The Elder Scrolls IV

OBLIVION™



"I was born 87 years ago. For 65 years I've ruled as Tamriel's emperor, but for all these years, I've never been the ruler of my own dreams. I have seen the gates of Oblivion, beyond which no waking eye may see. Behold, in darkness, a doom sweeps the land. This is the 27th of Last Seed, the year of Akatosh, 433. These are the closing days of the third era… and the final hours of my life." -Emperor Uriel Septim VII

Welcome to the world of the Elder Scrolls, and Cyrodiil in particular. You find yourself in the last days of the Septim Dynasty- starting out just as the Emperor and a few of his elite Blade bodyguards have fled into the dungeons of the Imperial City's prison, trying to escape the Mythic Dawn cult which has already assassinated the Emperor's sons. There they will meet a Prisoner with a particularly interesting destiny. Not long after portals to Mehrunes Dagon's plane of Oblivion will start to open all over Tamriel, spilling forth the Daedric Prince's armies. But the threat of Daedric incursion in what will come to be known as the Oblivion Crisis is merely the most pressing of Cyrodiil's problems.

A strange doorway will appear in the Niben Bay, leading to Sheogorath's realm of madness. A fallen Ayleid king will be unchained from the darkness of Oblivion to seek vengeance against the Gods who banished him. A Necromancer known as Mannimarco will plot to destroy the Mage's Guild under the under the unholy light of the Necromancer's Moon. A traitor threatens to unravel the Dark Brotherhood from the inside, the infamous Gray Fox plans the ultimate heist, and the Fighters Guild's feud with the unscrupulous mercenary group known as the Blackwood Company will result in the deaths of warriors and innocents alike. These and hundreds of other stories will be told before your time in this world is done.

Your story is your own, though it may intersect with the stories of others. Numerous paths and choices lay ahead of you on your journey through this world. Will you become a hero, renowned throughout the ages? Will you side with the vile forces of this world and aid them in destruction and conquest? Will you unravel the great secrets and hidden histories of this ancient land? Or will you attempt to live a life of simplicity and safety, undergoing no great trials nor achieving fame and fortune beyond what has already been awarded to you?

Again, the choice is yours. But to aid you in making your choice, take these +1000 CP to help determine your history and path in this world.

Locations

First you'll have to decide where you start. Pick any location for free or roll 1d12 for a random location.

1. **The Imperial City-** The Imperial City is the seat of Imperial rule in Cyrodiil, containing both the Imperial Palace and the White-Gold Tower, which can be seen for hundreds of miles- even in Skyrim, on some mountains. Other notable locations include the Marketplace, the Arena, the Arcane University, the Arboretum, and the Imperial Prison, where at least one story of note will begin soon enough…

2. **Anvil-** Anvil is one of Cyrodiil's few coastal settlements, and is one of the more prosperous cities in general- being a hub of trade has attracted the attention of numerous pirates over the years however, some of whom guard their plunder even after death. A gang of female muggers have been operating here recently, and the Benirus Manor is being sold cheaply- to those who can tolerate the ghosts and dark secrets within.

3. **Bravil-** The poorest city in Cyrodiil, Bravil lies just south of the Imperial City and can be best described as a collection of ramshackle buildings built over the Nibenay Bay. The marshes and swamps around Bravil are surprisingly treacherous, and both ghosts and man-hunters are known to prowl there. A portal to the Shivering Isles has opened up on an island near Bravil; an open invitation to explorers and madmen alike.

4. **Bruma-** The northernmost city in Cyrodiil- taking much inspiration from the Nord settlements just across the border- Bruma is a chilly place where many hidden treasures are sought and fought after. The Stone of Saint Alessia, the Draconian Madstone, and several private fortunes that have inspired murder and betrayal.

5. **Cheydinhal-** Cheydinhal is one of Cyrodiil's eastern cities, near Morrowind, and is home to one of the Dark Brotherhood's main sanctuaries- not that the populace know about that. The problem concerning most of the citizens currently is the corrupt watch captain, but a famous painter has also disappeared recently.

6. **Chorrol-** The town of Chorrol is probably best known for being the main headquarters of the Fighter's Guild, but Weynon Priory can also be found nearby, as well as the Odiil farm- which has recently had some trouble with goblins. The disappearance of a local merchant's daughter, a case of mistaken identity, and the theft of a painting from Chorrol's castle keep only add to Chorrol's recent list of troubles.

7. **Kvatch-** Kvatch is a large city, home to its own arena and the Great Chapel of Akatosh. Starting here will throw you headfirst into the Oblivion Crisis, as your arrival will coincide with the opening of an Oblivion Gate directly outside of the city- and a large group of Daedra emerging to lay waste to the city in turn.

8. **Leyawiin-** Positioned where the Niben River meets the Topal Bay, Leyawiin has a notable population of Argonians and Khajit due to being located near the provinces of Black Marsh and Elsewyr. It is also home to the Knights of the White Stallion and the recently formed mercenary group the Blackwood Company.

9. **Skingrad-** One of the richest cities in Cyrodiil, Skingrad is famed for its delicious wines as it is home to both the Surilie Brothers and the Tamika wineries. Also of note is the city's notoriously reclusive count, Janus Hassildor, and the traveling alchemist by the name of Sinderion who is doing research on Nirnroot.

10. **Fort Sutch-** Sutch was once a city found on the Gold Coast, northwest of Kvatch and north of Anvil. In the current era it's nonexistent, with only the remains of an Imperial fort to mark where the city once stood. It is inhabited by a band of mercenaries whose leader has fallen into a deep, seemingly incurable coma.

11. **Hackdirt-** A small mining village located between Chorrol and Skingrad, Hackdirt has nothing much of interest and few reasons for visitors to linger long- especially since the townsfolk are so unwelcoming. Those who linger may hear of the "Deep Ones" said to lurk beneath the network of tunnels beneath the town.

12. **Shivering Isles-** The realm of the Madgod, Sheogorath, Daedric Prince of Madness, is the second plane of Oblivion to intrude upon Tamriel in these tumultuous times. Starting here will allow you to start in any of the odd towns and settlements found in the Isles, from the capitol of New Sheoth where the Daedric Prince himself resides (most of the time) to the town of Passwall, near the recently opened door to Cyrodiil.

Races

Now you'll need to choose your race. See the "Notes on Racial Phylogeny" perk for details on hybrids.

Men (Humans):

Breton- The Bretons of High Rock are notable for having a natural talent for magic due to possessing elvish blood. They tend to have slightly pointed ears, and while they may be lacking in dexterity and physical fortitude compared to the other races of Men, they make up for it with naturally larger Magicka pools and the ability to take only half damage from any hostile spell cast on them. They also possess the Dragon Skin power, which greatly increases their ability to resist damage for a minute each day.

Imperial- The native inhabitants of the province of Cyrodiil, Imperials are by far the most common race in this region of Tamriel- with even border cities like Bruma and Leyawiin possessing sizeable Imperial populations. Although they may not be as inherently strong as Nords or Redguards they instead possess a natural charm, which synergizes well with their natural talent as light infantry and fighting in formations. They possess the Star of the West and Voice of the Emperor powers, which drains a massive amount of stamina from a target with a touch or acts as a powerful Charm spell, respectively, once per day.

Nord- Hailing from the frosty northern region of Skyrim, the Nords are famously resistant to the cold of their home province- also possessing a greatly increased resistance to frost magic of all types. They are naturally stronger than the other races of Men, though they tend to be poorer at magic, and often possess red or blonde hair that is more uncommon among the other human races. They possess the Nordic Frost and Woad powers, the first of which is a powerful frost attack delivered by touch; while the other is a moderately powerful Shield spell that lasts a minute. Each power can only be used once a day.

Redguard- The Redgaurd populate the desert region of Hammerfell, and like Nords are known for their great fortitude and a strong warrior culture that tends to eschew magic. They have noticeably darker skin than other Men, are much less likely to get sick, and even take less damage from poison, though they are not fully immune to either. Once a day they can activate an Adrenaline Rush, massively increasing their physical attributes and becoming much harder to put down in a fight- though only for a minute.

Mer (Elves):

Altmer- Golden-skinned natives of the Summerset Isles, Altmer- also known as "High Elves"- have a not entirely undeserved reputation for being prideful, snobbish, and overall disdainful towards "lesser races". Most are more than capable of backing their words up however, possessing powerful innate reserves of Magicka and a natural talent for most magical schools. They live two to three times longer then Men and have an innate resistance to most diseases- however, they're also vulnerable to fire, shock, and frost attacks.

Bosmer- Another long-lived race of elves, the Bosmer- or "Wood Elves"- hail from the forested region of Valenwood. Their wit and quick reflexes make them excellent scouts and archers, and although they lack the same level of natural talent that other elves possess they do have the ability to command weaker animals for up to a minute once a day. They resist diseases like other elves do, and typically appear closer to men in appearance than any other race of elves.

Dunmer- Ashen in skin and red of eye, the Dunmer- or "Dark Elves" as they are commonly referred to by citizens of the Empire- come from the land of Morrowind. Although often distrusted and distrustful in turn, Dunmer are capable at excelling at swordsmanship, magic, or thievery. Although they lack the disease resistance of the Bosmer or Altmer they make up for it with an innate resistance to fire, taking a mere fourth of the damage from any source; they can also summon an ancestral ghost once per day to defend themselves.

Orsimer- Orsimer, also called Orcs or "Pariah Folk", have historically been hated and feared by most races in Tamriel- the closest thing they have to a homeland, the city of Orsinium, has been sacked, destroyed, and subsequently resettled numerous times. Although they possess elfish blood some consider them to be beasts, or even akin to goblins due to their green skin and tusk-like teeth, and they only live as long as humans. They possess great physical attributes, and can enter a Berserker's Rage for a minute a day that massively increases their strength and stamina at the cost of fine motor skills. They also resist a good bit of magic.

Beast Races:

Argonian- A reptilian race that comes from the swamps of Black Marsh, the Argonians are one of the more alien races found on Tamriel. They were created by the Hist, although the Argonians born outside of Black Marsh are noticeably different in temperament compared to their native-born cousins. They can breathe underwater, are immune to poison, and resist diseases like Altmer and Bosmer do. Male Argonians are notably quick, while the females tend to be skilled mages. Both make for skilled thieves, however.

Grummite (100 CP)- Grummites are a strange, primitive, frog-like race of beastfolk native to the Shivering Isles who possess a complex life-cycle. In many ways they are the Isles' equivalent of goblins, being shorter than men or mer, dimwitted and cruel, and having a culture primarily ruled over by mages. They are capable of constructing crude weapons out of wood and stone, and even rough fortifications and totems. Their warriors wield a variety of weapons, as well as shields, and some carry lockpicks and poisons suggesting that they tend to be suited towards stealthy combat; they also favor Restoration magic, using it to heal themselves or sap the strength of their foes, although their mages are capable of learning more. Their most notable trait is their ability to regenerate rapidly in water; even rain will wash their wounds away.

Khajiit- The Khajiit are a cat-like race that live in the desert country of Elsweyr. Although the vast majority of Khajiit in Cyrodiil are Cathay- being of a similar size and shape to Men and Mer such that they can wear the same clothes or armor with little modification- you may choose to be any type of Khajiit, with the exception of the Mane. Though be aware that prejudice against the non-humanoid Khajiit is high outside of Elsweyr, and that "regular" Khajiit don't have it much better. Agile and skilled at hand-to-hand combat thanks to their clawed hands, Khajiit make skilled thieves. Their eyes possess unique magical abilities; the first is the Eye of Fear, which makes even powerful opponents flee their gaze for up to a minute once a day. The second is the Eye of Night, which allows them to see even in pitch darkness as often as they'd like.

Minotaur (200 CP)- Once the noble minotaurs were proud servants of the Empire; in the present day, they are regarded as no better than ogres or goblins, their severed heads adorning the walls of mansions and guildhalls. It's no surprise that many minotaurs have regressed to what others make of them, with even their "lords" skulking around the wilderness like common highwaymen. They speak a language apart from the rest of Tamriel, and their freakish strength further differentiates them from the rest of the civilized world. Their strength and size- standing at around eight feet tall- allows them to wield the largest of weapons used by Men and Mer, and their horns are powerful enough to gore through even the best of armors.

Daedra:

Auroran (300 CP)- Aurorans are the Daedric servants of Meridia; not much is known about them, as they typically serve only Meridia and those under her power, but in terms of appearance they greatly resemble living suits of golden armor. It is said that underneath the armor they are beings of living light- though the darkness visible behind their helmet might cast doubt on this, as does the fact that one can find Daedra Hearts within them. They certainly shine in battle though, wielding weapons in one-hand where a mortal would need two to do so effectively. They are capable of casting a shield of light around themselves that protects from physical damage and electricity- adding to their innate resistances to magic and lightning, which are already considerable- as well as a powerful beam of burning light that deals lingering damage to those it strikes. Although the Aurorans summoned by Umaril the Unfeathered are anchored to this world by dark orbs, you do not need anything like that to stay in Tamriel yourself.

Dark Seducer (100 CP)- Known as "Mazkan" in their language, Dark Seducers are a race of Daedra who serve the Daedric Prince Sheogorath. Their skin-tone is variable, with some appearing mostly human while the majority have various shades of blue, purple, or gray skin. Like their counterparts the Golden Saints their society is matriarchal, and in fact the males of each race tend to be noticeably weaker and less intelligent, while the females are noted for their increased height, equivalent to the average Altmer. Dark Seducers are dexterous and agile, and make good infiltrators. Although beautiful, their nature as Daedra is likely to cause panic if they appear outside of Oblivion- though compared to Golden Saints, they actually tend to be more patient and humble when dealing with mortals. They are weak to frost, but have a small chance to negate hostile spells by absorbing the Magicka used to cast it. They also have the ability to drain vitality from others with a touch to heal themselves, leeching a moderate amount of health over the course of a minute.

Dremora- The Dremora are an aggressive race of Daedra who primarily serve Mehrunes Dagon; their name for their race is "Kyn". Their appearance can vary widely like most Daedra; most commonly their appearance is ashen, with dark grays, blacks, and the like being common- but blue, red, and even purple complexions are also possible. They possess a strong, hierarchical warrior culture, but are also noted for being highly intelligent and make great mages, with even their heavily armed and armored warriors knowing a few spells to supplement their abilities. Male Dremora tend to be sturdier while the females have more willpower, but both tend to be a bit slower than the average mortal. They are moderately weak to shock but are resistant to fire, and also resist magic in general. As a race they tend to prefer heavier armor and weapons, carrying only what is necessary into battle and using magic for anything else they might need. Compared to other Daedra they have fewer inherent strengths, but also fewer inherent weaknesses as well.

Flame Atronach (100 CP)- Flame Atronachs are one of the many varieties of Daedra under Mehrunes Dagon's command, along with Frost and Storm Atronachs who represent their respective elements. In terms of appearance they closely resemble attractive humanoid figures… composed entirely of fire and blackened armor that gives their body definition. Because of their construction they are immune to fire and poison, and anyone who tries to attack them in melee combat is sure to be burned due to being close to such an immensely hot creature. However, they also possess a great vulnerability to frost magic, which is anathema to them- although they are seemingly unaffected by normal cold temperatures and can stand in water without issue. Their touch burns, and they can create and hurl fireballs from their body to strike distant foes.

Frost Atronach (300 CP)- The colder counterparts to Flame Atronachs, Frost Atronachs are much less human in appearance than their fiery cousins. Standing roughly eight feet tall they are comprised entirely of ice, which makes them rather sturdy- and yet they are capable of moving just as fast as any living creature when they want to. Naturally they are 100% immune to frost damage and poison, though this comes at the cost of a weakness to fire- strangely, like Flame Atronachs the actual temperature of the environment doesn't seem to matter to them, as they're capable of existing comfortably in the Deadlands. They are immensely strong, possess a frosty aura that damages melee attackers, and like Flame Atronachs are capable of wielding their element to kill their foes by freezing them with a touch or throwing frosty "bolts" of magic. They can also regenerate, their body with a spell, making them excellent bruisers.

Golden Saint (100 CP)- The "Aureals" of the Shivering Isles are the guardians of Mania, just as their rivals the Dark Seducers watch over Dementia. Their name is probably ironic, as the Golden "Saints" are anything but; they are slow to forgive, and eager to dispense harsh justice to those who break Lord Sheogorath's laws. They are however golden of skin, with elven features and cat-like eyes. Like the Mazkan theirs is a matriarchal society, with the men of their kind being not only lower in status but also inferior in regards to their physical and mental attributes as well. While the Dark Seducers are suited towards stealth, the Golden Saints excel at front-line combat- their women being about as strong as the average Dremora, but capable of taking more damage. They are weak to poison, but have a small chance to reflect any hostile spell cast on them. They also have the ability to damage an opponent's weapon merely by touching them.

Scamp (+100 CP)- Scamps are among the weakest and most unintelligent of the Daedra, being considered only "semi-sapient" by many for their crude ways. In terms of appearance they resemble a cross between goblins and monkeys, lacking in fur but possessing a long, whip-like tail that goblins lack. They're shorter than humans and can be easily overpowered by warriors. That isn't to say they aren't dangerous; they possess sharp claws, teeth, and have the ability to use both a weak fireball spell and a weak magic reflecting shield spell- but overall, their name is apt. They are also resistant to fire, but weak to shock.

Spider Daedra (300 CP)- Spider Daedra are one of the more powerful Daedra found in the Deadlands, typically resembling beautiful women with white hair and the lower bodies of massive spiders. They have a talent for magic, including the ability to summon "Spiderlings" which resemble them in miniature form. Both the Spider Daedra and their offspring can spit venom, though the effects differ; Spider Daedra have more damaging venom that makes their prey sluggish, while Spiderlings possess less potent venom that paralyzes those hit with it for a few seconds instead. They are weak to frost and shock but strong against fire, immune to paralysis, and both also possess rending claws to rip into their prey. If you wish you may become a Spiderling instead of a Spider Daedra, in which case this option grants +100 CP instead of costing 300 CP.

Storm Atronach (300 CP)- Storm Atronachs are to storms what Flame and Frost Atronachs are to fire and frost, respectively. They are large humanoid figures made of stone, connected by arcs of electricity to hold their form together in a roughly humanoid shape. Although more durable than their icy cousins they lack the sheer brute strength of Frost Atronachs due to their loose construction- that said, they're more than strong enough to pack a punch and few beings are capable of withstanding the sheer amount of shock damage they're capable of putting out, even shocking those unwise enough to try and fight them in melee. Their great durability is further aided by their lack of any inherent weaknesses; electricity is completely ineffective against them, poison doesn't work like with other Atronachs, and they're even immune to magical paralysis to boot, giving them the greatest amount of advantages and the fewest weakness compared to their kin.

Xivilai (400 CP)- In many ways the Xivilai resemble larger Dremora, only standing much taller at around eight feet in height. Their skin is most commonly found to be an ashy gray, and they have many of the same features as Dremora such as horned heads and a tendency towards having black hair. And like Dremora, they make excellent mages and even better warriors, being strong enough to wield even the heaviest of two-handed Daedric weapons with only one hand- or simply fighting unarmed. They also have vast Magicka pools, allowing them to cast powerful spells with ease. Like Dremora they resist fire and are slightly weak against lightning spells; unlike Dremora, instead of resisting spells they have a chance to absorb them entirely, the chance being roughly equal to a coin flip. However, that ability and their large Magicka pool is balanced out by an inability to regenerate Magicka passively, like those born under the sign of the Atronach.

