The Elder Scrolls III: Morrowind Jumpchain

Welcome traveller to quite the unique land, Morrowind. Long ago, three living gods arose to guide their people, the Dunmer, away from the Deadra of old, and to worshipping themselves, as the Tribunal. They have led this society in a reign lasting thousands of years. But in this waning end of the 3rd age, change is coming, and it starts with the beat of a heart…

This is not your typical lighthearted fantasy adventure, political maneuvering and corruption are at all levels of Morrowind's society. And a much deeper level of spiritual corruption is too taking hold, just under the surface.

Here take 1000 CHIM Points, trust me, you'll need them.

Age and Gender – Free choice within normal limits.

Race:

Altmer: *The High Elves 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."*

Argonians: *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. Like the Khajiit, Argonians are limited to some headgear and no footwear.*

Bosmer: *The Wood Elves 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 Wood Elves are known for their skills with bows; there are no finer archers in all of Tamriel.*

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.*

Dunmer: *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.

Imperial: *The well–educated and well–spoken native 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 Glorious 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 Morrowind, the suthay–raht, 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. Like the Argonians, Khajiit are limited to some headgear and no footwear.*

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 beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orc 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 makes 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.*

Birthsigns – It appears you were born under a certain sign, choose one.

The Warrior

Have a slightly higher chance to hit.

The Mage

Gain a slight increase to magika pool.

The Thief

Have a slightly higher chance of dodging attacks.

The Serpent

Gain a starting poison spell

The Lady

Gain better natural starting personality and endurance

The Steed

Gain better natural starting speed.

The Lord

Gain a regen health spell for 60 second duration, twice as weak to fire.

The Apprentice

Your magicka reserves gain a large increase, but you are much weaker against hostile spells.

The Atronach

Regenerate no magicka naturally, but gain the ability to absorb an entire hostile spell cast against you, 50% of the time and hold a huge reserve of magicka.

The Ritual

You know spells to turn away the undead, gain a strong healing power that can be used once a day.

The Lover

You have better natural agility, and can drain/paralyze someone once a day.

The Shadow

Daily power of invisibility for 60 seconds

The Tower

Gain a spell to sense keys/animals/enchantments within 200ft for 60 seconds, and a daily power to open an advanced lock.

Location – All factions unless otherwise mentioned start in Seyda Neen.

Factions – Choose a single Major and Minor Faction for free. You can purchase additional minor factions for 100 cp. You can start with memories or as a Drop – In by choice, but if you do choose Drop–In you are considered an outlander.

Major Factions:

Great House Hlaalu:

> The most Empire–friendly of the Great Houses in Morrowind, and the most focused on commerce and politics, House Hlaalu is also the easiest Great House on Vvardenfell to join and advance within for a non–dunmer outlander (one of the top Hlaalu people in Morrowind is of Imperial stock). Everything is *business* to the Hlaalu, and the house is ultimately controlled by the Dunmer Hlaalu family, some of whom possess titles of Imperial nobility.

Great House Redoran

> A Great House primarily of warriors, though with business interests that clash with those of House Hlaalu, the Redoran have an eye to reestablishing Morrowind's former, pre – Imperial glory, though they stop short of open revolt against the Empire. House Redoran has deep ties to the native culture, despite their civilized veneer. The Redoran, politics aside, have mutual respect for and from other warrior – caste groups, such as the Fighters Guild and the Imperial Legion.

Great House Telvanni

> An isolationist Great House led by a council of mages (not all of whom are exactly friendly to one another), the Telvanni are the Great House that is least accepting to outlanders of any kind. House Telvanni has come into conflict with the Mages Guild, for control of magic related services and resources. Advancement to the higher ranks of the Telvanni requires impressive magic skills and intelligence.

The Sixth House – 200

> Disgraced and forgotten, and long thought to have been utterly destroyed, this ancient House is rebuilding itself and is led directly by Dagoth Ur. They are well hidden in caves and other abandoned sites. To be part of this house is to be infected with Corprus, the divine disease, a plague which affects mind, body, and soul.The Sixth House has mutual antipathy with most other factions in the game, and no allied factions. Start at Red Mountain.

Minor Factions:

Mages Guild

This guild provides training and services in the magical arts, including enchanting and spellmaking, and desires to exclude House Telvanni from this business.

Thieves Guild

Specialists in the procurement of desirable things without direct confrontation, be it outright larceny or recovery of previously stolen goods. Tolerated by Imperial forces to a degree, and locked in a turf war with the Camonna Tong.

Fighter's Guild

This guild is a mercenary organization engaged in bounty hunting, protected delivery of trade goods, debt collection, pest–creature control, and bodyguard work.

