stone-worshiping ancestors to become a civilization of miners and warriors, whose anger towards outsiders is matched by their self-hatred. But there was strength to be found in those old ways, strength you can now draw upon. You will find that your abilities will be enhanced when you place limits and conditions upon them, the more strict the restrictions or the more numerous they are, the greater the boost will be.

Champion of Malacath [600]: You have gained the favor of your people's patron deity, the Daedric Prince Malacath. Whether it's due to the strength you have, the bitterness you hold towards the world and yourself, or sheer luck, you have been imbued with great powers. Your enhanced strength is on par with those of the northern Giants, while your flesh is as resistant to damage as the stones beneath your feet. In addition to all of that, magic born with ill intent towards you is not as effective against you, only having half the intended effect.

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.



Yokudan Perks:

Discounts for Yokudan are 50% off, with the [100] perks being free.

Yokudan Blood [Exclusive]: The ancient enemies of the Yokudan people, the Sinistral Elves, were rumored to use underhanded means to stand against the righteous men of the West. Whether such stories are true or not does not matter, as your people have been bred, perhaps intentionally, to be very resistant to all types of poisons. Understand, though, that resistance does not mean immunity.

Adrenaline Rush [100]: Many are the tales of battle drawing fully upon a warrior's capabilities, pushing them towards new heights. A technique passed down through the ages has allowed many a Yokudan to draw upon this strength, granting you the ability to temporarily increase the rate at which your stamina replenishes.

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 the 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]: Through the centuries of constant warfare, the average Yokudan has grown up surrounded by conflict, especially those who traveled with the Ra Gada. In such environments, great warriors are raised all the time, but even you stand above them all. You quickly grow in skill when it comes to combat, mastering even the most complex of weapons with just under a year of constant effort.

Across the Abecean Sea [400]: For as many dangers crawl across the Arena, the seas are no stranger to strife, both natural and malicious. From deadly sea serpents to wild storms, you've faced them all and come out on top. You are a sailor without peer, capable of easily handling any type of ship, no matter the type or quality, and navigating it safely through all but the harshest of conditions. Any vessel would be thankful to have someone of your skills onboard.

Knowledge of the Past [400]: For centuries, the people of Yokuda have been warring, not only with themselves but also the now extinct Left-Handed Elves. It is during these ancient times that the yokudans have all but perfected the art of warfare, and from these ancient conflicts you have found much wisdom. You have a wealth of knowledge concerning tactics and strategy, drawing upon past formations and using them effectively in whatever modern conflicts you find yourself in.

Make Way [600]: Of all the members of the yokudan pantheon, one of the most unique is the HoonDing, 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 renowned art developed by those residing in Yokud, you have become one of the celebrated 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.



Items:

You will receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Starting Gear [Free]: This land is not kind to the bare traveler, when threats can appear from all manner of sources. At the very least, you won't be caught completely naked, as you will own a pair of clothes as well as a steel weapon of your choice.

Cultural Aesthetics [50]: All people have a certain artistic flair to their creations, from the sturdy stonework of the Nedes to the crude but effective work of the Iron Orcs. Should any of the styles found in these lands appeal to you, then you may change the style of your Warehouse and all other properties by purchasing this option.

Divine Shrines [50]: Unlike many other worlds you may encounter, the gods of these lands are real, as are their blessings, which are often granted to the faithful through their respective shrines. You will gain a set of shrines, one for each god of a pantheon of your choice. By praying at a shrine, not only are you cured of any mundane diseases you have, but you will receive a temporary blessing related to said god.

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.

Funerary Oils [50]: The Yokudan people hold a deep resentment towards the undead, seeing it as a blight upon Nirn. As such, the followers of Tu'whacca have created a type of oil typically used to purify the bodies of the deceased, making them resistant to the necromantic magics that would defile them. Should you desire another use for it, it should also be known that this oil is highly flammable.

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.

Puzzle Cube [50]: A handheld cube made of dwarven brass, featuring a circular design on one side and some lined marks on the other, looking brand new despite its ancient origins. While it may appear to be nothing more than another bauble to decorate one's shelf, the clever man can use it to navigate through all but the most complex dwemer ruins.

Shehai Essence [50]: This wooden box is covered in Yokudan runes, telling the story of the sword-singer the shattered shehai within once belonged to. This manifestation of a warrior's will may not be useful for much, but through long meditation one may be able to glean the past experiences of them, and perhaps even learn some of their techniques.

