

The Elder Scrolls: Werebeasts

By Pokebrat_J

There are legends all across Tamriel, of men who don the forms of beasts, praying on the unwary. Of such creatures dwelling within the wilds, far from the fires of civilization. Of such monsters descending on the innocent under the light of the full moon.

You know that these are not merely legends or tall tales, but facts. How do you know this? Because you are one of these monsters. You are a Lycanthrope, a Werebeast. A mortal blessed by the Father of Beasts, the Daedric Prince of the Hunt, Hircine.

You receive **1000 cp** to help figure out the nature of your beasthood.

Werebeast Type:

What brand of lycanthropy were you infected with?

Werewolf: The most common form of werebeast, the Wolf Men can be found all across Tamriel. Though they may be fairly standard as far as werebeasts are concerned, they are still major threats to any unlucky mortal.

Werebat: Perhaps taking after Molag Bal's own brand of monsters, the Werebat is mostly found within Valenwood. Though they aren't as strong as other lycanthropes, they make up for it in their ability to fly, as well as their echolocation.

Werebear: Most commonly found in the northern province of Skyrim, the Werebear is considered one of the strongest beasts out there. Trading in speed and agility for raw power, it's not hard to figure out why such creatures can survive the harsh north.

Wereboar: Most commonly found within the province of High Rock, there are few creatures as stubborn as the Wereboar. Armed with deadly tusks and a bad attitude, no one wants to be in front of one of these when they decide to charge.

Werecrocodile: Most commonly found within the deadly swampland of Black Marsh, the Werecrocodile is a truly deadly creature. A hulking mass of scales and teeth, once they bite down on a target and drag them into the swamp, there's very little chance of the target surviving.

Werelion: Most commonly found amongst the warm sands of Elsweyr, the Werelion is a proud and almost noble creature. But even their majestic manes cannot hide them from the fact that they are monsters all the same.

Wereshark: A virtual unknown compared to the rest, the Wereshark can be found deep beneath the waves. Few ever venture beyond the blue seas, and even fewer leave survivors.

Werevulture: Most commonly found within Valenwood, the Werevulture is one of the only strains of werebeast that is capable of flight. They are well suited for it, and often hunt by bringing their prey high into the air before dropping them.

Race:

Before your beasthood, what were you originally? You may choose your age and gender freely.

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

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

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

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

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

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

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

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

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

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

Other Race [100]: But they are not the only races to live in Tamriel. Though it's rare to see, races like Goblins or Giants are just as susceptible to Hircine's Gift. You may choose to be counted among any other race found within Tamriel.

Dragon [400]: The Children of Akatosh, creatures of strong bodies and mighty Voices. Dragons have many natural abilities that let them stand leagues above any other being found in Tamriel, but one that has been addicted with lycanthropy? I shutter at the thought of what power an abomination like that would possess.



Locations:

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

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

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

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

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

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

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

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

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

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

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

11) Hunting Grounds: The realm of the Daedric Prince of the Hunt, and Father of Lycanthropes, Hircine. This is a heavily forested realm, teeming with all kinds of life, and where predator and prey are roles that are constantly flipped on their heads.

12) Free Choice: How lucky you are, as you may freely choose to start anywhere from the choices above.



Perks:

You may discount two perks from each price tier, with discounted **[50]** *and* **[100]** *perks becoming free.*

Hircine's Gift [Free]: The Prince of the Hunt has blessed you with a truly beautiful form, perfectly capturing the beast within you and bringing it out into the surface. You may shift into this bestial form at will for as long as you desire, and will find yourself stronger, faster, more durable in this form than you ever were as a mortal. Your beast form contains powerful natural weapons, enhanced senses, and a terrifying roar. You will be completely immune to disease. Depending on what kind of werebeast you are, you will also receive additional abilities. Unfortunately, all Werebeasts suffer from a weakness to silver, the metal cutting through their defenses like few others, while prolonged exposure can weaken or even kill them.

