The Elder Scrolls IV

OBLIVION

REMASTERED

By Pokebrat_J

"I was born 87 years ago. For 65 years I've ruled as Tamriel's emperor, but for all these years, I've never been the ruler of my own dreams. I have seen the gates of Oblivion, beyond which no waking eye may see. Behold, in darkness, a doom sweeps the land. This is the 27th of Last Seed, the year of Akatosh, 433. These are the closing days of the third era, and the final hours of my life."

- Emperor Uriel Septim VII

The Third Empire of Cyrodiil is no stranger to crisis, having survived numerous events that threatened to tear apart the Septim Dynasty's rule. Yet something is different, malicious forces from beyond Nirn work towards its downfall, to plunge all of Tamriel in the fires of destruction and revolution.

While daedric forces and their mortal followers work to bring about a new Dawn, trouble is brewing in the Heartlands. Trouble that is about to come to a head. A new, more violent mercenary band has begun stealing jobs from the Fighters Guild, taking on jobs that no proper mercenary should be caught doing. The recent ban on necromancy has led a large number of Mages Guild members to leave their organization, and join forces with an ancient enemy of the guild's founder. The ranks of the Dark Brotherhood have been infiltrated, the mysterious band of assassins threatened by a murderer amongst murderers. Rumors abound of golden daedra slaughtering priests in their own chapel, with a prophet proclaiming the return of a dreaded figure of legend. And within the Niben Bay, a mysterious island has appeared, the tri-faced gate beckoning a champion to enter the realm of Madness.

You will begin your time here soon after an assassination attempt threatens the life of Emperor Uriel Septim, and will receive **1000 cp** to help you survive the crisis to come.

ORIGINS

Adventurer: There is much to be seen, both great beauty and terrible danger, when you are willing to go off the beaten path. You are someone with no past, no previous connections and who has not been locked into a predestined journey. Perhaps one day you will pledge yourself to a specific cause, or join a reputable faction, but for now, the future is what you make of it. There is something beautiful about that kind of freedom.

Daedric Cult: Many pledge themselves to higher powers, finding meaning in life through their service. While others would heap praise upon the Nine Divines or their own culture's deities, you have chosen a more heretical path. Fate has led you to worshiping one of the sixteen Daedric Princes, the gods who hold dominion over the waters of Oblivion, and often meddle in the affairs of Tamriel's mortals.

Dark Brotherhood: Sweet Mother, sweet Mother, is there no greater gift than to unite a poor soul with the Dread Father? After a murder was witnessed by forces unseen, you were recruited into this mysterious guild of assassins and murderers. As one of the newest members into this dark family, you will be called upon to murder targets the Night Mother deems fitting in the coldest of blood.

Fighters Guild: Present across most of Tamriel, the Fighters Guild provides a common and, more importantly, public place of training, study, and employment for those of a martial persuasion. As one of the many mercenaries the guild employs, you will often be called upon to perform a wide variety of jobs, from dealing with rats to recovering lost heirlooms in ancient caves to slaying mighty monsters.

Imperial Arena: For those who yearn for fame and glory, there is no better place to make a name for yourself than in the Arena. While you may be one of the newer gladiators, that doesn't mean you are stuck fighting trash and naive hopefuls for long. Face every opponent with your head held high, while giving the audience a good show, and you may one day find yourself as one of the Arena's venerable champions.

Knightly Order: You are no mere sellsword, your sword arm being called upon by the highest bidder. No, you are a higher class of warrior, a true knight in shining armor! Belonging to one of the many knightly orders that exist within Tamriel, or perhaps having founded one of your very own, you now live to uphold the values and virtues of your order, to be a true hero, especially in times such as these.

Mages Guild: Founded by Vanus Galerion in the second era, the Mages Guild is an organization dedicated to the study and application of magicka and alchemy. As such, there are few places better to learn how to harness the arcane in all of Cyrodiil, to truly delve into the mysteries of magic and its infinite possibilities. With proper time, study and experience, there will be nothing you cannot accomplish.

Thieves Guild: No matter where one goes, nor how strict the laws of the land are, there will always be those willing to perform illegal acts for a quick septim. This collection of brigands and thieves, headed by the mysterious and legendary thief known as the Grey Fox, is not an official guild, but that hardly matters to criminals. Follow the few rules the organization has, be respectful to your fellow thieves, and you will be a very rich person.



RACE

Age and gender may be decided freely.

Argonian: At home in water and on land, the Argonians of Black Marsh are well-suited to the treacherous swamps of their homeland, with natural immunities protecting them from disease and poison. The female life-phase is highly intelligent, and gifted in the magical arts. The more aggressive male phase has the traits of the hunter: stealth, speed, and agility. Argonians are reserved with strangers, yet fiercely loyal to those they accept as friends.

Breton: Passionate and eccentric, poetic and flamboyant, intelligent and willful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.

Dark Elf: In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races.

High Elf: The Altmer consider themselves the most civilized culture of Tamriel; the common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences derive from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts, and High Elves boast that their sublime physical natures make them far more resistant to disease than the "lesser races."

Imperial: The well-educated and well-spoken natives of Cyrodiil are known for the discipline and training of their citizen armies. Though physically less imposing than the other races, Imperials are shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races, and to have erected the monument to peace and prosperity that comprises the Septim Empire.

Khajiit: The Khajiit of Elsweyr can vary in appearance from nearly elven to the cathay-raht "jaguar men" to the great Senche-Tiger. The most common breed found in Cyrodiil, the cathay, is intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability.

Nord: The citizens of Skyrim are aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; Nords of all classes are skilled with a variety of weapon and armor styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.

Orc: These sophisticated barbarian peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orsimer warriors in heavy armor are among the finest front-line troops in the Empire. Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.

Redguard: The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit make them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.

Wood Elf: The Bosmer are the various barbarian elven clanfolk of the Western Valenwood forests. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. But most of all, the Bosmer are known for their skills with bows; there are no finer archers in all of Tamriel.



BIRTHSIGN

Which constellation were you born under?

The Apprentice: Those born under the sign of The Apprentice have an increased amount of Magicka, but are also more susceptible to magical attacks.

The Atronach: Those born under the sign of The Atronach cannot regenerate Magicka, but have the ability to absorb any magic cast at them.

The Lady: Those born under the sign of The Lady benefit from increased willpower and endurance.

The Lord: Those born under the sign of The Lord are more resistant to physical and magic damage.

The Lover: Those born under the sign of The Lover can paralyze others once a day.

The Mage: Those born under the sign of The Mage have an increased amount of magicka.

The Ritual: Those born under the sign of The Ritual can heal themselves and make the undead flee in terror once per day.

The Serpent: Those born under the sign of The Serpent can poison others, though it comes at the cost of damaging their own fatigue.

The Shadow: Those born under the sign of The Shadow can become invisible for a minute once per day.

The Steed: Those born under the sign of The Steed can move faster.

The Thief: Those born under the sign of The Thief benefit from increased agility, speed and luck.

The Tower: Those born under the sign of The Tower can magically unlock doors and reflect damage from their attackers once per day.

The Warrior: Those born under the sign of The Warrior benefit from increased strength and endurance.

SKILLS

You may choose seven skills for free, receiving a noticeable boost to your ability to use said skill, as well as making it easier to improve and learn new things related to it. You may purchase additional skills for **[100]**.

Acrobatics: Jump long distances and avoid damage when falling great distances.

Alchemy: Create potions and gain benefits from alchemical ingredients more effectively.

Alteration: Cast spells to breathe or walk on water, open locks, shield from physical and magical damage, and alter encumbrance.

Armorer: Create and maintain weapons and armor at top efficiency. Worn weapons and armor are less effective.

Athletics: Run and swim faster, and regenerate lost fatigue faster.

Blade: Deliver the slashing and thrusting attacks of dagger and sword weapons more effectively.

Block: Parry melee attacks with shields and weapons. Successful blocks reduce damage.

Blunt: Deliver the crushing blows of mace and axe weapons more effectively.

Conjuration: Cast spells to summon otherworldly creatures, summon magical weapons and armor, and turn the undead.

Destruction: Cast spells to inflict magical fire, frost, and shock damage, or reduces resistances to magic attacks.

Hand to Hand: Attack without weapons to damage and fatigue opponents.