Monsters:

Goblin (+200 CP)- Goblins are one of the most ubiquitous monsters found in Cyrodiil, from the marshes of Blackwood to the heights of the Jerall Mountains. Standing at roughly five-feet in height, the Goblins of Cyrodiil have green skin, long, elfin ears, and sharp teeth. Their tribes are crude and primitive, but are sophisticated enough for Goblin tribes to go to war with each other, farm rats as "livestock", and have distinct roles including religious leaders (shamans), chieftains, and even cooks. Still, Goblins tend to be weak individually- even lacking any special abilities of note compared to the other races- and rely on thievery, stealth, and strength of numbers to raid merchants and small villages to survive.

Lich (400 CP)- When a Necromancer reaches the height of their mortal craft, one of the only ways they can improve further is to become a Lich. There are a variety of ways that one can become a Lich, often requiring complex and evil rituals, powerful magical artifacts, or both- and often exacts a heavy mental toll on those who undertake it, resulting in madness. The exact process is hazy, but the result is the same: a powerful, nigh-immortal undead sorcerer. Most Liches have the appearance of wizened, near skeletal zombies, though Liches in more-or-less advanced stages of decay exist- some even retaining the appearance they had in life. Their Magicka pools are incredibly large, and they are utterly free of the weaknesses of mortal life- requiring no sustenance, air, or rest, shrugging off all poisons, and even taking no damage from frost. They have a moderate weakness to fire, and an equivalent resistance to shock; they also possess the ability to negate half of all spells cast on them, with an equal chance of reflecting the spell or absorbing its Magicka. You may choose any race of Man or Mer to base your Lich form off of, as well as Argonians and Khajiit.

Ogre (200 CP)- Large, ugly, foul-smelling, and strong; Ogres are even more primitive than Goblins, having only just enough intelligence to wear loincloths and other primitive coverings, and are much more dangerous- their sheer brute strength letting them crush a man's skull in one mighty fist. They have pale blue skin, elfin ears, and sharp teeth that are often taken as trophies or used in alchemy. Although some ogres worship Malacath, in Cyrodiil even orcs consider them to be pests to be exterminated at best. They are weak to poison, but are capable of taking large amounts of punishment even without armor.

Spriggan (200 CP)- Spriggans are nature spirits that take the form of female humanoids crossed with trees, with their exact appearance varying widely depending on region. In Cyrodiil, their appearance is more distinctly humanoid, with moss, bark, and flowers grown on their body granting them the illusion of wearing clothing. They have long, raking talons for fingers, which they can use to rend flesh with ease. They also have a host of innate magical abilities, including the ability to heal themselves from the brink of death thrice a day, the ability to summon a black bear to help defend themselves once a day, and the ability to inflict a curse that directly attacks ones life essence and even stymies their luck for a short time as often as they like.

Backgrounds

Any background can be a Drop-In. Any Background can also be substituted for a similar backstory- choosing the Fighters Guild would allow you to be a member of the Blackwood Company, for example.

Arena Fighter- The Imperial City Arena is where many come to make their fame and fortune through bloodsport. Competitors in the Imperial Arena fight to the death against their fellow gladiators- as well as against criminals, wild beasts and even monsters- to follow in the footsteps of Gaiden Shinji, a famous warrior who built the Arena to hone his fighting talent in the First Era. Although not a guild in the traditional sense the Arena still has a ranking system, ranging from the lowest and most inexperienced fighters- Pit Dogs- all the way up to Champions, with a single Grand Champion for the entire arena. There are also two different "teams" of Fighters that compete against each other; a Yellow Team, and a Blue Team. Agronak gro-Malok is the current Grand Champion, though he might be better known by his title: The Grey Prince.

Imperial Legion- The Imperial Legion is instrumental to Cyrodiil's defence, comprising the bulk of Cyrodiil's military forces. They keep the roads safe from bandits and monsters, which allows trade to flow through Cyrodiil and out to each of the other provinces; and they also track down thieves and murderers who commit crimes in the cities. Adamus Phillinda, an Imperial who's been part of the Legion for over 40 years, is currently the highest ranking officer in Cyrodiil- although he's soon to retire, having spent much of his career campaigning against the Dark Brotherhood. Another notable member of the Legion, Hieronymus Lex, has similarly sought to crack down on the Thieves Guild. Unfortunately, the bulk of the Legion's forces are outside of Cyrodiil at the moment, keeping peace in the other provinces of the Empire.

The Blades- In ages past the Blades have served many roles in the Empire; having started out as slayers of dragons in Akavir, their service has since expanded to include acting as diplomats, trusted messengers, and agents in foreign lands. In Cyrodiil, the Blades mainly act as the Emperor's bodyguards, and as his informants- always watching for the signs of any great threats to their liege or his Empire. Cloud Ruler Temple is their primary stronghold, located high in the mountains near Bruma. Their Grandmaster, Jauffre, lives a humble life deep undercover as a monk at Weynon Priory, near Chorrol, a common "retirement" destination for elderly Blades who still wish to serve the Emperor. A group of Blades is currently escorting Emperor Uriel Septim through the dungeons of the Imperial City Prison.

Nobility- "Nobility", in this case, is a catch-all term for everything from the Counts and Countesses that rule each of the major cities here in Cyrodiil, to Knight Orders such as the Knights of the Thorn or the Knights of the White Stallion, all the way up to members of the Elder Council and the Emperor's own offspring- alongside certain particularity wealthy collectors and merchants. Men and women of wealth, taste, and power in other words. And responsibility? Perhaps. Some nobles take a great deal of care when it comes making sure that their holdings are secure, while others are content to while away their days with rich food and drink, fine clothes, and an army of servants and guards to wait on them hand and foot.

Fighters Guild- The Fighters Guild is one of the most prestigious organizations in Cyrodiil, serving as a means for everyday citizens to receive assistance in matters regarding banditry, monsters, and other potentially violent disputes that the Imperial Legion or other guardsmen might be unwilling or unable to assist with. The Fighters Guild is thus a lawful organization, one that regulates the sell-swords that join it through contract work, training, and a roof over their heads in every major city. In Cyrodiil the Fighters Guild has traditionally been led by a ruling family, the Dontons; Vilena Donton is the current Guildmaster, and is still mourning the death of one of her sons, who was slain in the midst of completing a contract.

Mages Guild- The other Guild with official backing from the Empire, this time catering to those who pursue the studies of magic. Although many of the Guild's services are open to the public, membership in the Mage's Guild offers greater access to its various services- although even then access to the Arcane University, one of the most prestigious magical schools in all of Tamriel, is barred to those without a recommendation from each of the major guildhalls. Hannibal Traven, the current Arch-Mage, has recently enacted a policy banning Necromancy from the Mages Guild- a policy which has brought the Guild into conflict with a number of Necromancers who have been excommunicated from the Guild, as well as the Necromancer known as Mannimarco- the King of Worms- and his cult, The Order of the Black Worm.

Thieves Guild- The Thieves Guild doesn't exist. Or at least, that's what many people think. The existence of the Thieves Guild and its mysterious leader, the Gray Fox, is seen as little more than a myth by many. The truth of course is that the Thieves Guild DOES exist- and the Gray Fox too, for that matter- with fences or doyens found in every major city. The largest congregation of the Thieves Guild is in the Imperial City, of course, as the largest city in Cyrodiil provides the ripest targets for theft- and it also allows the guild to exert influence over public officials via bribes and blackmail. Unlike in other provinces the Thieves Guild in Cyrodiil is more principled, having rules against stealing from the poor or committing murder while on a job, and even acts to regulate crime- crushing other gangs that might be more violent, or less principled.

Dark Brotherhood- One of the largest guilds, at least in terms of scope if not membership, is the Dark Brotherhood- a group of assassins that carries out contracts all over Tamriel, from the very heart of the Imperial City to the furthest islands of Stros M'kai, Solstheim, and Summerset. Membership to the Dark Brotherhood is offered only to those who commit murder, whereupon they are visited during their sleep by a Speaker for the Brotherhood with an offer to join, a first assignment, and the gift of an ebony dagger. Although there are supposedly many Sanctuaries of the Brotherhood located around Cyrodiil, the primary one is found in a seemingly abandoned home in Cheydinhal. The Dark Brotherhood is led by the Black Hand, who obey the commandments of the Night Mother and their dread Father, Sithis.

Mythic Dawn- Although the Dark Brotherhood may be one of the most notorious guilds of assassins in Tamriel, it is the Mythic Dawn that will be credited with the death of Uriel Septim in the coming days. An old cult to the Daedric Lord Mehrunes Dagon, the Mythic Dawn can trace its existence all the way back to the early days of Tiber Septim- though its current leader, Mankar Camoran, has done much to elevate the cult's power. His Commentaries on the Mysterium Xarxes are the cult's primary religious text, second only to the Mysterium Xarxes itself. The cult schemes to open portals to Dagon's realm of Oblivion, by which the Daedric Lord can conquer Tamriel, in the belief that they will be awarded the ultimate Paradise upon death.

Courts of Madness- The inhabitants of the Madgod Sheogorath's realm of Oblivion, known also as the Shivering Isles, are by nature a peculiar bunch. Alternatively amusing and terrifying, but always insane, Sheogorath's domain reflects the dual madnesses of Mania and Dementia. Mania, the northern part of the Shivering Isles, is bright and colorful, as are the people that inhabit it. It is a picturesque landscape filled with unusual and vibrant flora, but the cheerful aesthetic serves only to hide the dangers lurking just underneath the surface. The southern half, Dementia, lies in stark contrast to Mania; being a dark and gloomy swampland, the roots of the trees twisting upwards. The ruler of Dementia is Syl, an extremely paranoid Bosmer countess; while the count of Mania is the frivolous, joyful Bosmer known as Thadon. The insane inhabitants of the Shivering Isles have more than their fare share of problems, having to contend with their own psychosis and the harsh landscape of their home; an issue that will only worsen as the Greymarch encroaches upon Mania and Dementia both…

Follower of the Nine- Just as the Daedra have their cults who worship them in the forgotten corners of Tamriel, so too do the Aedra have their faithful clerics and adherents in the various chapels and Wayshrines scattered across the lands. Each of the Nine Divines- save for Kynareth, being a goddess of the wild- has at least one large chapel in Cyrodiil, located in one of the larger cities, where their worshippers can come to pray and receive blessings and fellowship with each other. The Nine Divines are Akatosh, Arkay, Dibella, Julianos, Kynareth, Mara, Stendarr, Zenithar and the ascended Tiber Septim, now known as Talos. Although the gods don't have much in the way of a main religious institution, Akatosh's Temple of the One in the Imperial City is both the oldest and grandest place of worship in Cyrodiil, and is also where the Dragonfires are normally lit. A notable order of religious knights, the Knights of the Nine, once attempted to recover the artifacts of the Divine Crusader Pelinal Whitestrake; but despite their successes they were ultimately unable to accomplish their goals. Although they were at one point the most successful order in all of Cyrodiil, the Knights of the Nine are only a distant memory to scholars and religious folk in the present day.

Prisoner- You are a Prisoner, jailed for uncertain crimes- perhaps you're even in the cell the Emperor is being escorted towards. If not, a guard will soon come to tell you that you have been pardoned from on high- or, if you are a Drop-In, that you are going to be released due to a lack of any recorded crimes so as to avoid false imprisonment. You will be asked to sign some identification papers, but after that you're a free person.

Classes, Attributes, and Skills

In this section you will design your own custom Class, defining a set of seven Skills that you will excel at during your time here. You will start out at a Apprentice's level of experience, at minimum, and grow from there. You will also choose two notable Attributes that will further define your capabilities. Your first seven Skills and your first two Attributes are free; additional Skills and Attributes may be purchased for 200 and 100 CP, respectively. You will also gain a single Specialization that will give a small boost to your abilities in Combat, Magic, or Stealth. Note that the listed additional benefits of each skill only apply if you purchase it here; for instance, the ability for Hand to Hand fighters to attack non-corporeal enemies with bare fists.

Skills:

Blade- Skill with bladed weapons; daggers, shortswords, longswords, claymores, and so on. As you increase in skill you will find it far easier to strike hard and fast at your opponent's vitals, and will also learn techniques that make it possible to disarm, knockdown, or even paralyze your enemy for a few moments.

Blunt- Skill with blunt weapons; axes, clubs, maces, warhammers, and so on. Much like with the Blade skill, increased mastery over blunt weapons will allow you to get the most out of your strength and weapon, giving you the ability to disarm your enemy, knock them flat with a hammer blow, or even paralyze them for a few moments with a strike to their vitals.

Hand to Hand- Some might laugh at the idea that an unarmed warrior can beat a man wielding a battleaxe, but a master of Hand to Hand might disabuse them of that notion. As you gain increasing skill with martial arts you will gain increased offensive abilities- including the ability to harm the incorporeal with nothing but your own fists. You'll be able to knock people unconscious without dealing lethal damage, and learn where best to strike them in order to disarm or send them reeling. You will also learn to take blows better, allowing you to stagger those who try to strike you by turning it into a glancing hit or even making their weapon drop from their hands as you turn their momentum against them.

Armorer- Those with skill in armory can better maintain their weapons and armor, ensuring that they get the best use out of their equipment with nothing more than a hammer (and perhaps some thread, needles, and other bric-a-brac for stuff that isn't made of metal). At your current level you're capable of maintaining most mundane armor, apparel, and weapons- anything more advanced or stranger than Dwarvish metal is probably beyond you. But with time you'll be able to hammer out the flaws in even enchanted weapons and grand artifacts, not only repairing and damage they may have suffered but even improving upon them with nothing more than those mundane tools mentioned earlier. At the height of your craft the equipment you work with won't ever break, making it child's play to work with even the most stubborn of materials- even Ebony would break before your hammer does.

Block- The ability to block damage with a shield, negating much or all of the damage that a strike might have done. At your level it's simple enough to hold a shield in front of your body- but as your mastery increases you'll find cannier ways of using your shield in a fight, at first simply minimizing the damage to your shield or weapon when you block a blow. But soon after you'll be using your shield like a second weapon to batter and potentially disarm an enemy, and negating almost all of the force behind even the heaviest of blows or magical spells so long as you can raise your shield or weapon in time to intercept them.

Heavy Armor- This skill determines the effectiveness of worn heavy armor, including the ability to avoid wear and tear from normal use. As you gain more experience with fighting in heavy armor you'll find that it lasts longer before you need to repair it and that it offers more defense, protecting you more easily against blows. You will even feel less encumbered by any heavy armor that you're wearing- to the point that, at mastery, you'll find that even the heaviest suit of Daedric armor weights as little as a set of ordinary clothing.

Light Armor- This skill determines the effectiveness of worn light armor, including the ability to avoid wear and tear from normal use. As you gain more experience with fighting in light armor you'll find that it lasts longer before you need to repair and that it offers more protection, protecting you more readily against blows. At the upper levels of mastery your light armor will feel light enough to be considered a second skin, and a master of light armor will find that their armor is nearly half-again as protective as it ought to be.

Athletics- Athletics determines the quickness of your movements, including how fast you can walk or swim, as well as the speed with which you can recover your fatigue. Although the weight of items worn or carried may affect how quickly you can move, an increasing mastery of Athletics will help to offset this- and at the highest level you'll be able to run or swim for hours on end without ever needing to stop and rest, and even in the middle of the battle you'll find it easier to fight for longer than the average man even when wearing heavy armor and wielding large weapons.

Acrobatics- Much like Athletics, skill in Acrobatics modifies how you are able to move throughout the world- namely, by allowing you to jump higher and fall greater distances without injuring yourself. At higher levels, you'll even be able to change the direction of your jumps in mid-air. To start with, you'll be agile enough to successfully attack or even cast spells when falling or jumping. At higher levels you'll be able to effectively "dodge roll" even when in combat and perform stronger attacks when you are in the air, and you'll also be able to jump around more efficiently- using less energy while jumping twice as high as you used to. When you reach true mastery you'll be able to jump off the surface of water, skipping across lakes and rivers like an expertly thrown stone.

Security- Otherwise known as "Lockpicking", Security is the art of picking locks to get into places that others presumably don't want you to access. Although the same sorts of locks can be found in ancient Ayleid ruins and the depths of Oblivion both, this skill will help with locks of ALL sorts, not just the standardized design that probably made some enterprising locksmith the richest man in Tamriel. As your skill level increases you'll find that picking locks is increasingly easy, also requiring fewer attempts and fewer broken lockpicks. Mastery of this skill will make opening even the strongest of locks a breeze.

Sneak- The art of stepping silently and unseen, attacking from the shadows, and picking pockets. To begin with you'll find yourself capable of lining up easily making killing (or at least critical) blows when undetected. As you advance in skill you'll find it easier to sneak about without making a sound even when wearing full plate, eventually reaching the point where you can even run instead of creeping around from shadow to shadow and still remain hidden so long as you don't get yourself caught. At the highest level of mastery your blows will be able to pierce nearly any armor, so long as you remain unseen.

Marksman- A skilled marksman uses a bow and arrow to attack from afar, peppering his or her opponent with arrows. At your starting Apprentice level you'll be able to easily pull arrows from your quiver and nock them, and your training will allow you to put a moderate amount of force behind your arrows. As your skill with a bow improves you'll find it easier to strike distant targets, and at the upper levels of mastery you'll find it possible to knock down or even temporarily paralyze your enemies with a well-placed arrow.

Mercantile- This skill measures your ability to buy and sell goods; the greater your skill, the more you'll gain and the less you'll lose. At the base level you'll be able to sell goods regardless of their current condition at their normal price, so long as they aren't completely unrecoverable- you could sell a chipped pot at full price, but not a broken one, for example. As your Mercantile skill progresses you'll find it easier to sell goods to others, including items they wouldn't normally buy- with the exception of stolen goods- and vice versa, with others becoming more willing to part with things they wouldn't ordinarily sell so long as the price is right. At the upper levels of mastery you'll find that shopkeepers possess much more gold (or other currencies) that they are willing to spend than they did before, either because they're dipping into their saving, or because your repeated business with them has allowed them to expand their stock, or simply because they had an unexpected windfall.

Speechcraft- The art of coercion, admiration, boasting, joking, and bribery to get people to like you. Speechcraft will allow you to influence the prices of shopkeepers to a degree, will make it easier to convince others to give you valuable information, and can make guardsmen look the other way when you commit crimes. People might even come to your aid when they see you being attacked, assuming that you've already made friends with them beforehand. To start with, you'll find it easier to offer people bribes and know how to avoid making a faux pas in a conversation; as you progress in this skill you'll find that people are more willing to forgive your errors, with mastery greatly increasing the lengths they are willing to go for you in exchange for a token "gift" or two.

Illusion- Illusion is the spell college of concealment, the creation of light or other sight-enhancements, and the mental manipulation of one's allies or enemies by instilling them with false-confidence, fear, admiration, rage, or calm. Some Illusion spells are enough to shut down an opponent's own spell-casting, or can even temporarily paralyze- not because that's what the spells actually do, but because it tricks the mind and body of your target into believing that's the case. As you advance in this school of magic you'll be capable of casting stronger Illusion spells, and will spend less Magicka as your casting becomes more efficient. You also start with the spells Soothing Touch and Starlight, which calms aggressive opponents slightly and creates a bright orb to light your way, respectively.

