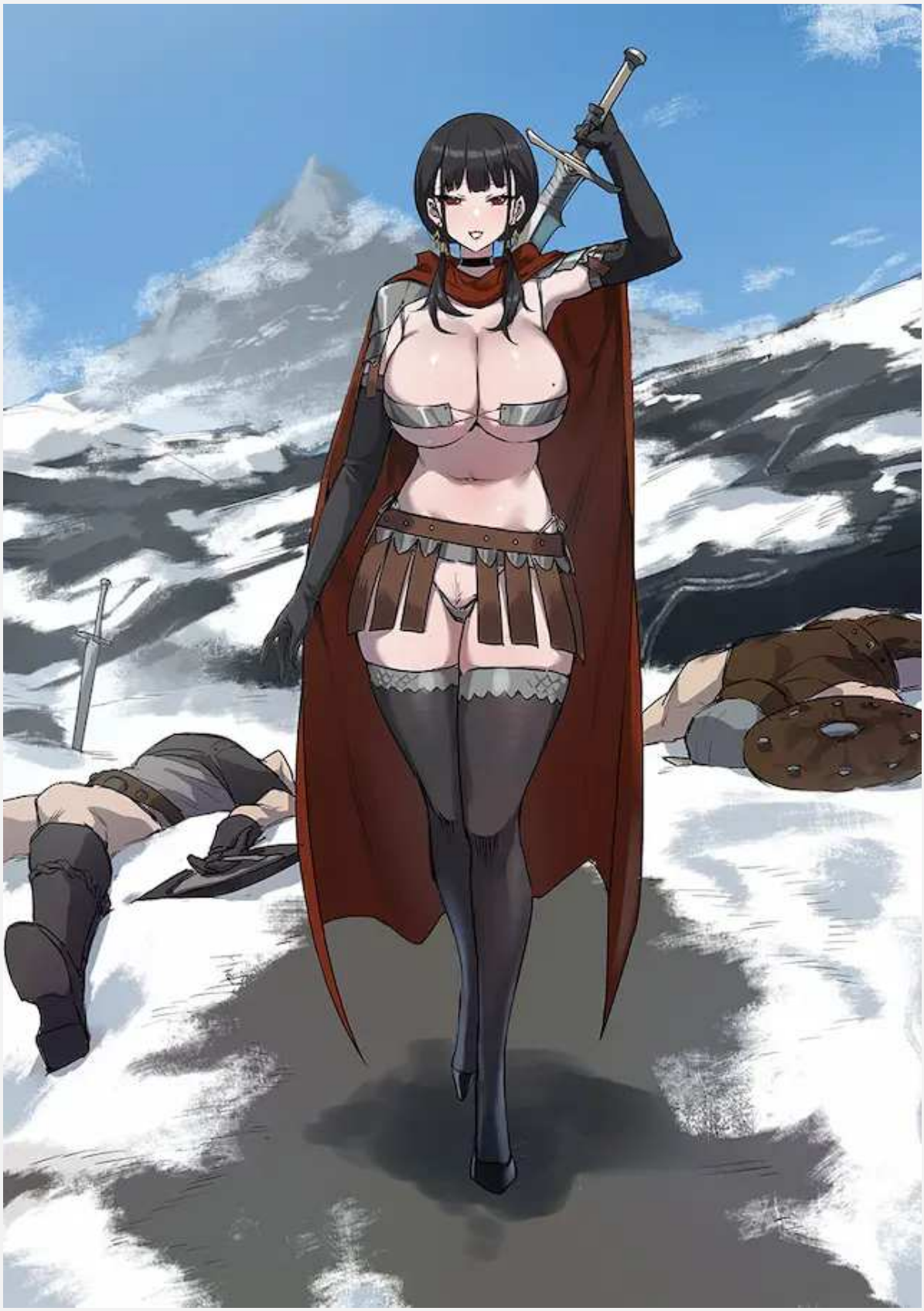


Slave City
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Some time ago, a lesser member of the royal family of the Cyrodilic Empire of Man awoke to a mysterious power and set out upon a journey. A mysterious black screen appeared in her vision, bearing strange numbers that meant nothing to her and words she could not read. With time and effort, she came to realize that the number roughly corresponded to the date, and that with them she could travel back in time. For those not born in the world of the Elder Scrolls, the girl has access to something akin to the autosaves of the game we use to view her world.

As she wandered through the lands searching for the source of her power, she grew powerful. As she grew powerful, she became daring. And as she grew daring, she became reckless. After all, even in the event of death, she would simply wake back up at the time and place of her most recently generated number. This led to her becoming a thrill seeker of sorts, using the power to undo her actions to do things no sane person would do and escape any sort of consequences.

A few days from now, in the last days of the fourth era, year two hundred, she will travel through a mountain pass and do battle with some bandits, whom she will trounce thoroughly. But from them she will hear a rumor about a city of slaves, and decide to investigate. She will enjoy herself a bit too much, but is competent enough when not distracted by the pleasures of the flesh that she might just escape anyways. You will most likely be in a position to aid her escape… or to cut her off entirely. But that is a decision I leave up to you. The only meddling I plan to do is to give you these. Do enjoy your time here.

+1000 cp

Origins

Potential Slave

You are... here. Present. I would say that you're an average everyday citizen of Skyrim, but you could just as easily be from down south near the heart of the empire and have only just arrived in Skyrim. Not that it makes much difference in the end. Perhaps you'll become an adventurer? Or be enslaved, that's more likely. You may also change your gender to female for free. It's not a great idea, but it is an option that I encourage you to take.

Slave Trainer

I would like to say that you are one of the malcontents of Skyrim, such as a bandit or a necromancer, but the truth is you may simply be your average everyday citizen of Whiterun. That doesn't change the fact that somehow you've ended up embroiled in the slave trade here in Skyrim. Nevermind the fact that its supposed to be illegal. And, to help you out slightly, you may change your gender to male to free - now is a bad time to be female in Skyrim.

On Races

Feel free to pick one and gain the canon effects
and powers of that race from Skyrim OR Oblivion.

Discounts

Each origin receives two sets of discounts for their perk and for their items.
100 cp purchases, when discounted, are free. All others discount to half off.

Perks

Potential Slave

100 cp - Rumors Unbound

The first key thing any adventurer needs is an open mind and an open ear. Opportunity for fame and fortune are all around you, all you need to do in order to find it is pay attention. From people complaining about their woes in the marketplace or warriors trading stories in the taverns, to the guards whispering atop the walls about unusual bandit movements, there's plenty to see and do. As long as you can do this, you'll find opportunities for work all but dropping into your lap. Of course, in town isn't the only place you'll see this happening. Bandits, when they think they have the upper hand, can be remarkably chatty and forthcoming about how they've been kidnapping people and selling them off to the city of slaves… doesn't that sound like the kind of thing it would be fun to investigate?

