# The Elder Scrolls ONLINE

As a dull orange sun breaks over the blood-stained banks of the Brena River, the wheel turns on year 582 of the Second Era, the 13th day of Morning Star. Almost six centuries ago, Emperor Reman III and his line were murdered, joined in death soon after by the treacherous regent Versidue-Shaie and his son Savirien-Chorak. With no successor, the Empire dissolved into infighting. Worsening the situation, Reachmen lead by Durcorach the Black Drake captured Cyrodiil, throwing the entire Imperial Province into ruin. Pretender to the throne Varen Aquilarios managed to loosen their grasp, but vanished while searching for the Amulet of Kings, the Emperor's badge of office and an essential component in relighting the Dragonfires. No-one knows what happened to the savior of Cyrodiil. When he vanished, he took the last hopes of the dying Empire with him.

From its ashes came three great Alliances, the anti-human but benevolent protectorate of the Aldmeri Dominion which seeks to undo the harm caused by the races of men and restore the elven rule of ancient times to the world, the Daggerfall Covenant which seeks to rebuild the Reman Empire and emulate it's progressive and economically-focused policies, and the Ebonheart Pact, a wildcard formed by three traditionally hostile races that seeks to forge its own path. The three Alliances, once held in tense peace as a unified nation under the rule of the Empire, have turned the land of Tamriel into a slaughtering ground, as endless bloody battles rage throughout the still smoldering ashes of Cyrodiil while each nation doggedly defends its perpetually besieged borders against everything from raiding parties to ancient elven nuclear warheads.

But the night grows darker still. Without and Emperor to sustain the Dragonfires, the metaphysical barrier created by Akatosh the Dragon-God of time can no longer hold back the hoards of Oblivion, opening the floodgates for all manner of horrors, from elemental monstrosities to even the stars themselves invading into the world. Worse still, the Daedric Princes, powerful cosmic entities beyond mortal comprehension, have turned their eyes to Nirn, and seek to use it as the centerpiece of their eternal conflict. Of their number, the Father of Vampires Molag Bal, Daedric Prince of Domination has conspired with the first lich Mannimarco the King of Worms, to eradicate the already thinning veil between Nirn and Oblivion in a cataclysmic explosion of magic known as the Soulburst and launch a literal war of the worlds, intent on dragging Nirn itself into his hellish netherrealm of Coldharbour through the use of cosmic tethers called Dark Anchors, the largest of which, The Great Shackle, has already begun to drag the entire planet into his realm.

But there is hope. Rather than faltering from the perpetual conflict, the Alliances have only grown in strength and size as more rally to their cause. The Fighter's and Mage's Guild, once public-funded mercenary and scholarly organizations have turned their focus on undoing the harm caused by the Soulburst and hunting down the servants of the Daedra. With his brother Divine Akatosh left crippled, Stendarr, the God of Mercy has granted his holy light to those who would defend the people of Nirn against the endless hoards of evil. Yet the greatest aid of all has come from unexpected allies, such as Meridia, Daedric Prince of Light and the Energy of Living Things who lends her power to those that would oppose the machinations of the necromancers and her rival Princes or the first vampire Lamae Bal, who has sworn to reap bloody revenge against both Coldharbour and Nirn for her endless centuries of suffering.

You'll be spending the next 10 years in this fallen world.

To help you along, have these +1000 CP (Champion Points) to buy new gear and skills.

Good luck, and remember to make it interesting.

**Starting Location** - Roll 1d8 to decide where you'll be starting out, or pay 50 CP to choose for yourself

1 - Skywatch, Auridon - Summerset Isles (Altmer, Bosmer and Khajiit may start here free)

Seat of power for the much loved High Kinlady Estre, Skywatch is the crown gem of Auridon, a medium sized island that serves as the first line of defense for the Altmer against invasion, disease, and different opinions. The island was rocked recently by the emergence of a shadowy terrorist group calling themselves the Veiled Heritance, denouncing Queen Ayrenn Aldmeri as a race traitor and calling for her death. Fortunately sightings of this group have been few and far between and quickly put down. So far.

2 - Davon's Watch, Stonefalls – Morrowind (Argonians, Dunmer, and Nords may start here free)

Stonefalls is a volcanically active region near the coast of mainland Morrowind traditionally controlled by the agrarian Great House Dres and the militaristic Great House Redoran. Davon's Watch itself is one of the largest cities in the region, boasting massive markets, some of the finest Dunmeri architecture in Morrowind, and multiple water features. Recently unmarked ships have been seen off the coast and heading North-West, possibly hinting to an incoming invasion by one of the rival Alliances. Racial tensions between the Dunmer and Argonains also strain the region, as recently emancipated Argonians and the aggressively pro-slavery House Dres come into frequent conflict.

3 - Daggerfall City, Glenumbra - High Rock (Bretons, Orsimer, and Redguards may start here free)

Founded by Nord expansionists circa 1E 245 around the same time the rival city of Wayrest had gained its reputation as a merchant's haven by fending off hoards of Orsimer raiders, Daggerfall is one of the most prosperous cities in Tamriel and is the capital of the Petty Kingdom of Glenumbra. The nearby forests provide ample lumber for its retinues of master archers, and the temperate climate lends itself well to farming. Recently a number of strange happenings ranging from talks of unholy rituals to a sudden surge of banditry in the surrounding woods have put the citizenry on edge.

4 - Anvil, Gold Coast – Cyrodiil (Imperials may start here free)

A relatively peaceful region, divorced from much of the chaos of the world. With no Dark Anchors, no major conflicts, and a strong guard provided by the forces of Governess Fortunata ap Dugal. You'd almost forget that the entire region has been captured by pirates lead by *Captain* Fortuna ap Dugal. Fortunately, the raider-turned-administrator is more concerned with keeping Anvil prosperous and herself rich than terrorizing the populous and rabidly defends her territory, so for the most part it's actually safer under her boot than away from it. Then again, there have been rumors of odd lights from the nearby lighthouse, tales of an abnormally large white wolf prowling along the northern roads, and the Patriarch of the Chantry of Akatosh based in the nearby city of Kvatch has been unusually aggressive in his sermons lately, but I'm sure that's in no way related.

5 - Abah's Landing, Hew's Bane – Hammerfell (Maormer may start here free)

In theory, all of Hammerfell is loyal to High King Emeric. In reality, the crime-ridden peninsula of Khefrem's Boot, a sand-choaked wasteland which earned its common name "Hew's Bane" from the Yokundan Prince Hubalajad's disastrous attempt to bring civilization to the nearly uninhabitable region, owes its loyalty only to those who pay well and pay fast. Abah's Landing is the only proper settlement in the region, all others being crumbling forts or illegal pirate docks dotting the coast of the badlands. The merchants of the region hold more sway here than the lords of the Covenant and attempting to pull any such weight will be met with mockery at best and a bloody end at worst.

6 - The Imperial City, Imperial Isle - Cyrodiil

You've landed smack in the middle of a five-way bloodbath in the Daedra controlled Imperial City. The city itself is bigger than some kingdoms, and the rains of fire and literal mountains of corpses haven’t made navigating its miles of roads and alleyways any easier. Legion partisans and soldiers of all three Alliances fight viciously for control of White-Gold Tower, and the Great Shackle hanging overhead is a constant line of reinforcement for the unholy masses that occupy the city. You'll have to fight your way out or take refuge hiding among the dried canals and blood-filled sewers like so many others.

7 - The Hollow City, Coldharbor - Oblivion

You're one of the countless millions sucked into the hellish realm of Molag Bal. The winds are biting cold, the ground is made of crumbling dark pumice that chokes any life and the smell of excrement and spoiled blood forces you to stifle the urge to vomit with every breath. Fortunately, for a certain value of the word, you've landed in the Hollow City, a parasitic demiplane of Meridia which manifests as an enchanted Imperial-style town vaguely resembling Anvil and the closest thing to a safe zone in this land. You're stuck here until a certain soulless warrior invades with the armies of Nirn, so keep your head down and learn to love the taste of rotted beef. Alternatively, if you think you're strong enough, you could try to take the fight to the domain of King of Rape himself and start freeing the countless souls imprisoned here before the Vestige even arrives.

8- Free Choice

The Divines smile on you! Pick anywhere on Nirn, even places not on this list. Want to wait out the end of the world on Akavir? Perhaps you'd rather head straight to Tel Fyr to seek an audience with the reclusive Mage-Lord Divayth Fyr himself? Or maybe you could land yourself in a significant place with outside knowledge of what will happen there?



**Background** - Your age is 2d8+15 and you retain the same gender unless you pay 50CP to change them.

Drop-In



You'll start with no history, no new memories, and no contacts. This isn't an inherently bad thing, as this world is rife with treachery, and being assured that you're truly working in your own best interest could potentially be far more valuable than a place to spend the night. You were fished out of the water near your starting location and brought back to the safety of town to recover. Your items have been dried off and are safely stored on the dresser. You set out on a path that you know beyond doubt you chose for yourself.

Dragon Knight



You come from a family of warriors with an honorable lineage that traces back to the founding of the Alessian Empire. From the time you were old enough to walk you were trained in the ways of war and that lifelong dedication has paid dividends. Once you'd gleaned all you could from the Masters-At-Arms of your homeland you set out, seeking greater and more powerful martial techniques, training under anyone you could find. Finally after more than a decade, you finally found what you sought, buried under mountains of rubble in the ruins of the Lake Canulus archive: the long-lost teachings of the Dragonguard. Armed with this newfound power, you set out to make your mark on this war-torn world.

Nightblade



You never knew your parents. Perhaps they were one of the countless scores who gave their lives to free Cyrodiil from the Longhouse Emperors in Varen's Rebellion, or perhaps they died choking on their own bile as the Knahaten Flu claimed them. Regardless, you were reared in the gutter, a footpad and a beggar, living like a feral animal by night and cowering from guards in the dark dank corners of sewers and cisterns by day. Years of scavenging may not have been kind to your pallor, but it's made your scrappy and willing to do whatever you have to in the name of survival. You set out to claim what the world owes you.

Sorcerer



Born in a small fishing village in the foothills, you knew from a young age that you weren't like the other children. You were different. Special. *Better*. By your fourth year your hairs often stood on end if you were inactive too long. By your fifth you began seeing flashes of things others could not. And in your sixth, a group of older children grouped up on you, only to be blown back and near-fatally injured when you lost control over your emotions and let lose a wave of lightning. You would've been marked for death by the enraged villagers, had you not been rescued from their wrath by a Dunmer of some repute who would later become your mentor. Your time as an apprentice has come to an end, and armed with only your mind and powers you've mastered you set out to prove your greatness.

Templar



You were raised in a monastery devoted to Stendarr, God of Merciful Forbearance and Righteous Rule, your parents having passed some years before. Though austere, it was a peaceful upbringing, and you learned the words of the Divines alongside a more traditional education in mathematics and the arts. You could often be found in the rectory, reading though the works of philosophers and theologians for hours on end. On your ninth birthday, you manifested a brilliant golden aura, and it was then that you were marked as one of the chosen of the Eight, one who would become a Templar, the mortal instrument of their righteous will. What you lack in your physical might you more than make up for with your spiritual strength. Under the blessings of the Eight you set out to spread the light of the Aedra to the darkest corners of this world.

Warden

You were raised in a rural community, often spending days at a time exploring the wilderness and learning to live off the land. As you grew older, you spent more away from civilization, becoming more at peace in the underbrush that among your kinsmen. One day you wandered too far and couldn't find your way back, hopelessly lost with no sign of sapient life. But you weren't frightened. Rather, you were at peace. Nature always seemed to provide for you, even in the leanest famine or the harshest winters, and thus you reciprocated that respect tenfold. You didn't wither and die without the coddling of the "civilized" folk. You thrived, becoming more alert and more in-tune with the world around you. Now as the curtain drops on this world, you set out to restore the verdant balance of the green.





**Race** – Nirn has dozens of inhabitants of diverse origin and temperament. Which are you?

Altmer

Better known as High Elves, these tall lithe natives of the Summerset Isles are the closest living descendents of the ancient Aldmer, the first race of elves from which almost all modern sub-breeds are said to have originated from. Centuries of careful genetic cultivation has lead to the majority of the upper and middle class of Altmer society developing extensive natural magical talents, though at the cost of physical ability. Altmeri culture is the origin for much of the sciences, both magical and mundane, and legal principles found throughout Tamriel and every culture save perhaps the Argonians and Orsimer draws heavily from these traditions. Queen Ayrenn Aldmeri is the undisputed leader of the Aldmeri Dominion, an unexpected outsider in terms of mainstream Altmer society, leading to her somewhat derogative moniker "The Unforeseen Queen". Her past as an explorer and lack of experience in formal society makes her less than popular among more conservative sects within her newly founded federation.

Argonian

Hailing from the swampy South-East of Tamriel, the Argonains are a remarkably adaptable, though offputtingly inexpressive and monotone, race of humanoid reptiles created by the enigmatic Hist, a species of sapient trees who escaped from the Twelve Worlds of Creation which facilitate a number of functions in the Argonian life cycle. Despite not having a centralized government, the majority of the tribal leaders and militia forces of the Argonian tribes joined with the Ebonheart Pact after being guaranteed the freedom of their enslaved brethren for coming to the rescue of the Dunmeri-Nord coalition forces during the Kamal Invasion. Having been taken as slaves by their Dunmer neighbors for centuries, great tensions mount between the normally passive reptilians and the imperialistic Dark Elves who once subjugated them.



Bosmer

The Bosmer are a race of forest dwelling elves with some cervine traits who worship the forest god Y'ffre. They were once a race of unstable shape shifters that willingly bound their souls to Y'ffre, who in turn gave them a static form. In exchange for being granted in true bodies, their ancestors agreed to honor the Green Pact, which forbids them from eating plant matter, harming the flora of Valenwood, using wooden tools and weapons, and dictates that any enemies felled in battle must be cannibalized to prevent the rotting corpses from desecrating the forest. They're lead by the Green Lady and the Silvenar, the physical avatars of the Spirit and Mind of the Bosmer respectively whose personalities and appearances shift as the general attitudes of the Bosmer people change. After heavy pestering from Summerset, they've cautiously agreed to formally join the Dominion as a vassal.

Breton

The so-called "man-mer" of High Rock, the Bretons are a human-elf hybrid created by a mass eugenics program launched by the High Elven Direnni Clan sometime around 1E 450. Mixing human tenacity and impulsiveness with elven mysticism and intelligence, the Bretons are an eccentric and passionate people descended from the ancient druids of Galen with a great capacity for growth. They're also known for a cultural phenomenon known as "Quest Obsession" where young Bretons often feel a compulsive need to undertake great personal quests, pilgrimages, or

adventures. As a result, High Rock has more individual knightly orders, guilds, and sub-factions than any other region of Tamriel. The kingdoms of High Rock are led from Wayrest by the famed economist-cum-warlord High King Emeric Cumberland, a member of the prominent House Cumberland who ascended the throne after the last surviving members of House Gardener, the founding family of Wayrest, succumbed to the Knahaten Flu along with most of his own family. The Bretons make up the bulk of the Daggerfall Covenant and the unexpected political unions created by Emeric are the keystone of the newly formed confederacy. The bridges he burned in making them, such as with the now-infamous traitor, King Ranser of Shornhelm whose daughter he rejected in favor of Princess Maraya of Sentinal, are also some of its gravest weaknesses.

