

The Elder Scrolls: Undead

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Immortality.

The ultimate goal of many mortals too afraid, or arrogant, to accept their own mortality, that their time on this world will eventually come to an end. A foolish notion, that one can be above entropy, but that doesn't mean that fools don't try. A common avenue is pursuing undeath. The study of life and death is quite common if one seeks a way to escape Arkay's cycle, something you seem to have done.

Yes, you have joined those unholy ranks and have become undead. But the manner in which you have achieved your Undeath is up in the air for questioning, as is what you gained from it besides just your immortality.

You receive **1000 cp** to determine how your newfound undeath has affected you.

Undead Type:

How, exactly, did you achieve your immortality? You may, of course, be a Drop-In, with no pre-existing history on Tamriel. Age and gender don't matter, and may be chosen freely.

Draugr: You were not a great mage or scholar, nor did you go in search of Daedric deals. No, you were a warrior, one who was so gifted and powerful that you simply *had* to come back, whether willingly or not. But you are free of will and your mind is your own, and your destiny will be made by your two hands.

Lich: Through long study and experimentation, through going down roads of the blackest magic, you have ascended. Though your skeletal form is unsettling to look at, there is a certain beauty in your form, of stripping all until only the minimum needed is left. But enough vanity, there is magic to be had.

Spirit: You were dead, long since passed into the Dreamsleeve, but something drew you back. A desire for vengeance, of duty, or being pulled back against your will? Though you have no corporeal form, your new ghostly state of being has many benefits to it, and grants you many opportunities long denied you.

Vampire: By far one of the easiest ways of achieving immortality, there are as many benefits to vampirism as there are determinants. You are now one of Molag Bal's undead spawn, a blood sucking monster who stalks its prey in the dark. Whether you received it by accident, as a gift, or from the Daedric Prince of Domination and Rape himself, it matters not.



Race:

Before your ascent into immortality, what were you originally?

Altmer: The High Elves are tall, golden skinned elves of the Summerset Isles. They are the most naturally attuned to magic and are as such capable of learning it most easily. They are resistant to disease and have a very long lifespan.

Argonian: A reptilian race from Black Marsh. Unrelated to either Man or Mer and as comfortable in water as on dry land. Covered in scales that make them slightly tougher than other races, their digitigrade legs prevent them from wearing regular shoes.

Bosmer: The small, agile Wood Elves of Valenwood, they are the greatest natural archers in all of Tamriel. Their nimbleness and natural ease within the wild areas of the world is only matched by their carnivorous and sometimes cannibalistic tendencies.

Breton: The humans of High Rock are the hybrid descendants of ancient elves and men, as hinted by their slightly pointed ears. Eccentric and naturally skilled with magic, they have a natural resistance to magic.

Dunmer: The ashen-skinned, red eyed Dark Elves of Morrowind are a tenacious people. They possess a natural resistance of fire and heat. They are known for their strength, intelligence, and quickness as well as their pride and unfriendliness.

Imperial: The cosmopolitan human natives of the province of Cyrodiil. They are known for their charm and skill at diplomacy, as well as their skill and discipline as rank and file soldiers.

Khajiit: The cat-people of Elsweyr, they are known for their natural agility and stealth. Their forms are as diverse as the phases of the two moons, ranging from a house cat, to a house sized tiger, to something similar to a Wood Elf.

Nord: The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong, they are resistant to the cold with a magical affinity for the frost. They are primarily known for their fierce warriors.

Orsimer: Known as the Pariah Folk, the Orcs of Orsinium are known as talented warriors and smiths. They are strong, courageous and fearsome when roused, just as their god Malacath is.

Redguard: The dark skinned men of Hammerfell. Naturally talented warriors known for their hardiness of constitution and their fleet feet. Their independent spirits make them better skirmishers than rank and file warriors.

Other Race [100]: You are not one of those commonly found throughout Tamriel. Perhaps you are a Sload, a member of a Minotaur tribe, or one of the last Dwemer? Maybe you are even a Giant or a Maormer? That is up for you to decide, though it must be something that already exists within Nirn.

Dragon [400]: One of the Children of Akatosh, one who was not content with their innate immortality, in search of something greater? You are one of these mighty beasts, one whose body is now as immortal as your soul. Sturdy scales, powerful fangs, great wings, and a mighty Voice, there are few who could hope to match you.



Locations:

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

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

2) Cyrodiil: The Imperial province in the center of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City, the cosmopolitan center of the Empire and its governance.

3) Elsweyr: The home of the Khajiit, situated on the southern coast of Tamriel. There are few cities, the rest made up of arid badlands and subtropical forests.

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

5) High Rock: The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous.

6) Morrowind: The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems.

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

8) Skyrim: The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North.

9) Summerset Isles: The large, South-Westerly island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture.

10) Valenwood: A densely forested, subtropical province to the South-East of Tamriel, this is the home of the Bosmer. Sea of endless green, a maze of foliage with half-hidden cities and giant, migratory trees.

11) 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 wants to live here.

12) Free Choice: How lucky you are, as you may freely choose to start anywhere you wish.



General Perks:

Undeath [Free]: No matter which path you went down, nor how you went about achieving it, the end result is all the same. You are an undead being, and with that comes many perks. You are effectively immortal, so long as nothing comes around to murder you. You are not affected by mundane poisons, and can no longer be inhibited by pain. Additionally, you have no need to eat, drink, breathe, or even sleep. Enough damage to your form will still eventually kill you, as well as the destruction of your head, so be mindful of that. You are also susceptible to Restoration spells, and as such cannot utilize normal healing spells.

