

Scenario Supplement

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When misrule takes its place at the eight corners of the world

When the Brass Tower walks and Time is reshaped

When the thrice-blessed fail and the Red Tower trembles

When the Dragonborn Ruler loses his throne, and the White Tower falls

When the Snow Tower lies sundered, kingless, bleeding

The World-Eater wakes, and the Wheel turns upon the Last Dragonborn.

Few have captivated as many people as the snowy peaks of Skyrim. Everyone wishes to take the role of the Last Dragonborn, to become the Ultimate Dragonslayer and Hero of Skyrim. Yet, should you have ever felt like the rewards for being such a hero lacking, this Supplement should be the perfect fix for that.

By attaching this Supplement to an Elder Scrolls Jumpchain with the correct requirements, then you'll be taking on the role of the Last Dragonborn and living out the grand epic that all started with an attempted execution.

Items you already own can be imported into reward items in order to gain their effects.

Song of the Dragonborn

You were only trying to cross the border into Skyrim, but apparently it's not so simple as that. You were captured in an ambush carried out by the Imperial Legion in order to capture the leader of the Stormcloak rebellion, Ulfric Stormcloak, and was about to meet your end at the chopping block in Helgen when a dragon of all things descended from the skies, destroying the town and inadvertently saving you. You rushed over to the local town on Riverwood for some respite, then were asked to warn Jarl Balgruuf of the dragon, and do what you can to help should it come back.

Along the way, you will learn of your nature as Dragonborn, and your destiny unravels before you, until you stand against Alduin, the World Eater.

Rewards:

You have proven your might, and have truly earned the title **Dragon of the North**. You are completely immune to the cold, as well as frost magic in general, with ice spikes shattering against your skin. Your Thu'um has also grown in power, becoming nearly five times as strong as before, and no negative effects from overuse of the Storm Voice.

Along the way, you discovered an ancient Akaviri katana known as **Dragonbane**. It's an extremely durable blade with a powerful lightning enchantment, one that allows it to cut through dragon scales and dragon bones like hot butter.

But where did you find such a weapon? Within **Sky Haven Temple**, which is now a Warehouse attachment, and new home to the Blades. Though you may have had some disagreements with the Grandmaster, she and fifty fully trained dragon hunters and espionage experts will join you into future worlds as followers.

Through right of conquest, you now take **Skuldafn** with you as a Warehouse attachment, along with its portal to Sovngarde and twenty-five dragons who pledge themselves to you as their new Thuri, and become your new followers.



Faction Scenarios:

The following scenarios relate to the various factions you will run into during your time here.

Criminal Aspirations

It's no secret that the Thieves Guild of Skyrim is facing some difficulties, as a string of bad luck has made their choice of lifestyle more difficult as of late. Whether it's because of you actually wanting to or being scouted out, you have joined the guild as its newest member. Your first job will be to shake out some coins from those who haven't paid their debts, but after that the real fun begins. Soon you'll be dragged into a story of betrayal and godly artifacts, all the while trying to bring the guild back up to what it once used to be.

Rewards:

Upon making the pact with Nocturnal, you have agreed to become a **Nightingale**, one of her loyal soldiers and guardian of the Twilight Sepulcher. You now have three abilities gained from your new station, the ability to turn invisible for ten minutes, cloud a person's mind, and summon a cloak of shadows to protect you and harm enemies.

When you returned the guild back to its former glory, and being named the Guildmaster, you were gifted the **Amulet of Articulation**. While wearing it, you become much more charismatic, your words much more convincing than before. Additionally, you are able to get much better prices while buying and selling.

In order to show their thanks, **The Ragged Flagon** has become a Warehouse attachment, with both the bar and the cistern being able to be imported into future settings. In addition to this subterranean lair, you will receive fifty thief followers, respecting your rank of Guildmaster and giving you a fraction of their stolen loot.