Animalistic Senses [50]: The senses of your standard mortal are not as keen as those found within nature. Dogs, cats, birds, and all types of creatures experience the world with more clarity in some manner, something you are close to mimicking. You are blessed with heightened senses, both in your normal form as well as your beast form.

Beastly Allure [50]: There is just something special about you, a primal beauty that few could deny. Your appearance has been improved, making you an incredibly beautiful or handsome specimen, even in your bestial form. In addition to your natural beauty, any scars you end up getting are sure to end up aesthetically pleasing.

Hunting Prowess [50]: Hircine is the Prince of the Hunt, and sees all werebeasts as his children. It would be a poor child if they didn't take after their father, something that isn't a problem for you. You are an exceptionally skilled hunter, capable of tracking elusive prey in nearly any environment. Once you've picked up the trail, there's little chance of you losing your quarry.

Music of Tamriel [50]: One thing to know about the wilderness is how comparatively quiet it is to civilization. Should you so desire, 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.

Simple Life [50]: The life of a beast is a simple one, where survival takes up the majority of your thoughts, and the complex questions of civilization are largely ignored. You are content with this simple life, never getting tired of living in a simple manner, and always able to enjoy the hunt, no matter how repetitive or boring it may get.

True Beast [50]: For as glorious and powerful as your werebeast form is, it very much lacks in the way of subtlety. A unique blessing from the Father of Beasts, it seems as though you may take on the shape of the animal your beastial form was based off of. It will possess all of the benefits of your werebeast form, but is of course much less conspicuous.

Druidic Ways [100]: For as much as many would scoff at the notion, magic is just as integral to the natural world as plants or animals. Though you may not be counted amongst the wild druids of old, you are a fully trained mage of middling skill. Should you decide to specialize in a certain school, then your skill with said magic would rise, while lowering in all others.

Hearty Meal [100]: When you successfully bring down your prey, are you not allowed to partake in your spoils, to revel in your victorious hunt? But sometimes after taking down the prey, the hunter may fall shortly after, their wounds too serious to survive from. Thankfully, upon eating the hearts of your kills, you will find yourself fully healed, and your stamina replenished.

Lethal Claws [100]: The tools of civilization are all well and good, bows and swords offering great opportunities, but it is only your claws and fangs that you can rely upon without fail. You have internalized this lesson beyond what most would expect, and as such have been rewarded. You now deal three times as much damage as before with your bare hands, piercing through armor with much more ease than before.

Pack Tactics [100]: A lone wolf is a wolf that is doomed to die alone. With no pack to hunt with, no family to support them in their hour of need. You are, luckily, not one of those poor souls, and find strength when surrounded with those you trust. When you work with others, you will find your synergy improving, allowing everyone to bring out the very best of themselves, while covering for and minimizing their weaknesses. Be it fighting, hunting, or any kind of group activity, few can defeat you when you have your family by your side.

Patient Hunter [100]: The successful hunter is not one that rushes forward, heedless of the consequences. The successful hunter is a patient creature, waiting for the perfect opportunity to strike. You have a seemingly limitless well of patience, and can stay perfectly still for days on end. Whether this patience applies to hunting or raising the pups, you are very unlikely to break first.

Scent of Blood [100]: If you believe those who practice magic, then all forms of life possess some amount of Magicka within them, an essential component for their continued survival. Well, the smart hunter doesn't waste advantages, so you have gained a new ability based on that insight. Similar to the detect life spell, you can see the aura of nearby living creatures, even through walls. This only lets you see the auras of creatures the size of a mouse and larger, and not undead or machines.

Beastly Roar [200]: Civilized men fear the wild beast, because they are something that cannot be controlled, only pushed back. You do not let that happen, do not let yourself be pushed back. And for their arrogance, you will make them know true terror. You can unleash a terrifying roar that strikes people and animals right in their very core, forcing them to flee from you as fast as possible. Only those with the strongest of wills can resist this effect.

Craftsman [200]: Not all beasts shun the advantages of civilization, their protective steel and powerful weapons, sturdy homes and riveting literature. There are some, like you, who are extremely skilled in one form of crafting, worthy of being called a master of your craft. Are you a blacksmith, a carpenter, a potter, an architect, or something else?