Tribunal Temple

The newest of the Dunmer religions, it is tolerant of and has assimilated the original ancestor worship and "Good Daedra" cults to the extent it can, while focused on servitude to a trio of living gods, the Almsivi Tribunal. It is markedly hostile toward the Nerevarine Cult (whom the Temple ruthlessly suppress) and toward the Sixth House. While the Temple is vying for converts with the Imperial Cult, the two religions largely just maintain non–interference with each other. Some people are in the congregations of both faiths, and various locations have both a Tribunal Temple shrine and an Imperial Cult altar in fairly close proximity. As a player character, you can join both factions with little direct conflict of interest.

Ashlander Tribe

The Ashlanders are traditionalist, rural, nominally migratory native tribes of the Dunmer of Vvardenfell, who are opposed to outlanders' influence, and to that of the comparatively recent and Morrowind–wide Tribunal Temple. In the Ashlander view, even the "settled Dunmer" of the Great Houses are outlanders and are usurpers of native land and resources, as well as worshippers of false gods, the Almsivi Tribunal.

Imperial Cult

The Imperial Cult is the chief religion of the Empire, worshipping the Nine Divines. Despite being in competition with them for worshippers, the Imperial Cult mostly takes a "let sleeping dogs lie" approach toward other religious groups, aside from the Sixth House.

Imperial Legion

The Legion is the army of the Empire, and (in settlements with a strong Imperial presence) its principal police force.

Twin Lamps

> An anti–slavery movement, it is Argonian–led, with support from Khajiit, some humans, and (importantly) a handful of progressive Dunmer aristocrats. Its opposition to the traditional reliance on slave labor in Morrowind (the last province of the Empire to still permit the practice) puts Twin Lamps in conflict with some Great House interests, especially those of the Telvanni.

Morang Tong

> An ancient guild of assassins, with a strict code of ethics, the Morag Tong has a long history intertwined with that of the Great Houses, who regularly employ the organization in the House Wars. The Morag Tong is as native to Morrowind as to other provinces, and is not a recent colonial import. Its only real enemy is the Dark Brotherhood, a far less scrupulous set of killers for hire.

Camonna Tong (Dunmer only)

> Vvardenfell's organized crime syndicate, pre–dating the Imperial occupation, the Camonna Tong is in direct competition and conflict with the outlanders' Thieves Guild. Lately, it has been looking to make allies within the Fighters Guild.

Vampire – 100 (200 total if additional faction)

> Long hidden and reviled, vampires are the cursed people who fell to the disease Porphyric Hemophilia and have an unending thirst for blood, and burn in sunlight. This option also lets you choose a clan to belong to, with the benefits and drawbacks that it provides. Start at clan base.

Perks:

> 100 point perks are free for a given faction. Other faction perks are discounted.

<u>Undiscounted</u>

> Die Fetcher! – Free
>
> > You know just how to get under one's skin, with a little effort (and several insults) you can get people to violently attack you.
>
> Equipment Management – Free in jump, 100 to keep.
>
> > Drink potions and manage inventory/equipment instantly, great for switching outfits.
>
> Talking is free outlander – Free in jump, 200 to keep.

It seems like when chatting to someone time seems to freeze, spell effects don't run out and potions stay effective. Good chance to consider one's options. Can't be abused for combat.

House Hlaalu

House Socializing – 100

You know how to make a good first impression. People will be more welcoming to you both initially and over time.

Outlander Attraction – 300

Gain great knowledge of running businesses and haggling.Seems simple but don't underestimate the value of coin outlander, you could turn some backwater town to a fleshed out metropolis with some time and investment..

Bribery – 600

Some call it a gift, others a way of life. You seem able to bribe out of nearly anything, crimes, battles, maybe even fate. With enough gold you always seem to get away scott free from your actions, some may even like you better because of it.

House Redoran

House Upbringing – 100

Some houses deal with money or magic, but Redoran is a house of combat and honor. I don't know about the second one, but few can argue the first when it comes to you. You have a wide range of skills with bows and melee weapons

Honor Bound – 300

Honor means more than just one's words outlander. It's a thing of trust, of action. You seem to attract this behavior, betrayal comes rarely from those under you, even the politics of your enemies seem more honorable, in honest debate or battle than hidden blade or poison.

Arena Combatant – 600

Sometimes things can't end peacefully, that doesn't mean they can't end quickly though. Instead of outdrawn wars or battles, you can ask for a fight to the death against your opponent directly. Even if they are cripplingly outmatched they very well may consider it. This also can be trial by combat for any wrongdoings on your end.

House Telvanni

Magic Talent – 100

You know the ins and outs of basic magic, generally improved spell efficiency and cast chance. You start with Mark/Recall, and Levitation.

Raise Mushroom Towers – 300

Quite the odd bit of farming, you can grow giant mushroom towers, which not only provide a place to live in the hellscape of the ashlands, but are known to promote magicka regen and rumored extended life.

