

Edge of the Sky

Story: By the developer's own words, Edge of the Sky is a low-effort parody of Skyrim. The main points of parody are pointing out, but not usually changing, the poor writing by breaking the fourth wall, having occasional references to other media, and covering the whole thing in a layer of RPG Maker porn game shenanigans. The latter resulting in the most changes, such as some puzzles and quests being different or getting sidestepped partially by new NPCs. Even some existing NPCs have been genderswaped.

Some notable differences are, the Night of Tears happening because the Queen of the Snow Elves was fucking a Nord man, the Thalmor sexually interrogating people into submission, Friga Shatter-Shield being alive because the serial killer was turned into a serial molester, the Dark Brotherhood now humiliating people in public, the Emperor being swapped into the Empress, and more. Despite the claim of little effort, it was overall made with a great understanding of the lore, and will reflect that behind the genre paint. Once the known Skyrim content has been dealt with, you can generally expect things to be more serious, if still horny.

Intro: You'll be spending 10 years in this world. The date is right as Dragonborn exits the Helgen Keep Cave. Canonically, Dragonborn sides with Ralof, the Skyrim loyalist.

1,000CP (choice points): Chosen points. Your purchasing power for the choices.

Origin: Your class, as it were. Any origin may act as a Drop-In, receiving no memories. Your age is 1d8+17. You may spend 100CP to change your age within the rollable 1-8. Your gender may be male, female, or futa. Futas among the mortal races are very rare.

Adventurer (Free)

The go anywhere, do anything class. You're not skilled, but you have potential. Taking this means you have the ability to learn first level magic, and know which end of any weapon to hold. Magic catalysts work for you, and you can learn to competently wield any melee weapon or bow. Your skill is capped without perks.

Warrior (Free)

The frontliner, the tank. More than once you've taken a blow, and you've healed clean every time. You're strong enough to overpower two seasoned men, and enduring enough to last multiple battles while wounded. You're an Expert with swords, axes, shields, hammers, and bows. You're also familiar with wrestling.

Mage (Free)

The backliner, the DPS. You actually understand how magic works, and can naturally learn it with just practice. Altering spells is something that you can do. Magic here varies tremendously from how it's presented in actual Skyrim. If line spells exist, they're not shown. Everything is either bolts, AOE, or direct target. You're an Expert in the use of wands and staves for channeling or melee combat.

Thief (Free)

The first attacker, the support. Now may be a good time to mention that Sneak, Pickpocket, and Lockpicking are not skills in this. Other people can do them, but there's no barometer by which to measure them. You're exceptionally agile and lucky to make up for this. You're otherwise an Expert with daggers and swords.

Race Section: More than these exist in Tamriel, but the line has to be somewhere! Unless otherwise noted, none of the races should be assumed to have game abilities. You'll be able to switch back and forth to your chosen race after the 10 years is up.

Men: The humans. They're generally rugged, strong and enduring. Both human males and futas tend to have larger dicks than elves. Men can live for roughly 80 years.

Nord (Free) - The natives of Skyrim. They're just vikings by another name. They're often built like bodybuilders. They have an innate resistance to cold that allows them to survive otherwise life-threatening situations. They're especially strong and enduring.

Imperial (Free) - The people currently invading Skyrim. They lost a war with the Altmer further below, and the terms of their surrender inflamed a war with the Nords. They're from the center of the continent, and in theory all other lands but the Altmer's is theirs. They're especially enduring and lucky.

Redguard (Free) - The dark-skinned, desert-dwelling people. Coming from a harsh and unforgiving home, they have an above average constitution. They are renowned for their swordsmanship and efficient movement. There's rumors about their males and futas having notably curved dicks. They're especially enduring and agile.

Breton (Free) - Sometimes called Manmer due to their mer heritage. Whenever a female from one race has a child with another race, their child will be of the mother's race but with traits of the father's. Bretons exist due to a clan of Altmer fucking a subrace of humans so much that they prominently altered the human physiology. They're especially magically potent and magically resistant.

Mer: The elves. They're generally noble, magically potent and agile. Elven breast milk is said to taste better than that of a human's. Mer can live for hundreds of years.