Dunmer

The stoic grey skinned natives of Morrowind. The Dunmer or "Dark Elves" as they're known in the common tongue, make up for what they lack in charisma and finery with cunning and versatility, often mixing devastating magics with savage blade work in brutal flurries. Under the leadership of the Tribunal, the living gods who stole their power from the Heart of Lorkhan the Missing Divine and with the backing of one of the strongest armies in the East, the Dunmer were one of the first races to launch a counterstrike against the Kamal invaders, and sacrificed greatly at the Battle of Vivec's Antlers in the process. Despite that, they've managed to rebuild quickly and are now both geographically and martially the "heart" of the Pact. The Ebonheart Pact itself takes its name from the ancient city of Ebonheart, found in the Stonefalls region of central Morrowind.

Imperial

A mix of the extinct Nedic race of humans and Nord stock, Imperials are split into three distinct cultural groups - the proud and militant Colovians who have the most Nord blood, the traditionalist and well-educated Nibenese who physically and culturally are the closest to their Nedic ancestors, and the cosmopolitan and diplomatic Heartlanders. Or at least they were, until the entire province of Cyrodiil turned into a massive slaughterhouse. What remains of the Imperials are a broken people, clinging to the tatters of their once great land. They're naturally charismatic and adaptable, which serves them well as they fight off the former subjects and friends who so readily turned on them.

Khajiit

The Khajiit are a race of felines from Elsweyr descended from the same ur-race of formless changelings as the Bosmer who's physical traits are decided by the phases of the twin moons. Agile and cunning, they've earned a reputation as thieves and cutthroats throughout Tamriel. They willingly joined the Aldmeri Dominion as vassals and, after much controversy, ceased their eternal rivalry with their Bosmeri neighbors. Allegedly. Their nation is a loosely policed and near lawless theocracy with a decentralized government headed by Mane Akkhuz-ri, a staunch opponent of the rise of a third human-ruled Empire and personal friend of Queen Ayrenn. The word for “rules” in the native Khajiiti tounge of ta’gara roughly translates as “foolish concepts” and the idea of fair play is a luxury they seldom feel the need to afford.



Maormer

Ancient enemies of the Altmer, the Maormer are followers of the immortal God-King Orgnum. Exiled from Summerset in prehistoric times after a failed coup, he refounded his hold on the lost continent of Pyandonea, sealed off by an impenetrable veil of magical mist. Ever since then the Maormer have undergone a divergent evolution from their Aldmeri ancestors. The Maormer have developed gills, pale fish-like eyes, and an affinity for an obscure form of magic based in summoning tempests and controlling sea serpents. After centuries of dormancy, they've returned to Tamriel, crippling the Khajiit with diplomatic terror tactics and leveling entire cities along the coasts.

Nord

The Nords, hardy men and women from the harsh Northern region of Skyrim, have been hailed as some of the greatest human warriors since they first arrived as pilgrims from the frozen wasteland of Atmora. Once the right arm of the Imperial Legion, after the decline of the Reman Empire and the subsequent Reachman occupation of Cyrodiil they fell back on jingoistic traditions and focused inward, leaving the Imperials to fend for themselves. They make up the backbone of the Ebonheart Pack, and suffered some of the greatest casualties in holding the line against the Kamal Invasion, including the beloved Queen Freydis who died in battle during the Siege of Windhelm. This left her less popular, inexperianced, and more diplomatically minded brother, Jorrun the Skald-King to ascend, albeit reluctantly and under great scorn from many of his countrymen, as High King of the Skyrim and de-facto head of the Ebonheart Pact in her place.

Orsimer

Better known as "orcs", Orsimer are the children of the Daedric Prince Malacath, Keeper of the Bloody Oath and Patron God of Outcasts. A rough and often aggressive people, they are commonly mistaken for uncivilized barbarians, or at times even regarded as wild animals, but the complex system of polygamous marriages that serve as both rank and right, the advanced forging techniques used to create the legendary orichalc steel, and their great architectural feats beg to differ. Though traditionally bitter rivals of the Redguards and Bretons, having lost their home and kingdom multiple times in massive raids and paying in kind to poorly defended settlements and merchant caravans around the Wothgarian Mountains, the newly crowned King Kurog gro-Orsinium, who takes his clan-name from the refounded Nova Orsinum willingly signed on to the Covenant after receiving assurance that the Orsimer would be granted full rights in the newly refounded Empire and within the Covenant. Though reluctant to trust a long-hated rival, Kurog was left with little choice lest the newly christened kingdom be left an isolated and easy target for the Ebonheart Pact.

Redguards

Dark skinned humans from the mountainous land of Hammerfell, Redguards first arrived in Tamriel in a mass exodus known as the Warrior Wave in 1E 792, after the continent of Yokunda was sunk by a group of master swordsmen called the Hiradirge, using a blade technique known as the "Pankratosword", said to be able to cut through atoms. Apparently it worked, as nothing is left of the Yokunda but a few uninhabitable islands. Redguards are a bold and energetic people, and their natural stamina and impressive reflexes make them ideal scouts, sailors, or adventurers, however their proud spirit and dislike of magic makes them unfit as rank-and-file soldiers. The Redguards were brought into the Covenant when King Emeric married Princess Maraya of Sentinal, forming not only a trade agreement between Hammerfell and High Rock, but also one of the most stalwart defensive pacts in the region.

**Guilds and Glory** – If you want, you can also pick a single Guild to align yourself with. Guilds come with extra obligations, but they're also a fantastic source of jobs and they've got easy access to VIPs at all levels of society and resources you'd otherwise be hard-pressed to get your hands on.

Alliance Military



Rather than joining a guild, you've to applied your talents to the Alliance of your choosing, or perhaps even joining the disgraced remains of the Imperial Legion hunkered down in the ruins of what was once the Colovian Highlands. You're likely to spend at least one year of your time here deployed to the front lines in Cyrodiil, though fortunately you'll probably rotate back reg8arly. If you display outstanding otherworldly talents, you may be reassigned as a troubleshooter working directly for your faction's leader. In the simplest terms, the Aldmeri Dominion whishes to end human aggression and ensure an elf rules the world like in ancient times, the Daggerfall Covenant wants to refound the Reman Empire under High King Emeric, and the Ebonheart Pact wants to completely obliterate the old systems of rule and create a new, more centralized Empire with tighter regulation on dangerous magic, a strong focus on grassroots ties, and a ban on necromancy and traffic with extra-dimensional entities like Daedra or the Ideal Masters. Mercenaries and Legion partisans all have their own goals that vary between bands.

Dark Brotherhood



The second oldest assassin's guild in Tamriel, the Dark Brotherhood is an illegal offshoot of Morrowind's state-sanctioned Morag Tong which takes any contract provided payment can be made, and which worships the enigmatic spirit known as Sithis the Great Void, the primal incarnation of nothingness and his "bride" the Night Mother rather than the Daedric Prince Mephala (though depending on who you ask, the latter two might be the same thing). The Brotherhood is as much a religious order as it is a guild, putting the *cult* in death cult. The Brotherhood is known for being tenacious as they are loyal, displaying fanatical devotion to the Night Mother, and one another. Indeed, members are strongly encouraged to think of each other as brothers and sisters, fitting to the name, and often refer to each other as such. It's the coziest group of fugitive serial killers living in a haunted cave you can imagine. The laws of the Brotherhood are known as the Five Tenants: Never dishonor the Night Mother, never betray your family or their secrets, never refuse an order from a superior, never steal from the Brotherhood, and never harm a Brother or Sister. To do so is to invoke the Wrath of Sithis. (Sometimes literally).

Fighter's Guild



The first officially sanctioned pan-Tamrillic Guild, the Fighter's Guild was formed from the Akaviri mercenary company known as the Syffim (the Taesaci word for "soldiers"). Formed under the Guild Act by Potentate Versidue-Shaie and Dinieras-Ves, the Guild serves a twofold purpose – to ensure soldiers who couldn't readjust to civilian life wouldn't turn to banditry, and to provide a publically available armed force without drawing on the strength of the city guard or the Legion. Eventually the Syffim allowed non-Taesaci to join, and took up the Fighter's Guild name, further distancing it from it's Taesaci roots. In modern times however, rather than hunting for sabercats and clearing out bandit dens, the Fighter's Guild has taken up a crusade against Molag Bal, an effort spearheaded by Guild Master Sees-All-Colors, the previously unremarkable mistress of a small guildhall who's zeal in dumping Guild resources into fighting the Daedric hoards has earned her respect and scorn in equal degrees.

Mage's Guild



The second major guild formed under Potentate Versidue-Shaie's now famous Guild Act, the Mage's Guild was founded by Archmagister Vanus Galerion, formerly a Psijic monk who left the order on poor terms, feeling that magical knowledge should be open to all people and that the refusal of the Order to intervene directly in times of crisis was liability to the entire world. Despite the name implying otherwise, the Mage's Guild is as much a general

scholarly society as it is one for magical study. Many archeological digs and educational institutions have close ties to the Guild. Only the Scenarist Guild, possibly the oldest non-monastic order in all of Tamriel and one of the hardest to gain an invitation to, has a higher distinction among intellectuals. The Guild openly opposes necromancy, making them a staunch enemy of Mannimarco and is often called on to contain artifacts tied to the Daedric Prince of Madness, Sheogorath the Laughing God, as those without strong wills and an ability to recognize malign magical energies on sight stand a high chance of being driven to lunacy by their mere presence.

Psijic Order

The Psijic Order, or PSJJJJ as they style themselves, are an order of Mysticism masters who follow a philosophy revolving what they call The Old Way. They tend to only interact with the denizens of Tamriel when there is no other choice, even going so far as teleporting their home island of Artaeum away into a pocket dimension during times of strife so they can't be dragged into petty conflicts. The Psijic do, however, occasionally offer advice to the holder of the Ruby Throne, a duty which they call "seliffrnsae" a word with no clear ties to any known language apparently meaning "grave and faithful counsel". When doing so, or when interfering with the outside world at all, they prefer to act with a light touch and as little direct action as possible. They seek to carefully guide the existing flow of chance along the most ethical path, and never abuse their powers to force a new one or a dangerous one – an event which they call "oegnithr", literally "a bad change". Their secrecy and reluctance to directly interfere except when they absolutely must indirectly lead to the schism between Vanus Galeron and Mannimarco that ultimately formed the Mage's Guild and the Order of the Black Worm respectively.

Thieves' Guild

The Thieves' Guild is the premier criminal organization in Tamriel, and any enterprising crook worth his saltrice has an in with them. Not an official guild, though it's long been tolerated by rulers as a crime regulator – after all a small ring of organized crime that polices itself is better than a dozen gangs of backalley cutthroats. And indeed, murder is banned outright except in self-defense as is excessive violence, which is likely a contributing factor in its begrudging tolerance by most of Tamriel. Recently however, the Guild has suffered something of a downswing. First of all, the chaos caused by the Planemeld and the Soulburst has sent millions of drakes worth of supply lines and merchant contracts - more than a few of which the Guild had a hand in – into freefall. Secondly, the unusually brutal crackdown by the Order of the Iron Wheel has brought operations throughout western Hammerfell to a screeching halt, especially in the once highly profitable port of Abah's Landing. Nevertheless, life goes on, and as long as there's a pocket to pick, a purse to snatch, or a safe to crack, the Guild will always recover.



**Perks** – We know who you are, but what can you do? Some perks will be discounted or even free for their corresponding origins.

Mace Etiquette - First purchase is Rated Free for Everyone, 50 CP for additional selections

Just about everyone in Tamriel has had experience fighting, owing to the dangerous wildlife and near-monthly apocalypses. Even if it's just fending off wolves with your pa's axe, you're likely to have at the picked up a weapon at some point. Take your pick of Two-Handed, Ranged, Duel-Wielding or One-Handed. You've now got a decent grasp of how to fight with your weapon of choice, and though not exactly outstanding, you manage to be competent.

Akaviri Bladework - 100 CP

The traditional combat arts of Akavir are famous for their elegance, their grace, their poise... and how horrifically gory they are. You've learned some of the ancient blade techniques of the Taesaci, allowing you to make fluid serpentine strikes that cause unusually heavy bleeding without compromising your ability to dodge.

Crushing Shock - 100 CP

The force behind your offensive supernatural abilities is boosted. While not actually increasing damage, the extra kick has around a one in four chance to set enemies off balance and can impede the flow of magicka, preventing spells from being channeled. Keep in mind especially strong willed enemies, or ones that are just too big to be shoved around are unlikely to be effected.

MLG ESO - 100 CP

You're especially dexterous, and have above average levels of hand-eye coordination. Your ability to multitask is also noticeably increased, you could expect about 70 more APM in most video games. Not that anyone here knows what video games are, but hey, you can go hardcore on typesetting that printing press.

Titanborn - 100 CP

Mixed race couples aren't unheard of, even in times like these. If an Argonian healer and a Nord commander can find love, why can't a human and a giant? Much like the Legion Champion Lyris Titanborn, the blood of the legendary titans of the North flows in your veins, granting you a moderate increase in strength and constitution. You're also about six inches taller than before, so my condolences to you if you were going for a shortstack look.

Legion Training - 200 CP



Before the fall of the Empire, the Legion was uncontested as the greatest fighting force in Tamriel. Now they've been reduced to little more than tattered bands of survivalists trying to reclaim lost territory or bandits scavenging to survive. Even so, their legendary combat prowess is not to be underestimated. Intricate combat formations that make liberal use of skirmishers and light cavalry to break up and whittle away enemy forces, heavy infantry to cripple the flanks, and intentionally weak center formations that lure attacking forces into a rout are some of the most common tactics. And should the cerebral method of

combat fail, two-thousand years of accumulated combat experience and back-breaking training make punching through with brute strength a viable follow-up.

Magic Knight - 200 CP

No, you're not going to be the Wizard King. That's a different jump entirely. What you do become is a paragon of martial magic. Your magical abilities synergize better with your mundane combat skills, and you can always figure out how to combine them in some way. Want to mix Storm Calling with that club to make Ye Olde Taser? How about slapping that healing spell onto a blunt arrow to deliver a sucker punch of life from across the battlefield? The only limit is your imagination.



Tong Tactics - 200CP

Striking from the shadows works well enough, but what happens when you're suddenly exposed, surrounded, and equipped nothing but a dirk and some dark robes? You fall back on your masterfully applied evasion and resistance training, obviously. Now boasting skills in asymmetric combat, uncanny dodging skills, superhuman flexibility, wall running and parkour skills that wouldn't look out of place in Mirror's Edge, and a passing knowledge of traditional Khajiiti martial arts, you're now far more than a alley rat with a knife. Now you're a full-on dark elf ninja.