Alchemy- Alchemy is another discipline that mages often engage in, though one that requires little to no actual magical skill. Instead, Alchemy is a method of deriving alchemical effects from ingredients by mixing them together with a Mortar and Pestle. These ingredients can be just about anything, from otherworldly plants, monster parts, or even farm-grown produce. As you advance in the Alchemy skill your potions and poisons will become increasingly more powerful- and valuable. At your starting level you will be able to roughly identify at least two alchemical properties of any given ingredient through sight alone; as you advance, you'll be able to learn up to four, which is the amount that most ingredients you find here will have. As you reach true mastery you will be able to make potions with only a single ingredient, though this will be limited to only the base-level effects of the ingredient (such as restoring stamina with most food items with a concentrated burst of energy, or making a poisonous reagent even more so).

Conjuration- Conjuration is the spell college of summoning creatures from other planes of existence- including Daedra, Undead, and even beasts and monsters- of conjuring temporary magical weapons and armor, and of Turning or Reanimating the Undead- though that last one is notably banned by Cyrodiil's Mages Guild, making it difficult to learn the school's Necromantic aspects officially. Advancing in this school will allow you to cast stronger Conjuration spells, and for less Magicka. You start with a basic Turn Undead spell and the Summon Skeleton spell; Turn Undead allows you to make weak Undead enemies flee before you, while Summon Skeleton allows you to summon a skeleton for half a minute to defend you.

Mysticism- Mysticism is the spell college governing the manipulation of life and magic itself. Spells governed by Mysticism include those that create reflective shields to reflect physical blows or spells back onto an opponent, the ability to telekinetically affect objects, the detection of beings with souls, the dispelling or absorption of hostile magical effects, and trapping souls within Soul Gems. Like other schools the spells you can cast and how much they cost depend on your mastery. You also start with a Minor Detect Life and Dispel spells; Detect Life allows you to see the "auras" of anything with a soul (including Undead creatures in this world), while Dispel attempts to remove hostile magical effects on your person.

Alteration- Alteration is the spell college that governs the manipulation of the caster and the world itself, and includes spells which create magical shields that protect against elemental effects and magic, the easing or worsening of carried burdens upon the caster or a target, the unlocking of doors or other locked containers, and the ability to breath underwater- as well as the ability to walk on top of its surface as if it was solid ground. Growth in Alteration will allow you to cast stronger spells for less Magicka. You also start with a basic Protect spell, which basically acts as a form of armor, and the ability to Open Very Easy Locks.

Destruction- Destruction is the spell college governing most forms of offensive magic; anything from basic elemental spells of fire, frost, or lightning, as well as spells that create weaknesses to exploit in your targets. Even the disintegration of an enemy's worn armor or weapons is a form of Destruction magic, and Destruction also governs spells that directly damage or drain attributes such as fatigue, Magicka, or health. Mastery of Destruction works the same as all other schools, and you will gain the Cold Touch and Shocking Touch spells for free; each one being a decent beginner spell for its respective element.

Restoration- Restoration is the spell college opposite of Destruction in many ways. It involves the healing of physical wounds, illnesses, poisons, and hostile magics that damage the body, the creation of magical protections against harmful effects, the fortification of various aspects of one's being and the absorption of those things from others to bolster the caster. Mastery is the same as all other spell-schools, and choosing this will also give you the ability to Absorb Health from an opponent- damaging them to heal yourself.

Attributes:

Strength- Strength governs the skills of Blunt, Blade, and Hand to Hand; in addition to making your blows stronger, this attribute will grant you the ability to carry heavier burdens and will contribute to how long you are able to be active before tiring, as well as how muscular your appearance is.

Endurance- Endurance governs the skills Block, Armorer, and Heavy armor. Endurance, along with Strength, Agility, and Willpower, all determine the amount of energy (both mental and physical) that you can use in or out of combat. Endurance in particular also allows you to stay on your feet longer when wounded, allowing you to withstand grievous injuries if you focus on training it enough; it also helps you stay underwater for longer periods of time, assuming that you aren't an Argonian. Doesn't affect appearance to any notable extent, but enduring heavy combat might give you some wicked scars.

Speed- Speed governs the skills of Acrobatics, Athletics, and Light Armor. Like the name would suggest it determines how fast you are able to run, as well as the length of your jumping distance. Presumably, it makes your legs more muscular in appearance, like one who doesn't skip out on exercising their legs.

Agility- Agility governs the skills of Marksman, Security, and Sneak, as well as your ability to maneuver and balance. Because upper body strength obviously isn't a factor when it comes to pulling back on a bowstring a high Agility will increase the damage you do with bows, and will also make it harder for enemies to stun or stagger you in combat. Doesn't affect appearance directly, though you may appear nimbler and lighter on your feet when moving around.

Personality- Personality governs the skills of Mercantile, Speechcraft, and Illusion. Personality affects your overall appearance more than other attributes, making you more pleasing to the eye and more liable to start off on a good footing with others when interacting with them- be they brigands, merchants, or citizens.

Intelligence- Intelligence governs the skills of Conjuration, Mysticism, and Alchemy, as well as how high your natural pool of Magicka is and how quickly you regenerate it. Essentially, the smarter you are the more Magicka you have to throw around. This will also make you look more intelligent and scholarly.

Willpower- Willpower governs the skills of Alteration, Destruction, and Restoration. It also contributes to your ability to resist fatigue and exhaustion, both physical and magical- thanks to affecting how quickly you are able to regenerate Magicka. This will make you look more wise and knowing, as well.

Luck- Luck is the only attribute which governs no skills, though it does affect everything you do to a degree. Although it won't meaningfully affect your skills enough for you to go up in mastery due to luck alone, it will cause things to go your way more often- blows hitting harder rather than glancing off, tools and equipment staying intact for longer, and so on. Furthermore you will have better luck in any matters where random chance is a factor, such as gambling. Does not affect your appearance directly.

Specialization:

Combat- Choosing this will make you more experienced with the rigors of melee combat; more specifically, it improves your hand-to-hand fighting abilities- including your skill with weapons- and also gives you a better ability to fight with heavy armor and a shield, as well as the knowledge needed to maintain your equipment. You will also learn new combat techniques and hone these existing skills much more easily.

Magic- Specializing in magic will give you a beginner's understanding of each of the six main magical colleges, as well as alchemy. Although this small boost to your knowledge might not allow you to cast stronger spells all on its own, your strong understanding of the fundamentals of magic will make it easier to learn new spells and advance further in your magical training quicker than most.

Stealth- A specialist in the art of Stealth will gain a smattering of experience with the skills needed for a great rogue, including the use of light armor and bows, the oratory skills needed to manipulate others and get good prices, and the ability to jump about from place to place without being seen or heard, allowing no lock to bar their path. Choosing this specialization will let you develop a diverse suite of criminal skills easily.

Birthsigns

Which constellation was at its peak on the month of your birth? You may pick any one of these for free to gain their blessing, but no more than that. Your age and gender may also be chosen freely.

The Ritual- The Birthsign of Morning Star, the first month of Tamriel's calendar; The Ritual Birthsign is seemingly related to the Divine Mara due to the powers it grants. The first is a powerful Turn Undead spell known as Blessed Word, which is capable of making all but the most powerful of undead flee your presence for half a minute. The other spell is known as Mara's Gift, and acts as a powerful healing spell for the user, though it can only be used once every 24 hours.

The Lover- The Birthsign of Sun's Dawn, the second month of Tamriel's calendar. Those born under the Birthsign of the Lover are known for their grace and passion, and they have the ability to paralyze others with a kiss once per day for a few seconds at the cost of a burst of exhaustion within themselves.

The Lord- The Birthsign of First Seed, the third month of Tamriel's calendar. Those born under the Birthsign of the Lord are known for possessing the Trollkin's Curse, which makes them weaker against fire; however, they are also capable of casting a powerful healing spell on themselves known as the Blood of the North, which regenerates a moderate amount of damage dealt to them over time.

The Mage- The Birthsign of Rain's Hand, the fourth month of Tamriel's calendar. Those born under the Birthsign of the Mage are known for possessing Magicka pools that are modestly larger on average than those of their peers, without any unusual side-effects like those born under the Atronach or the Apprentice.

The Shadow- The Birthsign of Second Seed, the fifth month of Tamriel's calendar. Those born under the Birthsign of the Shadow are capable of turning invisible for a minute a day with their power of Moonshadow.

The Steed- The Birthsign of Mid Year, the sixth month of Tamriel's calendar. Those born under the Birthsign of the Steed are known for their tremendous Speed, always seeming to hurry from place to place.

The Apprentice- The Birthsign of Sun's Height, the seventh month of Tamriel's calendar. Those born under the Birthsign of the Apprentice have much larger Magicka pools, but are also weaker to magic in turn.

The Warrior- The Birthsign of Last Seed, the eighth month of Tamriel's calendar. Those born under the Birthsign of the Warrior possess greater Strength and Endurance on average than their peers.

The Lady- The Birthsign of Hearthfire, the ninth month of Tamriel's calendar. Those born under the Birthsign of the Lady possess greater Willpower and Endurance on average than their peers.

The Tower- The Birthsign of Frostfall, the tenth month of Tamriel's calendar. Those born under the Birthsign of the Tower possess two powers, each being able to be used once per day. The first is the Tower's Key, which allows them to open any lock of average make. The second is the Tower Warden, which allows them to reflect a small amount of any damage done to them back onto their attacker for two minutes.

The Atronach- The Birthsign of Sun's Dusk, the eleventh month of Tamriel's calendar. Those born under the Birthsign of the Atronach possess massively increased Magicka pools, but no longer regenerate Magicka normally- instead they have a 50% chance of absorbing any spell cast on them, gaining the Magicka spent to cast it for themselves.

The Thief- The Birthsign of Evening Star, the twelfth and final month in Tamriel's calendar. Those born under the Birthsign of the Thief are known for possessing above-average Speed, Agility, and Luck.

The Serpent- The Birthsign that wanders, granting its blessing upon mortals as it sees fit. Those born under the Birthsign of the Serpent possess the Serpent Spell, a powerful ability that can be used once a day that simultaneously inflicts a deadly poison on an enemy and dispels magical effects and poisons on the user, at the cost of sudden exhaustion.

Minor Quest

These Minor Quests are additional trials and challenges that you may undertake during your time on Nirn. Each Origin has an associated Minor Quest that you can take for free. In addition, you may purchase one additional Minor Quest aside from the one granted by your Origin for 200 CP. If you don't like your Origin's Minor Quest, you may also choose to swap it with a different Origin's Quest for 100 CP. Note that you can still fulfill the conditions of a Minor Quest without purchasing it (for instance, becoming the Emperor); you just won't necessarily get any of the rewards listed here for doing so.

Arena Fighter- It isn't enough for you to become the Grand Champion of the Imperial City Arena. All the lands of Tamriel must see you and recognize you as the mightiest warrior to walk the face of Nirn. You must travel to each province, fight in their arenas, and be recognized by their gladiators as a **Peerless Champion**. Once you have attained this title, it will follow you to future worlds. No matter how many powerful fighters await you or how fearsome their reputations, you may choose to top all lists of the greatest warriors and be renowned for your accomplishments far and wide- at least until you are dethroned on the field of battle or are otherwise unwilling or unable to defend your title from challengers.

Imperial Legion- ???

The Blades- ???

Nobility- ???

Fighters Guild- The secret to the Blackwood Company's success, such as it is, is the Hist tree that they smuggled out of Black Marsh. Isolated, tormented, the Hist weeps the sap that gives members of the Blackwood Company their berserk fighting prowess. Ordinarily putting the Hist out of its misery would be a mercy; but what if someone found a way to return it to Black Marsh? What might the Hist trees think of such a thing- and how might that person be rewarded? If you undertake this perilous journey, crossing through Cyrodiil and into the most dangerous province of Tamriel during the midst of a Daedric invasion you will find out- and be rewarded with the **Hist's Blessing**. Their amber sap will begin to flow through your veins, granting you incredible prowess in combat; furthermore, your body will become capable of mutating in response to trauma and the environment, taking on traits that are more reptilian, amphibious, or even tree-like if it would give you an advantage in surviving. These traits may be kept or reverted afterwards. You also become completely immune to poison and disease and become a bit sturdier in general.

Mages Guild- When the Warp in the West happened, Mannimarco ascended into godhood and became the Necromancer's Moon. At the same time, Mannimarco failed to achieve apotheosis and was greatly diminished in power as a result. Now he seeks his old artifacts to regain his strength, using the recent schism in the Mages Guild over necromancy to bolster his Worm Cult. If you choose to aid Mannimarco in reclaiming his former might as a lich and laying low the Mages Guild, he will reward you with the **Worm-God's Sight**. Your eyes will become a conduit of the eerie light of the Revenant, allowing you to raise the dead and blacken Grand Soul Gems with sight alone. This power only works at night, however, and the undead that you raised with this ability will 'die' when the sun rises.

If you decide to aid the Mages Guild and defeat Mannimarco instead you will discover something interesting in the dead necromancer's possession; a book written by him as an instruction to his followers on how to erode Arkay's influence and power on Nirn. In this book he makes parallels between himself and the Divine; and as a result, it isn't hard to conclude that its principals might be employed in reverse. Your task is thus more difficult: you must destroy the Cult of the Black Worm, once and for all, and destroy any altars and artifacts of Mannimarco that yet exist. Do this, and the god Arkay will bless you for your efforts. You will become the **Worm-God's Blight**, gaining the ability to destroy the undead and purify energies that profane the cycle of life and death with sight alone.

Thieves Guild- ???

Dark Brotherhood- ???

Mythic Dawn- ???

Courts of Madness- ???

Follower of the Nine- Knights of the Nine questline

Prisoner- ???

Major Quests

Similar to Minor Quests, Major Quests are additional challenges that you can undertake during your time on Nirn. Unlike Minor Quests, they aren't attached to your Origin; you may also only take ONE Major Quest. Taking a Major Quest costs 300 CP.

The Prince of Madness- Become Sheogorath.

The Prince of Order- Become Jyggalag.

Eight Million Six Hundred and Ten- Take the place of Pelinal Whitestrake back during the war with the Ayys.

General Perks

Magicka (Free)- Each race has a starting pool of Magicka, equivalent to one-hundred "units"- certain races have more Magicka, as listed under their racial description. Bretons and the Daedric races have 150 units, Altmer have 200, and Liches have 300. This is your base level before accounting for bonuses from Birthsigns, as well as the fact that your Magicka pool will increase in size as your magical training advances. Furthermore, all races start with the ability to cast a simple healing spell and a basic ranged fire spell.

Soule Music (Free)- The soulful sounds of Cyrodiil seem to follow you wherever you go- in the sense that, at any time, you can choose to play the soundtrack of The Elder Scrolls IV: Oblivion. You can choose to have something appropriate to your environment play, or you can choose a track yourself. This only works for you and your companions, though.

Notes on Racial Phylogeny (Varies)- Interbreeding between Men and Mer is a known phenomenon, with the resulting child sharing the race of the mother- with the possibility of certain traits from the father also carrying over. A child with a Nord mother and a High Elf father might have longer ears or a slightly golden complexion, or even a slightly larger Magicka pool, for instance. And although reports of interbreeding between Men/Mer and the Beast races, Daedra, Orcs and other Goblin-ken lack evidence, actual couplings are not unheard of- though usually they are the product of rape or magical coercion. In any case: with this, you can determine your "mother's race" (the race you chose earlier) and your "father's race", or a "secondary race".

For free, the influence your "father" has over you will be limited to mostly cosmetic traits. An Imperial with a Minotaur "father" might be born with small horns or even a tail, or a Bosmer with Khajiit blood in them might have cat-like eyes, ears, and so on.

For 100 CP this effect can be more pronounced, granting more physical traits; for instance a Redguard with an Argonian "father" might have the ability to breathe underwater, while an ogre or Xivilai father would lend some of their great height and strength to their child.

For 200 CP or the price of that race, whichever is greater, you can create a true "Hybrid" between the two: meaning you'll have all the strengths and weaknesses of both. Liches can take this, but they can't be chosen as a "secondary" race because they are Undead. Instead their "mother's race" will always be a race of Man, Mer, Argonian or Khajiit as listed under their entry, and they may otherwise purchase any other race as their "father's race" to influence their Undead form, including Daedra.

In the most extreme instances it may be more appropriate to define your birth as being the result of a mad-wizard's experiment, or the result of Daedric (or even Divine) meddling rather than something that has naturally occurred; such things are left to your discretion.

Porphyric Hemophilia (300 CP)- Porphyric Hemophilia is but one strain of the vampiric disease- or curse- created by Molag Bal long ago when he raped a priestess of the god Arkay. In Cyrodiil this affliction takes a rather standard form when compared to the variants rumored to exist in other parts of Tamriel, but perhaps this is also what allows some of these scions of Bal to survive and even thrive in Cyrodiilic society. In any case- by taking this you will have become a vampire in full, skipping out on the usual unpleasantness of being turned (dying). Your appearance will change; becoming significantly more wizened and unnaturally pale, and your eyes will become red in coloration. Your powers (and weaknesses) are as follows:

-You no longer age, but must drink blood to retain your sanity- however, the longer you go without feeding on blood the stronger your abilities as a vampire will grow, as will the weaknesses of your condition.

-You are completely immune to diseases magical and mundane, as well as magical paralysis.

-You gain the magical ability of "Hunter's Sight", allowing you to see in the dark and detect souls within 100 feet of yourself, requiring only a minuscule amount of Magicka to activate these effects.

-You will gain increasing skills and abilities the longer you go without feeding, up to a limit of four days; the longer you go without feeding the stronger and faster you will become, and you will even regenerate Magicka faster and have more stamina- however your vampiric weaknesses will also become more severe.

-The second night without feeding you will gain the ability of "Vampire's Seduction", which allows you to charm one person a day with a touch despite your wizened and ghastly appearance.

-The third night without feeding will gain you "Reign of Terror", which simultaneously demoralizes weak opponents and prevents them from casting spells for up to a minute with a single touch.

-The fourth night will bring you "Embrace of Shadows", which makes you invisible for three minutes a day.

-Furthermore, you will also find your natural instincts for movement, stealth, and hand-to-hand combat increasing as your thirst for blood increases, and you will also have increasing aptitude with spells in the Mysticism, Destruction, and Illusion schools.

-Lastly, you will find your body becoming more resistant towards being cut or crushed by regular non-enchanted, non-silver, non-Daedric weapons.

-Power has its price however- your appearance is significantly older than it should be and you possess a weakness to fire and sunlight- both of which will worsen the longer you go without drinking blood- and when you sleep your dreams are plagued with horrific nightmares. These nightmares will stop and your appearance will go back to normal upon leaving this world; your other weaknesses to fire and sunlight are something you'll have to figure out a solution to on your own. The same goes for your thirst for blood.

You may also choose to become a half-vampire instead of a full-blooded one, losing many of the strengths- but also all of the weaknesses- of vampirism, save for a deathly gray or white pallor to your skin. This strange union of life and undeath has given you a few powerful abilities from your vampiric heritage. Much like a vampire you will find yourself moving much quicker, and may find yourself with a natural talent for combat- though you'll lack the predatory instincts of your undead kin. You will also be more resistant to damage from weapons, matching that of a vampire who has not fed for four days. Not only that, but you will also become equally as resistant to magic as well. Although these traits could make you a paragon among normal folk, you are likely to be shunned by most societies in Tamriel should the truth of your parentage ever escape- and among vampires you might be seen as a curiosity rather than a person. The strength of your angst, as one who lives neither fully in the shadows nor in the light, is up to you to determine.

This perk is incompatible with 'Vampire Lord' in the Nobility perkline.