Altmer (Free) - The High Elves. While they can have varying appearances, any deviation from golden skin, golden hair, golden eyes, and a select few phenotypes might get you criticized or worse in Altmer society. They are a very healthy race due to eugenics. Altmer are the tallest race available. They're especially magically potent and agile.

Dunmer (Free) - The Dark Elves. These vary noticeably from normal Skyrim, with some having actually black instead of grey skin. Their eyes are normally red, but some can be pure black or purple. They have an innate resistance to heat that allows them to survive otherwise life-threatening situations. They're especially magically potent and agile.

Bosmer (Free) - The Wood Elves. Bosmer are the shortest race available, and the males are even shorter than their females or futas. They resist most diseases and poisons. Animals are generally less likely to harm them. Some of these mer are culturally carnivores only, but that's not something you actually have to do. They're especially enduring and agile.

Orsimer (Free) - The Orcs. The green-skinned, muscle-bound mountain folk. The males tend to be thick walls of muscle, and the females and futas tend to be leaner. Orcs are the second tallest race available. Given the tropes, it's probably safe to say they have large dicks. Orcs can only live for roughly 80 years. They're especially strong and enduring.

Beastfolk: The animal people. They vary a lot. Beastfolk can live for roughly 80 years.

Argonian (Free) - The lizard people. While the lore is more complicated, this is specifically referring to the lizard people as shown in the normal Skyrim. They're capable of breathing underwater, they resist most diseases, and in the lore they can change their sex with the aid of the Hist. While the latter is not shown in the parody, they can likely still do this, potentially alone, due to this being a porn game. They're especially enduring and agile.

RPG sexual dimorphism is in full effect, and instead of the snout-nosed Argonians that you may be familiar with, females and futas will look more like a man-mer with a tail. As such, they can choose to have head hair.

Khajiit (Ohmes-raht) (+100CP) - The cat people. The Khajiit vary tremendously, and like the Argonians they will be influenced by this being a parody. Unlike the Argonians, Khajiit already have a subrace that can somewhat explain the now man-mer appearances of the furstock females and futas.

Ohmes-raht have generally been described as a mix of man or mer, but with a very thin layer of fur and a tail. If they hide their tail, they can generally be mistaken for a human. They are somewhat short by the standards of men, but not overly so. Their eyes can focus to let them see in low-light environments. They're especially agile and lucky.

You should note that Khajiit aren't usually allowed in any of the major cities of Skyrim. You're given CP that doesn't count towards the drawback limit because of this, and you should probably leave.

Starting Location: Influenced more by the parody than the normal game. Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

---

1. Helgen Keep Cave Exit - The end of normal Skyrim's tutorial. Dragonborn and Ralof are standing just outside of it. Alduin, the dragon who destroyed the city, has left.

2. Riverwood - A logging town just down the road from Helgen. It's known for selling milk to the major city of this region's hold despite the suspicious lack of cows.

3. Bleak Falls Barrow - Up the mountain from Riverwood. It is an ancient Nordic tomb. There's evidence of bandits outside of it, but they're nowhere to be seen.

4. Whiterun Stables - Due north of Riverwood. There's several farms around, and near the actual stables you can find a very punchy carriage driver. He's fast, though.

5. Whiterun - The capital city of Whiterun Hold. Some buildings are now one story, but it's otherwise unchanged. The dragon that destroyed Helgen was flying this way.

6. Falkreath - A sort of burial town, and the capital city of Falkreath Hold. There's a plot of land for sale to a Hold ally for 7,000 Septims. A house will be built upon sale.

7. Solitude - The capital of Haafingar Hold. It is home to the High Queen of Skyrim, and it's also the base of the Imperials in Skyrim. There's more one-story buildings.

8. Free Choice - Any capital city can instead be chosen if you roll this. Windhelm, the capital city of Eastmarch Hold and the home to Skyrim loyalists, is an option.

Origin Perks: RPG Maker jank, shenanigans, and more! Discounts are always 50%.

You Come Across (100CP) (Free: Adventurer) - While you're in a proper world now, the parody handled exploration by having random events on the world map. These and more random events are now more likely to happen in such a way that you'll encounter them. A farmer's wagon breaks down as you're happening by, revelers set up camp along the road you're on, and a group of lesbians might be enjoying a hot spring as you pass along.