One Tamriel - 100 CP (Free Drop-In)

You could give Topal the Pilot a run for his money. You always seem to find something of interest while exploring. No matter what the world or the times, you have a natural talent for discovering stunning views, fascinating people, and rarely even hidden treasures sitting right in plain sight or places of significance that the rest of the world seems to have forgot. One thing’s for sure, you’ll never be bored as long as you have somewhere to journey to, even if you don’t know where. Just pick a direction and start walking!

Soul Survivor - 200 CP (Discount Drop-In)

Your otherworldly nature means that your soul doesn't quite fit into the Black/White spectrum that every creature in Nirn and beyond ascribes to. You're more of a... grey-ish? Viridian maybe? At any rate, soul-based magic has a significantly less pronounced effect on you. Soul trapping, spiritual corruption, and attempts to strike at your soul or similar core concept simply seem to fail outright around at least a third of the time. Even when they do succeed, it's with noticeably diminished potency.

Satanic Shutdown - 400 CP (Discount Drop-In)

For some reason, discovering that the veil between worlds was collapsing just made people want to mess with it more. You can't walk five feet without tripping over a portal, unholy wellspring, or dark doorway. Well no more! With a wave of your hand, a few moments channeling time, and a bit of effort, you can now forcibly shut down gateways between worlds! Larger portals require larger effort and will take a greater toll on your body and spirit though, as do ones with physical bindings, so trying to single-handedly deactivate a Dark Anchor by pointing at it really hard probably isn't wise.

Soul Man - 600 CP (Discount Drop-In)

One of the more obscure avenues of study, the trapping and manipulation of souls has only recently been authorized for general practice within the Mage's Guild. Abilities like trapping souls, empowering weapons with soul-stealing magics, spells that assault the core essence of a being, and creating soulfire, a teal flame that sears the spirit of whatever it strikes, are all within the reach of anyone with this specialized skill set. Finally, once per decade upon your death, you will be promptly restored to life after a short period of incorporeity. You cannot interact with anything during this time, but you will still be able to observe the area around where you died before you're plonked down at the nearest "safe" area. Your gear will be returned to you upon resurrecting.

Tanker Truck - 100 CP (Free Dragonknight)

Your body and mind are hardened, both becoming significantly more resilient on top of whatever they were before. You're still able to know when it's time to turn tail and run of course, but the decision will be based on conscious thought and not panic. Likewise, though your newfound strength and endurance isn't superhuman on its own, it'll take more than just a few lucky shots from a crossbow or a stray fireball to take you down. For some reason you're also completely okay with your team mates insisting that you be bait for the semi-imprisoned vessel of an aristocratic lich or a spider woman the size of a small house.

Searing Heart - 200 CP (Discount Dragonknight)



You're an inherently inspirational presence, able to rally a battered group of random strangers into a unified force ready to fight to the death with words alone, and in a military career the devotion and bravery you inspire among comrades will fast-track you to an officer's rank. Combining charisma, animal magnetism, and just looking inexplicably awesome, you can drive most folks to a cause easily. Keep in mind what you're rallying people for has an effect on this perk's overall affectation. "We have to break that Anchor before a hoard of Daedra invades" is a lot more convincing a cause than "everyone needs to give me $20".

Geomancer - 400 CP (Discount Dragonknight)

Adopting a literal scorched earth tactic might not sound appealing at first (or maybe it does, you pyromaniac freak) but no one can deny its effectiveness. On command, you can call the molten blood of Nirn to your aid, serving as a weapon in the form of fiery chains and whips of liquid magma, as a shield with barriers of solid obsidian that can explode into shards of rock or armor made from magma that warps and melts weapons as they strike it, or a means of crowd control, even unleashing storms of cinder. A powerful fusion of environmental effects, control, and surprisingly versatile utility, this power will allow you to easily dominate the battlefield. Or just cut down on your landscaping bills, either or.

From Akavir with Love - 600 CP (Discount Dragonknight)

The ultimate ability of a Dragonknight is to tap into the ancient Akaviri blood magics used by the Syffim, gradually mutating into something more than human. Most obvious are the metallic magic resistant scales that the knights develop, which like iron in a forge only grow stronger as they're hammered and tempered in battle. Beneath the skin, their mortal blood is drawn out and replaced with the divine essence of dragons, letting them rapidly heal from wounds that would be life-threatening to lesser beings and even regenerate organs and lost limbs. Finally, a fully

blooded Dragonknight can temporarily grow reptilian wings on command. Unfortunately they're largely vestigial and fairly exhausting to try and use for anything more that a single well-placed leap or gliding, but sometimes that's all you need. With a few years time, you may even begin to slowly develop more impressive, and thankfully fully benevolent mutations like the ability to use magicka to copy of simple Dragon Shouts like Fire Breath.

One with Shadow - 100 CP (Free Nightblade)

You're a sneaky sort of person, aren't you? You have an innate talent for casing areas, finding the least guarded path, and getting in and out unnoticed. You won't be replacing Velsa any time soon with this alone, but you're a cut above the common sneak thief and it shows in the ease and swiftness you have in all things surreptitious.



Executioner - 200 CP (Discount Nightblade)

You have a truly terrifying mastery of bladed weapons. From Redguard scimitars to Breton dueling swords, you seldom find a one-handed blade that you aren't at least comfortable with. Your real expertise however is with daggers, knives, mail breakers, and similar short blades. Whether covering an escape with a razor wind of throwing daggers or striking pressure points that most don't even realize exist, your bladework is the stuff of legend.

Exsanginator - 400 CP (Discount Nightblade)

Nightblades are an expertly combined mix of magical ability and martial prowess, as exemplified in the practice of siphoning. In the simplest terms, specializing in siphoning allows a Nightblade to leech the life energy of an opponent, letting them deal nearly subtle damage and keep their own wellness in check, and for many that's where the apex of the craft lies. You however, are not simply a common backbiter. You've augmented and expanded on this ability, letting you redistribute your life-energy among allies at will, funnel the health you capture from foes as you see fit, and even steal a bit of more specific physical traits like speed or strength for a short time.

Nightweilder - 600 CP (Discount Nightblade)

Beating out Azra by an entire Era, you've somehow learned to harness the forces of conflict and aberrance, granting you reality warping powers that go well outside the realms of any other school. Though still ultimately relying on magical ability, Shadow spells are something of a wildcard. Using them in excess may lead to ***something*** noticing you. For the most part though, as long as you don't do something stupid like actively hunt for the Umbra'Keith, you'll probably be fine. By using Shadow magic, you can slip in the cracks between realities to teleport yourself short distances, hide yourself in the tatters of space-time and slip through their currents like a fish in murky water, glean insight by peering into alternate realities, and perhaps even call upon alternate universe counterparts of people and things for a short time. Mind you they may not... ***agree*** with this reality.

Forbidden Knowledge - 100 CP (Free Sorcerer)

Unlike the superstitious commoners and uneducated masses, you have a formal schooling in the obscure realms of mysticism and conjuration. For you, the reign of the Black Drake was not a time of terror, but a period of quiet enlightenment where you could finally work in peace. You can name the Seventeen Princes and all of their realms, outline the finer points of etiquette with Daedric entities, construct your various ritual sites in a professional, and quote the Art of War Magic and similar tomes from memory. You can also read and write in daedric script, which is important for crafting Rune Traps and enchanted scrolls.

Shockingly Specialized - 200 CP (Discount Sorcerer)

In the field of what will one day be called Destruction, you're already something of a minor expert. After years of careful study, you've gained exceptional levels of control over the normally difficult to master realm of projecting magical lightning, giving you a versatile array of powers to call on. Whether you want to conjure a storm to blanket a small area with liquid lightning or just take the tried and true method of turning anything that gets in your way into a crispy critter, you've got the right skills. Like all abilities, this expertise will only grow with time and practice. Just try not to turn yourself into a ball of lightning and get wedged in a wall or something.

Dark Dealings - 400 CP (Discount Sorcerer)



Thunder and lightning is fine, but sometimes you simply need something with a bit more oomph behind it. Well look no further. Dark Magic is highly controversial pseudo-school of magical study specializing in copying the powers of Oblivion and adapting them for mortal use. Though frowned upon by most, the hard-to-counter and often completely unexpected abilities on offer are simply too valuable to pass on. Flechette your enemies with crystal rain, smash down walls with artillarized arcane geodes, or cripple and bind your foes with massive rending claws and unholy runes of sealing cut from daedon crystals. If it wasn't clear, Daedric magic has an odd fixation on mutilating people with giant crystals.

Arcanex Annulations - 600 CP (Discount Sorcerer)

The ultimate power is, of course, to strip others of theirs. By sacrificing a portion of your own magical power for a time, you can generate a globe of dark energy over an area of 8 meters that absorbs magicka, siphoning the power from spells and enchantments, violently expelling summoned creatures, and obliterating any magics already in effect. Enemies, even non-magically active ones within the dome's radius will suffer horrible shock from the abrupt and invasive severance of their connection to the flow of magicka. In time, you can augment this further and learn to direct the flow of the siphoned energy, either turning it back on the caster, or leeching it away to restore the vitality of yourself and your allies. Not even Daedra are immune.  Make no mistake; a single well-placed casting of this field of suppression can easily destroy those who rely too heavily on magic.

Clerical Work - 100CP (Free Templar)

Consider this the polar opposite of the Sorcerer's Forbidden Knowledge perk. Rather than being an expert on dark forces and secret lore, you're a master priest, educated in the rites and rituals of almost every faith in Tamriel. You can list all the deeds of the Dunmer Saints, recite all eight volumes of the Song of Pelinal from memory, quote the Scroll of Praxis better than half the Kinlords and Ladies of Alinor, and even perform a traditional Argonian wedding ceremony if you had to. Aside from the minor benefits that blessings can bestow, assuming the receiver is pious enough, this is a great perk for smoothing over relations and avoiding cultural faux pas.

Stendarr's Chosen - 200 CP (Discount Templar)

The signature ability of the Templar is the power to manifest an aedric spear made of pure light. For now it's just an unbreakable spear that you can summon at will, but in time it can become a truly spectacular weapon. Augmenting and channeling it's energy to make your strikes more damaging, converting the force of the blows into healing

pulses, and allowing the spear to function as a light source are all examples of what you can do with just a short period of practice. Who knows what new uses you might be able to come up with in ten years time?

Bona Fied Sanctified - 400 CP (Discount Templar)

Many people pray for divine intervention, but none of them seem to have the success rate that you do. You're the ritual master de jour, handing out blessings like hotcakes. You know prayers to purge illness, chants to undo the harm of fatal poisons, rites that consecrate lost souls, and rituals that could let a group of around 20 walk through a wall of fire unharmed. Granted, these complex incantations, though powerful, take a bit of time, and in most cases you're at least somewhat vulnerable while in the process of casting.

False Dawn - 600 CP (Discount Templar)



By channeling the power of Magnus the Great Architect whose escape from Nirn created the hole in the sky that mortals perceive as the Sun, you can now call down the light of Aetherius itself to smite evil. Siphon the light to trap your foes in a singularity of absolute darkness, unleash waves of purifying radiance, or just throw a literal fucking sun at them. And indeed you can, assuming your stamina and willpower are strong enough, summon a miniature sun to slam into the ground and cause all sorts of havoc, from forming gravity wells to outright vaporizing an entire building on command. Unleash the power of the sun!

Tamriel Extreme Survivalist - 100CP (Free Warden)

You have all the skills necessary to survive in the wilderness of Tamriel, no matter where that is. Includes things like hollowing out the shells of molecrabs to make ash-filtering visors like the Ashlanders of Vvardenfell, navigating along the dizzying heights of Valenwood's graht-oaks without losing orientation in the dense canopy, or finding water and food even in the unforgiving wastelands of the Alik'r Desert..

Animal Handling - 200 CP (Discount Warden)

You have an innate connection with animals that allows you to easily pacify and care for them. Any animal that you can best in combat or persuade to follow will willingly join you on your adventures and fight by your side until slain, dismissed, or the 10 years are up. Keep in mind that mistreating them intentionally will likely cause the geaes you hold over them to fade. No, dragons, nerids, dreugh, and harpies are not animals. Things like silt striders or wammasu however are fair game.

Lord of the Winter Snow - 400 CP (Discount Warden)

Templars and Nightblades got light and dark, Dragonknights and Sorcerers got fire and shock, so what do you think that leaves for you? You can call upon the primordial frost magics from which countless Destruction techniques will one day be devised. Want to make a swirling barrier of sleet that guards friends and freezes foes? Now you can! Want a literal fortress of solid ice to shunt you enemy's blows? You can do that too! Spears of ice that freeze enemies to the ground? Yep! How about a magic teleportation pad with a giant snowflake on it? I'm frankly not sure how that works but it does so just accept it and move along.



Emerald Lord - 600 CP (Discount Warden)

By channeling the life force of the natural world, you can conjure enchanted plants to heal and guard dozens of allies. Granted, most people won't take kindly to a thicket popping up in the middle of their house, but presumably they'd be even less pleased with dying so at the end of the day, really, it's a wash. The raw naturalistic magic that can only be found by tapping into the Earthbones and the most ancient leylines now responds to you with practiced ease. Magic mushrooms with stamina-restoring spores, vines that wrap around your body and ooze healing sap, and other very easily abused super-effective restorative powers are now at your command!

Aggravated Assault - 100CP (Free Alliance)

In addition to the basic training that everyone joining up with an Alliance's military gets, you've received additional education in swiftly and safely navigating the vast forests, ruined cities, and rolling hills of Tamriel. More importantly, you know how to use such terrain against your enemies, capturing near-by farms and mills to relive your supply lines, taking over key fortresses rather than wasting time and resources throwing your men at entrenchments they simply have no chance of gaining control over, and subverting enemy reinforcements with well-placed caltrops and cleverly deployed traps. In short, you now have the tactical and combat skills of a Captain of your respective Alliance, and are likely to be promoted to a lower level Officer's rank within the year.

Healers Without Borders - 200 CP (Discount Alliance)

Congratulations, you've just become significantly more valuable. Now boasting formal training in battlefield medicine, both magical and mundane, you're one of the rare few that's capable of saving lives as well as ending them. Of course, scrubbing wounds, tossing out a weak healing charm, and stitching whatever gashes are left only does so much. Your greatest talent is in generating magical barriers, making you an invaluable asset in siege and defense. In time, you may even be able to combine your talents to augment these barriers, creating force shields that mend wounds until they're broken or mystical links that let you redistribute damage between an ally and yourself, or given your otherworldly abilities, even more impressive constructs!