Arena Fighter Perks

Brawler's Wages (100 CP)- The Arena is a place where the civilized, distinguished citizens of the Imperial City can come see warriors from all over Cyrodiil ply their trade. Unfortunately, not every world you visit will be as forward-thinking when it comes to giving the people what they want… that is, until now. No matter how bizarre or barbaric it may seem to most people, you will always find an appropriate venue to ply your skill at blood-sports- and in such a way that there will be no legal repercussions for you doing so. Whether it be in a grand arena packed with adoring fans, or in an underground ring frequented by bandits and criminals, you'll always be able to find gladiators ready to risk it all.

Bloodletter's Spectacle (100 CP)- The gates of the Arena open, and you rush out to meet your foe. You clash, and the sands drink deeply each drop of blood either of you shed. Weapon spark; magic flies; and with a cry to split the heavens you behead your opponent, your sword a crimson arc, wet with their life-blood- and the crowd cheers your name. This is what it means to be a gladiator; to not just kill your enemy, but to kill them beautifully, displaying your skill for all to see. Of course, actual fighting is rarely pretty, and the blood-sport of the Arena is no different. Though the Arena may be a stage, there is no script- those who enter fight, kill, and die for gold and glory. But that's no excuse to give your audience a poor show; and as an actor and gladiator both, you can give them the spectacle of a lifetime, adding a certain flair to your every move. It doesn't make you a better fighter or anything- but damn if it doesn't look great.

Myrmidon Matchmaking (200 CP)- It's one thing to cheat in a friendly game of dice; it's another thing entirely when your life is on the line. Luckily, you have a certain "luck" when it comes to convincing referees and other gaming officials to tip the odds in your favor. Maybe they think you're a rising star; maybe you just earned their respect when you didn't get your head taken off in your first match. Whatever it is, they'll help tip the odds in your favor. It might be as simple as letting you know what weapons or special equipment your opponent might be using, or they might even go as far as giving you a team-mate in what was supposed to be a three-on-one- in less bloodthirsty sports this might come in the form of giving your opponents penalties while being much more lenient when you foul your adversary in turn. In any case it'll help even the odds… or tip them further in your favor.

Warrior's Bet (200 CP)- You won't always have the leisure of picking your opponent, but if even a spectator can tell when a fight is a mismatch then an actual fighter should have little trouble doing the same. Of course, actual fighting experience has given you a more nuanced view of things. It doesn't take a genius to figure out that the Orc wielding the enchanted battle-axe and wearing full-plate is a more dangerous opponent than the Breton bandit he's chasing around the Arena floor. But if you grabbed two bandits, gave them equal equipment, and then made them fight- who would win? That's a much more interesting question, and it's one you can answer with a good deal of certainty. Your experiences in the Arena have given you the ability to honestly and accurately assess the odds of a fighter winning against their opponent, given enough information on them or some time to observe them. This includes yourself, of course- though keep in mind that your opponents might have a trick or two up their sleeves to tip the odds their way, too.

Gladiator's Guidance (400 CP)- From an outside perspective combat in the Arena may look deceptively simple. The gates open, you rush in, and you kill your opponent or die trying, and that's all there is to it- right? Wrong! If you don't use your head in the Arena you're liable to lose it. Thankfully, you've got a good head on your shoulders when it comes to combat- one that not only inspires you to use what resources you have creatively, but also gives you the reflexes to dodge attacks like a pro. You'll find it easier to use terrain to your advantage- ducking behind objects to avoid projectiles, or using it to get the drop on your opponent. And if you're really in a pinch, you'll find that you're more than capable of using your environment against your opponent- throwing sand or dirt in their eye, dousing torches, making noises to lure them into traps or ambushes, or finding improvised weapons if you've been disarmed. Your reflexes are also superb, letting you dodge the arrows and spells of your enemies or avoiding their blows in melee even without cover- though naturally this is much easier to do when you've got distance between the two of you.

Hero's Downfall (400 CP)- In the Arena any weakness at all is something to be exploited. If you have a reputation for being damn near fire-proof you can expect your opponents to stow their fire spells and flaming swords in favor of shock and frost. But while you're still more than capable of exploiting weaknesses like that, you also have the uncanny ability to exploit non-physical flaws as well. Whether it's finding some juicy dirt on your opponent, or even helping them out so that they hesitate when fighting you- there's just something about you that makes it child's play to find whatever's troubling your enemy- and if you do? Then you'll find it even more simple to push their buttons about. Oftentimes this'll throw them off their game, make them so mad at you that they stop thinking about strategy or making them hesitate when fighting you once they remember all the help you've given. But if you've got something REALLY bad on them? They might just give up entirely and wait for death. Better that then the shame of whatever secret you're holding over their heads getting out- if the shame of the secret itself isn't enough.

Titled Champion (600 CP)- There's no need to prove yourself; you've reached the apex of the Arena, and have been awarded the title of Champion- along with another title that the people of Cyrodiil will know you for, far and wide. Nobody would blame you for resting on your laurels if you don't wish to fight the Grand Champion- and in any case, your talent is still plain to see. Your skill at dueling one-on-one, alone, is among the best that mortals could hope to strive for. Whether your opponent is merely a gladiator from the opposing team, or even an enraged Minotaur, they should prove to be no obstacle in your path onwards to even greater challenges and can be defeated without taking even a scratch yourself. However good of a duelist you are, though, there is one catch to your prowess- you are not a hero, suited towards killing legions of enemies on your own, and the more opponents you are forced to fight at once the more trouble they will present you as you are forced to split your focus between them. You might duel two or even three combatants at once and still retain much of your skill; groups larger than that will become increasingly difficult for you to take on assuming that they're anywhere near competent. Even a champion can be brought down and assailed from all sides, after all. Of course this only accounts for the sheer skill and battle-instinct provided by this perk, and not any other tricks you have up your sleeve.

The Best Techniques Are Passed On By The Survivors (600 CP)- One who wishes to become renowned in the Arena will, inevitably, have to slay many hopefuls who share the same dream. The thing that sets those like the Grand Champion apart from the Pit Dogs whose entrails fill the Bloodworks is that the very best fighters are inherently flexible; capable of adapting to overcome whatever opponent crosses their path. If your opponent's shield absorbs magic, defeat them with an unenchanted weapon; if they have a bow, then shoot them with yours before they get the chance to draw an arrow; if their weapon is enchanted, wear enchanted armor- or just don't let them get close enough to use it. But not only that, they learn from their opponents even in the heat of battle- taking in their opponent's techniques so that they can be honed to a razor's edge even after their original bearer lies dead in the Arena sands. You exemplify all of these things: not only are you a creative and versatile fighter on your own, but you also possess the startling ability to learn the fighting styles of other people with ease; inevitably leading you to acquire an expansive repertoire of techniques and combat maneuvers that you can improve on and make your own.

Imperial Legion Perks

Patrolman (100 CP)- As a member of the Legion you are the first and last line of defense in the Empire, whose influence spans from Skyrim to Hammerfell. Even in the heartland of Cyrodiil danger seems to lie around every corner with bandits, monsters, and now a Daedric incursion to deal with. That makes one of the most basic functions of the Imperial Legion more important than ever: keeping the roads safe for travelers. Whether you're a rookie or an old soldier you know the layout of the roads well, and even when assigned to foreign cities you're able to get the lay of the land down extraordinarily fast. Aside from giving travelers directions, you're also adept at staying alert and vigilant even on long patrols. Bandits and monsters aren't above ambushing a guardsman on patrol, so you can't let yourself falter for even a second. Whether your patrol lasts one hour or twelve you'll be ready to protect and serve wherever you are.

Guardsman (100 CP)- Since the days of the Imperial Simulacrum the Imperial Legion has seldom needed to wage an all-out war, instead focusing its efforts on keeping the peace and protecting the various provinces of Tamriel. Although they may be stretched thin keeping the peace over such a large territory- especially with all the minor conflicts constantly cropping up, bandits, monsters, and now an incursion from Oblivion to deal with- you nonetheless have all the skills necessary to defend the forts, towns, or cities where you might be stationed at. Whether that means holding the walls against those trying to scale or breach them or fighting in the cramped corridors of the local dungeon, you have the ability to hold the line and fight without giving an inch to your enemy. You're also good at securing areas- creating fortifications, setting up checkpoints, or even just making sure that the criminal scum you have locked up don't escape through some sort of hidden escape route… or at least making sure that they can't just pick their cell's lock and sneak out.

Forester (200 CP)- There are many laws that need to be enforced, and one of them is preventing poachers from hunting game that doesn't belong to them. You have all the training required of the Imperial Legion's scouts and foresters, including how to survive in the wilderness, living off the land and going weeks without ever encountering another human in a world filled with monsters capable of ripping men limb from limb. This also means that you're a skilled hunter and tracker, capable of tracking large creatures for miles if they leave you a trail to follow. This includes the most dangerous game of all: man. And mer, and the beast races, etc. In any case, you're more than capable of setting ambushes for persons of interest as well as monsters, and can do so in more civilized environments reasonably well, too.

Stop! You've Violated the Law! (200 CP)- In the cities, preventing criminal scum from getting away with their crimes is of utmost importance no matter how petty or severe the crime may be. If someone commits foul murder it's the Legion's duty to bring the blackguard to justice; if someone tries to steal a cup from an honest innkeeper it's the Legion's responsibility to put a stop to it. You seem to exemplify this standard, always seeming to be nearby when someone calls for help from the watch. This doesn't mean that crimes will happen around you with more frequency; instead, if a crime was going to occur somewhere in your general area then fate will make sure that it happens close enough for you to potentially intervene. Of course it's still up to others or yourself to detect the crime in question, so if nobody notices the thief breaking into a house then you won't necessarily find out about it either, at least not until it's too late to catch the thief red-handed. You can turn this perk on and off if you find yourself needing some downtime.

Mixed Unit Tactics (400 CP)- The duties of an Imperial Legion soldier are far from simple, even during times of peace- let alone what you might encounter on the field of true battle. You'll be called upon to face down rabid animals, bandits, and monsters- often alone, or with a few comrades in arms to back you up. Thankfully your training is equal to the challenge, as you not only have the skill to fight humanoid opponents even in the chaotic melees often found on the battlefield- you also have the ability to adapt your tactics to the presence of archers, mages, and any monster you might encounter. Blocking the wild, swinging blows of ogres and trolls, reacting to the whizz of arrows and spells whizzing by- the second you see your opponents, your mind will immediately begin to formulate an effective strategy for fighting them, or at least not dying. Not only that, but your strategies will rapidly be picked up on by those fighting alongside you; even if your abilities and skill-sets are vastly different from each-other they'll be able to understand the principals of what you're doing and think about how they can do something similar. You'll also find that your allies won't trip you or each other up when you're around, no matter how chaotic the fight.

Your Stolen Goods Are Now Forfeit (400 CP)- The Legion has a long memory, and no crime is too small to escape their notice. Notorious criminals will find themselves hunted no matter where in the Empire they hide, and your diligence is such that you can identify such individuals on sight no matter how well they try and hide their identity- so long as their crimes are great enough. Master thieves, assassins, murderers, rapists; those who carry the weight of great sin are as obvious to your eyes as the morning sun. Finding evidence of their crimes might be another matter, though… Additionally, you are also capable of identifying stolen goods on sight. It doesn't matter if it's a fork that was stolen from a pub halfway across the province or a legendary relic; if you see it you'll know immediately that it was stolen from its rightful owner. Both of these intuitions are in addition to the regular "detective work" skills that members of the Legion are expected to possess when it comes to looking into crimes, making you a prime choice of investigator.

Lawbreaker's Foe (600 CP CP)- It isn't enough to just be good. The Emperor's bodyguards were good, and look where that got him: an ignoble death in a sewer after faithfully serving Tamriel for decades. No, you need to be better than the criminal scum you're fighting. And… you might just be. Against unlawful or evil opponents you find yourself capable of pushing past your limitations; fighting faster, hitting harder, even enduring blows that would have slain a lesser man outright. If they're true legends wielding powerful artifacts then this might not be enough to take them down… but then, you're not a member of the Imperial LEGION for nothing. Those who share your badge and burden will similarly find themselves blessed with might beyond their mortal bodies so long as you're in the same general area as them- and so long as their opponent is evil or unlawful- be it on the field of war or in the alleyways of the city you both protect.

Centurion's Command (600 CP)- It's one thing to lead a charge; it's quite another to lead a squad of men into the depths of hell and bring them all back alive. But you? You've got what it takes to do just that. As a commander your skill is second to none- your tactics and strategies are such that you could turn an utterly hopeless situation into something winnable, even if it means fighting your way through a city infested with Daedra and taking it back street by street. Something as simple as that would be child's play; you could plan offenses and defenses on multiple levels, across the entire empire if you had the logistics for it! Not only that, but your skill at training troops is also unmatched. You might not be able to make men into legends, but you could certainly turn raw recruits into warriors capable of matching hardened veterans with enough time to instruct them properly- and with your ability to lead you could have those hardened veterans fighting like Daedra themselves!

The Blades Perks

Bodyguard (100 CP)- In the modern era, one of the Blades' main duties in Cyrodiil is to protect the Emperor at all costs- furthermore, they may also be called upon for diplomatic matters that may require them to protect persons of interest. As such, you have been trained in how to protect others from attackers and assassins. You know how to interpose yourself between the attacks and spells of your enemies to protect others, and you also have the training to recognize more subtle killing methods- the smell or taste of poison in food, the likely vantage points for snipers, the hidden trap.

Discipline (100 CP)- The Blades, if nothing else, are one of the most disciplined fighting forces in Cyrodiil. They might not have the dueling prowess of skilled fighters in the Arena, or the artifacts and armors that adventurers are so fond of, but they DO have the ability to knuckle down and get things done no matter how bad their conditions are. They can endure discomfort in their environment not just for the sake of the mission, but for training purposes, further honing their mental fortitude. And when it comes down to it, they can put their lives on the line or make the necessary sacrifices required to fulfill their duties.

Agent (200 CP)- It's one thing to 'sneak'; any common thief or pick-pocket can do that. It's another thing to be an effective spy, and blend in not just with your surroundings but also the locals of whatever country or city you happen to have been assigned to. Not only do you have the necessary training to construct effective cover identities, but you also know how to tail those you are spying on, observing them without being spotted yourself, as well as how to effectively toss rooms for specific items and other skills that would be useful for the collection of information in foreign locations without having your loyalties get discovered.

Vigilance (200 CP)- You seem to have a knack for rooting out foes, be they other spies, distant observers, traitors in your organization, or even disguised enemies. Spotting hidden weapons, watchers in the dark, and signs of sabotage and treachery come easily to you. Furthermore, you are especially capable of spotting the mistakes that your enemies make, and in guiding them towards making them; the little stumbles that you can exploit to create large advantages for yourself or even your organization. It could be as simple as steering a foe towards a loose cobblestone to make them trip up, or taking the opportunity to grab a valuable item from an enemy stronghold that you are in the process of infiltrating.

Eternal Vigil (400 CP)- The incredible willpower that members of the Blades cultivate cannot be underestimated. Though they may fail or break and suffer from that knowledge, they are capable of enduring some of the harshest conditions in Tamriel- torture, isolation, even the madness of undeath. Your willpower is a match for their greatest soldiers and leaders, allowing you to retain your sanity and mental stability even when imprisoned for decades- or even centuries. You simply refuse to break under the stress.

Grandmaster (400 CP)- You could be one of the great leaders of the Blades, for it is your mind and will that has the capacity to hone the discipline not just of yourself, but others as well. You are several things; chief among them being an effective spy-master and a skilled instructor. You can keep track of complicated plots with ease, dispatch the most effective agents to foil or further them, and summarize the entire affair in an easily digestible manner for your liege. More importantly you're capable of creating those effective agents, giving them the discipline and skills they need to succeed as members of your organization.

Serve Beyond Death (600 CP)- Ghosts are an unusual phenomenon found in this world, often being the specters of those who found themselves unable to move on to the afterlife for whatever reason. Most of the time these creatures lack any personality at all from their time alive, being little more than mindlessly hateful wraiths. But, in some rare instances, individuals are capable of retaining much more of their old life; these ghosts appear as they did in life rather than as the vague humanoids that most ghosts end up as, and their abilities are also much the same as what they were capable of while alive. Notably, such a case occurred in the depths of Sancre Tor, when four members of the Blades were trapped by the curse of the Underking and eventually became ghosts, their souls unable to move on to Atherius. Somehow, you have had such a thing happen to you as well- making you a member of the undead. This has a number of benefits and very few drawbacks, if you can tolerate being a spectral being. As a ghost, the following conditions apply to you:

-Your body retains the strength and capabilities it had in life, but is now translucent and spectral. Normal, non-magical weapons pass through your body harmlessly unless they are made of silver or Daedric materials; most normal or magical poisons do nothing against you unless they are specifically meant to target spectral beings; and you are immune to the cold, as the chill of the grave already encompassing your very essence. You retain racial traits- including physical attributes- while you are a ghost.

-You are capable of wielding weapons and armor, which become spectral when worn by you and return to normal when dropped or if you are slain.

-Your touch chills to the bone, and you are capable of lobbing icy energy at your enemies. These spell-like abilities do not consume magicka.

-You are capable of hovering several feet above the ground, and may choose to have your lower half trail off into non-existence while doing so.

-You are capable of 'dissipating', becoming entirely invisible and undetectable by most means; however, in this state your ability to affect the world is limited and you are only capable of observation, and you must return to a more 'solid' state if you wish to use any of your other ghostly abilities and probably most other aspects of your body as well.

-You do not need sleep, rest, food, or drink; however, you are also incapable of eating, drinking, or sleeping while you are a ghost.

-Post-Jump, you may toggle on or off your ghostly state at-will.

Curse-Breaker (600 CP)- In the depths of Sancre Tor, a group of Blades became trapped by the curse of the Underking- forced to haunt the halls of the mighty fortress as specters of wrath. Yet when their ghosts were finally defeated the curse was broken, and they were able to defy the Underking's magics with little more than force of will and their shared camaraderie. Now, you have the ability to do much the same. Once you are exposed to- and subsequently overcome- an enemy's magic, you find it far easier to break even their most powerful spells, and gain a greater resistance to further attempts to their attempts to harm you with magic. The greater the spell you overcome, the stronger your protection- and if you should power through an even greater spell of theirs, your resistance to their magic will increase by a suitable degree. Furthermore, you have a knack for finding the positive aspects of otherwise detrimental spells that affect you. A spell that weights you down might be utilized to make your footing steadier; or a magical poison in your veins used to poison your own blade by cutting yourself, and other inventive techniques.

Nobility Perks

Etiquette (100 CP)- Cosmopolitan though it may be, the upper-rungs of Imperial society have all the complexities that you would expect from an Empire that spans an entire continent. The Emperor is naturally the head of the Empire; then there's the Elder Council, comprised of influential or wealthy men of value to the Empire. Various Counts and Countesses rule over the cities of Cyrodiil with any number of lesser nobles, merchant-lords, knights, and other members of the upper-classes having their own spheres of influences. To say nothing of the dignitaries, diplomats, and royalties from the other provinces! To say that life in the upper-crust of the Imperial province is complicated would be an understatement- luckily, you have the experience and etiquette required to navigate courts, ballrooms, and dining halls alike with grace, dignity, and good-humor expected of a scion of Cyrodiil. Of course you not only know how to play the guest, but the host as well- you're sure to suitably awe any peasant folk that petition you, and even the snobbiest High Elf ambassador would, reluctantly, agree that their reception was nothing less than exemplary (assuming you don't decide to snub them deliberately for being a snobby High Elf, of course).