Heavy Armor: Make more effective use of Iron, Steel, Dwarven, Orcish, Ebony, Daedric, and other heavy armors.

Illusion: Cast spells to charm, conceal, create light, silence, paralyze, command or affect morale or aggressiveness.

Light Armor: Make more effective use of Fur, Leather, Chainmail, Mithril, Elven, Glass, and other light armors.

Marksman: Deliver more deadly attacks with bow and arrow, and other ranged weapons.

Mercantile: Get better deals when buying or selling goods.

Mysticism: Cast spells that absorb, reflect, and dispel magic, move objects, sense life, and bind souls.

Restoration: Cast spells to restore, fortify, or absorb physical and magical attributes, cure disease, and resist magical attacks.

Security: Use lockpicks to open locked doors and containers.

Sneak: Pick pockets and move unseen and unheard by observers.

Speechcraft: Use speech to persuade listeners to like and trust you.



GENERAL PERKS

Unreal Graphics [Free]: Many mortals in this world claim to be creatures of peerless beauty, and yet few of them could match your own. You appear as though someone had spent countless hours trying to create their ideal form of beauty, like a statue carved by a master craftsman, as even minor flaws or wounds work to accentuate what makes you so appealing to the eyes.

Character Screen [50]: Know the enemy and know yourself, then you shall always achieve victory. Well, in this fantastical world, it's quite difficult to predict what you may run into, but at least you'll always know just what you yourself are capable of. When you need to, you can conjure a number of mental screens which detail all of your skills and abilities, as well as how much you have progressed in them. It also gives you a mental gauge of how much health, stamina, and magicka you have at any given moment.

Sounds of Oblivion [50]: Though people and their languages may be different, politics and geography causing friction, all can bond over the shared experience that is music. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time. Whether it's to heighten the natural beauty of the world around you or pumping you up in the middle of combat, the world is seldom silent for you.

Deep Pockets [100]: When delving into an ancient ruin, you may find it filled to the brim with valuable treasures and enchanted loot, but will not be able to take all of it with you. In an effort to mitigate this tragedy, you now possess an inventory that you can store items in, the amount held dependant on how physically strong you are. You can call upon these items at any time, summoning them to either your hands or on your person if the item in question is wearable.

Faction Initiate [100]: There is something strange about you, something inviting. You will find that you can join almost any group or guild, regardless of whether you are qualified or not, or even if your race would be a cause for exclusion. All you need is a single opportunity, and you will be welcomed into their ranks with open arms.

Fast Travel [200]: Traveling across the country can be such a chore at times. Hopefully with this, it's less of one. You can be transported to any city, notable location or landmark that you have visited, so long as you are outside and not in combat or with hostile enemies nearby. This transportation will be instantaneous, and sure to confuse anyone that really thinks about how quickly you get from place to place.

Porphyric Hemophilia [200]: Originating from Molag Bal, the Daedric Prince of Domination. The tale of the first vampire is as disturbing as you'd think, though vampirism has some perks that range from bloodline to bloodline, all possessing a near universal need for blood and weakness to 'holy' magic. You yourself are a powerful member from whichever bloodline you so desire.

Dragon Break [400]: Time is a finicky thing. The dragon god Akatosh is said to have had his mind shattered under its rigidity, in a place where the gods are fluent. It's even possible to break time, which few dared to do. You, however, can now stretch time in a fashion. When you are faced with a dilemma, you can choose between two possible paths and then opt for the one that worked out best for yourself. Should you die in either of these paths, you will be forced to choose the other.



RACIAL PERKS

Amphibious [100, Free Argonian]: The province of Blackmarsh is known as largely inhospitable to any but the Argonians, and for good reason. Due to the countless deadly diseases and potent poisons one will inevitably run into, only the lizard men possess the resistance needed to survive here. In addition to your near immunity, you are also able to breathe underwater.

Histskin [200, Free Argonian]: A large number of egg laying creatures have been known to possess a rapid healing factor, and the Hist has decreed that you won't be any different. Once per day, you can supercharge your body's natural recovery, bringing you from nearly dead to the peak of fitness in just a few minutes. Sadly, lost limbs and the like are not able to be recovered through this alone.

Half Breed [100, Free Breton]: The descendents of the halfbreed children of the Direnni elves and their nedic slaves, the Bretons have magic coursing through their blood. Not only will you find that they are extremely resistant to all forms of magic, making all incoming spells half as effective as before, but they also possess a larger pool of magicka to draw upon.

Dragon Skin [200, Free Breton]: It is through the union of Man and Mer that your people can call upon this most potent of abilities, one that is the bane of mages everywhere. Once per day, you can coat yourself in a magical shield that not only protects you from incoming attacks, but absorbs spells that target you, using them to replenish your own stores of magicka.

Ashen Skin [100, Free Dark Elf]: The land of Morrowind is a harsh land, perfect for cutting its ashen people into better shapes. The blood of the Dunmer flows within you, granting you potent protection against all forms of fire. It matters not if it is a burning arrow, a raging wildfire, or an angry pyromancer, it is simply less effective against you, as is heat in general.

Ancestor Guardian [200, Free Dark Elf]: The Dunmer place a certain emphasis on honoring those that came before, and it is their devotion that allows them to call upon the spirit of their ancestors in times of great need. Once per day, you may summon one of these venerable spirits to your side in order to assist you in combat. These spirits are immune to any mundane attacks, requiring magical means to combat them, and attack with the fires of the Red Mountain itself.

Pure Blood [100, Free High Elf]: Let it not be said that the Altmer of the Summerset Isles possess the purest strain of elven blood in all of Tamriel, a purity that is perfectly cultivated over the course of millenia. Not only has this led to them being extremely resistant to disease, but their pool of magicka will replenish much faster over time, when compared to the other races.

Highborn [200, Free High Elf]: It is no mere coincidence that the Altmer are widely considered to have some of the most powerful mages in all of Tamriel. After all, when one is as connected to the light of Aetherius as you, there can be no doubt to elven superiority. You will find your pool of magicka has been vastly increased in capacity, nearly double that of the average of any other race, and it will only continue to grow as you age and acquire experience.

Voice of the Emperor [100, Free Imperial]: The people of the Heartlands have always been present for the greatest of empires to rise and fall, and have learned well that true power need not always be the sword or spell. After all, why be a mighty warrior or powerful mage when you can just convince them to be your allies? Indeed, you are a naturally charismatic individual, finding it easier to persuade others.

Star of the West [200, Free Imperial]: In ancient times, the Nedes, ancestors to the modern Imperials, held a great veneration to the stars above, and it seems as though one of these stars shines brightly upon you. Once per day, you can touch another and drain their stamina dry, fully replenishing yours while leaving them utterly spent and gasping on the ground.

Eye of Night [100, Free Khajiit]: Light and dark are two sides of the same coin, for just as the twin moons Masser and Secunda may leave the night sky devoid of their beauty, so too can they illuminate all under their presence. Such a dichotomy has little effect on you, as your Khajiiti blood allows your eyes to see in the darkness as easily as if the sun were shining.

Eye of Fear [200, Free Khajiit]: There are few things more terrifying than being trapped with an angry animal, one that seeks to feast on your blood. While it may be derogatory, there is a reason why your kind are considered a beast race. Once per day, you can instill great fear into a target, forcing them to run away in maddened terror, though for weaker enemies, their hearts may not be able to handle the strain and fail.

Northern Winds [100, Free Nord]: It is said that when it comes to the people of Skyrim, the farther north one goes the more elemental the people become. Whether it's simply a rumor from people who have never travelled there or it is the honest truth, one need only look to their strong resistance towards frost magics, as well as the cold in general. There's a reason why they can wear next to nothing even in the frozen north.

Nordic Woad [200, Free Nord]: The winds of winter and snow are an unforgiving force, capable of slaying all who are caught unprepared in its grasp, regardless of how important they may think themselves. You can call upon these winds once per day, shielding you from incoming attacks as well as inflicting a target with that deadly northern frost.

Pariah Folk [100, Free Orc]: Looked down upon by nearly all other peoples in Tamriel, they cannot deny the hardiness of the orsimer. They are counted amongst the mightiest of all the races, at least on an individual level, thanks to their incredible vitality as well as their notable resistance towards magic.