100 cp - Silver Lining

Waking up one day with a mysterious power that you don't understand… that thing is quite rare. Or quite common, depending on how you look at it. Doubly so if you wake up one day and your body isn't the way you remember it, or your clothes seem mysteriously smaller. Despite all of these things potentially happening to you, they never seem to get you down. What may seem like an insult turns into motivation to see the task through. What seems like an endless quest with no answer turns into realizing that you simply enjoy exploring the lands and wandering as you please. Make no mistake, you can turn back the instant you wish - but no seemingly random act of god is going to force you to do anything. You'll simply find yourself able to channel any downsides into motivation that lets you grow past such things. And yes, that includes developing an exhibition fetish after realizing that every piece of clothing you put on shrinks into something whores might hesitate to wear. If you want it to, at least.

100 cp - Livestock Body

The world of Nirn is a harsh world. It is also a wonderful one, make no mistake, but many things that you and I might take for granted are still primitive if not outright missing. To that end, there are few who can afford the sedentary and indulgent lifestyle that would be needed to create your body. Except, you don't have that life either, do you? No. In fact, I'm fairly certain that one day you simply woke up and found that your body had simultaneously degraded into weakness and swollen into absurdity - you have breasts nearly as large as your head, a thin waist above a fat and jiggly ass, your thighs are plump and soft, and your skin bears the smoothness of a noblewoman who has never seen a day of work - even if you are, in fact, a powerful adventurer. It may have been forced upon you, but I bid you to enjoy this boon - everyone who looks upon you certainly will. You can also, if you wish, be a massive masochist. Or at the very least, be capable of deriving pleasure from being abused.

200 cp - Solemnly Swear

It takes a special kind of person to walk up to a city wherein most women do not have rights and simply agree to become a slave. To giggle and laugh as they share their plans with which to break you. It also takes a shitton of blackmail to actually keep you, especially when you're royalty. Sounds like a good way for them to get their city razed to the ground by the Emperor. Despite this, however, your rights and protections seem to be oddly ephemeral, and will only apply when you want them to. If you walk into that city and intentionally let them enslave you to get your rocks off like the masochistic slut that you are, nobody will lift a finger to help you even when by all rights, rules, and the sheer precedent that it potentially sets all say that they need to die for touching you. But, you agreed to this, so nobody will get into even the slightest trouble for harming you.

200 cp - High Quality Slave
In the past, many likely mistook you for an innocent that they could take advantage of, but that couldn't be further from the truth. Simply put, you've fucked around to the point that you're remarkably skilled at damn near every kind of sex act - but of course, slaves shouldn't be allowed to do such things on their own initiative. The real pleasure is in domination. Regardless of your actual skill, you'll find that when servicing others, that the act of fucking you is excessively pleasurable. The more powerful you are, the more true this becomes. As a princess, as a high level adventurer, as a cocky bitch in need of correction, the act of dominating you is pleasurable enough that most men will cum the moment you close your lips around their cock, nevermind actually sucking or slurping. Now, if you aren't those things… Well, that's why you're also good at sex in a more normal manner, even if you aren't such a joy to use and abuse.

200 cp - Mission Start
Do you recall that girl I spoke of, with the save system? She has very little control over it, with it merely creating an autosave whenever a significant event occurs. But, what qualifies as a significant event? Well, the completion of a quest. You now possess a mental list of sorts that you can reference whenever you wish and can never forget, consisting of every task anyone has ever asked of you, what steps you took towards those tasks, any important items that you either need to acquire or already have, what needs to be done next for each task, and whether you succeeded or failed at previous tasks. If you happen to be near a map, you can even cause small glowing markers to appear on it that represent important locations to those tasks.

400 cp - Sidequests
You know… in theory, our slutty royal slave is, in fact, the Dragonborn of legend who will save Skyrim from the impending dragon apocalypse. She must have had quite the adventure to be above the max level before Alduin ever arrives. But, he's still coming and she's in chains. I wonder how she's going to end up on that cart. But, in actuality, that particular conundrum is my favorite kind of problem - someone else's problem. You see, you'll find that you have time. Time to spend, time to waste, time to goof off doing whatever you want. Specifically, you have a year's worth of time that you can spend as you please in order to delay events. Is a dragon going to attack Helgen tomorrow? Not anymore he's not - he's going to attack in a year. Or perhaps he'll attack in a week and you'll spend the rest of that time on something else. Probably sleeping around. Just be careful about running out of time - events can hit you quickly if you aren't prepared.

400 cp - Risk Taker
Let's be honest - our friend the wandering swordswoman is something of a whore. She's grown lax in avoiding unfortunate events, safe and secure in the knowledge that her ability to revert time can save her from even the direst of fates. So much so that she intentionally seeks out new and exciting ways to lose just for her own sexual gratification. Is it really rape if she consents? Maybe. Much like her, you'll find that the things you enjoy will slowly become more and more common. As time passes, bandits will become more and more interested in your body and less in your money or goods - assuming you were like her, at least. You may have other desires, though no matter what your particular perversion is you'll find it effectively catered to. She desired to submit, just to see how harsh things could become, and stumbled across an entire city dedicated to breaking women. What will you find?

400 cp - Slave Skills
Thief, mage, and warrior. These are the three fundamental paths that those of this world walk, and they serve as a collective term for the many schools of magic and combat. Things like restoration and destruction for magic, or heavy armor and smithing for warriors. They also serve as the basis for the level up system of a certain game, a system I'd like to grant you - though, with a few minor twists. You have eighteen skills to grow, yes, but almost all of them are now sex acts or positions. When you level, you don't increase your mana points, you increase your milk points, or how much sexual fluid your body can put out. Generally speaking, this is useless for combat. And very useful if you plan on becoming a sex slave or to spend the jump fucking around. Much like the original system, each level also grants you a skill point which can be used to buy minor upgrades, such as increasing how long you can hold your breath as part of your blowjob skill, or your resistance to pain as part of your being molested skill.

600 cp - Ebony Adventurer
…Ah. Well. It would seem that you are now a member of a very exclusive club. There are less than a dozen people in Skyrim with what you have - the Greybeards, a nameless Redguard, and our royal slut. You are powerful. So powerful in fact that you are approaching the limits of what is even possible in Nirn. In game terms, you are level 81. In more practical ones, you are a polymath who has mastered nearly everything, from Lockpicking and Alchemy to Illusion and Light Armor. You know enough spells to teach at the College of Winterhold, and have likely memorized the alchemy effects of every plant… in Cyrodil. Strictly speaking, you haven't been to Skyrim yet, though with your sheer range of skills I imagine even that mastery isn't too far away. In short? You are nearly perfect, with precious little left to learn. There are some ways you could improve, but to truly take advantage of them you'd need… sacrifice.