Archmagister – 600

Such magical talent like yours is rare outlander, but also isolating. You seem to represent both of these facts perfectly, your skill to learn new and advanced magics has tripled, taking days or hours what may take weeks for a lesser mage, you also find that you are considered isolating, receiving less pressure from outside political factions for any group that you lead.

Sixth House

Corprus – Free (Sixth House Only)

As a member of the Sixth House you are infected with the divine disease, normally this would lead to a complete mental and physical/mutilation. For your protection while you are here, you will keep your wits about you during your time here, although you may change physically you won't find any degradation of your abilities or body.

Dreams – 100

Can send messages and communicate in people's dreams.

Corruption (Mental/Physical) – 300

When near people, you can change them, driving them mentally to follow your direction.

Ash Vampire – 600

Your physical, magical, and mental abilities have been raised. You have found that people's physical bodies have also started to change under your influence.

Mages Guild

Researcher – 100

Skill researching, better focus and a knack for translating texts.

Spell Making – 300

It's one thing to know a spell, another to create one. You can do the latter, creating spells often more efficient or powerful than those found with current teachers. This action does require both investment in time and money.

Dual Leadership – 600

Sometimes it's hard to be bothered to take action for leadership, other times its just annoying to do the paperwork. Thankfully you seemed to have found out a solution to this problem. You can share the leadership of an organization with another, giving you the benefits of being the leader without the responsibility, although also often without the respect.

Thieves Guild

Field Contacts – 100

It's about who you know not what you know, am I right? That seems true enough for you outlander, you will find here and in future worlds, people that can clear crimes and provide thieving tools and training.

Planar Sneaking – 300

People don’t look up, it's true, and your actions are living proof. When sneaking around or trying to stay hidden, people don’t notice actions above or outside their field of vision. Whether it's just distraction, or a removal of that hidden sense, you seem to just move around freely.

Bal Molagmer – 600

Maybe it's rumors, or possibly destiny, but you seem to be drawn to quests for innocents in need of thieving talents. Whether it's corruption, or returning a lost possession, your skills will find themselves in need. You will find that legends grow about you and your heroic thieving in future worlds also..

Fighter’s Guild

Armorer – 100

An equipped fighter is a surviving fighter, you know how to repair armor and weapons and keep them in prime shape for combat.

Training – 300

Are you a student or a mentor? Both? It seems that you can both receive and grant training for money. Being drawn to mentors or students for any given skill you want to train or teach.

Defense Sight – 600

They say a battle is always one of endurance, but that's not true, it's also one of knowledge and foresight. Although you can't see the future, during battle you seem to be able to sense weaknesses against opponents during combat, whether it's physical or magical in nature.

Tribunal Temple

Healing Services – 100

Other than just blight, many diseases plague Morrowind and its people. Thankfully you have skill with Restoration magics and knowledge of many alchemy treatments for diseases.

Information Suppression – 300

Know how to suppress something from public knowledge, with enough time and effort, you can remove specific documents and media from public access.

Buoyant Armiger – 600

Warrior and poet, you have an extremely advanced level of both martial prowess and philosophy.

Ashlander Tribe

Religious rights – 100

Are you sure you're an outlander? You now have extensive knowledge of Ashlander religious traditions and customs, currently and in the future finding yourself more easily accepted by new groups and societies.

Alchemy – 300

Knowledge of potions and poisons for a wide variety of effects, comes with Journeyman Level alchemy equipment and restocking ingredients.

Survivor – 600

The ashlander tribes are made of resilience, against the false Tribunal, against the devil Dagoth Ur. This resistance has been passed on to you, if necessary you can resist governments and cultures from changing your ways, and you have become immune to mental influences and corruption.

Imperial Cult

Donation Drive – 100

Sometimes it's a call to action, other times it's just guilt, either way you know how to always convince people to donate time, money, or power to your cause, whether its a political cause or personal project, your supporters will always want to give more than just lip service.

Medical Training – 300

Are you sure you weren't a trained doctor before this? You now have greatly improved effectiveness with creating healing medicine and working with Restoration magic.

Oracle – 600

Some gifts are physical, such as divine artifacts, miracles, and great events or divine actions, others gifts are more individual, someone born with power or opportunity. You are both, for you are now a divine oracle, being able to occasionally see the location of divine artifacts and can at times see visions of the future during great change or danger..

Imperial Legion

Sleuth – 100

Although they may be one of the biggest forces in Tamriel this doesn't mean they are the most ethical. You will find that you have great detective skills, being able to find corruption in organizations you are leading or a part of on a level that seems unnatural.

Raise the ranks – 300

Some people are stuck in their position, and others just seem destined to rise above. You are the latter category, seemingly able to quickly rise in any organization you join with not near the resentment usually expected from such an action..

Head of Military – 600

Masterful army leadership skill and gain the instant position in military leadership to any future organization you join.

