

The Elder Scrolls: Magic

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Magic.

An important and powerful force within the world, often needing years, or even decades of study and experimentation to master. It is the energy of Aetherius leaking into the Mundus through the sun and stars, and as such is a force that knows few, if any, limitations.

Are you someone seeking to master the art of magic, to either achieve grand and intoxicating power, or to better understand the forces that shape and control our world? It matters not, only that you have the drive and creativity to push forward. Who knows, maybe one day you will be talked about in the same vein as Shalidor himself!

You will receive **1000 cp** to help figure out what kind of mage you want to be.

Specialization:

Which School of Magic do you specialize in?



Magical Generalist: You have elected not to specialize in a single school of magic, finding such an idea idiotic. Why would you limit yourself to a single path in an art that is, by its very nature, limitless? Though you may not be as skilled in another's area of expertise, few could match your sheer versatility.



School of Alteration: The School of Alteration is all about being able to alter the physical and magical properties of the target. Alteration spells harm the target by making the objects it is carrying heavier and augment the target by making the objects it is carrying lighter, granting it elemental and physical shields and the ability to breathe water and walk upon its surface as well as open locks.



School of Conjuration: The School of Conjuration is all about calling upon otherworldly entities through telepathy, with certain skilled Conjuration mages developing telepathic links with each other. Conjuration spells augment the caster by granting them Daedric and undead guardians, Daedric weapons and armor, and the ability to repel the undead and banish Daedra



School of Destruction: The School of Destruction is all about damaging the target with either elemental or magical attacks, draining and damaging its attributes, skills, health, magic, and fatigue, making it weak to the elements, poisons and magic, and corroding its armor and weapons.



School of Illusion: The School of Illusion is all about affecting light and a sentient target's mind. Illusion spells harm the target by commanding, demoralizing, paralyzing, silencing, and causing it to frenzy, as well as augmenting it by rallying, charming, calming it, granting it invisibility, night-vision, translucency, and illuminating it.



School of Mysticism: The School of Mysticism is an obscure school, though it seems to be about manipulating magicka itself. Due to its spells that bind the target's soul, this school is closely related to necromancy. Mysticism spells augment the target by granting it the ability to detect life, reflect damage, absorb and reflect spells as well as harm it by dispelling its magical effects and trapping its soul. The exact nature of the School of Mysticism is the subject of much scholarly debate.



School of Restoration: The School of Restoration is all about augmenting the target by restoring its health, attributes, stamina, and magicka, fortifying its health, attributes, skills, stamina, and magicka, granting it resistances to the elements, magic, disease, paralysis, poison, and un-enchanted weapons, curing it of disease, poison, and paralysis. It is also capable of harming a target by absorbing its health, magicka, stamina, attributes, and skills.



Art of Enchanting: It was not the schools of magic that fascinated you so, but instead the art of enchanting. It is the act of endowing objects with magical properties through the use of a soul, almost always with the use of a soul gem. An enchanted item's power diminishes with use, in which case additional souls may be used to replenish it. The strength of an enchanted item and the amount by which it can be recharged is directly related to the magnitude of the souls used.

Race:

Age and gender may be decided freely.

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

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

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

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

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

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

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

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

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

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

Other Race [100]: A force as wonderful as magic is not limited to only ten races. From the humble Goblins to cruel Ayleids to even Minotaurs, you can choose to be almost any sentient race found on Nirn.

Dragon [400]: The Children of Akatosh, the Dovah are undeniably powerful magical beings. While their ability to use a branch of Tonal Magic known as the Thu'um is the most obvious, they can also utilize an instinctive magic that allows them to fly, even if it looks like they shouldn't. It certainly wouldn't be impossible for a dragon to master modern magic, especially if they've been around for a while.



Locations:

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

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

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

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

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

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

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

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

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

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

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

11) Apocrypha: The realm of the Daedric Prince of Knowledge, Hermaeus Mora. This realm takes the form of an endless library, where the Prince hoards all the knowledge he could get his tentacles on, even some that mortals were never meant to comprehend.

12) Free Choice: How lucky you are, as you may freely choose to start anywhere listed up above, and perhaps beyond?



General Perks:

Arcane Arts [Free]: You would not be much of a mage if you were not trained in the arts of magic, now would you? Thankfully, you are a fully trained mage, knowledgeable in the arcane arts and possessing multiple spells already. Though you have some apprentice level spells from all of the other Schools of Magic, you are quite adept in your chosen specialization.

Life Extension [50]: It is not unheard of for certain mages to live well beyond their race's standard life expectancy, simply look at Divayth Fyr for one such example. Now you are one of those ambitious few, having cast off the shackles of aging. You are now effectively immortal, though it would be more accurate to say that you can live indefinitely.

Magical Beauty [50]: There is such beauty to be found out there, in this massive world of ours. And through the use of magic, you too can be just as beautiful. Few would be able to deny your attractiveness, and any scars you may unfortunately end up getting are sure to be aesthetically pleasing. Honestly, it's as though your features were sculpted from magic itself.