600 cp - Dragonborn
So, the royal whore is busy trying and failing to escape from the city of slaves thanks to her boundless overconfidence and her own power working against her. Could I interest you in replacing her? If so, then congratulations, for you are now the Dragonborn. There are many metaphysical and narrative implications to this, but for the sake of simplicity we shall ignore all of them and boil this down to its most basic roots. You are the prisoner who will escape Helgen. When you kill a dragon, you may absorb its soul. And you may spend those souls to unlock words of power, the dragon tongue, the Thu'um. Here in the world of Nirn, its more akin to trading those souls to Akatosh, the god of time whom you might be a fragment of, in exchange for portions of their memory and skill at using the Thu'um, but as that doesn't work when he isn't present… well, like I said. For the sake of simplicity, it simply works. As a bonus, you may unlock more general draconic powers and abilities should you slay dragons in other worlds, but that is a thing that will have to wait til later.

600 cp - Save System
Invincibility. Or at least, the illusion of it. You possess the same autosave powers that our so-called heroine does. Every so often, after 'important events' or merely a certain amount of time, a number and a location will be engraved upon the small black screen that you can summon. For the most part the number merely represents how many saves you've made, but the rest of it is the time and place that it was made. A time and a place that you may return to. Or, mostly - only the three most recent numbers are available to you, but as long as they remain available you may travel back to them as many times as you wish. Should you die, this return to the past will trigger automatically, though only once per jump. After that, if you die, you die. Do be careful about that, I hear overconfidence is killer for people with powers like these. Try not to use it to bad end yourself on purpose.

Slave Trainer

100 cp - Absolute Unit

Back breaking labor, day in and day out, may be highly unpleasant, but it makes for a strong body. This is true for most, but none more than you as whatever youthful indiscretions you may have had, they've left you quite powerfully built. Actually, you're up to a whole foot taller than whatever is considered normal for the locale and built like a brick wall. If someone was exceptionally small and lithe, you could probably wrap your hand entirely around their neck, that's how large you are. People you dislike will find you naturally intimidating, and people you're attracted to will find you to be naturally arousing. And both of them will probably think something like 'what strength he has, he could absolutely ruin me'.

100 cp - Coin Counter

What is slavery, really? A job? A culture? A means of acquiring unpaid labor? A way to express your strength over those less fortunate? Eh, who knows. And quite possibly, who cares. For you, it could be any of those things, but right here and right now, it's about getting paid. You've been the little guy before. You have experience running a tavern, making meals, serving drinks, and renting rooms. But that's not what you do these days. You're also capable of running an auction, of hyping up the newest slut to cross the stage and convincing other guys that not only do they want her, but also that they NEED her. A perfect combination of bombastic, conniving, and being able to pick a sucker out of a crowd. Honestly, while you might not be all that great at actual violence - yet - you can do almost anything your fellow slavers might need in a support capacity.

100 cp - Looking Down

Aren't the constant cries of unfairness from the whores and bitches that have found their way into the city of slaves just so irritating? Cease praying. Stop pleading. No, begging will not help you. They belong to you now, and whoever buys them soon enough. They can stop pretending that they'll be saved. To help these girls learn their new place in the world, you have a truly profound ability to put out verbal abuse in order to drive in exactly how hopeless their situation is. It helps that you can find psychological weak points with relative ease, figuring out what they hold most important by the way they flinch from your words - or what puts steel in their back. Once you have that, a plan to beat the hope out of them isn't too far away. You are also an accomplished liar, something your slaves never seem to realize until after they've utterly humiliated themselves in an attempt to gain some small shred of favor from you… a favor you never intended to give them.

200 cp - Nude is Strong

Skyrim is the northmost portion of the Empire of Men, and it shows. Large portions of it are covered in snow all throughout the year, and the locals, the nords, are known as the sons of the snow… and possess a resistance to frost magic. They're hardy. Very hardy. But only some of them are foolish enough to walk around half dressed, or even entirely naked as the citizens of Slave City often do. It's hard to get your dick sucked while you're wearing pants after all… even if the fact that it's currently snowing means that you shouldn't be doing so outside. Despite that, however, you're even more resistant to the weather, be it hot or cold, than a Nord. It might not be comfortable, but your nudist ways won't get you killed. Unless of course you're actively fucking - somehow, doing so generates enough heat for you to ignore the weather entirely during the act and for a short time afterwards.

200 cp - Risk and Reward
The training of slaves is honestly not that complicated a process. Two thirds of it is establishing yourself as their better, their owner, their god, so on and so forth. This both ensures that they actually obey you, and that they don't try to run away. The rest of it is ensuring that they're actually capable of whatever it is you want them to do. Given that most people want slaves for boring manual labor, or for sex it isn't an issue as long as they have decent musculature or look pretty. Which makes training slaves pretty easy, since a third of it isn't a problem. To that end you've learned how to do the other part fairly well, with teasing, coaxing, bribing, blackmailing, or otherwise beating people into submission having become a speciality of yours. Most people will obey just to stop the pain, especially if you aren't giving them time to heal or enough food to recover fully before you give them their next chance to be a nice and obedient slave… or get another beating. Thankfully, you also have a preternatural ability to know exactly how much of a beating someone can take before they die.

200 cp - Caliente Means Slut
Women. In the city of slaves, they're a form of currency all their own. You'd think no sane girl would ever want to go there, then, but sometimes… Well, let me just say it's a good day to be a slave trainer. See, from here on out? Not only are women everywhere just a smidge more your type, whatever that may be, but the more your type they are the more submissive they are. There's also a heavy dose of masochism in there, and you can play with the precise balance if you want. If you're a lover of thick bottomed girls, you'll find that the fatter they are, the easier they are to bully into submission. Or maybe if you love fat tits, they won't just obey you on threat of death but also because they secretly love the way you twist their nipples. If you ever stumble across your perfect girl, you shouldn't be surprised if she goes out of her way to enslave herself to you because she's absolutely thrilled at the thought of all the ways you could possibly mistreat her… and also because she finds the idea of not having to make important decisions and leaving it all to you to be incredibly freeing.

400 cp - Personality Eraser
But hey, maybe you don't want your sex slave to enjoy having sex. That sounds like more trouble than it's really worth, and I personally find it gratifying to reduce girls to a puddle of orgasms, but if you want that to be how things work, I can indulge you. See, you don't train people with this. You break them. Find a weak point and hammer on it. Or just hammer on them wherever you think they're strongest if you want to make a point. Then slam your fist into their guts or something like that. While targeted attacks will always be more effective, you don't actually need anything other than good old fashioned violence to very slowly start… well, just kind of erasing the personality of the girl in question. Like, not even scare her into submission, the people you grind into the ground straight up care less about the fact that they're being beaten and will react less to seeing other people in similar situations. Hurt them enough and you'll basically be left with a robot. That's boring though, so maybe don't do that.

