

The Elder Scrolls: Daedra

By Pokebrat_J

There are other Planes out there beyond Nirn. Each one contains its own environment, each as varied and alien and similar as there are stars in the sky, all of them free from the Limitations of the Doom Drum's creation.

There is even life within many of these Realms, a mimicry and corruption on that found within the Arena. Imps, Clannfears, Daedroths, Dremora, Aureals, Mazkin, Atronachs, and so many more, an infinite amount far beyond mortal comprehension. Above them all stand the Princes, powerful entities that may as well be called gods compared to most, ruling over their own Planes that may as well be a part of them.

Your story is not bound to the world of Mortals, but the Waters of Oblivion. You are not counted among the races of Nirn, but are instead a Daedra.

Time flows strangely within Oblivion compared to Nirn, as such you could start your time here at any point, from the Merethic Era to the events of C0DA to even a previous kalpa like Lyg, if you so desire.

You receive **1000 cp** to help you navigate and survive these dangerous Waters.

Affiliation:

Many daedric entities pledge their loyalties to one of the many Princes, for protection as well as power. Who shall you side with?

Independent: As if you'd ally yourself with any of those so-called Princes, who may as well be children with magnifying glasses, burning away at the mortal ants for no reason other than because they can. No, you are better alone, unburdened with the oversight of those Princes.

Azura: The Daedric Prince of Dawn and Dusk, her spheres of influence are manifold, from mystery to prophesy to vanity. She is often considered one of the 'good' Daedra by mortals, as though a Prince would subscribe to the morality of mortals.

Boethiah: The Daedric Prince of Conspiracy, Treachery, and Sedition, it was they that convinced the ancient chimer to leave the Summerset. Known for their love for making mortals suffer, they do have a soft spot for those willful enough to talk back to them.

Clavicus Vile: The Daedric Prince of Trickery and Bargains, he is an interesting Prince in that he is split into two, the Prince and the Dog, Barbas. He is undoubtedly one of the more social Princes, even if his interactions lead to tragedy for some unlucky mortal.

Hermaeus Mora: The Daedric Prince of Knowledge and Fate, his is a most attractive side to join for those who understand that true power comes from the knowing. But he does not often give away information for free, so I hope you're ready to bargain.

Hircine: The Daedric Prince of the Hunt and Father of Beasts, he is as simple as he is deadly. Still, he is a fair sport, and often enjoys when the Hunt is turned inside out, the prey becoming the hunter.

Malacath: The Daedric Prince of the Bloody Oath and the God of the Orcs, he was once the Aedra Trininac before Boethiah transformed him into what he is today. Still, he is the patron of the spurned and ostracized, and respects strength.

Mehrunes Dagon: The Daedric Prince of Destruction, whose sphere encompasses destruction, change, revolution, energy, and ambition. Though he is most famous for orchestrating the Oblivion Crisis, it is believed that everywhere anarchy and revolution play out, he is pulling the strings.

Mephala: The Daedric Prince of Murder, Lies, Deception, Sex and Secrets. The Webspinner is always weaving a new web of intrigue and terror, interfering with mortals for her own amusement, and does nothing without a purpose.

Meridia: The Daedric Prince of Life and Light, she was once one of the Magna-Ge, though was cast down into the Waters of Oblivion for consorting with illicit spectra, she is known for her hatred of both the undead as well as mortal free will and defiance.

Molag Bal: The Daedric Prince of Domination, he is often considered the most evil of the Daedric Princes, though that would simply be the perspective of those whom he has enslaved. He is the father of vampires, and numerous other atrocities.

Namira: The Daedric Prince of Ancient Darkness. The Lady of Decay is the ruler of sundry dark and shadowy spirits, and is often associated with slugs, spiders, and other things that inspire mortals with instinctive revulsion.

Nocturnal: The Daedric Prince of Night and Darkness, and is seen as a patron to thieves. Stories including her often tell of how she has either stolen from other Daedric Princes, or had artifacts stolen from herself.

Peryite: The Daedric Prince of Pestilence and Natural Order, the Taskmaster is the lord of the lowest orders of Oblivion, unwanted but necessary. He often "blesses" his worshipers with diseases, and is considered one of the more destructive Princes.

Sanguine: The Daedric Prince of Hedonistic Revelry, Debauchery, Wild Orgies, and Passionate Indulgences of Darker Natures. He's the one you want to go to when you have a good time, though be prepared to be really confused in the morning.

Sheogorath: The Daedric Prince of Madness, his are the domains of madmen and chaos. This three-faced god is possibly the most Padomeic of all the Princes, and someone who's bad side you don't ever want to see.

Vaermina: The Daedric Prince of Dreams and Nightmares, and from whose realm evil omens issue forth. All mortals will inevitably come to be under her sway, as all will eventually need to sleep.

Jyggalag: The Daedric Prince of Order, his spheres are logical order and deduction, and his conquest was feared by the other Princes. He was believed to have been the only Prince to know his true nature, and went mad in the knowing.

Realms:

You may roll a 1d20 to figure out where you begin your time here, or you can start off in your chosen Prince's realm for free.

1) Nirn: The realm of Mortals, this is arguably one of the most important realms in the entirety of the Aurbis, the center stage for the innumerable stories and songs that play out. Though the Dragonfires keep the forces of the Daedra from invading en masse, that does not mean that some do not slip in through the cracks.

2) Moonshadow: The Realm of Azura, said to hold "too much beauty," so much so it can render mortal visitors half-blind, and contains flowers, waterfalls, pink trees, and a city of silver. Azura herself resides in a rose palace, and is usually welcoming to mortal travelers.

3) Attribution's Share: The Realm of Boethiah, made from numerous other realms that the Prince has taken over. A majority of them have been described as countries of labyrinthine policy and betrayals, with maze gardens and twisted towers.

4) The Fields of Regret: The Realm of Clavicus Vile, it is deceptive in that it appears as a tranquil countryside, dotted with majestic cities of glass and ornate buildings while the air smells of both perfume and rotting flesh, while the sky is blue with cottony clouds, and greenish-gray streaks that stain the atmosphere.

5) Apocrypha: The Realm of Hermaeus Mora, it takes the form of an endless library, where the Prince hoards all the knowledge he could get his tentacles on, even some that mortals were never meant to comprehend.

6) The Hunting Grounds: The Realm of Hircine, it is a heavily forested realm, teeming with all kinds of life, and where predator and prey are roles that are constantly flipped on their heads.

7) Ashpit: The Realm of Malacath, though it is unknown if the realm existed before Trinimac was transformed into Malacath. The realm mostly consists only of dust, palaces of smoke, and vaporous creatures. Anguish, betrayal, and broken promises like ash fill the bitter air.

8) Deadlands: The Realm of Mehrunes Dagon, there is nowhere better resembling what mortals would envision as Hell. Seas of lava with scorched volcanic islands and ruined, filled with dangerous and inhospitable life of all kinds.

9) Spiral Skein: The Realm of Mephala, some portions of the realm resemble a dark, sprawling cavern with a high ceiling, dotted with luminescent mushrooms. Spiders, hoarvors and all manner of crawling creatures inhabit the plane, and tall buildings with arches and spires dot the landscape, crimson crystals jutting out from everywhere.

10) Colored Rooms: The Realm of Meridia, it resembles a cross between a coral reef and a vast field of floating stones, strewn with colorful trails of dust or cloud. The ground between the stones appears as luminescent water, but is solid enough to walk on.

11) Coldharbour: The Realm of Molag Bal, it is a desolate, apocalyptic image of Nirn, which is achieved by both mocking imitation and outright theft of parts of the mortal realm. It is the manifestation of fear and exploitation.

12) Scuttling Void: The Realm of Namira, it is known in Khajiit mythology as the Dark Behind The World. Very little is known of this realm, only that it is inhabited by corrupted spirits who were dragged into this wretched abyss.

13) Evergloam: The Realm of Nocturnal, it is a realm of perpetual twilight, and the "cradle of shadow." These realms are thought to be constantly shifting, and are perceived differently by different mortals, though often filled with forests, whose trees cast long shadows over a purple landscape.

14) Pits: The Realm of Peryite, it is often inaccessible to mortals, but takes on the form of a rotten, fleshy garden, carefully tended to by its Prince and his servants. The air constantly smells of bile and pus, and the ground feels like a peeled scab.

15) Myriad Realms of Revelry: The Realm of Sanguine, it is unique in that they are a congeries of one hundred thousand pocket and sub-realms. They are used primarily as pleasure pockets, refashioned to meet the needs and desires of its visitants. As such, Sanguine himself has very little control over them.

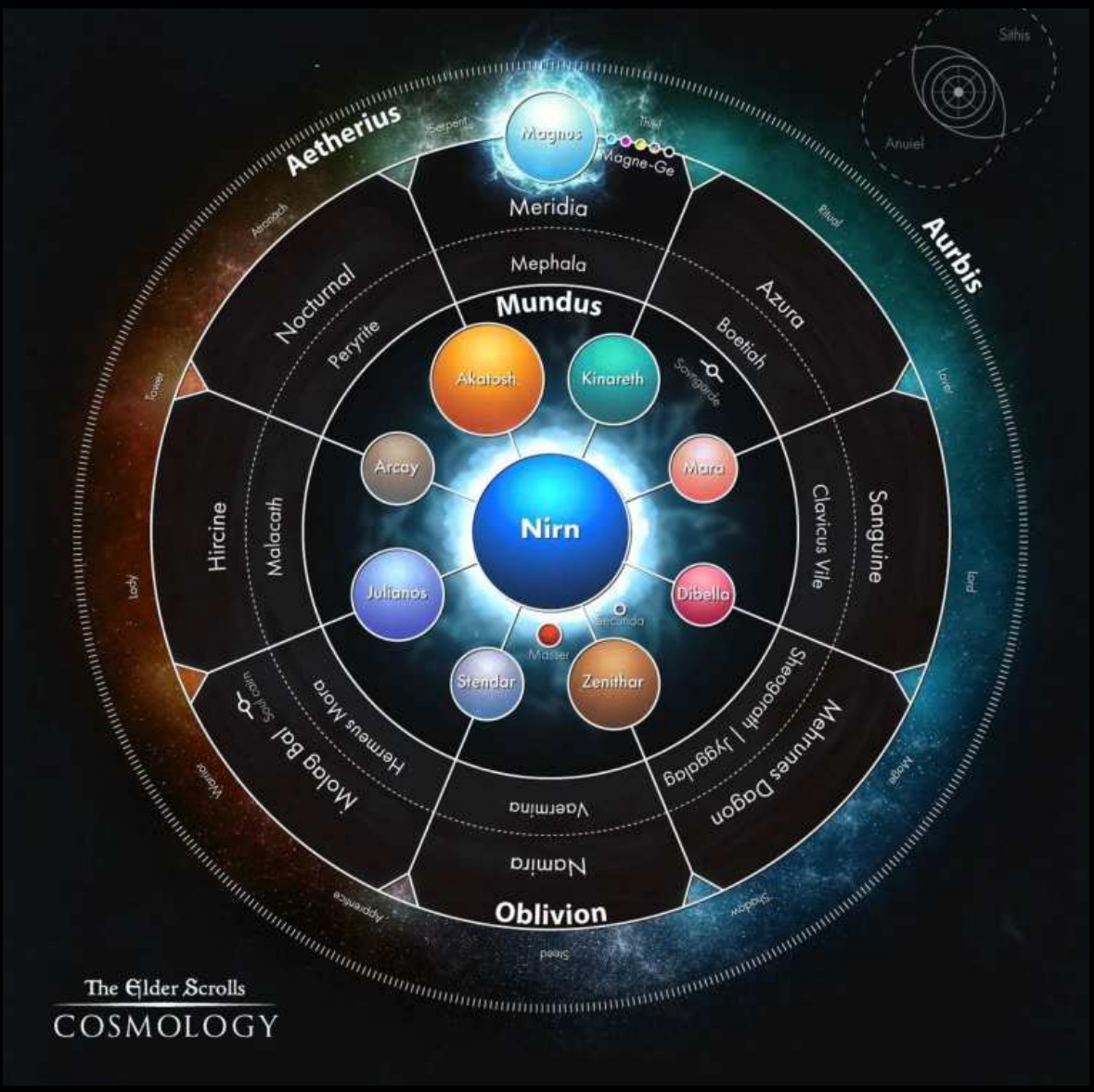
16) Shivering Isles: The Realm of Sheogorath, a madhouse split down the middle. The northern, cheerful side known as Mania, and the southern, depressing side known as Dementia. A literal representation for how split and fractures his mind is, perhaps?