Berserk [200, Free Orc]: Rage is a powerful thing, just as destructive to one's enemies as it is to themselves. Yet when properly harnessed, it is a truly terrible thing to behold. Once per day, you are able to enter a berserker state, one that will see an extraordinary enhancement to your strength, vitality and stamina replenishment, transforming you into a nigh-unstoppable juggernaut.

Desert Fortitude [100, Free Redguard]: Life in Hammerfell is difficult, where one must worry about both the dangerous creatures as well as the sweltering heat of the Alik'r desert. As befits one hailing from the region of Tamriel known colloquially as the deathlands, not only are you notably resistant towards disease and poison, but the heat will have little effect on you.

Adrenaline Rush [200, Free Redguard]: It is in the middle of combat that one can feel the most alive, when death is a hair's breadth away. An intoxicating feeling, perhaps helping to explain why many of your people follow the path of the sword. You are living proof why the Redguard have a reputation as feared warriors, as once per day you can enter a state where all of your physical attributes will be increased.

Wild Beast [100, Free Wood Elf]: It is little exaggeration to say that Valenwood is one of the wildest and untamed provinces in all of Tamriel, where the Green Pact has kept the local Bosmer from harming the flora present. Due to this lifestyle, not only are you highly resistant towards disease, but you will find that animals rarely go out of their way to attack you without provocation.

Beast Tongue [200, Free Wood Elf]: Some legends say that all the monsters of Tamriel can claim the Bosmer's Wild Hunt as their origin, when they cast aside the shape of mer for those of monsters. Perhaps it is by tapping into this heritage that you can, once per day, command any nearby animals, forcing them to aid you in combat even when death is all but certain.

ADVENTURER PERKS

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

Never Lost [100]: Not all those who wander are lost, and you are certainly proof of that. From here on out, you now have a compass in your vision that not only tells you what direction you're facing, but any notable locations or landmarks, whether they were visited or not, and shows how many enemies are in the direction you are facing, so long as they are within range. This can be toggled on and off.

Profitable Ventures [200]: While it may seem fairly dumb to make a career out of spelunking into ancient ruins and decrepit fortresses, you're one of the lucky few that can actually make it work. Possessing incredible luck, you will find that things often go your way if left up to chance, and you have a tendency to find better loot than you may have otherwise. Even a quick jaunt into a random cave will see you leaving with a heavier coin purse.

Adventure Awaits [400]: True, the forces of Oblivion may be causing a wave of devastation all across Tamriel, but you've got better things to do than deal with a few daedra. When you've got some extra errands to run or preparations to make, you can put off major events simply by willing it, everyone seemingly waiting for you before anything can happen. This can't be used to put things on hold forever, though you will be warned when you're about to push things too far, more than enough to finish what you're doing and get into position.

Swift Progress [600]: Within each and every person, there is the potential to become something greater, to ascend to heights seldom seen and carve their name into the annals of history forever. Yet while the vast majority will never realize this potential, you are one of the rare few who could. There is no skill that you cannot learn and refine, capable of going from a novice to a master in a given field in only a few weeks. But there is one field you excel in above all others, that being either combat, magic, or stealth. Any skills under your chosen field will instead be mastered in a matter of days with intense and dedicated training.



DAEDRIC CULT PERKS

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

Initiate [100]: What is it about the forbidden that is so appealing to others? Is it the temptation, the knowledge that what they are doing is against the norm, or perhaps it is the charisma of its leaders that draws in others like a moth to a flame? You may have some insight to this mystery, as you are quite talented when it comes to convincing others to join your organization, as well as determining who would be easy to convince.

Acolyte [200]: To delve deeper into the mysteries of the daedra, one must be willing to go beyond their comfort zone, to prove that they are truly dedicated to the cause. This can require a great deal of willpower, of which you have no shortage of. Perhaps as a side effect, you will also find that you are capable of resisting effects that target the mind, even outright ignoring them should they be weak enough.

Summoner [400]: Nirn is not the only source of life in the Gray Maybe, as there are countless realms of Oblivion with innumerable species of daedra inhabiting them. Due to your proclivities, you are more knowledgeable in those of Oblivion than the vast majority of your peers, which grants you a certain kind of boon. From here on out, not only are you able to summon daedra even in realms unconnected to the Aurbis, but any entity you conjure or summon will be empowered through your magic, showing capabilities far above what they would normally be capable of.

Daedric Champion [600]: We are truly blessed to be in the presence of one as favored as you, for the Daedric Prince has looked upon you with favor and approval. Not only have you been granted the knowledge on how to create stable portals to your Prince's realm of Oblivion, but you have been given a boon by your chosen Prince. A champion of Azura may receive visions of the future, while a champion of Peryite could unleash a deadly cloud of sickness. You are your Prince's perfect instrument for carrying out their will, and you shall not disappoint.



DARK BROTHERHOOD PERKS

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

Murderer [100]: The most essential step towards murder is knowing how to perform such a bloody act in the first place. Thankfully, at least for you, you are knowledgeable in how to silently and quickly kill someone, doing your best to make sure that they never even knew what was happening before it was too late. Now all you need to worry about is the clean up and disposal of any witnesses, if there are any.

Executioner [200]: The only thing more important than knowing how to take out a target is being able to make a clean getaway after doing so. While your speed is certainly impressive, it is your natural gift for avoiding the attention of law enforcement, slipping away when they are too focused on figuring out what happened to realize that the killer slipped right on by.

Silencer [400]: The average capabilities of your average target may not be able to notice your approach until it is too late, but there are those who are more perceptive than they let on. In an effort to mitigate that, you will find that your movements have been muffled, as well as any gear you may be carrying on your person. Additionally, once per day you can cast a powerful silence spell on a target, not only forcing them to be unable to make a single sound, but temporarily removing their ability to use magic.

Listener [600]: The Dread Father surely shows his favor unto you, the Night Mother embracing you as one of her most beloved of children. When you go to take another life in cold blood, events seem to line up perfectly for you. Your target may stick to their strict schedule, or they could find themselves in an isolated area of the city, a place with no witnesses and little evidence to be left behind. Even after you get the kill, you can deftly avoid any of the consequences that murdering your target could bring, the law having no idea that it was you who performed such a terrible deed.



FIGHTERS GUILD PERKS

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

Mercenary [100]: While others may be content to bask in the knowledge that they did a good deed, you aren't in this business to be some kind of selfless hero. You are here to get paid, and by the Nine you'll get your pay. It's fortunate then that you will always receive some kind of reward for doing a job or performing a favor, though said reward often depends on the difficulty of the task.

Swordsman [200]: You aren't some rookie that's wet behind the ear, you're a seasoned veteran that's grown quite experienced when it comes to combat. While some may attribute it to your ridiculous strength, it is in fact your keen eye for weakness that has kept you alive for so long, allowing you to figure out ways to get around armor and any other protections an opponent may have.

Guardian [400]: It is a well known fact in the guild that some of the most annoying jobs are those where you have to play bodyguard, protecting some clueless civilian from bandits and trolls. Sadly, you've proven that you have quite the knack for protecting others and keeping them alive in your presence. It certainly helps that enemies are far more likely to target you, the clear and obvious threat, over the whimpering client hiding just behind you.

Warmaster [600]: The victor of a thousand battles, your wide array of experience has left you as one of the greatest combatants in all of Cyrodiil. This is not because of your sheer skill or grand strategies, but because of your sixth sense for controlling the flow of battle, for forcing others to match your own tempo and keeping them on the backfoot. It is thanks to this that you have a preternatural skill for creating openings for you to exploit, ones that will bring the fight to an end all too quickly.



IMPERIAL ARENA PERKS

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

Pit Dog [100]: If you want the crowd to shout your name, then you need to match the roar of the crowd yourself. Much like the Arena announcer, you possess a powerful voice that can be heard even over the cheers and jeers of a massive crowd, being heard as clearly as if you were speaking face to face in a calmer environment. Let them hear your howl and watch how you bite.

Myrmidon [200]: Living for nothing but combat day in and day out can take a toll on the body, one that could easily see you killed if you were to take things too far and too fast. Yet you are one of the few capable of pushing far beyond what others would think, your incredible endurance allowing you to ignore pain and open wounds in order to fight at your best, as though you were in fact uninjured. It would still be in your best interest to see a healer afterwards, though.