Battlemage [100]: Some are not content with only training with magic, seeking to supplement their arcane power with physical might. You yourself are a fully trained warrior, skilled in the use of multiple weapons, as well as the maintenance of weapons and armor. You will also find your stamina bolstered, such that you could run around in steel plate armor for hours before becoming tired.

Nightblade [100]: Of course, not every mage has academic goals or Noble aspirations, turning instead to a life of crime. You are one of these, or at least trained in a very similar manner. You can sneak around undetected by most, can unlock a fair amount of locks using a lockpick, and your sticky fingers allow you to pick many pockets without their owner's awareness.

Arcane Professor [200]: Knowledge is a powerful thing, and is best to be shared and passed down so then it will never be forgotten, something you ensure will never happen. You are an amazing teacher, allowing your students to grasp your lessons and show tangible results in record time. But more important, is when you teach others the arts of magic. Even if they come from a world completely devoid of the supernatural, under your tutelage anyone will be able to utilize any type of magic, and it will continue to spread as your students pass on your teachings.

Master Alchemist [200]: Although it is not a school of magic itself, Alchemy is the art of mixing, boiling, and distilling various substances to obtain their chemo-magical properties and create potions and poisons. You are a master Alchemist, with there being few ingredients outside of your reach. With a bit of trial and effort, you could even use ingredients from magically dead worlds in order to create high quality potions and poisons.

Archmage [400]: While there are many mages who are masters of their craft, with a skill and understanding of their chosen School that would be difficult to match, few are as suited for the role of Archmage as you. Your magicka reserves are, quite frankly, monstrous, which is not helped by the fact that they replenish at an incredible rate. Yet it is not just power, but your management skills which make you a fitting candidate. You could effectively manage an entire college, or even a province spanning guild, and keep it running efficiently almost single-handedly.



Magical Generalist Perks:

Discounts for Magical Generalist are 50% off, with the [100] perk being free.

Clear Mind [100]: For a mage, the mind is counted among their greatest weapons, and must be kept as sharp as any sword. You seem to have a leg up in that department, as you are now in possession of a photographic memory, capable of remembering events decades or even centuries ago as clearly as if they had just happened.

Dual Casting [200]: The gods gave you two hands, so why not use both of them for your magic? When you use both hands to cast a spell, not only does the spell itself require less magicka to use, but it will also see a noticeable increase in potency. Though this may limit you slightly, taking away the option of wielding a weapon in case an enemy gets too close, I'm sure you'll be able to fry them long before that point.

Spell Crafter [400]: The study of magic is an act that pushes against the preconceived limitations seen by the mage in question, and often necessitates the creation of entirely new and unheard of spells and magical effects. You are exceptionally skilled in creating new spells, or even just mimicking magical and supernatural abilities you see, requiring a bit of trial and error before the final product is perfected. Even those spells that are considered unique or restricted are just within your grasp, if you choose to reach out.

Lost Arts [600]: Well now, it certainly seems as though you have broken free of the preconceived limitations of the School System of magic. You may now count yourself as an unequaled master of a long forgotten, or extremely rare, form of magic. It could be the Thu'um, a type of magic that warps reality based on the words you speak. It could be the Tonal Architecture of the Dwemer, capable of innumerable effects that seem fantastical and impossible. Or maybe Tonal Magic is not your style, instead following in Azra Nightwielder's footsteps, becoming a master of Shadow Magic. Weather magic, blood magic, auramancy, even time magic is possible. Though you can purchase this option more than once, it will not be discounted after the first.

Alteration Perks:

Discounts for Alteration are 50% off, with the [100] perk being free.

Mage Armor [100]: When you go into battle, it is often best to be as well protected as possible. And while most mages may prefer to wear robes over armor, the Flesh and Shield spells ensure that they are always protected. Your skill with these types of spells are quite evident, as they will be three times more effective at protecting you, while lasting much longer than they should.

Transmutation [200]: It is a commonly believed rumor that all mages are capable of turning anything into pure gold. It's a lie, of course, but not a baseless one, as proven by your skill. You have been trained in the art of transmutation, allowing you to change iron into silver, silver into gold, and back again. This skill affects both the raw materials and refined products. With a lot of training and experimentation, there is no limit to what you might be able to transmute.

Invisible Hand [400]: Arguably one of the most useful spells, there is a lot of versatility to be found in telekinesis, especially if the caster is a master like yourself. You barely use any magicka when lifting an object the size of a child, and could lift a horse with relative ease. But most astonishing is your precision and control, allowing you to thread a needle with ease, or fight with weapons from a distance.

Master of the Material [600]: To master Alteration is to understand that reality is just a falsehood, a perception of greater forces impressed upon us for their amusement. As a Master of Alteration, few know this fact better than you. Not only are you able to alter the terrain around you with startling precision, such that you could create deep pits and earthen spikes in seconds or lifelike murals in minutes, but you are capable of turning others into mundane animals. Sure, you could turn yourself into a bull or a bird, but there is some satisfaction to turning your enemies into newts.