Twin Lamps

Light the Way – 100

You have skills in sneaking and lock picking, perfect for removing slave bracers. Often you'll find yourself drawn to people who have been captured or need help.

Résistance – 300

When fighting a government or organization greater than your own, all actions you take against them seem to be more effective, luckier even. For you personally this often means you can hide in plain sight when promoting such action..

Abolitionist – 600

Know how to promote political change, with enough time you could completely overhaul societies, promote and force civil change that has been in place for centuries.

Morang Tong

Assassin – 100

Quite the skills outlander, have you taken to this work before? You now have experience in sneaking, poisons, and short blade combat, all perfect talents needed for your trade.

Treasure Hunt – 300

Gain a nose for convoluted artifact locations, tell if someone is hiding something unique or part of a limited set.

Writs – 600

Can gain or create writs for legal (if not always ethical) assasination, victims also have full right to defend themselves.

Camonna Tong (Dunmer only)

Smuggler – 100

Whether it's illegal drugs, dangerous materials and weapons, or even flesh. You know where to get such items, and how to travel with them without being caught.

The Implication – 300

So you want to be a native? Get away from imperial influence? You seem talented in removing outside cultural influence, whether it's social change and dialogue, or blackmail and violence, you are skilled keeping outsiders out of either a political or cultural medium.

Hidden Contacts – 600

Some materials are more dangerous than others, so true with some clients. This doesn't mean that such clients don't have something of value though, or even ideas that they want to share. You can now communicate with Eldritch beings and deal with corruptive materials and influences without infection or worry.

<u>Vampire</u>

Clan Traits (Vampire only) – Free

Every vampire belongs to a certain clan, a family if you will, and this is true for you. Choose one group of stats, Strength, Stealth, or Magic, you are now greatly boosted in that area. Such power comes at a cost though, your vampirism has a weakness to sunlight and fire.

Hidden Tasks – 300

Vampirism seems to have an...effect on people, if not fear or aggressive hatred, you'll find that some are more open minded. People will be willing to offer more unusual requests than they usually would. Whether it's thieving, political assassination, or being beat up by a teenager, you'll be given new opportunities and be paid in powerful rewards.

Clan Boss – 600

Being a vampire can be a lonely life, being cast out and isolated can drive one mad. So why not create your own family? You now can create and manage a vampire clan, if you want, they can be followers, and in future worlds you will find more willing members if you're willing to look.

Items

100 point items are free for a given faction. Other faction items are discounted.

<u>Undiscounted:</u>

Basic Set – Free

A full set of either chitin or bone armor.

36 Lessons of Vivec – Free

A mix of poetry and history, this collection is considered quite valuable.

Limeware Platter – Free

Everyone steals it anyways.

1000 Gold – 50

Should last quite a while for daily expenses.

3 Scrolls of Icarian Flight – 100

Each one of these scrolls could let someone physically jump all the way to Red Mountain if they wanted, mind the landing though. Restocks once a month.

Unique Enchanted Item – 150

Missing something? Boots of Blinding Speed, Amulet of Shadows, Darksun Shield, some other powerful item not listed? Buy it here so you won't need to dig for it.

Daedric Weapon – 200

Pick a type of weapon, whether sword or spear, this item is a daedric weapon, one of the most dangerous you'll find here.

Forgotten Legend – 300

Daedric Crescent, Queen of Bats, Dragonbone Cuirass or some other artifact of power.

Daedric Lord Armor – 300

A full set of the armor from the cruel and wicked daedra, this armor is finer quality than anything you'll likely find outside of legendary items or artifacts. Includes a daedric tower shield.

Daedric Artifact – 400

Whether Goldbrand, Spear of Bitter Mercy, Mace of Molag Bal or some other wicked artifact, you own a legendary item of power belonging to one of the cruel and manipulative Daedric Lords.

<u>House Redoran</u>

Redoran Banner Shield – 100

Although nothing too special in protection, wielding this shield promotes bravery in companions.

Dunmer Stronghold and Propylon Index – 200

A stronghold, works incredibly effective against segies, and has a hidden portal network, which will appear in other settings.

Emperor Crab Home – 400

A center of commerce and political work, this building is an impressive statement of Dunmer survival and adaptation. Can be resurrected to fight enemies once per jump.

House Hlaalu

Signed Collection of Crassius Curio – 100

Occasionally will add new sonnets and plays, straight from the author himself.

Egg Mine – 200

Makes Katawa Eggs and generates money.

Arena – 400

A facility used for betting and ‘working through' disagreements. Will generate money over time.

House Telvanni

Mushroom Saplings – 100

A replenishing supply of Mushroom saplings which can be used to grow the Telvanni towers, with the correct knowhow.

Drake’s Pride – 200

A robe which provides a boost to intelligence, along with resistance to fire and a significant reflect magicka effect.

Mushroom Telvanni Outpost – 400

A fully grown mushroom tower, already furnished for all your wizardly needs. It also boosts a slight improvement to magicka regen and summoning ability, no stairs.