The Big E - 300 CP (Discount Alliance)

Your presence alone is enough to turn the tide of battle. First and foremost, you receive a massive boost to your health, magicka, and stamina, and the recovery thereof whenever you enter an active warzone, and your wounds received in combat always seem to heal cleanly and without scarring, assuming you're able to get them tended to. Secondly, any and all soldieries under your command are granted a watered-down variant of this boon, providing a lesser, but still very much noticeable, boost to their physical and mental attributes. Obviously, the value of the second effect is directly linked to your rank - if you're not in any sort of command position, nothing happens.

Assassin' Outclassin' - 100 CP (Free Dark Brotherhood)

Anyone can bust down a door, start hacking away at whoever's beyond the threshold, and then bolt out the back. But that's just so... vulgar, isn't it? Where's the artistry? Where's the elegance? You're not simply a wandering cutthroat, you're a professional, and your conduct in the field reflects it. You instinctively know at a glance the

cleanest and most efficient way to perform a kill, minimizing bleeding, unnecessary cuts, overkill, and annoying little things like victims yelling for help. Of course, if you WANT to mutilate your mark beyond recognition, that's still possible.

Scales of Pitiless Justice - 200 CP (Discount Dark Brotherhood)

Not to be confused with the artifact of the same name. A sad fact of life is that some people are just utterly intolerant of dedicated professionals such as yourself. Fortunately, the world seems to take a lighter look at your words and deeds, and your violent crimes don't have nearly as damning an effect as they normally would. Bounties dwindle, public outrage fades faster, and sometimes it seems like if you lay low for a while, the law just forgets that time you lopped off a milkmaid's head and punted it into the Duke's kitchen. The time you'd need to hide is proportional to the crime. A single subtle killing with minimal evidence would fade from the memories of anyone who wasn't directly affected within in a few weeks. Going on a rampage in broad daylight through the streets of Alabaster will likely take a year or more to begin to fade.

Wraith - 300 CP (Discount Dark Brotherhood)

Though the Void embraces all its children equally, those favored by the Dread Father sometimes manifest supernatural gifts in recognition of their achievements, and now so have you. You're a force as substantial yet ephemeral as a deathly wind, blowing straight from the Void itself. From dusk until sunrise your speed, agility, and reflexes are nearly doubled, and this applies to your mounts as well.

It's Not a Hate Crime if they're Already Dead - 100 CP (Free Fighter's Guild)



As a result of the Planemeld, the Soulburst, the Llodos Plague, the Gravesinger Uprising, Faolchu's rebirth, the mass resurrections in the mass graves of the Bosmer and well... everything else, the Fighter's Guild is now closer to a monster hunting cabal than a mercenary guild, and it shows. As a new recruit, you receive specialized training in hunting and dispatching undead, Daedra, and werewolves of all kinds. While this isn't much beyond theoretical knowledge of combat with such enemies and a few footnotes of the prominent vampire and werewolf clans of your starting region, it's still far more than most outside the guild will ever know. Go forth and banish the wicked!

Certified Silversmith - 200 CP (Discount Fighter's Guild)

Keeping in line with the Fighter's Guild's recent transformation into a vigilante monster-hunting team, a new set of specialized gear has been developed, which you are now able to craft provided you have the facilities. Highlights include automated traps capable of holding back a rampaging werewolf, pocket-sized self-reloading crossbows, silver flechettes bolts, and instant ward circles. Also comes with a general boost to your engineering skills equivalent to an apprenticeship under one of the Guild's master armorers.

Dawnbreaker - 300 CP (Discount Fighter's Guild)

In their crusade against the darkness, a select few elite members of the Guild have been granted a boon from the fallen Magna-Ge Merid-Nunda, better known in modern times as the semi-benevolent Daedric Prince Meridia, and now that boon has been passed on to you. At will you can summon the legendary blade Dawnbreaker,to your hand.

Wreathed in holy light, this sacred sword is devastating against undead, unleashing a colossal explosion of purifying fire on whatever it strikes. Nothing short of an exceptionally powerful lich or vampire ancient has a chance of surviving a direct hit. With that in mind, it's obviously most effective against undead, the natural enemies of Lady Meridia, but even at the worst of times it's still a solid gold flaming sword with a small sun in the pommel.

Shalidor's Eidetic Memory - 100CP (Discount Mage's Guild)

The favorite of students and scholars everywhere, this boon, bestowed on you by the spirit of Arch-Mage Shalidor himself, allows you to perfectly recall every text you've ever read with only a moment's concentration. Covers textbooks, journals, bedtime stories, and even just old notes and scratch paper. Never spend more than a few hours studying again!



Augmented Arcana - 200 CP (Free Mage's Guild)

Anyone can learn a spell and throw it out, but the mark of a true master is learning to adapt a known magic to fit any situation. Take for example, the common Magelight spell. With proper augmentation and study, it can be improved to serve as an external reserve of magicka, a searchlight that seeks out hidden foes, or even a stunning flare. Just as Archmage Vanus Galeron transformed this humble utility magic into an arcane Swiss-army knife, you too have an innate talent for modifying existing magical effects. Perhaps you want to transform your fireball into an oxidation beam that rusts away armor, or turn a Earwig spell into an impromptu means of subtle communication, or transform telekinesis into a physical barrier? With time and practice, you can!

Astula Aspirant - 300CP (Discount Mage's Guild)

You know what makes using a skill easier? Actually being shown how to use it. Rather than being self-taught like many mages in more rural areas or mentored by a senile hebephile in a mushroom, you now have the full education and training of a Guild Journeyman, granting you noticeably improved control over your magicka. Effects last a bit longer, are harder to resist and dispel, have a noticeable boost to overall effication, and best of all, you actually know the science behind those spells you're casting.

Meditation - 100 CP (Free Psijic Order)

One of the first techniques taught to innates of the order, this is an advanced form of meditation that allows the body to temporarily to enter a fugue-like trance, conserving energy, slowing metabolic processes to the point that they nearly cease, and refocusing the practitioner's biorhythms.. While in this state the body is able to dedicate unused resources of biological and magical functionality to rejuvenate itself, and to restore lost energy reserves. Mana, magicka, grain, stamina, fatigue, force points, ki, aether, or any other replenishable energy source that your body produces will rapidly accumulate to its cap while in this state, alongside your revitalized body. As an added benefit, a minute in this state translates to about five minutes of sleep.

Adjunct Ritemaster - 200CP (Discount Psijic Order)

Draped in the lost histories of Lyg and the rites of Moawita, your mind has become a repository of mystical mysteries. The ability to see rifts, generate Spell Orbs from trace magical energies left over from your castings, and

most importantly, to fine-tune your magics is now yours. Your magics draw on less of your energy, have a shorter cool down period, and require significantly less practice to master. Granted, this requires you to actually know a spell in the first place and to be able to cast it, but given the most esteemed order of mystics in Arubus thought you were qualified as an apprentice, you're presumably at least half way competent at magic.

Temporal Master - 300CP (Discount Psijic Order)

The Psijic, unlike other less esteemed orders like the much reviled Selectives, do not engage in activities that would purposely break the Dragon. They do, occasionally however, bonk him on the head a bit. Magic that manipulates Time himself is not a toy, especially given that Akatosh is already suffering from a severe case of cosmic DID, and thus only the senior-most members of the Psijic Order are taught these ultimate techniques. You've gained the ability to create localized time distortions, such as stretching the dragon to slow the passage of time and anything in it to a crawl within 8 meters, or contract him double the speed of anything within the distortion. Once per day, or automatically if you would receive lethal damage, you may even choose to cause a minor Dragonbreak - more of a Dragon-Dent really - to fracture the timeline and undo up to four seconds.. Also grants you resistance to the confusing and potentially mind-breaking nature of Un-Time events like Dragonbreaks, time crashes, any Back to the Future style  paradoxes, accidentally killing your own grandfather, accidentally making Hitler God-King of the New Holy Roman Empire, or similar temporal tomfoolery.

Traffic(ing) Jam - 100 CP (Free Thieves' Guild)



The ironic thing about living on society's fringes is that you tend to end up embroiled in more politics than the actual nobility. Fortunately, you've got a decent bit of expertise in dealing with such things. Navigating the intricacies of grey and black markets, haggling the prices of your stolen goods without offending the buyer, and navigating another gang's turf are the sorts of things you just have inherent excellence at. Granted, this won't help you much if you run up to Sternis Gelves and punch him in the throat, but up until that point, you'll be the underground equivalent of a seasoned diplomat.

Robber Baron - 200CP (Discount Thieves' Guild)

Despite common misconception, a Thief and an Outlaw are two very different things. Most prominently, the air of professionalism and charm a true thief carries him or herself with is simply not something that can be replicated by your average thug. You now embody the spirit of the archetypical "Dashing Rogue" with both law enforcement and citizens being willing to overlook your petty crimes as little more than a youthful indiscretion that you can generally charm your way out of, and the more ambitious robberies going down as folk tales and tavern ballads, that even the city guard will be forced to begrudgingly admit respecting. Rather than garner infamy and scorn, you instead become something of a minor celebrity, which only grows with the success and scale of your crimes. Of course, that's assuming you refrain from any excessive violence. Going around stabbing people and kicking puppies is a good way to make the positive PR you've accumulated fade fast.

No Stone Unturned - 300 CP (Discount Thieves' Guild)

Safes, magic wards, decoy loot, secret passages... you've seen it all, and you're thoroughly unimpressed. Maybe that's because of experience. Maybe it's because it seems like even the most perfect fortifications now have at least

one glaring weakness that you and you alone seem to be able to exploit without fail, assuming you've got prep time.



Whether it's a secret passage you discovered in old construction notes, discovering one of your target's guards has a weakness for drink, a subtle clue that tips you off that the item in front of you is a decoy, or just a weak wall you could collapse with a bit of digging, as long as you do your due diligence and research the location, you'll always eventually find at least one way (though no guarantee it'll be safe or easy) to subvert it's defenses. Funnily enough, this is as useful in seigecraft as it is in stealing. If the life of crime ever gets boring, you could take up sacking castles as a hobby.

**Crafting Perks** - As long as you're already here, grab a Crafting Skill. Just about everyone manages to pick up a trade at some point or another, so I'll even make the first one Free. Any additional disciplines you snag will cost CP.

Alchemic Prodigy - 100 CP

One of the most profitable and respected professions in Tamriel, a good alchemist can find lucrative work just about anywhere from Necrom to Stros M'Kai. Aside from a good bit of experience in identifying herbs that can be used for medicinal (or malign) creations, you have enough experience to work with up to Rank Five solvents and oils (Purified Water and Pitch Vile respectively), with a whole decade to learn even more. Healing potions, potions to bolster physical attributes, or even debilitating poisons can not only produced, but with adequate testing you can even begin to mix and match their effects by combining the right ingredients.

Battle-Ready Bathrobes - 100 CP

The title of "clothier" is misleading. Rather being than a simple seamstress, it's more accurate to say that a clothier specializes in making subtle but protective light armor that can easily transition from the ballroom to the battlefield and durable yet flexible medium-weight armors that are adored by scouts and survivalists during long treks. You now have that set of skills, able to craft any armor up to Rank Five (Ebonthread and Fellhide) and refine it with tannins. In time, you may be able to expand your skills further, perhaps even learning to sing-weave ancestor silk from the Moth Priests themselves.

Family Jewels - 100 CP

You're a certified jeweler, well versed in things like stone cutting, gem polishing, and working with precious metals like copper and gold in a non-martial sense. You can deftly handle any metal up to Rank III (silver) and your knowledge of gemology and the symbolic nature of precious stones could earn you critical acclaim if you continue to hone your skills.

Oblation to Onsi - 100 CP

From separating the low-carbon from the high-carbon ores to identifying obscure metals like Lilandril steel and the so-called "bog iron" found in peat deposits, you've got a solid basis of knowledge and skills that allow you to work as a blacksmith for all but the most discerning of clients (and with practice, even those as well!) Any set of plate or any melee weapon crafted from metals of up to Rank Five (ebony, which for some reason is much less impressive in ESO than it is in every other Elder Scrolls setting) is a trivial task for you, provided you have the tools and resources on hand.

Uncommon Taste - 100 CP

One of the most critical elements to a successful battle, yet one so easily ignored, is nutrition. Many an army has been squelched simply through malnutrition, or worse, starvation. Fortunately, that's a problem you can easily rectify, and best of all, you can even make it a decent meal rather than the hardtack and watered down mazte soldiers are usually subjected to! Your skills let you make recipes up to Rank 3 (Level 49) and Difficult (Blue) complexity. Not just foods, your drinks, especially the alcoholic ones, are excellent. Of course you could easily just open a restaurant or an inn somewhere, but the health, stamina, and/or magicka revitalizing and fortifying properties of your meals would be wasted on pedestrian pursuits.

Yew Birch Ash Motherfletcher - 100 CP

Ranged weapons are the tool of the thinking man, and those tools have to come from somewhere. Your experience in the field of carpentry, allows you to easily make bows and magical staves of up to Rank 5 (Sanded Yew), making you a clear asset in military forces and in a town's merchant district. Granted, you could always just settle down in Davon's Watch as a carpenter and make rocking chairs for the next ten years, but there's only so much comfy you can fit in one jump before it becomes a slice-of-life anime.

You Runed Everything - 100 CP

Before the development of the Arcane Enchanter in the 4th Era which streamlined enchanting to the point that any novice without even the barest hint of magicka could bind an enchantment, and even before the Guild-standardized enchanting techniques of the 3rd Era which drastically eased the process to a simple matter of shoving stored magicka into an item, the tool of choice for infusing an item with a magical effect was the humble Glyph. A Glyph is a combination of three runes, one inscribed with the potency which determines the base strength and whether it adds or removes, one with the desired attribute to effect such as health or a specific element , and a third designating its aspect, ranging from Common to Legendary. You know enough to be able to use and translate up to Rank Five runes (Pora, Denara, Hade and Idode), with even more becoming available to you as you research and translate more.



**Items** – Welcome to the great market of Wayrest, situated right in the middle of Gardner Court. If you know where to look, there's nothing you can't buy here. You could probably even pick up an artifact or two if you play your cards right. Now that you're here, why not grab some Items? In fact, why not take an extra +200 CP just for this section.

Scrapyard Special - First Free, 50CP to buy another class' starting gear

It'd be cruel to send you out to fight off the end of the world with nothing but the clothes you have on. Fortunately, there was a mix-up at the docks and they're practically giving away this overstocked gear, made in the racial style of whatever you started out as. Hey, it's better than nothing.

***Drop-Ins and Nightblades*** come in with a rawhide jerkin with simple arm and leg guards and boots, and a simple hunting bow.

***Dragonknights and Templars*** start out with a dented suit of iron armor and a great sword

***Wardens and Sorcerers*** start out with jute-fiber robes and an shoddy looking unsanded Restoration or Destruction staff respectively.

Mercenary Mandatory - 100 CP, or 150CP for another class' gear

Or, if you're willing to pay a bit more, you could get some gear that isn't attic trash from the market in town.