Iron Hide [200]: There are few prey as vexing as mages. They possess such diverse abilities, from fireballs to summoning Daedra to complex illusions, and yet once you get past those they are just as frail as any other mortal. You have been blessed with the ability to ignore a quarter of all magic thrown your way, while rendering weaker spells entirely useless against you.

Snakeblood [200]: Used by hunters and hunted alike, poison is an insidious foe that can render the strong weak, making it all the more important to protect yourself against it. You are now immune to all but the most powerful or magical poisons. It would take a specialized poison mixed with silver to bring you down, and even then the silver would kill you long before the poison ever did.

Behemoth [400]: Through either Hircine's blessing, or through alchemical means, you have had your bestial form improved. Easily standing two heads larger than before, your strength has seen a similar increase, capable of ripping an entire horse in half with relative ease. But strength by itself is useless, unless your body is durable enough to withstand such power. You are much more durable than before, and it wouldn't be unheard of for some weapons to simply shatter when impacting your tough hide.

Ghostly Pack [400]: No man is an island, and a lone wolf is a dead wolf. Sometimes personal power isn't enough, and where you are against forces that vastly outnumber you. Now though, you never have to fear being alone. With a haunting howl, you can summon up to ten spectral werebeasts to fight by your side. Though they may never be as strong as you are, nor have the versatility you might possess, you will find that quantity is a quality unto itself.

Packmaster [400]: All groups need a leader, someone to steer the group's course of action and ensure its prosperity. You would be the obvious choice for a leader, as not only are you great at managing a large group or even an entire guild all by yourself, you can instinctively tell who would be best for certain positions. Of course, you are also great at getting others to calm down and work together.

Resurrected [400]: It should be fairly obvious why, but lycanthropes are prized targets for necromantic reanimation. Their powerful forms and deadly natural weapons, on top of the benefits granted by undeath, makes for quite a deadly combo. And it would seem you are counted among their number, and still possess your free will. You can access your full strength without worry, feel no pain, and have unlimited stamina. In addition, you no longer have any real need to eat, drink, sleep, or even breathe.

Alpha [600]: Among all species, there are individuals who are simply *better*, the perfect physical example of what they should all aspire to be. For lycanthropes, you are this example, the peak of what they could achieve. This offers no actual benefit itself, but it instead boosts your lycanthropic abilities, as well as any perks you have purchased here, and are all half again as strong and potent as before.

Beast Lord [600]: In nature, there is something commonly referred to as the food chain, a hierarchy of all different forms of life. You stand at the very top of this chain, and other beasts understand that. In addition to being able to converse with animals in a limited sense, there are few animals who will disobey your orders. Even other werebeasts will instinctively know your superiority, and few would dare disobey.

Honor The Prey [600]: The Hunt is a sacred thing, as is the partaking in your prey's flesh, for you are both becoming a single entity for a time. Although, this is quite a bit more literal in your case. Everytime you eat something's fresh heart in your werebeast form, a piece of your prey will stay with you, in a very literal manner. You will gain a piece of their skills or attributes, and will find them added to your own. You won't be able to control what you get, but it will be a noticeable boost in your capabilities.

Unkillable [600]: There are rumors of entities that are unkillable, but you could actually pull it off. You have an incredible regeneration ability similar to that of a Troll, capable of healing most flesh wounds in seconds, while broken bones would take a few hours, depending on how bad the damage is. Unfortunately, you cannot regrow entire limbs, but in return you have become effectively immortal. You can live indefinitely, forever in your prime, until someone or something manages to kill you, which itself would be quite the feat.



Items:

All Origins receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Altar of Hircine [Free]: Within your Warehouse, there is now an Altar to Hircine, as a memento of your time here. This is purely cosmetic, but could be used as a pretty decent table.

Bestiary of Tamriel [50]: The wise hunter understands that the only thing worse than going into a hunt unarmed, is to hunt uninformed. This leather-bound journal is filled with notes on all manner of beasts and enemies you may find on Nirn, ranging from eating habits to local legends. Some of them do seem to be a bit embellished, though.