Sixth House

Ash Statues – 100

Can hear through these statues, learn to make more.

Sixth House Bell Hammer and Bells – 200

Can pull strength from people that hear the bells when striking. Also the hammer is a decent physical weapon.

Forgotten Library – 400

An ancient and extensive library on the designs and technology of the disappeared dwemer.

Mages Guild

Soul Gems and Fake Soul Gems – 100

A replenishing supply of soul gems will appear in this pouch, careful though occasionally a fake may appear.

Teleportation Network – 200

A group of mages will teleport you to major cities in the future.

Necromancer's Amulet – 400

Quite the piece of jewelry you have there, this amulet provides a significant constant healing effect along with a strong intelligence boost and absorb magicka effect.

Thieves Guild

Bal Molagmer Gloves – 100

Hide’s identity from evildoers when committing heroic (thieving) actions.

Skeleton Key – 200

Unlocks any lock, doesn’t stop magical traps.

Bitter Cup – 400

Improves your highest attribute, and lowers your lowest, refreshes every 10 years.

Fighter’s Guild

Golden Katawa Eggs – 100

These seven golden eggs are extremely valuable.

Codebook – 200

Evidence of local political corruption if brought in to superiors or can lead to treasure if translated.

Imperial Castle – 400

A castle large enough to outfit a garrison of soldiers, may or may not have secret passages/rooms for storing valuables.

Tribunal Temple

Suppressed Library – 100

This library contains blasphoms and dangerous texts. Whether the information is political, magical, or historical in nature, it's certainly valuable.

Ebony Mail – 200

A legendary artifact which provides constant fire and magical resistance, also has an overall shielding effect

Ministry of Truth – 400

A floating prison for criminals/political opponents, could be used as a weapon if launched to the ground underneath.

Ashlander Tribe

Ashland Camping Tent – 100

Perfect for survival in the harsh ashlands, won't become damaged or let in ash from normal use.

Ancestral Tomb – 200

Used as a resting place for your ancestors, can be used to store artifacts and communicate with the (willing) deceased.

Ashland Tribe – 400

This group of Dunmer have survived in the harsh ashlands for centuries, and now they will follow you. Has spell making and alchemy services when needed.

Imperial Cult

Scrolls of Divine Intervention – 100

Replenishing scrolls of Divine Intervention, gain 2 every 3 days, will work for future sacred/holy ground.

Blessed Clothing – 200

Mara's clothes or Zanethars Gloves, this blessed set of clothing either has a small constant resist magic/health boost enchantment. Or a powerful temporary charm/demoralize effect.

Holy Artifact – 400

Whether the Ice Blade of the Monarch, the Skull Crusher, Ring of the Wind, or Boots of the Apostle, you own a major holy item belonging to the nine divines.

Imperial Legion

Legion Equipment – 100

Never be without your uniform, repairs itself daily.

East Empire Trade Contract – 200

Get illegal and restricted goods, legally, well mostly.

Chrysamere or Lord's Mail – 400

Legendary blade and armor, both known to be wielded by the leader of the Imperial Legion, be careful he may want them back.

Twin Lamps

Neverending Lanterns – 100

Twin lanterns that will not go out, can be used under water.

Gondola/Silt Strider Network – 200

A travel network of giant bugs over land or boats for water, this network can bring you to major/minor settlements in future worlds. Comes with a set of Gondolier clothing.

Protection Network – 400

Have a network of people that will constantly go to fight slavery and racism, including those in aristocracy and other levels of society.

Morang Tong

Sanguine item – 100

One of the 26 legendary items, grants a small boost in a specific skill.

Ring of Khajiit – 200

A legendary artifact known to thieves and sleuths everywhere, it provides a significant speed boost and period of invisibility.

Black Hands Dagger – 400

Do you have ties to the dark brotherhood outlander? This wicked dagger has an extremely strong absorb health and blind enchantment.

Commana Tong (Dunmer only)

Drugs – 100

Moon Sugar, Skooma, even Hak–lo leaf are available both for recreational use and for dealing in future worlds.

Hideout – 200

A place to smuggle and deal in illicit dealings, won't be known to law enforcement if you keep a low profile.

Slaves – 400

This will provide a batch of prepared slaves which you can use as you please, mind you this does not mean that owning these slaves are actually legal in future worlds nor that they won't escape given the chance, so you'll want to be careful if you want to keep your product.

Vampire

Marara's Ring – 100

Immune to normal (non – enchanted, steel or lower quality) weapons, improvement to acrobatics.

Spell Breaker – 200

The legendary dwemer shield. It has a chance to reflect spells and can stop spellcasters from casting magic.

Coven Hideout – 400

A hidden hideout, whether an abandoned tomb, or a dwemer ruin, this location will provide protection from sunlight and ample space for new members. Comes with several willing members, and teleportation amulets.