17) Quagmire: The Realm of Vaermina, it is a realm of horrors, where reality shifts upon itself in seemingly impossible ways. Every few minutes, lightning flashes and the realm morphs into a terrifying scene, each one more frightening than the last.

18) Fargrave: This desert wasteland is an obscure demiplane of Oblivion, functioning as a crossroads where the paths through Oblivion become easier to navigate. With no prince to rule, the accords that make it harder for other realms to connect to Nirn do not apply, making it a convenient way station between Nirn and the rest of Oblivion.

19) Soul Cairn: A dead, barren land ruled over by the Ideal Masters, whom many necromancers deal with in order to gain even more power. Filled with undead and the souls of used Black Soul Gems, nothing lives here nor would want to live here.

20) Free Choice: There are innumerable Realms out there, and now you're lucky enough to start your story off in any one of your choice.



Daedric Morphotype:

All daedric entities fall under specific Morphotypes, forms they return to after resurrecting within Oblivion. There are as many kinds of daedra as there are stars in the sky, and as such all cannot be listed here. Instead, you will choose which level of power you are, and which kinds of daedra you may become. Should none satisfy you, then you may design your own daedric form.

Lesser Daedra [+100]: We start off with the bottom of the barrel, those insignificant daedric entities that most mortals could fight off with little difficulty. These are often the weakest, and most bestial daedra, including the likes of Imps, Scamps, and Clannfears.

Standard Daedra [Free]: Here we come to the more easily recognizable daedra. These ones are on par with many of the mortal races, both in terms of might and intelligence, or maybe more heavily leaning towards one while the other suffers. Those such as the Dremora, Aureals, Mazken, Seekers, Daedroths, Flame and Frost Atronachs would fall under this category of strength.

Greater Daedra [100]: Daedra of this level of power are daunting foes, able to match and even surpass many mortals at once, their power sought after by many. Xivali, Lurkers, and Storm Atronachs would be good examples for this level of power.

Titanic Daedra [200]: The second greatest level of power that a daedra can achieve, these entities are so strong that only dragons would be considered their equals. The daedric Titans and the Gatekeeper would be prime examples of this, often requiring the greatest of mortal warriors to be felled in combat.

Daedric Prince [600]: Is it not enough to serve them, but instead to supplant and surpass them? It is not unheard of, Mantling a god, but it is very difficult, walking and talking like them until you *become* them. Well, for any who are not you. You will take on the power and role of your chosen Prince, wielding their godly power for yourself. You should consider yourself grateful, as opposed to those who normally attempt to take on the role of a Prince, you will still remain yourself. Should you be **[Independent]**, then you are instead a previously unheard of eighteenth Prince, with three spheres of influence of your choosing.



General Perks:

Orchestra of Oblivion [Free]: There are many who believe that the entirety of this universe is, in fact, a song. Music so complex that it transcends mere sound, and creates reality as we know it. You don't know if that's true or not, but you cannot deny that music is a wondrous thing. You may now, at any time, pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Daedric Tongues [50]: There are an almost infinite amount of Realms drifting along the waters of Oblivion, tiny pockets of alien order amongst a sea of chaos. And while we may know of the common daedric script, who is to say that it's the only one? You are, as you are a master of most languages and dialects to be found in Oblivion, and can quickly master any new tongues you come across.

Elemental [50]: You seem to share a lot in common with the daedric entities referred to as Atronachs. You have been infused with an element, be it one of the classic three, fire, frost and shock, or something else, like ash or light. Regardless, you have become resistant to your chosen element, reducing the damage you take by half. This can be taken multiple times for different elements.

Daedric Summon [100]: Many daedra interact with the mortal realm through a type of magic more commonly referred to as Conjuration, the art of summoning and binding entities from the realms of Oblivion. You now have a spell dedicated to summoning you that is known only to your Companions, though they can teach it to others, should they feel the need to. The greater your morphotype, though, the more skill and magicka it requires to summon you.

Immortal Vestige [100]: Death works differently for the daedra compared to mortals. Their souls do not go to a chosen afterlife, are not returned to the Dreamsleeve to be reused in the next kalpa. When destroyed, either in Mundus or in Oblivion, its Vestige is banished to the Void, and attracted back to the plane of Oblivion where it originated, where it then reforms itself using Chaotic Creatia. Your true nature prevents this, instead resurrecting you once every ten years, or once every Jump.

Demiprince [200]: Though it may come as a shock to some, even the Daedric Princes may have their hearts swayed, their passion reciprocated and bedchambers filled. Sometimes, these interactions lead to a Demiprince, a child between a Prince and a lesser entity. You are one of these demigod children, child to a Daedric Prince of your choice. Most born from mortals are capable of matching the power of dragons, to say nothing of those from a more powerful parent. You will also possess a connection to your parent's spheres, granting you unique magics depending on who sired you.

Nymic [200]: Protonymics and neonymics make up an entity's incantatory name, or its true name. They are employed as the focus for incantatory magic, allowing the user to gain substantial control over whom the nymic belongs to, typically by summoning or banishment. However, if the entity possesses both a protonymic and a neonymic, speaking only one of them bears little to no effect. Seeing as you possess both of these, not only do you benefit from this, but you are highly resistant to all methods to control you, completely immune to weaker attempts entirely.

Archetypical Nature [400]: Stories and legends play a major role in this universe, with the mythical often affecting reality. And none know the power of stories, of the roles within those stories, better than you. When acting within an archetype or story role of your choosing, from hero to reluctant antagonist to chaotic dumbass, you will find yourself benefiting from a significant boost to all abilities related to your chosen archetype. This boost in power will raise the more restrictive your chosen archetype is. And should you desire to change your role, then you may choose to take on another one every ten years, or at the beginning of every Jump, whichever comes first.

Liminal Bridges [400]: All know of the Dragonfires, of the barrier against invasion from the Planes of Oblivion that were created from the blood of Akatosh and given to Saint Alessia. Such is their strength and rigidity that even most Princes cannot enter the realm of mortals, though some slip through the cracks, and conjurers defy it. But such things do not matter to you. You can bypass any and all barriers, be they dimensional or magical in nature. Such is your nature that you cannot even be trapped or contained for long, capable of escaping even conceptual prisons with time and effort.



Independent Perks:

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

Vigilant [100]: Many daedric entities simply do not understand the minds of mortals, their thoughts strange and alien, their morality on a scale of blue and orange. With such differences, it's no wonder that many harass and torment mortals, for they could not do otherwise. Well, not under your watch, as you now deal three times more damage against daedra and similarly demonic entities.

Artifact Desecrator [200]: To gain footholds and followers, the Princes of Oblivion will often tempt mortals with power in the form of powerful artifacts. And though they may hate you for it, you can remove such temptations utterly. You know of a potent ritual that will allow you to completely and irrevocably destroy Daedric Artifacts, as well as similarly powerful and indestructible objects.

Dragon Break [400]: Time flows strangely within Oblivion, but the sovereignty of the Time-Dragon does exist. But perhaps due to its strange interactions with these chaotic realms, you can mimic something known to mortals as a Dragon Break. You may exist simultaneously within four timelines, taking different actions within each one and choosing to enforce one of them, cementing the events of that timeline into reality. Should you perish within any of these, you will be forced to pick a different one.

Heart of the World [600]: His was the heart of the world, unable to be destroyed so long as the world existed, for one was made to satisfy the other. Like the Doom Drum, or at least similarly, you can tie your life force, your very soul, onto something. This could be an object, a person, or even an entire realm. So long as your chosen tether exists, you cannot be killed, returning again and again without end. Should they think to directly attack your soul, they will find that similarly useless, as it would take the full effort of a Prince to even begin altering it in some way, unless you were to give consent.



Azura Perks:

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

Vanity [100]: A concept such as beauty is often dependent on the eye of the beholder, and that is especially true for the many strange, eldritch creatures that inhabit Oblivion. But yours is a beauty that transcends such boundaries, a beauty that all can look upon and appreciate. You might as well have been sculpted by Azura herself, leaving no imperfections in your visage.

Dawn [200]: Few scenes are as captivating as that of the dawn, of the sun rising just above the horizon and painting the sky a myriad of colors. Much like the dawn, you are a captivating creature. It would be simply for you to gather a large and loyal following, each member willing to give their everything for you.

Dusk [400]: There are few things as vengeful as vanity slighted, as your enemies will soon learn. Yours is the power of curses, ones that are more potent the worse your target's transgressions against you. Attempting to trick you in front of an entire crowd would see them all suffering for it, while the murder of your favored mortal would see your curses affect an entire race of people.

Sight Beyond Horizons [600]: Even the greatest of Daedric Princes struggle to properly predict the events of the future, but that does not mean that it is impossible. You dream of futures to be, of prophecies that will inevitably come true, though it is the how that eludes you. But this does have some combat applications, as it is highly effective in the short term, allowing you to constantly see a few minutes into the future with little effort, while seeing entire days ahead would be a constant strain.