Hidden Depths (100 CP)- The privilege provided by your station is great; yet, as other members of Cyrodiil's nobility could attest, it doesn't necessarily allow you to get away with murder… That's why you know how to keep certain- let's call them indiscretions- under wraps. Be they a bastard son, a hidden torture chamber, or an even more sanguine secret you know how to keep these controversies and embarrassments from ever seeing the light of day. Whether it means not getting caught at all, bribing certain members of your staff to stay quiet or even making any witnesses disappear, you can be sure that your reputation will be in good standing even if you're as black-hearted as any cultist or murder in the Imperial Prison.

Commanding Presence (200 CP)- There are some nobles known only for their birth; and there are some who are such great leaders of men that they have a palpable aura about them. It may be a signifier of their bloodline, the Magicka in their blood, or simply the way they hold themselves- in any case, you seem to emanate some sort of 'feeling' that draws the attention of others and makes commanding your subordinates far easier. You might be known far and wide as a regal king, a knight of such chivalrous valor that your mere presence, or perhaps you're a count or countess whose demeanor is eye-catching and mysterious- whatever sort of appearance you wish to have, others will surely know you for it wherever you go.

Merchant Lord (200 CP)- Not all lords are born into their wealth; some had to bend and scrape for every coin before they made their big break and managed to either marry into the aristocracy or simply became so wealthy that no one would dare exclude them from high society. Perhaps you are one of these people, as your skills at managing businesses and finances are nothing short of extraordinary. The shops you run always seem to do well unless you go out of your way to drive away customers, and you know how to make your investments pay off many times over. If you were put in charge of a county- assuming you were willing to micro-manage- then you could take even a city as poor as Bravil and make it a place worth visiting with just a few years of work. Needless to say, but your own coffers will be overflowing with gold by that point.

Empire Building (400 CP)- There have been many empires and dynasties throughout Tamriel's history, and each one was typically began by a single, exceptional leader of Man, Mer, or both who was able to seize power in their own home country before turning their sights to the rest of the continent. Although the current dynasty has been facing and will face many great challenges in the coming days, the fact remains that for a brief moment in history much of Tamriel was unified under one banner, one emperor. And if you could take the throne for yourself, perhaps it would remain that way- for yours is the mind and soul of one born to lead great empires, as you are a genuinely excellent ruler and also a ruthless general and conqueror, if need be. Both of which have prepared you for the myriad issues of running an empire that spans the length of an entire continent, from handling the defense of your territories to managing the economic and civic aspects of the throne. Even when delegating, you pick your subordinates wisely for the tasks that are suited to them.

Handy Hireling (400 CP)- Sometimes you need someone who can get things done; and sometimes, that person can't be you. Luckily, the lords of this land know one thing: post a large enough reward and you'll inevitably find some crazy adventurer or a band of mercenaries who's not only willing to get the job done, but actually capable of doing so where a battalion of lesser men would fail. Of course, the task you want to accomplish has to actually be something that a capable warrior, wizard, or thief could accomplish in the first place; sending someone after a fictitious treasure or expecting them to do the impossible without a clear method of doing so will probably just make them rob you of all your dishes and silverware for wasting their time (assuming they haven't done so already). But if your goal is truly genuine and the pay is high enough, then you'll surely attract someone who is capable of getting the job done for you.

The Sight (600 CP)- The Dragon-blood of Tiber Septim himself flows in your veins, granting you the right and power to take the throne of Cyrodiil and wear the Amulet of Kings. Perhaps your father was Uriel Septim; or maybe your ancestry simply traces back to one of the many other Dragonborn Emperors. Regardless, your lineage grants you an unusual power. Perhaps, in another time, your Dragon-blood would have granted you the ability to devour the souls of dragons. In the current era, it instead gives you the gift of the Sight- visions of the future which come to you in your dreams. These visions guide your path, warning you of danger and what is to come, and are so vivid that you can recall the faces of people you've met in your dreams on sight alone. Your gift can even show you other realms- though not what lies beyond the veil of death- and furthermore gives you great skill at divining the meanings behind the motions and patterns of the stars. Sadly, you are unable to see past your own death in any event, and the knowledge that you may not be able to change your own fate may be a heavy burden to bear if all roads lead to your demise.

Vampire Lord (600 CP)- You are one of the truly ancient vampires of Cyrodiil, or at least you were sired by one. Perhaps you can trace the gift you possess back to Molag-Bal himself; you can certainly do so with the Cyrodiil Vampyrum Order, whose true name is so old as to be lost in time. In any case, the purity of your bloodline has made you far more dangerous and powerful than any mere vampire. Of the weaknesses common to your kind in Cyrodiil, only your need to drink blood, a weakness to special weaponry, and the burning gaze of the sun remains. Not sating your thirst will not affect your appearance negatively, and nor will it increase or decrease your personal power- though you still risk lapsing into a frenzy if you do not. Lastly, your dreams are no longer plagued with the horrific nightmares most vampires experience.

Your physical and mental attributes have sharply increased, making you an incredibly dangerous and powerful combatant; one that is capable of slinging devastating spells and lifting fully grown men in full plate armor using only your hands, easily. In fact your inhuman strength is great enough that you could simply rip most men limb from limb with little difficulty once you got your hands on them. Conversely, your undead constitution allows you to shrug off most damage that isn't outright fatal- your injuries being easily healed once you get your fangs around someone else's throat.

The natural stealth and charm of Cyrodiilic vampires has also increased notably with you. Your vampiric charm is capable of keeping weaker willed mortals enthralled for days with only a light touch, some eye contact, and a few honeyed words; and the ease with which you seem to disappear in the shadows and move silently would put the greatest predators of the natural world to shame. When you don't wish to be seen it's as if you've become invisible. And naturally inspiring terror is second nature for you at this point, your magical presence so awfully horrific that it can drive lesser men to their knees and prevent even hardened battle-mages from even thinking about casting a single cantrip.

In all other ways you share the abilities of a Vampire, as described under the 'Porphyric Hemophilia' perk, with any abilities that require Magicka or that can only be used a certain number of times per day becoming something that you can freely use- though at the cost of a greater thirst if you spam them too often.

Fighters Guild Perks

Camaraderie (100 CP)- When you're fighting for your life day in and day out, sometimes traveling for weeks and months between backwater towns only to delve into caves and dungeons, you might find it hard to stay in a good mood- especially if your companions are especially dour. But somehow, you have a knack for making friends with even the sourest of errant knights and snooty mages, and other adventuring types, and will find it easier to take comfort in the companionship of those you would call your friends. This isn't a guarantee that you'll win over everyone, especially if they already have it out for you; but it usually lets you get your foot in the door and make a good first impression, which is sometimes all it takes.

Preferred Contracts (100 CP)- The Fighters Guild tends to assign work on a first-come, first-serve basis to whoever's capable of taking it on. Sometimes this means you wind up with crappy jobs where your guild-mates are off fighting trolls for gold and glory and you end up stuck with rat duty in the basement of the local tavern for a few coins. Luckily for you most of the jobs you end up getting are good ones, being the type of work that you'd prefer to do- and not only that, but they also tend to be more lucrative than they otherwise ought to be. Sure, you might still get stuck with basement rat duty once in a blue moon; but a fat sack of gold at the end of the day is still a fat sack of gold, no matter where it comes from.

Drug Tested (200 CP)- Getting drunk after a big job is a time-honored tradition for fighting men wherever you go, which might be a bit problematic for you- and yet, the reason for that could also be considered a boon. You see, you have a remarkable resistance to drugs and intoxicants of all types. Strong spirits go down like water off of a duck's back, and even the potent sugars of the Khajiit cause you no permanent harm or addiction. Not only that, but even things that should be outright poisonous have a greatly reduced effectiveness on you. The most lethal of poisons might cause you harm, if you imbibe enough of it- but even that isn't anything that can't be fixed with a health potion and a little bed rest.

Nurture Talent (200 CP)- Sometimes, you need to give someone a gentle push to help bring out their potential. And sometimes, you need to take a firm hand to help nudge someone back onto the right path. Knowing which you should do at the right time can be difficult, but your experiences have given you a pretty good idea of what you can do to help someone who needs a little guidance in their life. Your advice and guidance tends to have a profound effect on those you share it with, and if acted on effectively can radically change the course of someone's life for the better.

Guardian (400 CP)- You gotta be tough to be in the Fighters Guild. But you? You take it to a whole new level; one that's, frankly, a bit scary. You can take absurd, even inhuman amounts of damage and still be alive to show off the scars. Getting cut up, shot with arrows, even slugged by a minotaur or ogre? For you, it's all in a day's work; even broken bones or blood loss won't keep you from fighting on your feet. You'll still need to heal up AFTER the fight, of course.

Rising Through The Ranks (400 CP)- The Fighters Guild has a strict hierarchy like most guilds in Cyrodiil, and if you want the best jobs you'll need to rise though the ranks. Normally you'd need to put in quite a bit of work to do that; but somehow, you quickly (and perhaps at times, undeservedly) rise through the ranks of organizations you join. Call it nepotism, call it being at the right place at the right time; you'll rise even faster if you actually deserve your rank, too. And if you go high enough? There's a chance your boss might up and abdicate if they're the type that feels like they've been doing a crappy enough job of running things. You'll certainly be their first choice to succeed them if they're not.

Champion (600 CP)- There are great fighters; and then there are legendary ones. Taking on an entire fortress of bandits is dangerous, but doable with a little planning. Doing the same thing with an entire fortress of Daedra on their home plane, on the other hand? That's the sort of thing that makes you famous. Needless to say, anything less than that is someone you'll take to pieces with contemptuous ease thanks to your combination of staggering strength and peerless skill, and taken as a whole your martial prowess is the sort of thing that can turn the tides of a war, all based on your own efforts. Of course you still might run into trouble if your opponent is powerful enough, but even then your skill at fighting won't entirely evaporate in the face of such threats- you just might be found wanting if your opponent has the power of a god.

Unnatural Edge (600 CP)- Sometimes you need to do everything you can to get an edge. Use magic, wear enchanted items, drink potions, hell, rope a few friends into a fight if you really need to. But with all the strange and unusual phenomenon to be found in this world, you might think that there are even more ways to enhance your performance. There's no way to sugar coat this, unless we're talking about moon sugar maybe; you have a real skill for taking something wonderful, mysterious, maybe even magical and turning that something into drugs you can use to give yourself a boost. Hist sap, Daedra blood- hell, go ahead and get yourself some Chaotic Creatia and see what happens when you chug it with some Balmora Blue. Your concoctions tend to be highly effective, if somewhat dangerous for most people, but you always seem to take to them rather well. You can keep them for yourself of course… but maybe drugging up a bunch of disposable underlings would be a more effective strategy.

Mages Guild Perks

Legend Lore (100 CP)- Mages often have an interest in other scholarly pursuits beyond pure magical theory and casting, either as an extension of their magical studies or just as an area of interest. Being able to read is pretty much a basic requirement for being a mage- but even mages can lack critical thinking skills and the ability to learn well. You, though, are a learned scholar; one who has the knowledge of how to be an effective researcher and student, checking references and discerning fact from fiction, and absorbing the information you take in handily. Naturally, this also makes you much more efficient when it comes to learning about magic and figuring out which spells are useful and which ones are a waste of effort.

Experimental Advances (100 CP)- Experimentation is how mages advance outside of the library and battlefield; it's also how many of them meet their end, with half-baked theorems that render entire towns invisible or result in the caster being dragged off to Oblivion to experience endless torment. But you know how to conduct magical experiments safely; whether it be setting up a complicated ritual, testing out new potion ideas, creating new spells, or simply practicing the magic you already know in a new way. So long as you do your due diligence and aren't sabotaged such things very rarely go wrong for you, and experiencing something as catastrophic as being dragged into a nightmare hellscape would be pretty much unheard of!

Arcane Professor (200 CP)- It's one thing to learn magic; it's quite another to actually teach it. No amount of reading will prepare you for the strange questions and unexpected problems an apprentice will have in their studies; and you can multiply that several times over if you actually decide to teach at the Arcane University! Luckily, you're quite the capable teacher, capable of focusing both on general lessons taught to groups of students and more instructive, tailored tutoring for individuals. Naturally, teaching magic is where you excel, and your education has given you a good background on the esoteric nature of this world's magic. What you choose to pass on to your students from there is up to you to decide…

Battle Mage (200 CP)- You might think that it's simple to cast spells on the battlefield; but when there are arrows whizzing overhead, men dying all around you, and you're facing down someone charging at you with a battleaxe, the chances of an apprentice freezing up and getting killed is pretty high. But, just like how one can learn to become a mage, a mage can learn to become a warrior- wielding their spells as their primary weapons of war. The Arcane University does, after-all, supply the Empire with its Battle Mages. You have learned these lessons, and now you have the skills required to cast spells effectively even in chaotic situations- including the ability to aim them effectively. You've also gained the instinct for which spell or power is best for any particular situation, the thought springing into your mind in an instant.

Spell-Scribe (400 CP)- Enchanting magical items in Cyrodiil seems to have been tightly regulated by the Mages Guild in this Era; it is rare to find those with the skill to enchant objects on their own, without the use of an altar or Sigil Stone. However, you have specialized in an entirely different area of enchantment, one that's arguably even rarer than merely imbuing weapons and armor with special properties. Instead, you have learned the art of imbuing magical spells into items themselves, allowing you to create Mage Staves and spell-scrolls that anyone can use to cast the spell you've imbued into them, or even spell tomes which impart their understanding of a magic spell upon the person who reads it- though not necessarily the ability to cast it with their level of skill or Magicka. It may be possible for you to use this knowledge in other ways, too, but being capable of creating those things alone would make you an incredibly valuable mage.

Necromancy (400 CP)- Necromancy is a lost art nowadays; lost, because the Mages Guild threw it away due to their Arch-Mage's personal distaste for it. Mages rely on summoned creatures- even the undead- all the time, but apparently permanently raising undead minions is a step too far. Well, the knowledge and teachings of the Worm Cult live on in you, for you have the ability to raise undead minions bound to your will. Skeletons, zombies, even ghosts or wraiths if you have enough Magicka to bind them into service… and a dead body or soon-to-be-dead body to work with. Other necromantic secrets- the creation of Black Soul Gems, the preparation of bodies to create stronger variants of the undead, and even communion with the souls of the recently deceased, among others- are also yours. In time, you may even learn the process required to shed your mortal form and become a Lich- and perhaps from there further your transformation into an outright apotheosis…

Arcane Inventor (600 CP)- Tragically, it is often the case where the magical inventions of a previous era are lost in the transition to the next. If the inventions themselves they aren't destroyed in some cataclysmic event or war that is oh so common to this world, the knowledge of how to create or maintain such wonders can still be simply lost with the death of the creators. It's a rare talent that can figure out how to repair the magical workings of a skilled mage from hundreds of years ago; and it would take an Arch-Mage to create ones of your own. But somehow, Arch-Mage or not, you have learned how to do just that. You not only know how to maintain things like Altars of Enchanting, Atronach Forges, Teleportation Circles, and even things like the Orrery- but you also have the skill to devise such inventions on your own. Some are purely mystical workings; others commingle the magic and the strange sciences and crafts of civilizations that have long passed from Nirn, like the Ayleids or Dwemer. All are potent, powerful, and useful- and usually expensive, too, but hopefully a mage of your caliber won't be constrained by funding limitations.

Master of the Magickal (600 CP)- Even over thousands of years there are few mages who have truly gained the notoriety and mastery of their craft truly befitting the title of 'Arch-Mage'. Mages today aspire to the examples set by the great practitioners of old, from Galerion to Shalidor to Zurin Arctus. Even the most reprehensible villains like Mannimarco or Jagar Tharn are admirable for having gained a level of magical understanding that few mages could ever dream of. And although you still have a long way to go before you can count yourself among their number, you're still a step or two above most of your colleagues. You can owe this to a few things, the first being your vast reserves of Magicka which allow you to throw around powerful spells often. A spell that would completely drain most mages would be something you can use as a regular part of your repertoire. Second, your mind's ability to understand and manipulate arcane forces has increased to a level bordering on instinct. This means that is not only possible for you to throw around larger, more powerful spells, but you can also analyze and study magical things in a fraction of the time that others would take to absorb the same information, if at all.

Finally, your talent in one school of magic is so great that you are considered a 'master' of it. This does not necessarily mean that you know every conceivable application or spell related to your spell-school. Rather, it's more of an assessment of your overall magical acumen in that area in comparison to the 'standard' mage. Regardless, you would almost certainly be included in a list of the 'top' living specialists in your field in most provinces thanks to your breadth of knowledge and skill with spells from your chosen school. A master of Destruction could throw fireballs that set fire to everything within a hundred feet of the point of impact; a master of Alchemy could create powerful philters and poisons worthy of being sold for thousands of gold pieces with potent, powerful, or possibly even permanent effects.

You may choose non-standard 'magical schools' for this such as auramancy or the magics relating to blood, water, shadows, or even the mind; however you cannot choose magical practices that are significantly divorced from standard methods of spell-casting such as the Thu'um, Shehai, Tonal Architecture, necromancy, or Flesh Magic- though, choosing Conjuration as your mastered school would certainly give you access to powerful spells capable of raising or summoning the dead and even creatures created through Flesh Magic.

Thieves Guild Perks

Code of Honor (100 CP)- There are many things that can turn a man to thievery, and just because someone is a thief does not mean that they have to be entirely without honor. Whether it's stealing taxes back from greedy nobles or covert actions to ensure that a corrupt watch captain gets fired, it's more than possible for a thief to be virtuous and honorable- while hopefully filling their own pockets at the same time. Somehow, you have a knack for identifying those targets that may seem good, honorable, and lawful- while under the surface being just as bad of a criminal as you are, if not worse. Call it justice, or just robbing an acceptable target; and if you're NOT the type of thief that steals from the rich and gives to the poor? Well, those sorts of people DO tend to be rather ripe targets for bribes, blackmail, and extortion, eh?

Independent Thievery (100 CP)- So, you've stolen something. Now what? It's simple enough if you just want to keep it for yourself, so long as it isn't distinctive. But what if you stole some hot property and need to get rid of it fast? Or what if you need coin more than you need whatever you stole and need to find someone willing to give an honest crook a good price? Well, worry not, for you have all the skills required to be a successful fence- someone who deals in stolen goods. You know how to probe the criminal underworld for reliable resellers and pass off most stolen goods as your own, even if you need to do a little work with the items in question to make it look a bit different. Failing that, you can usually find a trusting dupe to pass your stolen item to in exchange for some coin and let them take the heat while you skip town.

Shadoweye (200 CP)- Knowledge of the law is something that a dishonest thief benefits from more than most honest citizens, ironically enough. Knowing how to flaunt the law without actually breaking it- or knowing the obscure laws that guards use to nab you for petty reasons- can save you from a stay in the dungeons. But you take that a step further, having a preternatural sense for whether something you are about to do is a crime or not. This can make the difference between knowing whether something left lying around and keeping it for yourself is really stealing, or if you'll get in trouble for taking the food inside the room you rented at the local inn- along with other ambiguous crimes like trespassing. Not only that, but you'll somehow 'feel' when you've been detected while trying to sneak with that same instinctual ease. Not only will this let you know when to cut and run,

Appraisal (200 CP)- Picture this: you've just broken into the local Fighters Guild. Snuck past all the crazy adventurers in armor. Unlocked the display case for that ebony sword you spied on an earlier visit. And… it's a worthless replica, not even worth the effort of carrying out of the building. Embarrassing, isn't it? A keener eye might have told you that the blade was a fake from the start. And, as a thief with experience in the art of taking what doesn't belong to you, you have a great eye for such tricks- not only that, but a few moments worth of examination are all you need to find the true value of something. Detect fakes, find hidden value in seemingly unremarkable pieces, and more.