Companions

Import – 50 Each or 300 for 8, each get 600 and 1 major **or** minor faction, (costs still apply to Sixth House/Vampire)

Very Special Friend – 100, create or recruit a person from this world, cannot take someone with a type of divinity.

Drawbacks:

No Fun +0

For all the depth within the Elder Scrolls universe, it can be a bit strange. Locations named like pokémon, talking mudcrabs, shopkeeper creepers. If you wish it as such, you can remove such references and oddities. Let the world be a bit more serious, if also more boring.

Outlander +100 (Required with Drop In and Neveraine)

The Dunmer people are a suspicious people, with a complex culture going back millennia. And it's clear to the people here that you do not belong, you are declared an outsider, and will have a long road ahead of you gaining their respect and trust.

SKREEEEEEE +100

Cliff Racers, vile flying beasts will constantly attack you when traveling.

Dreamer +100

Insomnia and restlessness plague your time here.

Why walk? When you can walk? +200

You are denied any traveling or teleportation services while here, including Divine Intervention and Almsivi Scrolls. Hope you're ready to train your athletics.

Bribery +200

You need to talk to someone, bribes. Get information, bribes. Use basic services not related to your faction? Yup more money, people will require more money to allow for normal interaction.

Faction Warfare +300

Major and Minor factions alike have their alliances and their enemies, and during your time here, they will be at war. Be careful of your enemies, but pay even closer attention to your friends dear traveler.

Ornery Ordinators +300

Did you happen to wear some Ordinator armor and were seen? Why are all the other guards angry too though? During your stay here, all the guards will come after you, and be worried they're leveled. Criminal Scum.

Scenarios:

<u>Nerevarine</u>

When you start this jump, you have quite the interesting dream on the way to Seyda Neen.

"They have taken you from the Imperial City's prison, first by carriage and now by boat, to the east to Morrowind. Fear not, for I am watchful. You have been chosen."

And you have Jumper, for you are the Neverarine. The reincarnation of the Chimeri (ancient Dunmer) hero. You will be brought along on a dangerous journey throughout Vvardenfell. Both fighting the spiritual and physical corruption of the Blight, and proving yourself across the Great Houses and factions as the honored Hortator and representative of the Dunmer people. Good luck.

<u>Rewards</u>:

Corprus

Corprus has halted your ageing and given you immunity to common disease.

Moon and Star Ring

A sign of your nature as Nerevarine, this ring can always be used as proof of your identity.

Wraithguard/Sunder/Keening

The divine tools, Sunder, Keening, along with the glove Wraithguard. All needed to affect the Heart of Lorkhan, and powerful tools in their own right.

Ring of Azura

Given to you by Azura herself, this ring constantly replenishes your stamina and gives you a night eye effect.

Tribunal (Requires Nerevarine)

Ah, so you were attacked by the Dark Brotherhood? Well then, you better head to Mornhold to investigate. In this city you will find yourself between the political struggle of the Goddess Almalexia and King Helseth, with few friends to be seen, and a city falling apart underneath you.

If you choose, you can go through the events of the Tribunal DLC, but be warned, even the most basic of enemies within Tribunal can wipe the floor with almost anything found on Vvardenfell proper.

Story Choices:

Side with Almalexia

You wish to serve in honor, dear outlander? Helping with Almalexia's bidding is too well supplied.

Reward:

Almalexia's Light

Allows a restoration of all your attributes once a day.

Her Hand Armor

Heavily enchanted armor which boosts several physical attributes and provides several minor status resistances.

Betray Almalexia

Putting down the mad god? Maybe it was destiny, or Azura's bidding. Either way this action does have its rewards.

Reward:

Hopesfire

Wielded by Almalexia, this is the companion blade to Trueflame, and provides an even more powerful blade and shock damage than its partner.

Side with King Helseth

You still want to work with him? How kind, or foolish depending on your perspective. But you can't deny he rewards his subjects.

Reward:

Royal Guard Armor:

This stylish armor is both extremely durable and has the added bonus of fitting in with future royalty and nobility when worn.

Kings Oath:

A powerful daedric blade with a powerful fire and damage health enchantments along with a paralyze effect.

Betray King Helseth

There we go, got to fight fire with fire am I right? Meet his betrayal with your own. Such regicide comes with rewards.

Reward:

Gravedigger:

Quite possibly one of the strongest two handed swords ever made, Gravedigger has an incredibly powerful damage health effect along with paralyzation.

Betray them both: (Negates the above rewards)

Ah here's a surprise, pay back for both their betrayals, to do this you will have to fight easily the most difficult enemies around.

Almalexia will either be surrounded by Her Hands, the elite religious guard with powerful enchanted armor, or later a virtual army of fabricants depending.