Milk Drinker (100CP) (Free: Warrior) - Nords have a number of stereotypes, and amongst these are, being musclebound, having big dicks, and using axes. They now apply to you. You have a masterfully sculpted and strong body even by Nord standards, your dick and or tits are huge, and single-handed axes are almost twice as effective and damaging in your hand than a sword can be.

College Student (100CP) (Free: Mage) - Welcome, apprentice. You have been trained in the first and second levels of the common Destruction spells such as Fire, Frost, Lightning, and Stone. You also know a single level one AOE version such as the chain-lightning-like Sparks or the earthquaking Quake. This roughly starts you out as a Journeyman of Destruction, and hard caps you at an Expert. You're also a Novice of Restoration, but don't know any healing spells. You're hardcapped like this, but you make up for it by knowing a level one ward that makes you more physically durable, and a 100% spell reflect spell that lasts long enough to parry a single spell when timed correctly.

Flesh Sculptor (100CP) (Free: Thief) - The art of Flesh Magic is seen as a taboo thing, but flesh sculpting is practiced in both the lands of the Altmer and Redguards. You are now a master at using a combination of dual daggers and flesh-based magic to alter the face or even the body of a person. The only inherent limitation is that the flesh must be living, but because of that this can even be used on animals. With enough effort and understanding of Conjuration Magic, it's possible to learn how to create Flesh Atronachs. You can otherwise only change the sex of a person for hours to months at a time, but with study can make it permanent.

RPG Laws (200CP) (Discounted: Adventurer) - In case you missed it, you will soon see that some of the less human or mer-looking females of the other races now look decidedly more so. Partially because this is a parody, and partially because it's supposed to be hotter. You may take this effect with you into further worlds should you wish, and no one will think the sexual dimorphism is weird. As a bonus, I'll even let you choose whether races like Argonians here or in future worlds should have human-like hair.

Moon-Born (200CP) (Discounted: Warrior) - Strange men standing in caves distributing their blood is no basis for a system of fraternity, but here we are. You're now a werewolf. Unlike those in the lore, you possess no traditional weaknesses of any kind. Not silver, not poison, you don't transform under a full moon, and you can only spread your curse by ritualistically giving your blood to another. You however don't get stronger by feeding while in the form, but by a combination of just being in it more and fucking. Your actual weakness is that this makes you noticeably hornier in either state, but you're also physically stronger and more durable while untransformed. Those you transform into werewolves will likely be mindlessly horny the first time they make the change.

Sex Magic (200CP) (Discounted: Mage) - So long as it's consensual, Sex Magic is openly practiced throughout the continent. You can now do things like turning a target's clothes invisible, temporarily making a person's penis or boobs bigger until they orgasm, binding someone with long-lasting, fucking tentacles, summoning three intelligent spectral hands to grope or attack people, and potentially binding a summoned entity with powerful enough cum. Its real utility however comes from when you push it beyond that. Making a person crazy horny for days and so that they need to have sex to reverse it, conjuring powerful glyphs that empower and let you temporarily brainwash people by flashing them, or creating the tens-of-miles spanning purple and red mists that make people uncontrollably horny, are generally considered forbidden magic, but also now things you can do.

Dibellain Saint (200CP) (Discounted: Thief) - Whether you find yourself as a member of the clergy or not, you can, under the auspices of Dibella and with the use of your magicka, reliably invoke the powers of the divine. Receiving blessings for strength, defense, magical potency, magical defense, or agility are easy for you. With enough showings of devotion to the goddess of love, you'll be able to cast combinations of these blessings at once for yourself and all of your companions. You can otherwise smite a non-believer with level one Saint, a light-based spell, and can similarly achieve an AOE version with time.

Dibella and her followers have a certain way about them, and in addition to finding yourself masterfully skilled at oral, vaginal, and anal sex, any relationships you have from now on, be they interracial or interspecies, will not be looked down upon. Even incest, so long as it isn't your first choice or if it's your only choice, will not be looked down upon. Any children thus resulting will be entirely healthy. Outside of your divine patron, you're an Expert at Restoration Magic, knowing level three single Heal, level two multi-target heal Recover, the cure-all level three Cure, and all the subsequent spells therefore.