***Drop-Ins and Nightblade***s start with a decent set of fellhide armor and an Arms of the Ancestors-styles longbow.

***Dragonknights and Templars*** come in with dwarven ore reinforced plate armor and a dwemer great axe.

***Wardens and Sorcerers*** will begin with a comfortable set of Ebonthread robes and a hickory Restoration or Destruction staff respectively.

Almalexia's Blessed Lantern - 50 CP (Free Dunmer)

A common souvenir from Mournhold, sold in gift shops and taverns throughout the city. This small globe of light is bright enough to illuminate a 8x8 room until you snuff it. On activation, it hovers around you, and then returns to your hand or bag once it's completed its cycle. Infinite uses, good for scouting or signaling.

Box of Shehai Essence - 50 CP (Free Redguard)



This heavy wooden chest covered in glowing blue runes allegedly holds the fragments of a Spirit Sword. I have no idea what you plan to do with the shattered pieces of an ancient Redguard lightsaber but I wish you all the best.

Charmed Crystal Decanter - 50 CP (Free Altmer)

In Altmeri high society, one social misstep can be the difference between a life of luxury and three hundred years of mediocrity. Make no mistake, the cutthroat politics of Summerset's elite are far harsher than any battlefield, and even something as insignificant as a drink coming out too warm could end a career, or even your life. Luckily you

have this magnificent crystal decanter, infused with a duel-layer resist heat and resist frost enchantment, able to keep hot drinks piping for days and cool drinks as fridged as Kinlady Avinisse's bedchamber.

Cologne of Cumberland - 50 CP (Free Breton)



After the fall of House Gardener and the ascension of High King Emeric to the throne of Wayrest, House Cumberland became the most prominent merchant family in High Rock. Originally devised by family alchemists, the signature scent of the Cumberland clan, the creatively dubbed Cologne of Cumberland, is now available to the general public. Now you too can smell like the fresh waters of Cumberland Falls while walking through Cumberland Square on Cumberland Street on your way to the Cumberland Family Crypt to pay tribute to Lord Pierric of Cumberland just like King Emeric Cumberland in his official Cumberland Guard Cumberland Carriage! Refills monthly.

Dragonscale Purse - 50 CP (Free Imperial)

Made of real dragon scales! Probably. This stylish pouch clips on easily to a belt or a carrying strap and features a silver clasp in the shape of a dragon. It never seems to get lost or stolen and any misplaced change or lost banknotes eventually appear in the bottom of the purse.

Eye of Sithis-See-All - 50 CP (Free Argonian)

A small dark blue crystal cut in the rough shape of an ophidian eye, this is an Argonian folk charm said to ward away thieves and keep its bearer safe at night. Whether the stone has any actual power to deter would-be intruders or people are just creeped out by monotone lizards with no facial expression that indirectly worship the metaphysical concept of cosmic entropy is unknown. Either way it's a very nicely cut stone and would probably be worth a fair bit.

Forgemaster's Medallion - 50 CP (Free Orsimer)

A heavy metal signet - more like a steel Frisbee that just happens to clip onto robes or armor - said to bear significance to followers of Malacath. Prominent Forge-Wives and master smiths within Orsimer Strongholds are sometimes seen bearing these marks of status. Expect orcs to treat you with a bit more respect, unless they find out you aren't actually a smith. In which case it also works as an awkward bludgeoning weapon or a tiny shield.

Skinsack Full of Rotmeth - 50 CP (Free Bosmer)

This drinking skin made from something unidentifiable but very beefy and greasy is always filled to the brim with Rotmeth, the legendarily strong alcohol of the wood elves. Made from rotting meat and de-shelled thunderbugs, rotmeth takes several years to brew and is consumed at nearly every official Bosmeri ceremony, from weddings to trade deals. In a pinch it can also take the rust off a wagon wheel in six seconds flat.

Saarthal Burial Urn - 50 CP (Free Nord)

Few things are more important to a Nord than the honor and legacy of their clan, and so it's no surprise that family heirlooms tend to get passed down through the centuries. Although this may be a bit much. You have a heavy lacquered stone jar, bearing runes in the ancient language of the dragons and holding the ancestors of one of the

Atmoran warriors slain during the Night of Tears. A less savory person could probably do some serious necromancy with this, but being a noble Nord, you don't have any such inclination. R-right?

Serpent-Veil of Orgnum - 50 CP (Free Maormer)

A sea-blue veil made of some unidentifiable exotic material from Pyandonea, decorated with strikingly detailed depictions of a violet and viridian serpent intertwined. Seems to radiate an air of inapproachable refinement and mysterious elegance. Allegedly it once belonged to the immortal God-King of the Maormer himself, although this cannot be confirmed.

Twelve Moons Sweet-Box - 50 CP (Free Khajiit)

Even during the end of the world the Khajiit still know what's most important in life. Candy and drugs. This fine wooden chest has twelve partitions, each regularly replenishing with a different and exciting form of moonsugar-laced candy, or sometimes just different varieties of raw moonsugar. Makes for a great gift, assuming the recipient can hold their sugar. Or assuming they can't, as the case may be.



Soul Gems - 100 CP (Free Drop-In)

An essential tool for enchanters and mages, yet one that's only recently gained formal recognition. You have five Petty, four Common and Lesser, three Greater and Grand, and two Black soul gems all held in a tasteful keshweed fiber satchel. Each gem holds a soul of its corresponding size, color, and power. For example, a Petty gem would hold a rabbit or a small dog at most, while a Grand would hold a mammoth or a strong Daedra. These are both White souls and can be held in White gems. The rarer Black soul gems hold the souls of sapient creatures, like humans, beast folk, or elves. You can use them as arcane batteries, as focuses for spells, or just as general magic storage. You'll get a new set every month of whatever's been depleted. Remember to be careful handling the Black gems, as they can have unfortunate and potentially lethal side-effects if not contained properly.

Oblivion's Foe - 200 CP (Discount Drop-In)

Forged from the iron hide of a daedroth within the Font of Schemes by rebel holdouts escaped from the endless prisons of the Molag Bal, this armor is imbued with their righteous fury and unbreakable will. Stamina and magicka reserves and even the body of the wearer regenerate at near double the speed of a normal human, allowing a single man to fight for a day when he could've only fought for hours before. Additionally, it turns the weapons of the Coldharbor against her master, greatly strengthening the Soul Magic of its wearer. You may import any armor you own to gain these traits.



Prismatic Weapon - 400 CP (Discount Drop-In)

You've somehow obtained the Prismatic Weapon, a legendary tool of the light created by the Daedric Prince Meridia. Or, rather you have the Prismatic Core, which will become whatever weapon you wish it to be. Pick from a long bow, a sword, a staff, or a great sword. Alternatively, you can import any weapon you own, even guns or energy weapons, to implant the Prismatic Core into. Whatever you've

chosen is the form it will take. Now on to the matter at hand, just what is it that you've just blown at least 2/5 of your CP on? The Prismatic Weapon is a boon from Meridia, granted to her Champion King Anumaril of Delodii to use in battle against his arch-nemesis, the rogue Ayleid warlord King Anumaril of Abagarla. That the latter happened to be a worshipper of Molag Bal who coincidently built a fancier temple than hers was roughly 90% of her motivation and may or may not be the only reason she's helping mortals now. The weapon itself is a sort of a weaker but more versatile version of Dawnbreaker. Rather than vaporizing only zombies on sight, it instead sears unholy entities like Daedra, demons, and the undead with divine flame and banishes them to Oblivion when defeated, preventing them from escaping to elsewhere on Nirn. In other worlds, they'll be banished to the closest equivalent netherrealm. Just holding it makes shadows flee from the room you're in, which also makes it fantastic for cutting down on light bills.

Dragonknight's Standard - 100CP (Free Dragonknight)

This charred banner can be summoned to your side at will, rallying nearby allies and freighting your enemies. Not because it has a Fear enchantment or anything, that just tends to be the general reaction to a giant burning flag falling out of the sky. Once it's planted itself into the ground, the surrounding area will be scorched for fifteen seconds. Comes with the symbol of your Alliance by default, can be customized to your liking. Strongly suggest not using indoors unless you have good insurance.

Sir Hughes' Axe - 200 CP (Discount Dragonknight)

A blessed hand-axe which once belonged to Sir Hughes, Knight-Commander of the Knights of the Flame. The Knights of the Flame are one of High Rock's countless chivalrous orders, and are bound to the service of the petty kingdom of Anticlere. From the time of their founding up until Lord Flyte took the reins following the War of Betony more than five hundred years later, their fierce patriotism made them something of an icon in the region surrounding Reich Gradkeep. This ornate silver-inlaid steel axe, as much a badge of as it is a tool of war, bears a minor Hardening enchantment which allows the wielder to project a physical barrier for up to five seconds. The quality of the barrier seems to scale with that of the weapon. Though it's only enough to soak up a light blow right now, upgrading this axe to truly legendary status or importing a melee weapon you already own may push this blessing to new heights…

Automated Defense Gear - 400 CP (Discount Dragonknight)

***The*** heavy armor. Created based on schematics recovered from the Halls of Fabrication, this almost unreasonably thick suit of clockwork armor made from some sort of brass-like metal reinforced with rubedite exists for one reason and one reason only – to provide the near-perfect defense. Reactive kinetic displacement disperses force from incoming impacts while systemic dampening technology preserves the wearer's physical integrity beyond what would normally be possible as positive daedron amplification arrays speed Restoration effects along its nano-circuits and disperses excess energons generated by the wearer in the form of a Lullian kenetio-lumen field. In layman's terms for those of you not affiliated with the Clockwork King, it's really good armor that gives you a magitech hard-light shield, boosts your vitality and regeneration, and temporarily grants a stronger shield to you and your allies when you use anything that could be classified as an "Ultimate" ability. It's essentially the Elder Scrolls equivalent of power armor. Alternatively, you can add these mechanical marvels to any armor or mech you own.

Sanguine's Key - 100 (Free Nightblade)

A solid carnelian key, with an inscription reading "The Key to Sanguine's Demesne, Where Fantasy is Reality." Aside from being worth a few hundred crowns if you hock it, you'll find that flashing this Key works wonders in getting you in to all the best parties. Royal balls, drunken orgies, maybe you just want to skip out on paying the cover charge for that new corner club up in Gnisis, whatever as long as there's a party happening of some sort this key has an 80% success rate of getting you in the door. After that point, it's up to you to make the most of the night.

Mota Fang - 200 CP (Discount Nightblade)

A ceremonial Argonian hunting dagger, cared from the fang of one of the eponymous serpents. Although seemingly nothing more than a shoddy tribal relic, the wretched bite of the monster it was taken from still holds power. A single scrape is enough to cause blacken wound with a wretched necrotic infection to form within the hour. Though easily healed with proper care, a subtle prick could easily go undetected until it's too late or a deep enough thrust could blight organs. Can be combined with any melee weapon you already own.

Widowmaker Leathers - 400 CP (Discount Nightblade)

This armor set was uncovered deep inside the Cradle of Shadows in the clutches of Khephidaen the Spiderkith by veteran members of the Undaunted. It comes with potent vials of alchemical fluids hidden in the bracers, which, when launched, cause a delayed acid explosion in the path of the wearer. The Silken Ring inspired design lends itself well to integration in day-to-day clothing, meaning the armor and its acid launching apparatus can be taken pretty much anywhere assuming you're not searched too heavily. Don't worry about the vials cracking, they never do. They can be filled with any fluid that will fit in them, otherwise the acid with magically return within 24 hours. You can import any clothing or armor to gain these effects.



Discourse Amaranthine - 100 CP (Free Sorcerer)

Well, the good news is, you now have a legendary tome of impossible lore, granted to you personally by Hermaus Mora, Daedric Prince of Forbidden Knowledge. Even better, it won't make tentacles grow out of your eyes or fill your mind with horrific visions, unlike most of his boons. Unfortunately, it's also completely illegible, even more so than a normal tome of Apocrypha. It's still a lovely conversation piece though, possibly useful in rituals. May cause headaches.

Artificer's Bolt - 200 CP (Discount Sorcerer)

As much a showpiece as it is a weapon, this intricately designed Altmer shock staff bears the personal stamp of the legendary artificer and explorer Telenger. Known as much for his lengthy and often dangerous periods of exploration into lost ruins and ancient fortresses as he is for his skill in engineering, his creations are as renowned for their quality and elegance, and this piece is by no means an exception. Can be combined with a staff or wand you already own via importing.

400 CP - Vestments of Law (Discount Sorcerer)

This black and gold set of masked robes, crafted from the silk of ancestor moths and dyed black with the Charcoal of Remorse found only in the deepest pits of Coldharbor was recovered from an East Empire Company warehouse in the Daedra-controlled Imperial City, and apparently shipped there all the way from Wrothgar shortly before the

Planemeld began. Aside from being unnaturally tough despite their light weight, they bear the markings of Julianos the Lawgiver, Divine of Law and Wisdom, and Patron of Magic. Wearing the robes will drastically boost the power of any spells cast by the wearer, and doubles the odds of said casting being a critical success. Even an Apprentice could level a city block with this kind of power. You can import a cloak or robe you already own to gain these effects.

Baelborn Signet Ring - 100 CP (Free Templar)

Of all of the fallen bloodlines of High Rock, none is perhaps as contemptible as the Baelborns. Infamously cruel and fabulously wealthy, House Baelborn ultimately met it's end not at the hands of a present revolt or the headman's axe like so many of their ilk, but by the curse of a scorned maidservant-turned-lover that Maurice Baelborn left to be tortured and die rather than admit the illicit affair to his family. The last known descendent of the Baelborn line, the long-suffering Athel, managed to break the specter's curse and reclaim the ruins of his family's estate with the help of the Vestige, and bestowed to the hero the last known Baelborn Signet Ring which has now passed into your hands. The enchantment on this ancient band is a simple Fortify Health charm, and particularly weak one at that, but the historical and spiritual significance is what makes it truly special.

Edge of the Black Sands - 200CP (Discount Templar)

This old Yokundan sword, recovered from what little remains of Belkarth after the first wave of the Celestial Invasion, is at a glance unimpressive. However, with each strike it calls upon the world-bending mathematics of the Ansei, or Sword-Saints as they're more commonly known, inflicting supernaturally deep wounds that defy both armor and explanation and transferring a bit of its victim's life-force to the wielder. As a result of now-lost blacksmithing arts of Old Yoku and the abundant high-quality iron deposits - and indeed they were vastly abundant, as even the sands were said to be stained a black-grey with iron, possibly lending to the sword's name - the blade itself is nearly unbreakable. Any melee weapon you own can be imported here to take on this weapon's powers

Dreamer's Mantle - 400 CP (Discount Templar)



Not to be confused with that OTHER group of Dreamers, this enchanted robe was created by Hears-the-Wind, a member of the militant Supernal Dreamers of Vaermina, Daedric Prince of Nightmares and a follower of Nightcaller Molacar. Like Molacar and the rest of the Cyrodiil branch of the Supernal Dreamers, she herself isn't openly hostile, and seems to be more of an evangelist than a crusader. This is reflected in these fine voidcloth robes, which are imbued in every thread with defensive charms that artificially inflate the health of whoever equips them. Should the wearer be mortally wounded or fall below a quarter of their maximum vitality, a burst of concussive force erupts, blowing back nearby foes before imploding and transferring this radiant energy to the wearer's body in a built-in "panic heal". It's an oddly benevolent creation for someone who worships the physical embodiment of fear. Feel free to import a robe or armor you already own to take on these healing powers.