Unending Waterskin [50]: Crossing the desert will see one face many challenges, though none are as threatening as dehydration. This waterskin is meant to remove that certain threat, as it will constantly refill itself with clean water. Never again will you have to worry about a parched throat.

Ansei Ward [100]: There is no end to the fools who would desecrate the bodies and souls of the honored dead, especially those who bore great strength during their life. This seal was made to protect such respected bodies, making it impossible for the touch of necromancy to defile them so long as it's active. Alternatively, it could be applied to an entire structure, offering a wider net of protection while making the protections much weaker.

Book of Circles [100]: A book yet to exist, though one that will come to be within every household of Yokudan descent. It is a treatise on swordsmanship, detailing 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.

Cartulary of the Tamed Dunes [100]: A set of steel tablets, brought to these lands from sinking Yokudan, were essential for the Ra Gada colonies. Each of them explains ancient practices of agriculture and metalcraft more advanced than any the natives of the Deathlands possess, allowing one to have sustainable farms even under the hot desert sun.

Dwemer Gear [100]: Some of the best Armor and weapons one could possess are dwarven in nature, the strange brass-like material seemingly immune to the passages of time, and holding their edge even after excessively heavy use. Whether you looted it from a ruin or repurposed the metal, you now have a set of dwarven armor and a shield, as well as either a sword, a bow, a mace, or any other kind of weapon of your choice.

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.

Porcelain Armor [100]: 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.

Red Stones [100]: Unique to the Deathlands is a substance known as nirncrux, a magical type of mineral that has the interesting property of being able to absorb and distribute aetherial energy. As one would expect, such a substance is useful for all manner of arcane purposes, but it truly shines when used as a component in arcane rituals.

Control Rod [200]: For as cunning and crafty as the dwemer animunculi may appear, they are at the end of the day simply tools built for certain tasks. This is especially true for the Centurions, brass giants made to devastate any enemies the deep elves may have had. This staff will grant you that same protection, capable of summoning a Centurion to your side and controlling it with the utmost efficiency.

Divine Armor [200]: In comparison to the demons and their Princes, the gods are notably quieter, preferring to work through their mortal servants more than anything. As such, whether this is a divine blessing or simply a unique enchantment is irrelevant in comparison to its function. When applied to a set of armor, its quality and all magical effects it possesses will be doubled in potency.

Elemental Ring [200]: A gold ring with three gems embedded into it, each carved with arcane symbols. This is perhaps one of the more useful items for those who wish to face a mage, as well as general travel through these lands. While wearing it, you will find yourself immune to damage from fire, frost, and shock, as well as a great deal of resistance from environmental temperatures.

Lamp of Satakalaam [200]: A sacred ornament from Yokuda, representing the spirit. Crafted from grey stone, bearing carvings of the great serpent Satakal, the Far Shores, and the great cycle of the universe. This lamp burns with divine azure flames, its light purifying all malicious energy from those nearby, from arcane curses to maladies of the mind.

Majeel's Scroll [200]: A sacred ornament from Yokuda, representing the mind. Upon this papyrus scroll is the wisdom of the ancients, written over many centuries. Simply by being near it or holding it near your person, such wisdom is passed onto you, greatly increasing the rate at which you can improve all of your skills, be they mundane or arcane.

Necklace of Swords [200]: A Yokudan amulet, crafted from orichalcum and shaped to resemble three swords surrounding a shield. It is useful for all manner of warriors, due to the magical effects placed upon it. Not only will it improve the damage you deal with blades weapons, but it will also reflect a third of all damage inflicted upon you back onto your enemy.

Sword of Shabnam [200]: A sacred ornament from Yokuda, representing the body. It is an ancient blade that was supposedly created by a master sword-singer, one who was dedicated to a god of war. When it drinks the blood of its foes, it will turn the stolen vitality towards the user, healing their wounds and rejuvenating their stamina.

Apex Stones [400]: All across Tamriel, one may find ancient stones depicting the thirteen birthsigns and other celestial bodies, and the Deathlands are no different. These monoliths possess a magical resonance to the energy flowing from the stars, and will grant those who attune to one of them powers based on the constellation it depicts. They can also be used for other purposes, such as utilizing the celestial energy and sapphires to bind magic to various objects.