Conjuration Perks:

Discounts for Conjuration are 50% off, with the [100] perk being free.

Conjurer [100]: Conjuration mainly involves summoning creatures from other planes of Oblivion, which doesn't appear in any other universes. Thankfully, you will retain your ability to summon various Daedra in future Jumps. And of course, you have made a summoner's pact with one of the Daedric Princes, allowing you to summon any Daedric entity under their command at a fraction of the cost.

Mental Bond [200]: One thing that is often forgotten about the School of Conjuration, is that telepathy can be used on more than just summons. By performing a short and easy ritual, you can permanently mark anyone you desire and create a telepathic link with them. This link cannot be broken in willfully, and you can even communicate with them from entirely separate dimensions.

Puppet Master [400]: The path of the summoner is all about control, of enforcing your will onto another entity, and there are fewer who are as skilled as you. You have total control over each and every action your summons take, from how they move and fight to when they breathe and speak. In addition to your peerless control, you are able to experience the world through their senses, with no chance of sensory overload.

Master of the Realms [600]: Of all those who have followed the path of the summoner, few have achieved such a level of mastery as you have. In addition to being able to have ten summons active at a time, as well as knowledge on turning them into permanent thralls, you have mastered the creation of Oblivion Gates. With a wave of your hand, you can create gates into other planes of reality, even those connected to future worlds. Unfortunately, this planeswalking ability will be limited to the sixteen Realms of Oblivion rules by the Daedric Princes, as well as any local dimensions of whatever world you're visiting at the moment. At least, until you receive your Spark.

Destruction Perks:

Discounts for Destruction are 50% off, with the [100] perk being free.

Elementalist [100]: Few schools can match the flashiness of the School of Destruction, nor can many resist the temptation to destroy your enemies in an elemental fashion. Choose one of the three classical elements, Fire, Frost, or Shock. Spells that utilize your chosen element will be twice as devastating, all while costing half the magicka cost they otherwise would have.

Friendly Fire [200]: For as fun and as devastating a battlefield through elemental fury is, it can be quite the hassle when you need to ensure any allies you may possess don't get caught up in your destruction. Thankfully, you will never have to worry about that ever again, as your spells will never harm your allies ever again, completely ignoring them. From elemental cloaks to massive explosions of magical power, those by your side will never be harmed by your hands.

Feeble Aura [400]: A skilled user of Destruction does not only strike at their foes using elemental forces, but by damaging an enemy's very self. At will, you may emit an aura that will slowly drain away your enemies' attributes, such as their strength and agility, as well as draining away their stamina and magicka in order to bolster your own. Even though they will not be defeated through this aura alone, this will ensure that you will be able to fight much longer than they will.

Master of the Elements [600]: I see you have devoted yourself to the School of Destruction, a wise choice should you find yourself frequently on the battlefield. Through countless battles, you have refined your spell work to such an extent that damaging spells are thrice as powerful, with their effects lasting twice as long. And while the greatest enemy to a mage is those who are capable of resisting magic, they are of no concern to you. Indeed, your spells are now capable of ignoring magic resistances in their entirety. Let them feel your wrath.

Illusion Perks:

Discounts for Illusion are 50% off, with the [100] perk being free.

Quiet Casting [100]: The illusion spell is often used by those who much rather prefer the subtle approach, something that isn't all that easy when magic necessitates loud flashes of magical energy. You, however, are different. When you want a spell to be quiet, it stays quiet. No sounds, no flash, no noticing you've gone invisible.

Emotional [200]: One of the cornerstones of the Illusion spells are those that manipulate the emotions of your targets. Whether they inspire dread or courage in your targets, they're very useful for those who desire to face combat with an indirect approach. Your emotion spells have some additional effects on your targets, like the fear spells improving a target's speed, or bravery spells improving their durability.

Phantom Images [400]: The School of Illusion is not just limited to emotions, but the very senses themselves. And yet, it would be difficult to create such illusions with enough clarity and consistency to fool anyone. This perk will allow you to fill in those blanks automatically, creating elaborate illusions that can affect all five senses at once, though there will be some inconsistencies that someone perceptive enough could realize what is going on.

Master of the Mind [600]: Shouldn't they know better than to stand against you, when you can control how they perceive everything with a wave of your hand? Your mastery over illusions is sublime, allowing you to even affect the undead, Daedra, and even automatons. Your illusions are also vastly more elaborate and difficult to break out of. You could make an entire group turn on each other, all without knowing that they are in actuality killing their comrades.

Mysticism Perks:

Discounts for Mysticism are 50% off, with the [100] perk being free.