Campfire [50]: The perfect place to be, after a good day's hunt. This summonable campfire will always possess a comforting warmth that spreads throughout the whole body, and any food cooked here will always be delicious. If you've got some friends, maybe you can gather around it and sing a few songs.

Endless Quiver [50]: It is a sad thing when your quiver runs empty while your prey gets away. Yet, if you were to purchase this, that will no longer be a problem. By putting an arrowhead or bolt in a special pouch, this quiver will never run out of that kind of ammunition. You can change which arrows you are using simply by replacing the one in the pouch.

Luxurious Pelts [50]: No matter how civilized a people might become, there will always be a desire for the furs of animals. From foxes to bears to mammoths to even werebeasts, there are dozens of fine furs from all manner of creatures within your Warehouse. What you do with them is up to you, though it should be noted that they will replenish themselves after a week.

Shifting Enchantment [50]: Armor can be a bit of a hassle for an existence like yours. It's always useful to have an extra layer of protection, but it can often break or crush you if you shift while wearing them. This will no longer be a problem, as this enchantment allows your clothing and armor to alter its shape in order to always fit you, no matter what form you take.

Trophy Room [50]: Part of the fun about hunting is the tale of how you defeated your prey, and with this Warehouse attachment, you'll always have proof to back up your claims. This hall contains podiums which display your most dangerous, challenging, or interesting prey, along with a plaque detailing what they are, and how you slew them.

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

Ring of Bloodlust [100]: From a series of magical jewelry meant to improve the capabilities of a werebeast, this silver ring shifts to fit your fingers, no matter your form. While wearing it, you will find that all damage you deal while in your bestial form is doubled, allowing you to more easily bring down your prey.

Ring of Instinct [100]: From a series of magical jewelry meant to improve the capabilities of a werebeast, this silver ring inlaid with an amethyst will change to fit your fingers, no matter your form. While wearing it, you can slow down your perception of time dramatically while in your bestial form at will, such that a few seconds would feel like a minute.

Ring of the Hunt [100]: From a series of magical jewelry meant to improve the capabilities of a werebeast, this silver ring inlaid with a ruby will shift to fit your fingers, no matter your form. While wearing it, you will find yourself regenerating while in your bestial form, similar to that of a troll but without the weakness to fire. Additionally, your stamina will recover much faster than before.

Ring of the Moon [100]: From a series of magical jewelry meant to improve the capabilities of a werebeast, this silver ring inlaid with a gem of crystalized amber will change to fit your fingers, no matter your form. While wearing it, your roars will be much louder, and have a more profound effect on others. Additionally, you seem to be much more charismatic than before, able to talk clearly and eloquently even in your bestial form.

Stormfang [100]: A finely crafted greatsword, made in the style of the ancient Nords of Solstheim. It is a perfectly balanced blade, and is sharp enough to cut through steel with little effort, needing no maintenance to keep its edge. It also possesses a powerful shock enchantment, enough to fry almost anything with a single cut.

Draconic Armor [200]: If you can skin a bear and wear its fur like armor, why wouldn't you do the same to dragons? You are now in possession of a set of armor created from either the bones or the scales of a dragon. Dragonbone armor is second only to Daedric armor, while dragonscale armor is more protective than glass armor while being lighter.

Dragonbone Weapons [200]: Much like armor, it is far from unheard of to turn animal parts into weapons, so it only makes sense that you can create weapons from those great beasts. You are now the proud owner of five weapons created from the bones of dragons.

Frostwyrm [200]: A bow crafted from Stahlrim, this was the chosen weapon of a warrior from Thirsk on Solstheim. In addition to its ability to fly farther and straighter than most other bows, and its faster draw, it possesses a particularly powerful frost enchantment that can freeze a man solid with a single hit.

