THE ELDER SCROLLS:
THE SHIVERING ISLES

V1.0 by Songless

Ah, yes. The Elder Scrolls, home of such grand stories like the Nerevarine's quest against Dagoth Ur, the Last Dragonborn fighting dragons due to some sort of parental issues, and of course the epic of Big Head and his search for his favorite fork. But while most of the stories from the Elder Scrolls setting center on the world of Tamriel and the events therein, there are many other realms one might visit. Known collectively as the planes of Oblivion, you'll be going to one of these in particular: the Shivering Isles.
Bizarre and ever-shifting, they are the Daedric realm of Sheogorath, Prince Of Madness, Lord Of The Never-There, and a lot of other things besides (some of them even true from time to time!). The realm changes as its ruler does, and many of its most obvious aspects are merely expressions of Sheogorath's nature. Consequently, this realm is one of fractured madness and contrasts, always at odds with itself much like the Madgod that rules it. The mortal inhabitants are equally deranged, with most being consumed by some sort of obsession, delusion, mental affliction, bizarre conviction or some other rhyming word.

Much like Sheogorath himself switches between exuberance and violence on a moment's notice, the realms of the Shivering Isles can be divided into two rough halves.
The northern lands, known as 'Mania', are bright and colorful, celebrating new experiences and new ways of expressing one's self. Mad artists and other eccentrics, exuberant parties and bizarre pranks are commonplace in these vibrant lands… but just because Mania is colorful doesn't mean it is safe. Obsession can easily turn self-destructive, and the native life is every bit as dangerous as that found in the darker parts of this realm.
The southern lands of the Shivering Isles are referred to as 'Dementia', and are a bleak and frightful place. Dementia is home to the paranoid, the violent, and the uncaring, emphasizing the darker forms of madness. In these murky lands, the danger might be more obvious… but if you keep an open mind you'll find that it can be as rewarding to experience and explore as Mania.

Or, of course, you could just stay in the capital of New Sheoth. It's got a little bit of everything and nothing, and you'll find no place in Oblivion with more lunatics gathered in one place. Walk the streets of the Bliss and Crucible districts, and you'll never run out of bizarre individuals to meet or avoid, or visit the palace to see the greatest feats of insanity this realm can provide. Possibly literally, depending on who's holding court at any given time.

The Shivering Isles will be your home for the next ten years, and don't worry about fitting in. Merely by coming here, you've already proven you must be at least a little bit mad, after all…

You begin with **1000CP**. Try not to lose them, they're skittish little things.

BACKGROUNDS

There's plenty of people in the Shivering Isles, both ordinary and… less so. You'll have to choose what kind of person you'll be during your time here, but there's more than enough options so don't be shy!

To start with, you may choose from any of the common civilized races seen in Tamriel for free. Including Imperials, Nords, Bretons and Redguards for the races of men, the elven Altmer, Dunmer, and Bosmer (as well as the Orcs, though few elves will enjoy that notion), and finally the cat-like Khajiit reptilian Argonians as the realm's beast races. Much like on Tamriel, each is found frequently enough in the Shivering Isles, though unlike the more boring realm you might be more familiar with, the Shivering Isles sees noticeably less clustering of inhabitants by race. The people of the Isles might be mad in many ways, but rarely do any of the mortal races care about racism – at least compared to more obvious differences of opinion (like whether lettuce or cheese makes for a better offering to the Madgod).

Alternatively, you may pay 200CP to become one of the two races of Daedra in service of Sheogorath. The Aureal, also known as 'Golden Saints', and the Mazken, or 'Dark Seducers', are Sheogorath's enforcers in the lands of Mania and Dementia. As Daedra, their nature leaves them unaffected by age, and like many other creatures native to the realms of Oblivion they can reconstitute themselves after being slain – if with difficulty.

Finally, you are free to choose your gender, and may pick any age appropriate for a young adult. That said, do keep in mind that for the Aureal and Mazken, there are far fewer men than women, and these men universally have a much lower status among their peers.

With that out of the way, we'll have to figure out where you'll be going. Can't have you stuck in the border region known as 'The Fringe' for your entire stay, now can we?

Your first choice is to be a man – or a woman, or a fish, or something else entirely – ruled by **Whimsy**. Your mind is as unpredictable and enthusiastic as lord Sheogorath himself, and you live to try something new. And once you've tried it, it's not new anymore, so you find something else. And so on. Your passionate exploration makes you a wonderful fit to the lands of Mania, and you may start in any Mania settlement or the Bliss district of the capital, New Sheoth (don't ask about Old Sheoth).

Your second choice is to be consumed by **Folly**. It's not that you keep setting yourself new goals to achieve, rather you've picked one and decided to push it to the limit beyond all reason. 'Reasonable' has no place in this realm, after all. You've got the kind of singular focus to make you the greatest explorer, artist or hat that ever lived, and woe to anyone who'd try and dissuade you from your course – most of all those who'll tell you it's impossible. Your talent at obsession likewise makes you a delightful resident of Mania, and allows you to start in the same locations available to the Whimsy Background above.

Third comes the darkness of Dementia, wherein you've found a purpose in **Animosity**. Hostility is a way of life after all, and with the rampant paranoia and betrayals around these parts, it pays to be the one doing the stabbing rather than the one being stabbed. I'm sure they had it coming, anyway, you could see it in their eyes. As the newest denizen of Dementia, you may start in any settlement within these dreary lands or the Crucible district of New Sheoth.

Last but not least (though you might disagree), is **Apathy**. Why should you care, after all, be it for yourself or others? You'll be in good company – or not – among the many mad hermits, amoral experimenters, and similarly indifferent individuals that call Dementia their home. If nothing else, abandoning the performative interactions that drain the time and energy of so many others will bring you closer to your true interests, and few are those who can gain greater personal power than those whose hearts are already empty. Much like the previous option, you may start in any Dementia settlement or the capital's Crucible district.

PERKS

General Perks

- Lucid Lunacy (Free or 200CP)

Madness doesn't have to destroy a person's psyche – oftentimes it simply adds a few entertainingly unusual extras instead. Likewise, while you're guaranteed to be mentally unhinged merely for existing in the Shivering Isles at all, that doesn't mean you're suddenly no longer yourself. With this Perk, you'll find that whatever flights of fancy, obsessions, delusions or other such forms of madness that affect you (be they natural or caused by outside factors) won't ever change your core philosophy or beliefs. You might certainly approach things from a different angle, but you're still going to care about the same people, principles and so on that you did before. So don't be afraid to go a little 'off the beaten path', because even if you brave the deepest depths of madness you'll still be able to find your way back to sanity. And even if you choose not to, you'll still be yourself… just a bit *different*.
This Perk is free for your stay here, and may be brought into future jumps for 200CP.