Mystical Sight [100]: Mysticism is often said to be the art of manipulating magic itself, and the first step towards that is seeing magic. At will, you can detect any magic in your area, be it active spells or enchantments. With time, your vision will become more clear, allowing you to better see the differences between all magics. Should you desire, your eyes can glow a color of your choice when you activate your magic sight.

Mark and Recall [200]: For the traveling mage, walking back and forth can be quite an annoying and time consuming experience. Thankfully, there are magical solutions. You now know of a unique variation of the Mark and Recall spells. You can leave an almost unlimited amount of permanent Marks, one of which is automatically placed within your Warehouse. And by casting Recall, you can choose any of the Marks you've left behind to teleport to. You can remove any of the Marks you want, but most will be lost at the end of a Jump.

Soul Magic [400]: Seen as a heretical and forbidden art, many forget that Mysticism does involve spells that facilitate the interaction and manipulation of souls. Soul trapping is the least of what you could do, with the potential to mend and cure the souls of any damage or impurities they may have. Of course, should you try your hand at it, you would have a great talent for the necromantic arts.

Master of Magic [600]: All magic comes to Nirn through the sun, a massive hole in the sky that leads to the realm of Aetherius. It is an integral part of everything, but with your mastery of Mysticism, you can break that link. That's right, you can temporarily shut down a person's ability to cast magic, no matter what kind it may be. You could even disenchant artifacts of great power with a snap. Though, you could also use this to greatly enhance the magic of another, supercharging their spells with your own energy to such an extent that few could ever match.

Restoration Perks:

Discounts for Restoration are 50% off, with the [100] perk being free.

Healer [100]: The art of Restoration is a perfectly valid School of Magic, and don't let anyone tell you otherwise. Though seen as not as broad or cool as the other Schools, being able to heal wounds is an undeniably useful skill to have, no matter who you are. For you, healing spells are twice as powerful, all while costing half as much magicka.

Respite [200]: But wounds are just one malady that plagues the mortal condition. Poisons and diseases, deadly toxins and depleted stamina, all things that are now yours to cast away with. All healing spells you cast will not only replenish a target's stamina, but it will also purge their bodies of any poisons, toxins, or diseases. Only those genetic in nature, or those that are magically powerful cannot be affected by this.

Necromage [400]: Everybody always thinks that Restoration is only good for healing, something that any competent priest should know. What they fail to remember, is that Restoration magic is an absolute nightmare for any undead entity. It would only make sense, after all, for the School of Magic focused on life energy. You've got a gift, able to imbue a little bit of Restoration into all of your spells, allowing all of your magic to be twice as effective against the undead.

Master of the Flesh [600]: To devote yourself to the School of Restoration is a noble goal, one that many would appreciate. You have taken your skill in this School to complete mastery, such that you constantly radiate a restorative aura. This aura of your will constantly heal any nearby allies and non-hostiles, while damaging any undead that are stupid enough to get close. But Restoration is not just healing, as you've found out, but can be used to manipulate the flesh. Completely changing a person's face and hair, or forcing someone's heart to stop beating is the least of what you could do, with your newfound biokinetic abilities.

Enchanting Perks:

Discounts for Enchanting are 50% off, with the [100] perk being free.

Enchanted Sight [100]: Being the skilled enchanter that you are, people often come to you for one of two reasons. To enchant something, or to figure out what something is enchanted with. Thankfully, you are quite good at the latter, capable of figuring out the effects of any magical enchantments with but a glance. This will also help you learn new enchantments without destroying the original item in the process.

Eternal Enchanting [200]: One of the limiting factors for enchanting is the need to constantly recharge them. This is especially true for weapons, forcing you to recharge them multiple times a day. Well no more, for you have discovered the secret to solve that particular annoyance. Any enchantments you apply will never run out of charge, being just as effective in a thousand years as it was the day it was made.

Magical Architect [400]: It's not just weapons and armor that can be enchanted, but any object you can think of. Even buildings. Especially buildings, as you've no doubt figured out. In addition to being a master architect, you can apply your enchantments onto buildings and other structures. This manifests best when making magical traps for anyone brave or foolish enough to think that trespassing was a good idea.

Master of the Craft [600]: Through long study and years of effort, you have become an undisputed master of your craft. In addition to all of your enchantments being five times more potent, you have learned a very valuable, and very difficult technique. You can add new enchantments onto already enchanted items, as well as further enhancing pre-existing enchantments! With your skill, you could even make those vaunted Daedric Artifacts more powerful than they already are.

Items:

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

Basic Gear [Free]: It wouldn't do to start you off with nothing. You have a satchel containing an enchanted set of robes and a hood of your own design. Together they will slightly increase your total magicka pool and magicka regeneration, but can be worn separately. This also comes with a book detailing the basics of your chosen magic, and how to improve your skill with it.

Alchemical Ingredients [50]: In order to perform alchemy, one must first have the appropriate ingredients. Luckily, that is no longer a problem for you. You now possess a storage closet containing fifty of all alchemical ingredients found within the Elder Scrolls series, organized so that you can easily find what reagent you're looking for. This will replenish weekly, so don't be afraid to run out, because you won't.