Boethiah Perks:

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

Dark Warrior [100]: To live is to struggle, to suffer and fight all that would attempt to keep you down. You are an old hand at this, of fighting for the right to scream at existence “I AM.” You are a master of five weapons of your choice, and have experienced a thousand different battles, walking away with your skills more deadly than before.

Treachery [200]: To face your problems head on is certainly an admirable path, but it is not the only one. Yours is the path of the snake, to get close to your target before striking, unseen before it's too late. You are skilled at keeping your ambitions and motives hidden from all but the most paranoid of eyes. You could appear to be a friend to a hated king for years before stabbing him in the back, taking all completely off guard.

For The Scarab [400]: Should one look closely at the actions of this Prince, one may get the proposition that all Boethiah does is in the name of Lorkhan. It was he, after all, who was responsible for the deception of the Aedra, of the creation of this crucible known as the Mundus. Similarly, when you devote yourself to a person or an ideal, you will find yourself becoming more powerful. This boost in power will rise the stronger your devotion.

Reach Heaven By Violence [600]: The mortal realm was the ultimate test, the crucible in which those within could ascend, to break their limitations to become something greater. And none were as devoted to its mastermind as Boethiah. Much like what the Doom Drum wished for mortals, you are a being with an unlimited potential for growth, so long as you push yourself ever onwards to new heights. No aspect of yourself cannot be improved, and all will see you rise much quicker the harder you push yourself.



Clavicus Vile Perks:

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

Art of the Deal [100]: The Prince of Trickery is one of those Princes most likely to be found interacting with mortals, his spheres ensuring that he be a sociable creature. And there is no social interaction he adores more than making deals. You are a master at crafting deals that appear to please all parties involved at first glance, and a natural talent for bartering.

Exact Wording [200]: Let's be honest with ourselves, very few actually read through the fine print, often missing the various ways that a deal which looks perfectly fine is actually a collar you've willingly placed upon yourself. Not for you, though, as you have a preternatural sense for finding loopholes, as well as being able to create some extremely subtle ones yourself that few mortals would be able to notice.

Dual Existence [400]: It is quite curious, a Daedric Prince willingly splitting their power, making them dependent on a second entity. Much like the Prince and his Hound, you are able to split yourself up, though in a different manner. You will be able to create a nearly unlimited amount of clones of yourself, and will gain the memories of these clones when they are dispersed. The downside is that your power will be split evenly between all of these clones, though you may regain it when they disperse.

Make A Wish [600]: Is there no more enticing a prize than a wish? To look upon a star, speak your deepest desires, and see your dreams manifest into reality? You may warp the very fabric of reality to grant a person's wish, though only if it is within your power to do so. You can achieve greater results, however, should you be willing to add some unforeseen side effects to this. This child wished for a beautiful unicorn? As they wish, easy as pie, though perhaps you should have warned her that this magnificent beast only eats the flesh of children? In essence, you are a walking, talking monkey's paw.



Hermaeus Mora Perks:

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

Demon of Knowledge [100]: Knowledge is power, especially knowledge that has long been forgotten by mortals. But never for you, for your mind is an impenetrable vault, storing all that you have experienced and learned just as clearly after a millennia as though it were just a few short moments ago.

Gardener of Man [200]: What use is knowledge if you cannot use it, to utilize it as a bargaining tool to dangle in front of curious mortals? Well, to keep up your end of the bargain, you can instantly implant any knowledge or memories you possess into a target. You could also do this in reverse, though the more they fight the effects, the more likely they are to perish in the attempt, and leave your spoils incomplete.

Lord of Secrets [400]: There are few secrets out there more enticing than those in the mystic arts, in magic. For as much as mortals attempt to categorize it scientifically, it is first and foremost an art, one that you have honed to perfection. You are a master of the arcane arts, your understanding of the arcane sublime in a way that few mortals could even begin to comprehend.

Tides of Fate [600]: The flow of time is ever shifting, ever changing, and is rarely under anyone's full control. Even then some details get lost, or they could shift the future enough to make their efforts meaningless. But why attempt to force control when you can instead nudge it, to direct it in a direction of your choosing? You are a master of this, ensuring that regardless of how you manipulate fate, regardless of the end result, you will always benefit. Perhaps not in a way you were expecting, but you will profit from your manipulations regardless.



Hircine Perks:

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

The Hunt [100]: To follow Hircine is to know the joys of the Hunt, to track and take down your prey, the chase that can last for meters or miles, to find the roles reversed and find the hunter becoming prey, and to partake in the spoils afterwards. You are a skilled hunter in your own right, tracking and skinning second nature to you, as is the seemingly infinite patience needed to wait for the perfect moment to strike.

The Chase [200]: It is the chase that is the most exciting, the thrill of catching up to your prey only for it to juke you, potentially giving it the chance to escape or to turn the tables on you. But none could hope to escape, as there is no better tracker than you. Even if the trail has been cold for years, it would still be clear as day for you, tracing it back to your quarry with such speed that even the Father of Beasts would be impressed.

The Beast [400]: The Lord of the Hunt has blessed many valiant hunters and killers, though none of his gifts are more well known, or more infamous, than that of lycanthropy. To take on the form of a beast, to unleash your primal side and gain power enough to contend with some of the strongest creatures to be found. You have been blessed with a similar power, capable of taking on the form of a beast of your choosing, and you can combine it with any other forms you have, making them stronger than they ever were separate. You can even spread this transformation to others, if you so desire.

The Kill [600]: The Hunt all comes down to one moment, one action. The kill. Will your arrow strike true, felling your prey right then and there? Will it instead hit a vital area, slowing it down and making its death a slow affair? Or will you instead miss completely, your target running off to extend the chase? Regardless, you will now find all of your attacks dealing three times more damage than before, and under your proficiency, even those claiming immortality, to whom the concept of death does not affect, can be laid low, slain just like any other beast.



Malacath Perks:

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

Bloody Oath [100]: Oaths and the intentions behind those oaths are important, as is making sure to enforce your end of a deal. Who would want to deal with an oathbreaker, anyway? When you are a part of a deal or an oath, it will become magically binding for all parties involved, with grave consequences for those who would break them.

Crude Beauty [200]: The followers of Malacath, the Orcs, are known amongst the races of mortals as some of the most talented smiths among them, their weapons and armors works of art and still more protective and functional than any others. Much like them, you are a master blacksmith, capable of crafting items worthy of songs and legends that few of the modern day could begin to match.

Ashen Storm [400]: Few know of the true origins of the Ashpit, or of how Malacath became its master, but that matters little as the realm has undoubtedly become a part of you. You have the strange ability to generate and control ash with such fine precision that it is almost as though you are manipulating each and every shred at the same time. Should you feel fancy, you could create lifelike statues of this ash, and use them to battle as competently as you yourself would.

Aspect of Trinimac [600]: The Warrior, the Paragon, the God of Strength who was the one to vanquish the Doom Drum, ripping his still beating heart from his chest. Though this spirit has long since been transformed into Malacath, such strength remains within you. You are a warrior without equal, capable of taking on a hundred foes at once and emerge victorious. This is in no small way helped by your immense strength, allowing you to throw around a mammoth bull as though it were a small rodent. Show them the forgotten might of the strongest et'Ada.



Mehrunes Dagon Perks:

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

Ambition [100]: All mortals hope for a better station in life, believing that one day they too can be one of the greats, a force that can change the world. Few ever do, doomed to mediocrity, but there are rare exceptions. Like them, you have an endless drive to improve yourself, regardless of if it is your body and abilities, or your place in life.

Change [200]: Everything changes, especially the daedra, but we can only hope that such changes are directed towards a beneficial end goal. Regardless, change inevitably comes, but many still cling to stasis, to an unchanging lifestyle. No more. You can now sense when something has gone stale, or is in the process of decay. This can range from a piece of wood to an entire society. But more important than knowing where the rot is, you have an instinctive knowledge of what to do to shake things up, to invite change where there was none.

Revolution [400]: When those in power have ruled for too long, when they have let corruption and rot seep into the very foundations, the best we can hope for is to burn it all down. And what better method than those such systems have neglected or harmed? You are a master of causing rebellions and orchestrating revolutionary movements. With just a few months, you could bring an entire empire to its knees, ready to be executed so then a new power can rise up. Then, you merely have to wait for the cycle to repeat.

Destruction [600]: The Dunmer of Morrowind consider your master as the embodiment of the harsh environment of their homeland, a sentient natural disaster. They are not wrong. Like him, you are a walking disaster, the air alight with invisible fires that sear at flesh, lightning flowing around you before striking out. Even the very earth shakes as you walk. It would be difficult for any to even begin getting close to you, let alone attempting to actually harm you. But they will hope to try, and they will fail.



Mephala Perks:

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

Black Widow [100]: It is little wonder that the spider is the symbol of Mephala. Females will lure in the males, joining together to produce offspring, before she murders him, using his corpse to nurish the little ones she now carries. You have learned well from their example, being a skilled liar and even more talented in sex.

Hidden Blade [200]: The Lady of Whispers is the one who taught the dunmer how to deal with threats within their own borders, killing only one where before an army would have marched to settle disputes. But few will ever embrace death, so you must deliver it unnoticed. You are extremely skilled in the art of stealth, moving unseen and unheard by all but the most perceptive, but what will they be able to do when, by the time they've noticed, you have already slit their throats?

Deception [400]: Hiding in the shadows is well and good, preferred by many, but would it not be more fun to hide in the open? You are a highly talented actor, capable of taking on any role with ease, flawlessly embracing it even to the point where it may as well be who you truly are. Even the smallest of your microexpressions can be changed to fit whatever face you are trying to wear.

Webspinner [600]: So many strands to pluck, so many interconnected strings, so many reactions to watch and enjoy. And yet, why pluck the strings at all unless you possess a reason to? No, everything you do is planned, measured and calculated to such a degree that even spontaneous flights of whimsy serve a purpose. Such is your planning capabilities that you could only push a piece here and whisper into a few ears there, then sitting back and watching as a century would pass by until you achieved your goals, everything falling into place perfectly.



Meridia Perks:

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

Cleansing Light [100]: There are few things out there as despicable as the undead, mere caricatures of life made by binding a soul to a rotting, decayed thing. You cannot stand it, and so you shan't. You will be able to deal three times more damage to the undead, regardless of their origins.

Light of Life [200]: The light of Aetherius is radiant and beautiful, gifting all with life and color in Nirn through the sun and stars. You are capable of generating a small orb of light resembling the sun. In its presence, allies will find their wounds closing, their stamina reinvigorated. Meanwhile, your enemies will not be able to easily handle its radiant glow, blinding them with its light.