400 cp - Road to Nowhere
The women you're into being into you in one form or another is nice, but by no means the limit. What if you could just point at someone and have them stumble their way into becoming yours? In this jump, and in each future jump, you may designate a particular kind of target. Powerful women. Nobility. Perhaps even royalty. Women that meet the description you settle on will experience… Well, let's call it bad luck in proportion to how precise your description was - more precise is more effective. Or perhaps good luck, if only for a time. An adventurer might awaken to a powerful affinity for a kind of magic. A minor cultist might make a contract with a Deadric Lord to become a vampire lord. A lesser known member of the royal family might find herself with the power to manipulate time. In short, the women you elect will quickly become more powerful… and that power will slowly erode their morals, until they're taking stupid risks just for the novelty of losing. And hey - one of those girls is already set to show up at the gate to the city of slaves and demand to be enslaved. Who knows how many girls might sign up to be victims with this?

400 cp - Bandit Camping
Setting up shop in some random cave or forest glade is great and all, but when you're out in the middle of nowhere there are a lot of things that you don't have. Like consistent access to food or clean water. Or hell, candles. That's why they often like to take over a mine, it gives them raw materials. But, where is irrelevant right now. Instead, what matters is that you are going to be one of the guys that people turn to when they need something. Alchemy. Smithing. Enchanting. You have at least a basic working knowledge of all three of these things. You can maintain equipment and even create new armor, weapons, or slave harnesses given enough time. You can brew a barrel of beer or a potion of waterbreathing. Or of cumbreathing, if you want to add insult to injury to a slave. And of course you can enchant that mass of leather and chains that you force the slaves to wear with various drain effects, to ensure that they can't accomplish anything even if they do try to fight back.

600 cp - Formal Notice
Slavery is quite illegal in the Empire, which makes the city of slaves quite the anomaly. How, exactly, does it even exist let alone do business, when its business is harming the citizens of the Empire? The answer… is that I have no idea. And neither does anyone else for that matter. With that said, you must be a high ranking member of either the Thieves Guild or the Dark Brotherhood, because your ability to legally pull off blatantly illegal things is second to none. Somehow, you have permission to be a slaver and to ply your trade in an Empire where slavery is otherwise illegal. This will remain true in any other world you visit - wherever you go, you're allowed to kidnap people and break them. True, the government would prefer you do it to someone else's citizens, but they won't stop you from doing it to theirs as long as you have a justification. Oh, and, slavery isn't the end of this. If you ever find yourself in a position of power - say, the ruler of an entire city dedicated to slavery instead of just a small band, you'd be allowed to create some fairly unfair rules, like retroactively declaring every woman inside your domain as your personal property.

600 cp - Active Loading
You know what would be just great? If all the slaves you had access to just randomly woke up one day with fat fucking milkers that you could wrap around your cock. That'd be amazing - it'd feel good, and it would let you sell them for way more. Oh, and if that skirt the waitress was wearing would shrink by an inch or two - that'd be a real killer view. …Weirdly enough, these kinds of things aren't just stories you hear about anymore, they're things that actually happen. Not to you specifically, but to those around you. It's kinda like some perverted god is changing parts of the world to very slowly make it sexier. And lucky enough, you always seem to be in the perfect position to take advantage of these changes - either to help people get over the fact that their body is abruptly a different shape, or to strike when their guard is down. Though, some of the bigger changes tend to arrive in a weird manner, with nobody realizing that they didn't used to be there. You'd think people would notice Whiterun suddenly becoming a much larger city dedicated to slavery, but seemingly not.

600 cp - Fucking Cheating
When your opponent can roll back time whenever she fails and has infinite chances to try again, how are you supposed to win? How are you supposed to even survive for more than five minutes? How do you eke out a win when your opponent has infinite chances to try again? It's both easy and very difficult - just have stats high enough that the chances of her winning is zero. Unfortunately, that's also unfeasible. Unless you cheat. You see, you've heard rumours of a certain combination of enchantments that are more potent than they ought to be. The enchantment, Fortify Alchemy, and the potion, Fortify Restoration. For some reason, when combined, they generate more than the sum of their parts. And you? You've learned how to utilize this process, looping the enhancement to absurd heights. I would recommend not making a sword of +1000 damage, it might get stolen, but an amulet of +1000 health should be all you need to laugh in the face of any woman's attempt to kill you.

General

Free - Boobsliders

So. Between the default amount of control you have during character creation, and the amount of control added by mods, you can get some fairly unique bodyshapes. Or you can have a perfectly normal bodyshape but just have massive boobs. Like, boobs bigger than the rest of your body. It's not a sane option, but it is an option. And I gotta say, living like that... doesn't sound fun. I have problems with a normal body, I can't imagine how much of a pain it'd be to actually have tits that be. Luckily for you, you're largely immune to such things - no matter how big your breasts are - or cock, or both - you'll never be inconvenienced by them. They won't wreck half the building walking through the door, you won't have issues standing under your own power, and you won't be in danger of breaking your back from trying to lift all that weight. Or, as a more generalized statement, you won't ever be inconvenienced by exaggerated sexual characteristics.

100 cp+ cp - Jumper, by Dawalixi

You like big tits, right? Big, round, bouncy, squeezable, and best of all - barely covered. Well, much like a certain adventurer who just kinda woke up one day with a body that would make a whore jealous, you'll find that whatever mod was installed to modify her bodymodel, it didn't affect just her. Or rather, maybe there was a second mod for everyone else? While it isn't quite to the same extent, you'll find that everyone, everywhere now sports an upgraded appearance. Rippling muscles and larger cocks for the men, creamy curves and bouncy breasts for the women, you get the idea. For an additional 100 cp, feel free to point at a specific mod that manipulates bodies to throw into this mix - bulky men and curvy women is nice, but so is variety - maybe you'd like to throw some femboys in there, or perhaps some women should have a more amazonian body?

300+ cp - Install Modification

You know, it just wouldn't be skyrim without a certain level of lore-unfriendly armor just laying about, now would it? I seem to recall a certain story about a wrestler and a train engine... Well, those don't matter right now. What matters is that I'd like to offer you the ability to install mods into the jump, both this one and later ones. Or rather, to install your perks as mods. Each purchase of this perk provides you with a slot. You may put any perk you want into that slot, and even change it each jump if you wish. You may also limit who gets that perk, such as giving a physical fitness perk to only men, a magical genius perk to only women, and combat skill perk to only people of a certain gender and race. Do keep in mind however, that even limited, that's still likely millions of people getting that perk. If you want to hand it to a specific individual, then, well - no. Don't even try.