Gladiator [400]: The purpose behind the Arena is not just to produce powerful fighters, but to provide entertainment to all who come to watch. When it comes to combat, there are none as captivating to behold as you, moving through your matches like a dancer, mesmerizing many who watch. And seeing as each gladiator is a serious investment, it helps that you can keep your attacks from killing your opponents if you so wish, allowing them to fight another day. After all, who doesn't love a good rematch?

Grand Champion [600]: All gladiators seek to elevate themselves to that most storied of ranks, to have the crowds cheer them on as their Grand Champion. Yet unlike so many that choke on their own blood in search of that title, you are one of the few who might actually be able to earn it. So long as you are actually capable of winning against a foe individually, you will be able to deal with entire groups of opponents with relative ease. No grand strategies, no highly specific spells, not even blatant cheating will be able to defeat you if it wasn't at the hand of those who are truly your superior in both power and skill.



KNIGHTLY ORDER PERKS

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

Squire [100]: One of the first things any good knight teaches their squire is how to ride a horse, and you are certainly no slouch in that department. Not only can you ride practically any kind of equine with ease, but you will be just as effective, if not moreso, during combat while riding your steed as you are on the ground.

Knight Errant [200]: Knights have a certain reputation amongst the population of Tamriel, be it as paragons of virtue or idealistic fools, or even as soldiers thinking themselves better than anyone else. No matter what others may think, with a personality and charisma like yours it is quite easy to get others to like you after just a short conversation, convincing them that you are more than deserving of their trust.

Knight Paladin [400]: Though there are no dragons to slay, knights often face all manner of beasts and monsters, and you are no different. Your style of fighting appears to be tailor made to combat monsters and the like. However, there is a type of foe that you truly shine against, who your blade always seems to strike true. Perhaps you hold a special hatred towards the undead, the terrible puppetry and gross mockery of life, or you have a grudge to settle against wild beasts like wolves or trolls.

Knight Commander [600]: The idea of knighthood is a beautiful thing, a perfected ideal of heroism that many fall short of attaining. Yet with figures such as yourself around, perhaps that dream is just within reach. You will find that your very presence is invigorating to your allies, pushing them to fight far beyond their limits and casting off whatever fears or doubts may be plaguing them. They will not even be bothered with exhaustion, finding that they are capable of pushing forward so long as you are there standing by their side, showing that their promised victory is just around the corner.



MAGES GUILD PERKS

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

Apprentice [100]: It is quite the interesting paradox, that those less educated in magic often come up with the most imaginative uses when compared to masters that have been practicing their whole lives. That spark of creativity, of ingenuity not hampered by knowledge and theory will never go out, allowing you to come up with all manner of new ideas and possible applications for magic.

Evoker [200]: The guild was founded on the basis that it is the right of all people to learn how to harness the power of magic, an ideal that resonates strongly within you. Though you find yourself to be extremely intelligent, your true gifts emerge when you go to teach others, finding that not only do your students absorb your teaching with remarkable speed, but that even the most mundane and magically dull can learn any magic you teach, before spreading it to their own students and so on.

Warlock [400]: One of the more lucrative and well known services of the guild is the application of enchantments upon pieces of gear or various other items. Being one of the more talented members in this field, your enchantments are truly a marvel to behold, not only from the potency but also that they never seem to run out of charge. A sword that blazes with arcane heat will continue to burn until either the blade itself is broken, or the enchantment has been removed.

Archmage [600]: There is boundless potential to be had when it comes to the manipulation of magicka, as many possibilities as there are stars in the firmament. Your profound understanding of the arcane has made such possibilities clear to you, as there are few who could even hope to match when it comes to combining and creating various spell effects. Yet it is also the efficiency at which you cast that is truly worthy of praise, requiring far less magicka to perform magic than any of your so-called peers could ever manage.



THIEVES GUILD PERKS

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

Pickpocket [100]: The key to being a good thief is not how you go about pilfering goods, but in sizing up your marks. After all, why waste the effort stealing from someone with less gold to their name than you? You have a knack for figuring out what a target is carrying on their person, as well as how likely it is that you could get it from them while remaining undetected.

Cat Burglar [200]: It's not always easy to remain one step ahead of the lawman, nor having to avoid the jealousy of some of your more greedy fellows. Still, thank your lucky stars that you have been blessed with such agility, rarely losing your balance or falling flat on your face. This natural grace of yours also makes it much easier to dodge almost anything thrown your way, be it arrows or drunken fists.

Shadowfoot [400]: There is a difference between an infamous thief and a well known thief, that being how likely you are to get caught. It doesn't matter how big a score you get if you end up rotting in a jail cell because you were messy in the execution. Yet messy is not a word that would describe you, as there is very little evidence left of your passing after you've done your job, not even leaving behind any fingerprints. Had it not been for what you had taken, it may as well look like nobody had been there at all.

Gray Fox [600]: Let it not be said that you are some common thief, ransacking any unattended store and selling the goods for a measly profit. No, you are best described as a criminal mastermind, concocting great plans to pull off truly inspiring heists that others would talk about for decades to come, creating all manner of contingencies to ensure that everything goes off without a hitch. It may even be possible to steal from the likes of the Daedric Princes through one of your schemes, though the consequences of such an act may not be worth the trouble.



GENERAL ITEMS

Starting Gear [Free]: It wouldn't be fair to send you out into Cyrodiil during such turbulent times with no way to protect yourself. As such, you are now in possession of a brand new set of either leather or iron armor as well as a steel weapon of your choice. You will also receive a knapsack to carry any other valuables you may find in your travels, and a map of the province.

Coin Purse [50]: Sometimes, you will find yourself running low on funds, but don't want to do some odd jobs or delve into a random cave in order to pick up some pocket change. This small pouch should help mitigate any spending habits you have, as it is filled with five hundred septums, which will replenish weekly. Though you may not be living in the life of luxury, you'll at least have enough for a meal at an inn.

Elder Scrolls Anthology [50]: Each story has an original storyteller, and this universe is no exception. You will not only receive each and every game in the Elder Scrolls series, but also the complete collection of official merchandise as well! Additionally, you will find figurines of you and all of your companion's, with new ones appearing as you get new companions.

Obscure Texts [50]: A collection of writings written by a multitude of seemingly mad scholars, they do offer a bit of insight as to the wider story of this universe. From catalogs on the Magne-Ge to ancient sagas to a love letter seemingly from the Fifth Era, there is much to be learned from them. At least, should you be able to decode their mad ramblings and cryptic symbolism.

Repair Hammer [50]: In such troubled times as these, it is likely for violence to break out. For those who want to ensure that their gear is always in top condition for such times, then this hammer is essential. Simply by striking your weapons and armor with this tool, you will find it being restored with each hit. The amount of restoration taking place will scale with your actual skill in crafting and maintenance.

Soul Gems [50]: In order to enchant, one must possess both the knowledge of the enchantment they want to place, as well as a filled soul gem. The second shouldn't be a problem for you, as you possess an organized chest with five soul gems of each kind that replenish weekly. These are all filled with energy mimicking that of a soul, not an actual soul, so that should make your conscious feel better about itself when making a flaming sword.

Alchemy Set [100]: In order to perform alchemy, one must first have the appropriate tools and ingredients. Luckily, that is no longer a problem for you. You now possess a masterfully crafted set of tools as well as a storage closet containing five of all alchemical ingredients found within the bounds of Cyrodiil, organized so that you can easily find what reagent you're looking for. This will replenish weekly, so don't be afraid to run out, because you won't.

Bands of Kwang Lao [100]: The bracers of an honorable member of the Akaviri Dragonguard, one that enschewed the path of the blade for their own fists. These leather bracers made from an unknown beast have been imbued with their previous owner's spirit, fortifying the wearer's skill in unarmed combat while also causing their fists to become as durable and sturdy as steel.

Custom Enchantments [100/50]: Only fools go around without the very best equipment they can acquire, and you are no fool. Upon any item you own, you may add a single, powerful enchantment with each purchase of this option. This cannot be used to acquire unique enchantments. This option may be taken multiple times, at a discount after the first purchase.

Fin Gleam [100]: A helmet as green as seafoam, often sought out by adventurers for its unparalleled utility for underwater exploration. Those wearing this glass helmet will receive a number of benefits, such as being able to breathe underwater as easily as they could on land, seeing in the dark just as clearly as if it were a clear day, and detect living beings within a certain range.