- Marked Under A Star (50CP)

Well, this is certainly strange – or not at all, depending on how you look at it. The skies over the Shivering Isles don't have the constellations you might see in Tamriel, yet it seems you still have the birth sign associated with one. Or maybe you came to Sheogorath's realm from the outside, and that's why? Whether it's the patient fortitude of The Lady, the careless magical potency of The Apprentice or the bizarre talents of… the, uh, Cheese Wheel? It seems you're not restricted to the birthsigns of Tamriel after all, and may create a similar birth sign of your own design if you wish. The skies of the Madgod's realm are certainly strange enough for it.
As for what happens if you buy this more than once… eh, crazier things have happened around these parts. Probably.

- Enduring Anima (200CP, free for Golden Saints and Dark Seducers)

Those found in the planes of Oblivion are prone to extremes, to the point that not even certain demise will stop them… but although seemingly mad at first glance, this has a very good reason. From the lowest Scamp to the mightiest of the Princes themselves, Daedra are not so much creatures of flesh and blood as they are essence – or 'anima' – given form. No Daedra truly dies, their spirit merely being banished to the void until they can return to a suitable plane and reform their physical shell. Even the Dark Seducers and Golden Saints, arguably the Daedra closest to 'mortal' in the Shivering Isles, simply return to their lord's domain upon death by following the way back to mighty beacons like the Aureal Wellspring.

With this Perk you receive a similar benefit, in that death no longer holds power over you as it does the mortal races of Man and Mer. Once per jump or once per ten years, whichever occurs first, your death will merely disperse your spiritual essence, banishing you from your current reality rather than ending your existence outright. From there, you'll be able to find your way back in a manner of days, though this process can be sped up if you've prepared a suitable waypoint to pursue and don't have to wander aimlessly until you've found your path. Although you'd do best not to tempt death too frequently, this Perk also offers one other major advantage: unlike the anima of regular Daedra, your spiritual essence cannot be trapped or contained in any way if and when you are slain. Black Soul Gems, mighty soul trapping magics backed by the power of the Princes, nothing short of voluntary sacrifice will ever bind your essence again.

- Madgod's Favor (Free or 300CP)

Well, 'favor' might be pushing it, but simply being ignored can be a much better choice considering the occasionally disastrous forms Sheogorath's favor can manifest as. Even if the Madgod enjoys someone, that doesn't mean he might not enjoy them as a nicely chilled drink, for example. With this Perk, however, you're ensured that you are protected from the attention – be it positive, negative, or some combination thereof – of powerful beings like the Daedric Princes. They might still be aware of your existence, but so long as you don't seek out their attention by entreating them, making a big nuisance of yourself or otherwise 'getting in their face' they won't normally care about or act on your presence. Although you might still get caught in the 'collateral damage' of whatever events unfold around those who treat mortal lives as mere playthings, that'll only happen if you actually stick around people of interest. Avoid royals, champions, and similarly historical figures, and you could easily spend the entire decade never even seeing Sheogorath, let alone suffer his direct attention.

This Perk is free during your stay here. For 300CP, you may keep it for the rest of your chain as well, and its benefits will cover anything suitably similar to the Daedric Princes in terms of overall roles (like nigh-omniscient creator deities, vast A.I. overlords with control issues, and so on).

- Chained To The Wheel (600CP)

For all their nigh-mythical importance to this setting, those rare individuals known in their Era as 'The Prisoner' are usually not fated to get a happy ending (or even an ending at all). You're not a Prisoner yourself… but you're more like them than not in many respects. Although this Perk doesn't force you into any particular role to play, you do find yourself with the ability to gain power at a staggering rate. Not only do you possess a prodigious talent for self-improvement to

the point that mastering skills is more the work of days rather than decades, but you also seem to have a degree of fortune that draws events, individuals, opportunities and artifacts of great power and importance to you or subtly guides you to encountering these on your journeys. With commitment and a slight bit of suicidal tendencies, you could come to match such individuals as the Eternal Champion or the Nerevarine in terms of overall talent, skill and impact on the world. Try not to break too much of the Shivering Isles while you're here, will you?

Whimsy

- Vibrant (100CP, free for Whimsy)

If the lands of Mania need to be described in one word, 'colorful' doesn't quite do it justice. This half of the Madgod's realm is simply intense in ways that go beyond more color, and some of this intensity has rubbed off on you. Your experiences are simply… more, than they otherwise would be. Your food tastes just a bit better, poetry and other art stirs your heart just a little stronger, your emotional highs reach just a bit higher, and so on. That said, this doesn't make negative aspects of your life more unbearable; things like pain or despair might become more intense if you wish it, but they won't be any more likely to drive you to suicide than before. That's for the people of Dementia, maybe.

- Ever-changing (200CP, discounted for Whimsy)

Life is good – even when it's not – and you're determined to make the most of it. Or maybe you're not, that's fine too. But whatever you decide to do with your existence, you'll never grow tired of it. You can always find more things to do, new goals to pursue, or challenges to set yourself. Boredom is for lesser minds, something you're never going to struggle with beyond a cursory test to see what it's like, and the moment you decide you're done with it you can just find something else to get excited about again. Even a bare and empty room would merely be a blank canvas for your imagination.

- Seeking The Rush (400CP, discounted for Whimsy)

Something that lasts forever quickly gets dull, but something that's temporary? That's an exciting change both at the start and the end! You take to temporary effects like a head of lettuce to a stalker's creepy love shrine, and will find that you are exceedingly good at exploiting brief powerups like potions, poisons, or limited-use magical talents. Not only are such brief benefits much more effective than normal, it would seem that you can even 'concentrate' the potency even further. A potion that protects you from a modest portion of electrical attacks for a minute could make you outright immune for a dozen seconds instead if you drink it just right, for example… and why wouldn't you try things in different ways just to see what happens?

- Mad Mixing (600CP, discounted for Whimsy)

When all else fails, and even the bizarre lands of the Shivering Isles have nothing new to offer you… well, there's nothing stopping you from simply creating your own new things to experience! You're a (mad) genius when it comes to alchemy, cooking, baking, brewing, and otherwise combining tasty (and not-so-tasty) components into something new, exciting, and possibly alive. You could create dishes and magical extracts out of the most bizarre ingredients,

but perhaps just as importantly, all that sampling of your own work has left you immune to the negative effects of such (often somewhat harmful) creations – at least if you want to be. Mixing up a sorbet of Felldew and Greenmote, with a Black Tar sauce and Nightshade petals for decoration has never been easier, but now you can also enjoy the sensation without terminally poisoning yourself, suffering crippling withdrawal symptoms or having your heart literally explode thanks to your choice of ingredients.