Heart Stones [50]: When the Red Mountain erupted, an unusual type of ore was sent flying all across the province of Morrowind, reaching even Solstheim. This ore, known most commonly as Heartstones, still smolders with the heat of the mountain centuries later. They are imbued with an extremely small fraction of the power from the Heart of Lorkhan, and can be used for a variety of purposes. You receive a stockpile of fifty, which will replenish weekly.

Obscure Texts [50]: A collection of writings written by a multitude of seemingly mad scholars, they do offer a bit of insight as to the wider story of this universe. From catalogs on the Magne-Ge to heretical essays to a letter seemingly from the Fifth Era, there is much to be learned from them. At least, should you be able to decode their mad ramblings.

Magical Aesthetics [50]: Of course, part of the fun of being a mage is the arcane aesthetics. The glowing lights, arcane sigils, occasional floating books, and so much more. With this purchase, you can change the look of your Warehouse, as well as any property you own, to have a more magical look to it. Torches and lights will be replaced with orbs of light, arcane script will run along the walls in a tasteful way, even ceilings can resemble the full night sky, in addition to so much more.

Soul Gems [50]: In order to enchant, one must possess both the knowledge of the enchantment they want to place, as well as a filled soul gem. The second shouldn't be a problem for you, as you possess an organized chest with fifty of all soul gems that replenish weekly. These are all filled with energy mimicking that of a soul, not an actual soul, so that should make your conscious feel better about itself when making a flaming sword.

TES Games [50]: All stories must have a medium in order to be experienced, and in this case it's through games. You now possess a high quality gaming setup with all Elder Scrolls games in your possession. The best part is that these games will never experience harmful bugs and won't crash, no matter how many mods you might end up installing.

Welkynd Stones [50]: Crafted from meteoric glass by the now extinct Aelyids, Welkynd Stones are highly valuable resources, especially to mages, as they store a considerable amount of magicka within. Suffice to say, a knowledgeable mage is able to replenish their own stores of magicka utilizing these stones. And although the secret to recharging them has been lost alongside the Heartland High Elves, turning to dust after each use, you have a stockpile of fifty of these stones, which will replenish weekly.

Alchemy Station [100]: You can't very well practice alchemy if you don't have the correct tools. Thankfully, this purchase is exactly what you need to truly bring out the best of the craft. This master crafted set of mortar and pestle, calcinator, alembic, and retort allow you to make more alchemical substances at a higher quality than you otherwise would have. Alchemical ingredients sold separately.

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

Enchanting Table [100]: Being an enchanter isn't much use when you don't have the equipment to do it. Not only does this table allow you to enchant weapons and armor, but any enchantments you do place are stronger than they otherwise would have been. Does not come with soul gems.

Mystic Tuning Gloves [100]: An enchanted set of gloves used by many mages for numerous reasons, mostly to easily handle unstable and volatile magical artifacts. You, however, have found another use for them, being able to more efficiently use your magic, reducing the cost of all magic if only slightly.

Ring of the Oceanborn [100]: An enchanted ring made by a cultist of Hermaeus Mora before being claimed by Sheogorath, this jade ring inlaid with a sapphire allows one to breathe underwater, as well as being able to see through even the murkiest of waters as though it were clear as crystal. It also improves the speed of the wearer's movements while underwater.

Scrying Orb [100]: To see events happening great distances away is a valuable ability, which makes this crystal orb a valuable tool. With it, you can look anywhere you've been before, no matter where you currently are, as well as listen in on conversations. It can be blocked or be fed false information with sufficient magical protections.

Staff Creator [100]: Staves are extremely useful tools for mages, able to hold charges of spells, and even be used to focus and empower a user's spells. But if you want to create your own staves, then this is the option for you. A specialized workstation, this will allow you to create and customize your own magical staves.

Varla Stones [100]: Crafted from meteoric glass by the now extinct Aelyids, Varla Stones are highly valuable resources that are similar, yet different, to Welkynd Stones. While they store magicka just like their smaller brethren, these are used to fully replenish an enchantment, or can even act like a magical power source. Just like with Welkynd Stones, the secret to recharging them has been lost alongside the Aelyids, turning to dust after each use. Luckily, you have a stockpile of fifty of these stones, which will replenish weekly.

Altar of Spellmaking [200]: Although it's possible to naturally create your own spells, there is a reason why these are such valuable tools for a mage. Utilizing a unique and complex enchantment, they help streamline the process of crafting spells. An additional benefit to utilizing this altar is that any spells crafted with this will have their magicka cost reduced by half.

Atronach Forge [200]: Crafted by a master of Conjuration and Enchanting, this unique altar is connected to Oblivion in a way that very few truly understand. By placing certain materials within the offering box, you can create or conjure all manner of things, ranging from hostile atronachs to spell tomes to Daedric armor to so much more. The exact limits of what you can receive from this is unknown, though it seems the results are much better when utilizing a Sigil Stone.