Prismatic Armory [400]: The shining splendor of Anu is as radiant as it is limitless, infinite patterns of possibilities that few will ever reach out and grasp. Though you may be close, as you are capable of making constructs out of this holy light. Swords, shields, bridges, barriers, beams, the only limit to what you can create is your pool of energy, and your own imagination.

Ineffable Light [600]: Is it any wonder why your Prince yearns to one day return to the Immortal Plane, where the light shines always? But if she cannot return to dwell where she belongs, then she can at least make her surroundings as radiant as possible, which is where you come in. At will, you can emit a powerful holy aura, your body aglow with divine light. This aura will not only increase the power of all light-based abilities you possess, but it will deal an extraordinary amount of damage to the undead, often incinerating them with azure flames. Those of weaker constitutions will be instantly destroyed, unable to handle such divine power.



Molag Bal Perks:

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

King of Rape [100]: To rape someone is not to merely satisfy yourself sexually. No, it is to prove your dominance over their body, to prove to your victim that no part of them is safe. Even if you do not choose to go about it this way, your skill in causing and promoting physical pain is second to none, to break their body in such a way that every inch of them is not undefiled. You will also be able to keep them from perishing unless you desire it. It wouldn't be very fun if your toy were to break too soon, now would it?

Enslaver of Man [200]: But what use is breaking the body if the spirit is untouched, unyielding? Willpower is a tricky thing to break, but there are few who are as qualified as you are. You have an instinctive understanding of what it takes to break a target's spirit, to make them experience the very pits of despair and anguish. And after that is done, it would be simplicity itself to turn them into good, loyal, mewling slaves.

Child of Coldharbour [400]: The tale of the First Vampire, Lamae Beolfag, is one of unnecessary cruelty and horror. To have been raped to death, only to ressurect from a single drop of your abuser’s blood, an undead monster that hungers for the blood of mortals. Still, it is something innumerable mortals have sought to recreate, the power too tempting. You are one of these pure vampires, the potency of your bloody abilities unmatched, and you may even turn others into vampires, sharing your curse.

Domination of the Soul [600]: It is not the body or the spirit of your victims that you want. No, it is their very souls that you want, that you desire to twist and torture and mutilate every which way to satisfy yourself. And souls you shall play with, for there are few who could claim to be your equal when it comes to the manipulation of the soul. Ripping it out of the body, trapping it, twisting and corrupting it are but a few ways you could play with the very cores of your victims.



Namira Perks:

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

Flesh of Men [100]: Many are disgusted by the maggots who feed from the flesh of the dead, but fail to consider that they are simply doing what is in their nature, the same as you. When you lie wounded and bleeding, know that you can heal yourself through consuming the flesh of a sentient being. The more you eat, the more you heal.

Decay and Ruin [200]: All fear death, of their strength waning until nothing is left but a shriveled up corpse that serves no purpose. But endings will come to all, as you no doubt well know. With but a touch, you can rapidly age your target to dust, regardless of whether it were an object or a person. The only thing this will not affect are those completely immune to the effects of the passage of time.

Skittering Pests [400]: There are many creatures that those of ‘polite society’ do not tolerate, from insects to spiders to rats. Such disgusting vermin are to be removed and eradicated, but they cannot even hope to remove all. This is quite fortunate, as you are capable of taking control of all those creepy crawlies within a half mile radius, managing each and every one of their actions with frightening precision. More helpfully is that you can experience the world through their senses, and will not find yourself overloaded.

Primordial Darkness [600]: Your Prince is the Goddess of the Dark, one of the few beings known as an Ur-dra, one of the eldest and most powerful of the Daedric Princes. To you, she has gifted command over the abyss, over the smallest fraction of the Void. At will, you may create a dome of pure darkness, all sight and sound and smells removed except for yours. Those within this small void will find their powers diminished to a fraction of what they were before, their strength leaving them weak and helpless. This effect will grow stronger the longer they stay within, until eventually their bodies will be unable to support themselves, and perish.



Nocturnal Perks:

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

Night Eye [100]: Shadows are an important part of this world, hiding just as much beauty as it does horror. Now, you can see it all, the shroud of blackness removed. You possess perfect dark vision, capable of gazing through all but the most primordial darkness as though it were midday.

Patron of Thieves [200]: The Night Mistress is often considered the patron to thieves, employing many to serve her for eternity. You may have been one of these talented thieves, as your talent for picking locks and stealing from pockets unnoticed are second to none. Stealing the clothes off a man's back is not impossible for you, and with some magical assistance, you could even steal a tattoo from a queen's neck without anyone realizing until you were long gone.

Shadow Hide You [400]: Preferred by all who prefer stealth and subterfuge, they have merely adopted the dark. You were created in it, molded by it, until the two became one. At will, you are capable of merging yourself with the shadows, becoming an untouchable phantom that can still perceive the world around you just fine. You are also able to manipulate the shadows to an extent, creating piercing spears or binding tendrils from an enemy's own shadow.

Lady Luck [600]: It is believed that it is from the Evergloam that all thieves receive their luck, finding it ever increased the stronger their ties to the Night Mistress. Perhaps that is true, as a piece of the Everglom is forever bound to your being. Thanks to this, you can now control luck and probability itself. Should you desire, impossible odds that only happen a rare handful of times each century are everyday occurrences for you, or those you decide to bless. Similarly, any who slight you may find their luck withered and drained, until they become a walking magnet for misfortune.



Peryite Perks:

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

Bountiful Vomit [100]: The Blighted Lord is seen as one of the most potentially destructive Princes due to his illnesses, one of which you now benefit from. From your maw, you can now vomit out a vile attack that will eat away at the enemy, and infect them with disease and poison should they not perish from it.

Abundant Pus [200]: Nobody really likes it, but pus is an important part of the healing process, drinking the foul humors and restoring the blood. How lucky you are to have been blessed with a way to weaponize it. You are now covered in sores and boils which appear even on top of your armor. If struck, they will burst forth, spewing their foul pus onto your enemies. Not only will this damage them, but it will corrode their weapons and armor, making them useless.

Natural Order [400]: The natural order of Peryite is not the perfect order of Jyggalag. It is the balance of nature, of continuous life and growth, of the natural life cycle of the world. You can sense when something is out of order, when this balance has been broken or is teetering on the edge. But most importantly, you know how to fix it, knowing the best ways to go about finding a solution. Much like your Prince takes care of potentially harmful daedrons to keep them from bringing ruin to Oblivion, so will you to any realm you visit.

Pestilence [600]: All mortals fear illness and disease, and how rightly they should, especially with the power you now wield. With just a bit of time and focus, there is no avenue of disease and plague you cannot shape to your every desire. Even the divine disease known as Corprus is well within your power to create, mutating and altering it to better serve your purposes. Perhaps this power was why Peryite was tasked with keeping order in oblivion, to keep most of his attention focused elsewhere?



Sanguine Perks:

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

Life of the Party [100]: Now that you're here, we can really start having a good time! You know how to liven up any gathering, and make it enjoyable for any and all who attend, regardless of their individual tastes and desires. Events with you will be the talk of entire realms, all looking back at the event fondly and eager to invite you to another.

Wild Night [200]: Mortals can be so silly at times, all hooked on honor, duty, chastity, and generally being a stick in the mud. Well, not when you're around! You now produce an aura that encourages debauchery and revelry, corroding the sense of modesty and their inhibitions.

Blood-Made-Pleasure [400]: To be tempted by Sanguine is to be tempted by the urges of the flesh. When your blood runs hot with desire, lust and bodily cravings, it is his work. But to you, blood and wine are simply the same. For this stems from your new ability to transform liquids of all kinds into wine. Of course, the wine created from the blood still pumping in a mortal's heart is the most delectable around.

Perverse Hedonist [600]: No mortal is immune to the allure of the flesh, of the heat within their loins and passion in their hearts. As alcohol taints the blood and leads to a state of drunkenness, so do you taint the mind through indulgence, through vice and sin. To control mortals through their desires, to trap them in a haze of pure debauchery and depravity, until eventually they cannot bear to exist without your influence clouding their mind, looking for their next hit. It certainly helps that those under this influence will be greater than they were before, all inhibitions cast aside to unleash their full potential.



Sheogorath Perks:

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

Comforter of Men [100]: One may look upon the Prince of Madness and see not a crazed entity of chaos and insanity, but a lovable goof who enjoys cheese and fish sticks and what have you. Much like the Lord of the Never-There, your cheerful and wacky demeanor makes you a likable sort, and others can't help but find you endearing.

Flight of Fancy [200]: You know what would be really neat? Being a butterfly, flying and flittering and fornicating and all that. Welp, your Prince heard you, and thought the idea would be pretty cool, too. At will, you can burst into a cloud of bloodsucking butterflies, capable of moving each one simultaneously. And when you want to, you can turn back, no worse for wear so long as even one of them survives.

Broken Looking Glass [400]: Madness is a part of everyone, a blemish on the psyche that makes each and every person unique in their own special way. It's only when that blemish becomes too big that others start to have a problem with it, but you actively encourage it. You constantly emit an aura that will drive those around you insane, warping their minds until all that's left are maniacal cloudcuckoolanders or paranoid wrecks. You can even focus, direct this aura onto a single person, speeding up the process. This can be resisted by those of strong wills and minds, though, and does not affect those already insane. This aura can be toggled on and off at will.

Pure Chaos [600]: So many would look to logic and order as the most important aspects of their existence, but always forgetting just how fun and necessary chaos actually is. So intrinsically tied with your being, you are a variable that cannot be predicted or accounted for. The plans and machinations of your foes will always be disrupted or crumble to nothing when within your presence.



Vaermina Perks:

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

Off To Sleep [100]: Without exception, mortals will inevitably be under the influence of the Dreamweaver at some point, for all must, at some point, go to sleep and dream. You simply help this process along, forcing others to fall asleep within your presence. Those of stronger wills can more easily resist this effect, but it is only a matter of time.

Dream Strider [200]: just as all mortals eventually connect to the Lady of Nightmares, so too do you connect with the sleeping. At will, you may travel into a dream realm, where each sleeping mind is represented as a door, though some are more protected than others. You need simply enter these doors, and you can change and manipulate the dreams of others however you desire.

Fear Manifest [400]: Some scholars theorize that Vaermina's true sphere is not nightmares, but instead that of fear. None seem to emphasize this trait of hers as much as you. You are surrounded by a malevolent aura that inspires intense fear in others, making the vast majority who would face you run away or cower where they stand, only able to piss themselves and beg for mercy. Only those with the strongest of wills, or can not feel emotions at all, can resist and ignore this effect. You may toggle this aura on and off, as well as deciding who exactly is affected by it.