Folly

- Seeker (100CP, free for Folly)

Just one more piece, one more trinket, one more plant or weapon or what have you. Finishing a collection is much harder than starting one, and with the bizarre spectrum of unusual objects (and creatures) one can find in the Shivering Isles this is doubly true in the Madgod's realm. Well, in your case it's half as true, which is just true enough to not be true at all. You'll find it becomes increasingly easy for you to gather, track down, or just run into things you're looking for the more things you already possess that are thematically similar (or directly contrasting). Whether it's gathering extensive information on the realm's native life, collecting the weirdest oddities for your museum, or finding that one last skull to lay the ghosts of the Hill Of Suicides to rest, you'll find it far easier to get your hands on that last few things you need… instead of pulling out your hair over where else you haven't looked.

- Driven (200CP, discounted for Folly)

The best goals are those that take a while to finish, and if something were easy everyone would be doing it. When you set out to accomplish something, you're ready to give it your all, however long it might take. Your determination is second to none, to the point that no hardships or setbacks will deter you. More than that, you have a level of patience to match even Dyus Of Mytheria, and whether something takes a day, a year, or an entire Era to accomplish, you'll never give up out of despair or a loss of faith. Some call it obsession. You call it a way of life.

- Interwoven (400CP, discounted for Folly)

The greater the dedication, the bigger the project, and the bigger the project, the harder it is to keep track of all those important little details. Well, not for you. Your mind has abandoned such silly little limitations as being unable to memorize what you need to keep track of your progress, and you've found yourself with an effectively unlimited memory capacity. Short of deliberate effort on your part (or malicious actions by others, we suppose), you'll not forget anything ever again. Furthermore, you seem to have developed a highly refined talent for making connections between the various tidbits of information rattling around within your brainpan. Although your psyche might become the metaphorical equivalent of a storage shack filled to bursting with unrelated nonsense, you seem to effortlessly pull out whatever memory is actually relevant to your current activities.

- Most Fabulous (600CP, discounted for Folly)

It takes a particular kind of genius to stay on top of the mad fashion trends of Mania, to say nothing of the demands of the court. You're the kind of visionary who can not only keep pace

with these developments, but anticipate them – and you've got the skills to take advantage of it! You're a master craftsman when it comes to creating bizarre new outfits, accessories or equipment, and you'll find you have a particular talent for employing Amber, the resin found throughout Mania that is ideal for crafting light armor. More than that, your gift for creating slightly unhinged apparel extends into the magical as well. You can find ways to impart the most unlikely and nonsensical enchantments onto worn pieces and (somehow) make it work – and work well. An ordinary enchanter might let you breathe underwater with a magical amulet or helmet. With the same amount of effort you can create a set of beautifully gilled shoes that let you breathe water with your feet and let you swim more easily!

Animosity

- Wary (100CP, free for Animosity)

It's not true that everyone's out to get you. Just most. But to figure out who's scheming against you and, perhaps even more importantly *how*, means you have to spot the right details. The little bits of their story that don't add up, the shifty eyes, the tension in their shoulders… so you watch them. Everyone. Owing to long hours spent weeding out hidden motives, you've become a highly perceptive individual and it shows. Your senses are instinctively drawn to anything that might otherwise be 'out of place', so conspiratory glances and booby-trapped nightstands have never been more obvious. Though you'll want to cultivate a mindset of healthy paranoia regardless, because noticing something won't necessarily mean you can *interpret* what you see and hear.

- Crimson Artisan (200CP, discounted for Animosity)

You don't necessarily like blood, you just want it to be free. At least, free from the arteries it's normally found in. Or maybe you've just put in enough practice that you can match the more typical psychotic serial killer in terms of skill (if not temperament). Whatever the case may be, you've got a prodigious talent for slicing, stabbing, slitting, tearing, and otherwise turning boringly unmarred flesh into more gruesome displays of carnage. This is doubly true when you can put your newfound sense of accuracy into the mix, for you are not a creature of careless brawn. Much like a scalpel must be placed precisely lest it strike where it is unneeded, so too do you work best on subjects who aren't trying to avoid your less-than-tender touch… be it because they're unaware of your presence, or because you've already taken away their ability to move beforehand.

- Rites Of Succession (400CP, discounted for Animosity)

Power comes to those who seek it out. Unfortunately, power is usually already held by others, and their removal is a necessary first step for your own plans to flourish. Ordinarily, you'd expect that murdering someone might leave their former colleagues ill-disposed towards you, but in the lands of Dementia such things aren't as clear-cut. Out with the old tyrant, and in with the new, so they say. With this Perk, you'll find that violence towards others has a much better chance of ingratiating you among those who knew your victim, especially if you don't traumatize them in the act itself. They simply might not mind much (perhaps they didn't like your target to begin with), but when you're eliminating those who thrive on being feared by those around them…

well, you really could be offered their role as gratitude for a job well done. Now if only you could manage to find out where Duchess Syl spends her time…

- The Bleeding Edge (600CP, discounted for Animosity)

Creation and destruction are simply two sides of the same coin, especially so in the divided realm of the Shivering Isles. You don't so much walk the edge between these two opposites as you dance over it, each deranged step another bit closer to greatness and annihilation. You are a master blacksmith, but more than that you have found clarity in madness, recognizing that much like a blade needs to become an extension of its wielder, it needs to be an extension of its *creator* first. And sometimes, as steel must be tortured into shape with fire and hate, so too must you be maimed to bring forth your greatest works.
As you suffer in your craft, the pain and hardships you experience become magnified in your final product. Work yourself to blisters and aches, and a suit of armor will allow its bearer to endure similar pains far more easily. Bleed yourself to near exsanguination over an unfinished blade as you hammer it into shape, and its edge will become a vicious, *hungry* thing, eager to taste ever more blood no matter what armor stands in its way.
That said, although your personal suffering works best to enhance your works, you could outsource as well… a few victims or a ready supply of Madness Ore could work wonders for someone of your unique vision.