Items

Potential Slave

100 cp - Reset Inventory

As an adventurer, there are certain things you should always endeavor to keep on you. Things like armor. Or a weapon. To that end, I'd like you to have the following - a set of iron armor, boots, gauntlets, and helmet, an iron sword, shield, dagger, and axe, a long bow and 23 iron tipped arrows, 10 lockpicks, five each of a minor potion of healing, magicka, and stamina, two potions of resist fire, a potion of light feet and of the warrior, two torches, and the book of the dragonborn. And if that seems like an oddly specific number of things to give you - well, yes, it kind of is. According to a certain game studio, that is the perfect starting kit for an aspiring adventurer. Or perhaps an escaped convict. Definitely one of the two. Each week you can opt to receive another set of these to replace any that have been lost or stolen - but not sold off. Nice try. Additionally, you may opt to have the armor be… oddly revealing. It won't be any less effective, but it will look sexy. Oh, and, if it matters, you can choose between Imperial and Nordic armor and weapons.

100 cp - Signature Look

Iron armor? Ergh. So last season. You should just pick something fashionable and enchant it to be combat viable, not let battle dictate what you can and cannot wear. With that said, you now have a number of pieces of jewelry. Like, an entire noblewoman's chest full of the stuff. More than plenty for you to pick and choose your favorites from, or to sell off for a quick buck. From that chest, I invite you to choose your favorites. Maybe you enjoy a pair of simply golden earrings? Enough to show you have wealth, but not enough for someone to specifically target you over. Those favorites are now something that you will find suspiciously similar echoes of showing up… not quite constantly, but if you ever lost them, you'd have three or four potential replacements by the end of the day. Perhaps one day you'd find earrings with a yellow gemstone in more or less the same shape, alongside a pair of golden bells. Bit of a strange thing to wear as earrings, but they do make you easy to pick out of a crowd.

200 cp - Map of Tamriel

Now strictly speaking, our friend the former royal's quest to discover the source of her power over time was one without a definite endpoint, or even any real goals. Who do you ask about that sort of thing? Who even knows about that? That said, no matter where you're going, roads are an awfully convenient thing, so maybe try to stick to them? To that end, you have a map of the various regions of Tamriel. Or, several of them. One for Cyrodil, one for Skyrim, one for Highrock, so on and so forth. What's interesting about these maps is how little detail they have on them. Or more accurately, the way they fill in as you move around, going into higher and higher amounts of detail on places as you move towards them, such as marking campfires and caves, or even other things of interest. Wander around enough and you'll have the most accurate map of Tamriel in the world. Also the largest, these things get pretty big if you unfold them all the way out.

200 cp - Papers Please

Hey, you. You're finally awake. You were trying to cross the border right? Well, good thing you had the appropriate papers that say you were allowed to do that. …What, where did you think I was gonna go with that? Anyways, you have a small sheaf of papers that prove your identity. Be that as a wandering swordsman, a professional whore, or a cast out member of the royal family. Obviously a soldier isn't likely to be impressed by a whore unless he wants his dick sucked, so this won't solve every problem you run across, but if you have some more impressive accolades to your name then these can be used to prove them - and that can get you out of a phenomenal amount of trouble in the right circumstances.

400 cp - House of Creation
Even cast out of the Imperial City, never let it be said that a member of the royal family is homeless. Thanks to some time spent adventuring, or perhaps just some clever thinking, you've come into the possession of a small but fairly comfortable house. Well, 'house'. This could be a lighthouse, or a pirate ship trapped in a cove if you wish. Or a run down abandoned shack that you literally just walked into and kicked the previous occupants out of. Or a barren plot of land where a house could go, if you have time to build it yourself. You have options, though by default I'd like to offer you a house belonging to something you might know as the creation club - they have a certain reputation, but all of them are surprisingly interesting and each one has a mild theming to it, such as being very useful for a thief or a vampire.

400 cp - Expansive Backpack
No matter how strong a person is, there's a limit to what they can carry on their person. Strap a sword to each side of your waist, two on your back, a dagger on each limb, a shield on one arm - eventually you'll be a walking armory, but you'll also be so slow that you won't get anything done. That's why they invented bags to put stuff in. Specifically, backpacks. And this backpack is abnormally large on the inside. You see, a strong healthy nord can carry quite a few things. But a backpack just isn't big enough to hold all of that stuff - lets call it a quarter the size. This backpack, however, can easily hold twice as much stuff in it as our theoretical average Nord can carry, from armor and weapons to gold and jewels, to books and arrows. As an added bonus, you may pick a skill tree. The backpack will come with a number of minor things useful for that skill, and while wearing the backpack, you'll receive a minor boost to it - such as coming with the supplies to make arrows for Archery, and your arrows doing a smidge more damage than normal.

600 cp - Ebony Kit
Time passes. We grow. The gods place challenges before us, and we either fall or emerge victorious. This cycle repeats until we either become legends or become cripples. And you… you became a legend. And a legend deserves a suitable set of arms and armor. You have within your possession a set of what you will consider to be your perfect suit of armor, as well as up to four different weapons and a bow. These may be any kind of armor you want, as despite the name of the item, Ebony is not actually the top of the line material. That would be Daedric. Ebony is traditional though. All of it is refined and upgraded, as well as enchanted with two enchantments per piece of whatever kind you want. It is, in theory, the result of years of adventuring and growth, and it should represent you in the best way possible. If you desire, you may choose non-standard materials entirely, such as Amber. It makes no difference to me, and may even be more appropriate.

600 cp - Royal Signet
Saying that your family has a divine right to rule and that the gods favor you is generally just a thing that people like to do before overthrowing the current king, and in the case of the Septim dynasty, it was true. Unfortunately, the Empire isn't ruled by the Septim anymore, but by the Medes, of which you are a member, albeit an unfavored one. Specifically, you possess a simple red cloak with the imperial crest emblazoned on it, a dragon cast into the shape of a diamond. It marks you as a member of the royal family, both now and in future jumps. Now, much like the save scummer, you aren't an important member of the family, and may even have been all kicked out for various reasons, such as dressing like a total slut. Still, all but kicked out means you're still royalty for every purpose that actually matters, so you'll be able to demand a minimum of respect from pretty much everyone who cares about such things.

Slave Trainer

100 cp - Campsite

The lowest of the low in Skyrim are the Thalmor. Just above them are your kind - bandits. And being so far down on the totem pole, wherein wandering adventurers regularly just wander by and kill everything that moves, you don't have the best accommodations. Specifically, you now have a set of hide armor and simple iron weapons. In addition, you are now the nominal owner of a small watchtower. It is technically totally unsuitable for long term habitation, but there's a decent campfire nearby, a barrel of food that won't spoil anytime soon, and plenty of trees to cut for firewood. Anything more than that, from better meals to actual bedrolls and not just piles of damaged hides, will have to be claimed from whoever happens to be nearby, or is unfortunate enough to pass through. Which, if you want something meatier to bite into than a barrel of potatoes, can be arranged for in the form of a slow trickle of 'npc' characters for you to steal from.