Talos's Balls (400CP) (Discounted: Adventurer) - Just as Talos is thought to have changed the heartlands to farmlands with his divine power, so can you change future worlds to be more horny. While this world has already had this done, at the start of any Jump you go to from now on, you'll be given the option to change the sexes of a large number of people to ones you're attracted to. As much as a quarter of a single race and several otherwise prominent characters not belonging to that race can be targeted at random. You can only target a single specific character per Jump, but you can change that one character at any time

instead of using it at the start of the Jump along with its other broad effect. The world will change to these alterations having always been the case. You can still use that once-per-Jump specific character sex change in this Jump.

Daedric Champion (400CP) (Discounted: Warrior) - The gods don't just pick any mortals to exemplify their ideals, they pick the very best, and that's now you in martial combat. Through effort alone, you've become the most skilled and physically capable fighter in Skyrim, if not the entire continent. You're a Master with swords, axes, shields, hammers, bows, and while unarmed. Heavy armor seems to bend itself around your body to fit you better, and it protects you noticeably more than by all rights it should. You could fight a dozen giants a few at a time when properly armed and armored, or just straight punch a single giant to death while naked if the need ever arose. Four especially strong heroes working together would have a relatively easy time of killing you if you were caught unawares. Though even the more powerful of dragons who land are not beyond you as you chunk them into pieces with your weapon, and find that their words aren't enough to fell you without a handful of shouts.

Grand Summoner (400CP) (Discounted: Mage) - Many a Wizard finds themself isolated socially due to their research. There are solutions to this. Through necessity or otherwise, you've become a Master of Conjuration Magic when it comes to summoning the common Atronachs and Daedra. You know how to summon Flame, Frost, and Storm Atronachs as well as Dremora, Dark Seducers, and Golden Saints. These would normally be banished with time, but you've mastered the art of permanently binding them to yourself.

Your real speciality is twofold. You're capable of summoning larger and more powerful versions of Atronachs than what would be normal, and while this once-per-day Grand version won't be permanent, you can otherwise summon two more permanent normal versions alongside it, but can summon even more permanent normal ones than that if you forgo the Grand Atronach. While Golden Saints can be pleasant conversationalists, your second speciality is summoning sexy and specific versions of all of these. Summoning male, female, or futa Atronachs or Daedra is within your abilities. All Atronachs now have a pussy and or dick, while Frost and Storm Atronachs look like living statues instead of moving boulders. Futa Dremora notably have the largest dicks, and specifically utilize "Daedric Magic" to make it fit. A quarter of all female Daedra are futas.

Must Have Been (400CP) (Discounted: Thief) - The wind? You're not that kind of thief. You're no more adept at thievery than a normal person is. How then are you supposed to do your deeds? By being unreasonably lucky. You could be spotted on a restricted island, caught stalking a guy in the open, or in a closed museum only to have people go back to what they were doing the moment you break away from them. Even if by all rights you should still be on that island, still stalking that guy, or still in that closed museum. You could even fuck a bride on her wedding day in the church, have everyone hear it, and then impossibly slip out of the front door. Only in the most extreme cases will this fail, and even then it may still be viewed as a prank where you manage to get away without trouble.

Dragonborn the Dovahkiin (600CP) (Discounted: Adventurer) - You're now Dragonborn. The concept, not the guy, but by taking this you can replace Dragonborn if you wish, and thus change your starting location to the Helgen Keep Cave Exit. In any case, you're Dovahkiin, Dragonborn, a mortal with the soul of a dragon. Your kind are the only ones capable of permanently killing dragons as you absorb their souls when they die. In normal Skyrim, these souls would be stored in you so that you can unlock the Thu'um, words of power in the form of shouts, as you learn them. In this parody, absorbing dragon souls beyond the first does nothing for you, and you can use the Thu'um just by finding the words written on Word Walls after that point. You don't start with any shouts, but there's realistically nothing stopping you from sitting down and quickly learning all the shouts through study once you slay a dragon.