Apathy

- Uncaring (100CP, free for Apathy)

Despondency might be commonplace in the denizens of Dementia, but that doesn't mean they don't have an inner strength of their own. It just… shows in a different way. Like many of those who live in the darker half of Sheogorath's realm, you've learned to live with pain, rather than break under it. Your pain threshold is enough that nothing short of (highly skilled) torture could do more than make you blink, and you have the endurance to weather a great deal of physical hardships. Sure, it might be unpleasant, but that's no reason to be bothered by it.

- Perfect Victim (200CP, discounted for Apathy)

Maybe there's something special in your blood, or perhaps your otherworldly nature just leaps at the chance. Maybe it's just that your screams sound so delicious. But whatever the case may be, you'll find that you're just so suitable for any kind of sacrifices, be it voluntarily or otherwise. Giving up (a portion of) your spiritual energy to power a magical ritual means it'll become that much stronger, your blood is unusually rich and potent when spilled in the pursuit of power, volunteering to be tortured as an experimental subject to spare other victims means the results are more interesting or insightful, and overall whatever processes require your suffering or are otherwise substantially detrimental to your wellbeing simply work far better when you get to be the centerpiece of the action.
It's a pretty good deal – it's not like your life is all that valuable anyway, is it?

- Murky Mentality (400CP, discounted for Apathy)

Much like the joys and woes of the world slide off you into a grey blandness (assuming they do), it seems your mind has even grown resistant to active meddling. Thought-influencing magics, psychological attacks, even mind-altering mushrooms and poisons will not be any less effective when used on you than they otherwise would be… but that's a very brief state of affairs. Your psyche rapidly becomes immune to anything that might steer it off course, with even the most potent effects becoming little more than gentle nudges within a few days at most. More amazingly though, it seems that you can shrug off such effects without showing it in any way. Unless you blatantly violate your commands or otherwise act inappropriately for your newly-adjusted mindscape, whoever or whatever sought to sway you will not notice anything off. Magical check-ups still say you're blissfully brainwashed, alchemical compounds still course through your veins even if they're utterly ineffective, and so on.

- Shaper Of The Flesh (600CP, discounted for Apathy)

In a world of insanity, it takes a special kind of mad genius to stand out, but the cruel yet brilliant experiments of Relmyna Verenim put her in a category all of her own… or at least, before you came along. Like the Dunmer sorceress herself, you now possess unparalleled insights into the duality of life and death, and are now a master at twisting the body to do your bidding - be they alive or (un)dead. From scalpels and sutures to necromantic magics and alchemical compounds, you could turn a handful of emaciated 'volunteers' or outright discarded body parts, and transform them into physical behemoths that could face entire teams of veteran fighters and emerge victorious in battle. But more than merely the physical alteration, your insights are perhaps most acute when it comes to the *spiritual*. Understanding and - if desired - combining different forms of life and undeath to transfer the advantages of one to the other comes easily to you, and assuming no bothersome 'heroes' interrupt your work you could work miracles upon canvases formed of flesh, blood and bone.

ITEMS

In a world where the mad are normal and the eccentric are commonplace, the treasures you can find tend to be as whimsical and bizarre as the people… but no less useful for it. Why not buy yourself some interesting gear or other pieces, perfect to start your own collection or get ready for some adventures in this delightful realm? Any purchases made here will slowly repair and recharge themselves (where applicable), and any that are destroyed or otherwise permanently lost are replaced after one week unless stated otherwise. You may import suitably similar items you already possess into purchases here at no additional cost, if you wish.

- Deliciously Deranged (Free for all)

Delightfully sweet, smelling faintly of cinnamon and baked to a lustrous brown and crunchy finish, this sweetroll is the pinnacle of the baker's art. Eating it is guaranteed to be enjoyable… but you can't shake the feeling that there's something *off* about it. For some indeterminable reason, you're certain that before this piece of culinary wonder became a sweetroll, it was something *else* – and we're not talking about ingredients here. Oh well, it's probably nothing. You get a new sweetroll every time you eat or otherwise destroy the old one.

- Mad Fashion (Free for all)

If you're going to visit New Sheoth and the courts of madness, you'd better look the part – and with the literally insane fashion trends around here, that's easier said than done. Fortunately, you get three high-quality outfits to get yourself started: one bizarre and colorful one ideal for the court of Mania, one grim and moody one to fit in with the court of Dementia, and one set of worn-out beggar's clothes to… well, I'm not sure, actually. Maybe you can get creative.
None of these outfits have any magical enchantments or other such advantages, but they look suitably fabulous and/or unhinged, and they're easily cleaned. Which is probably needed, given the likelihood of stains… be they juice or blood.

- Just An Ordinarily Obsessive Garden (100CP, one free with 'Mad Mixing')

Appearing rather picturesque if one ignores the sharp thorns that seem to track your every move, the foul-smelling growths in the back, or the way a good portion of the plants here grow faster the more blood is spilled on the soil… actually, you know what, it's only half picturesque, and half grotesque! Sheogorath would approve.
This patch of dirt is covered in a wide range of plants native to the Shivering Isles, making it an ideal source of alchemical reagents, esoteric ingredients, and just good old fashioned poisons. One of the treelike *Gnarls* has also taken up residence here, and it will peacefully tend to the plants in your absence. Both the plants - and the Gnarl – grow back even when completely consumed, without the need for seeds or other such efforts to re-establish their presence, so you can harvest to your heart's content. From *Red Kelp* and *Screaming Maws* to *Putrid Giganteas* and *Aster Blooms*, you'll never be without some interesting new compounds to experiment with.

- Silken Threads And Shiny Rocks (100CP, one free with 'Most Fabulous')

Let none deny that Lord Sheogorath doesn't enjoy a good bit of yarn from time to time. Or let them deny it, he might not care either way. Regardless, the Shivering Isles have a rich tradition when it comes to… *eccentric* outfits, and those who know how to put thread through a needle and needles through thread can do very well, indeed. With this purchase, you receive a wide variety of crafting supplies suited for the creation of the next fashion trends. Yarn, fibers from native plants, finely-treated leather from local beasties, and all in a wide range of (often clashing) colors. Furthermore, you also get some supplies to deal with more exotic accessories – Amber resin is perfect for a more resilient or martial look, and you even gain a range of soul gems of varying sizes… though you'll still need to fill them somehow. No art is without risk, after all, but just *think* of the nonsensical enchantments you could place on your creations to lift them to the next level! Possibly literally, if you're going to use the once-popular Levitation magic.

- Unrefined Bits Of Murder (100CP, one free with 'The Bleeding Edge')

It's hard to keep track of what this pile of ingots and ore samples includes – it seems like every time you turn your head there's something new, or a piece you're certain you used up just sits there all innocently. It's enough to drive one mad, you'll see!