100 cp - Blindfold and Bells

When training slaves, there's a certain minimum level of domination that is ideal for you to reach. A pointed and poignant way for you to point at them and decry them as lesser, as deserving of being enslaved. Often, this is a literal set of chains that you can wrap around their wrist and neck to keep them contained. In the City of Slaves, however, something a little more… revealing, is preferred. You have a number of leather outfits that are more straps and belts than actually covering - in fact, they exist more to highlight the various areas, such as forcing her to just her chest out, or drawing the eye to the creamy expanse of her thighs. In short, it not only contains, but forces a woman to display herself for your pleasure. Included here are a number of blindfolds, to contain her further by blocking her vision, and bells, intended to be attached to wrists and ankles in order to prevent her from sneaking about by ensuring everyone knows where she goes.

200 cp - Prisoners of War

You know, it's a lot easier to legally justify the existence of slavery when the people getting fucked and fucked over are your enemies. And wouldn't you know it, Skyrim is in the middle of a civil war. And then there's the Thalmor, who nobody cares about. All of that? It means fresh meat for you. You regularly receive shipments of 'enemy soldiers' and other 'criminals', and occasionally receive the additional gift of 'miscreants in need of correction'. Which is to say that you'll find the local governments trying to use you as some sort of disposal system and having you train people they find inconvenient into slaves. A good number of them will be fairly pretty women, though you will find a number of men among the ranks of your shipments.

200 cp - Slavery Tools

Putting your slaves in a special outfit designed to humiliate and control them is nice and all, but it's not exactly everything. No. Sometimes, more drastic options are required - options that you now possess. First are other minor things, like various piercings and chains that are designed to hold tight rather than just look good. Then there are the stockades, large wooden structures meant to hold them in one position or another. Next up are your branding irons, used to sear their marks of quality - or lack thereof - into their flesh. High quality, low quality, and livestock. Last is a number of alchemical products, such as potions that will allow the user to breathe through cum. It's a variation on a more standard water breathing potion. Excellent for really carving the smell into their brain. Of course, that's not all you have, it's merely what I consider important. If you want sex toys to torment them with, feel free to assume they're in here as well.

400 cp - Workspace
A king should have a castle, and while you're no king you do have your own property - specifically, you are now the owner of a fairly large inn and tavern, as well as a moderately large farm. Though, I suppose I should point out that the farm doesn't grow crops, but rather contains slaves. Slaves that have been marked as livestock. Whore them out to anyone who will pay, breed them for a better next generation, or maybe try to harvest their milk to sell at your inn - whatever you want to do with them, that's fine. They don't exactly have rights these days, and they're all so far gone mentally that they enjoy the abuse. The inn, meanwhile, is more normal. A few slave waitresses serve food while mostly nude, with the understanding they themselves are on the menu if a man should happen to want a blowjob while he drinks his beer. In future jumps, both locations will be overlooked should you end up in a place where slavery is once more illegal - which is most of them, to be honest.

400 cp - Drain Attributes
Skyrim isn't particularly fond of mages or the clever craft. Big strong Nord men only need a big strong Nord axe to get them through their day. Or, well, that's the theory. In practice, magic is useful enough that most Nords will at least know a simple flame spell to help light fires on cold nights. As for you? Well, the college of winterhold doesn't teach this sort of thing, so you probably bought it from Cyrodil - you have a number of collars that are enchanted with various Drain effects. A collar that prevents people from casting magic is useful for enslaving wizards. Or maybe something that reduces the wearer's strength down to that of a childs for a fighter? Hell, there are even options to damage the wearers luck if you think that matters. As said, you have quite the collection of these, and in more than just the form of collars - while iconic, you need more than that and as such may opt to have Blindfold and Bells be enchanted in these ways as well.

600 cp - Whiterun, City of Slaves
I'm not quite sure how Whiterun of all places ended up as the primary slave training hub of Skyrim, but it seems to be the case that slavery has taken over most of their economy. Someone probably downloaded a mod. In any event, you are now the owner of the city - and, optionally, the Jarl. Fair warning, if you're a woman, they'll happily enslave you, so don't go expecting to be female and have much influence over the city. Beyond that however, you'll find that it continues to possess the right to own, train, and sell slaves in future jumps. Alternatively, you may instead choose to dedicate the city to a different crime, such as gambling or drugs, and have that become the new theme of the city for a jump. You will also find that the city possesses an unusual effect where new facilities and individuals to run them will simply appear out of thin air, with all but you seeming to remember them as having always been there. A bit odd, but the additions are always things you'll enjoy, so remember to greet your new 'old friends' and see what they have in stock.

600 cp - Unbound, Bound
Tell me. Do you have a girl in mind? Some pretty slut whom you would trade an entire city worth of slaves to have groveling at your feet? Well, rejoice, slaver, for though she doesn't know it yet, she now belongs to you. Like water flowing down a hill, or metal pulled to itself by magnetic force, the moment you step into the world she will begin to move towards you. Slowly at first, a meandering route likely born of some insipid desire to travel. Then quicker, as she finds some reason to be where you are. Eventually, she'll stumble her way towards you and events will begin to conspire for you to utterly own her. Perhaps, like the save scumming bitch, she'll develop a taste for being used and abused, and you'll be the one assigned to do so to her. Maybe she's a romantic who will take one look at you and think that you could have something special. Mind you, her opinion on you barely matters - events will continue to conspire to make her more and more submissive to you, and to prevent her from leaving. Or from even wanting to leave. Though, if you pick too far above your means - like, say, one of the gods - you shouldn’t be surprised if they are perfectly capable of leaving anyways. Beyond that, enjoy your new slave..

General

300 cp - Defeat Hall

In the dungeons beneath Dragonsreach there is a door. The door opens to a wall, and there is nothing on the other side of it. But sometimes, if you listen closely, you can hear a voice. That voice will direct you to a shop in another city, one that is nominally now yours. A gift. Please take it. The shop is known as the defeat hall. At its most basic, it is a place to experience defeat. Whether a warrior wants to be frozen solid, a mage wants a broken arm, or a thief wants to be caught in the act, this is the place where you can do so... in a relatively safe environment. In theory, since you're paying for the privilege, you can then experience defeat safely and begin to make plans to counter said situation. With that said, there is another side to the store. A series of comfortable rooms filled with various monsters. The other purpose of the defeat hall is for women to pay to be humiliated. To be savagely beaten and raped by trolls and goblins. And oddly enough, powerful women frequent the shop regularly. Thankfully, the shop is patronized by the Daedric Prince of Secrets - they can not only experience their fantasies safely, but quietly. But Mephala is also the prince of lies and deception, and so your actual pay as the 'owner' of the shop is the blackmail you can acquire on these women. Or the women themselves, if they grow depraved enough to simply never want to leave.