That is not the only thing this parody has changed. Written into the legends of the Dragonborn are their sexual exploits. Literally, the Dragonborn cums. Those you interact with from now on will have a temporary loosening of their morals when it comes to you and sex. They may reward you with sex before you even do their quest, someone who is otherwise against the idea might let you fuck their sister or pregnant wife after you help them, and even goddesses will feel free to take you for a spin. This can be more than temporary feelings, but it will just depend. Overall, you have the emissions of ten people, your sexual fluids taste better, you're masterful in bed, and you have an endurance so great that you can cum at least two dozen times a day or equivalently survive a full shout of dragon fire while only being somewhat hurt.

Edge of the Sky (600CP) (Discounted: Warrior) - One of the major plot points of the normal game is how the Dragonborn needs a specialized shout called Dragonrend to get the dragons to land. This is of course to then kill them in melee combat. The parody sidesteps the jockeying back and forth that you would otherwise have to do in the normal game without it by just letting you always attack the dragon. This is interpreted as you doing significantly less damage than you would otherwise do, but even body slams still connect with the dragon hundreds of feet away. You now carry this quirk with you. The stronger you are, the further away your attacks can actually connect to. A hero who with four others can reliably kill a couple of giants might be able to leave small cuts on a dragon flying around, but a hero who can slay a giant by themself will be able to leave noticeable wounds on that same flying dragon.

All Four Walls (600CP) (Discounted: Mage) - Some characters get the best jokes, some characters get the best spells. You're now a Master Destruction mage, and know a few other invaluable spells besides. Forbidden Sun, as the name implies, is a forbidden spell that creates a miniature sun directly on an area. The Breath of Atmora calls forth the frozen winds of Atmora which are so cold that they stopped time. Wrath of Keizaal covers a large group of things in a massive field of electricity. Meteor is a highly destructive but simple spell that summons a massive meteor down on a target, and that even works underground. Light of Aetherius conjures the literal light of Aetherius to purify everything. Oblivion's Bite swallows targets in the darkest of Oblivion's darkness. Suffice it to say, you're one of the most dangerous things on two legs.

If that wasn't enough, you also know the Illusion spells Sleep and Silence, the Restoration spells Drain Mana and Shalidor's Mirror, the Alteration spell Paralyze, and the technique of Spell Enhancement to increase the potency of any of your magics. Sleep puts everyone in an area to sleep, Silence stops everyone in an area from casting magic, Drain Mana absorbs the magicka from everyone in an area, Shalidor's Mirror reflects all magic cast upon you for thirty seconds, and Paralyze paralyzes everyone in an area. Your magics are extremely strong, but you'll have to work backwards to learn single targeting versions of them. If you ever learn spells weaker than this, you'll be able to create tomes that let people learn them relatively quickly, but each tome can only hold six spells of comparable strength, and once a single spell is learned that tome will then turn to dust. You could otherwise just literally teach the weaker spells you know using that same knowledge.

Queen of Orgies (600CP) (Discounted: Thief) - You're a different type of thief, indeed. Like the ancient Wolf Queen of Solitude, Potema, you can grow stronger by absorbing the power found in cum. Any cum will do, but you get significantly more power from Daedra and other inherently magical beings. It doesn't even seem that you need to consume it, but that would probably help. Simply being around spilled seed will make you permanently more powerful. In aid to this, you're now unnaturally beautiful. Literally so beautiful that the rumors of your beauty will be known throughout the continent given enough time. If you were to minmax this power regardless of morality while having the authority of a Queen, it would take you roughly fifty to sixty years to become one of the most powerful mages this world has ever seen. There should be no technical reason as to why you can't use this on your own cum.

Items: Similar items can be imported into like. You will find a similar property that's also yours in every Jump you go to from now on. Non-property items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Dragonguard Gear (100CP) (Free: Adventurer) - Before the Emperor’s bodyguards were disbanded, they were called the Blades, but before the Blades they were the Dragonguard. You now have a copy of their premier dragon hunting equipment. This full suit of Steel Plate Armor, Steel Plate Shield, and Dragonsbane sword are the least you should have when confronting a dragon. While the armor is only steel, the sword is almost as sharp as ebony and does increased damage to dragons.

Ebony Arms (100CP) (Free: Warrior) - Sometimes called “Godsblood”, it is thought to be the lifeblood of one of the creator deities. It is generally considered to be the best equipment someone can get outside of using magic. You now have a full set of Ebony Armor, an Ebony Shield, and a one-handed Ebony Axe.