Soundtrack of Tamriel [50]: With the passage of time, people, languages, and even places will change. And yet, music will always be a constant, especially for you. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Timeless Beauty [50]: Though undeath has many benefits, looks are usually not one of them, often being reduced to monstrous or decaying visages of your former self. No longer, as not only do you look just as fleshy as before your undead rebirth, you are even more beautiful or handsome than before. No one would be able to notice your undead state without picking up on some subtle hints, or you just telling them.

Eternal Outlook [100]: When one has eternity to look forward to, it can be hard to stave off the inevitable boredom that comes with such a long unlife. But not you, though. You can handle the march of time well, never tiring of the joys of life and never finding your emotions dulled, even after millenia have passed. What is the point of immortality if you cannot enjoy it?

Unchanging Self [100]: Over time, people change. That is not unnatural, and is even healthy, but there are those who worry about too much change, about becoming unrecognizable from who they were previously. You are not one of them, as you will always remain yourself, only changing for the better. A kind and gentle man will remain just as kind even after centuries of bloody warfare.

Head Cultist [200]: Power is an addictive substance, drawing in the powerless like moths to a flame. And what greater power is as sought after than immortality? There is no shortage of fools willing to do anything for a shot at eternal life, and that is something you are prepared to take advantage of. Not only could you expertly manage a hidden society or secretive faction all by yourself, with all the problems and headaches that would entail, but you excel at actually keeping it a secret.

Summoner [200]: There are forces beyond mortal comprehension, within the relentless waters of Oblivion. Ones that allow access to avenues of great power. You have made a pact with one of the Daedric Princes, allowing you to summon Daedra under their control even in worlds and universes far beyond Oblivion's reach, all at a fraction of the cost it would normally have been even within Nirn. Additionally, you know a ritual that will allow you to open an Oblivion Gate to your Prince's realm.

Necromage [400]: You were born with a gift, or perhaps a blessing? Either way, your undeath has interacted with your nascent Spark in an interesting way, granting you much power in your new state of being. Simply put, all of your magic is twice as effective against undead, as well as your enchantments. This goes for yourself as well, as beneficial magics and enchantments are much better for you. But that's not all, as you will find that all of your perks, *all of them,* are half again as powerful as they were before. I pity any who think they could stand against you…



Draugr Perks:

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

Zombie [Exclusive Draugr]: From flesh and bone, you were risen. Though you may lack the skill with magic that others have, it is in physicality where you truly shine. You are much stronger than before, able to bring out your full power without the worry of damaging your body. Additionally, your toughened skin has made you more resistant to damage.

Restless [100]: Your life as an undead is usually torn between two states; long sessions of inactivity, and near-unending labor. You are uniquely suited for both these, as you have an unlimited amount of both stamina and patience. You are also completely unaffected by long periods bereft of stimuli, whether social, mental, or physical.

Scourge [200]: Amongst the many warriors across Nirn, there are few foes as dangerous yet fragile as mages, those who bend magicka to their will. It is quite difficult to fight an opponent who can set you on fire from a hundred yards away, but it seems as though your undeath has partially solved your problem. Any hostile magic is nearly half as effective against you, with weaker spells failing entirely.

Wight [200]: You are not some mere zombie, resurrected on the whims of a novice mage playing necromancer. You are something greater, your mind intact and wits as sharp as they were in life. Due to your new condition, you are now more resistant to mental effects, illusions, and being forcibly controlled than normal, such that it would take an adept level spell to even begin affecting you. Even if you are trapped in one, you find it easier to power through and break it on your own.

Hulking Corpse [400]: It may not have been your strength or dexterity that is highly prized, but instead your sheer durability. You are highly resistant to damage, as though your entire body was made of steel. You could even survive decapitation, at least for a few minutes, long enough to put your head back in place and use healing spells to reverse it before death finally sticks. When you enter the battlefield, everyone had better recognize you as the biggest threat, or face the consequences.

Malignant Plague [400]: It is often advised for people to avoid decomposing bodies, as interacting with them unprepared is an easy way to catch diseases. You validate such a stance, as you now emit an aura of disease and decay that severely debilitates anyone who gets too close to you. Even those immune to sickness will still find their strength waning, as all one day become frail and pass on from this world.

Dragon Priest [600]: Ah, it seems as though you were not actually lacking in magic. You must have trained up in the north with the Tongues, for you are a master of the Thu'um, or the Storm Voice. This specific branch of Tonal Magic allows you to alter the very fabric of reality with just a few words, conjuring blasts of force, freezing enemies solid, and even commanding the weather. And due to your new state of being, you will suffer none of the usual drawbacks of overusing this power.

Dread Overlord [600]: It is often known that those from past times were simply better then their modern kin, making it hard to separate the myth from reality. You are one of these storied warriors, equal to some of the greatest in all of Tamriel's history. With just skill alone and a fine weapon, you could rout an entire army by yourself, to say nothing of any newfound advantages from your undead state enhancing your lethality. This is in addition to your military strategies and tactics, whether for yourself or an army of your own. When it comes to war, few will be as devastating as you.



Lich Perks:

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

Skeleton [Exclusive Lich]: You have been stripped of everything unnecessary, becoming an animated skeleton powered by your own will and magic. Beyond the benefit of no pesky organs or fleshy bits, you are now completely immune to all poisons, both mundane and magical, and very resistant to slashing damage.