Eye of Magic

The College of Winterhold, one of the few places left on Tamriel where you can get a real magical education and learn the ways of the mystic arts. You are someone who is seeking the guidance, knowledge, and opportunities that come with joining such an institute. After a few weeks of studying, you and your class will be taken on a field trip to the ruins of Saarthal for a lesson regarding ancient Nords and their use of magic. But deep within, you'll find a massive orb radiating Magicka, and start down a dangerous road that could result in the unmaking of the world, should you fail.

Rewards:

After the whole fiasco, you were named the **Archmage of Winterhold**. In addition to being headmaster of the college, all spells have had their Magicka costs cut in half, while you find it extremely easy to learn new spells in record time. Show Skyrim and her people why they were foolish to spurn the mystic arts.

In order to close the Eye and stop Ancano, you needed to acquire the **Staff of Magnus**. In addition to being a highly sought after aedric artifact, it will allow you to drain the magic out of practically anything within a few seconds. Additionally, it greatly empowers any spells you cast, such that a simple Flames spell could break through a Greater Ward without much effort.

Well, you can't be a headmaster if there is no college, so the **College of Winterhold** shall join you on your adventures as a Warehouse attachments. It also houses fifty mages that have agreed to become your followers, who can teach people in other worlds how to utilize magic, even if they come from a world without it.



Knife in the Dark

The Dark Brotherhood, once a greatly feared group of assassins who broke off from the Morag Tong, are now greatly diminished. After the Imperial Legion sacked their sanctuary in Bravil, the only province with any real presence would be Skyrim. So, following up on the rumors of a young boy attempting the Black Sacrament, a means of summoning the Dark Brotherhood, he mistakes you for a member of the assassins and requests that you kill Grelod the Kind, an abusive old hag who runs an orphanage in Riften. Upon killing her, you are abducted the next time you sleep, and find yourself face to face with a legit member, and given three targets to kill, as a sort of 'initiation.'

For choosing to destroy the Dark Brotherhood, you get the following rewards:

You denied Astrid's request, turning your blade on her, then the rest of the Dark Brotherhood. You are now known as the **Shadow Killer**, able to root out evil and criminal organizations in record time, and know how best to dismantle them.

The Penitus Oculatus are not above paying a debt, and for dismantling this death cult, you have been awarded **100,000 Gold**. This is easily more than most people will handle in their entire life, so try not to spend it all in one place.

For your actions in averting a plot to assassinate him, the Emperor Titus Mede himself has gifted you his personal ship, **The Katariah**. This war frigate is top of the line, with potent magical protection, as well as being able to cut through the water faster and easier then a ship its size has any right to be. You will also receive fifty battle-hardened sailors to manage this ship, all of whom will become followers.



For choosing to join the Dark Brotherhood, you get the following rewards:

So, you joined this dark family and fully embraced your role as **Listener**. In future worlds, the Black Sacrament will be known, as well as what it means, and you will hear the Night Mother whisper to you the name and location of those who perform it. The payment will always be proportional to how difficult dealing with the target is, but you can just direct others to take on the low stakes jobs while you handle the real jobs.

As listener, you have been given the **Blade of Woe**, an artifact of the Dark Brotherhood. This extremely sharp ebony dagger is capable of bypassing armor entirely, and absorbs health, making it so the more damage you deal the more it heals you.

When all is said and done, there's no place like home, which is now the **Dawnstar Sanctuary**. This will become a Warehouse attachment, and home to fifty assassins who obey you as head of the family, all of whom are now your followers. Additionally, within this sanctuary lies a certain coffin.



Running With The Wolves

The Companions of Jorrvaskr have a long and storied past that stretches all the way back to Ysgramor and the founding of Skyrim. You have desired to join this legendary band of warriors and mercenaries, and have proven your worth. After a few weeks of doing various jobs, and getting to know your new friends and drinking buddies, you will be considered for joining the Circle, the leading members of the Companions. Should you complete your trial with flying colors, you will be shown the blessing and curse all members of the Circle possess, lycanthropy, and dragged into their problems. Some embrace it, viewing it as a gift of power and the purest expression of their warrior nature. Others view it as a curse, a plague upon the soul that keeps them from their chosen afterlife.