Teacher's Uniform (100CP) (Free: Mage) - Clothes make the man. Maybe not, but It's true when you're wearing enchanted cloth. Made for general magical experts, these robes increase your magicka regeneration by a quarter, and otherwise enhance the potency of your spells. It comes with free leather boots. The overall outfit is enchanted to be roughly as durable as iron armor. It comes with a Force Wand, an excellently made silver wand spell focus.

Mithril Shroud (100CP) (Free: Thief) - This is almost unheard of in the modern era. Minus the shield, you have a full set of Mithril Armor, and two Mithril Daggers. Mithril is a relatively lightweight silver metal that's often shaped into a chainmail, but it's roughly comparable to Steel Plate Armor in defense. The Mithril Daggers themselves have been tempered to be as sharp as Dragonbone.

Charge Ring (200CP) (Discounted: Adventurer) - Even the most skilled of heroes can't always use their best moves without a cooldown. This can help with that. So long as whatever technique you are using doesn't require any energy beyond your basic person, this ring will reduce the cooldown needed to use it by roughly a third. From the Thu'um, to body slamming someone, to mentally enhancing a spell, or just rapidly striking someone, you are much more quick with this ring.

Mehrunes' Razor (200CP) (Discounted: Warrior) - The artifact of the Daedric Prince Mehrunes Dagon. While this dagger isn't as sharp as Dragonbone, it has the potential to kill even some of the most powerful beings in this world with a single strike. However, this slaying effect is so rare to trigger that you could fight a hundred foes and not have it activate once. Given this isn't a game, that's bad.

Azura's Star (200CP) (Discounted: Mage) - The artifact of the Daedric Prince Azura. Taking the shape of a small star gemstone tied to a leather cord, it counts as a necklace. In the normal game of Skyrim, it is primarily used to house a Grand, non-sapient soul that can then be used for Enchanting. As this Jump does not provide skill at Enchanting or even the spell Soul Trap, we'll be focusing on its parody-granted effects. In order, it will make you slightly but noticeably more agile and lucky, resistant to being charmed and confused, and increasing your magicka and technique (See: **Charge Ring**) regeneration by roughly a tenth.

Ring of Namira (200CP) (Discounted: Thief) - The artifact of the Daedric Prince Namira. Being one of the Princes most changed by this being a parody, it would seem that she's no longer honored by murder and cannibalism, but by oral, lesbian orgies. In any case, her ring makes the wearer, whether with their fists or a weapon, hit like a steel sword, and makes them as protected as if wearing iron armor. It also makes them noticeably more magically potent, magically resistant, agile, and lucky. Lastly, it makes them resistant to being stunned and paralyzed.

Minesgrove (400CP) (Discounted: Adventurer) - Your grove. Through an agreement you've reached with the Spriggan who lives here, you now own this plot of land. It's not especially big, being roughly two acres, but it manages to remain hidden. The trees are especially dense around the perimeter which helps stop intruders, but you can always quickly find a way through. Towards the center is a waterfall connected to a pond that you can shower or bathe in, but that's small enough to be discreet.

The Spriggan herself is amenable to your presence, and finds you attractive. While willing to make the first move, her sap and thus smell is an aphrodisiac. She's considerably powerful, keeping the center of the grove feeling like Summer all year round, growing enough food for you and another to eat, and is able to communicate with plants and animals. She is ageless, and counts as a follower. After your ten years here are up, the whole grove can be attached to your Cosmic Warehouse. If attached, you won't find a similar property in other Jumps.

Stronghold (400CP) (Discounted: Warrior) - Skyrim is home to many races besides the Nords, but the only other potentially able to be called natives are the Orsimer, the Orcs. While it's too long to get into properly, the Orcs have lost their homeland multiple times. There's at least one Orc Stronghold in Skyrim that's older than their capital in Orsinium. Having helped a cursed tribe better their fortunes, you were named as the Chief of the Stronghold and given three Orc wives. The Stronghold is Largashbur, located in The Rift Hold to the southwest, but in different Jumps you will just get an equivalent empty complex. Due to your status, you will also have a number of male Orc soldiers to follow you, but they do not count as followers for our purposes. Your new wives have three roles in order of authority, the Hunt-Wife who hunts and protects, the Forge-Wife who tends the forge, and the Hearth-Wife who does wife-wife things. They count as followers. If you were to companion them, the Orc Wives would only count as one companion, but must have perks given to them individually.