Waking Nightmare [600]: Reality is the greatest of illusions, the meaning of existence differing from person to person, each convinced their views are correct. But that requires them to be able to ‘properly’ perceive their environment, which you can cloud. You can trap anyone in a powerful illusion that affects all senses, one that very few could break out of. What goes on in this illusion is ultimately up to you, though often takes the form of a vivid nightmare that torments the target with severe mental anguish, such that most would go catatonic. This is not helped by the fact that you have complete control over their perception of time, making seconds feel like days.



Jyggalag Perks:

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

Soldier of Determinism [100]: To follow the Gray Prince is to know that free will is a myth, a comfort to distract others from the rigidity of their very existence. Such a revelation has left your mind reeling, but stronger than before. Your mind is shielded from most effects that try to affect or alter it, and can more easily shrug them off.

March of Grey [200]: At the end of each Era, though not a mortal one, Jyggalag will return, razing the Shivering Isles to the ground, hoping to one day return it to the Gray Library it once was. And each time, he called upon you, for you were his greatest tactician, a master of war that could bring victory to all but the most impossible battles.

Gray Crystals [400]: All in the Shivering Isles know to fear the gray crystals that grow in the land whenever the Greymarch is near. Such crystals are difficult to destroy, and empower the magic of those allied to perfect order. You may now generate and control such crystals, and could even make weapons and armor of them that are excellent to channel magic through.

Perfect Order [600]: All things are ordered and explicable. Even chaos harkens to the beat of unseen principles. As one of the closest followers of the Gray Prince of Order, you have been privy to his many insights as to the nature of existence, and all that comes with such understanding. Such is your understanding that you have gained the sense for the order of all things, to use them to accurately predict the future actions and reactions of all but the most chaotic of forces. It only takes a few seconds to determine this, and is only limited by the amount of information you possess. With enough of it, you may even begin to rival your Prince himself, though keep in mind that he went mad in the knowing for a reason.



General Items:

All Affiliations will receive an additional **[300]** *to spend on items only. You may freely import any related items you own at your discretion.*

Daedric Aesthetics [50]: As a reminder of your time here, you now have a way to alter the looks of your Warehouse. You can choose for it, as well as any property or gear you own, to take on the styles and aesthetics of any of the Daedric Princes. You may switch these styles at your leisure, or return them to what they were originally.

Daedric Gear [50]: Highly sought after on Nirn for its defensive capabilities, daedric gear can come in as many styles as there are stars, shifting to match the daedric essence imbued within it during its forging. Regardless of how it may look, even the skimpy looking armor of the Mazken is more protective than the highly vaunted ebony, while the weapons function just as well. You will receive one set of armor and a single weapon of your choice with each purchase.

Sigils [100]: Small white stones used as signets, seals, and stamps, etched in the shape of a single letter from the daedric alphabet. Though commonly used by the daedra, some mortals have used them to harness daedric magic. With many magical uses, I'm sure that you will find out all that they are capable of, as you will receive a replenishing stock of fifty of each kind of sigil.

Daedric Resources [100]: The realms of Oblivion hold within them unique flora and fauna, so many different resources that cannot be found in Nirn. Resources that you now have. Be they originating from plants, like harrada roots and bloodgrass, creatures, like daedra hearts or clannfear claws, or even metals and similar resources, like amber and madness ore. If these crafting materials can be found within Oblivion, you will receive a weekly replenishing stock of fifty of each and every one of them.

Daedric Shrine [200]: When you travel beyond into future realms, would it not be beneficial to stay in touch with your Prince? Then this shall be the purchase for you, a statue made in the image of your daedric master, allowing you to communicate with them and receive their blessings regardless of where you are. They cannot exert much power beyond this shrine, though perhaps you could find a way around that?

Sigil Stones [200]: An extremely rare form of sigils, these orbs shift and swirl with crimson and obsidian energies. They can be used to either place a single enchantment onto an item, or be used to improve a pre-existing enchantment. You will have a stock of twenty of these stones, which will replenish weekly.

Daedric Wellspring [400]: In order to ensure that daedra do not reform within some random realm, the environment or inhabitants hostile and fatal to the newly replenished entity, they have constructed these wellsprings. Massive pools of chaotic creatia that any daedric entity can bind themselves to, allowing for them to be resurrected within it's waters three days after their death, so long as their souls or the wellspring itself is not damaged or destroyed. You could even bind yourself to this wellspring, granting you effectively unlimited resurrections, barring any of the previously mentioned criteria.

Spear of Bitter Mercy [400]: A mighty spear, daedric in origin and passed around by the many Princes, or perhaps there are actually multiple copies? Regardless, this mighty weapon certainly lives up to its name. When the target is wounded by the spear, all methods of healing it will be heavily stunted. Not even healing magics would be able to heal it, forcing the target to wait for it to heal naturally, if it ever could. Secondly, it is capable of striking at the target's very soul, should the wielder desire it. Theoretically, it could even slay a Daedric Prince.

Daedric Realm [600, Free Daedric Prince]: Extensions of their Princes, these realms of reality are reflections of their true nature. Although, it need not be that way here. While you could certainly purchase one of the sixteen realms currently lorded over by their Daedric Prince, you could also design your realm to whatever specifications you desire. From geography to the sky to weather to flora and fauna to so many other little things, it would be hard to keep track of. Regardless, this realm will be as large as the continent of Tamriel, as well as a little bit beyond. Should you take on the place of one of the **[Daedric Princes]**, then you will be forced to take along the realm belonging to the Prince you have mantled.



Independent Items:

Discounts for Independent are 50% off, with the [100] item being free.

Divine Amulets [100]: Though the et'Ada commonly referred to by the mortals as the Aedra are but shells of their former selves, they still retain a great deal of power, represented with these nine amulets. Each one will give the wearer a minor blessing related to the Aedra it represents, as well as making them resistant to disease.

Brush of Truepaint [200]: One of the incredibly rare Aedric Artifacts, this paintbrush is said to have been fashioned from Dibella's own hair. The brush allows the wielder to enter a painting canvas and create things within simply by painting them, even living creatures like trolls.

Staff of Magnus [400]: The weapon of the Father of Magic himself, Magnus' staff is a potent weapon. It can drain vast quantities of magicka from people and magical objects, storing it until its user calls upon it to power whatever spell they are using, or to replenish their own stores. Should the target run out of magicka to drain, it will instead drain their lifeforce before converting it into magicka.

Auriel's Bow [600]: The weapon of the Time God himself, a bow of unparalleled craftsmanship, it was imbued with the very light of Anu. Its holy construction allows it to deal significant damage against all undead, and can create explosions of sunfire that could engulf an entire mammoth. But that alone is not enough, as with your replenishing stock of Sunhallowed Arrows, you can fire them towards the sun, and call down innumerable searing rays that will bring ruin to all who would stand against you, while leaving those you desire unharmed. A worthy weapon for the King of the Gods.



Azura Items:

Discounts for Azura are 50% off, with the [100] item being free.

Star Map [100]: It is rare for a culture to have not looked to the sky and noticed its predictable patterns and movements, and rarer still for them to not make use of it. You now possess a star chart that will shift to match your current setting, which will help you with navigation throughout the night.

Ring of Azura [200]: A ring gifted to the Nerevarine after the defeat of the Sharmat, its ebony construction depicts a specific birthsign. While wearing this ring, you will find your charisma and speechcraft enhanced, while also possessing night vision. Perhaps a bit lackluster, but it would be suicide to deny a gift from such a vengeful goddess.

Moonlight Blade [400]: Believed to have once been the crescent moon-shaped blade atop Azura's own staff, few have ever laid eyes upon such peerless craftsmanship. This blade is capable of cutting through liminal barriers, bypassing any dimensional effects that a target would use to protect themselves with.

Azura's Star [600]: A beautiful star that can expand, revealing azure crystals. This is the ultimate soul gem, capable of holding a soul of any size, of any type, regardless of its origin. And unlike those lesser stones, the Star will not shatter after the soul has been spent, ready to take on another until the cycle repeats itself once more.



Boethiah Items:

Discounts for Boethiah are 50% off, with the [100] item being free.

Boethiah's Proving [100]: A book written by a priest to Boethiah, it possesses many many of the tenants and various philosophies that the Dark Warrior expects their devotees to follow.

Fearstruck [200]: A replication of the original shield, this artifact takes the form of an ebony shield emblazoned with Boethiah's symbol of a fist surrounded by writhing snakes. It grants its user potent protection against fire and magic of all kinds, while reflecting some of the damage back on the attacker.

Ebony Mail [400]: A set of ebony armor that was crafted by the Prince of Plots long before recorded history. It will grant the wearer resistance from fire and magic, magical protection from physical blows, quieter movements and the ability to poison enemies who get too close.

Goldbrand [600]: An ancient blade created by the dragons of the North which takes the form of a golden katana, bestowed upon a nordic warrior named Sivdur who had sworn to protect them. It is imbued with a demonic flame, capable of melting steel within a few seconds, and can ignore an enemy's resistances and immunities to slashing and flames.



Clavicus Vile Items:

Discounts for Clavicus Vile are 50% off, with the [100] item being free.

Rueful Axe [100]: A silver axe with engravings of a wolf created by the Daedric Prince of Bargains, Clavicus Vile. A father learned of his daughter being afflicted with lycanthropy and begged the Prince for a cure. Clavicus gave him this silver axe. It will drain away the stamina of the target, replenishing the user's.

Bitter Cup [200]: A stone goblet filled with a sweet drink, this is one of the more unique artifacts of the daedra. By drinking it, you can 'respec' yourself. If you want to be more intelligent, simply lower your strength and endurance. Lower your luck to nothing if you want to be as charismatic as possible. This can be done as many times as you want.

Masque of Clavicus Vile [400]: A metallic mask that has undergone numerous changes, often to best suit the current wearer. When wearing this, you will find yourself to be extremely persuasive and skilled at bartering. It would be quite possible for you to talk a poor man out of all of his worldly possessions.

Umbra [600]: A sword as black as night, feared for its power. Perhaps the original spirit has been removed, or this is merely a copy, for this weapon is no longer sentient, but still an incredibly powerful weapon. This black blade is capable of bypassing armor, drinking deeply of its target's flesh. In addition, upon death it will rip out a targets soul, infusing it with the blade itself in order to increase the amount of damage it deals.



Hermaeus Mora Items:

Discounts for Hermaeus Mora are 50% off, with the [100] item being free.

Book of Fate [100]: A simple, leather bound book with a strange effect. Whoever reads this book will see the pages depict their fate, yet not the path to achieving it. When you read it, it is blank, as do all who have no predetermined fate.

Firstblade [200]: The blade of the First Dragonborn, this one-handed sword appears as a primal green blade with writhing lurker-like tentacles wrapped around it, a green eye exposed at the base. When it is swung, it takes the shape of a tentacle and grows in dramatically length, draining the stamina of the target to replenish the wielder's.