Necromancy [100]: One does not become a lich by accident. It takes years of study and dedication to mastering the art of necromancy, lest one mess up and render themselves a mindless husk like so many others. You are one such person, an expert in the dark arts capable of ripping out souls and reanimating the dead as your own dedicated servants. You may be equal to any apprentice with the other schools of magic, but it is necromancy where you excel.

Ideal Master [200]: The power offered by the Ideal Masters of the Soul Cairn is a tempting prize, leading the ambitious and foolhardy necromancers to their certain doom. But you? You knew what you were doing, knew just how to deal with those entities, and are one of the few that prospered. You are able to summon the powerful undead found within the Soul Cairn, from the common Bonemen to the powerful Keepers, all at a fraction of the magicka cost it would normally take.

Warlock [200]: Magicka is the very energy of Aetherius leaking into Nirn through the sun and stars, and can be used by anyone regardless of race or origin, though there are those more gifted than others. You are one of them, possessing a larger amount of magicka than most, a pool of energy that will continue to grow at a noticeable rate the longer you survive.

Bone Colossus [400]: You are no mere lich, who cast aside your flesh in your yearning for immortality. No, you are now a bone colossus, comparable to a giant in size and made from many more skeletons than just yourself. Not only are you much stronger than before, but you can modify yourself by adding more skeletons to yourself, applying their natural abilities to yourself. Adding a dragon head to your arm would grant you the ability to spew fire from it's maw, for example.

Undying Legend [400]: What is dead may never truly die, a strange saying that is nonetheless very accurate when talking about liches. There are many tales of those who were resurrected many times through either their followers or their own mastery of magic. You are one of these powerful mages, and as such you can return to unlife once every ten years, or once every Jump, whichever is shorter.

Ancient Deathpriest [600]: Long have you survived in this bloody Arena known as Tamriel, and you were not idle during your time. You have studied magic to such a degree that you have become an unequaled master in one of the conventional schools of magic, while merely being an 'expert' with the others. Your understanding of the arcane will allow you to learn new spells fairly easily, as well as convert them from one magic system to another without issue.

King of Worms [600]: Mannimarco is often credited as the first modern lich as we know them today, and is one of the most powerful mages to have existed. Much like him, you have reached the peak of necromancy. All undead you raise are much more powerful, durable, faster, and more intelligent than they otherwise would be. Additionally, there is no limit to how long your undead may be animated, nor how many you can control at any given time. With such power at your fingertips, it would be wise to fear you.



Spirit Perks:

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

Ethereal [Exclusive Spirit]: You are no longer a being of the physical, bound by its laws and realities. As a spirit, you are immune to the vast majority of mundane forms of damage, be they slashing at you with a sword, or dropping you off a cliff. The only way to harm you in your new ghostly state would be with silver or Daedric items, enchanted items, or through magic.

Intangible [100]: As a being no longer strictly bound to the physical world, many doors have opened up, just waiting for you to take advantage of them. One such advantage is your newfound ability to become intangible, capable of passing through walls, furniture, and even people. The only way to bar you from somewhere would be through magic, be it a spell or an enchantment.

Chill of Death [200]: It is portrayed quite often that death is cold and uncaring, that the warmth of life will eventually drain from all within the Mundus, an image which you reinforce. Not only can you call upon a Frost Cloak at will, but you will find that any frost-based magicks or abilities have been tripled in potency, while being much less costly to use.

Wisp Mother [200]: There are many legends of wisps, of how they lure the unsuspecting into the arms of ghostly women who feed on their life force. It seems like the legends are not incorrect, as you are capable of summoning wisps to your side. They can drain the health and stamina from enemies, healing you in the process. They can also disguise themselves as you, though it will only be an illusion.

Psychopomp [400]: No matter their origins or beliefs, all mortal races know that there is a place where their spirits can rest after death, a safe haven within the Dreamsleeve. You are highly intertwined with these realms, allowing you to travel to, as well as escape from, the various afterlives with ease. You can also help the souls of others pass on, granting them their peace until the Wheel turns and the Cycle begins anew.

Silence of the Grave [400]: Possibly the worst thing about death that you remember was the silence. The unending quiet, only your thoughts with you as you lay trapped within a void. This experience has changed you, granting you a power feared by most. You can unleash a curse upon a target that silences them, not only taking away their voice but also their ability to use magic. This may only be temporary, at most a minute or two, but it's enough to render many powerful entities into harmless bags of flesh.

Overtaken [600]: It was your will that brought you back from the realm of the dead, your resolve that allows you to retain your free will. Not many possess the same amount of willpower, which is quite unfortunate for them. Why? Because you can now possess people and objects, controlling them and their actions as if it was yourself should their willpower be found lacking. You will retain full access to your abilities, and can access your vessel's memories. Why, you could even possess dragons, should you be powerful enough.

Spirit Bound [600]: You cannot simply pass into that gentle night, cannot accept death with open arms. You fight, struggle against such an ending, your obsessions and desire to live bringing you back time and time again. You can bind your very soul to an object, be it a ring or a building or something else entirely, allowing you to return from death as many times as is needed. The only way for you to truly pass on would be for it to be destroyed or purified.



Vampire Perks:

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

Bloodline [Exclusive Vampire]: While there are many who seek out vampirism, it is just as important figuring out what kind of vampirism they want. There are many vampiric bloodlines, from the northern Volkihar, those of the Cyrodilic Order, the childish Telboth, and many more. Some common traits within most bloodlines are the need to drink blood, and a weakness to both fire and the sun. You have the benefit of choosing exactly which vampiric bloodline you are a part of.