Ranging from ordinary iron all the way up to Mithril as well as including various magical alloys like Dwemer Steel, perhaps the most notable in this supply of martial materials is something that straddles the gap between mere metal and outright divinity. A stockpile of the immensely tough Ebony, considered by some to be the lifeblood of Lorkhan, is worth a king's ransom (if said king is at least slightly popular), and is especially hard to find in the Shivering Isles. An equally esoteric but much more locally appropriate supply of Madness Ore is perhaps the polar opposite, being much more common in the realm of Sheogorath but generally exceedingly dangerous to acquire. The crystallized madness and suffering of the Isles' mortal denizens makes for one hell of a blade though. Careful you don't cut yourself more than you have to – or want to.
All the ores, metals and alloys in this somewhat disorganized pile are exceedingly easy to craft into implements of murder… though you could also turn them into armor instead. Maybe add some vicious spikes to that, just in case?

- Corporal Components (100CP, one free with 'Shaper Of The Flesh')

Death comes in many forms, and with this purchase you'll have quite a few of those on hand for any… experiments. Including individually preserved organs, severed arms and other limbs, and even entirely intact corpses of a wide range of species (both sapient and otherwise), this grim collection is perfect for the budding surgeon, necromancer, or mad genius to get started on their ethically questionable projects. Furthermore, there's also a decent number of specimens with unusual properties or latent magical effects, so while there's plenty of disposable parts you can try new ideas on, you'll also have the 'cream of the crop' for when you're ready to start on that one big idea you've long wished to realize.

- Something To Obsess Over (100CP)

Magical items can be hard to find – or at least, they can be if you want something specific. So why not guarantee you get what you need by buying the perfect piece here? With each purchase, you gain a powerful piece of magical equipment, which you can design (within reason) to suit your desires and which can be as potent as some of the most sought-after magical items. Perhaps you'd like a magnificent piece of jewelry like a Ring Of Lordship, or a powerful weapon like the Nerveshatter hammer?
No Daedric Artifacts, mind you, but you are not limited to items that exist in the game. The appearance and enchantment of the blade known as both Dawnfang and Duskfang shifts with the rising and setting of the sun, for example, but you could also choose to gain a weapon that changes through some other process, like your emotional state or whether you carry more tongs or calipers on your person.

- Something That Obsesses Over You (400CP)

Surpassing mortal-made items in ways both obvious and more subtle, Daedric artifacts are in some ways less items and more extensions of the Daedra Lord that created them. Few rarely stay in one place for long, but with this purchase you've gained something of an exception to that rule. You now have in your possession a single legendary artifact such as Azura's Star, the Ebony Blade, or any other such marvelously potent (and often dangerous) piece. You won't need to worry about it damning you, draining your soul, twisting your mind into a pretzel, or any

other such hazards, though it'll still be a Daedric artifact in most other respects. For one, while it's not actually intelligent by default, it does have a 'mind of its own' to some degree. Consequently, it will refuse to be used by anyone except for you or those you give permission to… but it can also disagree with your choices, so it's best used in ways that align with its purpose.
Stealing or destroying it might well be possible, but also rather useless – it'll just appear by your side the next time you reach for it, in pristine condition regardless of the state it was left in previously.
You are not limited to merely those artifacts seen during the games – feel free to ask for a custom piece of comparable power if you think it's worthwhile. Between the Dragon Breaks, Greymarches, Prisoners throwing wrenches in the finely-oiled machinery of reality and the literal patronage of the Madgod, I'm sure you can come up with a suitably appropriate reasoning.
Artifacts tied to Sheogorath (or his alter ego) are discounted to half price, so if you've always wanted to, say, become the holder of the Wabbajack, this is your chance.

- A Doom Written In Stone (800CP)

When Sheogorath found the great library of Jyggalag, he had it burned – believing that free will was more important than predestination. For within this library, the gathered observations and formulae supposedly predicted every action and event yet to happen, be they mortal, daedric, or otherwise. The only remnant of this once vast collection of knowledge is the former caretaker, the individual known Dyus Of Mytheria… or so it was.
With this purchase, you gain a copy of this vast library, and all it represents. Although one could study it for an Era and still be little more than a novice, even an incomplete understanding of the mathematical descriptors within these tomes can be a priceless boon. After all, the first step to changing the future is knowing what would otherwise happen – even if just in broad strokes.
Fortunately for you, the library itself is not actually located in the Shivering Isles itself (or Sheogorath might simply destroy it again). Raher, the library can be accessed through your Warehouse, or by conjuring a temporary doorway if you want something a little more convenient.
Whenever you travel to a new jump, the library expands with a new section for whatever setting you've found yourself in.

- A Shattering Uncertainty (300CP)

Though you're unlikely to get a straight answer as to 'why', the fortresses that house the Wellsprings of the Golden Saints and Dark Seducers contain a number of unusual chimes - the tones of which, when struck, resonate with the power of the Shivering Isles themselves. With this purchase, it seems you've acquired a similar, though much smaller, copy for yourself. This handheld instrument will only sing when struck by its holder (so it will never activate accidentally), but upon doing so has a strange but profound effect. The sound it produces is imbued with the power of madness and chaos, and will seek to unmake anything it resonates with. However, its effects are proportional to how strongly aligned any material is with order, meaning it is most effective against extremely refined and resilient objects. Most ordinary materials will barely be affected at all (and living creatures never are), but the more hardy or unchanging a particular object is, the stronger it will resonate with the chime. Enchantments

begin to fray, reinforced stone cracks and splinters, and as for materials that most would consider ‘unbreakable’, be it through enchantments, advanced metallurgy or just through their very nature… well, in the realm of madness even such notions are just that. A barrier could have stood for Ages without so much of a scratch, ignoring the strongest destructive magics or weapon blows brought against it, only to turn to dust with a gentle tap against this chime.
One last thing to note though: whoever holds the chime is protected from its effects (including anything else they might wear or carry), but it otherwise doesn’t consider what should or shouldn’t be affected. Ring this instrument with care, or suffer the consequences.

COMPANIONS AND FOLLOWERS

- Mad, Manic and Miserable (variable cost)

What do you get when you put a whole bunch of madmen in the same room? Well, either a party or a bloodbath. Or maybe a festive bloodbath. A bloody party? Oh, but we got distracted. You can bring some friends with you here if you want your stay to be less lonely. Or make new ones. Possibly literally, we don’t judge.