Bloodroot Forge [400]: Created by the native men of the northern mountains and their minotaur allies, it was created with a large amount of nirncrux and the lifeblood of Nirn flowing all throughout it. Not only can it be used as a normal forge, doubling the quality of anything created within, but any rituals performed within this place draws upon the energy of the planet itself, greatly improving the potency of any spells and rituals performed here.

Dwemer Observatory [400]: As with many other cultures throughout the world, the dwemer held a deep interest in the stars above and their celestial nature. This facility was created in order to help these dwarven astrologers in their research, possessing not only an orrery of the Aurbis, a grand telescope that allows one to gaze far into the sky, allowing one to get an accurate look at even the most distant planets in the system.

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. Additionally, you will find that all damage you deal with a hammer is greatly enhanced.

Ra Gada Fleet [400]: The people of the Ra Gada had to arrive to these shores somehow, and that would be through the grand ships that are second in quality to only those of the southern elves. You now own ten of these grand ships, each one capable of housing a hundred warriors, not counting the crews that come with the ships upon purchase, all of them loyal to you and managing these vessels with the utmost expertise and competency.

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.

Twice-Born Star [400]: Created in the Atelier of the Twice-Born Star found in Craglorn, this set of armor possesses a potent connection to the stars, which the wearer can draw upon. Not only does it greatly improve the vitality, stamina, and magicka reserves of anyone who wears it, but any star-related abilities or blessings that they have will be doubled in potency.

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 'varliance,' and stores it as data. Most impressive, though, is that it can also predict the weather and even control it on a continental scale.

Brass Ruin [600]: Nearly a century earlier, an entire race of people vanished from the face of Nirn, leaving behind all of their cities and creations. They lie dormant, now, waiting for their master's return, and to massacre any foolish enough to trespass, all except this one. This underground city has been claimed by you, and surprisingly the animunculi within have acknowledged your claim. Though you may not be capable of recreating the timeless metal used by the dwarves, it's still a highly defensible metropolis, filled with all manner of machinery and deadly traps.

Daedric Artifact [600]: 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 [600]: 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.

Guardian's Eye [600]: Created by the dwemer of Clan Rourken, this orb of intense power is as highly sought as it is potent. Created by the greatest tonal architects of the clan, it resonates with the world on a level that few mortals could ever envision. Through it, one can create a tonal field that allows one to selectively block the use of magic in a wide radius, or alternatively amplify their effects. When you go into battle with this artifact, know that the only arcane power being thrown around will be on your side.

Orichalc Tower [1600, No Discount]: All across the world, there are tales of eight Towers that help keep Nirn stable, reinforcing the laws of reality as designed by the et'Ada. One of these Towers was found in the land of Yokuda, which has been devastated after centuries of conflict and doomed to sink beneath the waves. Not only do you now claim ownership over this metaphysical structure, but you will also receive a copy of Yokuda in its entirety, one untouched by mortal hands.



Companions:

Band of Warriors [50/100/200]: These lands are as treacherous as they are rewarding, and would require the efforts of many in order to make any meaningful progress within. As such, you may import or create 1, 4, or 8 companions respectively, belonging to a race of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

Wave of Warriors [300]: Against all of the dangers of the world, both wild and directed by humanity, you can never be too careful. As such, you may now import as many companions as you so desire, each one belonging to a race of their choice, while receiving 800 cp to spend on perks and items.

Jumper's Guild [Free]: Arena is not a land one can conquer just by themselves, requiring the heroic efforts of many to support them. You are blessed to already possess such forces, those who follow you loyally from land to land, without promise of fame or reward beyond what you grant them. With this, you may import any number of followers as you desire, granting them a history in this world and the ability to draw upon the power of magicka.

Desert Mount [Optionally Free]: It can take a while to traverse these harsh lands, especially if one were to do it on foot. As such, it would be a good idea to acquire a reliable mount, though none could compare to the one now offered to you. Whether it's a camel or welwas, not only is it immune to all conventional environmental hazards, but it will scale with your speed, always being faster than you.

Divine Champion [50, Free Nede]: A young warrior who bears the markings of the stars, this Nede has seen portents of his people's destruction. It is not his strength that sets him apart, but his keen intellect and swift feet that keeps him ahead of his enemies, as well as his magical dagger that can change its size the more blood it consumes.