Among Sheep [100]: Honestly, it's kind of hilarious what you can get away with should you be charming enough. Convincing guards to look the other way, have merchants bring in some less than legal merchandise, convince the unwashed and uneducated peasants to do what you tell them to in return for immortality. You are charismatic enough to do all of these, and possibly more.

Blood Magic [200]: A branch of magic that many shy away from, due to the stigma surrounding it, yet one that many vampires find a natural affinity with. You are quite adept at utilizing blood magic, which can range from draining the vitality of others in order to heal yourself to manipulating blood itself, shaping it into liquid swords and arrows that are just as effective as those made from steel. With true mastery and experience, you may even be able to puppet the actions of others.

Stone Shaper [200]: Gargoyles are actually quite fascinating, as they are less creatures and more living statues. All it takes to create them is a skilled sculptor and talented mage. Someone much like you. You are a master stonemason, chiseling out lifelike statues that you can then imbue with arcane energies in order to animate them. Additionally, you are capable of summoning any gargoyles you've created to your side for a minor magicka cost.

Mist Form [400]: An ability that is just as useful as it is difficult to counter, that of being able to transform into a sentient cloud of mist. When you enter this state, you shall find that you are nearly impossible to physically harm, and resistant to magic while in this state. The only things that can reliably harm you are silver and daedric weaponry, as well as the Sun. But combat is not this form’s primary focus, as it will allow you to traverse through tight areas and under cracks with ease. After all, how could a simple door hope to stall a cloud?

Night Cloak [400]: When you call, the creatures of the night answer, and in quite a spectacular fashion. At will, you can summon a veritable vortex of bats to surround your form. They won't hamper you, but will definitely be a nuisance to your enemies, as they will rapidly drain their health, stamina, and magicka, which will then be transferred to you, replenishing your own. They can be dismissed at will, dispersing into the black fog from whence they came.

Diablerie [600]: It is always foolish to steal a soul belonging to Molag Bal, but you certainly believe that you can get away with it. You are now capable of a forbidden art, where you can gain the knowledge of those you drain the blood of, as well as adding some of their skills and powers to your own. This is especially potent when used on other vampires, strengthening your own vampiric abilities while adding theirs to your repertoire. You have certainly become a true monster amongst monsters.

Vampire Lord [600]: And so it is that the monster within is unleashed, all of creation now understanding what they now deal with. You are capable of transforming into a monstrous state, one that will greatly enhance all of your vampiric abilities while active, while the great wings on your back will grant you the power of true flight. As an added bonus, you no longer seem to possess any vampiric weaknesses anymore, be they those specific to your bloodline or the Sun itself.



General Items:

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

Basic Gear [Free]: Even for one who has conquered mortality, this world can be dangerous, and it would be cruel to send you out there with nothing. You are now in possession of a set of clothing, a steel weapon of your choice, and a knapsack to carry any other valuables you may find in your travels.

Burial Urns [50]: What you now possess is a large number of small urns engraved with your name, each of them around the size of the average horse skull. Inside will always be a few gold coins, a gem or two, as well as the ashes of a dead person. These will restock when you place the lid back on.

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

Undead Aesthetics [50]: Your Warehouse is an integral part of your being a Jumper, so shouldn’t it also receive an upgrade in celebration of your undeath? Yes, you may now have your Warehouse, as well as any properties or items you own, take on a dark and haunting aesthetic fitting for your new form.

Ahzidal's Rings [100]: The enchanted rings of Ahzidal, the first great Nord enchanter, and possibly the first human to master the Elven methods of enchanting. The Ring of Arcana will empower your elemental magicks, while also making them cheaper to cast. The Ring of Necromancy will turn any resurrected undead into walking bombs, exploding into a deadly shower of frost when defeated.

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

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

unique enchantments, such as the effect of the Wabbajack. This option may be taken multiple times, at a discount after the first purchase.

Life Return Ritual [100]: Well then, it seems as though you have taken a page out of Falion's journal, quite literally I might add. You are now in possession of a small book containing various rituals meant to return the various types of Undead back into their original mortal selves. This can also be used to affect undead creatures in any future worlds you may decide to visit. Not many who embraced undeath may be so willing to undergo such a ritual, though.

Alchemy Tower [200]: When you have eternity to look forward to, it's not unreasonable to believe that you'll pick up a few hobbies. A popular one, it seems, is the magical science of alchemy. You are now in possession of a tower devoted to this skill, possessing all manner of alchemical devices and recipes, as well as a large garden and storage area for practically every alchemical reagent found in these lands. These ingredients will restock after a week, so no need to fear running out. Additionally, any potions you create here will be twice as powerful.

Draconic Skeleton [200]: There are no bones as prized among necromancers as dragon bones. Even millennia after their deaths, they thrum with ancient magic, and are just as, if not more durable than ebony. This skeleton has been reanimated and bound to your will, a skeletal monster that even an entire group of trained mages would find a difficult opponent. It is fully capable of flight, can use a small number of Shouts, and will obey all of your orders to the letter.

Enchanting Tower [200]: If you aren't a fan of going out and finding, buying, or looting powerful enchanted gear, then you'll probably be wanting to do it yourself. This tower is completely devoted to the art of enchanting, with a high-quality enchanting setup, many books on the subject, and a replenishing stock of soul gems. You possess fifty of each kind of soul gem, all of which restock after a week, yet none of them are filled. Additionally, any enchantments you create here will be twice as powerful.