For 50CP, you may import an existing Companion or create a new one according to your wishes, or you may pay 200CP to get eight such delightfully unhinged people at once. Each Companion receives a Background of their choice, and 300CP to spend on Perks, Items or any other purchases. They may also take Drawbacks for additional points, in case they didn’t feel crazy enough just yet.
Alternatively, you may also buy Companions and just… not get any. It’s certainly a fittingly bizarre choice to make, but so long as you’ve got unfilled slots you can offer individuals from this setting the chance to become Companions, until enough have agreed to fill your entire roster. Each new friend, victim, or friendly victim receives their Background and CP stipend upon accepting, but may not take additional Drawbacks.

- Sensible Support (50CP)

In a world gone mad, the sane are the strangest of all. This individual might not be entirely *sane*, per se, but they most definitely do appear to be a lot more grounded than is the norm in the Shivering Isles. Much like Haskill serves as chamberlain to Lord Sheogorath, this person is the perfect ‘straight man’ (whose gender and other specifics you may define as you wish) to the craziness you yourself might get up to. They are also highly capable in an organizational role, and can oversee all manner of duties to keep your court, company, community, or other c-related words functioning well. So long as you don’t mind the occasionally eccentric results – we’re still talking about a being born from the mind of an embodiment of madness here.
Instead of creating a new individual, you may use this option to import an existing servant if you wish - this individual does not count as a Companion (unless they already were one), but can be made a Companion for free if you want to. Alternatively, you may also recruit Haskill himself at no additional cost using the same rules. Old Sheo honestly won’t mind if he takes a short vacation.

- An Innocent Child Of Madness (50CP)

Bright-eyed naivety comes in many forms, and this particular form is a nine-foot tall behemoth of magically reinforced and stitched together flesh, steel, and other components. A refined form of Flesh Atronach based on the Gatekeeper standing watch over the Gates Of Madness, this custom-designed killing machine is mentally not much different from a dog or other such pet. That said, while it's remarkably gentle with whoever it considers a friend or parent (which would be you, sort of), its default assumption is that anyone else who gets close to it needs to be introduced not to a gentle hug but the very large, very heavy weapon surgically fused to its right arm. And it's very good at doing so, to the point it can easily take on a dozen well-trained warriors and leave nothing but corpses in its wake. Further, it has the ability to shift its magical protection and enhancements around to some extent, ensuring that it'll never be easy to overcome. Against a well-armed soldier, its flesh might reflect some of a weapon's injuries back against whoever strikes it, while a spellcaster would see some of their magics mirrored back against them, for example.
As befitting its nature, this new Gatekeeper will normally stand watch over your Warehouse entrance, but you can easily direct it to guard any other place as well. Its otherworldly nature means it doesn't need sustenance or sleep, and if its prodigious regenerative powers don't keep it alive it'll reform on its own after a week or so.

- Gilded Glory (100CP, discounted for Whimsy and Folly)

The defenders of Mania, the Aureal (or Golden Saints) are the strongest warriors in the Shivering Isles. Typically decked out in their signature golden-hued heavy armor, they excel in close quarters battle and make for excellent shock troops – though they are predisposed towards arrogance and are not particularly suited to more subtle endeavors. You gain the ever-lasting servitude of ten of these soldiers, all of whom are unfailingly loyal to you and will serve your every command without question. Furthermore, as Daedra, death is merely a temporary setback to them, and not even suicidal orders will cause them to hesitate. In most cases, they'll instead feel honored that they can spend their lives in your service. You can summon each of these individuals to you once per day with a brief exertion of your will, an act which will also restore them to life if they were previously slain.
These Golden Saints do not count as Companions by default, though you can make them such if you wish.

- Dusk And Deference (100CP, discounted for Animosity and Apathy)

The grim counterparts to the Aureal, the Mazken serve as protectors of Dementia. Though also referred to as Dark Seducers, their name is often little more than that, as they tend towards introspection and patience rather than acts of passion. They are typically equipped with light armor, and are excellent scouts, skirmishers and assassins… though they are not as well suited to heavy combat. You find yourself as the master of ten of these dark Daedra, and each is fanatically devoted to you. Much like the purchase above, they will follow your every command without doubt or hesitation, and may be summoned to you (and revived) once per day. These Dark Seducers do not count as Companions by default, though you can make them such if you wish.

- Still Servitude (100CP)

Beings literally not seen for an age, the Knights Of Order are the not-quite-living troops in service of Jyggalag, the Daedric Prince Of Order. Though resembling a humanoid in fully concealing crystalline armor, the knights are more akin to sophisticated automata than actual living beings: their nature as agents of Jyggalag leaves them with effectively zero personality or independent thoughts of their own. However, they are devastatingly powerful in battle, and their fleshless form is exceedingly hard to destroy even compared to other Daedra. Their single-minded nature also ensures they are literally incapable of feeling fear, disobeying orders, or otherwise acting against their master's commands.
You gain the service of ten of these beings, and may summon each to you with a minor exertion of your will. This will restore them to life much like the Aureal and Mazken protectors above, should they have fallen in battle.
Do be careful, however: as the servants of Jyggalag, if anyone sees you control your knights, Sheogorath's servants will likely have some very insistent questions for you regarding how exactly you acquired their servitude.

DRAWBACKS

The Shivering Isles hardly lacks in terms of excitement, challenges, and issues to deal with - mental or otherwise. But there's no reason you can't make things a bit more enjoyable (for ol' Sheo anyway) by taking some Drawbacks? Just think of what you could get with all those extra points! I'm sure the consequences will be fine…

- Lactose Intolerant (+100CP)

Cheese is sacred to Sheogorath, except when it's not, and you seem to carry a particularly unusual blessing. You constantly find cheese in your pockets. And your shoes. Sometimes it seems to literally come out of your ears when you're not paying attention. No matter where you are or what you're doing, you'll always end up with cheese *somewhere*. Not all the time or even most of the time, but it *will* happen… and worst of all, you *don't even like cheese!*

- Restless (+100CP)

If nervous energy could be harnessed as magical power, you'd be a font of magicka without compare. Unfortunately, for you it seems you're mostly just possessed by a never-ending drive to *move*. Running in circles, bouncing on your toes, climbing swimming dancing *everything*. You never stop for long, with only the need for sleep being enough to keep you still for more than a few minutes at most. Assuming you don't start sleepwalking, anyway. Find a way to channel your need to move into something productive (like becoming a renowned explorer or athlete) and you could go far. Fail, and you could drive others – and yourself – literally up the walls.