King Helseth will be surrounded by his own Royal Guard which are some of the best equipped and trained soldiers on the continent, second only to possibly the Emperor himself.

Rewards:

Royal Signet Ring:

Now this is truly something unique, found on the hand of King Helseth, this ring can reflect and resist all magic brought against its user, along with resisting all paralyzation effects, and has an incredible constant

restore health and fatigue effect. Someone wielding this ring can fight some of the mightest people in tamriel alone.

Clockwork City Plans:

Deep in a workshop almost forgotten, you've come across the original designs from Sotha Sil's Clockwork city. With enough of your own study you too may be able to create such a realm.

Main Reward:

No matter the specifics, having beaten this event and saving Mornhold, you have been rewarded.

Trueflame

A flaming sword of Dwemer make, a gift from the Dwemer people to the original Lord Indoril Nerevar, and is one of the strongest blades you'll find in this land.

Barilzar's Mazed Band

A ring to summon clockwork Fabricants, can teleport you to your warehouse or property if needed.

Museum

The Museum patron will buy any legendary artifacts you find and protect them for your viewing pleasure, mind you, please ask first before taking them back. If you wish this can be either directly attached to your warehouse or placed where you want in future worlds for private/public showing.

Sixth House Ending (Cannot chose Tribunal or other Nerevarine rewards)

So truly you want to know what it's like to be a god?

What a grand and intoxicating innocence.

But fine.

Kill or infect everyone in Vvardenfell, in Morrowind. Help me take over Tamriel and let me be the center of Mundas. Then I shall show you the truth dear Nerevarine.

Rewards:

Corprus

You will now have your own strain of Corprus, from which you can change your followers much like I have.

Numidium Designs

This titan once finished can bring societies to their knees, if only you had a way to power it.

Broken Apotheoses

Feed into the heart like I do, become the false dreamer and be worshipped for power like I am.

Altar

Gain your own Daedric styled shrine and Ash statues which can spread your influence. Your followers can spread your 'self' to others, you can hear prayers sent to your altars and ash statues.

Bloodmoon

The Bloodmoon has risen outlander. Solstheim has fallen under the sway of dark forces, can you survive the hunt?

Will you be the powerful and bloodthirsty werewolf, or a crafty hunted mortal?

Rewards:

Werewolf:

You gain all the power of being a werewolf, including the ability/curse of creating others of your kind. This also includes Hunter's Wind, a power which will fully heal you once a day.

Mortal:

Ice Armor

A set of armor formed from carved magical ice, grants a complete immunity to frost damage.

Raven Rock stock

You gain a small nordic mining outpost which can follow you, and placed as you want in the future. Can produce glass/ebony/stalhrim for you.

Main Rewards:

Arrows of slaying

5 Arrows which are individually strong enough to slay a god. Careful that your target doesn't have a reflect spell effect. Regain 1 arrow per jump if used.

Totem of Hircine

Pick either the Spear of Hircine, Amulet of Strength or Amulet of Speed.

26 Threads of the Webspinner (Requires Morag Tong)

Find all 26 Threads of the Webspinner, good luck.

Reward:

Webspinner

Gain the opportunity to go on wildly impractical quests with hidden rewards and also gain your own assasination hideout from which to run similar future groups.

Vampire's Cure (Requires Vampirism)

The thirst, the curse, it grows tiring does it not outlander? Do you wish to see the sun again? Then follow the path, purge your sickness. Go through tombs, libraries, shrines and altars, see if you can uncover the path to become living flesh once again.

Rewards:

Rithari's Student

In future worlds, if you work at it, you can find the cure to any type of future vampirism. Note that this doesn't mean it will be easy, or that you'll be willing to make the sacrifices required.

Eltonbrand (requires Goldbrand)

Now, what's this you've come across? Has Goldbrand changed with your usage? This modified blade is stronger then its predecessor, and more that the previous fire damage of goldbrand, it now also offers both the ability of almost never missing its swing target, along with a restoration to your stamina so you never tire when wielding it. Its enchantment never runs out either. Go to Hell, Carolina!

The Back Path (Requires Nerevarine)

So killed Vivec? Was it revenge, justice, or just curiosity? Taking this action closes one door, but opens another.

On his corpse you find a Unique Dwemer Artifact, following your instincts and meeting quite the unique individual he can offer to let you use this item, but it comes at a price.

This artifact is Wraithguard, it will be required as it was before to use the Tools of Kagrenac, and to do so will require sacrifice.

You will be weakened, severely, for your remaining time here. But for fulfilling your destiny with this alternate path, you will be rewarded.

Rewards:

Vivec's Soul

One of the strongest souls ever captured, this single–use soul gem will not only create an incredibly powerful artifact, but whatever you enchant with it will become protected as if you had bought it at the start of a jump, repairs and thieving protection included.

2nd Wraithguard

How odd? Had Vivec already given you Wraithguard when you killed him? Either way you've found that you have two wraithguards, one for each hand.