Cowl of the Druid [200]: There are many tales of the druids that inhabit the wilds of High Rock, mostly about how in touch with the natural world they are. This hood is often granted to a druid who has completed their apprenticeship, allowing them to detect life around them as well as call upon the spirit of Nirn to aid them, often manifesting in the form of three spriggans.

Dwemer Control Rod [200]: Many civilizations look to the miracles that the dwemer created, their mysteries as tantalizing as they are useful. Chief among them are the animunculi, their robotic creations that still walk those ancient halls. You now find yourself having ownership over one of their control rods, allowing you to take command over any dwemer automaton you fire it at. In worlds that do not possess these animunculi, it will instead summon a centurion to your location, obedient to you as it was the deep elves that created it.

Gauldur Amulet [200]: Crafted in the First Era by the Archmage Gauldur, this was considered such a powerful artifact that his three sons murdered him and stole a fragment each. And though it isn't as powerful as it was back then, it's still an undeniably useful artifact. While wearing this amulet, you will find your vitality, stamina, and magicka heavily bolstered.

Personal Staff [200]: A custom staff lovingly crafted to suit your own tastes and aesthetic, it will be a potent tool in your arsenal. Not only does it greatly empower the spells of one of the Schools of Magic, or some other type of magic found on Tamriel, but it also reduces their magicka cost. You'll also find it quite durable, so you can utilize it as a surprisingly effective bludgeoning weapon if you run out of magicka.

Ring of Phynaster [200]: This ruby ring is said to have been created by the Hero-God of the Altmer, Phynaster. It offers the wearer great protection against poison, shock, and magical damage. Additionally, it extends the wearer's lifespan indefinitely so long as it is being worn.

Sigil Stone [200]: A Sigil Stone is a pre-Mythic quasi-crystalline morpholith that has been transformed into an extra-dimensional artifact through the arcane inscription of a Daedric sigil, which can be used to create portals from Mundus to Oblivion, though that is far from its only use. Those stones, of which you get twenty, can be used to enchant an item, strengthen an existing enchantment, and many more uses for those willing to experiment.

Ahzidal's Armor [400]: Ahzidal was the first great Nord enchanter, and possibly the first human to master the Elven methods of enchanting, with this set of ancient armor as one of his crowning achievements. They allow you to use runes and conjuration spells at a greater distance, your Wards will absorb most spells in order to replenish your magicka, you can walk on water, and enemies have a chance at being paralyzed if they strike you. But the best part is that it strengthens all of your enchantments, making them twice as powerful as before.

Black Books [400]: Created by Hermeous Mora, Daedric Prince of Knowledge, these eight books are tomes of esoteric knowledge with a special property to them. By reading them, you will be taken to an island within the realm of Apocrypha, and subjected to a test. What this test is differs from book to book, ranging from complex puzzles to a gauntlet of combat. If you die in the books, you will be returned to the real world unharmed, but should you succeed, you will be granted powerful abilities.

Celestial Oculory [400]: Originally created by the Dwemer to learn the secrets of the stars, mages from the Synod repurposed it for what they believed to be a better use. This Oculory will allow you to locate and pinpoint the location of items of great magical power across an entire continent. Of course, a powerful enough artifact will divert much of the Oculory's attention, but you can set it to ignore such items.

Diadem of the Savant [400]: This golden circlet is gifted to anyone who is able to complete Shalidor's Maze, and overcome the trials within. It decreases the amount of magicka your spells would otherwise cost, as well as allowing you to have five times more summons active at once than you could before. Additionally, anything summoned while wearing this will be stronger, faster, and more durable than they otherwise would have been.

Gloves of Aryon [400]: Twin sets of gloves crafted by a Telvanni wizard, they are as finely crafted as they are useful. The left glove will improve the power of all commanding spells, forcing beasts, mortals, and daedra alike to obey your whims, while the right glove will summon three atronachs at once to fight by your side, one for each of the standard destruction elements.

Ring of Wizardry [400]: A gold ring with the image of the Mage constellation emblazoned upon it. While wearing this enchanted ring, you will find that not only are the magicka cost of all spells reduced, allowing you to use more spells than before, it will also double their potency, making them twice as powerful as before.

Teleportation Grid [400]: Travel can be such a pain, especially if you want to get to the other end of a province quickly. Thankfully, this should help you on that front, as you now possess your very own network of teleportation pads. These pads are distributed in such a way that there is one pad in every major city on the continent, with one existing within your Warehouse. You can limit who can utilize these pads, as well as if they are magically concealed.