Companions

50 cp / 300 cp - Companion Import
If you want to bring some of your companions into the jump with you, you can. You may import one of them for 50 cp, or eight of them for 300 cp. Regardless of how many you import, each companion gains 600 cp to play with and all the same choices you get, with the exclusion of them taking companions of their own or any drawbacks.

100 cp - Companion Export
If you're more interested in making new friends, I can also arrange that. With each purchase of this I'll arrange for you to have a meeting that leaves a good first impression with a character of your choice. Not many of them have any real level of detail to their lives, but if one of them appeals to you then by all means.

100 cp - Do You Get To The Slave District Often?
In the city of Whiterun, there is a redguard man who is known and loathed by all. A pompous blowhard who accomplishes nothing and mocks others anyways. That man is gone, erased by the twisting and alteration of the world. In his place is an absolute unit of a man, tall enough that you'd think he might be part giant - and equally well endowed down below. He is Whiteruns premier slave trainer, for the sheer alpha male energy that he puts off is such that it half convinces the women he trains that they want to obey him even before he starts beating them. If you're a Slave, then this man is most likely your master, or otherwise seeks dominion over you in some form. If you're a fellow Trainer, then he is instead your brother in arms, willing and able to teach you the way of the gigachad as you train your own slaves.

100 cp - Cocksucker Princess
Somewhere off in the distance, there is a castle full of vampires that treat humans like cattle. It should come as no surprise, then, that they would be eager to make a purchase of slaves from Whiterun. And to help pay for that, they sold off a number of their weaker members. Of their prettier members. Why, the lord of vampires gave his own disobedient daughter to the city of slaves, half as a gift and half as a test - can this wretch of a girl be made to dutifully obey her betters every command? Maybe. If you're a Trainer, you'll find her to be full of fight and fire, doing everything she can to escape as you slowly wear her down and turn her into a good little girl. If you're a fellow Slave, you'll find her already tamed and with a deep oral fixation - she's been modified to drink cum instead of blood, but can't swallow without permission. In both cases, I'm sure you'll enjoy her company. For an additional 100 cp, her mother is also present and is in similar circumstances, though she's been trained to be appreciative of various animals - horses, cows, dogs, wolves, bears, pigs, dragons, that sort of thing.

100 cp - Bitch of Blades
Every woman who enters into Whiterun's walls must first acknowledge that her rights are no longer valid and that she is property - you'd think that would make most women turn away at the gate, if not flee outright, but some want into the city badly enough to agree. This particular woman is... well, she's trying to be some kind of spy, but quite frankly she's failing. I'm sure she had some clever plan about being assigned to wait tables and then sneaking her way into the court wizards chambers so that they could discuss some ancient artifact before escaping, but he sold her out and now she's continually getting fucked over whenever she tries anything clever. If you're a Trainer, then that is your job - to beat and discipline this woman whenever she tries to pretend to be anything other than the whore she is. Which is, well, almost always. Her ego is even larger than her tits. If you're a fellow Slave, she will instead offer to take you under her wing when she inevitably escapes and teach you the ways of being a badass dragon slayer. ...I suggest telling your master that her concussion wore off, you'll probably be allowed to sleep in an actual bed if you sell her out often enough.

Lost Crybaby - 100
You came across this beautiful girl while out in the Skyrim wilderness when you were hiking along a back trail through one of the holds and heard the sound of crying. Upon finding her you immediately noticed her exotic features, perhaps Akaviri in origin, such as her gorgeous blue eyes, long flowing blond hair done up in twin-tails and her eye-catching white outfit with its short blue skirt and red boots. Upon noticing you she was immensely happy to see you and after talking with her she revealed she'd been fighting a monster after discovering a talking cat, who you suspect might have been an Alfiq, only for a flash of light to happen and for her to end up here. She was completely alone and had no idea where she was, other than someplace cold, until you showed up and she's immensely grateful you've "rescued" her.

As a stranger in, to her, an even stranger land she latched onto you and has been at your side ever since. She appears to have the ability to summon her outfit to her after Shouting out some words of power, "moonu powa makeupu" or something like that, and when garbed in her conjured armor she gains immense physical ability able to effortlessly leap up and across houses and castle walls, an inhuman sense of balance, strength sufficient to easily punch out a giant and durability to stand up to the same alongside some magical abilities such as turning her tiara into a discus of light that she can throw at people.

She also appears to have an overwhelming talent for Restoration magic, though she doesn't know much about fighting yet and will need training to realize the immense potential she has. She also seems to be quite enamored with you and you could swear you practically saw the hearts in her eyes behind the heavy blushing and furtive glances she's been giving you when she thought you weren't looking. These looks only got more frequent when she first heard about, and later saw the results of, Slave City and what it got up to. If you didn't know any better you'd think she was hoping you'd collar her yourself...

Frozen Heart - 100
If ever the phrase "ice queen" applied to a woman then this is the one. Pale skin, light blond hair verging on white, icy blue eyes and a cold beauty that could ironically enflame the desires of any man (and plenty of women to boot) this woman's physical beauty is mirrored only by her cold disdain for others. Except, that is, for you. What it is about you that awakened her desires is something she can't quite articulate but for her it was love at first sight, a fact she can hardly bring herself to admit given how prior to encountering you she thought herself entirely above such things.

Leaving aside her physical beauty she is also possessed of a sharp mind and calculating insight, especially into the hearts and desires of others, alongside perhaps the single greatest talent for frost magic ever seen on Nirn. Her talents with anything ice or frost related, and to a more limited extent water in general, is nothing short of terrifying. She's able to conjure forth entire buildings made of ice seemingly at will, permanently create frost atronarch's and imbue life into ice golems, and her ability in the Destruction school aspects of frost magics are so powerful that even magical protection from frost damage is virtually worthless against her. This is paired alongside a noticeably less awe inspiring, but still quite potent, talent and skill with Illusion magics allowing her to conjure images of things that aren't there, plant thoughts in others minds that aren't their own and in general sow chaos and confusion amongst the ranks of her enemies, or perhaps just those that annoy her.

Fortunately for you then she's on your side and entirely willing to leverage her talents and magics to assist you in achieving your goals. She often wears a long pale dress as beautiful as it is revealing, conjured via her own icy magic, even in Skyrim. You'd think she'd be freezing in that sort of clothing but as she puts it "the cold never bothered her anyway".