Wabbajack (400CP) (Discounted: Mage) - The artifact of the Daedric Prince Sheogorath. Appropriate to the Mad God, the effects of this staff are only predictable in that it will target everyone you point it at. Unlike its counterpart in normal Skyrim, it won't transform others into something else, but it does have roughly ten measurable effects. It might confuse someone, cause them damage, do nothing, drain their magicka, heal any wounds over time, kill everyone instantly, light people on fire, poison targets over time, Silence (seal the magic) of anyone, or just stun the unlucky fools. This does however mean there is a roughly one-in-ten chance this staff simply kills anything you point it at.

Dreamworld (400CP) (Discounted: Thief) - The Daedric Princes have their own planes of Oblivion, and now so do you. You can't actually change anything about its structure or grow it in any way, but you can choose right now what you want it to be like. You're not working with much, the floating island itself is only tens of acres in size, but the void it's in is multiple times that. It could be grassy fields with the odd trees under a shining sun, a beautiful house in an idyllic meadow, or maybe a tower in the middle of a neverending storm. Don't fall off the edges or you'll be transported back to the real world. Until the end of the Jump when this will be attached to your Cosmic Warehouse, you can only access this place by walking in a pattern you now know at a specific location in the real world. If you fall then, good luck. You won't find a similar property in other Jumps.

The Dreamworld is guarded by a single Golden Saint, Dark Seducer, or Dremora. They are actually in love with you, and are significantly powerful. The time physics of the realm will make them feel like you're never away for long, but you are not affected by this. They're capable of fighting a dozen of their peers three at a time, and would defeat them all as such more times than not. As you are their Prince equivalent, you can let them borrow your own power to become even more powerful, but this will put you to sleep if you give them too much. They cannot leave the Dreamworld unless you know the Conjuration Magic to summon them, or otherwise have the means to let them exit. They count as a follower.

Skull of Corruption (600CP) (Discounted: Adventurer) - The artifact of the Daedric Prince Vaermina. While in the normal game this staff fires a damaging bolt, in the parody it only does two things, manipulating dreams and allowing someone to enter dreams. To enter someone's dreams initially you will have to be standing right next to them, but can broadly influence dreams in the area of roughly a town to start with. As you use this staff more, it will be able to influence the dreams of people from even further away, and you will be able to enter dreams from greater distances. This has the potential to reach everyone in the world. While you're in someone's dreams, you are capable of influencing the perceived waking reality of people through personally changing their dreams. This will be very dangerous when the staff is weaker because people can potentially unmake you if you're not skilled enough in your manipulations.

Volendrung (600CP) (Discounted: Warrior) - The artifact of the Daedric Prince Malacath. Created by the Dwemer, the long-dead Dwarves, it was actually adopted by Malacath to be his primary artifact. The head of this two-handed warhammer is three times the size of a comparable weapon. It is unwieldy to use

for all but the strongest of warriors. It hitting as hard as a Daedric Warhammer, this weapon is unique in that it grows in strength with the power of its wielder. That makes this weapon the potentially strongest Daedric artifact of them all.

Master Ring (600CP) (Discounted: Mage) - Some characters get the best jokes, some characters get the best equipment. This magically enchanted ornate ring makes its owner and wearer use 50% less magicka when casting spells. It cannot be lost, destroyed, or stolen.

Nightingale Blade (600CP) (Discounted: Thief) - A sword associated with the Daedric Prince Nocturnal. It slightly but noticeably guides your hand in parrying, makes you noticeably more magically potent, but significantly more noticeably magically resistant, agile, and lucky. While roughly comparable to ebony, the real boon of this sword is that any time it's swung, it will be as if you had swung it three separate times. You could parry someone, cut their throat, and stab them in the stomach at literally the same time. Every strike is handled individually, and so any effects that could trigger once may potentially trigger three times.

Companions: They're sworn to carry your burdens. Companions may not purchase others or take drawbacks.

The Companion (100CP) - One of your previously established collaborators. You may import or create a single companion with a purchase of this. They get an origin, whichever race they buy, their free perk, their free item, and 200CP to spend on whatever.