- Trouble Magnet (+100CP)

For some individuals, one might say that trouble follows in their footsteps. You're different, because it seems that your footsteps *lead* to trouble wherever you actually end up going. Whether through chance, fate, fortune or a certain Madgod's entertainment, you are exceedingly prone to getting caught up in various schemes, plots, pranks and other shenanigans. They won't necessarily be dangerous, but your time in the Shivering Isles is certainly not going to be *dull*.

- Noteworthy (+100CP)

You stand out, and in a place as diverse and bizarre as the Shivering Isles that's both hard to do and rarely a good thing. After all, being memorable means that people will remember you when they're looking for trouble… regardless of whether you've deserved that kind of attention. You'll find it substantially harder to earn anyone's trust, and people from the lowliest beggars to the most powerful and influential members of the Courts will treat you with a decent amount of wariness to begin with. And that's not even mentioning the Aureal and Mazken – the Daedric protectors of the realm already assume everyone's out to cause trouble, so good luck dealing with *them* in any kind of friendly manner.

- No Rest For The Prepared (+200CP)

It's a dangerous world out there, and you'd best be ready for anything. *Anything!* Sadly, you have a mind that continually overthinks risks, caught in an endless cycle of anticipating problems, disasters, or whatever else might worry you at any given time. Yet no matter how much you feel compelled to get ready for whatever you're about to face… it never actually seems to happen. Catastrophes never materialize, betrayals never occur, and the world just keeps on spinning according to the Madgod's designs. Yet you could still spend days, weeks or even longer making sure you're prepared for every unlikely eventuality.
If nothing else, at least your obsessive disaster prepping might lead to some interesting collections of (often bizarre) items and equipment? You know, just in case you need them. Besides, nobody says you can't *enjoy* all this prepwork.

- Phobia (+200CP)

Ahhhh, the mortal mind. So intricate, so surprising, so prone to sudden and inexplicable bouts of terror. You're the kind of person who is so very, very easy to frighten, and the Shivering Isles is all too ready to provide monsters and torments to fear. Even the trees seem ominous, and we're not talking about the Gnarls. Yet you'll be facing your fears, Jumper, over and over and over again. Usually they'll be something new and interesting (insofar as any new horror is, anyway), but don't think that hiding away from the world to ensure you'll never get spooked again is an option. You'll just find yourself with an escalating case of either agoraphobia or claustrophobia instead. But who knows? Maybe by overcoming your fears you'll come to know true courage. Or madness. Probably madness, given what this realm is like.

- Following The Lord (+200CP)

Mania and Dementia. Bright and dreary. Excitable and morose. Sheogorath's realm is a realm divided, and a realm of extremes to boot. But you've taken to it like a rainbow fish to iridescent water, because your psyche now bounces back and forth between such extremes on a regular basis. Mood swings are frequent, changing your mind a constant occurrence, and whatever emotions you do feel are significantly heightened in intensity. Though we'll be generous, and ensure that any suicidal tendencies you have won't lead to outright self destruction before the next swing hits… we wouldn't want to end the fun early, would we?

- Anything But Boredom (+200CP)

If Mania thrives on enjoying the new, and Dementia worries about poisons in everything they touch, is it any wonder one shouldn't fall into rigid habits when it comes to food and drink? Well, whichever perspective you might lean to, you're definitely going to keep track of what you've eaten before and what's yet untried. After all, now your life is (quite literally) on the line.
Where the substance known as 'Greenmote' is infamous for causing the eater's heart to literally explode if they consume more than three samples in a short period of time, now it seems something similar applies to everything else you consume as well – if perhaps to a lesser extent. As you eat and drink the same consumables, you'll find yourself rapidly developing an intolerance that can lead to outright death-by-overdose if you're not careful. And no, eating or drinking nothing won't help either, even if you do manage to pull it off.
You'll start experiencing some minor side effects (like tingling in your extremities or mild headaches) once you start getting too close to repeating any particular treat, but you'll otherwise have little indication of whether you're becoming too habitual. Any foods or drinks you forego will slowly lose their risk to you, though how fast any particular substance rises and falls in terms of lethality will vary from ingredient to ingredient.

- Divided (+300CP)

Where once there was one, now there are two. Or one and a half, or three, it all depends on how you count. With this Drawback, you now have a perfect copy of yourself present in the Shivering Isles… or rather, a perfect copy that is different in every possible way. Where you might embody the vibrant madness of Mania they would be a grim killer straight out of Dementia, where you are a brilliant torturer they might be an unsurpassed healer instead, and so on. The one thing that remains true is that for everything you can do or are (not including anything from other Jumps, at least), they'll have something at least equivalent. And the two of you absolutely loathe one another. Which I suppose is one thing you have in common, at least. They'll delight in making things difficult for you (or killing you, if the chance presents itself), but you can return the favor with equal enthusiasm if you so choose. Unfortunately, it seems that the Madgod has taken a bit of an interest in your rivalry, and made it so they can't be stopped, contained or killed for long. After which they promptly forgot, but even if you ask him to do something about it he'll probably just think it hilarious.

- Tragic (+300CP)

Life, it seems, was just too much for you. Unfortunately, it seems that death isn't much better either, because following your untimely and unnecessary demise you've become a ghost that's bound to the Shivering Isles somehow. Much like the spirits surrounding the Hill Of Suicides or the haunted ruins of Vitharn, you are trapped in a single location, forced to remain until something sets you free – something you yourself have no way of ensuring. At a minimum, you'll be trapped for a few years before you get a chance at freedom (most likely by some hapless adventurer, champion, or adventuring champion crossing your path), though even then you'll likely have to have done a good bit of introspection regarding your situation to give them the right instructions. After all, whatever bound you to this place is something of your own making… and the first step in casting off your chains is realizing how you locked yourself up in the first place.

Succeed, and you'll find that being a ghost isn't really all that different from being a regular person (you can still die, for one), and you'll be free to explore the rest of the Isles. Fail, and you'll also have to spend the rest of your time here trapped. Hope you like the scenery.

- Informant (+300CP)

You might not be suspect number one, but you must know *something*, and they'll prove it whether you like it or not. You will regularly find yourself the subject of some sort of physical or magical torture, be it as a volunteer to save someone else from the experience or just because you were in the wrong place at the wrong time. You can't prevent this from happening or dull the pain in any way, though the experience will usually be (mercifully) short. If you play the role right, at the very least. This torture will never actually be about anything you're involved with or knowledgeable about, but will continue until you've provided *some* tidbit of information to sate your torturer's needs. You'd better make your lies believable, or at least hard to confirm, and do remember: the bird that sings too quickly is one who's rehearsed his song too often.