Black Books [400]: These eight books are tomes of esoteric knowledge with a special property to them. By reading them, you will be taken to an island within the realm of Apocrypha, and subjected to a test. What this test is differs from book to book, ranging from complex puzzles to a gauntlet of combat. If you die in the books, you will be returned to the real world unharmed, but should you succeed you will be granted powerful abilities.

Oghma Infinium [600]: An ancient tome of knowledge written by Xarxes, the wizard sage and scribe also known as "The Ageless One." Upon reading it, you gain the eldritch knowledge of one of the three paths of Shadow, Spirit, or Steel. Each person may only be affected by this artifact once, as more than that can and have driven men to madness. Still, many who have read it have achieved near demi-god abilities.



Hircine Items:

Discounts for Hircine are 50% off, with the [100] item being free.

Luxurious Pelts [100]: No matter how civilized mortals may become, there will always be a desire for the furs of animals. From foxes to bears to mammoths to even werebeasts, there are dozens of fine furs from all manner of creatures within your Warehouse. What you do with them is up to you, though it should be noted that they will replenish themselves after a week.

Ring of Hircine [200]: A silver ring with a wolf's head. This grants the wearer the ability to transform into a bestial form similar to a Werebeast. Should you already be a werebeast, then this not only allows you a greater degree of control for your transformation, it removes any drawbacks you would have as a werebeast.

Savior's Hide [400]: By far his most famous Daedric Artifact, this cuirass is believed to be the very hide of Hircine himself. It has many benefits, such as reducing the effects of hostile magic by half, granting the wearer total immunity to all poisons, and grants them unlimited stamina. Additionally, should they be a werebeast themselves, the armor will meld with their bestial flesh when transformed, greatly improving their defences.

Spear of Hircine [600]: The personal weapon of the Prince of the Hunt, this spear is only gifted to those he deems most worthy. It has a floral pattern adorned on its spear head, which has a crosspiece that curves downward on one end, and will paralyze and inflict a deadly poison on a target with but a scratch. Should they resist the spear's paralysis, then they will be heavily burdened, slowing them down greatly.



Malacath Items:

Discounts for Malacath are 50% off, with the [100] item being free.

Orichalcum [100]: A type of metal most commonly used by the Orcimer, it can hold it's shape better than almost any other metals out there, and is highly resistant to damage. You will receive a stock of one hundred orichalcum ingots that will replenish weekly.

Bearclaw Helm [200]: Once belonging to a small Dunmer House, this helmet was crafted from the skull of a great beast, and now it is yours. While wearing it, you will find yourself stronger and more agile than before.

Scourge [400]: There is little mystery why Malacath would hate other daedric entities, the actions of Boethiah being known to many. This mace has been infused with his burning hatred and bitter contempt for the daedra, allowing it to deal a massive amount of damage against other such demonic beings, burning them to a crisp. It will even ignore their immunities, making all feel the Orc God's hatred for them.

Volendrung [600]: The Hammer of Might, and the reason why Hammerfell is named as such. This massive ebony warhammer earns its name with its capability to demolish even the walls of enemy keeps with ease. It is enchanted with the ability to paralyze foes as well as draining them of their strength and stamina with each hit, replenishing the user's own.



Mehrunes Dagon Items:

Discounts for Mehrunes Dagon are 50% off, with the [100] item being free.

Mankar's Commentaries [100]: Mankar Cameron was perhaps the most infamous follower of Mehrunes Dagon, and this book details his revelations and experiences after reading through the Mysterium Xarxes.

Groundsplitters [200]: Though they may resemble brass boots, this pair of footwear holds a powerful magic. Not only will they shift to perfectly fit the wearer, but a single stomp will cause the surrounding area to rumble and shake, similar to an earthquake. The wearer will not be affected by this, allowing them to capitalize on the chance.

Daedric Crescent [400]: There were once many Crescents, which were used by Dragon's forces to take the Battlespire during the Imperial Simulacrum. When the Empire later reclaimed the ruined academy, the Crescents were gathered up and destroyed, all but one. This crescent blade has the power to paralyze those it strikes, and puts heavy wear on their armor, eventually rendering them useless.

Mehrunes Razor [600]: The Dagger of the Final Wounds may seem to be underwhelming, but this ebony blade holds within a powerful enchantment. It has the ability to kill instantly. Some powerful entities may be able to resist this effect, but they will instead be dealt a massive amount of damage, regardless of if it were a stab or a nick from this blade.



Mephala Items:

Discounts for Mephala are 50% off, with the [100] item being free.

Daedric Spider Silk [100]: If silk is such a valued commodity, then there is no finer or stronger silk than that taken from the spider daedra. This spool will replenish itself when used, and contains enough to easily create a few outfits.

Threads of the Webspinner [200]: Created by Sanguine for the Spider God herself, these are 27 pieces of extravagant enchanted clothing and jewelry. Each one will increase a single skill, such as weapon skills, speechcraft, and magic.

Obsidian Husk [400]: A magical stone taking the appearance of a transparent black crystal with the daedric letter "Oht" carved into it. This crystal can create and control all manner of shades from minor shadowlings to creatures of complexity, aberrant intellect, and untold power. The most powerful Spider Cultists have found that they can use the Husk to enchant other sentient entities, controlling them like puppets on strings.

Ebony Blade [600]: A black blade crafted in the shape of an Akaviri dai-katana, it has often been called the Vampire or the Leech, for good reason. Each cut, each slice, each Nick will drain away a target's health and stamina, granting such vitality back to its wielder in order to heal their wounds. This effect will grow stronger and stronger should it be used to slay those who consider the user a friend or ally.



Meridia Items:

Discounts for Meridia are 50% off, with the [100] item being free.

Beacon [100]: So, a new hand touches the beacon. A strange orb, but one imbued with its master's light. When it is activated, it will glow brighter than any torch or lantern, and follow the user around until it is deactivated.

Ring of Khajiiti [200]: Once a ring belonging to Mephala, it was stolen from her arm by the future Thief God of the Khajiit, Rajhin. While wearing this, light will be d around the wearer, making them invisible to all.

Opal Charm [400]: A beautiful necklace that has been enchanted to pull light directly from her realm of the Colored Rooms. Reflecting its creator's obsession for conformity, the charm will unify the lifeforce of the artifact bearer and their followers, not allowing any to die till the wearer is slain.

Dawnbreaker [600]: A blade that was forged in a holy light that breaks upon the Prince's foes. It burns all it hits with divine flames, and will destroy any undead it touches. The blade can extend to an incredible distance, looking like a beam of light that will cut down any foolish enough to stand against it.



Molag Bal Items:

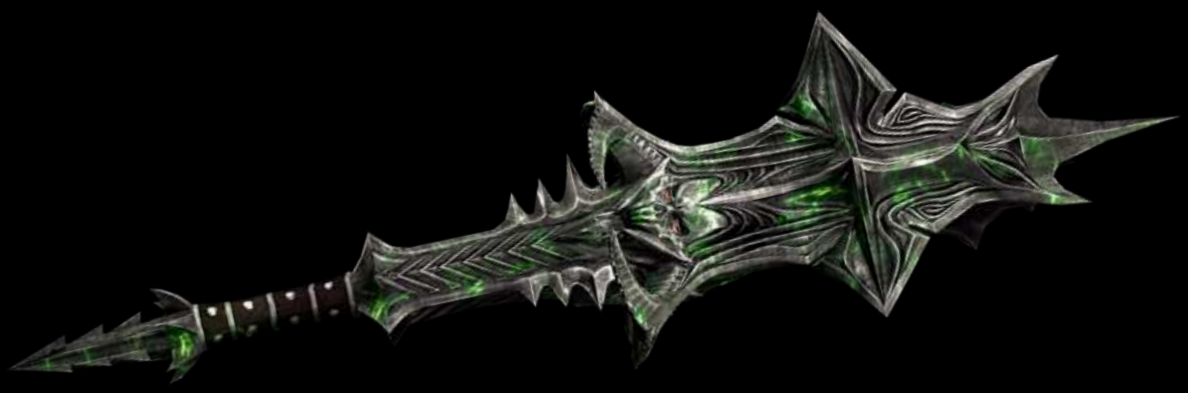
Discounts for Molag Bal are 50% off, with the [100] item being free.

Vampiric Shards [100]: When you feel the need to torment your victims, but you're too busy to actually give them your attention. These crystals will grow around their target, keeping them alive for an indefinite period of time, but in perpetual agony. You will gain fifty of these crystals, which will replenish each week.

Bloodstone Chalice [200]: A relic created by a vampiric mage of old, this chalice is utterly unique in that it will never run out of fresh blood. But if that was the only draw, then it would be a rather poor relic. No, upon drinking from this chalice, a vampire would find their vampiric abilities doubled for three days. Drinking from it will also heal the vampire, as well as restoring any spent magicka.

Crown of Bones [400]: Created for the Admiral of the Lost Fleet, this will allow the wearer to summon and control the skeletons and spirits of sailors whose ships were dragged into the Maelstrom of Bal. The only limit to how many you can summon is how many have perished there.

Mace of Molag Bal [600]: The most infamous of the Lord of Brutality's artifacts, this mace year's to be quenched with the blood of it's enemies. It drains away the stamina of the target, replenishing your own, while also soul trapping then, ripping out their soul after death, and either sending them into a Soul Gem or Coldharbour. Additionally, it will inflict great pain onto it's target, more than they reasonably should be feeling.



Namira Items:

Discounts for Namira are 50% off, with the [100] item being free.

Bugs in a Jar [100]: Quite a curious series of items now find themselves within your possession. A collection of five jars, each one housing a different bug native to Tamriel, none can determine what the symbols on the lids mean.

Hand of Namira [200]: A dreaded item, this rotting hand will corrupt everything around it. It's energies can be used for many uses, such as acting creatures to act irrationally and violently, or destroying an entity's physical form.

Ring of Namira [400]: A slightly corroded brass ring emblazoned with Namira's sigil, this is the artifact she most often gives to mortal champions. It will allow them to quickly replenish health, stamina, and magicka when they eat the flesh of sentient creatures, and has been known to reflect damage back onto the attacker.

Dark Heart [600]: Associated with both Namira and Lorkhan, this dark orb is a piece of primal Void, and now it is yours. By binding the energy of the Heart to someone, each soul you feed to this heart will permanently increase their power by a significant amount. You can also draw upon the power of the Heart, granting you immense physical and magical power for but a time. Sometimes, the bonded will hear voices whispering in the back of their minds, but I'm sure that's nothing.



Nocturnal Items:

Discounts for Nocturnal are 50% off, with the [100] item being free.