Wizard's Tower [400]: Though it may just be a cliche, there is something to be said about owning your very own arcane tower. This property has multiple levels, each for a certain purpose. You've got the entry level, library, larder, kitchen, garden, storage, basement, vault, study rooms, practice areas, guest rooms, a master bedroom, and even a few bathrooms. It's also got a good amount of magical protection, reinforcing the walls and making them highly resistant to magical damage. Additionally, it's self cleaning. You can combine this with any properties you own, or even those that you purchase here.

Arcane College [600]: If there is one thing that is most important to a mage, it is the acquirement and transference of knowledge, and there are few places better than this academy. A large structure that is capable of holding hundreds of students and faculty, it’s got all the amenities you would expect from a magical institute of learning. Most impressive is the extensive library, with innumerable tomes on all manner of subjects, ranging from the mundane to the magical. Should you decide to actually use this to teach, then all who come here to learn will see their progress rapidly increase.

Daedric Artifact [600]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts. Normally, these artifacts will randomly leave their owner, either returning to their Prince or into the possession of someone else, yet this one seems strangely loyal to you, refusing to leave your side. Which one you possess is up to you, though all have their own benefits.

Robes of the Archmage [600]: A fine set of robes crafted by some of the best enchanters available, this is the perfect set of clothes for any mage. Not only will it greatly increase your magicka regeneration, but it will also reduce the cost of any spells you cast, no matter the School they originate from. Additionally, the Shield enchantment allows it to be just as protective as steel armor while it feels like wearing silk. You are the best, so you should wear the best.

Staff of Magnus [600]: The weapon of the Father of Magic himself, Magnus' staff is a potent weapon. In addition to greatly enhancing the potency of any spells you cast, it can drain vast quantities of magicka from people and magical objects in seconds, storing them until its user calls upon it to power whatever spell they are using. Should your target run out of magicka to drain, it will instead drain their lifeforce before converting it into magicka.

Eye of Magnus [1600, No Discount]: I don't know how you were able to get a hold of this, but frankly I don't want to. Believed to be Aedric in origin, this massive orb is tied directly to the Realm of Aetherius, and radiates a truly monstrous amount of magicka per second. Through a specialized ritual, you can tie your very being to this object, and draw magical power from it directly. Although, if having enough magical power to destroy an entire island with ease isn't enough for you, then you could hook it up to some machine as an infinite power generator. But no matter what, be wise in its use, for the Eye has the power to unmake the world, if used incorrectly.



Companions:

Academic Peers [50/100/200]: Many mages end up secluding themselves away, becoming completely absorbed in their studies to the point where that's all they have in their lives. You do not seem to share in that solitude, as with this option, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Coven [300]: Magic is a magnificent force, one that you seem to believe should be shared with as many people as possible. Since you do not wish to be limited to just eight companions, then take this option to import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Guild of Mages [Free]: And what of those loyal souls who swore service to you for all eternity? Shouldn't *they* receive some sort of reward for their service? Should you so desire, you can import any followers you have into this world and gain the ability to cast magic as well as the training needed to use it properly, as well as a history in this world.

Atronach Mount [Optionally Free]: Atronach are not confined to a form resembling only humanoid creatures, and it is not unheard of for them to take the form of rideable beasts. This animalistic Atronach, being of an element of your choosing, is eternally bound to you, allowing you to summon them anywhere you want, with no magicka cost. In addition to the standard abilities you would see in an Atronach, this is easy to ride, and will always be faster than you.

Daedric Merchant [50]: Even a Daedra has to make a living, somehow, and this one has chosen the path of the merchant. He can be summoned through a simple and easy spell, and can both sell and purchase items. His wares are often rare and valuable, and often seem to possess a massive amount of whatever the local currency is. His stock and wallet replenish after three days, often with different items, even those of different worlds you've visited.

Pink Mage [50]: This short Breton girl is a prideful and powerful mage. Though an accident with Alteration permanently left her hair a bright pink, she has an impressive wealth of magical and academic knowledge, and her skill with Destruction is something to behold, outclassing many masters. She strives to become the greatest mage in history, and is stubborn and skilled enough to see it through.

Red Summoner [50]: There are innumerable types of Daedric entities to be found within the chaotic waters of Oblivion, and yet this dunmer seems to possess some of the strangest among them. A rat made of electricity, a massive turtle of water and coral, a creature of flowers and vines in the shape of a gargantuan toad, even a dragon made entirely of magma, among many more. He doesn't speak much, but he does care deeply about his summons.

Spirit Healer [50]: An elderly Altmer woman, she has devoted herself to mastering Restoration. After centuries of practice, it's safe to say that she's one of, if not *the*, best healer in the world, curing an entire town of an illness, and even capable of regrowing limbs within minutes. It certainly goes well with her grandmotherly demeanor, always willing to give the young and foolish some of her wisdom.

Atronach Thralls [100]: One of the most helpful, or at least useful, summons are the atronachs. They follow their orders without question, and won't try to stab you in the back. And how lucky you are that you've got three permanent thralls, fire, frost, and storm! They're all much more powerful than average atronachs, can take much more of a beating, and can appear by your side at will. Should they perish, simply wait an hour before calling on them once more.