Cloak of the Bear [200]: A hooded cloak made from the hide of a slain werebear, its spirit has granted it its hunger for the hunt. While you wear it, not only are all of your senses heightened beyond what they normally are, but you will also find that the power behind your unarmed strikes are greater than before, enough for a normal man to punch someone with the strength of a true bear.

Paws of the Wolf-Runner [200]: A pair of boots made from the hide of a slain werewolf, they are as comfortable as they are useful. While wearing them, you will be much more agile than before, as well as finding your speed has been nearly doubled. With these on, you are sure to catch up to any prey you set your eyes upon.

Rueful Axe [200]: A silver axe with engravings of a wolf created by the Daedric Prince of Bargains, Clavicus Vile. A father learned of his daughter being afflicted with lycanthropy and begged the Prince for a cure. Clavicus gave him this axe. In addition to being especially dangerous to any werebeasts, it will also stunt the regeneration of anything it hits.

Armor of the Old Gods [400]: Ancient relics of the tribes of the Reach, enchanted stag leather that is more protective than one may think. To be granted them is an honor most high, since few reachmen have ever even seen them. Those who wear this set of armor will find themselves moving silently, the damage of their bows and blades increased, and an immunity to poison and disease.

Bow of the Stag Prince [400]: This glass bow was once used by a bosmer unmatched in the skill of archery, and his love of hunting has changed this weapon permanently. The more animals slain by this bow, the stronger it will become, with seemingly no known limit. With enough time and dead beasts, it could rival the gods themselves.

Hunter's Amulets [400]: Two amulets, granted to those worthy hunters who have managed to impress Hircine. The Hunter's Amulets of Speed will triple the speed and agility of its wearer, as well as greatly improving their acrobatic skills. The Hunter's Amulets of Strength will triple the wearer's strength and endurance, as well as improving all physical damage they deal.

Lunar Forge [400]: Though often overshadowed by the great Skyforge only a few miles away, the Lunar Forge is just as grand a forge, creating powerful weapons and armors. Anything crafted here will be of a higher quality than is natural, while the items and any enchantments you put on them will be thrice as effective under the cover of night.

Mead Hall [400]: One of the greatest meeting places for hunters and warriors of all walks of life are the mead halls of the northern province. Whether it be the upturned ship of Jorrvaskr or the finely crafted Thirsk, you are now the proud owner of your very own mead hall. In addition to containing an unlimited amount of foods and drinks, it is capable of comfortably housing two dozen. This is truly the perfect place to brag about your latest hunt, and partake in revelry with your friends.

Totems of Hircine [400]: A set of three bone carvings believed to have been crafted by prehistoric Nedes, these totems were blessed by the Prince of the Hunt long before men ever learned how to write. A quick prayer and offering at these totems will temporarily double the lycanthropic abilities of whoever made the offerings. Additionally, these will allow you to commune and perhaps even summon the great Lord of the Hunt himself!

Hunting Grounds [600]: In order to hunt, there must be creatures to hunt. Though this is not the actual Daedric Realm, this pocket realm connected to your Warehouse is absolutely teeming with all sorts of life, from fish and squirrels to bears and mammoths. Stretching over fifteen square miles, it's got quite the diverse range of biomes and natural resources, with not a hint of civilization in sight. This is truly a hunter's paradise.

Ring of Hircine [600]: A Daedric Artifact often gifted to favored Werebeasts, it takes the form of an engraved metallic ring showing the head of a wolf that changes sizes to always fit the wearer. While wearing it, not only will all of their lycanthropic abilities be half again more powerful, but it grants them complete control over their shifting. Turn into a full beast and back again in seconds, or even partially transform parts of your body such as your arms or ears. Should the wearer not be a werebeast, then the ring will instead grant them their own bestial transformation.

Savior's Hide [600]: By far his most famous Daedric Artifact, this cuirass is believed to be the very hide of Hircine himself. It has many benefits, such as reducing the effects of hostile magic by half, granting the wearer total immunity to all poisons, and grants them unlimited stamina. Additionally, should they be a werebeast themselves, the armor will meld with their bestial flesh when transformed, greatly improving their defences.