Rewards:

No matter what occurred, you have proven yourself to be an **Alpha Werewolf**. You are much stronger and more durable than others of your kind, you can strike fear into the hearts of your enemies with a road, and you can summon twenty spectral wolves and werewolves to your side at will. All of these abilities can only be utilized by entering your new werewolf alt-form.

You have proven yourself more than worthy enough to wield the reforged weapon of Ysgramor himself, **Wuuthrad**. This double-headed battle-axe is now unbreakable after being reforged within the Skyforge. It does triple damage against all types elves, both those found here and in other worlds, but it also ignores all magic. There was a reason Ysgramor was able to nearly exterminate the Snow Elves.

After being named as the brand new Harbinger of the Companions, you have been allowed to take **Jorrvaskr** into future worlds as a Warehouse attachment. Along with it is the Skyforge, which greatly improves anything crafted within it, as well as fifty Companions who wish to become your newest followers.



Season Unending

No body really likes war, especially a civil war, where you must fight a bloody war against previous comrades-in-arms, or even family members. But such is the ways of mortals, that disagreements lead to violence. After the Great War between the Empire and the Aldmeri Dominion thirty years ago, and the signing of the White-Gold Concordat, the ban on Talos worship was outlawed. Many Nords refused this outcome, especially as the Empire allowed Thalmor justiciars free reign to hunt down any Talos worshipers and do with them as they wanted for thirty years, resentment grew until it reached a boiling point.

The Empire seeks to put down this rebellion, to reestablish peace, order, and security within its borders, and prepare for the next match against the Dominion. Skyrim has been a part of the Empire since the founding days, and will continue to do so. General Tullius has only been around for a few months, and turned the war effort around in the Empire's favor. With your help, this war is as sure as over. Long live the Empire!

The Stormcloak Rebellion fight for a free Skyrim, one ruled by itself and free of the weak Empire who had allowed the Thalmor to do whatever they wanted to their sons and daughters. They wanted a country where they were free to worship whoever they damn well pleased, and where they wouldn't be dragged off onto foreign soil to fight some battle they had no stakes in. With Ulfric Stormcloak at the helm, and with you by his side, victory is almost assured. For Skyrim!

Whoever you join will see you as a highly valuable agent, and send you on vital missions that will tip the war ever in their favor, and skyrocketing you in rank. Depending on who you side with, your rewards will vary drastically.



For choosing to join the Imperial Legion, you get the following rewards:

So you have decided to join the Imperial Legion. A smart choice, as it will need all the help it can get in order to defeat the Aldmeri Dominion. With your promotion to **Legate**, you have proven yourself second onto to the general in tactical and strategic sense, able to use all of your resources intelligently in order to crush your adversaries. Even if you were to be outnumbered on the battlefield, your superior tactics would lead to your small forces to victory.

Upon your reuniting of Skyrim underneath the Empire's banner, you have been awarded the **Lord's Mail**. Supposedly worn by Mourihaus, the demigod son of Kynareth, this set of heavy imperial armor offers the wearer potent fire and magic resistance, as well as rendering them completely immune to all poisons and diseases, both mundane and magical. Beyond that, it's as durable as ebony, and offers just as much protection.

The General will need someone loyal to manage **Eastmarch**, and he has chosen you to do so. You will be given the entire Hold as a Warehouse attachment, and have been given command over one hundred Legion soldiers, all of whom will become your followers, in order to enforce your rule and the Empire's authority.



For choosing to join the Stormcloak Rebellion, you get the following rewards:

You have fought hard to free Skyrim and her people from the yoke of the Imperial's treachery. Though there isn't much in the way of ranks within the Stormcloak, you have been given the name **Stormblade** by your brothers-in-arms who have fought by your side. You are a master of guerilla warfare, knowing how best to bleed out the enemy until they're weak enough for you to strike. This applies to fighting armies and governments as well as when you battle single opponents, ensuring that you will always be able to win in a battle of attrition.