The Ultimate Heist (400 CP)- The Gray Fox has grand plans waiting to be set in motion, and an ambition to complete the ultimate heist that one can aspire to in Cyrodiil; breaking into the White-Gold Tower itself- the palace of the Emperor- and stealing an Elder Scroll from the library of the Moth Priests. And, with a little help from a skilled enough thief, his plan would succeed against all odds. Such is your incredible skill for organizing heists and other grand plots that you could endeavor to do such a thing on your own. Your plans are clever, subtle, and grandiose, and while you might need to put in some work making sure all the pieces fall into place to see it happen from the outside makes it appear almost effortless.

Hidden Treasures (400 CP)- Of all the treasures in this world, the best may be the ones that are unexpected. The hidden cache of gemstones tucked away by a rival thief; the jewelry box hidden under the floorboards; the relic weapon buried in the tomb. You have a nose for such things, and for uncovering secrets- be they hidden rooms or valuable information- in general. Not only that, but just about everyone seems to have a little bit extra for you to 'find'. A beggar might have only a few extra coins tucked away if you were low enough to steal from them, but a noble's home might be filled with even greater wealth. More gold, more jewels, more finery in the wardrobes and more silver in the kitchen.

Master Thief (600 CP)- The first Guild Master of the Thieves Guild has been lost to time, his name forgotten not because of how long ago they lived in the past- but because, after stealing from the Daedric Prince Nocturnal, his name was erased from history itself. How he stole the Gray Cowl is something we may never know, but the fact that the theft happened at all is without question. And what skill it must have took to steal from a goddess of primordial darkness, a patroness of mortal thieves in her own right! That level of skill- the ability to creep under the noses of the very gods themselves- is yours. You pass through the shadows without leaving a trace of your existence- as if you never existed at all, really. Tricking gods and picking the pockets of Daedric Princes are the feats of trickery and shadows that you aspire to with your legendary powers of misdirection, stealth, and deception.

Lovely Leveled Loot (600 CP)- Once a thief has accumulated enough wealth, they run into a problem if they still wish to ply their trade: what is left that is worth stealing when their coffers and homes are full? This is a problem that you no longer have, for when you venture out in search of treasure of any kind- ill-gotten or otherwise- you will find that it is always worthy of your power and skill. This 'loot', for lack of a better word, grows in power, quality, or both to suit your current 'level', and is found in addition to whatever you would have found normally. If you're just starting out and are still weak, then your gains might not improve all that much; an extra silver goblet here, an extra handful of coins there. As you grow you'll begin finding more valuable items; magical items becoming common in treasure chests, a few bottles of more valuable wine amid the swill in an inn, blacksmiths proudly displaying armor of Glass and Ebony. At the height of your power you'll be finding Daedric armor wherever you go, and magical items worthy of legend! Naturally, this adapts to the worlds you visit appropriately; but there is a small chance that even outside of this world you will find treasures such as these.

Dark Brotherhood Perks

Poisoner (100 CP)- Poison is but one tool used by members of the Dark Brotherhood, and is favored by Lucien Lachance in particular. His poisoned apples have ended the lives of many victims. Now, your skill with the applications of poison- applying them to weapons, poisoning food, or even dabbing poisoned materials on a target through brief contact with them in the streets- is similarly keen. You know recipes for many toxins that can kill subtly or with torturous agony, or can apply any number of harmful effects from temporary paralysis to making the target appear like a corpse until an antidote is applied. You know how to handle these things safely as well, and have the ability to create antidotes for each one.

Murderer (100 CP)- If subtlety isn't your style then you'll likely resort to this for many of your kills: the use of a dagger, bow, or even a battleaxe to stain your hands with the blood of your target. That said, you still know how to be subtle about it- in fact you excel at striking while unseen, lining up the perfect shot or simply creeping up on an unaware target to slit their throat. Your techniques are potent, if simple- and if all else fails, there's the old assassin's standby of walking backwards while flailing your weapon and hoping that your enemy will be too enraged to avoid getting hit. Needless to say blood, guts, and other morbidity doesn't bother you much anymore- you could kill an entire family and sleep like a corpse.

Accidents Happen (200 CP)- Of course, there are certainly more ARTFUL, even POETIC methods of murder. Poison and violence is fine and dandy, but when the opportunity presents itself shouldn't you take the time to make your work, a work of art? And what is more artful then killing your target in a way that looks natural? A dropped statue crushes the champion it's dedicated to. A merchant sits down for her favorite meal, not knowing that it's been spiked with a substance she's allergic to. A lord lying sick in bed accidentally overdoses on his medication. A respected mage falls from their tower, leaving behind a suicide note. An emperor, slain in the sewer of his own city? Eh, that last one might be too far-fetched.

Dread Assassin (200 CP)- The Dark Brotherhood favors their black robes and shadowy armor for a reason; and even incognito members will often reveal themselves to their target before striking the final blow. The reasons for this are, of course, to cultivate an aura of terror and mystique around their little family. When someone sees you, hears that you belong to the Dread Father- it fills them with horror, sometimes so much so that they can't even fight back as you start to slide in the knife. Though, that won't work with everyone To put it simply: you are a scary, scary person, and the mere revelation of your murderous intent or your affiliation with such perilous organizations will have a similarly profound effect on those you disclose it to.

Whodunit? (400 CP)- If you lock a few people in a room long enough, one of them is going to wind up dead eventually. It's just a matter of time- and if you can nudge things along, well, all the better. You excel at social manipulations; at finding out how people tick, what drives and motivates, what makes them stay up at night- and exploiting those findings to push them over the edge. This is perhaps the funnest method of taking out groups; by playing their insecurities, hatred, and suspicion against them all until the one left standing over the bodies realizes that you were the true mastermind of these killings. Whether you kill at the beginning to set these events in motion or slay the final victim yourself is merely a matter of preference.

Deathblow Executioner (400 CP)- Death. Brutal, sudden, all-consuming. Sometimes a single blow is all it takes to fell even the greatest warrior. A cut artery can bleed a man out in seconds, and not even a healing potion will restore a destroyed heart or mind- or a severed head. It is these most final of deathblows that you excel at, waiting until the right moment to strike the first, final, and singular blow that ends a targets life with no chance of recovery, let alone fighting back or the summoning of aid. Furthermore, you have been indoctrinated into some of the Dark Brotherhood's most sacred rites, and have learned how to create powerful- albeit expensive- magical items like the Rose of Sithis, an arrow designed to slay a single individual- and will do so without fail, so long as it strikes flesh. These single-use tools may be impractical for fighting many enemies at once, but the chilling nature of a sudden and violent death may well dissuade any attackers to begin with.

Listener of the Night Mother (600 CP)- The Listener of the Dark Brotherhood is the mortal leader of their happy little family. The Listener is the one whom the Night Mother speaks to, whispering the names of those who have been slated for death by the Dread Father and the Black Sacrament. Although you may not be the official Listener of the Dark Brotherhood, it seems as if the dread voice of some malevolent entity has begun to reach your ears. The being whispers to you of those seeking the death of another, giving you the information needed to seek them out. These contracts are rewarding, offering unique items or large bounties when completed- though you may have to fulfill certain conditions. The voice also tells you of those who might be suited for your unique 'family', though seeking them out is something you will have to do yourself. Those you recruit into your organization will be beholden to the tenants of you and your master- and if broken, the incarnation of your master's wrath will appear as a wraith to attack them as they sleep as a warning to change their path- or perhaps to act as an executioner, if they are found wanting.

Black Hand of Sithis (600 CP)- Among assassins, you are one of the foremost. Any group of killers can kill a target by throwing enough bodies at them; but you are the one they send when they know that even that will not work. Your presence seems to meld with the shadows, and your arrival is heralded by a chill in the air that- while it may serve as a warning- primarily serves to unnerve and terrify your targets before you even arrive. You kill with just as much poetry, taking down hired guards with barely a pause for breathe with whatever methods you choose to employ, stepping through them with the grace of the loveliest of dancers. Should you leave a calling card, you will quickly gain a reputation as a killer of no small renown. Finally, your most potent ability is an unerring sense for where your targets are located; so long as you know their identities. Though they may hide away in forgotten caves and guarded fortresses, the black hand of death comes to snare their souls all the same.

Mythic Dawn Perks

Daedric Speech (100 CP)- The language of the Daedra is the language of the new world, and of the Paradise that Mankar Camoran seeks to create. Through your studies and the enrichment of your master's teachings you have learned how to speak the Daedric tongue, and read their language. Naturally, dealing with them as a result will be much smoother; you may even impress some with your mastery, as most mortal summoners rarely bother to do so. Furthermore, you seem to learn other languages more readily as well; the word of Camoran shall reach the ears of everyone with time, but the work is yet to be done. And in this world, where a whisper or shout can reshape the itself, this ability may be potent indeed.

Tamriel Ae Daedroth! (100 CP)- The master was once like you; unwise, asleep, protonymic. But through the enrichment of DAGON and his words, razor-fed, secret, like the coming time of gates to the uninitiated, Mankar Camoran became akin to the Red King of Once-Jungled Cyrod. Though you are but a Novitiate take heart, brother, for you still possess the first key of four. Your name is writ in the book of razors, and with it the guarantee of Paradise upon thy passing. Before that time comes the crusades and hardships you face will be many; but take heart, for the Lord you serve is one of Freedom and Destruction for the false-Eight that dared to pervert his birthright, and when his day of ascendance comes a new dawn shall pass upon this world. Nu-Mantia! Liberty! The sermons of Mankar Camoran, obtuse to some, are easily read and heard by you- and should you have the need, you may speak and write as he does. The unveiling of plausible lies and near truths will surely impress those who take in your words, though they may call them false.

Questing Knight (200 CP)- The Mythic Dawn has need of many agents to skulk in homes and alleyways across Tamriel, waiting for the single moment where they can act or strike out at the catspaws of the Septim dynasty. These faithful, uncountable in number, are no mere initiate or acolyte into the sacred ways of the Mythic Dawn; they are Questing Knights, and as Questing Knights they are armed by the Lord. In but a single moment you may summon Daedric armor and armaments to your person, which lasts until you are slain in righteous battle or until you dismiss it, unlike most inferior summoning spells that wrench such things from the Waters. This is a gift, costing no Magicka, but the quality of the equipment you receive depends on your own strength and the devotion you possess to the causes you would champion. Those of meek faith will find their swords easily shattered, their armor rusted, their shields, broken.

Chaplain (200 CP)- Although Mankar Camoran is the leader of the Mythic Dawn- at least on Nirn, for Lord Dagon is still sadly stuck on his plane of Oblivion- even Camoran, spawn of the Usurper, requires assistants to help administrate his faithful. Both here, and in Paradise. For the most part that role falls to his children, Raven and Ruma. But you have proven your devotion, and so been elevated to the rank of Chaplain- second only to the Master himself. With this comes the ability to direct your brothers and sisters in the most sacred rites of the Mythic Dawn, skillfully leading both sermons and rituals. Furthermore, the loyalty and fanaticism you inspire in 'your' followers is nearly as unshakable as that of the Master himself. There's nothing supernatural or esoteric about this; simply the devotion of the faithful towards those with the strength and will to lead them. The rare few who leave your guidance shall still serve as… examples.

Daedric Dealings (400 CP)- The Daedra have a certain reputation for being capricious. Not that the un-awakened minds of Tamriel know the proper respects that must be paid, nor even the proper rituals. Most mages treat their summoned Daedra as disposable meat-shields and are surprised when their summons treat them the same way in turn when given the chance. But you have a way with the Mythic Dawn's extra-planar allies, negotiating with them on a level that almost makes you seem like equals. It's almost as if they're uncharacteristically fond of you. Oh, they might still try to trick you every now and then, but it's all in good fun. You'll hardly ever be pulled screaming into Oblivion, and the deals and services they offer you would make the average Conjurer weep if they were in your place.

Furthermore, you know the summoning rituals required to 'permanently' summon a Daedra, binding it either to yourself or the location you summoned it at where it will remain until slain. You also know the rituals and offerings you must give to the Daedric Princes to invoke them on their summoning days. In future worlds you will be able to summon the lesser Daedra, and you may even be able to adapt all of these things- the rituals, and everything else described in this perk- to the demons, devils, and 'dark' entities of other worlds.

Dawn's Enlightenment (400 CP)- Now, you are truly awake, having achieved a level of understanding that would make Mankar Camoran himself smile. You, awakened one, could read from the Mysterium Xarxes itself- scribed by Lord Dagon in the desert of rust and wounds- without feeling the danger that such a razor-writ tome would normally present to those who read of it. The dangers of such artifacts- be they Daedric or otherwise- seem to have been rendered null and void. The deranged whispers of cursed swords and even the outright corruptive influcences of such things have no sway over your mind. More unusually, you have learned how to wield artifacts like these with such skill that you may even ignore the usual requirements for doing so- for instance, possessing a certain royal bloodline necessary to wear an amulet around your neck…

Sigillum Sanguis (600 CP)- This knowledge is what will tear away the false skin of Dawn's Beauty, revealing it for what it truly is: the princedom of Lord Dagon, his birthright returned. For you have the knowledge required to open Oblivion gates; a complicated process that usually requires the aid of Daedra in the Daedric realm you wish to enter- and even then, without the unique circumstances created by Mankar's plan the portals would be short lived, lasting seconds or minutes at most. But somehow, you have gained the ability to abridge this maddeningly complex process, tearing open temporary gates with an expenditure of Magicka alone- and creating more permanent fixtures with a fraction of the effort it would normally take. These permanent fixtures, or 'gates', may serve as a point of invasion OR invitation to those on either side of the portal- though Daedric Princes tend to be loathe to give up any of their captured mortals willingly.

This works by, somehow, generating temporary (or even permanent) Sigil Stones in the desired plane of Oblivion out of the ambient energies found there and subsequently evoking them to create a bridge from Nirn to the realm of Oblivion in question. If you create a permanent Sigil Stone then you may subsequently claim it once you've ventured through the portal, closing the Gate. Sigil Stones are powerful objects, capable of not only opening portals and gates between Mundus and Oblivion; but also for being used for the purposes of enchanting, laying powerful enchantments upon a non-magical item and being consumed in the process. The more dangerous the plane you wish to visit, the more powerful the resulting Sigil Stone- though do note that the temporary ones are far too unstable to be used for enchantments. The enchantments each Sigil Stone is capable of, too, are randomly determined upon their creation.

To say that this power is dangerous would be an understatement; not only could you create portals to threaten Tamriel on something approaching a whim, but it could even upset the balance of power within the realms of Oblivion itself. Hopefully the danger to yourself and reality as we know it is worth the cost- to you, and everyone else your actions may affect. In future worlds, you simply have the ability to open temporary portals and permanent gates with either Magicka-consuming spells (portals) or ritual constructions (gates).

Champion of Mehrunes Dagon (600 CP)- You have been favored by Mehrunes Dagon, and altered by the touch of his Razor. The result? You are much more than you were before, having had many of your weaknesses cut away from you. Blades are repelled from your skin, magic has a chance to be absorbed as fuel for your body, and toxins of all types fail to have an effect on you. Your body is surrounded by a Daedric aura, which causes you to take on a menacing appearance to those that approach. Furthermore, consider the Skills you have chosen earlier. Seven of them can be made flawless- not by increasing your mastery, but by cutting away the flaws as a jeweler would cut a diamond to make it more pleasing to the eyes of its owner. Mistakes become a thing of the past as only the interference of others- or truly bad luck- can cause you to ere, allowing you to act with a surety in your own actions that may well be considered a type of faith in its own right. Walk well the paths you have chosen, Champion; and may they lead you to eternal Paradise in Gaiar Alata.

Courts of Madness Perks

Understanding Madness (100 CP)- Madness can take many forms, some more coherent than others. A man can be perfectly eloquent, and yet have a mind twister than a maze. And a man speaking gibberish can make perfect sense- if only you could listen to the thoughts inside of his head. While you may lack the ability to lack mazes or read minds, you can do one thing: understand the mutterings and prognostications of the insane. No matter how twisted their logic, no matter how topsy-turvy their tongue, you will understand them as if they were speaking plain English. Or Tamrielic. Or whatever it is you speak.

Mad Artist (100 CP)- Why is it that all the really great artists, writers, poets and so on seem to be a bit touched in the head? Is it because a tortured soul is the only one who can truly appreciate the natural beauty of the world? Is it because you'd have to be crazy to spend all your time looking at sheets of paper, scribbling with a quill, only to throw it all away? Is it because Sheogorath himself takes an interest in art, or is it that mad artists are what make Sheogorath so fond of it? The world may never know, but you might- for you have the Mad-God's blessing when it comes to creating works of art. Paintings, books, dead bodies; it may not always come easily, but when it does you'll create true beauty.

Collector of Oddities (200 CP)- Behold! The Sheogorath-shaped chunk of amber. And there! The famous double-headed Septim! The coin, not that Martin fellow. Such oddities, thought to be rare by most people, are common finds for you. Perhaps a collector would find value in them, though their inherent value tends to be rather… dubious. Or non-existent. Still, if you have a desire to go rooting around in people's rubbish and turning over every rock and root then this may serve you well. Perhaps you'll start a museum of your own one day. Perhaps you're just a hoarder in dire need of an intervention. Either way- happy hunting!

Freeing Ghosts (200 CP)- The souls of the Shivering Isles belong to Uncle Sheo, as a matter of course. But, well, there are loopholes that even a Daedric Prince can overlook from time to time; and it may be that breaking a curse that's keeping a soul bound to a place of eternal torment is one of them. Now, in fairness, there's always the possibility that it's all a big joke that Sheogorath is playing on himself- but in any case, you seem to have the unnatural talent to find what's torturing the tortured damned and setting them free from their eternal vigils. Sometimes it means burying their body; sometimes it's a little more involved, like helping them avoid the mistakes of their past. Whatever the case, when you help them out they become untethered, free to pass on to whatever afterlife they desire- or get eaten by Daedra, but that's their business.

The Forge of Madness (400 CP)- Smithing; an important part of life, though you wouldn't think of it to look at the average adventurer who can barely keep an iron blade in shape, let alone actually forging something worth using. But while the folk of the Isles may be crazy, they DO tend to be good at what they like. And you, apparently, like blacksmithing. Your ability to forge weapons and armor is incredible, as you know the secret to forging both Madness Ore and Amber alike- along with the other, less maddening stuff like ebony, glass, mithril, and so on. It's possible that you'll even be able to create weapons worthy of being called artifacts in their own right, with a bit of enchanting work; peerless blades of legend and so on.

Flesh Magic (400 CP)- Ah, Flesh Magic. Like necromancy, but slightly more… lively. As much of a science or artistry as it is magic, in a lot of ways. You are skilled in this obscure and arcane practice, and are capable of rendering its most potent components- Blood Liqueur, Dermis Membrane, Osseous Marrow, Essence of Breath, and others- from mundane, screaming flesh. With these things you can create Flesh Atronachs; constructs of flesh and metal that are inhabited by Daedric spirits, animating them. These creatures can take on nearly any size or shape their creator can envision, so long as they have the material to work with; and in addition to being permanently 'summoned', unlike many other bound Daedra, these golems tend to be unusually loyal to their creators and masters when compared to even lesser Daedra.