Lunar Queen [100]: An exceptionally tall Breton, this woman is both the queen of a region in High Rock, as well as the headmistress at a prestigious magical institute. Her knowledge of the arcane is sublime, capable of taking on dozens of opponents at a time with relative ease. Her husband left her recently under mysterious circumstances, driving her into a deep depression. Perhaps you could pull her out of it?

Insane Gatekeeper [200]: I don't know how you did it, and quite frankly I don't want to know. This massive flesh atronach was specially crafted to help protect the gates to the Shivering Isles, and now you've got a summonable version. It's extremely durable, highly resistant to magic, and can take down an entire mercenary company on its lonesome with ease. It would be madness to try fighting against this thing.

Pale Drake [200]: A snow white dragon with failing eyesight is not what comes to mind when thinking of powerful mages, yet here he is. He's spent centuries mastering both his Voice as well as various magical arts found all across Tamriel, though he has a certain affection for crystal sorcery. Massive spears, protective shields, raining down razor sharp shards, encasing opponents in magical crystals, and even the creation of crystalline golems. If you help him out with some of his research, he'll be more than willing to teach you what he knows.

Drawbacks:

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

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

Arcane Arrogance [+100]: It would be an understatement to say that you have a bit of an ego. It's not all that strange, as all this magical power can get to anyone's head, but your casual dismissal of any perceived flaws, be it in your personality or your latest experiment, could be quite dangerous. There are many tales of mages who were killed because they were overconfident.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

Not All There [+100]: So much magic to do, so many experiments to perform, so much wonder to find here, so much magic to- Wait, what were you doing again? Well, you would be best known as being an airhead and more than a little scatterbrained at times.

Great Sage [+200]: Time is the one enemy that few can successfully beat, its inexorable march forward affecting each and every mortal. Especially you. You are well past your prime, your skin wrinkled and health failing. You will be much more easily winded, and have a constant sense of weariness.

Magical Duels [+200]: Duels between mages can be wonderful things, tests of skill and power between two practitioners of magic. For you, though, it's going to be an annoyance. You seem to get roped into at least one magical duel a month, regardless if you actually want to or not. The strength of your foes varies, so don't be surprised if you end up dueling a novice a week after a master.

Self Imposed Limitations [+200]: There are those who go into one School of Magic, and stick with only that school, scoffing at the idea of using any other. You, unfortunately, are one of them, your chosen School being the only one you will ever use. Still, all of the Schools have a good bit of flexibility to them.

Daedric Attention [+300]: How unfortunate you are, for gaining the attention of one of the sixteen Princes of Oblivion. Be it Azura or Hermaeus Mora or Sheogorath, you will find this Daedric Prince constantly finding a way to interfere with your life, to use you as a pawn in one of their incomprehensible schemes.

Path of Spirit [+300]: The delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Winds of Magic [+300]: Magic comes from the pure light of Aetherius, a realm of pure Order and Infinity. But your magic seems to be more chaotic, more uncontrollable. The strength of your magic seems to ebb and flow with some eldritch logic, and it is not unheard of for your miscasts to have some serious repercussions, with the best case scenario being that it simply fizzles out.



Ending:

Stay: There are so many discoveries here, just waiting to be uncovered.

Go Home: Perhaps you can go home, and bring with you your arcane knowledge.

Continue: Your time here has been well used, but there are more avenues of magic to study, out in future worlds.

Notes:

-In game terms, you would start off with a Magicka pool of around 200, while those who have taken **[Archmage]** would have 1000.

-For **[Lost Arts]**, just look at the UESP page about Magic/Arcane Arts. If it's there, you can choose it.

-The only Marks from **[Mark and Recall]** that are not removed are those in your Warehouse, or connected to one of your properties.

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

-About **[Enchanted Gear]**:

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

-In game terms, the **[Gauldur Amulet]** will boost your health, stamina, and magicka by 100 each.

-About **[Wizard's Tower]**:

- Each room mentioned is a single floor, all connected to a single staircase.
- If you add **[Alchemy Station]**, **[Enchanting Table]**, **[Altar of Spellmaking]**, or **[Atronach Forge]**, it can add an additional floor dedicated to the use of said addition, should you so desire. You can also just add them to an existing room
- If you add **[Teleportation Network]**, then not only do you get a teleportation pad built into your entryway, you also get a spell allowing you to teleport to your tower directly

-Custom Companions here are based on Louise de la Valliere, Red, Wynne, Rennala, and Seathe the Scaleless.

-Yes, **[Red Summoner]** is basically a pokemon trainer. He has eighteen unique summons that he can call upon, each one based on a specific pokemon of each type, and can keep six summons active at a time. Which ones he has exactly are up to you, though the first four should be pretty obvious.

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

-The **[Winds of Magic]** makes it so your magic runs off of Warhammer Fantasy logic rather than Elder Scrolls logic.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~