Ulfric Stormcloak will admit to you that he could not have won this war without you, and grants you his family's ancestral armor, the **Stormlord Armor**. This ancient steel armor is just as protective as ebony, and is heavily enchanted. It offers the wearer potent shock and magic resistance, allows them to see in the dark as if it was midday, and the ability to walk on water. Yeah, he isn't sure either.

Finally, Ulfric requires someone he can trust to make sure that **Haafingar** doesn't fall back under Imperial control, and figures that you would be the best candidate for the job. You will be given the entire Hold as a Warehouse attachment, and one hundred Stormcloak soldiers will volunteer to join you on your travels as your followers.



DLC Scenarios:

The following scenarios concern the events of the various downloadable content.

Hearthfire

Is it not every man's dream to own a home, a place built by his own two hands that will provide safety and comfort to his family? Well, it seems as though you are of a similar mind. In order to complete this scenario, you must purchase land within Falkreath, Mortal, and Dawnstar, and build fully furnished houses on that land. Each home must contain an entryway, a main hall, a basement, and three additional wings.

Rewards:

You sure are living the dream, taking up the role of **Homesteader** with surprising ease. In addition to being a masterful architect and home builder, your skill at cooking will be vastly improved, able to make delicious homemade meals out of whatever you have at hand. Additionally, you would be an excellent parent, knowing just how to raise children so then they grow up as happy and healthy adults.

After all the work you put into building them, it would be a shame if you could take **Your Homesteads** with you. Should you so desire, you could combine them all into a massive Manor, one that will always bring ease and comfort to any who step within its doors. There's really no place like home.



Dawnguard

There are monsters who prowl in the night, blood sucking fiends who see humans at little more than cattle. Flesh bags filled with their food and nutrients, and good for nothing else. Yes, I speak of Vampires, those undead monstrosities of Molag Bal created to spit in the face of Arkay and his cycle of life and death.

In recent times, there has been a growing vampire threat within Skyrim, specifically from the infamous Volkihar clan. Their leader, Harkon, is obsessed with an ancient prophecy that states the vampires will one day no longer fear the sun. With the return of the dragons, he believes that such a time is closer than ever.

To oppose the vampire menace, the Dawnguard has been reborn, a group of dedicated vampire slayers. Based out of an old fort in the Rift, they are gathering new members to hunt down any of these monsters that dare harm the mortal races.

You find yourself being approached by one of the recruiters, and given the opportunity to join this group of vampire slayers. When you reach Fort Dawnguard, the leader of this new faction, Isran, will acknowledge your competence, and sends you to investigate Dimhollow Crypt, where the Vigilants of Stendar believe holds an ancient vampire relic. Well, it does, an ancient coffin containing a beautiful Nord vampire, Serana, who possesses an Elder Scroll. She asks you to lead her back home, Castle Volkihar. Once there, Harkon will show his appreciation for the return of his daughter, and will give you a choice.

Will you stay mortal, clinging onto your soul? Or will you join the immortal ranks of the Volkihar Vampires? Either way, you will be dragged into a story millennia in the making.



For choosing to join the Dawnguard, you get the following rewards:

You denied that monster, Harkon, and remained mortal with the Dawnguard. Though you might never match the supernatural strength of one of your undead foes, you have become an excellent **Vampire Hunter**. You have been fully trained to hunt the undead, and so your attacks do twice as much damage to them, while they will find it much more difficult to punch through your defences. Additionally, seeing as you have made it your job to hunt down vampires, it wouldn't do for you to accidentally become one yourself. As such you are immune to all forms of vampirism. The most common would be contracting the disease Sanguinare Vampiris, though you'll never have to worry about that unless you're actively looking to become a vampire, but why would you ever do so?

After allying yourself with Serana to stop her father's madness, you have obtained the Aedric artifact known only as **Auriel's Bow**. This divine weapon is connected to the sun, and fires magical beams of sunlight to burn at its targets in a small explosion of holy magic. Though it is effective against mortals, it is thrice as effective against the undead. Additionally, should you shoot the bow directly toward the sun, it will summon down rays of sunlight to harm any foes nearby.