Doom Hammer [50, Free Orsimer]: An Orsimer warchief of considerable strength, he holds greatly onto the concept of honor, and yearns for the days when his people can once again turn towards their ancient ways. But for now, he charges into combat with a massive warhammer, keen to defend his people with all his effort.

Purple Blade [50, Free Yokudan]: A Yokudan walking the path of the sword-singer, he has yet to manifest his Shehai. Instead, he hones his mind and body alongside his unique violet blade while sticking closely to the ways of the Ansei, practicing them as much as he can in his daily life.

Winged Assassin [50]: Though native to the mountainous lands to the north, it is not unheard of for harpies to find themselves in the Deathlands. Though charged with assassinating a necromancer searching for eternal life, she has found you to be an interesting soul, and will follow you from now on.

Golden Queen [100]: An ancient Nedic chieftain, this woman of golden hair underwent a ritual that gave her a life eternal and the very power of the stars above. She rides into battle bearing a stone hammer that glows with divine energy, which strikes with enough force to flatten a man in one blow. It is only through struggle that one can truly grow, and she sees you as a nexus of endless conflict.

Spurned Lover [100]: Once serving under High King Durac of the Nedic kingdom of Craglorn, Virmaril was fascinated with the dark arts. When his lover, Saradin, was wed off to another king, anger filled his heart, and turned his arcane arts towards getting his revenge. Though he was never able to achieve his goals, perhaps that could change with you by his side.

Star Beast [200]: Not all creatures of the firmament are affectionate or benign, some being more than capable of destruction as the beings of Oblivion. One such creature, known as Aetherion, is a being created of starlight that is easily on par with a Daedric Titan or a dragon, rending flesh and stone as easily as one would a leaf. It would take a grand hero indeed to defeat such a monster, so what does that say about you, who commands it?

Sword Saint [200]: A sword-singer who pushed his skill with the blade to its utmost extremes, there may have never been a warrior as skilled as Frandar Hunding. This Yokudan warrior possesses such a sublime understanding of combat that even millennia after his death, all of the descendents of Yokuda possess at least one copy of his book on how to master the blade.



Scenarios:

The Warrior Waves

Far to the west, the ancient land of Yokuda and its people was constantly at war, be it with the Left-Handed Elves or with themselves. Yet this conflict went too far, leading to the eventual destruction of the continent. This led to the people seeking refuge in the eastern lands, Tamriel, and carving out a bloody chunk where they can live. Should history not be changed, this will lead to the extinction of a vast majority of those already living here, no quarter drawn and no mercy given.

You have the opportunity to change that, though. From here on out, you will be essential for the conflicts to come, pushed towards pivotal points where the fate of this land and those that fight over it are to be decided. You could side with the natives of these lands, pushing back against these foreign invaders until they cease the bloodshed, or they are never again capable of harming anyone again. Alternatively, you could join the Ra Gada, ensuring that your people once again have a safe place that you can call home.

No matter which side you joined, you will gain the following reward:

You have shed rivers of blood for control of these lands, so it would only make sense that the **Deathlands** are yours to claim. This dangerous province and all of the nearby islands are held within a pocket dimension connected to your Warehouse, should you not desire to combine it with any other properties you may own. Its natural resources will automatically replenish, and its people will obey your command.



Should you join the Ra Gada, you will receive the following rewards:

Through steel and blood, you have carved out a new home for the Yokudan people, and have been named the **Hero of the Sword**. This prodigious title is not just hot air, as those who bear it will bear an unequaled understanding of combat, allowing you to notice even the most minute flaws and benefits of any combat style you witness. It would be childsplay to incorporate such techniques into your own personal combat style, eventually becoming a warrior without peer.

You will also be granted a most holy relic of your homeland, a set of armor as black as midnight with floral highlights that is known as the **Flesh of Ebonarm**. It possesses potent defensive enchantments, making the wearer immune to paralysis and all mundane means of harm, be they fists or catapults, as well as granting you a potent healing factor should any magic or enchanted weapons pierce your flesh. You stand as an invincible titan of war, one that all men should fear.



Should you repel the Ra Gada, you will receive the following rewards:

You have fought against the many warriors of the West, and triumphed when the odds were all but impossible. Thankfully you were there, the immovable **Defender of the Deathlands**. When it comes to fighting defensively, none can claim to be your equal, their attempts to harm you only leave themselves vulnerable for the counter-attack. It is not just personal defense either, as you could make even the most humble of villages into a nightmare for any invading army with just a bit of time and resources.