Escutcheon of Chorrol [200]: If one looks at this ebony shield carefully, one will notice a tree, the Great Oak of Chorrol emblazoned on the front. This storied artifact has seen much, and protected its wielders from all manner of foe. When striking the face of the shield, over a third of the damage will be reflected back onto the attacker. When combined with the fortified endurance the user experiences, you will find yourself becoming a true protector, as sturdy as the Great Oak of Chorrol itself.

Mundane Ring [200]: One of the most dangerous forces you'll run into is magic, be it traps or enemy wizards. Thankfully, you are prepared to face all manner of magical threats while wearing this silver band. The wearer will find that all hostile magic will be reduced to half its original potency, and even have a good chance of being reflected back at the caster.

Ring of Perfection [200]: A gold band, with engravings of three familiar figures. This ring is one of the most valued of all enchanted items, as it will enhance everything about a person. Whosoever wears this ring will find themselves simply better than they were before, as all of their attributes will see a notable and dramatic increase. A strong man would be even stronger, an intelligent person would find themselves smarter, and the lucky would be blessed with even more fortune, and so on.

Spell Tomes [200]: This rather large bookshelf may be intimidating for some, but to others it is a veritable treasure trove of arcane power. Each of the tomes here possess some manner of spell, from how to set your enemies alight with arcane fire that drains their stamina to fortifying your entire body to extreme proportions to making you more akin to a living shadow. There may be other spells out there that are not recorded here, but should you master all that is present, you may very well not need them.

Celestial Orrery [400]: Long have we been fascinated by the stars, those tiny pinpricks on the canvas of the firmament. Much like the one at the Arcane University, you can use this to gain the temporary blessings of the stars and other celestial bodies, regardless of where or when you are. It could, of course, just be used as a normal observatory, gazing into the heavens with much more clarity and detail than you otherwise would have.

Doom Stones [400]: A set of twenty monoliths, more than likely predating the Ayleid occupation of the Heartlands. Each of them have stood long before recorded history, and are able to grant powers to those who attune to them. Touching one of these stones grants a unique ability based on the constellation or celestial body engraved upon their face, but a single person can only be attuned to a few at a time.



ADVENTURER ITEMS

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

Kvatch Cuirass [100]: A piece of armor typically reserved for the captain of Kvatch's guard, how you came into possession of it is a tale for a later date. For now, all that needs to be known is that wearing this high quality piece of leather and chainmail will fortify both your strength and endurance by a small but noticeable amount. It may not be enough to face off against a horde of daedra by itself, but every little bit helps.

Ring of Happiness [200]: An ironically named ring, considering its previous owner could find no happiness in the world to the point where he was hoping to die. Wearing this piece of jewelry will grant you numerous benefits, such as finding yourself more charismatic, capable of carrying more than you could without, having a soft glow emit from your entire body when it is dark, and being able to walk on water.

Ruin's Edge [400]: The favored weapon of the Duchess of Dementia within the Shivering Isles, it almost appears to be made of living chitin. Each arrow shot from this weapon has a chance to cast one of five random effects. It could either momentarily paralyze a target, silence them and rob their ability to use magic, cause them to be overwhelmed with crippling fear or maddened rage, or burden them to the point where it is difficult to even move.

Shadowrend [600]: Typically, this solid mass of shadows is won by fighting a shadowy clone of yourself, making it a true test of skill and wit in order to acquire. For you, though, more than just the acquisition differs. Though it commonly takes the form of a blade or axe, in truth it can transform into practically any weapon the wielder desires. Regardless of its form, each strike from this weapon will drain the vitality of the victim, replenishing your own in turn, while also afflicting them with a temporary but severe weakness to magic.



DAEDRIC CULT ITEMS

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

Bladeturn Hood [100]: When all that cultists ever seem to wear are sets of robes, some have decided that they need a little more protection. This crimson hood has been enchanted to harden the wearer's skin to make it comparable to hardened oak, reflect a small amount of damage back onto any attacker, and even offer some resistance towards unenchanted weapons.

Ring of Eidolon's Edge [200]: A minor daedric relic, this is not a ring for some whimpy mage or passive collector of oddities, but it was crafted for a true warrior. Wearing this blood red stone ring will fortify your skill with both bladed weapons as well as shields. While it could make an inexperienced person into an actual threat, it will turn a master into something beyond human.

Daedric Artifact [400]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts, one that refuses to leave your side. Which one is up to you, from the Skeleton Key to Goldbrand to the Savior's Hide to the Mysterium Xarxes and everything in between.

Oblivion Gate [600]: You must truly be blessed by your Prince, for they have granted you dominion over your very own pocket realm of Oblivion. It can range from the size of a mansion to an entire province, and is entirely up to you how it looks and what manner of flora and fauna inhabit it. Regardless if you create a forested paradise, volcanic hellscape, clockwork metropolis or crystalline manor, you are able to teleport yourself and others to and from this realm whenever you so desire.



DARK BROTHERHOOD ITEMS

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

Deceiver's Finery [100]: The perfect outfit for mingling with the upper crust of society, right before you plunge the dagger into their back. Wearing this fine black and burgundy outfit will see an increase to your charisma and ability to navigate social situations. Even a barely restrained psychopath would appear somewhat respectable while wearing this, at least until they get tired of all the talking.

Black Band [200]: A brass ring that is cold as a watery grave, it is a useful tool for any kind of assassin. When this piece of jewelry is worn, then you will find that your talent for lockpicking has been fortified, and any light armor worn will be slightly more protective than before. This is all on top of granting the wearer a respectable amount of resistance towards magic.

Blade of Woe [400]: A wickedly sharp ebony blade, one that has been blessed by the Night Mother of the Dark Brotherhood herself, if one believes the legends. Though it may only appear as a dagger, it has the curious property of being able to absorb the vitality and magicka of a target while also damaging their willpower, demoralizing them to the point where some may run away or give up. Try as they might, all will inevitably fall to the Void and join the Dread Father.

Vile Lair [600]: An asylum for the wicked, giving refuge from persecution by the virtuous. Deepscorn Hollow is an underwater hideout that provides the infamous with a safe haven. Those willingly inflicted, or should we say graced, with vampirism will find a means to feed, and if necessary, a means to cure their infliction. The evil minions within will be all too eager to do your bidding, and the shrine to Sithis will offer its blessing when one prays to it.



FIGHTERS GUILD ITEMS

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

Sinweaver [100]: An enchanted elven claymore of possibly Ayleid origins that was once wielded by the presumed deceased outlaw Azani Blackheart. The enchantment placed upon it, which inflicts magical fire damage while also draining the stamina of those it strikes, is thought to have been endowed through daedric means. A fair assumption, given what is known of that ancient empire.

Mind and Body Ring [200]: An enchanted brass ring that would be indistinguishable from any other had it not been for the faint smell of troll emanating from it. It offers a few useful effects for any who wear it, as on top of fortifying one's strength by a notable amount, it also reflects a tenth of all damage inflicted upon the wearer right back at their attacker.

Helm of Oreyn Bearclaw [400]: A prized artifact with a history of conflicted attribution, the helm itself is the engraved skull of the Glenhwyfaunva, the witch-serpent of Valenwood that was brought low by the Dunmer hunter Oreyn Bearclaw. Those who wear it will be blessed with the beast's nearly unparalleled ferocity, greatly fortifying both their endurance and agility, on top of offering the same amount of protection as a daedric helmet.

Fighter's Stronghold [600]: Located in the Colovian Highlands west of Chorrol, Battlehorn Castle was constructed after Lord Kain and his Knights of the True Horn failed to end the rule of his brother, the authoritarian ruler of Leinlyn. It possesses many of the facilities one might expect of a castle, such as private quarters, a grand dining hall, wine cellar, barracks for the men-at-arms present, training room, and, most importantly, a few hidden passages and dark secrets. But the real attraction is the dwemer forge, which can melt down and be used to enhance almost any piece of gear.



IMPERIAL ARENA ITEMS

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

Arena Raiment [100]: To make sure that they are not tampering with their uniforms, all raiments given to the gladiators are already enchanted. Whether you decide to wear the light or heavy variants, all of them are enchanted to fortify the wearer's charisma as well as their athletics. This is to make those fighting in the Arena look and perform their best for the sake of the crowd's entertainment.