Ending Section

After 10 years in Morrowind, make your choice. Either way, your drawbacks are removed and you keep your skills/gear.

Go Home

Understandable, you wake up in your bed with all your powers/items/companions brought with you.

Stay

So you want to stay? Maybe you can discover this whole CHIM thing.

Move On

Off to the next world outlander? Good luck.

Notes:
Restriction of Beast Race Equipment:

- Any equipment purchased here can be used by beast races, other than that you'll have to modify them yourself.

Soultrap Glitch/Magicka Overflow/Alchemy/Other Exploits:

- They work like they do in the game, in saying that you should be **VERY** careful who you show or share this knowledge with, having every bandit turn into a figurative god in power won't end well.No one will discover this without you trying to inform them of it.
- Nothing will cause lag or Ctd, (if that would be an issue) It's a real world, not just a game.

Other unmentioned racial/birthsign/spell/item effects/stats:

- Again assume it works as identical with game information, including any specific stat or spell effects or resistances.

Difference between Unique Enchanted Item and Forgotten Legend?

- It varies a bit, but assume if it can be donated to the Museum of Artifacts it's considered a Forgotten Legend. Unique enchanted items should mainly be for items that are base equipment with specific or unique enchantments.

Tribunal Scenario

- I took some liberties with how Tribunal plays out, technically you always fight Almalexia and usually Helseth is the only person you could betray, but it's clear when playing though the DLC that they were trying to push the Goddess vs. King behavior with the questline that didn't really pan out properly. (IMO)
- As far as what siding with Almalexia would look like, I'd imagine something like fully playing to one side's requests until the normal conclusion to the DLC and the betrayal may be playing the other side, or specifically fighting one side early.
- If you're unhappy with that, feel free to significantly change that or come up with something.

Import items

- Can be done freely as needed for items/scenario rewards. All items will be returned/repaired if lost or stolen.

Werewolf Questions

- Do you keep the werewolf upgrades gained during bloodmoon?
    - Yes, you do get the werewolf upgrades, fiat backed.
- Can you buy the ring of Hircine with the daedric artifact option?
    - Yes you can buy the ring with the artifact option.
- What are the effects of the ring for Mortals vs Werewolves
    - Mortal (non–werewolf) Purchase: Gives you access to the ability to transform into a (non–upgraded) werewolf.
    - Werewolf Purchase: During the jump you are not affected by the blood lust requirement and will be able to transform (or un–transform) effectively at will. This version is also the upgraded werewolf if you have those upgrades (you still need to earn them first.)

    - Either way it will slow your aging down significantly (there's no hard numbers but a normal human lived for centuries, let's say to a rough 1/5th normal speed)
- Does the bloodlust and Hircine's influence leave after jump
    - Yes to both.
    - Although you may want to be careful with bloodlust from any new werewolves you create, this is more a general behavioral effect then an actual physical weakness like it is in bloodmoon, at least if you look at the strain in Skyrim anyways.
    - I'd also be careful on relying on this power for future elder scroll jumps, Hircine has no influence outside of the ES universe, but inside is a different matter.
- If you don't like these answers feel free to come up with something different, much of this is my own interpretation rather than hard lore.

'Back–Path' main plot

- It's mostly a way to finish out the main plot in case you kill essential npcs and/or Vivec.
- The 'weakness' in game is specifically a (arguably glitched) permanent removal of 200 health, that's at a minimum 20 level's worth, and would kill you outright if you weren't strong enough. For the matter of this scenario it is guaranteed to not kill you, although you may be left with the health/durability of wet tissue paper if this is an early jump/you're inexperienced.
- Vivec's Soul can easily enchant any weapon/armor not already enchanted under Elder Scrolls style enchanting, non–combat object enchanting is implied but not directly done by the player, go wild if you can think of something.
- Also there is no possible way to duplicate it for multiple uses.

Broken Apotheosis

- Effectively you are becoming more like Dagoth Ur, which can be considered a level 'above' the ash vampires. Depending on the lore that you look at, the Ash Vampires are figments or dreams of Dagoth Ur brought to life.
- Depending who you talk to Dagoth Ur is described as "He is dead, but he dreams he lives" because he's effectively lucid dreaming in death as a quasi – ghost and its warping reality (the blight).
- The idea with apotheosis was getting to share in just a bit of that nature. Can I describe what that means exactly? No. But my intention was making it a bit like a god/daedra that would gain power through worship and corruption, mainly though I want to keep it ambiguous in case someone has their own idea of what they want.

CHIM

- Not touching that with a 10 foot pole, but if you can describe what that would look like more power to you.
- Probably won't follow you until post–spark.

Credits:

By Lilmothiit.

Credit to UESP from which I shamelessly stole information.

Also thank you to everyone who provided help with this document. I couldn’t have finished it without you.