Quarantine Staff - 100CP (Free Warden)

Created by the Dunmer alchemist Nilyne, this custom-made healing staff was found in the area of Quarantine Serk, ground zero of the infamous Llodos Plague. The Llodos Plague was caused by the Maulborn, a subsection of Molag Bal's cultists who created a fake public health crisis so that they could present themselves as saviors and clandestinely poison the populous with zombifying "medicine". This simple rod provides a small boost to the effectiveness of your healing spells and its understated profile and low weight make it ideal for travel. If you already have a staff or wand you're attached to, feel free to import it to gain Nilyne's blessings.

Cave Bear - 200 CP (Discount Warden)

Not exactly an item per say. What you have here is a saddled and professionally trained Cave Bear, such as those found in Skyrim and the Colovian Highlands. Throughout Tamriel's history, bears have been seen as symbols of strength, endurance, or in the case of the traditional Nordic animist teachings, directly tied to the Goddess Kyne. In modern times however, domestic (for a certain value of the word) bears such as this are a warrior's mount, perhaps not as practical as a horse but far more dangerous and able to take significantly more damage before collapsing. Not a companion, just a bear with a saddle on it.

Mantle of Kagrenac's Hope - 400 CP (Discount Warden)

Created deep in the bowels of Nirn within a secret dwarven complex dubbed The Earthforge, this set of ancestor silk armor is said to be imbued with the hopes of Craftlord Kagrenac the Blighter, last of the great Dwemeri Tonal Architects and a contemporary of High King Dumac Dwarf-King and Bthuand Mzahnc. That being said, there's no real evidence that the Magecrafter had ever even seen the Earthforge or its facilities, nor would he have any reason to as he was a tonal architect not a blacksmith. Either way, the armor itself grants a moderate boost to the magicka capacity and output of its wearer and their general vitality, allowing the bearer of this mantle to press on through exhaustion both physical and mystical, and makes it noticeably easier to resuscitate those on the brink of death. What any of that has to do with the infamously capricious Kagrenac is unknown. You can import any armor or clothing you own to take on the alleged hopes of Kagrenac.

Alliance Armor - 100 CP (Free Alliance)

A necessity for identifying friend from foe, and a decent bit of protection in its own right, you get a set of armor corresponding to your respective faction. Members of the Aldmeri Dominion will be granted a set of intricately carved and decorated armor reinforced with Lillandril steel. Those allied with the Daggerfall Covenant receive the pragmatic armor of their kingdom, essentially a modernized version of the sort of armor used by the Reman Empire. Any members of the Ebonheart Pact will be granted the imposing crimson armor of their faction, the result of a brilliant if somewhat melodramatic fusion of Nord and Dunmer smithing techniques, and covered with lots of stylized pictures of dragons doing dragon stuff. Cyrodiilic Holdouts have their traditional armor, that of the Legion, which despite its design's obvious age is still the standard for combat-ready armor. Mercenaries and those outside the main combatants have the armor of their company, city, or band, with whatever stylistic choices and improvements that entails.



Horse Armor - 200 CP (Discount Alliance)

This simple boarding of leather and steel, painted with the colors of your alliance (Red/Black for Pact, Gold/Silver

for the Dominion, Blue/Yellow for the Covenant, or Maroon/White for Imperial and Black/Green if Neutral) protects your steed from far more damage than it has any right to, and doesn't seem to impair mobility or speed at all. Comes with roomy satchels and saddlebags to carry your rations, munitions, or whatever else you can cram in them. Resizes to fit whatever you've got it on.

Coldfire Trebuchet - 400 CP (Discount Alliance)

The trebuchet is a powerful siege weapon and the most popular among the warring armies of Tamriel, though not exactly the easiest thing in the world to transport or defend. A trebuchet uses a long swinging lever with a counterweight to lob projectiles at or over an enemy's fortifications. This one in particular seems to have an odd property – anything launched from it is bathed in coldfire, the dreaded icy blue flames of Coldharbour. Given that this is essentially a giant wooden target that requires a decent bit of time to take apart, put together, and defend, you'll get a fresh trebuchet in a month when the previous one is inevitably destroyed.

Killer Sweetrolls - 100 CP (Free Dark Brotherhood)

Homemade by the hapless Fate-Bearer known as Louna the Sweetroll Killer who really wishes you would stop calling her that. Aside from being damn fine pastries in their own right, each one contains a cryptic prediction about the immediate future of the eater. "Destiny" in the Elder Scrolls universe is a very fluid concept however, and there are more than a few people who are immune to any such thing outright. Thus these notes tend to be less of an absolute prediction and more of a general oversight of the most likely chain of events. You receive three, freshly baked, every morning.

Blade of Woe - 200 CP (Discount Dark Brotherhood)

The dreaded signature weapon of the Brotherhood, this wicked ebony knife has waxed and waned in strength as the power of Brotherhood itself has grown and receded over time, yet regardless of the era it remains a terrifying artifact. Firstly, it can be called to your hand at will, even across continents or entire worlds. When you've finished with it, it vanishes into the Void along with any unwanted traces of blood or gore on your person. Finally, anything humanoid struck from behind while unaware of your presence will be instantly killed. More powerful or "plot-locked" individuals will be immune to this however. In more mundane terms, it also happens to be perfectly balanced for throwing despite its unusual shape, never breaks, and anyone killed by it has a chance of producing an untraceable vial of Tainted Blood, a potent magical and crafting reagent.



Private Sanctum - 400 CP (Discount Dark Brotherhood)

The Night Mother has chosen you as the instrument of her will across worlds, and thus has granted you your own miniature Sanctuary that follows you between jumps. A Dark Brotherhood sanctuary is one part monastery and two parts bunker - hidden underground or cut into the side of cliffs, guarded by skeletal warriors created from the bones of slain Brothers and Sisters, and most importantly, sealed behind the Black Door. Each Black Door is an unbreakable slab of solid ebony nearly half a foot thick bearing the iconography of the Night Mother. It will only open for those who answer its morbid riddle. By default, your door's riddle is "What is the color of night?" with the answer being: "Sanguine, my brother." though you can customize it to your liking. As for the actual particulars your newly minted cave dwelling, it features an impressive natural waterfall, a tavern room, a small library holding a book of

prospective contracts which automatically updates as new Prayers are heard, a luxurious master bedroom, a beautiful (and completely poisonous) underground garden, a shrine to the Dread Father, and a small kitchenette. Being a hired killer doesn't mean you don't deserve to be comfy on your days off after all.

Raw Materials - 100 CP (Free Fighter's Guild)

About 20 ingots worth of dwemer metal, a few honing stones, and a set of hammers and tongs. Used materials refill once a year. Not exactly powerful in the more high-tech settings, but being able to craft items out of a metal that never really rusts is something that won't ever go out of style. Or you could always just sell it off. This is almost 600 crowns worth of eternally respawning refined metal and smithing equipment just sitting on the ground after all.

Tempestshield - 200 CP (Discount Fighter's Guild)

One of the eight Jolting Arms, this beautify carved ancient elven shield, once in the hands of Maormer raiders attacking the Western coasts of Tamriel, has somehow made its way to your armory. Boasting impressive defense and durability despite its age, it's also able to boost the strength of the armor of whoever wields it by a small amount, letting it's bearer mitigate harm even from blows they have no chance of blocking. Also makes a good display piece if you're looking for something tasteful to fill an empty space on a wall that also just happens to be able to survive a direct hit from a small ballista.

The Earth Forge - 400 CP (Discount Fighter's Guild)

Or rather a replica of it, attached to your warehouse or slotting into the world in the location of your choosing at the start of each jump. The Earth Forge is as much a fortress as it is a workshop, hidden far away prying eyes and located deep underground, its entrance guarded by a small fort carved out in ancient times. The Forge itself is located deep underground, only accessible by following a tunnel that can easily be used as a chokepoint to bottleneck an invading army or fortified into a near-impenetrable hall of traps and sealed dwemer-metal blast doors. It's real value however, is the smithy itself. Using flame salts (which never seem to run low), raw magma (which never seems to burn or cause heatstroke unless you physically leap into it) and a massive blast furnace (which never breaks or needs refueling) in addition to its magical nature and tools surpassing what even the Grand-Masters of Tamriel could hope to lay their hands on, the Earth Forge is quite possibly one of, if not the, greatest smith's workshops on Nirn, equaled perhaps only by the yet-undiscovered Aetherium Forge and the factories of Sotha Sil the Clockwork King. Comes with a small retinue of NPC guards to... well... guard it.



Lore Library - 100 CP (Free Mage's Guild)

The only reason anyone even plays Elder Scrolls. You now have a collection of every non-plot locked book that's ever appeared in a TES game (so no you don't get the Ogmah Infinium, the Mysterium Xarses, the Tome of Unlife, and the Mythic Dawn Commintaries for 100 CP that'd be insane) in a tasteful wooden shelf that never seems to run out of room despite holding literally hundreds of books. Everything from "A Dance In Fire" to "Zealotry", and any book in between, even hard-to-find tomes like "Vampires of Vvardenfell", "Histories of Strange Pre-Marriage" or "Fool's Ebony". Act now and I'll throw in Greg Keyes' tie-in novels and the official strategy guides for every game that has one. Yes, that includes all the bonus content that came with the original 1998 physical copy of Daggerfall like that cool family tree pamphlet.

Matron's Mark - 200 CP (Discount Mage's Guild)

At one time, this primitive looking silver ring was owned by the Lamia Matron Ixniaa, deep within the marshes of Shadowfen. Now however, it adorns your finger, fitting surprisingly well despite being made to fit on a giant talking snake's hands. How did she even manage to find a jeweler to- never mind it's not important. What IS important is its ability to dramatically improve the efficiency of its wearer's spells with no loss in potency, making it excellent for extended bouts of magical combat, or for an inexperianced mage looking to make the most of their limited magicka.

Shalidor's Backdoor - 400 CP (Discount Mage's Guild)

You've got a new attachment for your warehouse! It's... a hole. A big white hole. Floating in your wall. You now have



a gateway to Eyevea, the island hideaway of Archmage Shalidor, and the ultimate refuge and training ground for mages across Tamriel. Granted, you'll be waiting a few months for The Vestige to come and reclaim it from Sheogorath the Laughing God, but once it's freed, you and your companions will be able to move back and forth through this portal freely, though for obvious reasons you can't leave the island and go to the mainland. Eyevea itself is a breathtaking island paradise, outfitted with the best magical equipment and reagents on Nirn, and the brightest young minds the Guild has to offer. There's no better place to train up your magical skills, debate your theories, or just relax with other scholars and share tales of your adventures.

Psijic Robes - 100 CP (Free Psijic Order)

The distinctive yellow and red hooded robes of the Psijic Order may not be exactly fashion forward, but they're certainly unique. Resembling something like a cross between a trench coat, a monk's garb, and several bottles of ketchup and mustard, these thick robes give you, despite their odd appearance, an air of unassailable authority. As long as you wear this robe unless blatantly untrue or clearly insane, very few people will question what you say, and you'll be able to get out of quite a bit of trouble with paper-thin excuses like "Order business" or "annual Blackblock continuity probing" or perhaps just "the giant floating eye is actually an insane mining robot from the future".

Psijic Ambrosia Recipe - 200 CP (Discount Psijic Order)

Or rather, the pieces of it. What you have here are seven nearly incomprehensible scraps of paper written in the untranslated arcane langue, penned in one of the most mind-wracking complex ciphers ever created, a refilling jar of unrefined and mildly volatile aetherial dust, a potted frost mirriam plant, a healthy bervez grape vine, an apparently endless bucket of perfectly round salmon roe, and a heavy solid gold reading tool called an Aetheric Cipher, used to literally read between the metaphysical lines of texts. Good luck figuring out how this all fits together. Once you do manage to work it out however, you'll have everything you need to create a practically limitless supply of Psijic Ambrosia, as well as its upgraded forms Aetherial Ambrosia and Mythical Aetherial Ambrosia. Each of these more than quadruples the memory indexing, retention, and overall learning and thought processing ability of anyone who consumes them for a few hours, rising in potency and duration with each tier. Even just the "normal" Psijic ambrosia is effective enough to allow someone to go from complete ignorance of a given skill to a fully trained expert with only a few hours of studying the most rudiment concepts. Imagine what you could do with the Mythical Ambrosia and a few minutes on Wikipedia. Unsurprisingly, a single bottle is worth a small fortune.

Hermitage - 400 CP (Discount Psijic Order)

You have your very own tower! Lower-case "t", not capital "T". Giving you a real fully functional **[Tower]** would be very bad for the stability of any universe you wind up in after this jump. No, what you have here is a spiraling bastion six stories high, brimming with everything a master mage such as yourself needs, from an empty library to hold all the books you ~~steal~~ discover, to fully stocked enchanting and alchemy labs, a formal dining hall for entertaining fellow scholars, an atronach forge, and even a few obscure reagents like animus stones, jars of aetherial dust, several purified sigil stones, and a single energetic animo core carefully contained in a hermetically sealed brass display case. All the mundane furniture has been created by master Hlaalu artisans imported directly from Narsis, while the high-quality magical equipment comes straight from the personally selected collection of Relicmaster Glenadir. Comes with an ominous basement full of creepy whispering, as every good wizard's tower ought to have. Can be built in either in the style of Sotha Sil's Clockwork City (think something like the Fyr Manor mod) or from solid crystal (aka Pocket Guide 1 style).

Scrivener's Kit - 100 CP (Free Thieves' Guild)

Five quills made from the feathers of a red-tailed hawk, two well-sealed bottles of ink - one blue and one black - stationary from the desks of several mid-level Altmer nobles, a collection of rubber stamps bearing the seal of prominent merchant clans, and two pre-made Writs guaranteed to clear up to 500 gold off your bounty each to use as an example, all packed in a tasteful shadowhide travelling case. It's your own portable forgery workshop!

Guild Leathers - 200 CP (Discount Thieves' Guild)

The signature outfit of the Thieves' Guild, this set of hooded and masked leather armor is well oiled and completely silent. Made of dark-dyed fellhide and adorned with buckles of dull burnished iron, it's obviously made for surreptitious activity, yet understated enough to allow you to pass through a crowd without much fuss. A tightly-woven utility belt comes with three lockpicks, four small utility pouches, and a flat-headed one-handed mace that could double as a crowbar in pinch. Ideally, that's the only thing you'll be using it for.