Eye of Nocturnal [100]: A black and red orb the size of a man's head, it is highly valued by Nocturnal for sentimental reasons. By activating it, this orb can envelop an entire area in darkness, making it difficult to see.

The Bow of Shadows [200]: A bow made from shadow, it was gifted to a legendary ranger, Raerlas Ghile, who had unfortunately failed in his mission. This bow will allow arrows to fly faster than ever before, is easier to pull back, and will temporarily render the user invisible.

Cowl of Nocturnal [400]: An artifact associated with stealth and secrecy, it is the greatest tool for any thief. While wearing it, to all others you will simply become the Gray Fox, the legendary thief. None will be able to tell what your actual identity is, even if you were to take it off right in front of somebody. It will also increase the wearer's ability to sneak around, long falls will not harm them as much, and will be able to detect life around them in a radius of fifty feet.

Skeleton Key [600]: By far Nocturnal's most well known and sought after artifact. The Skeleton Key can open any lock, be it mundane or magical. You can also use it to relock stuff once you're done. Should you channel magicka into it, you can even unlock a person's latent potential.



Peryite Items:

Discounts for Peryite are 50% off, with the [100] item being free.

Golden Scab [100]: A small plate of gold emblazoned with Peryite's sigil, by placing it on someone they can either remove or transfer diseases and illnesses to and from the target. Highly useful for any healer.

Toxicruciform [200]: Though it may resemble a standard alchemical station, the sickly green glow marks it as otherwise. With this, you can more easily create new toxins and diseases, each one magical in nature and difficult to purge from the body. You could also create magical cures for such afflictions, if that is your desire.

Denstagmer's Ring [400]: A ruby gem with Peryite's sigil imbued within a ring in the style of the Velothi people, not much is known about this artifact. All that is known, is that it grants the wearer potent protection from all elements, as well as granting a decent amount of magic resistance.

Spellbreaker [600]: An elegant shield of dwemer creation, said to be constantly searching for its original master, none can match its protective properties. Not only will it nullify most of the impact from whatever strikes it, but it can temporarily create an unbreakable ward, rendering the user immune to magic. It would take an ancient and very powerful mage, or the power of a god to bypass this protection.



Sanguine Items:

Discounts for Sanguine are 50% off, with the [100] item being free.

The Good Stuff [100]: For when you want to throw a party, and you need the best drinks possible. This special wine will heavily intoxicate damn near anyone with just three cups, and will even give gods a pleasant buzz.

Sleeping Tree Sap [200]: The pure sap from a Hist Tree within Sanguine's service, it is much more potent than any on tamriel. Not only will it act as a powerful hallucinogen and slow down the user for a time, but it will permanently increase their strength. After enough trips, you'll probably be stronger than any giant.

Death Dealer's Fete [400]: An ebony ring with a ruby gem in the shape of a rose, this is one of Lord of Revelry's more 'useful' artifacts. While wearing it, the user will find their vitality skyrocketing, as well as possessing an infinite amount of stamina. Additionally, you will no longer have a refractory period, and your climaxes will be all the more powerful and pleasant.

Sanguine Rose [600]: Taking on the form of a rose larger than most Bosmer, this staff is by far Sanguine's most popular artifact. Upon activation, it will summon ten daedra to your side. But not just any daedra, ones perfect for whatever situation you find yourself in at the time. Are you in a fight and require more muscle, or perhaps you need to set up a killer party. Maybe you need a daedra that can't be subverted to join your enemy's side, and will react violently to any who attempt to control them. Or maybe you just need some help for some 'recreational' activities. We won't judge.



Sheogorath Items:

Discounts for Sheogorath are 50% off, with the [100] item being free.

Greenmote [100]: Such a wonderful substance, greenmote. It's a powerful psychotropic drug that is extremely addicting, leaving users begging for more and more, especially as it will temporarily increase their speed, endurance, and charisma. You will gain a stock of one hundred of this substance, to be replenished weekly.

Fork of Horripilation [200]: A very unorthodox artifact, making it perfect for the Mad God. As it's new owner, any time this is used by another, you will feel a pleasant tingle of excitement, while they will feel dread and fear, even as they are compelled to use it as a weapon. It likes to be called Forky.

Mad Regalia [400]: Well, they say imitation is the best form of flattery, just make sure you aren't copying the Mad God's beard while wearing this. A mismatched set of clothing split right down the middle, it will vastly increase your charisma, speechcraft, and your mercantile skills to ludicrous heights.

Wabbajack [600]: As befits the Prince of Madness, this magical staff is unique. Just like the Mad God who made it, its effects are impossible to predict. It may shoot a fireball, turn the target into a chicken or dragon, heal them of all wounds, make them explode in a shower of gold and sweetrolls, or an infinite number of possibilities. I'm sure you'll have a lot of fun with this.



Vaermina Items:

Discounts for Vaermina are 50% off, with the [100] item being free.

Regal Mattress [100]: Of all must sleep, then why not possess the finest bed around for such an inevitability. Sleeping on this comfortable bed will leave you well rested and refreshed, ready to take on a new day.

Dream Stride [200]: A bottle made in the image of Vaermina's avatar, this is a highly vaunted potion used by her priests. Drinking it will allow you to experience the dreams an memories of others, as well as the ability to travel great distances through them.

Orb of Vaermina [400]: A daedric orb that constantly shifts, it will display everchanging scenes of nightmarish nature. This orb will slowly warp the area around it into a nightmare land, where the laws of reality are lessened and the fears of man and mer take shape, all following your orders diligently.

Skull of Corruption [600]: Her most infamous artifact by far, it is one that feeds off of dreams. Upon activation, it will steal the dreams of the sleeping target, replenishing your magicka as well as forcing them to experience nightmares. It can fire off blasts that deal psychic damage, and can even create a shadowy clone of yourself, possessing most of your powers but not being as durable.



Jyggalag Items:

Discounts for Jyggalag are 50% off, with the [100] item being free.

Heart of Order [100]: Found on the corpses of Knights of Order, this crystalline heart differs from that of normal daedra, being of order instead of chaos. Eating one will see health and stamina quickly replenishing, which is good considering you now possess one hundred of these hearts, which will be replenished weekly.

Crystal Armor [200]: A silver, crystalline armor commonly worn by the Gray Prince's soldiers, it will grant decent protection against physical damage as well as magicka. It is surprisingly comfortable, and shifts to perfectly fit the wearer.

Ruined Library [400]: It seems as though the Gray Prince managed to save a slice of his realm, the Gray Library, before the Mad God destroyed everything. Though nowhere near as filled as the original Library, it possesses much of Jyggalag's knowledge and revelations about the true nature of the universe, and how to exploit it.

Sword of Jyggalag [600]: The personal blade of the Prince of Determinism, crafted from mathematically perfect crystals and forged in the light of Anu. This perfectly symmetrical blade can paralyze all but the most powerful of entities, freezing them to their very cores. Even if they are able to resist, they will find gray crystals growing from their skin, making it much harder to move around and burdening them. These crystals will allow you to siphon off their vitality and magicka, replenishing your own.



Companions:

Companion Import [50/100/200]: Such waters are dangerous to navigate, especially when you are alone. If you desire, you may bring along some company. You may now import or create, one, four, or eight companions, respectively, each one with an affiliation of their choosing, with 800 cp to spend on morphotype, perks, and items.

Mass Import [300]: But what if eight companions simply isn't enough in the face of the infinite possibilities of Oblivion? For a price, you can now import all of your companions into Oblivion. Each has an affiliation of their choice, and have 800 cp to spend on morphotype, perks, and items.

Daedric Horde [Free]: You have no doubt amassed a great following, but perhaps you'd like for them to be changed by the waters of Oblivion? If so, you may import all of your followers into new daedric forms, all of standard power or less. Each may choose which Daedric Prince to affiliate themselves with, gaining the basic abilities available. You can also summon them to your side at will, with no magicka cost or size limit.

Atronach Mount [Optionally Free]: Atronachs are not confined to a form resembling only humanoid creatures, and it is not unheard of for them to take the form of rideable beasts. This animalistic Atronach, being of an element of your choosing, is eternally bound to you, allowing you to summon them anywhere you want, with no magicka cost. In addition to the standard abilities you would see in an Atronach, this mount is easy to ride, and will always be faster than you.

Holy Executioner [50, Optionally Free Independent]: A Nord who has dedicated his life to hunting down the evils of Oblivion that would threaten all mortals. He utilizes two holy swords with masterful skill, though he has been known to use them as highly effective projectiles. In his downtime, he can be found reading and meditating on the scriptures of the Nine Divines.

Explosive Artist [50, Optionally Free Azura]: A dedicated follower of Azura, this Dunmer has pioneered his very own brand of destruction magic in order to prove to his goddess that his art was worthy of her eyes. Utilizing clay, he can create golems that can move on their own, before unleashing a beautiful explosion.

Dark Admiral [50, Optionally Free Boethiah]: Once a member of a famous pirate crew, this Dunmer was chased out after the betrayal and murder of one of his officers, stealing a source of great power. Now, a devoted worshiper of Boethiah, he has amassed his own pirate fleet, and is willing to travel with you to gain the power to claim sovereignty over the seas themselves.

Hearty Merchant [50, Optionally Free Clavicus Vile]: This imperial has served Clavicus Vile well for many decades, still as spry a sorcerer as he was when he started out. This is due to him, quite literally, having bargained the lifespans of quite a few people too dumb to read the fine print. As a master of destruction and a skilled merchant, he's someone you'd really want to have at your side.

Serpentine Scholar [50, Optionally Free Hermaeus Mora]: Having been run out of his homeland due to being caught conducting some 'unethical experiments,' this Argonian is willing to bargain with you for shelter, and potentially resources to further his goals. He's a shrewd and talented scientist, master of dozens of magical spells, and a cunning strategist and manipulator. Honestly, he's more of a snake than a lizard.

Aquatic Hunter [50, Optionally Free Hircine]: Having long since given up his original form, this Wereshark is a powerful warrior that wields a massive greatsword that drains his target's magicka. His wants are simple, only looking for good fights and comrades who would stand by his side.

Favored Daughter [50, Optionally Free Malacath]: The pride and joy of Malacath, his very own daughter has agreed to be your Companion. Strong of spirit and strong of heart, her cheerful and friendly demeanor contrasts well with her father's bitterness. But she is still the child of Malacath, and is well versed in the warrior ways, close in power to the strongest of the dovah.