Stone Coffin [200]: A sarcophagus carved from stone, engraved with images depicting you and the various feats you've performed. Though it may look uncomfortable, it is actually very cozy, and that isn't even mentioning the magical effects placed upon it. After resting within this indestructible coffin, which is fitted perfectly for you, for at least eight hours, you will find yourself fully restored to prime condition. Your wounds are fully healed, your mind cleared, and all but the most potent of curses removed. It can even lock itself from the inside, ensuring your rest will go undisturbed.

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

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

Necromancer's Moon [1600]: Many have looked upon the night sky and seen wonder in the tapestry of creation, of the stars in the sky and the realms of the Divines, perceptible to mortals only as the planets orbiting Nirn, one of which this moon orbits. You have usurped the Necromancer's Moon from the grasp of the God of Worms. This celestial body is also a planet-sized dimension all of its own, which will exponentially empower the undead as well as the potency of all necromancy or dark magics used by you and your allies to ludicrous heights. The moon generates its own black soul gems, which can be harvested, and will automatically fill any soul gems or soul-powered objects placed within. Whether you import it into future worlds, replace the existing moon, or keep it within your Warehouse is up to you.



Draugr Items:

Ancient Nord Set [100]: You were entombed with your armor in death, and now it will protect you in unlife. You are now in possession of a high-quality set of ancient nordic armor and weapons, as well as daily replenishing arrows, each just as effective as the day they were forged.

Stone Claws [100]: Nordic tombs are quite infamous for their puzzle doors, which usually cannot be opened without the corresponding claw. Within your Warehouse, you will find a display case filled with a number of draconic claws, each one made from a different material. They seem to have three images on the palms, each resembling one of the Nordic animal totems.

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

Stalhrim Set [200]: Stalhrim is a magical ice originating from Atmora, used primarily in ancient times to entomb the honored dead and protect them from foul magicks. Some, though, have managed to utilize it in combat. You now own a set of stalhrim armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design. Additionally, any frost enchantments placed upon these will be twice as potent.

Shield of Ysgramor [400]: Used by Ysgramor and crafted for him by Ahzidal, this shield is a powerful artifact. Not only does it grant the wearer an increased resistance to frost, it also imbues them with a healing factor. But it's ultimate ability is being able to unleash the frost of Atmora itself, coating the user in a powerful frost cloak that harms anyone and anything nearby.

Spear of the Snow Prince [400]: The enchanted spear of the Snow Prince, last hope of the Snow Elven people before being slain on Solstheim. Made of exceptional quality, the enchantments placed upon it reflect the frigid northern province well. Not only will it deal frost damage to a target, but will temporarily make them weaker to frost-based effects, as well as paralyze them for a few seconds.

Dragon Priest Masks [600]: Granted to the Dragon Priests of Skyrim by the very Dragons themselves, each Dragon Priest Mask was a masterpiece, and imbued with unique enchantments. Hevnoraak, Krosis, Morokei, Nahkriin, Otar, Rahgot, Vokun, Volsung, Ahzidal, Dukaan, Zahkriisos. You are now the owner of all of these masks, with all the various powers they grant.

Nordic Tomb [600]: It would be inaccurate to refer to this as just a mere tomb, considering that it is, in actuality, the size of a small city. An underground complex that is practically a death sentence for all but the strongest or cleverest of adventurers. The structures are practically indestructible, with numerous deadly traps and a confusing layout that make it much easier to defend. It also houses a veritable army of draugr, who will patrol the complex and are not affected by any of the traps within. You will make them bleed a liter for every inch they take.



Lich Items:

Black Soul Gems [100]: During your studies of necromancy, you have discovered that there were few items as useful in the dark arts than black soul gems. These are the only type of soul gems that can handle the souls of the mortal races. How lucky you are, then, that you are now in possession of fifty replenishing black soul gems, each filled and replenishing after a week.

Runic Robes [100]: A set of enchanted hooded robes, as well as a mask made from the skull of a talented mage, perfect for any self-respecting necromancer. Wearing these will see your pool of magicka increase, as well as speed up the rate at which it replenishes.

Graveyard [200]: If necromancy is all about raising the dead, then any proper necromancer would have a steady supply of bodies to resurrect. In your possession is a fairly sizable graveyard, containing dozens of dead bodies. These graves contain each of the ten main races found within Tamriel, though there are the occasional rare ones like a giant or even dragon. Any undead raised from here will generally be more powerful than normal. When resurrected or destroyed, these bodies will replenish after a month.

Necromantic Grimoire [200]: An ancient tome written by an unnamed necromancer, meant to help his students grow. This book is filled with a number of necromantic spells for you to learn, such as raising the nearby dead or summoning a spirit animal, but the amazing thing is that it will add new spells and rituals as you grow in both power and skill with necromancy.

Bloodworm Helm [400]: The King of Worms was said to have left behind one of his prized possessions, the Bloodworm Helm, after his ascension. The Helm is a construct of magically formed trollbone, and though beautiful to behold, many find the artifact repulsive due to its morbid nature. It will allow the wearer to summon numerous skeletons for no magicka cost and grant then better control of the undead, as well as dealing more damage to them.

Necromancer Amulet [400]: As with most artifacts associated with necromancy, this one was believed to have been crafted by Mannimarco, and it's easy to see why. This enchanted amulet heavily boosts the magicka reserves and grants an easier use of necromancy to any that wears it. Unfortunately, it stunts the regeneration of any living thing that wears it. Luckily, this drawback is ineffective when worn by the undead.