Outlaw's Refuge - 400 CP (Discount Thieves' Guild)



For when you need to hide from the law in style. Comes in your choice of Sewer Lair, Lost Ruins, or Secret Passageway flavors. Regardless of aesthetics, this place is everything you need to start up your gang, with training rooms, bunks, places for fences and not-quite-legal merchants to set up shop, a small office area for you, ample space to display your conquests or Wanted Posters resulting from them, a sealed vault only you can open, and with at least two well-hidden secret passages serving as the entrance and exit in the city of your choice. It's effectively your own little criminal mini-city beneath the town proper. Follows you between worlds.

**Companions** - You shouldn't adventure alone! In these times of unprecedented strife, it's essential that we all come together to save this world. If you want to recruit someone from the start or maybe just call in some old friends for backup, here's your chance. Each pre-made companion comes with two 100 CP and one 200 CP perk free of charge and a simple back-story attached.

The Guild - 50 CP each (First two free Drop-In) 

You already have some friends to play with? Why didn't you say so! Good thing too, otherwise you'd probably end up getting spammed with guild ads. For just 50 CP you can import up to eight of your past companions. Each imported companion gets a free background, race, and 400 CP to spend, though they can't pick a Guild.

Ancient Mage - 100 CP (Discount Sorcerer) 

In a drastic twist of fate, your original Master hasn't been driven mad, killed by an evil former student, dragged into Apocrypha, blown up by a magic glove in a frozen basement, or developed severe respiratory damage from decades of inhaling fumes from fluorosulfuric compounds. Although time hasn't been particularly kind and the rigors of Destruction have taken a hefty toll, there's still a keen wit and centuries of experience that makes up for the failing shell around them and he's more than willing to teach his last living apprentice what he knows, even if it is in the most cryptic way possible at times. Honestly I think he's just glad to have an excuse to get out of Stonefalls someone digs up a third Brother of Strife. Comes with the Adjunct Ritemaster, Alchemic Prodigy, Forbidden Knowledge, and Shockingly Specialized perks free.

The Horn of Heaven - 100 CP (Discount Dragon Knight) 

It's easy to forget that before the 3rd Era and the events of the Warp in the West, before the conquests of the tyrannical warlord Lord Shrike, and before the machinations of his covetous brother Lord Kain that resulted in both their deaths in the bowels of Battlehorn Castle at the hands of the traitor-cum-mad-lich Arielle Jurard that the Host of the Horn was once one of the most respected of High Rock's knightly orders. You now have in your retention a stoic veteran of the short but brutal Siege of Wayrest. What's more he's well versed in the tactics of the Legion and knows well how to counter the spellswords of the West, and has spent many years on his own without a squire as a wandering sell-sword before coming into the service of the Host. Comes with the Legion Training, Oblation to Onsi, Searing Heart, and Tanker Truck perks free.

On the Fence - 100 CP (Discount Nightblade) 

Despite existing on the fringes of society and living by the night, it's a well known fact that any career criminal who works alone won't work for long. To this end, you've acquainted yourself with an up-and-coming fixer based out of the flooded warrens of the Anvil Outlaw Refuge. Despite working primarily out of the Gold Coast, she's got a few loose ties in most major port cities, either directly by past cooperation, or through favors for the recently installed "Governess", Captain Fortuna ap Dugal of the Red Sabers pirate fleet, and can put you in contact with smugglers, fences and potential clients with relatively little hassle. Comes with the Traffic(ing) Jam, Robber Baron, Tong Tactics, and One With Shadow perks free.

Librarian of the Light - 100 CP (Discount Templar) 

As the darkness descends and the last embers of the Dragonfires die, it's easy to forget that amid all the bloodshed centuries of technological advancement and history is being trodden into dust under steel-clad boots. To that end, what little remains of the Knights Mentor, the guardians of the School of Julianos and protectors of great cultural works have redoubled their efforts despite dwindling number, to save what they can of Tamriel's arts and sciences.

Perhaps it's a fool's quest to be worried about saving dusty old books and agriculture notes while it's raining fire outside, but what good is saving the world if it's blasted back to the Merethic Era in the process? To that end, one such Knight Errant has joined your party, an erudite and bookish, though somewhat awkward young man who nevertheless is capable of mixing magical might with martial prowess - on paper. He read a book about it at least. Comes with the Clerical Work, Magic Knight, Shalidor's Eidetic Memory, and Healers Without Borders perks free.

Greenshade Mammoth - 200 CP (Discount Warden) 

Found exclusively within Valenwood, this grey tinted mammoth subspecies is one of the rarest on Nirn. This mammoth, which has somehow accepted you as its master, is perfectly loyal and can be ridden for close to a hundred miles before it needs to rest. Beyond that, it's absurdly durable, effectively a living breathing battering ram, and the milk and cheese it produces, normally only tasted by the giants who normally herd such beasts, is some of the finest on Nirn. No it doesn't have perks, it's a mammoth. What do you want me to do, give the giant murder cow a course in fiscal literacy?



**Better Homes and Gargoyles** – Maybe you don't want to be a homeless vagrant forever? A perfectly reasonable thing to want. For the low low price of 200 CP, halved for choices that match your race, you too can now experience the joys of home ownership! All of these properties are tax free, bill free, and assuming they take any damage from sieges, planar invasions, or unfortunately timed netch breeding seasons, all unwanted damage the property sustains will be repaired within 24 hours. Follows you between worlds at your discretion. Buying a house in hostile territory may not be wise, though you'll probably be left alone unless you draw attention to yourself.

Alinor Crest Townhouse – 200CP, Discount Altmer

Getting a building permit and land deed in the Summerset Isles is a nightmare, but fortunately for you, you're able to bypass all that aristocracy and bureaucracy and all the other nasty –ocracys and move right in! This spacious two-story suburban home boasts particularly ancient elven architecture, and is located in one of Alinor's most prominent neighborhoods. You're practically spitting distance from members of Summerset's mid-ranking aristocracy, like Kinlady Valullinwe and the internationally acclaimed jeweler Flarian. Not that spitting at nobles is a good idea.

Daggerfall Overlook – 200 CP, Discount Breton

Overlooking Glenumbra's Eastern coast and conveniently located just across the bay from Daggerfall City's Southernmost docks, Daggerfall Overlook is a well-maintained luxury compound built in classical Breton style, two stories high with a finished ~~dungeon~~ basement that's changed hands among High Rock's merchant-lords many times through the years by hook or by crook, and now it's all yours! The faint scent of bourbon and overpriced cigars never quiet comes out of the carpet, but even so the finest imported luxuries of man and mer are at your fingertips. Comes with a natural waterfall and an adjoining secret passage for escaping pesky grainger uprisings.

Ebonheart Chateau – 200 CP, Discount Dunmer

The name of this place is slightly misleading. It'd be more accurate to say you now own a small fort made from ash-grey brick and situated along a well-defensible path upon the side of Tormented Spire, a perpetually ash/toxic gas spewing super volcano. Boasting stables for a small fleet of horses, two guard towers, a fine fountain, and a suspicious bloodstain in the garden that never quite goes away, it's everything a proud Dunmeri noble could want. It makes up for the huge space taken up by its thick walls by coming with three stories and a small garden. Though this property may not be quite as luxurious as say, the Daggerfall Overlook or the Serenity Falls plantation home, it more than offsets its lack of tawdry kitch by being able to tank hits from a dragon.



Gorinir Estate – 200 CP, Discount Bosmer

The Camoran Dynasty is by and large one of the most important bloodlines in all of Nirn's history. The formation of House Camoran marks the dawn of Year 0 of the First Era, and it was with the help of Eplear Camoran's ambassadors that Wayrest was first recognized as an independent kingdom. Then there's the matter of its forsaken distant son Gorinir. Having squandered his wealth and having several large outstanding loans, his pod-house in North Grahtwood has been foreclosed on and now it's up for sale. Gronir himself has taken arms with the radical Blacksap Rebellion, so it's unlikely he's going to be strolling into the bank to buy back his three pod tree-manor any time soon. The home quite literally grows on you and will gradually alter its spartan form to better suit your needs.

Hakkvild's High Hall – 200 CP, Discount Nord

Early into the Second Era, Jarl Hakkvild of Falkreath held his lands against the Orsimer tribes united under the banner of Chief Yashmag, and to celebrate he spent the town's money on a new house. Apparently he was a better warrior than he was an accountant. Regardless, this hall as sat empty for decades, presumably because Hakkvild's kin couldn't keep up with the expenses, and now it's passed to you. The property is a huge mountain top estate overlooking Falkreath Hold and the surrounding woodlands all the way to the allegedly cursed Lake Illinalta, and even has access to the Clan Hakkvild family crypts via an underground tunnel! Guaranteed dragur free. Comes with fine knot tapestries, mounted animals, and the persistent smell of burning wood.

Linchal Grand Manor – 200 CP, Discount Imperial

Located in the Gold Coast, one of the last strongholds of Imperial rule (albeit under abnormally benevolent pirates rather than the Legion) the Linchal Grand Manor was originally created as the summer estate of a now-forgotten Imperial noble who's travel plans were interrupted by a giant anchor falling on his head. It has a study, a fully stocked kitchen with ample literature on Tamriel's cuisine, a huge garden with a pool, and a small shed around the side. A small accounting room and ample space to engage in negotiations in the fine dining hall is also provided, for when you need to wine and dine the nobility and then dart to your coffer to make sure you can actually afford whatever extravagant deal you just struck over a bottle of Clan Mother's Cordial.

Pariah's Pinnacle – 200 CP, Discount Orismer



Recently excavated by order of King Kurog gro-Orsinium , you've now obtained special permission from the mer himself to take up residence in this mountainside stronghold. Located high on a frozen trail, the brutalistic architecture, treacherous climb, and occasional screams resonating from the nearby Maelstrom Arena may give the impression that this place holds little comforts. And that impression is 100% correct. What this place does boast however, is the finest Orcish furniture and décor in the entire Covenant, form hand stitched banners depicting great heroes of Orcish lore to dining chairs that could smash a rampart. Whether you're an aspiring chief seeking to challenge an elder for the blessing of Malacath or a grey-haired sabercat waiting for a strong warrior to deliver you a Good Death, no self-respecting warlord would be caught dead without the latest in ominous mountaintop forts.

Princely Dawnlight Palace – 200 CP, Discount Redguard

Prince Hubalajad commissioned this palace as a home away from home during his infamously botched campaign to civilize the region now dubbed Hew's Bane in his "honor". Built for the perfect view of the rising sun as it ascends over the coast, this palace holds one of the greatest views in all of Tamriel. Unfortunately good scenery wasn't really a priority during a massive military campaign and Prince Hew's notorious vanity, prominently on display here, is often cited as one of the main reasons his quest was such an egregious disaster. Nonetheless, this is quite literally a palace fit for a king, and if the gorgeous vistas don't interest you, the luxurious bedding, gold and burgundy décor, and priceless art likely will.

Serenity Falls – 200 CP, Discount Khajiit

You've bought the farm, literally. Far from the noise and stress of the city, though still less than an hour's walk to the rural town of S'ren-ja, Serenity Falls is a peaceful retreat from the world with a small stream and waterfall that splits the land plot into its two sections: the main estate itself, a lavishly gold-decked three story Khajiiti manor protected by a low wall, and a farm plot with a huge barn and ample land to raise livestock, with an extension of the wall running around it. Whether you want to farm, fish, or just escape into the sun-baked savannas of Reaper's March for a few days, Serenity Falls more than lives up to its name.

Stay-Moist-Mansion – 200 CP, Discount Argonian

One of the humbler options on display, Stay-Moist-Mansion is a two story high mud-dwelling with windows of resin and a cozy warm interior filled with locally made furniture. Like most Argonian creations, what it lacks in artistry it makes up for in spiritual significance or practicality – it's walls never become cracked and dry, rain never loosens the adobe-like walls, and even freezing winds or biting gales don't do much beyond rustle to leaves of the trees growing from its top floor and side rooms. Even being well above the fens, it never dries or cracks. It will remain at your ideal temperature and humidity at all time, and some of the trees and flowers growing from its structure are even fruit bearing. Somehow they only reinforce the building and never undermine its foundation.

Surreal Estate – 200 CP, Discount Maormer

Maybe it's because of your lack of documentation, or maybe it's because you're a fish man from the elf equivalent of North Korea, but the people of Tamriel just don't seem to be willing to sell to you. But don't worry, there's still one place that will gladly have you as a guest! Welcome to the Surreal Estate, a giant floating plateau of solid voidstone situated in Coldharbor hovering around tacitly above the Daedroth Larder. There's nothing here yet however. Don't think of it as a giant flying rock in the middle of a demon infested hellscape! Think of it as a blank canvas to paint your ambitions on!




…Floating in a demon infested hellscape

**Drawback**s - If you're willing to beta test a few new design concepts and destroy any hope of immersion, we can move you over to the Public Test Server and have up to +600 CP (or +800 with Soul Music) credited to your Crown Store account. Brain Brew and time-traveling Akulakhan parts not included.

The Drake's Talons +0 CP

For no charge or gain, you can choose to roll back your starting date by 10 years to 2E 572 and double your time in this world. Although this gives you more time to explore, quest, and master your abilities, it also means you'll be living through the bloody final years of the rule of the Longhouse Emperors, the despotic dynasty created by the warlord Durcorach the Black Drake, in what is essentially an inverse version of the Inquisition.



Circular Logic +100 CP

The Circle of Daggers is the most extensive spy network in Tamriel, and they've taken a keen interest in you and your companions. Though not actively hostile (yet), they took extensive looks into you and were more than a little suspicious of what they saw. Should they discover you work with any other Alliance or a faction opposed to the Covenant, they may "politely encourage" you to serve as a quisling on their behalf, lest they leak any and all details regarding your location, connections, weaknesses, and those of any allies you have, or just outright fabricate evidence of a capital crime. Even if you side with the Covenant, they'll be watching for signs of duplicity, and there's no one, maybe not even King Emeric himself, that knows the full extent of their reach.

Curse of the Ebon Flask +100

What's wrong with these people? Why are there so many randos dressed in black and red drinking alone in the corners? Why does every Khajiit you see spontaneously start stripping? Wha- No I'm not giving you 30,000 crowns for a horse, get lost! About a third of the world's population seems to be comprised entirely of edgy try-hards, ERP sluts, and grumpy teenagers. Often a combination of two or more. Either way, your fun and immersion are likely to be disrupted on a regular basis. Word to the wise, avoid chatting with people in Stonefalls unless you want to hear stale memes and arguments about whether or not Hitler did anything wrong.

Freeminum +100 CP

Everything in this world is locked behind a paywall of some kind. From entering a city to using a Wayshrine, it's nearly impossible to find some place that doesn't try to gouge you out of a few hundred coins. Even the shabbiest bars in the land have an exorbient cover charge, and Divines help you if you try to find cheap transport to somewhere. Either win the lotto or get used to walking. Even if you aren't actively shelling out your shillings, you're a prime target for pickpockets and nothing you do seems to stop them from walking off with at least a few gold.