And finally, you will be allowed to take **Fort Dawnguard** with you on your Jumpchain as a Warehouse attachment. This is a fully armed fortress in a very defensible position, and is manned by fifty vampire hunters who have decided to become your followers in order to hunt down the undead abominations in future worlds.



For choosing to join the Volkihar Vampires, you get the following rewards:

With the lure of power on offer, it is no surprise that you took the over to join Harkon and become a **Vampire Lord**. You can utilize powerful blood magics, summon gargoyles to fight by your side, transform into most of a cloud of bats, heal yourself by drinking blood, your reflexes are extremely sharp, resistant to frost attacks, and you are much more durable than before. Strangely, you do not possess the usual weakness to fire and are not at all affected by sunlight, and you no longer need to feed on blood. Perhaps these are benefits for obtaining the bow of a god?

Auriel's Bow, once a beautiful and holy thing, has now been turned into the **Corrupted Bow** by Molag Bal, as a sort of gift from the Father of Vampires. Indeed, this dark bow fires beams of darkness that poison the target and cut through holy magics like hot butter. And should you fire it at the sun, it will darken the skies for a week, although there will be no ill effects on the world other than the day being as dark as twilight, with dark creatures having nothing to fear from the day.

And finally, you have proven your claim, and have taken **Castle Volkihar** as your own, the ancient castle becoming a Warehouse attachment. Within it contains a portal to the Soul Cairn, though I'm unsure as to why you'd want to ever go there again other than collecting black soul gems. Additionally, fifty Volkihar vampires have devoted themselves to you, and are now your followers.



Dragonborn

On the isle of Solstheim, dark forces are at work. The All-Maker Stones are enthralling any who get close to them, forcing people to build strange shrines around them for some unknown purpose. A cult has risen up, serving someone known as Miraak, the First Dragonborn. Indeed, they even send assassins after you, believing you to be a False Dragonborn and pretender to the title. Can you get to the bottom of this?

Rewards:

So, whether you like it or not, you have allied yourself with the Daedric Prince Hermaeus Mora and became **Fate's Champion**. It's not without its benefits, of course, as your magicka pool has been greatly increased, as is the speed at which you learn new magic and spells. Additionally, you now have the ability to summon twenty Seekers and Lurkers to your side whenever you want, all at no cost.

Though they may be unholy things, the **Black Books** were incredibly useful on your mission to stop Miraak. While you now have the six found on Solstheim, you will gain two more in each Jump you visit, offering new powers and abilities based on the world you are visiting, should you make it through the trials within.

And finally, for freeing them from the tyranny of Miraak, **Solstheim** is now yours to take as your newest Warehouse attachment. Along with the entire island, you also receive fifty Redoran guards who will act as your new followers.



Miscellaneous Scenarios:

The following scenarios concern various side content found here.

Bardic Inspiration

So, you wish to become a bard, huh? Skyrim's history is filled with all kinds of warrior poets, and one of the best places to learn the craft is at the Bards College in Solitude. Granted, it will take more than saving the Fire Festival to complete this scenario, as you must learn and master the use of three different instruments. When you have proven yourself as a talented bard, then you will complete this scenario.

Rewards:

You have proven your skill, and have become a **Warrior Poet** of Skyrim. You can quickly master any instrument you can get your hands onto. Your singing voice is beautiful to listen to and is never out of tune. Finally, you can write up songs and ballads that can capture the hearts and imagination of any who listen to them.

Within the college's collection is the **Boon of Y'ffre**, a uniquely enchanted instrument crafted by the Bosmer as a gift to the Bards of Skyrim. It can transform into any instrument the user desires, and will never need tuning or repairs, as it will do so itself automatically.

Along with everything else, you may now take the **Bards College** with you as a Warehouse attachment, filled as it is will all of its stories and songs and legends. Additionally, you will now have fifty bards and minstrels follow you into future worlds to share their arts, as well as create new ones.