With your final victory against the Warrior Waves of Yokudan, the greatest mages and smiths of these lands will pool their knowledge and resources together to offer you a tool fit for the hero of these lands. This **Aetherial Pillar** is an arcane staff that constantly draws upon the energy of the stars to fuel your abilities, allowing you to have a virtually unlimited amount of magicka to draw from. Not only that, but any magic you perform under the night sky is greatly enhanced, becoming nearly thrice as potent as before.

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.

To Walk Like Them [+0] You do not wish to be randomly inserted into the events that are about to unfold, but instead take up the role of one of the many already established characters. You may of course do so, so long as you possess the correct **[Origins]**. Whether it's as Frandar Hunding or High King Durac, you're sure to change the course of history forever.

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.

Sanguine's Influence [+100]: A warrior must always retain control of themselves, for even the slightest slip could result in defeat, or worse. There is no greater enemy to this control than liquor, a substance you know well. You can't seem to go a day without some sort of alcoholic beverage passing through your lips. If you *do* go beyond that, you'll receive a terrible headache that won't stop until you consume some form of alcohol.

Undead Hatred [+100]: Like many denizens of the Arena, you despise the undead. Unlike many, though, your hatred is simply overwhelming, to such an extent that you are filled with a burning need to slay any undead you encounter, regardless of origin or disposition. Even hearing rumors of them is enough to put you in the foulest of moods.

Crippled Warrior [+200]: This is a land where danger waits around every corner, so having any kind of disadvantage is fatal. How unfortunate then, that you have been mutilated in such a manner. You are missing either one of your limbs, or have gone completely blind, with no hope of restoration. This drawback can be taken multiple times.

Monster Magnet [+200]: Many deadly creatures call the Deathlands home, from the familiar troll to the duneripper or samara scarabs. Each of them have some advantage to help them survive the harsh environment here, and to defend against all the other threats to be found here. Your scent seems to drive these creatures wild, making you an irresistible target to their primal minds, and draws them towards you when beyond the bounds of civilization.

Sai's Affliction [+200]: It seems as though you have earned the disfavor of the god of luck, Sai. Perhaps you were giving him excessive worship, or you harmed a mortal who had his favor. Either way, you will find that from here on out, you possess a most horrendous luck, finding that everything that can go wrong will go wrong.

Bound by Oaths [+300]: The delicate metaphysics of the Aurbis do not 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.

Ebony Warrior [+300]: There is a mighty warrior, adorned in the finest ebony armor, who believes that you would be a worthy opponent, and won't take no for an answer. His immense skill in all forms of combat and great resistance to most magics makes him a dangerous opponent, and will prove to be a great challenge even for you.

Star Serpent [+300]: Among the stars, the constellation of the Serpent is seen as an outlier, a trickster and villain. A being that embodies these stars has formed, looking to take advantage of the chaos and bloodshed to create a kingdom of their own, and sees you as a threat to their ambitions. Beware, for though they may not have much now, the threat they pose will only grow the longer they are left to their own devices.



Ending:

Stay: These lands are not the easiest to live in, but it is a place you can certainly call home.

Go Home: Many a warrior are filled with a yearning for the familiar, and you are no different.

Continue: The Cycle continues, and you push ever onwards.

Notes:

-**[Connection to Aetherius]** will give you a pool of 100 magicka, and it will replenish itself over time.

-The enhancements given by **[Ten Iron Oaths]** will last right up until the moment you break one of the restrictions, or decide that it no longer applies.

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

-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 **[Twice-Born Star]** will give you the equivalent of 500 Health, Stamina, and Magicka. It will also double the effects of Birthsigns and any abilities one might get through things like the Standing Stones.

-The copy of Yokuda given with the **[Orichalcum Tower]** is the same as what is shown in the map directly below it, and can be considered around the size of Japan.

-Companions are based on Izel (Onyx Equinox), Orgrim Doomhammer, Mace Windu, Dokuro Mitsukai, and Marika the Eternal.

-Hammerfell will be scaled up far beyond what was seen in ESO. The **[Deathlands]** can be anywhere between 100,000 sq mi to 150,000.

-The **[Aetherial Staff]** will ensure that your magicka reserves and similar energy pools are always filled, making it limited only by how much you can output normally.

-When in doubt, fanwank.

-Have the day that you deserve~