As a skilled manipulator of this, the Sixth Element, you can apply your skills in many other ways as well. From stitching up wounds to devising the most agonizing tortures imaginable- or even greatly changing the cosmetics of face and body- you don't even need to expend Magicka to put your talents to use. And in addition to the rites needed to create Flesh Atronachs, it's also more than likely that you possess or can create spells that allow for even more radical alterations of the flesh…

Method to the Madness (600 CP)- Sheogorath ae Jyggalag; Jyggalag ae Sheogorath. One is the other as the other is the one. But is madness truly the opposite of order? Or… is order merely another form of madness? Obsession and compulsion can be found in both, after all. Is a man who counts the individual grains of sand on a beach crazy, or merely pursuing a form of knowledge most would consider useless? Questions like these are interesting to think about- and while your knowledge isn't quite on par with that of Dyus of Mytheria, who once kept the Great Library of Jyggalag, you do possess some measure of his ability. For you can discern the patterns of reality, the formulae with which the library was once filled. This has given you not only supreme predictive ability, but also the ability to deduce the past and present as well. You can see the connections between seemingly separate people, events, and objects should they exist, and uncover hidden knowledge like one would find the missing number in an equation. But this ability is not entirely infallible. Those capable of breaking the immutable laws of reality can easily tear your calculations asunder, and even on a personal level the existence of 'free will' and 'personal choice' can surprise you when others go against their own natures, surpass their limitations, or otherwise act in a way that you could never predict.

The End of Order (600 CP)- Madness is not chaos; but it IS opposed to the forces of Order, who would snuff Madness- and indeed, anything that goes against the so-called 'perfect' Order of Jyggalag- out like a candle. So it's only fitting that as Order intrudes into the isles, so too must Madness begin to break down Order. For you, the influence of Order holds little sway. You are utterly unpredictable by all advanced methods of prediction. Sure, it doesn't take a savant to realize that you swinging your fist is going to hurt; but even the greatest of soothsayers couldn't predict what you had for breakfast, let alone the course of your fate. But this may actually prove to be the least of your powers, as you have the ability to induce just a smidgen of madness in nearly anything. Using this on people to slowly drive them mad is the least of what you can do; for your madness is akin to that of Sheogorath, which permeates his realm, and so it can distort even the laws of reality on a small scale. Naturally what you'll get out of this ability is hard to predict; try and alter the laws of gravity, and you might end up with a rain of flaming dogs- or you could crush everything around you into a space the size of a needle- or you could get shot into the sky and come down hard enough to break your legs. What happens will never be directly fatal to YOU- though the people around you might not be so lucky.

Follower of the Nine Perks

Pilgrimage (100 CP)- Disciples of the Nine are known for making pilgrimages to even the furthest flung shrines of the Divines. Whether they make their way to holy Wayshrines or even special locations sacred to the god or goddess in question they must often travel for weeks or even months at a time to get to their chosen destination. As one of their newest disciples, you have been initiated in the ways of the traveling pilgrim. You can find the most efficient and safest roads, traveling by way of the stars and famous cities and landmarks, and can hoof it all over the continent- on foot, if need be!- without ever growing bored or sluggish in your journeys, finding ways to occupy your thoughts as you go.

Divine Priest (100 CP)- The Followers of the Nine include not just the flock, but the shepherds as well. Whether you grew up in a monastery or were inducted well into your adult-hood, you now possess the clerical abilities necessary for a priest. You reside over the souls of the worshippers seeking peace and penance, preaching to them and teaching them the tenants and words of your god or gods. Giving advice, healing, and succor to the living is but one aspect of your duties, as you also have the ability to adminster to the dead and the dying- giving them words of comfort as they breathe their last, or preparing their bodies for internment in their final resting place. And, if need be, giving any uppity skeletons a good thumping with a mace or candlestick if they start walking about in the catacombs.

Repentance (200 CP)- No matter how wretched your crimes, it is always possible to find absolution in the eyes of the gods if you turn away from your evil path. Perhaps the law and the people you've wronged will be less understanding of your change of heart; but the forgiveness of the gods goes a long way, especially if you are able to prove their favor of you. The lengths the gods ask you to go for said forgiveness is another matter. For some crimes, merely visiting their shrines and begging humbly for forgiveness will be enough. If your crimes are great enough- or if you blaspheme against them- then they may see fit to assign you a task or challenge before they are willing to accept you once again. But rest assured that, no matter how low you may get, the gods will always be willing to accept you despite the sins of your past.

Divine Prophet (200 CP)- The words of the Divines must be heard! From one corner of their creation to the next! So speak! Let your voice be heard, far and wide. Even if you are only known as a fool and a madman to those in the distant corners of the province, they WILL hear of you and your message for the world. Your voice is strong, capable of prognosticating for hours without becoming hoarse, and whether your words are right or wrong the rumors surrounding your message seem to spread like wildfire. Open your mouth to give a sermon in Anvil, and in a week's time the people of Bruma will hear whispers of your voice, echoing from the mouths of those who heard your message while traveling themselves. The message conveyed will likely be brief and abridged, but not entirely inaccurate. Nonetheless, it will attract those interested in hearing you speak. Even if it IS only to watch you make a fool of yourself.

The Path of the Righteous (400 CP)- Religious, righteous zeal has been the cause of many conflicts throughout time. What else can give honest Men, Mer, and Beast Folk the drive to throw themselves into a wall of spears, or into the fires of Oblivion itself? The message you bear is two-fold: for you have the ability to rally not only the faithful to your cause, but also knights, heroes, and others of strong moral character who will throw their lot in with you regardless of the differences in your beliefs (so long as they would not oppose you for other reasons, of course; for instance if you were crusading against their people). You have but to send out the message asking for their aid, and most will flock to your banners without question. And when you become embattled, the same voice that rallied them will inspire them to perform feats of heroism in battle, fighting to the best of their abilities and without fear of death or defeat.

The second part of your message is that of hope. The hope of rescue for citizens in a city under siege, hope for a better tomorrow for the downtrodden masses, even the hope of a peaceful afterlife for those on the brink of death. When you speak, your reassurances quiet crowds, bring peace to troubled hearts, and soothes worries and fears. While this may not turn the tide of a battle, it can help prevent panic and desperation from setting in among the people you speak to; a worthy skill in such troubled times.

Divine Inspiration (400 CP)- Some believe that the gods are dead, and that their bones are what hold up the very soil beneath our feet. Others say that they yet live, but allow mortals to chart their own path- intervening only in the most dire of circumstances, when the fate of the world rests in the balance. Perhaps the truth is somewhere in-between these two extremes. But whatever the case may be- you certainly seem to be in the habit of receiving inspiration and even 'guidance' from divine sources, which often helps you find the path you ought to take in life. This can take many forms; from hearing the right phrase in a sermon, to seeing visions in your dreams, perhaps all the way up to a direct message in worlds where the gods are more active than in this one. Although it's possible that many different god-like beings will send their own forms of inspiration you will primarily be guided by those you worship, or who already share your general moral beliefs. An offer of help from a Daedra might be genuine if you are their follower… but if not, this will not protect you from the consequence of consorting with devils or other dark entities.

Chosen by the Nine (600 CP)- In all things, the Divines seem to favor you. To most they are inscrutable, answering prayers rarely- if at all. And they seldom, if ever, intervene directly in the affairs of their followers even in the direst of circumstances. But the gods of this world seem to be far more willing to do these things for you, to the best of their- admittedly limited- ability. Their blessings are easily obtained, bestowed upon you as easily as presenting yourself before their shrines; and their artifacts, much rarer and fewer in number than the ones created by the Daedric Princes, seem to be almost drawn to you. Powerful relics like the Staff of Magnus, the Lord's Mail, Stendarr's Hammer, Chrysamere, or the Bow and Shield of Auriel- all items that were once thought lost in this period of history- may very well end in your possession over the course of your adventures. And lastly they will be willing to intervene, divinely, in matters related to you. The power of the gods is limited in this world, so this help may only come in the form of a helping hand or a bit of direction from an avatar- rather than, say, manifesting a giant flaming dragon to win your battles for you. But who knows? The gods work in mysterious ways, and if they believe your need is great enough they may alter a great many things to aid you, possibly without you ever knowing about it.

Divine Crusader (600 CP)- You are a true successor to the Divine Crusader, Pelinal Whitestrake; possessing not just his unyielding will, which would allow you to withstand near-fatal strikes with barely an issue, but also his incredible strength and fighting prowess when faced with the injustices of the world. When you go on crusade you're damn near unstoppable, cutting through knights and Daedra like an enchanted blade through butter- assuming, of course, that their own deeds and actions have stoked the flame of righteous fury in your heart. If you had a proper suit of armor, and some powerful weapons of your own…? Well, it wouldn't be an exaggeration to say that you could turn the tide of a battle with your demigod-esque power, as unyielding and merciless as any Dwemer animunculi. The legend you must live up to is a great one; but if the gods see fit, you could very well be the Star-Born Knight's equal…

Prisoner Perks

Champion's Burden (100 CP)- As a recently freed prisoner your only worldly possessions may very well be limited to just the clothes on your back. Perhaps you know better than anyone else, then, the value of being able to carry the spoils of your adventures with you. But just how are you expected to carry around a silver carafe, a sapphire, a few sets of hide armor from those bandits that attacked you earlier, a hundred gold coins, thirteen potions of restore stamina… and all your regular gear? Somehow, you just… make it work. Your packing skills are top notch, and it almost seems like you could cram more loot into a backpack or bag than should be strictly physically possible. You'll also find that your extra packs and bags won't do much to hinder you in a fight, so long as you haven't become TOO over-encumbered.

Master Tunnel Rat (100 CP)- Perhaps you've spent a lot of time in dungeons. Perhaps you've done something like this before. Whatever the case you find yourself at home in dark, enclosed interiors. Although a prison cell is a far cry from an abandoned fort, a cave, or an ancient ruin you'll find those easier to navigate, your eyes adjusting to the darkness so that you can at the very least see your immediate surroundings. Somehow, you've also picked up a few tips and tricks that allow you to detect traps- pressure plates, tripwires, pitfalls, even treacherous terrain like loose rocks or crumbling bridges.

Champion of Cyrodiil (200 CP)- If you help enough people they might start to call you a hero; if you help an entire city or country? They just might recognize you as their champion. When you help out a community- no matter how big or small- often and long enough, you'll tend to be associated with it. People will recognize you in the streets, calling you Hero, Savior, Champion, and any other titles you might be known by, and you will attract gratitude like honey attracts flies. Not only will you be praised and adored by the masses, but you'll also find yourself being rewarded for your actions by the leaders of that society. Sometimes it will merely be making your title official, or gifting you an enchanted piece of armor or a weapon from their armory; if your service is great enough, though, you may find yourself being awarded the highest available honors, artifacts, land, and more gold than you can count.

The Forgotten Warrior (200 CP)- Of course, fame is not always wanted, or needed. Obscurity has its own benefits, and many are the heroes whose memories have faded from the annals of history. Should you wish it, your identity will quickly fade from the collective memory, too- along with the exact details of your appearance, your race, even your sex. This only applies to those who have accomplished great deeds, and those you've interacted with on a personal level will still recall you. But those who have only heard of you will quickly forget all about you, and when the scribes write down the history of the events you were involved with the only thing they'll really be able to agree on is that you existed, with no indication or description of yourself beyond one of your titles. Don't think that this will let you get away with breaking the law- fame and infamy are closely entwined but ultimately separate concepts

Novice to Apprentice, Apprentice to Master (400 CP)- You're starting at the very bottom of society- but all that really means is you have nowhere to go but up. Practice, struggle- then look back and realize your troubles weren't so bad after all. Somehow, you just seem to learn things more quickly than other people- learning in a matter of months what others could take a lifetime of effort to achieve. This requires active effort on your part, and is therefore oriented towards more of a "self-taught" approach than the training one might get at a guild or in a book- not that those won't help, mind. Swing your sword often enough, and you'll eventually develop swordsmanship worthy of a master. Steal enough things, and you'll become a master thief. The truly esoteric arts are somewhat harder to learn in this way beyond combat and basic utilities, but even casting spells will see your capabilities undergoing a meteoric rise- true mastery of magic, though, is something that may take multiple lifetimes to achieve assuming it's even possible.

Vestiges of Conflict (400 CP)- To the victor go the spoils. Whenever you complete a "quest" for another- no matter how minor an errand or task it may seem- you will always be rewarded appropriately for your efforts. Oftentimes this will take the form of currency, but being awarded a powerful magic item that's been passed down as a family heirloom- or several loaves of fresh baked bread and other foodstuffs- aren't out of the question. Although you'll usually be rewarded by the people you help, if you choose to seek out conflict yourself you'll still find your efforts being rewarded. Attack a bandit camp? Their plunder is yours for the taking. Take on a den of monsters? You'll find gold, jewelry, and other valuables scattered among the remains of their victims- or a forgotten treasure chest nestled away in the corner of their lair.

Hero (600 CP)- "Each event is proceeded by Prophecy. But without the hero, there is no Event." Fate seems to smile upon you, friend. Where once you were a Prisoner, bound, fate uncertain- now you are free, and in freedom have unlimited opportunity to remake yourself into something much more than you are now. And that above all else is yours, as opportunities for power and greatness fall into your lap with astonishing regularity. Oftentimes these chances will be provided to you by benefactors of varying morality, but whether they be god, demon, or mortal is irrelevant compared to what they can give you in return. Though your trials and tasks may prove to be fiendishly difficult, or require you to do terrible things, following through with them will see you heavily rewarded. You will gain the blessings and artifacts of gods and demons alike, and powers both metaphorical and very literal. Strangely, no matter how insistent your taskmaster may be you'll also find that your quests are rarely time-sensitive, giving you the all the time in the world to prepare for them if you're unsure that you're up to the challenge- or if you'd just prefer to put it off.

Lastly, while you may not achieve the truly impossible you will instead find that no matter how dire the situation, there is always a way to escape or resolve it. This will not create miracles where none exist, but if the means exist then the possibility of figuring them out for yourself- or with the aid of your allies- is certainly possible. Of course, even for a hero sometimes the best course of action is simply to turn tail and flee an impossible battle, and knowing when to pick your fights can be a virtue in itself.

Taking Up the Mantle (600 CP)- There are many opportunities available to you, but few are as strange as this one: the chance to discard your old identity in favor of one used by another. In taking this perk, you will find yourself encountering those who wish to pass on their names and titles to another. Their reasons are their own- perhaps they want to escape their past, or they seek a protegee to carry out their legacy. Maybe they're simply mad. Whatever their reason they will all share one more thing in common- whoever or whatever they are, they are famous. Why they are so notable will vary; they might be a master thief, a divine crusader, or even a god. Their traits are important, as in order to "become" them you will have to walk their walk, and talk their talk. Perhaps the master thief will require you to complete the ultimate heist before he is able to pass on his legacy to you. The crusader may require you to go on pilgrimages, assemble an order of knights, and gather holy relics before you can be anointed with his title. And who knows what a god may require of you… but it probably won't be easy. In any case- accomplishing their tasks will certainly test your abilities, and if you are found wanting you may lose your opportunity to succeed them (to speak nothing of any other consequences of your failure).

But if you are victorious, their mantle will be passed unto you- and in all the ways that matter you will be recognized as them by others. Typically, they will also pass on some other form of inheritance to you as well. In most cases this "transformation" will be metaphorical; a passing of the torch. But sometimes it will be quite literal, particularly when beings who are far more than mere Men or Mer are involved. Although your trials will have already prepped you for your new "role" you may even find yourself gaining a measure of their more esoteric powers the more you "commit" yourself to your new identity- though be warned. This metamorphosis is not always benign, and if you go to far you may find yourself lost in someone else's personality- like a drop of water in an ocean. This is naturally more dangerous when "taking over" for someone with an especially forceful personality, or one who is so long-lived that their life experiences dwarf yours. It might be possible to syncretize the personality of another mortal with that of your own, but attempting apotheosis through this method will most likely result in your death as you become an avatar of their divinity- assuming that you aren't already a god yourself, or at least possessing the willpower or force of personality to remain unchanged by theirs.

General Items

You get an extra +1000 CP to spend on any Items, up to and including Artifacts. If you buy an armor+weapon set (such as Dwarven) additional weapons can be bought for 100 CP, giving two extras.

Starting Gear (Free)- An assortment of equipment that may well have been found in the Imperial City Sewers judging by the look of it, but for someone with nothing else to their name it's better than nothing. Included is a suit of iron armor and a suit of leather armor, two iron weapons of your choice (including bows, which will grant 50 iron arrows as well), an assortment of ten healing, stamina, and magicka potions, enough rations to last someone two weeks, a few basic lockpicks, a simple mortar and pestle that might allow someone to make a few extremely simple potions, several torches, a blacksmith's repair hammer, and one hundred Septims (gold coins)- which should last you for about a month at a cheap inn, or a few nights at a more upscale one. Now you just have to figure out how to carry it all…

Mithril Armor and Weapon (100 CP)- Mithril is a rare, lightweight, silvery material that is popularly used in light-armor. Although Mithril weapons aren't common in Cyrodiil, the lighter material makes them much easier to wield and carry (if somewhat lacking in force) compared to steel. Comes with a matching shield.

Dark Seducer Armor and Weapon (100 CP)- …can such skimpy apparel truly be classified as armor? Well, no matter; the strange equipment of the Dark Seducers can be yours, if you wish. Their armor seems to incorporate both black metal- possibly Madness ore- along with a variety of other items that can be harvested from the Shivering Isles. The weapons are strong, at least. Comes with a matching shield.

Dwarven Armor and Weapon (100 CP)- A full suit of plate armor, made from the strange metal created by the Dwemer; although it may have been considered advanced when they were still around, now this relic armor and matching weapon is barely a step up from common steel and far from being the best you can get on the market- though it IS still a step up. Comes with a matching shield.

Daedric Statue (100 CP)- This statue- of no less than yourself- was built in the style common to the Daedric shrines scattered throughout Cyrodiil. Not only is it a flattering depiction of yourself, in whatever form you desire; but those who visit the statue and invoke a ritual may actually contact you, in much the same way that a Daedric Prince could be contacted if you offered them the proper offering at their Shrine. So not only do you get to keep the offerings people give you; you can also give them your demands for the trouble. Typically you're supposed to offer one of your prized artifacts for their trouble afterwards, but that's more of a courtesy than anything.

Levitating Paintbrushes (100 CP)- This is a peculiar set of paintbrushes with a very illegal set of enchantments placed upon them- namely, levitation. Somehow, when you take a paintbrush out of the jar they're held in and 'drop' it, the paintbrush will stay floating in the air in the exact same spot until someone 'picks it up' again. There are a few interesting applications you might think of for these strange items, including a terrifying method of jumping higher by using the brushes as platforms… but who would be crazy enough to attempt such a feat?

Soul Gem Geode (100 CP)- This hunk of rock is a geode from the deep bowels of Nirn; crack it open, and you will be able to reap a bounty of morpholithic gems- more commonly known as 'Soul Gems'. The Grander the Soul Gem, the more space it will take up inside of the Geode. A truly Grand Soul Gem would take up nearly the entirety of the Geode- as would a Black Soul Gem, which also has a rare chance of appearing- while a collection of Petty gems could number in at a dozen. But whether the geode provides Lesser, Common, or Greater Soul Gems, it will always replenish the following morning- providing you with an unending supply to utilize in future worlds.

Orcish Armor and Weapon (200 CP)- Forged of Orichalcum, this style of armor is synonymous with Orc kind. Greyish-green in color, Orcish armor is stronger and sturdier than steel, though the ugly appearance of the armor draws comparisons to the smiths that forge it. Orcish weapons tend to be rough and savage looking, befitting the Orc berserkers that carry them. Comes with a matching shield.