Quality Control +100

Time to get acquainted with the local smithy. The quality of all your gear decays at twice the speed it normally would, axe heads starting to rust and dull after just a single battle, and your armor denting from just about every blow it takes. This even applies to weapons and armor from outside this jump, including ones that would normally be indestructible. Hopefully you didn't bring any guns, because this world's firearm tech stops at cannons and harquebusiers.

they wield are far beyond any other members of the Brotherhood. With each failed murder attempt, the Brotherhood will only refine its tactics, growing in time to adapt to your skills and powers.  Even if you're a member of the Dark Brotherhood, the Bride of the Dread Father has heard the prayer for your demise, and to disobey the will of the Void is to invoke the Wrath of Sithis.

Cirion's Holiday +300

Keeper Cirion has cashed in his five hundred years worth of PTO for a much needed vacation to see the graht-oaks of Valenwood, and is ever so grateful that you offered to cover his shift for the next two and a half years. What do you mean you never agreed to that? Oh. Well shit. Looks like you're spending a fourth of your time in this world trapped in/guarding the Banished Cells, the interdimensional prison where the worst criminals in Altmer history are sealed away for all eternity... except for High Kinlord Rilis, the single most feared and hated mer on Nirn who constantly plots escape, attempts to mind-rape his guardians into submission, and if freed could pose a threat to the world even greater than the King of Worms himself. And you're now sealed inside the Banished Cells with him. And several hundred other absurdly dangerous mages, serial killers, vampire ancients, undead abominations, and even Daedra. If it's any consolation, Keeper Cirion will be very grateful to you. Assuming you don't, you know. Get flayed alive Hellraiser-style.



The Daedroth You Know +300

When the Soulburst sundered the Dragon-God and his protection, it left the veil between worlds perilously thin… and your arrival his put a Sithis-sized hole in what was left of it. Following close on your heels are foes from your past, dragged down into this world through the vile machinations of the King of Worms and bound to his will. Now the ranks of Coldharbour swell with the soul deprived rank-and-file enemies of old, while powerful magic users or great warriors return as the undead slaves of the Order.



Wormfather's Ire +300

From the moment you arrived in this world, the flow of magicka was set off-kilter. Not enough to cause a serious disruption, but for those accustomed to calling on otherworldly powers it shone like a beacon in the night. Tracing that disruption to its source, your presence has been discovered by Thallik Wormfather, a mad necromancer with vast resources and near limitless magicka. He's long searched for a new test subject that could elevate his craft to new heights… and now having become aware of you and the extent of your powers, he's eager to pick your brain in every sense of the word.

Soul Music +800 CP

Oh. Oh boy. Uh. Okay then. Whelp, looks like there was a slight miscommunication and uh... well your soul is... kind of gone. Don't worry it still exists! It's just, uh. Currently the property of Molag Bal the King of Rape, Father of Vampires, and Daedric Prince of Domination. But your body is fine! It's just... in jail. And also in hell. Hell jail. Jehail? Hejail? Well anyway uh... Sorry?

It looks like you've taken up the role of the protagonist of ESO, the Vestige, a soulless one-time captive of Molag Bal chosen by Meridia and destined to destroy the Great Shackle, reunite the Five Companions, and save Tamriel from absolute destruction and the machinations of literal gods several dozen times. The only way to get your soul back is by progressing through the main storyline and taking on the same world-spanning the journey that the Vestige would have.

...Which just happens to involve repeatedly invading hell, having to fight The King of Worms at his full pre-Warp power, somehow managing to form a militia out of the tortured souls sealed in Coldharbor, participating in a demonic game show, completing at least one Alliance's storyline start to finish, reforming the Prismatic Weapon, destroying the Mortum Victus, outwitting Sheogorath the Daedric Prince of Madness, ending the Daedric invasion, saving the Imperial City, reforming the Five Companions, and of course, eventually 1v1ing Molag Bal himself. And you're trapped here until you do all of those things. And unlike the real Vestige, you can't come back from the dead if you're killed. So obviously, dying, the world ending, or all possible access to Oblivion being sealed off before you've completed your objectives there count as failure conditions.

But hey! Let's sweeten the pot a bit since you're effectively volunteering for a suicide mission here. If you actually manage to complete this scenario without dying, you probably deserve a little extra after all. Feel free to take any one home from the **Better Homes and Gargoyles** section for free. After all, you went through the trouble of duct-taping this world back together. You might as well get to take a bit of it home with you.



Your ten years in Tamriel are up! Now it’s time to choose what’s next for you…

Rage Quit

You just got dropped in the middle of a universe-ending apocalypse. You saw a man get impaled on a morning star. Through the ass. And out the mouth. Six times. In one night. It's time to quit while you're ahead. You're dropped off back in bed with everything and everyone you've earned thus far. Thanks for playing!

Who's Up for Pledges?

Leave? Why would you ever leave? You've got fun, friends, and there's still so much to discover! Or maybe you want to try and change history in a bigger way than you already have? At any rate, your affairs back on Earth will be quietly taken care of and you'll be free to adventure on.

Applying Patch…

It's been fun, but it's time to move on. Time on Earth is still frozen, and the next jump awaits.



Everything past this point is just notes, changes, or similar admin stuff

**Q&A** – Yes this jump hasn't even been added to the drive yet and yes no one has actually asked these questions yet, but here's a preemptive Q&A anyway.

Q: What's the risk level?

A: Keep in mind, at the time of ESO, there's several dozen world-ending events all happening at once. The most prominent being The Planemeld, but at the same time you also have to contend with things like the Lldos Plague, the Veiled Heritance's Daedra-backed rebellion, the emergence of the Dark Mane, multiple attacks on Nirn by Vaermina, Daedric Prince of Nightmares, and the fact that the only people capable of doing anything about these disasters are too busy dying by the thousands in a hopelessly deadlocked 3-way war for control of Cyrodiil. This means that there's a very high chance of finding someone that's ready and willing to try to kick your shit in even if you're not looking for trouble. Even allegedly safe hamlets far from the battlefields have an annoying habit of suddenly being attacked by marauding fish people or random rains of fire.

Q: Is ESO even canon?

A: Short answer: not really. Long answer: It was developed by a team outside the core Bethesda Softworks group with limited input from main game writers and producers who'd worked on multiple titles to ensure a general level of continuity and compliance with established setting norms, as well as small contributions from ex-developer Michael Kirkbride, known mostly for his work as a writer on Elder Scrolls Adventures: Redguard, The Elder Scrolls III: Morrowind and as a supplementary writer on The Elder Scrolls IV: Oblivion, and for his non-canon tie-in comic "c0da". It has several in-universe contradictions with the lore and tone of later games, many of which were later hand waved, modified post-launch, or explained in-universe. It has been openly stated by Bethesda Softworks that the events of ESO will not define the path taken by later games. It is, for all intents and purposes, outside the main continuality in the same way as the Elder Scrolls Travels series. tl;dr it's the Dragon Ball GT of TES.

Q: With that in mind, if I did one of the Elder Scrolls jumps that takes place in the main series, does what I do here affect that in any way?

A: That's up to you. In-universe, a decent chunk of the Interregnum Period after the death of the Black Drake is basically forgotten by the time the Third Era rolls around due to a combination of missing and destroyed records, constant war, and the fact that everyone keeping track of those things was pretty much dead at this point, but there's nothing stopping you from writing yourself into the history books through your words and deeds, or from just fading into obscurity like so many others.

Q: What's the deal with Shadow Magic?

A: Shadow Magic is an extremely powerful form of reality warping magic that functions by manipulating "shadows", the reflections of potential outcomes to conflicts, to alter reality. With this power, one can "teleport" by displacing themselves through space and time, call alternate universe versions of people and things, and dramatically alter the forces of the nature on a localized scale. The risks vary from game to game, but the Unofficial Elder Scrolls RPG gave a few good examples of what abusing Shadow Magic too hard could do - causing the walls to bleed shadow, opening rifts to parallel universes, driving people to madness, and similar fun things like that.

Q:What if I've already done another Elder Scrolls jump before coming here?
A: That sort of depends on the context and what you've done. If you've gone through the trouble of becoming the Nerevarine for example, it may be unwise to announce such a thing in Pact lands, though Vivec will probably only be

able to find out what you become/became in the future through CHIM or some other asspull. Daedra on the other hand exist outside of the realm of Akatosh and thus aren't quite on board with the whole "linear time" thing, so it's entirely possible Mehrunes Dagon would recognize you if you're the reason Martin Septim turned into a dragon and punted him out of the universe. The Moon-and-Star Ring or similar such artifacts bound to a single user meanwhile would recognize you as their master unless already claimed.

Q: What's the difference between the healing abilities of the Templar and the Warden?
A: If we're talking in pure gameplay terms, Wardens are, in effect, the best healers and overall best support class in the game, thanks to their ability to summon pets, spam broken as fuck AoE heals and buffs, and set up DoTs. Templars are more aggressive, with their abilities focused more on absorbing damage, stealing health, and busting up tightly packed groups of foes, with their abilities rewarding players who stay on the frontlines, actively work to heal the forward party members and keep dropping bodies to fuel the Consecrate mass buff spell. Fluff wise, Wardens are using magic tied to the Earthbones, the primordial spirits that sacrificed themselves to create Nirn, to create life and redistribute its energies. Templars operate with a mix of explicitly Aedric divine intervention and more mainstream healing spells which will one day become the foundation of Restoration Magic to work in more direct terms. They can ultimately do quite a few of the same things in terms of support and healing abilities, but they take different paths and develop different secondary skills to get there.

Q: Would eating the moon sugar laced candy give or get rid of the munchies?

A: Yes.

Change Log

v0.1.0: Histories of Strange Pre-Marriage Edition 4/29/18

first version since i wrote this on - added literally everything

v0.1.1: Pelinal Approved Edition 5/4/18

-Nerfed the Bosmer, who can no longer summersault to the moon and back.

-Removed the Cultist class & Reachman race for being stupid and a rehash of Bretons respectively

-Significant editing to most of the Dragonknight perks so they don't repeat themselves 50 times

+Added Race/Class descriptions

+Wrote out descriptions for starting zones so people actually know where they're going

v0.1.2: Skinsacks Full of Fish Edition 5/8/1

-Replaced Greenshade with Skywatch because Bosmer are stupid and you're stupid if you like them

+Finished Companion list

+Added racial perks

+Added 50CP "junk" items for races

+Added image work

+Added Maormer, glub glub mothervehker

+Finished Item list

v0.1.3: Why is Everything So Bright Edition 5/13/18

-Replaced Craglorn with the Gold Coast so Brotherhood players would actually have a chance to start in friendly turf

+Redid formatting

+Added Psijic Order Guild and Warden class, even though those are normally pay walled off, you're welcome.

+Updated companions section with new warden options

+Added Jeweler craft skill

v0.1.4: Corrective Optometry Edition 5/30/18

-Removed broken images

-Changed the text to a less eye-bleed inducing black-on-white

-Rephrased a few things that weren't written well; Going to Eyevea won't damn you for all eternity, Molag Bal's Zionist conspiracy based around dropping a giant shekel on Cyrodiil has been ended, Bosmer can no longer save the forest via a monopoly on the canning industry, Knights of the Flame no longer speak in the third person, and Tiber Septim is not a holy fetus conquering the world in the name of the equally zygotic Emperor Cuhlecain 207 years early.


Molag Baguette

-Fixed several spelling and grammar issues

-Tweaked the tone to be more consistent

-Purged every instance of the word "hella".

v0.1.5: Reformatting Tal[OS] Edition 6/3/18

-Per Anon's recommendation, I reevaluated the Drop-In capstone, and come to the conclusion that it's pretty garbage compared to instantly crippling anyone with even an ounce of magic, throwing the sun at people, or shadow memes

-Combined Soul Summons and I'm A Soul Man as the 600 CP capstone for Drop-Ins, since I was severely overvaluing one resurrection and it didn't make sense to split the Soul skill line; name changed to just Soul Man

-Revised the text on Forbidden Knowledge because I forgot Jyggalag exists

-Bumped Satanic Shutdown and Soul Survivor to 400 CP and 200 CP respectively, because being able to no-sell half the jump's threats for free is a bit of a balance issue

-Dropped margins to 1.0, upped font size to 11

-Removed Racial Perks for being overpowered and redundant – the alt form already gives everything they do

-Removed a reference to Shalidor's Lost Writings which won't be lost for at least another 747 years

-Tested out several different fonts, all of them either pushed the pages over 50, made the text illegible, or completely wrecked the formatting

+New 100 CP Drop-In perk One Tamriel

+Added in the change log to the posted versions

+Added new image work, still doesn't look quite right, I'll work on it some more once I get the more important shit done

+Gave the pre-made companions a second 200 CP perk so they wouldn't be completely worthless

+Gave the sorc companion Shockingly Specialized instead of Shalidor's because the magician didn't know any magic and that's bad

+Replaced dull black and white pages with an edited version of one of Skyrim's parchment types




+Buffed Astula Aspirant so that it's no longer a shit version of the 200 CP Psijic perk and reworded Certified Silversmith to emphasize the engineering part so that it's not an objectively better version of the smithing perk

v0.1.6: Illegalized Levitation Edition 6/17/18

-Words no longer float off the page, mystics everywhere outraged.

-There is no longer a cosmic stopwatch dictating when you can use the abilities that you wasted minimum 300 CP on

-Magelight perk removed, replaced with Augmented Arcana

-Rewrote a few items/perks to be clearer

-Made the Soul Music drawback a bit less harsh, you're no longer stripped of everything because the more I think about it the more I remember Mannimarco's bossfight midway through the main storyline and how absolutely fucking broken it was.

+Spelling/Grammar fixes

+Drawbacks have been overhauled and are actually drawbacks now

+Added Housing options per Anon’s request

v0.1.7: Toxic Celtic Lamps Edition 7/2/18

-Timer/cooldown on Sorc capstone and Lantern removed

+The Nightblade item list was confiscated by the Iron Wheel, but the guild stole it back in time for this update

+More formatting tweaks, small stuff like moving images over .004 inches and dicking around with the margins.

+New images added

+New 0CP Drawback added per Anon’s suggestion

+Q&A Updated

v0.1.8: Soft /pol/ Elves Edition 7/25/18

-Nefed Alamexia's Lantern slightly since it was a bit better than any of the other “junk” items

-Shortened intro

-Swapped out a few perks on the temp companion due to Shalidor's being dropped down to 100CP

-Several lines of redundant or otherwise unneeded text removed.

-Even more spelling errors found holy shit was I high when I wrote this

+The Veiled Heritance is no longer one gender confused dude with a hard-on for alt-right political rallies

+Softened the edges on the images

+Q&A Updated

+Rewrote a few poorly worded perks and items

+Swapped Augmented Arcana and Shalidor's Eidetic Memory in the Mage's skill line

+New images

+Redid the formatting because it broke and the Mystics levitated all my text again.

+Changed the drop-in/nightblade default weapon to a bow

+Added a few new lines to the Khajiit background notes

+General tweaks to a dozen or so perks