100 cp / 300 cp - Almighty Idiot
A mysterious girl who appeared from so much thin air one day and then walked right into an imperial ambush. Much like the Dragonborn, she heard about Slave City and made her way directly there on account of how she explicitly wants to be used and abused. It's nice to see a girl open with her feelings and clearly communicate what she wants in a relationship, even if what she wants is for you to beat her whenever she disobeys you and rape her in public. If you haven't figured it out, this woman is the one who has been installing mods and fapping to all of the 'bad' things happening to the Dragonborn. She's also kind of useless in terms of actual skills. Thankfully she's hot. However, if you want to pay an additional 200 cp, you'll find that she retains access to Nexus despite being inside of the world of the Elder Scrolls, able to download and modify the 'game' in real time. She will of course use this power for evil. Or at the very least, sex.

Drawbacks

+0 cp - Modded Skyrim Special Edition
So, let's get this one out of the way - have you been to Skyrim before? Or maybe you had some adventures over in Morrowind or Cyrodiil some 400 years ago? Or hell, maybe you're already the dragonborn and you've woken up in that damn cart to that damn intro for like the twelfth time by now. In any event, you can choose as much of your past actions as you want to be remembered to be how canon went. This may do some very odd things to the timeline, but let's be honest, what doesn't do weird things to the timeline here in Tamriel?

+0 cp - Downloading Your Mods Now
Look, we both know what you want. This is the one where someone installed a bunch of slavery mods so they could watch their dragonborn get completely fucked over. With this option, go ahead and pick your favorites from Nexus. Or that other place. All of them are now canon. New town? Go for it. More people in Skyrim? Also fine. Prettier people, skimpier clothing, weapons in older styles? Absolutely fine. Everyone is female and naked all the time and doesn't seem to notice? Weird, but also fine. The only limit here is that you won't get to keep things that are… unreasonable. A sword in a style that hasn't been used in 400 years is fine. Magic ninja eyeballs are not.

+100 cp - All Boobs No Muscle
Skyrim is a very cold land, and there are some who might call it harsh. In most cases, however, this just means that the people of the land are exceptionally strong. You, however, are not a Nord. You are, in fact, a skinny motherfucker with no carry weight. The amount of material you can carry around with you is now limited to about a third of what the average dragonborn can manage. For reference, if you're wearing a full set of iron armor, a sword, and a shield, that right there is 90% of your body strength. If you had a second weapon you would be right on the verge of barely being able to move under your own weight. And no, you can't cheat this with pocket dimensions.

+100 cp - Never Should Have Come Here
With the advent of slavery in Skyrim, there's a new thing for bandits to steal from you - not just your life or your coin, but also your freedom. And, to be honest, if your tits are big enough, your freedom might be worth more than whatever you're carrying on you. Which is why now every tom, hank, and bob among Skyrims bandits want to capture you. And among the forsworn. And the Thalmor. And the Vampires. And the Dragon Priests. Look, you're apparently a very attractive product these days. The good news is this means people will go just a smidge easy on you in order to capture you instead of kill you. The bad news is that you can expect loads of people to just pop out of thin air in an attempt to snatch you.

+100 cp - I Want That Waifu For Free
Congratulations, you can have her! No, really, have a free companion. Yes, you get some extra cp to spend and a new companion. She'll have been captured, trained just a smidge, and then sold to you, but she's still mostly fresh - the vampire chick wasn't a virgin when we got her, don't complain about used goods, alright? Anyways, the downside to this? Uh… ever played Jenga? You pull one block out at the wrong time and the whole tower falls over. That's more or less what is gonna happen here. Your chosen girl had a place in destiny, and it's causing… problems, that she isn't there. Glitches. Things like 'the vampire apocalypse isn't in progress, it happened six months ago' kind of problems. If you chose someone else, well, the problem will be largely similar depending on their specific circumstances.

+200 cp - I Am A Genius
As a powerful adventurer… you're a powerful adventurer, right - anyways, as a powerful adventurer, there aren't that many situations that you can get into that you won't be able to get out of as well. Or at least, that's how the theory goes. For you though, you kind of have no sense of scale when it comes to danger. Clear out a bandit camp? Yeah, sure, all in a day's work. Kill a dragon? Well, you are the dragonborn. Except, uh, those two tasks aren't quite the same, you know? Which I suppose is the point of this - you'll happily accept pretty much any task asked of you, and jump head first into quite a few that aren't just for the thrill of it. Or because you want to get paid. Definitely one of the two.

+200 cp - Slave Training
So, good news and bad news. First off, you are an idiot who has somehow been tricked into 'experiencing slavery properly' before you judge it or something. What this actually means is that you'll start the jump in chains and then be very thoroughly trained to be a high class escort, a common whore, a piece of livestock, and a few other roles that you could potentially be raped while fulfilling. The good news is, you'll be freed once that is over and done with. The worse news, however, is that you are now 'secretly' a massive sub and masochist, and unless you've got a will of iron and business elsewhere you might not want to leave afterwards. And even if you do, every single chance to get enslaved in the future is going to look awfully tempting to you.

+300 cp - MORE MODS MORE SEX
And now, we officially have a problem. You see, though you might be the Jumper, you seemingly aren't the player. And the player isn't another version of you, either. No. They're something of a colossal shitlord who downloads mods until it no longer resembles Skyrim or crashes the game. Every time you turn around it seems that some new thing has been added to the world. Has a faction of Amazons invaded Skyrim to claim men as their slaves? Does every single bandit have a copy of the Ebony Blade? Is Aludin a flying train and every other dragon macho man randy savage? Do people get struck by lightning whenever they mention their knees or your sweetroll? Honestly, it's going to look like someone hit download on every single mod they had even the slightest interest in. And then, occasionally, it will all completely reset… and start again.

+300 cp - The Grand Outfit Collection Quest
There are nine major cities, twelve lesser villages, and upwards of several dozen smaller homes, farms, and outposts that dot the landscape of the province of Skyrim. In these towns and villages, there are 1001 individuals. There are easily two or three times this number in 'generic' individuals as well, such as the armies of the Forsworn or the camps of Bandits that hide in ruined castles or deep caves. Spread out among those citizens of Skyrim are 27 unique sets of armor - or closer to 50, depending on what you do or don't count. Truthfully though, none of that matters. What does matter is that there are now 19 additional sets of armor scattered throughout the land. You don't know where they are, but you know they're there. They might be an alternate elven armor belonging to the Thalmor, a fur and leather hybrid armor used by bandits, a slutty dress worn by a single specific tavern wretch, to a 'disguise' armor worn by a member of the Dark Brotherhood. And you have a burning desire to own these outfits. Good luck on finding all of them, because if you don't then you fail the jump. Oh, and nothing other than the good old mark one eyeball is going to be able to find them. No scrying, now.

The End

Go Home
Stay Here
Move On