Weatherward Circlet [200]: A golden ring with an inscription carved into it was donated to you by a rather well known sponsor, perhaps in thanks to winning them several bets. Wearing this ring will grant you exceptional resistance to both fire and frost damage, as well as ensuring that the weather will have no effect on you. Be it a scorching heatwave or you find yourself in the middle of a blizzard, you will be as comfortable as you would on a pleasant spring afternoon.

Basin of Renewal [400]: Crafted by the Order of Diagna, this large stone basin of enchanted water is a welcomed sight for any gladiator fresh from the Arena. Splashing its crystal clear water upon your person, you will find yourself swiftly recovering, replenishing your stamina and magicka while your wounds close before your very eyes. It is almost essential for those too eager to get in the ring once again.

Gladiatorial Arena [600]: What is a gladiator without the Arena? Capable of creating lifelike simulacrums of any enemy you've previously faced, or even new enemies based on the lands you've previously been to, you can challenge them again and again, both to keep your skills sharp as well as to earn gold for every fight won. The amount earned will depend on how strong or difficult your opponent was. Should it prove too much for you, however, death will be of no consequence, as you'll find yourself waking up in the Arena Bloodworks, none the worse for wear.



KNIGHTLY ORDER ITEMS

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

Shield of the Stallion [100]: An enchanted shield emblazoned with an ivory white stallion, this piece of gear is granted to those who join Leyawiin's personal order of knights, the Order of the White Stallion. Any who strike its face will find that a portion of the damage they inflicted will be reflected back onto them, making it quite useful for the members of this relatively small order.

Ring of Sunfire [200]: A ring composed of a golden band and a topaz cut into the shape of the sun, it is given to all members of the Imperial City's Order of the Virtuous Blood, who claim to be vampire hunters. The effects it bears are useful in that line of work, making one more resistant to disease, while rendering them immune to Porphyric Hemophilia, the precursor disease to vampirism. Additionally, there is a good chance that hostile magic cast upon the wearer will be reflected back to the caster.

Thornblade [400]: A family heirloom of the Count of Cheydinhal, Count Andel Indarys, this fine silver sword, adorned with engravings of vines and steel protrusions mimicking the appearance of thorns, is just as effective as a daedric longsword. The enchantment placed upon it will corrode the weapons and armor of whatever is struck with the blade, soon leaving the target vulnerable and unable to protect themselves.

Knightly Lodge [600]: Tucked away into the countryside, this priory is the perfect place for any burgeoning knightly order to make a home for themselves. It holds enough room for a dozen knights, a training yard to keep their skills sharp, a smithy to keep their blades even sharper, a chapel for those of a religious persuasion, as well as other quality of life facilities. Yet the true value of this lodge is the undercroft, where the bodies of eight other knights have been laid to rest. By offering your respects to one of the graves, you will be blessed with a notably increased attribute, though you may only have one blessing at a time.



MAGES GUILD ITEMS

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

Veil of the Seer [100]: It is a well known fact that while mages are powerful individuals that can change the entire tide of a battle on their own, if taken off guard they are just as vulnerable as any other mortal. In an effort to avoid such a fate, one battlemage commissioned this red silk hood, enchanted to detect living beings within a certain range as well as fortifying the wearer's magicka.

Sorcerer's Ring [200]: A perfect piece of gear for any mage worth their salt, this ring carved from jade has some useful enchantments for those dedicated to the arcane arts. Fortifying one's magicka is certainly notable, but the real value is in its ability to absorb the spells of others. With a one in four chance, instead of being harmed or affected by an enemy spell, you will instead absorb its magicka, replenishing your own.

Apotheosis [400]: Proper mages are all feared for the great power they can call upon at any time, and there are few examples better than this staff. While it may appear as a normal staff, perhaps one freshly carved from a tree, it can send out a powerful blast of magicka that harms any struck by it with potent fire, frost and shock effects. When properly used, there is no foe this staff cannot bring low.

Wizard's Tower [600]: Located high in the Jerall Mountains of Cyrodiil away from prying eyes, lies the Wizard's Tower, Frostcrag Spire. Packed with numerous useful enhancements, this structure will prove invaluable to any mage. While the standout feature is the Altar of Spellmaking, which will streamline the process of crafting your own spells, that is not the only thing to note. A lush garden full of alchemy ingredients, a vault protected by a band of loyal imps, the means of indefinitely summoning bound atronachs, an enchanting table, and even the means to teleport to other Mages Guild halls. In the future, these will instead allow you to teleport to any nine cities of your choice, determined at the beginning of your time there.



THIEVES GUILD ITEMS

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

Boots of Springheel Jak [100]: To an ordinary onlooker, these would just be a fine pair of leather shoes, if rather comfortable. To the wearer? These will render you immune to being harmed from long falls, regardless of how long the distance is, though exceptionally long falls may cause them to break. You will also find your ability to jump has been improved.

Ring of Shadows [200]: This quite extravagant piece of jewelry, made up of a gold band inlaid with an emerald, is in fact one of the more useful pieces of equipment a thief could have on their person. When one taps on the gem, light will bend around the wearer, causing a chameleon effect to take place. This is not true invisibility, but it is close enough when you decide to stick to the shadows and stay out of sight.

Gray Cowl [400]: This hood is believed to have once been possessed by the Daedric Prince Nocturnal. Because Nocturnal is revered as the "Mistress of Shadow," the artifact is attributed with stealth and secrecy. Wearing it makes it impossible to discern your identity. If you put it on in front of somebody, they would think you disappeared and were replaced by the infamous Gray Fox.

Thieves Den [600]: The final resting place of the infamous pirate ship, the Red Sabre, Dunbarrow Cove is the ideal haven for ne’er-do-wells. While you may one day get the ship sea worthy again, the true value is in the pirate crew that now pledge their loyalty to you, not only offering you training and a reliable fence to sell your stolen goods to, but the crew will go out and raid, bringing back the loot and sharing a sizable amount with their captain. The best part is that they never seem to be followed back to the Cove, as though it is impossible for the law to locate your den.



COMPANIONS

Adventuring Party [50/100/200]: There is adventure to be had and dangers to face, but would it be worth it without friends by your side to share in the victory? With this, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Guild [300]: In the days to come, with Oblivion a hair's breadth away from destroying all of Tameriel, you will need all the help you can get. As such, you may import as many companions as you want into an origin of their choice. Each companion receives 800 cp to spend on perks and items.

The Jumper Legions [Free]: To combat the crisis taking place, to face off against the waves of daedra, the Empire needs every able bodied soul at their disposal. Should you desire, you may import any number of those following you on your travels with this option, granting them their choice of race and background, all the relevant skills, and will retain the capability to use magicka in future worlds.

Armored Horse [Optionally Free]: The Heartlands are a large area, one that cannot simply be traversed through on foot in any timely manner. As such, you have been given this armored steed, a hearty warhorse that will never flinch in even the most hectic of battles. You will also find that it possesses great speed that scales with your own, always capable of going faster than you.

Blade of Frontiers [50, Free Adventurer]: From a scion of a famed redguard Crown house to a life of adventure on the road, Wyll's life as the monster hunter called the Blade of Frontiers has made him one of the beating hearts of the province. While he has done great deeds for Hammerfell's people, the source of his power remains secret. A daedra drew Wyll into a fell pact in a moment with many lives at stake, and cursed him with the duty of hunting her enemies. The daedra only asks Wyll to sacrifice devilish creatures to her, but a daedra's ambitions are ever fickle, and Wyll wishes to escape the pact before its price grows too cruel.

Heart of Shadow [50, Free Daedric Cult]: A devoted cultist of Vaermina, Daedric Prince of dreams and fear, this breton agreed to have her memories wiped as part of a holy mission. Now its sole survivor, she must deliver a powerful relic back to her kin in order to win Vaermina's attention and have her memories restored – but all the while, she is tormented by a strange, painful magic that she struggles to understand.

Dark Urge [50, Free Dark Brotherhood]: A bone white argonian with no memory of his past, nothing is known to him except that he is afflicted with a powerful urge to kill and murder. Unimaginable cruelty whispers to them, and accursed impulses may make this poor soul a threat to even stay beside, but it may be possible to help alleviate this bloody existence. That is, if you even want to do so? There are those who would prefer to have a rabid dog under their control than a thinking person.