Soul Cairn [600]: Perhaps you made a deal with one of the Ideal Masters, or you conquered their territory for yourself. Regardless, you now claim ownership of a portion of the Soul Cairn, with all that entails. Not only will you receive a steady supply of souls for whatever purpose you desire, but it is also filled with powerful undead that will obey your every command, including three dragonbone-clad Keepers and a powerful entity known only as the Soul Reaper.

Staff of Worms [600]: The ebony staff once owned by the King of Worms, Mannimarco. Not only does it greatly empower any spells channeled through it, but it makes any of the undead you have risen far more physically capable than they otherwise would have been, easily the equivalent of ten others. Additionally, it allows you to perfectly see and hear through your undead's eyes and ears, somehow.



Spirit Items:

Ancient Coins [100]: Did you really expect that septims were the only currency found within Tamriel? No, many cultures before the Third Empire utilized coins as currency, and you now have proof of that. One hundred coins from some ancient or far off civilization, they're more valuable as collectors items then anything, but at least they'll replenish each week.

Ectoplasm [100]: Ectoplasm is a filmy residue with modest magical properties that remains after a ghost, or spirit has been banished from the mortal plane. Garments made of ectoplasm are lightweight, frigid, and useful for keeping smiths from suffering heat exhaustion. You will receive a stockpile of fifty bottles of ectoplasm, which will replenish weekly.

Phantom Armor [200]: When you died, you died in your armor. And when you returned, your armor returned with you, now possessing new properties. In addition to its new spectral look, it has brought the coldness of the grave with it. Whenever you're struck by an enemy, the attacker will suffer frost damage equal to the damage they dealt to you.

Spectral Weaponry [200]: A collection of spectral weapons, each as light as a feather yet as deadly as any other. The Drainheart Sword will drain a target's stamina, the Drainblood Battleaxe will drain a target's vitality, and the Drainspell Bow will drain a target's magicka. You will also receive a quiver of spectral arrows, which will automatically replenish itself when emptied.

Ghostblade [400]: Just like your armor, when you died you died with your weapon in your hand. Now that you have arisen with it, it has gained new ghostly properties. In addition to dealing a large amount of frost damage to your target, it can also bypass armor and even skin completely, damaging the insides of your target directly.

Haunted Ship [400]: Many are the tales whispered by sailors of ships lost at sea, only to be seen later on, under the command of the restless dead. You can now prove such tales as true, seeing as you now one one of these ships yourself. No matter what the condition of the sea or sky, it will carry you to whatever location you desire as though it were a calm lake, all under its own power and faster than the vast majority of ships. You also have a literal skeleton crew who will man the ship and protect it, though they aren't useful for much else.

Afterlife [600]: In a twist that many may not have believed possible, you now own a realm of the dead of your very own. Whether it's a real of Aetherius or a sliver of the Dreamsleeve is up for debate, but the exact layout and design of this realm is entirely up to you, as is the exact nature of this realm. Will it be a peaceful place of rest, a hall of revelry, or simply the stoping point on the path of reincarnation? You may set up a number of requirements that, when fulfilled, will allow the souls of the departed to enter.

Mantella [600]: A giant green gem, created by the Battlemages Zurin Arctus in order to house the soul of a Shezzarine and power the Numidium. Whether it actually houses the soul of a dead god or not is best left up for debate, though its properties certainly aren't. Simply put, this is an infinite source of magical energy, never running out no matter how long it is used. It does have a maximum output, but you will be hard pressed to find anything in this world that would exceed it.



Vampire Items:

Vials of Blood [100]: Sometimes, it can be quite the chore, going out in search of mortals when you're feeling a little bit peckish. And yet, though the wonders of alchemy, these twenty vials contain fresh blood, each replenishing after a week. In addition to feeding you like normal blood would, it also acts like a healing potion. I wouldn't offer any to your mortal companions, however.

Vampire Armor [100]: You require a set of armor more befitting for your ascended state, and you could hardly go wrong with this. A set of layered leather Armor fit for a creature of the night. It's light, easy to move in, and will change with you regardless of what form you take.

Royal Attire [200]: As an existence head and shoulders above mortals, it would only make sense that you would wear only the best. Indeed, this elegant set of armor is just as useful as it is intimidating. Not only will you find that it's much more durable than expected, but it is enchanted to boost your vampiric abilities, as well as lessening the effect the sun has on you.

Vampiric Regalia [200]: A collection of jewelry meant to enhance the potency of a vampire's natural abilities, as well as some additional bonuses. The Ring of the Beast will enhance your vitality and unarmed attacks. The Ring of the Erudite will enhance your available pool of magicka as well as how quickly it replenishes. The Amulet of the Gargoyle will allow you to summon two gargoyles to your side. And the Amulet of Bats will allow you to temporarily transform into a swarm of bats in order to avoid damage.

Blade of Harkon [400]: An akaviri katana once wielded by the head of the Volkihar Clan, Lord Harkon. The crossguard has been designed to resemble the face of Molag Bal. When used by a vampire, it will drink deeply of it's target's life force, draining away their vitality, stamina, and magicka in order to replenish your own. It also acts as an excellent catalyst for blood magicks, should you be proficient with them.

Bloodstone Chalice [400]: 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.

Fountain of Molag Bal [600]: A grand and terrible fountain, blessed by the King of Rape and Father of Vampires himself and made in his image. From the statue's maw, a red liquid will flow, similar to blood yet not quite. Drinking from it will quench a vampire's thirst, res, but that is only the basest of uses. This Daedric liquid can be used for any number of arcane purposes, and is highly receptive to blood magic. Should one follow a certain ritual engraved upon the base of this fountain, they will be able to create new vampiric bloodlines, as well as turn themselves into pure-blooded vampires.