- Plaything (+300CP)

Oh-hoh, you didn't think that free protection Perk was going to save you, did you? You poor little mortal, you're just so interesting, how could you expect old uncle Sheo not to drop by now and then? Well, with this Drawback, you have the (mis)fortune of having the Madgod's direct and personal attention, because he's realized you're something new, something different, something… entertaining.
Whether you want to be or not, and it is very, very likely to be 'not'.
Sheogorath isn't actually negatively inclined towards you, though given that he is the Prince Of Madness that doesn't really help you much. This is a being whose musings about skipping rope with someone's entrails can be counted on one hand (if you've had a few extra fingers sewn on), after all, and not all of them as threats to people who displease him. Likewise, there's no telling what might set him off or see him try a delightful new prank on you, either of which are likely to upend your peacefully mad life. The only thing he won't do is kill you (or if he does, he'll just bring you back so it doesn't count), but pretty much anything else – be it wondrous entertainment or excruciating agony – is still on the table. If nothing else, at the end of it you'll be able to regale listeners with your tales about what life was like during your brief stint as a sentient cheese wheel?

- Delusional (+300CP)

Strange and wondrous powers? Journeys beyond even the farthest reaches of Oblivion? Choosing who you are based on little more than a piece of text? Well, Sheogorath inspires many kinds of madness, so we're not going to judge. But for the duration of your stay here, all those amazing advantages you might have brought with you from other jumps will be no more real than many of the other delusions one might hear in the Isles (though whether you still believe you have them is up to you). You are effectively reduced to nothing more than your Body Mod and whatever you've bought for your time here.

- End Of An Era (+300CP or +600CP)

The Shivering Isles are the domain of madness… but only most of the time. Once every age, things briefly return to what they once were, before the Madgod became who he is now and was who he was. And still is. The event known as the Greymarch is part story, part apocalypse, and part punishment and curse on Sheogorath … and it's coming. Five years into your stay, the realm will begin to shift, and its mad ruler will find himself re-awakening a side of him seen only a few brief days – if that – each Era. Jyggalag, the Daedric Prince Of Order, will reform the Isles into a bastion of pure, uncompromising logic – and in doing so, cause a degree of collateral damage that might very well be considered literally 'world shattering'. But in his victory, Jyggalag will crack asunder, and once again become Sheogorath… who is then left to piece the realm back together – and he can never seem to put the pieces back together just the way they were before.

The Greymarch is coming, and it's now impossible for you to avoid it by leaving the Isles. You'll be here to see this event up close… though how bad things will get are still up in the air (much like clouds, hats, and Bosmer).

For +300CP, you'll find yourself in the Greymarch as it happened during or right after the Oblivion Crisis. It's going to be dangerous, with crystalline knights and other such bland invaders making a mess of things, but one of Sheogorath's particularly unusual ideas might just allow the Isles to survive at least relatively intact. This is the storyline as seen in the Shivering Isles expansion of the game, though whether things will happen that way also depends on if you decide to get involved or change things along the way.

For +600CP, you'll instead find yourself in one of the previous Greymarches… meaning there is no convenient Prisoner to take over, and the cycle will continue until its inevitable conclusion. Rather than surviving in a world gone mad, you'll have to endure a world gone ruthlessly *sane*, if only for a little while – and though Jyggalag's victory might be short-lived, that's of little comfort to those trampled beneath his feet along the way.

ENDING

Oh my, has it been ten years already? Time really flies when you're not keeping track of it, doesn't it my dear little mortal?

Regardless, you now have a choice to make. Before that, we'll give you a free one-time only fix to your mental faculties – in case you're worried you might have gone too insane to make a proper choice. So you'll be oh so boringly sane once more... oh, and all Drawbacks fade away as usual. But what will you do with your newfound clarity?

First, you may **go home**. The Isles can teach one many things about themselves, and maybe what you found made you realize all this traveling and reality-hopping and entrails-loving just isn't for you. You return to your reality of origin, keeping whatever you've acquired during your chain. You'll never jump again, and live the rest of your life back where you began. Who knows, maybe you'll go mad all over again?

This is the only option available to you if you ended your time here dead, pushing up daisies, six feet under, or otherwise terminally indisposed.

Second, you might want to **stay here**. It's a grand old place, the Shivering Isles, and maybe madness suits you well? You'll abandon your chain, making this reality the finish line, so to speak. You keep whatever you've acquired during your chain, but you'll never jump again. Well, not *jump* jump, acrobatics is good for the soul and we'll not stop you from doing that overmuch. This is the only option available to you if you 'Mantled' Sheogorath (or any other Daedric Prince or similar entity, really) during your stay and you refuse to give it up once your time is up. Being a proper Madgod is a commitment, don't you know? If you don't know what that means, don't worry about it happening by accident. Or do. We don't judge except when we feel like it.

And finally, there is obviously the choice to **move on**. A decade in the realm of madness might be just the thing you needed to get inspired for your next destination, so get out there and see how long it takes before you go mad again! You continue to your next jump using whatever method your chain employs, though you might find yourself smelling of cheese for a little while after. Do remember your time here fondly, if you will?

NOTES

If you need more information about the Shivering Isles, I recommend visiting the UESP at https://en.uesp.net/wiki/Shivering:Shivering_Isles. They've got a lot of info that might be useful if you've never played Oblivion.

If you really must know, 'Mantling' Sheogorath means essentially becoming the Madgod by following in his footsteps until the role becomes less a mask and more a new reality. It's not something you'll do without realizing it, so unless you're somehow set on becoming ol' Sheo's champion and doing the main quest for the Shivering Isles expansion of Oblivion, it's not something to be concerned about.

Yes, you can offer to turn Sheogorath himself into a Companion. It's certainly a way to sidestep the Greymarch that nobody saw coming, and I'm sure he'll be so very, very entertained. Yes, you can also offer a Companion slot to Jyggalag, assuming you get to meet him, though you might want to brush up on your discipline and logic before doing so.
No, attempting to recruit both Daedric Princes is unlikely to be a good idea for many, many reasons, them being the same(ish) individual being the least of your worries. But do feel free to try.

All else fails, fanwank responsibly and have fun.

CHANGE LOG / FUTURE ADDITIONS
V1.0: first completed version.

Stuff I might still add:

- Museum oddities
- Throne room trophies
- Obelisk/Hearts Of Order
- Flame?
- Chalice Of Reversal
- Something with the Duelists?
- Zealots? Heretics?
- Relmyna’s tears / bone arrows