Spear of the Hunter [600]: The personal weapon of the Prince of the Hunt, this spear is only gifted to those he seems most worthy. It has a floral pattern adorned on its spear head, which has a crosspiece that curves downward on one end, and will paralyze and inflict a deadly poison on a target with but a scratch. Should they resist the spear's paralysis, then they will be heavily burdened, slowing them down greatly.



Companions:

Inner Circle [50/100/200]: It is always good to have others with you who understand your bestial nature, who you can be proud to hunt side by side with. With this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Packmates [300]: This gift should not be limited to just the few, but instead spread to all those who would embrace it. Since you do not wish to be limited to just eight companions, then take this option to import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Pack of Jumper [Free]: How many follow you from world to world, thankless and unappreciated? Should you feel so merciful, then you can import any number of your followers into this world, granting them a history and bestial form of their own.

Hunting Dog [Optionally Free]: What better companion on those long hunts than man's best friend? A fully trained hunting dog of any breed you want, even a wolf, this loyal hound will always stick by your side, and could even bring down a bear by their lonesome. Of course, if you don't want a normal dog or wolf, then you may instead have one of the bonewolves, a type of undead hound.

Dark Knight [50]: From the shadows, this Imperial emerges to right any wrongs that have occurred. Being a werebat that has a strong control over himself, he is a master of stealth and uses his bestial form’s improved senses to hunt down criminals in order to deliver them vengeance.

Nordic Huntress [50]: A Nordic huntress bound to an order of warriors, she revels in her lycanthropy, of the hunt. She is one of the best archers around, able to fire an arrow through an elk's eye from hundreds of yards away. Proud and honorable, she also has quite the nasty streak if crossed.

Red Hood [50]: When one thinks of a huntress, they wouldn't think of this small waif of a Breton. A bubbly and excitable girl, her enthusiasm for weaponry is only matched by her earnest desire to help people, no matter who they are. Wielding a large ebony scythe with incredible, she utilizes a unique speed spell to great effect, capable of defeating dozens of enemies in a few seconds.

White Stag [50]: A stag with a pelt as white as snow, you'd be mistaken to think that this was some standard beast. As swift as the wind and especially hardy, its antlers are as hard as ebony, and can very easily impale a man. This beast is under your control, and can even be used as a trusted mount.

Frost King [100]: A frost giant who lived in northern Solstheim, Karstaag is a powerful mage. He was a very successful king who ruled over a tribe of rieklings, and was capable of being a serious threat to the Nerevarine. When in battle, he is covered in a powerful frost cloak, and swings around a mace larger than some men.

Monkey Prince [100]: An arrogant Bosmer prince who has mastered a unique martial art, he beseeched Hircine to grant him great power, becoming the very first Weremonkey. His unarmed combat style mixed with his newfound wild strength has turned him from a strong warrior to a dangerous threat. Still, there's nothing he loves more than a good fight, so hopefully you won't disappoint him.

Glenmoril Wyrd [200]: A coven of witches that revere nature and the natural world, preferring to live out in the wilds. Though they don’t allow males to join, they have decided to follow you into future worlds. I’m certain you can find a use for dozens of mages who have a gift for transforming into creatures such as wolves.

Red Eagle [200]: The First Briarheart and greatest King of the Reach, Faolan is an incredibly powerful warrior that was able to unite all the tribes of the Reach and drove back the armies of Cyrodiil in the First Era. He once routed an entire army alone, armed with only his Shehai and the benefits of his state as a Briarheart.



Scenario:

Bloodmoon Tournament

Towards the end of your time here, the howls of beasts are heard from your dreams, visions of a great huntsman leading you to a hidden grove. Should you accept the invitation, you will arrive to find yourself with seven other people, all clearly werebeasts to your senses. Then, the moons turn red above you, as a large man exits the treeline. No, not man. God. The Prince of the Hunt, Hircine, has called you all here, the pinnacles of each strain of lycanthropy, for one single purpose. A glorious hunt, of eight hunters hunting each other. The eight of you will be tasked with killing the others, with no outside assistance. The last one standing will be named Hircine's true Champion, and granted a boon. Let the hunt begin.