Vampiric Castle [600]: After many decades or even centuries of unlife, it is not uncommon for a vampire to gain their very own castle. You are one of those, owning your own dark castle perfectly fit for your vampiric self. In addition to all the amenities you'd expect from a castle, the windows block out the harmful effects of the sun, there are many replenishing barrels of blood in the basement, and there are dozens of gargoyles to protect the area from any invaders. There's also an alter to Molag Bal, where he can communicate with you and vice versa, but that's entirely optional.



Companions:

Undead Society [50/100/200]: Eternal unlife can be dreadfully boring, so why not bring some friends along for the ride? With this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Order of the Jumper [300]: But variety is the spice of life, is it not? If you don't want to be limited to just eight companions, then take this option to import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Undead Legions [Free]: Well, you wouldn’t want your followers to be left in the dust when you have conquered mortality. By choosing this, you may import any number of followers to benefit from any of the forms of undeath found in here, as well as gaining a history in this world.

Arvak [Optionally Free]: Every man needs a mount, and for an undead like yourself there is no better option. Freed from the Soul Cairn, this fully trained skeletal warhorse is now yours. In addition to being able to summon them to your side whenever you desire, they always seem to be faster than you, no matter what you try to do to make up the difference.

Sunny Knight [50, Optionally Free Draugr]: Once a knight of incredible renown, his newfound state of immortality has not diminished the cheerful and friendliness of this Breton. With his steel gear, and a shield with a sun emblazoned upon it, he will use his talent with both blade and restoration magic to support you however he can.

Musical Sailor [50, Optionally Free Lich]: You may be confused upon meeting this unusually tall skeleton, what with his quirky mannerisms and massive afro, but worry not. He is a jolly soul, who wishes to spread his music wherever he goes, as well as find the sky whale he helped raise when he was still flesh and blood. Be prepared for a lot of skeleton jokes.

Heroic Phantom [50, Optionally Free Spirit]: A young boy, so close to manhood, yet it was taken from him when he meddled with his parents' magical experiments. Now stuck as a ghost, he doesn't wallow in misery, but instead goes out and helps others, which his wide variety of spectral abilities makes easy. Maybe not the brightest candle on the chandelier, but he's got spunk and determination.

Noble Giantess [50, Optionally Free Vampire]: Once a normal Giant who gained control over one of High Rock's many castles, her vampiric transformation has turned her into a force to behold. Preferring to use her bare hands and extending claws, which can render steel and stone, there's nothing she won't do to protect, or avenge, those close to her.

Bone Hawk [50]: These predatory birds are actually a type of undead creature, and can typically be found as pets or familiars to various undead. Yours is bonded to you, obeying your commands and allowing you to see through its eyes and ears. This bird especially loves it when given red meat, even though they don't need to eat.

Death Hound [50]: Death Hounds are used as guardians by vampires. How they came to be is unknown, but their bite is as cold as the grave. This one in particular is exceptionally trained, and will obey your orders to the best of its abilities. Be sure to give it plenty of belly rubs, yeah? This could alternatively be a Bone Wolf.

Bloody Lord [100]: Cursed since birth and abandoned by his noble parents, this severely deformed nord holds a deep seated hatred for the Aedra and their followers. A potent blood mage, conjuring it to burn enemies and even absorbing their vitality to replenish his own. This is on top of the black wings he can summon, and the various Daedra he can conjure on the battlefield.

Wolf Queen [100]: A scion of the Septim bloodline, cursed by the soul of a fel beast since birth, Potema grew to be an exceptionally powerful necromancer. Such was her talents that she threatened the Empire itself with her undead army, only stopping once she was slain. Now she follows you, either out of loyalty or lust for the power your journey will grant her.

Cursed Dragon [200]: Bound to serve the Ideal Masters of the Soul Cairn for eternity, this dragon has found himself free from that awful realm, all thanks to you. Durnehviir is a powerful necromancer, capable of summoning undead legions from the Soul Cairn and ripping out a person's soul using the Thu'um. He also loves a good challenge, and would welcome any chance to spar with powerful opponents.

King of Worms [200]: The pioneer of modern necromancy, there are no necromancers as widely known or as powerful as Mannimarco. Though he does not have the power granted to him by being the Necromancer's Moon, he's still a millennia old lich who has spent much of his undeath acquiring knowledge and power. Perhaps he will share that knowledge with you, if you manage to impress him.

Drawbacks:

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

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could use this to bring undeath into another world, separated from The Elder Scrolls entirely. It would certainly be a surprise seeing a draconic vampire in a world of shinobi.

Dead Aura [+100]: There is something unnatural about you, Jumper, something that you cannot hide. You permeate an aura of death that makes living entities very uneasy in your presence, while most animals won't trust you and might even attack you. It also doesn't help that plantlife seems to wither and die quickly around you.

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

Sensory Deprivation [+100]: You had expected undeath to be an improvement, and yet there was one unexpected drawback. Your senses are dead. The wind on your face, the bite of the cold, the taste of food, even the sensation of pain is nonexistent. Many have gone mad from such an existence, will you join their number?

Bloodied Monster [+200]: Just because one has become a being of undeath, does not mean they must cast away their humanity, their beliefs and morals. Not you, though, oh no. You revel in playing the role of the monster, of the terror that stalks the night. Be it the theatrics, the splatter of innocent blood, or simply unrepentant sadism, it would be difficult to regain what was once cast aside.