Follower In Binds (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

You're Finally Awake (+100CP) - You were trying to cross the Jump's border, right? Your outside perks and items are now locked out. You retain the Body Mod. Perks and items acquired here still work.

Broken Lighting (+100CP) - The lighting in the parody has places where it's broken, and this now translates to your own perception. When it's nighttime or if you're in a place where it should otherwise be dark, you will often enough just not be able to see anything. Torches and the like don't help. This only affects you.

The Slapper (+100CP) - You are now the continuous victim of the infamous molester. This will happen rarely enough that you will never expect or get used to it. Wearing full armor won't stop this, as you'll feel the full slap on your ass and the groping of your chest. You'll never see it coming.

No One Cares (+200CP) - The Dovahkiin is practically the most important, powerful and influential person living at the moment. It's then strange that almost no-one acknowledges him or cares. This now applies to you. Almost no one will care about how powerful you are or what you accomplish outside of rare instances.

You Are Ambushed (+200CP) - Maybe it's bandits, maybe it's forsworn, or if you're especially strong, maybe it's a dragon. Whatever's the case, these and others will hound you any time that you step outside of a city. You're also now prone to getting lost in swamps.

Mapless Playthrough (+200CP) - You missed the map, and now you're walking. Traveling now takes you longer than it should, any teleporting or speed buffs don't work on the "world map", and your Warehouse is locked.

You Don't Cum (+300CP) - While Dragonborn's sexual legacy yet grows, yours will not. For any number of reasons, you can no longer cum. This may be you getting mundanely interrupted, not getting horny, or even just being cucked.

Version 18 (+300CP) - This parody game is not complete. The general assumption then would have been that Jumpchain magic happens to finish the world, but not anymore. You're stuck in V18.0. The world is shallow compared to a real one, important quest lines go nowhere thus making some resolutions impossible, and generally things will be boring. For all intents and purposes, you're in the parody.

TES Parody (+300CP) - Edge of the Sky is not a parody of The Elder Scrolls, it's a parody of the memes and shortcomings of Skyrim. It's supposed to be generally faithful to the lore, and serious underneath the joke. This is no longer the case. The entirety of The Elder Scrolls will now be relentlessly deconstructed and mocked. If nothing else, the danger levels are much higher.

Endgame: 10 years are up. No more questing.

Edge of the Sky 2 (Stay) - Maybe Dev. Eloper got busy. You decide to stay.

Hearthfire DLC (Go Home) - Maybe you want to build a house. You go home.

Out of Bounds (Move On) - Maybe you clip through everything. You move on.

Notes: Simple and to the point.

---

1. Assume things only work as described, even if it would contradict normal Skyrim.

2. There is no reason to believe that the Anniversary Edition is in effect, but all of the other DLCs are referenced in one way or another.

3. Magicka does regenerate like in normal Skyrim, but without the assistance of magical equipment to speed it up, it’s comparatively much slower or perhaps more realistic to what it would actually be like. If given magical equipment to speed it up, it will likely be faster than presented in normal Skyrim because it regenerates the percentage based off of your total magicka reserves. TL;DR: **Mages**, wear the enchanted robes provided and you shouldn't totally run out of magicka in combat, ever.

4. Almost every spell but Master-level spells have spells corresponding with, as an explanation, Spell I, Spell II, Spell III. They're different spells, but also steps in improving upon that spell. You don't improve the spells in-parody, you buy them, but an actual Mage in all likelihood is actually improving upon the previous spell. That's what I’m referencing when I say “level one” and so forth.

5. The Whirlwind Sprint shout quick travels you to the largest city in the region instead of lunging you forward like it does in the normal Skyrim. It however doesn't work in combat, and only on the “world map”.

6. While the equipment offered in the items section may seem overpowered, sufficiently well-made, tempered, and fitted armor or weapons may outperform other equipment. There's at least one Orcish Armor that's better than Ebony.

7. The various Daedric Princes won't be offended by your using or taking their artifacts since you're buying them with CP.

8. Rings from this world only give you the effects from one at a time.

9. The strongest of potions apparently can't fix internal bleeding or as great wounds.

10. Morning-after potions exist, and so do other sex-enhancing potions.