Rewards:

You have stalked, hunted, and fought your way to the top, proving yourself as the **Ultimate Werebeast**. The God of the Hunt is most pleased, and feeds you a single drop of his blood. The ichor now within you grants you great power, allowing you to take on the forms of the other seven strains of lycanthropy. But that is not all, as all werebeast abilities, both natural and bought here, will be five times more powerful. Now go forth, Child of Hircine, show future worlds the true power of beasts.



Drawbacks:

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

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

Animalistic Urges [+100]: Your soul has been combined with that of a beast, or maybe your inner beast has finally been given a voice? Regardless, this bestial side of your soul is not eager to be locked away again, influencing your everyday life. You now have animalistic mannerisms related to your beast form, and it would take a strong will to hold these urges in check for a time. But eventually, you will act on them.

Extended Stay [+100]: There is not enough time to hunt down all of the fantastic prey found here, only ten years. But perhaps you can change that? Your time here will be extended by ten years each time you take this option, though you will only benefit from it five times.

Shifting Skin [+100]: The transformation into a werebeast is generally a quick and painless process, only taking a handful of seconds. For you, though, it is an agonizing process, the feel of your bones changing and skin stretching over the course of a minute. When you desire to change your shape, I hope you're sure about it.

Flesh Wound [+200]: Do not be fooled, even for beasts like yourself, the hunt is a dangerous game, as you can surely attest. You have suffered a severe wound, the complete loss of one of your limbs. A three legged wolf is not as feared as a healthy one. You may take this four times, one for each limb. But why would you do that to yourself?

Taste of Flesh [+200]: It's always on the tip of your tongue, that sweet taste of flesh. Even in a more humanoid form, your desire for the flesh of other sentient beings is overpowering, such that you can't go a day without the taste of it. Hopefully you are capable of containing your urges, but it will be hard to do so.

Uncontrollable Shifting [+200]: Lycanthropy is often seen as a curse, instead of the blessing its creator intended it to be. To change your shape, to take on the visage of a monster, often without their own control. You are one of these cursed souls, unable to control your shifts, changing between your forms randomly.

Fair Sport [+300]: The Prince of the Hunt is a big believer in having a fair fight, of an equal playing field where any hunt could be turned inside out. Seeing as you are possibly in possession of fantastical powers, the Prince has decided to level the playing field. You have been stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Mindless Beast [+300]: You've suffered a terrible fate, to have been reduced to this. A creature more akin to a beast than the person you were before. Loss of all higher thinking, acting as any other animal out in the wild would.

Silver Dawn [+300]: There have been many bands of monster hunters over the eras, though the ones we are focusing on are the werewolf hunters, though that would be misleading. No matter what kind of lycanthrope you are, you are the primary enemy to a guild of these hunters, with knowledge of all of your capabilities. Will you be content to be the prey, or can you turn the hunt inside out?



Ending:

Stay: You have made these lands your hunting grounds, and don't desire to leave.

Go Home: The gifts you've gained here are quite useful, and you desire to spread them to your original home.

Continue: The hunt was enjoyable, but there comes a time when all hunters leave their hunting grounds for greater prey.

Notes:

-Yes, I know that lycanthropy should refer to only Werewolves, but it's treated as the blanket term for Werebeasts in the Elder Scrolls universe.

-The weakness to silver will be removed at the end of the Jump.

-Werebeast form can be any natural coloration of the associated animal. No neon-green werewolves here

-**[Alpha]** will boost all lycanthropic abilities by x1.5. Even the abilities of Werebeasts in different Jumps.

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

-About **[Magical Enchantment]**:

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

-The **[Hunting Grounds]** is, by default, the Skyrim game map but without any cities or structures and absolutely teeming with wildlife, which will respawn after a day. There aren't even any roads, just well worn trails.

-Custom Companions here are based on Batman, Aela the Huntress, Ruby Rose, Vegeta

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

-When in doubt, fanwank. It just works.

-Have the day that you deserve~