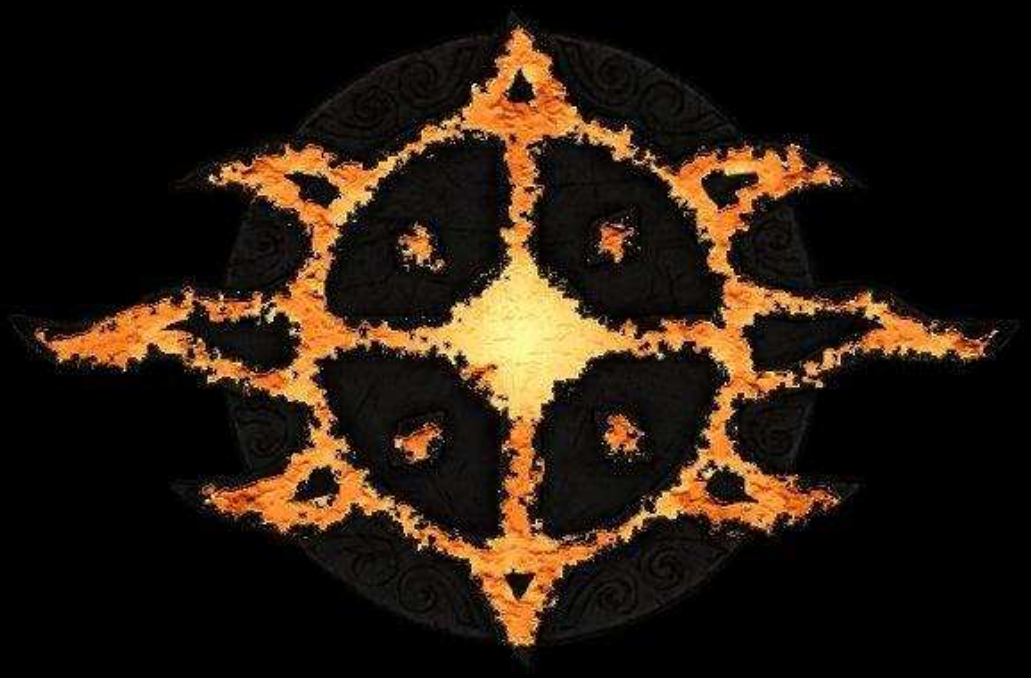
Looking Back [+200]: You took your chance for immortality in order to live long into the future, and yet you can't help but look back at the past. You miss the old days, unable to look away from the past to see the hope of the future. Sometimes, you don't even feel like continuing onwards.

Solar Tyrant [+200]: Much like the spawn of Molag Bal, you have found yourself with a powerful weakness to sunlight, rendering you nearly powerless under its harsh rays. Should you be a vampire yourself, then this is even worse, as any exposure to sunlight will kill you.

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

Soul Trapped [+300]: It seems that, like a certain dragon, you are now a prisoner of the Soul Cairn, unable to leave through your own power. Even *if* you were to find a way to leave, you would get progressively weaker until eventually, you'll cease to exist, and fail your Chain.

Vigilant [+300]: The Vigilants of Stendarr are an order dedicated to hunting down any Daedra or undead they can, in order to ensure that an event like the Oblivion Crisis never happens again. Unfortunately, they or a similarly powerful and skilled group has been made aware of your existence and contain knowledge of your capabilities, and are doing everything in their power in order to end you.



Ending:

Stay: Have you found the perfect place to spend eternity?

Go Home: Do you crave the past you left behind so long ago?

Continue: Or was this just a small stop on your journey?

Notes:

-All undead weaknesses and drawbacks, like not being able to use Restoration spells on yourself, will be removed upon completion of the Jump.

-You do *not* have to be an actual **[Draugr]** if you don't want to. You could just be a particularly sentient zombie. Same thing with **[Spirits]**, as you could be one of the souls from Sovngarde dragged back into the mortal plane if that's your wish.

-Should you take **[Bone Colossus]** and either still have flesh or want to keep your flesh, than this could either just make you taller while absorbing the various skeletons, adding their power to yourself without any outward changes, or go full on Godrick the Grafted with the body horror.

-All enchanted items purchased here will never run out of charge.

-Any item found here that is already enchanted has its enchantments boosted far beyond what was seen in the games.

-About **[Enchanted Gear]**:

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

-The **[Bloodstone Chalice]** can either be the size shown in-game, or it can be hand held. Your choice.

-Companions are based off of Solaire, Brook (One Piece), Danny Phantom, Lady Alcina Dimitrescu, and Mohg.

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

-**[Looking Back]** is basically chronic depression, mixed with a yearning for the 'good old days.'

-When in doubt, fanwank. It just works.

-Have the day that you deserve~

Updates:

Update 1.1 "Resurrection"

- Fixed typos and changed a number of descriptions.
- Changed and added new images.
- Doubled the amount of origin perks and items.
- Redid many of the **[Draugr]** and **[Vampire]** perks.
- Renamed **[Wolf Queen]** to **[Undying Legend]**.
- Added new items.
- Moved **[Ebony Gear]** to General Items.
- Renamed **[Magical Enchantments]** to **[Enchanted Gear]**.
- Renamed Companion Imports to **[Undead Society]** and **[Order of the Jumper]**.
- Added new companions, as well as replacing/renaming a few.
- Replaced **[Black Sacrament]** with **[Bloodied Monster]**.