Oaken Maiden [50, Free Fighters Guild]: An experienced adventurer, this bosmer has been around and facing all that Tamriel has to offer for the better part of a century, and has only emerged more deadly. As one of the elder members of the Guild, she takes it upon herself to make sure that many of the fresh recruits are actually able to take on more dangerous jobs. Perhaps in you she was reminded of an old friend, or just another young hero that could need her guidance and wisdom.

Infernal Champion [50, Free Imperial Arena]: Fresh-escaped from Oblivion, this Dunmer is finally free of the daedra who controlled her for so long - but not from the infernal engine the daedra planted in her chest. With her first taste of freedom in ten years, she is eager to find a fix for the engine that's burning hotter and hotter before it burns her out completely. But even more premier in her mind? Exploring, finding like-minded travellers, falling in love or lust... and taking revenge on the man who sold her to the daedra all those years ago.

Stellar Soldier [50, Free Knightly Order]: Crashed down to Cyrodiil from the stars, this lithe woman is a fierce warrior, even by the standards of orcish society. She claims to be a member of an order of knights that have carved a place for themselves amidst the infinite waters of Oblivion, and sees the ongoing crisis as a way to prove her worth and the right to rejoin her people. Will her strength and determination be enough to prove herself to her order’s grandmaster, or must she walk another path in exile?

Arcane Savant [50, Free Mages Guild]: What is a god to a world-class wizard? This imperial was once a formidable mage in High Rock, but pushed his relationship with the gods too far. After messing with powers beyond even his abilities, his attempts to show his devotion has left him cursed with an orb of daedric magic trapped inside his body. The cataclysmic power of the orb has turned him into a weapon capable of annihilating an entire city, should he fail to control himself. Wracked with shame for his hubris, he retreated to his tower, first out of self-pity, and then out of necessity. His research led him to a means of keeping the orb's power contained, but only temporarily.

Bloody Dandy [50, Free Thieves Guild]: This Altmer prowled the night as a vampire spawn for centuries, forced to follow the orders of his sadistic master: seduce every fool with a pulse, and lure them back to the vampire lord's lair. Free for now, he will do anything to keep his life in the light. He can see but one way to ensure his liberty for good: become many times more powerful than his old abuser could ever dream of being. His body is forever tainted by the intricate, patterned scarring his master carved upon his back, and the elder vampire seems set on sending out waves of hunters seeking to capture his lost spawn.

Emerald Archdruid [100]: An absolute bear of a bosmer, his adherence to both the Green Pact and the balance of nature as taught by Kynareth may seem restricting to many, but this spellcaster finds comfort and discipline in such limitations. Capable of taking on the form of practically every beast that has ever walked the face of Tamriel, on top of calling upon the power of nature for all manner of purposes, makes him one of the most terrifying things your enemies will ever have the misfortune of encountering.

The General [100]: Once a decorated and venerable general during the Tiber Wars, this breton has since been reanimated by the King of Worms for some unknown purpose. Being possessed by a great sadness at never being able to see his daughter again, he has plunged his whole focus and undying body into being the main strategist for the first lich. Though, given that he is by your side instead of Mannimarco's has some interesting connotations, few of which are pleasant to think about.

Last of the Septims [200]: The secret bastard child of Emperor Uriel Septim VII, Martin is a priest of the Dragon God of Time, Akatosh, though in the past was a cultist of Sanguine. Knowledgeable in both theology and daedrology, Martin possesses a quick mind and possesses no small amount of charisma, useful traits should he ascend to the role of Emperor. Additionally, he is able to invoke the divine blood flowing through his veins, taking on the form of the Avatar of Akatosh, an aetheric golden dragon capable of taking on even a Daedric Prince and emerging victorious, though he will vanish until the end of your time here.

Prophet of the Dawn [200]: While his past may be a source of contention and heated debate, none can deny that Mankar Cameron is one of the most dangerous individuals on the face of Nirn. The orchestrator of the entire Oblivion Crisis, his enthralling charisma combined with his esoteric understanding of the Mundus has led many to flock under his banner, further driven to fanaticism due to his ideals and promises of a new dawn, the Mythic Age reborn. With Dagon's blessings, his is a revolution that will upturn the whole of Tamriel.

SCENARIOS

Into The Jaws Of Oblivion

You can't even remember what you did to earn yourself a place in the Imperial Dungeons, not like it really matters. Wallowing in your misery, while a Dunmer across the hall mocks you, the sound of hurried, armored footsteps can be heard from the stairway. Opening and stepping into your cell is Emperor Uriel Septim himself, along with his Blade bodyguards! Apparently, there was a secret exit hidden within your cell, who would have thought? They will allow you to follow them, while the Emperor seems to take a strange interest in you. Soon though, the Emperor asks you for a favor seconds before an assassin somehow manages to stab him in the back. Deliver the Amulet of Kings to a man named Jauffre, a monk at Weynon Priory.

And yet, what if instead of heeding his last request, you were to bring the Amulet elsewhere? Instead of working to fight back against the forces of the Prince of Destruction, it’s just as likely that you could help him, swearing your fealty and doing your part in bringing about a new Dawn to Tamriel.



Should you side with the Septim Dynasty, you will receive the following rewards:

Because of your actions, you have come to be known far and wide as the **Champion of Cyrodiil**. You are someone who managed to plunge into the Oblivion Gates, who faced off against countless daedric forces, and succeeded despite the odds. Through your heroic actions, you've become something anathema to these otherworldly gates, many of them weakening or outright shutting down once you get close enough to them.

Upon the defeat of Mehrunes Dagon, a priest of Akatosh will seek you out and gift you the **Armor of Order**. The blessing of the Time Dragon is imbued within its silvery metal, not only allowing it to scale with your strength and durability, remaining a valuable and protective piece of equipment, but will offer you protection against any unwanted temporal effects you may encounter. In addition, you will also receive a wide array of weapons of similar make to the armor.



Should you side with Mehrunes Dagon, you will receive the following rewards:

Your efforts have pleased the Prince of Destruction, such that you have been elevated to a position desired by all who follow the Daedric Prince, and have been named as the **Champion of Mehrunes Dagon**. Now revolution itself is a part of you, your very presence inspiring others into breaking their chains and devolving into anarchy. No force may chain you or trap you, as all that try will inevitably fail.

Upon Mehrunes Dagon's victory, a dremora will appear before you and grant you the **Armor of Cataclysm**, a symbol of the Prince of Destruction's favor. As red as the blood of those who stood against the inevitable revolution, it will scale with your strength and durability, remaining a valuable and protective piece of equipment, as well as granting immunity to all environmental hazards, be it seas of lava or poison gas that melts flesh. In addition, you will also receive a wide array of weapons of similar make to the armor.

Knights of the Nine

Priests of Dibella slain within their own temple, a Prophet speaking of an approaching doom, Cyrodiil is in need of a Hero to defeat an ancient evil. Should you believe that you have what it takes, speak with the Prophet to begin your pilgrimage. Should you succeed in visiting shrines across all of Cyrodiil, the Ghost of Pelinal Whitestrake himself will appear before you, urging you to collect his artifacts and slay his ancient foe, Umaril the Unfeathered.

Rewards:

You have truly taken up the mantle of the **Divine Crusader**. You have been given blessings from each of the Nine Divines, ones that would ordinarily be bound to the armor, but are now permanent abilities of your own. Additionally, you possess a holy aura that severely weakens any nearby daedric and undead entities, killing them outright if they are weak enough.

For your feats, the **Relics of the Crusader** are yours forevermore. Donning this divine set of armor will make the wearer more personable and skilled in the Restoration school of magic. It is much more durable and resistant to unenchanted weapons than any other armor, while also granting an immunity to disease. The shield will reflect any spells it blocks back at the caster. The sword burns with a holy fire that damages a target's pool of magicka, while the mace burns with holy fire that is highly potent against the undead.



Shivering Isles

Towards the end of your time here, a strange island with an even stranger doorway will appear in the Niben Bay. Further investigation reveals it to be an Oblivion Gate belonging to Sheogorath, Daedric Prince of Madness, and he's looking for a champion. If you think you've got what it takes, then step through the Gate into the madhouse known as the Shivering Isles, and stop the apocalyptic event known as the Greymarch from tearing this Realm asunder.