Daedric Champion

The Daedric Princes, some of the most powerful entities in the Elder Scrolls cosmology, gods compared to the mortal races. And yet, they are barred from entering Mundus, through the pact made with Alessia and the final events of the Oblivion Crisis. So, they must act through mortal agents in order to affect the world on a grander scale. These agents are richly rewarded for their good work, some of the most valuable ones being gifted Daedric Artifacts, artifacts imbued with the very power of the Daedric Princes themselves. In order to complete this scenario, you must collect sixteen of these artifacts.

Rewards:

So, you have done it, and proven yourself to be a **Daedric Champion** like none other. For such an achievement, it's only fair that you represent what your Princes' domains are. You now possess sixteen abilities, each one based off of a different Prince. Perhaps you will hear the secret of others you meet whispered into your ears by Mephala, or find yourself with almost unlimited stamina gifted to you by Malacath, or from Sheogorath… well, who knows with him.

After all of the effort put into collecting them, it would be a shame if you couldn't take the **Daedric Artifacts** with you. All of their effects have been boosted tremendously. Azura's Star could hold an unlimited amount of souls within it, while the Ring of Hircine could let you partially shift into a bestial form or fully turn into a giant wolf.

And finally, you will find in your Warehouse a collection of **Daedric Shrines**. Sixteen in total, and each will allow you to communicate and make deals with their associated Princes, though they cannot cross over to your side without your willing assistance. Additionally, you have been gifted fifty Daedric followers of various species and capabilities that can be summoned to your side at any time.



Head Hunter

In the days of old, when dragons ruled the earth, there lived mortal men who worshiped the beasts as gods. These dragon priests are long since dead... but something has awakened them from their ancient slumber. Scattered throughout the land you will find eight of them in total, each wearing a powerfully enchanted mask. Hevnoraak, Krosis, Morokei, Nahkriin, Otar the Mad, Rahgot, Vokun, and Volsung. Kill these priests and collect their masks, and take them to a certain area within Labyrinthian while wearing a particular Wooden Mask, and you will have completed this scenario.

Rewards:

It would be quite unfortunate if you could not keep the **Eight Masks** you sought to collect. Luckily, you will be able to keep them, and their effects have been boosted far beyond what they were originally. They may only be slabs of metal, but they are comfortable to wear and will never fall off your face.

But as good as those are, nothing could possibly match the ultimate dragon priest mask, **Konahrik**. Though it appears to be made from gold, yet it's as durable as ebony while never falling off your face. It grants you a powerful healing factor, enough to mend wounds in minutes, and allows you to summon a protective cloak of dragonfire that's able to melt enemy steel in seconds. Finally, once per day, it will allow you to summon a spectral dragon that will follow your orders, though it will only last for an hour.

After delving into so many of them, you have found your very own **Nordic Ruin**, a defensible barrow under the earth that's filled with fifty Draugr who will become your new followers, and serve you as loyally as they did the dragons of old.



Master of the Voice

You went to the Greybeard to learn how to use and control your gift, the Thu'um. They have done so, teaching and guiding you as best they can, and now they have set out a challenge for you. Travel the land, and learn all the Words of Power you can. In order to complete this scenario, you must learn all of the words to the twenty-seven shouts you can learn in game.

Rewards:

On your journey of learning the various Words scattered across Skyrim, you have proven yourself to have a **Strong Voice**. Your Shouts are now twice as potent as before, yet force of power is not the only way to prove strength. You can now perfectly control what your Shouts affect, and what they don't. You could use Storm Call in a city and never have to worry about friendlies or civilians being struck.

Master Arngeir will also gift you your very own set of **Greybeard Robes**. Though a little drab, they are very comfortable to wear, and are even enchanted. While wearing this, you will find that your magicka replenishes at a rapid pace, as well as your Thu'um being twice as powerful as before.

Finally, you may now take the **Throat of the World** with you as a Warehouse attachment. This is the tallest mountain in all of Tamriel, and houses High Hrothgar, home of the Greybeards. You may also take this order of monks as followers, as well as the ancient dragon living up top, should you so desire.