Rebellious Knight [50, Optionally Free Mehrunes Dagon]: The bastard daughter of a noble in High Rock, this Nord warrior has taken up the mantle of a knight, fighting for the people. Wielding a cursed blade given to her by her god, she has struck down numerous corrupt and evil officials, she has inspired hope in countless souls. Now, if only she didn't carry herself like a thug…

Puppet Master [50, Optionally Free Mephala]: A Dunmer who has spent his whole life on the art of constructing puppets. Wooden puppets, steel puppets, sock puppets, puppets made of dead bodies, you name it and he's made it. What he is truly proud of are his combat puppets, powered by the souls of his enemies and armed with deadly poisons, he can control them from a distance, felling his enemies without ever getting close to the fight.

Ancient Hunter [50, Optionally Free Meridia]: An ancient Ayleid who despised those of his race who utilized the undead, he has devoted himself to Meridia to fuel his neverending crusade against them. He even replaced his hand with a holy blade, a sign of dedication to his cause, And dedicated he is, taking what moments he can to encourage the worship of the Lady of Light.

Vampiric Countess [50, Optionally Free Molag Bal]: Once an Imperial noblewoman, she was whisked away into a gothic romance which ended up with her turning into a vampire. But after her lover was slain, she believed that she had nothing to live for, until she found you. Though cruel and apathetic at times, she has mastered her vampiric abilities to their peak, and could run an entire county on her lonesome.

Striped Cannibal [50, Optionally Free Namira]: Rumors tell of a striped Khajiit who runs around in the nude, killing and consuming any souls unfortunate enough to get in her path with her bear claws and brute strength. Completely silent, she seems to have taken a liking to you, treating you as if you were her lost, murdered kitten.

Black Cat [50, Optionally Free Nocturnal]: A noblewoman turned rogue, this Redguard has turned her talents of subterfuge into an art, primarily to help her friend who was wrongfully accused by the law. Skill, she's fast, smart, and skilled, a deadly combination if ever there was one. She has even developed a spell that transforms her into a cat.

Child Healer [50, Optionally Free Peryite]: Though she may look like a little girl, this bosmer is perhaps one of the most terrifying people you'll ever meet. It's not in her appearance or cheerful demeanor, but instead her knowledge and control of the body, of concocting deadly diseases that can wipe out entire villages in a single night. And she may come to view you as the parent that was ripped away from her long ago.

Deadly Mercenary [50, Optionally Free Sanguine]: Though she may appear as a short Breton, she is possibly one of the deadliest women around. Using custom made, one-handed repeating crossbows, she can deal with an entire crowd of people with terrifying ease. Blessed by her god, she actually becomes deadlier the more inebriated she is.

Court Jester [50, Optionally Free Sheogorath]: Once a respected healer, this Nord has long since joined Sheogorath's realm due to a toxic romance. But now she has a new target for her affections. You. A skilled acrobat and deadly with her massive warhammer, she'll smash anything that would get in the way of you two being together.

Sickly Crow [50, Optionally Free Vaermina]: Once a member for a secret organization, this Dunmer is ridden with guilt over murdering his own family, and leaving his brother all alone. But maybe he can find a way to cleanse this guilt by joining you? He's an unparalleled illusionist, and a master of subterfuge and espionage.

Clever Prince [50, Optionally Free Jyggalag]: A disgruntled and disillusioned member of Altmer nobility, he seems to bring about a world without violence, where his younger sister would be able to live and smile in peace. He's a skilled manipulator, strategist, and politician, and would be an invaluable asset to anyone.

Atronach Thralls [100]: Atronachs are one of the most used summons by mortals, and for good reason. They follow their orders without question, and won't try to stab you in the back. You now have three Atronachs bound to your will, fire, frost, and storm. They are all more powerful than average atronachs, can take much more of a beating, and can appear by your side at will. Should they perish, simply wait an hour before calling on them once more.

The Despoiler [100]: Though he may have once been a mortal, now he has become something greater. He has gained the favor and blessings from sixteen Daedric Princes, and leads an army of mortals and daedra on various crusades against other planes of Oblivion. Powerful in might and Magic, he sees in you a potential equal, and is willing to join you in order to bring his faith into new realms beyond the Aurbis.

Insane Gatekeeper [200]: I don't know how you did it, and quite frankly I don't want to know. This massive flesh atronach was specially crafted to help protect the gates to the Shivering Isles, and now you are the master of one such creature. It's extremely durable, highly resistant to magic, and can take down an entire mercenary company on its lonesome with ease. It would be madness to try fighting against this thing.

Red Prince [200]: One of the twin sons to a long usurped, long forgotten Daedric Prince, this white haired man wields one of his father's two swords, artifacts of great power. He's strong enough to fight off most entities with ease, always adopting a lackadaisical attitude and had a penchant for banter during fights. If need be, he can also enter his true form, showing the fraction of power from a forgotten Prince.

Lord of Oblivion [600]: The Daedric Princes do not bow to another so easily, especially not to another of their power, but perhaps they could be swayed to? By taking this option, you may have one of these godlike entities become your Companion. But you will not be taking just the Prince, oh no. You will be taking them and their entire Realm, as well as their artifacts, though they will be under the control of the Prince, not you. I would certainly hope that you understand the gravity of your situation, and realize that these beings are alien in mindset, and do not submit easily.

Scenarios:

To Conquer Oblivion

[Requires Daedric Prince]

Oh, an ambitious one are you? Do you desire to succeed where the Gray Prince of Order failed? Do you think you can conquer all of Oblivion? If so, then you may attempt to do the seemingly impossible, and lay your claim upon the innumerable realms. All realms must bow to you, all other Princes submitting to your rule or perish, should you wish to succeed in this scenario. But be wary of failure, for the fate of the Gray Prince may be childsplay to what they may do to you. Choosing to take this scenario will see your time here extended until you accomplish your goal.

Rewards:

You have done the impossible, and risen above all other Princes. You have become the first **Daedric Monarch**, possessing the power of sixteen Daedric Princes combined. This will also grant you complete control over all but the most powerful of demonic entities, all unable to go against your orders.

For their submission to your power, you now possess the **Spheres of the Fallen**. You now hold ownership over one sphere of influence of your choice from each of the Daedric Princes, granting you conceptual power over them.

Of course, after all of the effort, you may take all of **Oblivion** with you, each and every realm you have claimed. These realms will be attached to your Warehouse, with all of the innumerable daedra within becoming your followers.



Drawbacks:

Continuity [+0]: Have you traveled these realms before, perhaps taking on a role in the fate of Tamriel? If so, then this option ensures that your previous actions in The Elder Scrolls universe have carried over in some form.

Creation Club [+0]: This universe can be chaotic and strange at many times, though perhaps this will take it a bit further than was originally thought. This will allow your story to take place within a fanfic of your choosing, or perhaps a number of mods having been installed.

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 use this to go into another world, separated from The Elder Scrolls entirely. Imagine how a world of fantastical pirates would react to the daedra.

Daedric Mindset [+100]: The minds of the daedra are not like that of the mortals you are used to. To the daedra sworn to Sanguine, for example, things like chastity and sobriety would be great evils. Your mind has changed to match your new form, finding it difficult to see existence through the perspective of a mortal.

Extended Stay [+100]: Time flows differently in the realms of Oblivion, and you could not accomplish everything you want within a mere ten years, needing instead decades or centuries to get everything you want done. 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 nine.

Staff of Everscamp [+100]: A most unfortunate series of events have led you to being Lord Sheogorath's newest entertainment, as you will now be followed by four scamps. They are loud, unpleasant, foul smelling, and generally make a nuisance of themselves. And though they will return when killed, they won't ever help you in combat.

Bound Summon [+200]: Well, now, it seems as though you are quite the popular summon. You will constantly be summoned by some mortal for any number of reasons. Though you cannot kill them outright, them dying will simply have you be summoned by some other mage.

Mortal Existence [+200]: Ah, forgive me, it seems I was mistaken. You are not a daedra at all, but one of the ten standard races found in Tamriel. You cannot access your daedric morphotype until after your time is here, nor will you benefit from the innate daedric magics of your chosen form. You will also be subject to aging.

Soul Trapped [+200]: There is no greater injustice to a daedra than being soul trapped, their vestige stuck within a soul gem. You have had this done to you, unable to interact with others outside of your crystalline prison. Should your gem be used, you will be sent directly to the Soul Cairn. From there, you may be able to find a way out, but should any others figure out what happened to you, the ridicule would be great indeed.

Lord's Rage [+300]: If seems as though you have done something incredibly foolish, and angered one of the Daedric Princes. They will send out their forces to hunt down you and yours, until you lie dead at their feet, or them yours. Which Daedric Prince is up to you, but I hope you choose wisely. This drawback can be taken multiple times.

Power Lost [+300]: Such amazing powers you may possess, ones not native to this universe. Unfortunately, it seems as though the waters of Oblivion have corrupted and corroded your connection to such abilities during your Daedric rebirth. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you've gained in the Elder Scrolls universe.

Three Faces [+300]: It is said that Lord Sheogorath only has three emotions, as symbolized in his sigil. You are similar, in that you can only experience three emotions; joyful mania, intense fury, and severe depression. You will fluctuate between these randomly, or when given the proper stimuli.



Ending:

Stay: Oblivion has snared yet another soul, ensuring that you never leave.

Go Home: Such chaotic realms have made you realize your desire to return home.

Continue: There is more to see, more to do, more to accomplish. Your time here was but a stepping stone on your journey.

Notes:

-Daedra do not die from old age, being what is effectively biologically immortal.

-It took me way too long to realize that Sanguine's title "Lord of the Shaven Fruit" refers to testicles. I've been a fan of this series for nearly a decade, and I only realized this during research for this Jump.

-The description of **[The Pits]** is my own head cannon, since we literally have no idea what it's actually like. Feel free to disregard it, if you'd like.

-Post-Spark, **[Immortal Vestige]** will allow you to near-instantly resurrect from death without limit, at least until your soul is damaged or destroyed, or whenever you want to finally end it all.

-If you take **[Demiprince]** and become your chosen parent through **[Daedric Prince]**, then your power will be x1.5 greater than before, and gain better fine control over your spheres.

-**[Destruction]** essentially gives you a magic version of Behemoth's kill aura (The Endbringer from Worm). This one is almost entirely passive in nature.

-**[Companions]** are based off of Alexander Anderson, Deidara, Marshall D Teach, Kakuzu, Orochimaru, Kisame, Scorpia, Mordred, Sasori, Bruce Campbell, Isabella von Carstein, The Siberian, Yoruichi, Riley Davis "Bonesaw," Rebecca Lee "Revy", Harley Quinn, Itachi Uchiha, Lelouch vi Britannia, Abaddon the Despoiler, and Dante, respectively.

-Entities on the level of other Daedric Princes or the Chaos Gods would be unaffected by **[Daedric Monarch]**. The Chaos Gods' Exalted daemons might be able to resist, but that's the extent.

-You cannot choose a Prince for **[Lord's Rage]** if you or a companion have become them.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~