Rewards:

You have done it, accomplished the impossible, and have taken on the Mantle of the **Daedric Prince of Madness**. While you may eventually grow into your station, for now, you merely benefit from the fact that chaos and madness are intrinsic parts of your very being. Nothing is truly impossible for you, so long as you put effort into actually reaching your intended outcome, which is further helped by the fact that chance itself is always in your favor the more you embrace your madness, tipping the odds to where even other Daedric Princes may come up short against your zany schemes.

If you want to be a god, you'll have to look the part, and oh boy will you. The **Madgod Panoply** not only includes a fine set of regalia that fortify one’s luck and charisma by a godly amount, but also the Staff of Sheogorath. The symbol of office for the Madgod, this grotesque staff has the power to stop opponents in their tracks, with only other divine beings capable of resisting, while those equal to Daedric Princes are unaffected.

As if a Prince wouldn't be able to take his Realm along with them. Yes, the realm known as the **Shivering Isles** will follow you from here on out, a realm so connected to you that it may very well be a part of you. While it can be reshaped depending on your whims, it will always reflect you and your mental state, a perfect representation of your psyche and spheres of influence. Additionally, all the inhabitants of the Isles will follow their Mad God to ever onward, both mortal and daedra, their dedication and zeal only matched by the madness inherent to them.



DRAWBACKS

Continuity [+0]: If this is not your first trip to Nirn, then this option is for you. This ensures that your previous actions in The Elder Scrolls universe have carried over in some form. Optionally, you can start off from exactly when you last left Tamriel, after the Devil of Dagoth and the Tribunal have been taken care of.

Early Exit [+0]: Every adventure must come to an end, every story its finale. Should you so desire it, you can end your time here after Mehrunes Dagon's invasion has concluded, or within a year afterwards if you still have a few activities you want to finish before moving on.

Bandit Woes [+100]: Those who lurk outside of cities and steal from any passerbies may not exactly be scholars, but there are enough to where it might as well be a professional occupation, much to your displeasure. Every time you are out traveling, you will run into at least once group of them a day, and are more than willing to kill you for a chance at any riches you may have on your person.

Kynareth's Ire [+100]: Perhaps the goddess of nature has a personal grudge against you, or wishes to test your prowess? It does not really matter, as the end result is the same either way. Simply put, animals tend to have a general dislike of you in particular, with many wild animals even going out of their way to attack you. Some may prove to be exceptions to this rule, such as your steed, but most would be happy to drag your carcass back to their dens in order to feed.

Let Me See Your Face [+100]: Oh, perhaps I was too hasty in my request. See, yours is a face that the Daedric Prince of revolution would look upon in approval, as though it had been sculpted to be the most horrendous thing to have ever been placed upon Tamriel. Some are willing to look past your hideous features, but it may be best for everyone involved if you were to never remove your helmet.

The Levitation Act [+100]: Although the Levitation Act may not affect those with natural flight capabilities, this doesn't mean you aren't beholden to them. Indeed, it appears as though you cannot use any form of flight or levitation, regardless of whether it's from a spell, a magic tool, or a natural ability granted from your biology. You are firmly stuck onto the ground, limited only by how high you can jump.

Vocal Performances [+100]: Why is it that, with how populated Cyrodiil is, with countless wonders to encounter, that nearly everyone sounds the exact same? With very few exceptions, you will find that those from the same race and sex share the same voice, perhaps only differing in tone or cadence. It will be all but impossible for you to differentiate others through the sounds of their voices alone.

Exalted Pain [+200]: Stuck to your wrists are a pair of iron manacles that refuse to be removed, be they through mundane or arcane means. These are the Manacles of Pain, and every moment of every day they will cause you to experience constant pain, akin to a thousand red hot needles being pressed under your skin. Those with great willpower and vitality may be able to work through such agony, but not all are so strong.

Moth Priest [+200]: A known consequence of constantly reading the mythical Elder Scrolls is that eventually, the reader will be rendered blind. While there are some means to mitigate or delay the effects, it is inevitable. Perhaps you read one of these without the proper preparations, or something more mundane happened. Either way, you have lost the use of your eyes, with not even magical means able to restore them.

New Game [+200]: Don't you wish you could recapture the magic of your first experience of your favorite stories? With this, you can do exactly that, as all knowledge of the events taking place in the Elder Scrolls games is stripped from you, leaving just what the average citizen would know, or what you may have experienced personally during previous visits to Tamriel.

On Full Display [+200]: There are many who are proud of their bodies, of the hard work they've put into sculpting their forms to perfection. You perhaps take this a bit too far, wanting all others to admire you like you yourself do. From here on out, you find yourself unable to wear any form of clothing or armor, with the sole exceptions being jewelry or your undergarments.

Staff of the Everscamp [+200]: A most unfortunate artifact to have come into the possession of, a practical joke of Sheogorath that you are stuck with. Due to this Staff, you will now be followed by four scamps. They are loud, unpleasant, foul smelling, and generally make a nuisance of themselves. And though they will return when killed, they won't ever help you in combat.

Burnt by Dragonfire [+300]: When the dragonfires are lit, the barriers between Mundus and Oblivion are nigh impossible for daedra to penetrate. It seems like, when you entered Tameriel, a part of you was unable to cross this barrier, leaving you stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else native to this setting.

Daedric Attention [+300]: There are few players found within the waters of Oblivion who hold as much power and influence as the Daedric Princes, whose attention is both a blessing and a curse. One of these Princes has looked at you, peered into the depths of your very being, and desire to make you theirs. They will visit you in dreams, send their cultists to capture you, manipulate events around you, until all that's left is for you to give yourself fully to them. Should you do so, they will hold onto you forever.

Fractured Psyche [+300]: Much like the many-faced Dragon, or perhaps a certain Daedric Prince, you are a fractured being, at least mentally. This presents itself within you by making it so you can only experience three emotions; joyful mania, intense fury, and severe depression. You will fluctuate between these randomly, or when given the proper stimuli.

Necromancer's Moon [+300]: While the King of Worms may have been content to sow discord amongst the ranks of the Mages Guild, now his aim has expanded. In response to the Oblivion Crisis, or maybe even inspired by it, the undead all across Tamriel will rise in untold numbers, with many towns and cities being drowned in the animated dead even before the daedra can tear down their walls. As the violet moon shines down, the only way to put an end to it is to slay the physical body of the God of Worms.

Rising Threat [+300]: Some believe that Tamriel itself is the ultimate Arena, a crucible where all can overcome their limits through hardship and struggle. For those who relish a challenge, this may be the option for you. By taking this, all enemies you find yourself facing will grow in power as you do, with even base beasts capable of harming heroes that could tear down castle walls, or bandits being outfitted with legendary equipment.



ENDING

At the end of your time here, you will be given a choice.

Stay: This world of magic and myth made real has captivated you unlike any other.

Go Home: All stories have an end, and yours has reached its final chapter.

Continue: When the next Elder Scroll is to be written, you shall be its scribe.

Notes:

-You are working with Oblivion game mechanics during your time here but without any harmful bugs, so have fun with that.

-Any drawbacks from **[Race]** or **[Birthsign]** will be removed at the end of your time here.

-About perks that will increase an attribute:

- **[Fate, or Chance?]** adds 100 Luck
- **[Acolyte]** adds 100 Willpower
- **[Executioner]** adds 100 Speed
- **[Swordsman]** adds 100 Strength
- **[Myrmidon]** adds 100 Endurance
- **[Knight Errant]** adds 100 Personality
- **[Evoker]** adds 100 Intelligence
- **[Cat Burglar]** adds 100 Agility

-Weapons and armor purchased here will not degrade and are not easily broken.

-The spells given by **[Spell Bookshelf]** as all non-quest related spells from Novice to Expert level.

-Companions are based on Wyll Ravenguard, Shadowheart, The Dark Urge, Jaheira, Karlach Cliffgate, Lae'zel, Gale Dekarios, Astarion Ancunín,

-You won't gain the full lore power of a Daedric Prince, nor take on Sheo's personality traits, with **[Daedric Prince of Madness]**. Instead, the more you embrace your madness, the more successful you will be and the more impossible the feats you can accomplish.

-Giving up and letting yourself be taken by the chosen Daedric Prince from **[Daedric Attention]** will cause you to fail your Chain.

-When in doubt, fanwank.

-Have the day that you deserve~