Thane of Skyrim

All men work towards improving their station, to make their lives better than what they were yesterday, to become someone important. You are one of those people, and in order to complete this scenario, you must become a Thane within all the nine Holds of Skyrim. Prove yourself to be a hero, put an end to the threats facing Skyrim and her people.

Rewards:

You have done it, become Thane in all nine holds and proven yourself to be a **Hero of Skyrim**. You will have an easier time convincing people to like and trust you faster than they reasonably should. Additionally, you will find yourself rising quickly through the ranks of nobility, or an easier time joining them if you weren't already.

For your legendary actions, you have been granted the **Blade of Skyrim**, a beautiful weapon of Stalhrim that contains a powerful enchantment. With each hit, it does an incredible amount of fire, frost, and shock damage that will scale with you as you grow in power.

And finally, you will be able to take all of your **Skyrim Homes** with you. Breezehome, Honeyside, Vlindrel Hall, Hjerim, and Proudspire Manor will become Warehouse attachments, or they can all be combined together and with any other homes you have to become a massive manor fit for someone of your station. In addition to all of that, you will receive one hundred city guards as your followers, eleven from each Hold and commanded by a certain housecarl from Whiterun.



Final Scenario:

Only those who have completed all other scenarios have access to the following.

Legend of the Frost

So, you've actually done it. You've traveled to the highest peaks to the lowest caverns, fought everything from skeevers to dragons, uncovered millennia old secrets and traveled far beyond the borders of this realm. For completing all other Scenarios, enduring all of their hardships and returning with all of their rewards, there's a special reward for you, someone who has gone above and beyond what anyone ever expected.

Rewards:

In your time here, you have proven that you truly have the **Soul of a Dragon.** This manifests in a unique way with your nascent Spark, as your ability to use the Thu'um has become an integral part of who you are, becoming a part of your Body Mod. Even if you were to be stripped of absolutely everything, your Voice will never leave you.

For conquering everything within its snowy borders, and uncovering its many secrets and legends, you will be able to take **Skyrim** with you in its entirety, attached to your Warehouse within its own pocket dimension. If you want, you can import it into future settings, or combine it with other properties you own. It automatically has all of the other locations you've earned here combined with this and improved them, as well as doubling the amount of followers you've received.



Notes:

-No enchanted items gained here will run out of charge.

-Just follow the general storyline from the games, and you should be able to complete all of the scenarios eventually.

-All followers will have some characters that showed up in-game among their ranks, like Brynjolf and Karliah in the Thieves Guild, or Odahviing with the dragons.

-If you don't want to complete one of these scenarios yourself, such as the various **[Faction Scenarios]**, then you can instead have one of your Companions do it for you. This will cause them to receive the rewards instead of you, though.

- If you're looking to complete **[Daedric Champion]** by having Companions go through certain Daedric Quests instead of you, so long as all of them are completed it won't matter. Companions will receive the blessings and artifacts of the Princes they became the champions of. The same will apply to you.

-**[Alpha Werewolf]** and **[Vampire Lord]** are basically the filled out perk trees, but boosted and without the associated weaknesses. Yes, you will have access to both a Werewolf form and a Vampire Lord form.

-Feel free to fanwank what abilities you get with **[Daedric Champion]**, with the only limit being that they must be related to the Princes in some way. Except for Sheogorath. Get functional butterfly wings or summon sweet rolls from him, I don't care.

-Just holding the Skeleton Key for a time will count towards **[Daedric Champion]**, and allow you to have a copy of it.

-In order to complete **[Thane of Skyrim],** you will need to do a majority of the quests in each city, with the exception of Whiterun,, and you should be able to complete the scenario. Quests related to factions do not count.

-All locations will be scaled up far beyond what was seen in-game. **[Skyrim]** itself is anywhere between 100,000 sq mi to 150,000.

-Although the Greybeards won't receive a numerical boost when you receive **[Skyrim]**, they will be able to teach other people in future worlds and even Companions and Followers the Thu'um, should you give them the okay. Should Paarthurnax himself teach, or help teach, the speed they learn will be dramatically increased.

-When in doubt, fanwank.

-Have the day that you deserve~