Elven Armor and Weapon (200 CP)- Born of quicksilver and moonstone, Elvish arms are among the best lightweight armaments that a nimble warrior can strive for. Like those who craft it, the style has changed little even over centuries, and so the armor looks distinctly Ayleid. Comes with a matching shield.

Golden Saint Armor and Weapon (200 CP)- …well, at least the Golden Saints are a BIT more sensible than their Dark Seducer counterparts in terms of armor coverage- though they sacrifice some of that sensibility by making their equipment out of a gold alloy, of all things. Still, it looks impressive and sensual both, and the weapons are certainly still deadly. Comes with a matching shield.

Alchemy Laboratory (200 CP)- You have in your possession a full set of 'master' level alchemical equipment, including: a mortar and pestle, an alembic, a calcinator, and a retort. These things are forged of the highest-quality materials available on the market, and will greatly aid the creation of any poisons or potions you wish to make. Also included is a recipe book that details some common recipes, as well as a set of blank volumes that you can write in yourself to detail your own experiments, successes, and failures.

Ore Shipment (200 CP)- There are a great many rare and exotic materials that you can find in this world, ranging from the light-weight Mithril to the Madness ore native to the Shivering Isles. By purchasing this you will gain, each month, a shipment of the following materials: dwarven metal ingots, Mithril ore, Orichalcum ore, Moonstone ore, Quicksilver ore, Ebony ore, Malachite ore, Madness ore, and Amber (from the Shivering Isles). The amount of each ore received is enough for a skilled smith to craft a set of upper-body armor- or it could simply be sold on the market for a small fortune.

Mostly Tamed Monster (200 CP)- This monster is only "mostly tamed" as you can hardly call it domesticated when it's more than happy to eat your enemies after tearing them limb from limb. Thankfully towards you it's as gentle as a lamb. You have your choice of any monster native to Cyrodiil or the Shivering Isles, save for the more intelligent ones presented in the racial choice section (ogres, spriggans, etc.) Want a Land Dreugh? A tamed Uderfrykte troll? A Skinned Hound? A Unicorn? You could even choose a tamed bear if you'd prefer something a bit more mundane. Or you could go the opposite direction and have a ghost, wraith, or skeletal champion bound to you in service after death. You may even choose to bind a Daedroth or Scamp to your service instead; although sapient and even rather intelligent they're certainly monstrous enough to qualify. Can be purchased more than once, with additional purchases being half-priced. Sufficiently intelligent monsters may count as companions, at your discretion.

Glass Armor and Weapon (300 CP)- Glass Armor is pretty much the pinnacle of light-armor, at least on Nirn. Forged from rare Malachite, armor made from 'glass' has a striking, shiny appearance to it that is somewhat inspired by Elven crafting techniques. Glass weapons are light and sturdy despite their fragile appearance. Comes with a matching shield.

Ebony Armor and Weapon (300 CP)- If Glass is the pinnacle of light armor, then Ebony must surely be the pinnacle of heavy armor. Forged from the ore of the same name, ebony plate armor tends to have a gilded appearance decorating the black metal- though of course ebony is worth far more than gold. Ebony weapons are just as prized for their killing potential. Comes with a matching shield.

Guild Hall (300 CP)- One of the many guilds of Cyrodiil has seen fit to grant you leadership over a guild hall of your very own. If it is one of the officially recognized guilds- such as the Fighters Guild or the Mages Guild- then chances are your new post is located in one of the smaller cities in the region that has yet to have a branch open up. If your guild ISN'T officially recognized due to their illegal activities, then you may choose to be located, secretly, in whichever settlement you like. Or perhaps your guild hall is located on one of the major roads; a resting place for members of your faction? Whatever the case may be: it comes with enough space to comfortably rest two dozen of your fellow members, as well as a great deal of spare basic equipment and supplies that they can use for their own benefit. Naturally, you'll find that your hall is frequented by a variety of your faction members. Some are permanent fixtures, more or less, calling the building their home, while others come and go, sometimes not reappearing for months at a time. Despite owing its existence to a larger organization you're largely free to run your guild hall as you like, assigning work and distributing (or collecting) coin from your guild mates as you see fit.

Daedric Armor and Weapon (400 CP)- Ebony armor may be the pinnacle of what Nirn's craftspeople are capable of; but the weapons and armor of the Daedra put it to shame. The methods the Daedra use to craft their arms and armor is yet unknown, but the result cannot be underestimated; armor that is nigh-impenetrable, weapons that can crush or cut through many of the lesser materials mortal smiths use in their work. Daedric weapons are also capable of harming ghosts and other incorporeal beings. This fine set would certainly be worth a fortune to an adventurer or collector. Comes with a matching shield.

Perfect Amber Armor and Weapon (500 CP)- This armor is the perfect combination of mortal smithing, Daedric crafting techniques, and just a pinch of insanity. Made of a lightweight amber material found in the Shivering Isles, this armor set is superior to Glass armor and features a host of innate enchantments that fortify a variety of subtle skills and attributes. It fortifies your speed, agility, and intelligence to make you unnaturally light and quick on your feet, has a small chance of reflecting spells, and further boosts your hand-to-hand and marksmanship skills. Perfect Amber weapons have been crafted with such skill that they magically damage those they strike, dealing further damage. And they are all far, FAR superior to Perfect Madness armor or weapons. Comes with a matching shield.

Perfect Madness Armor and Weapon (500 CP)- This armor is the perfect combination of mortal smithing, Daedric crafting techniques, and just a pinch of insanity. Made of a heavy black ore found in the Shivering Isles, this armor set is superior to Daedric armor and features a host of innate enchantments that fortify a variety of martial skills and attributes. It fortifies your strength, endurance, and willpower to give you the strength to face your foes head on, reflects a small amount of melee damage, and further boosts your ability with blunt and bladed weapons. Perfect Madness weapons have been crafted with such skill that they magically damage those they strike, dealing further damage. And they are all far, FAR superior to Perfect Amber armor or weapons. Comes with a matching shield.

Guild (600 CP)- The Imperial City was once called the city of a thousand cults; and at one time, you could find guild halls for everything from ratcatchers to prostitutes scattered throughout the land. Perhaps this is still true, and such glamourless things are simply kept out of view. But in any case you have been granted a rare opportunity to lead your very own guild- or cult- which will have members and guild halls scattered throughout Cyrodiil. You can have up to ten different guild halls in total- though of course there's nothing stopping you from building more later- each one capable of supporting roughly fourty full-time members, and any number of folk who have their own homes to go back to at the end of the day. The nature of your guild is yours to determine, as are the rules that your members must follow. You are the de facto leader and so you are essentially only limited by what you can get away with; if your activities are illegal, then your guild halls will have to work and operate in secret. Each guild hall does have at least one trustworthy and skilled subordinate to oversee things if you can't be everywhere at once, thankfully. You may choose how your guild halls are distributed throughout the land in this world, as well as in future worlds.

Arena Fighter Items

Arena Raiment (100 CP)- Those who join one of the teams at the Imperial City's Arena are presented with their choice of enchanted raiments, like you are now: a light raiment, or a heavy one. For something provided for free they're surprisingly protective, and they're even imbued with some minor enchantments that seem to be tailored towards making the fighters look good- giving minor boosts to their Personality and Athletics. They're also mandatory apparel until you become the Grand Champion, so don't lose yours.

Nickname (100 CP)- Once you reach the rank of Champion you'll be officially granted a title to commemorate your achievement; however, it isn't uncommon for notable fighters or figures to organically develop their own nicknames due to their exploits. By purchasing this, once you become famous enough you'll find that people will widely know you by a nickname of your choice, somehow. It might be something you suggest yourself, it might be something that just catches on; whatever the case you can expect people far and wide to recognize you by your title if nothing else.

Basin of Renewal (200 CP)- The Imperial City's Arena is home to a peculiar restorative magic, one seemingly fed by the bloodshed that occurs just above it. These are the Basins of Renewal, which run with red liquid that restores those who drink from it completely- alleviating fatigue, healing wounds, and even restoring Magicka. The catch is that one can only drink from it in the aftermath of combat. You have one of your own, as well as the ability to construct more- though the cost is appropriately high for such a wonder.

Shimmerstrike (200 CP)- A silver dagger carried by a Yellow Team gladiator, Shimmerstrike has a rather interesting enchantment laid upon it. Striking an opponent delivers a mild amount of frost damage, but also casts a major light spell upon them for several seconds. Aside from lighting up your surroundings as if a star had come to the earth, this will also make it much harder for your opponent to see and discern their surroundings- meanwhile, you'll just have to keep stabbing while avoiding their panicked, blind swings.

Grand Champion's Raiment of Valor (400 CP)- A simple raiment isn't suitable for a Grand Champion. That's where this beauty comes in. Perfectly tailored to your body to accentuate your physique, the Raiment of Valor is superior in every way to your earlier raiment whether you decide to go for the light or heavy version. It's more protective, better looking, and the enchantments are far superior- not just making you look like a war-god when you walk up the steps from the Bloodworks, but even giving you a bit of a boost when it comes to how much punishment you can take, as well as how much stamina you possess.

Mace of Molag Bal (400 CP)- This wickedly spiked mace is Molag Bal's artifact of choice, and as a tool for beating your foes into submission it is second to none. Each devastating strike takes their strength and Magicka for yourself, leaving warriors and wizards alike helpless to fight back against your onslaught as you yourself grow more powerful with each and every blow until they finally lay dead or beaten at your feet.

Champion's Arena (600 CP)- The Arena is generous to those it calls champion, and whether you've earned that title or not you've certainly been awarded with an arena of your very own; a colosseum that will attract visitors from far and wide simply to view its magnificence, let alone whatever sports you decide to feature. Capable of seating tens of thousands of spectators, any athletes or gladiators who compete here will certainly gather fame in no small amount. And naturally as its owner you'll also be sure to gather a lot of coin; thousands of Septims per day, easily! Beneath the stands there are many facilities available, ranging from training rooms to sleeping quarters, and even private suites for the very greatest of champions featuring every possible amenity from fine wine to bathing. There are even cells in the arena's depths capable of holding even minotaurs and ogres, if you wish to pit monsters against your athletes and gladiators.

The Gray Aegis (600 CP)- A shield like this belongs in the myths and legends of the world, and yet somehow it belongs to a simple Arena Fighter. You have inherited the Gray Aegis; a steel shield like any other you might find in Cyrodiil. The appearance of the shield belies its legendary enchantment; the complete nullification of hostile magic cast on the person carrying it into battle, including magical poisons and similar things. So long as you have this there's no need to worry about any mages simply blasting you to pieces from across the Arena floor- only a true warrior can break the Aegis, or the one that carries it.

Imperial Legion Items

Legion Uniform (100 CP)- The Imperial Legion gives each of its service members a set of good, Imperial steel armor for joining; its appearance is distinctive, although in Cyrodiil the style used by the Legion seems to be different from what its soldiers in other provinces use. Nonetheless it's protective enough to handle most bandits or wildlife one might encounter. If you'd prefer to be a guardsmen you'll be issued a chain-mail cuirass instead with the insignia of the city you're representing emblazoned somewhere on it. In either case you'll also receive a good steel shield of some sort, as well as a weapon made with silver. Silver is the only common substance capable of harming ghosts and other incorporeal beings aside from magic, so this expensive weapon is meant to help you deal with the rare scenarios where one is necessary.

Horse Armor (100 CP)- And a horse, of course. This fine steed has been given a suit of elven horse armor to protect it in battle, and while it isn't a mythical creature it is nonetheless a swift companion capable of carrying you into battle with ease- and also carrying a good amount of gear in its saddlebags. It is also intelligent, capable of following verbal commands, and damn near fearless- not only staying calm in the midst of battle, but even defending you against any that dare to attack you in its presence. If slain its body will disappear, and you'll find it stabled at the next city you visit (or at your own stables if you have them).

Imperial Dragon Armor (200 CP)- Oh… oh my, to think of what you must have done to been awarded such an honor! Although there are certainly more protective armor sets available, this suit of Imperial Dragon Armor has only been awarded to a select few individuals in the entire history of the Empire- only six others, in fact- and is something that only the Emperor is normally allowed to wear otherwise. Although its protection to weight ratio is poor when it comes to physical damage, it looks great and comes in two different styles that you can choose from: heavy, or light. Each piece of the set is also enchanted to protect against a different element- and with the cuirass offering a minor protection against magic in addition to that, wearing the full suit cuts the damage taken from fire, frost, and shock damage by around 1/3 and offers additional, minor protection against poisons and other forms of magic.

Imperial Roads (200 CP)- They say that all road lead to the Imperial City; and if that's the case then it's only fitting that every road you walk is but an extension of the Empire. By purchasing this, you can choose to link all of your purchased properties together- no matter how remote- with a well-maintained Imperial road, or perhaps even a network of roads should you have a great many properties. Roads are the lifeblood- or perhaps the veins- of any empire, and you can be sure that your roads will often be used by travelers when appropriate. Most importantly, these roads are patrolled by Imperial guardsmen who are loyal to a fault, and swift to spring to the aid of any innocents in distress. Bizarrely, should you be attacked while walking these roads you will find at least one guardsmen is always near enough to help you fend off your attacker, ensuring that you always have backup. The form these roads and guardsmen take can be changed to match the aesthetics of other worlds- or they can remain the same, if you're not worried about clashing aesthetics.

Escutcheon of Chorrol (400 CP)- An ebony shield emblazoned with the Great Oak of Chorrol; an ebony shield alone is one of the best protective pieces one can find in this world, but this one has been enchanted to the point where it could have its place among true artifacts. This splendid shield enhances the wearer's endurance moderately in addition to the powerful protection that an ebony shield provides all on its own, enhancing their ability to withstand damage and fight longer in combat, and more importantly reflecting roughly a third of any melee damage back upon their attacker.

Volendrung (400 CP)- One of the greatest artifacts of the Dwemer people and the very hammer that gave Hammerfell its name, Volendrung is one of the most storied weapons in Tamriel's history. Ironically- as the Daedric Prince was a fierce enemy of the Dwemer- it has also fallen under the influence of Malacath, having become one of his artifacts through some unknown sequence of events. In addition to its brutal striking power that can punch through even the toughest armor, Volendrung paralyzes and weakens those hit with it for several seconds- making it an exceptional weapon for one-on-one fights and even crowds of enemies.

Legion Fortress (600 CP)- One of the largest fortresses left standing in Cyrodiil has been left in your care, soldier; try not to let it fall like so many others have over the years. But with walls worthy of any city, catapults, ballistae and a garrison of over two hundred trained legionaries you can be damn sure it won't fall to anything short of a portal to Oblivion opening up right in the middle of the fort. And that's just the most obvious features, for underneath the fortress itself you'll find a winding network of tunnels, secret passages, and traps that'll make quick work of any intruders- though of course your own men will be more than capable of evading them. Sleeping quarters and a private quarters for yourself are a given, but you'll also find a dining hall, a conference room for discussing strategy with other ranking officers, and anything else you might expect to find in fortress of this size. An armory will provide a seemingly endless amount of armor, arrows, and other supplies for your men- including silver weapons, for facing otherworldly threats- including potions, a few odd spell scrolls, and even a handful of enchanted items you can award to your best soldiers or pass out in case they're needed for a special mission… or kept for yourself, if you'd rather not risk them falling into the hands of the enemy. These supplies, save for the magic items, will even replenish when used up- as will the soldiers, bizarrely, as you find the fortress "reinforced" from provinces unknown, even in other worlds. Your command over the fortress comes with a suitable rank as well- such as Captain- should you still be loyal to the Empire; otherwise, you might have some explaining to do to the Legion.

Auxiliary Forces (600 CP)- A fortress is nice- but stone walls and siege weapons alone won't win a war against the forces of Oblivion. For that you need manpower; hardened soldiers willing to go up against the legions of hell itself. Luckily, you have just such an army under your command, as well as a suitably high rank- Centurion or Legate if you're loyal to the Empire perhaps, or something else if you're part of an entirely different force. In any case the amount of men and/or women under your command is the same- 5,000. And make no mistake, while the vast majority of your forces are "basic" troops they're all combat hardened veterans. But you have a few units that go beyond even that. You might have a group of battle-mages, capable of casting spells that blow apart groups of lesser men; or you might have a squad of former adventurers, still bearing the weapons and armor they wore into dungeons before they joined you. You might have something even stranger still- like a group of Minotaurs that have somehow joined forces with you, or some other "monstrous" auxiliaries. Whatever the case may be- it's all hands on deck in the Empire right now, and even one extra Legion in Cyrodiil might be able to do a world of good for the people here.

The Blades Items

Blades Equipment (100 CP)- The uniforms and weapons of the Blades have clear Akaviri influence, as befitting an organization whose traditions and founding members can be neatly traced back to that land. Their decorated armor is roughly the equivalent to iron armor, with their shields being a bit better at deflecting attacks. The swords the Blades wield- their Akaviri Katanas- are stronger than steel however thanks to a special folding process used in their smithing. You get a suit of their Akaviri armor, an Akaviri shield, and your choice of a standard Akaviri katana or dai-katana (a two-handed katana) with this.

Draconian Madstone (100 CP)- A priceless Akaviri artifact, the Draconian Madstone is an amulet depicting a snake coiled around and encircling itself with precious green gems for eyes. Its effects are rather mild for an artifact, merely making poison half as effective and conferring some resistance to disease for the wearer, but for collectors of Akaviri relics the value of the Draconian Madstone is exceedingly high. In particular the Countess of Bruma wishes to possess it, and would likely trade it for another relic she owns.

Agent's Disguise Chest (200 CP)- The Blades are meant to act as the Emperor's eyes and ears, as well as his bodyguards, and are often sent on missions to all the corners of Tamriel to enact his will. Oftentimes this means blending in with the locals, no matter where they end up. Now, with this you'll find yourself capable of the same feat. Walk around in any city or town in the world long enough and you'll eventually discover that a note has somehow found its way into your pocket, leading you to a chest hidden somewhere nearby. Find it and open it, and you'll find everything you need to slip into a pre-constructed identity that fits the location. Oftentimes it'll be as a working man, or even a beggar; rarely, you'll find yourself flitting about in high-society as some reclusive lord if the city is rich enough. Whatever the case, your identity will be damn near fool-proof, and with your training the chances of getting caught up in a lie are probably remote. Also included are various sundries that would be useful to you; nothing too major, but you can expect a few mundane weapons, ammunition, healing/medical supplies, and things of that caliber.

Blades Safe-houses (200 CP)- When a member of the Blades needs aid or simply wishes to retire or… disappear, after they've fulfilled their duties to the Empire they often go to Weynon Priory and exchange their armor for a cassock. Indeed, the Order of Talos has close ties with the Blades, and any of their brethren are highly likely to be former Blades themselves. Although the Order of Talos is also a genuine religious organization and thus you can't expect too much from the monks, any true member of the Blades will at least get a warm welcome and a place to stay the night. This is a boon you will gain everywhere you go, as you will quickly find those willing to house you in any city in Tamriel- or beyond. Perhaps they are secretly a member of your organization, or merely a kind stranger; whatever the case may be, never underestimate the need for a place to rest your head in unfamiliar lands. These people are often capable of informing you of where you've found yourself, as well as giving you other minor forms of service such as food and drink.

Dawnfang/Duskfang (400 CP)- A peculiar sword of Tsaesci origin; the serpentine race are mysterious, and this sword is even more so. And this sword is mysterious and peculiar because it is in fact four swords in one. From the hours of dawn until the evening the sword is Dawnfang, a fiery blade. From the evening until dawn the next day the sword is Duskfang, a blade of icy-fire. When either sword is used to kill the bearer will hear a voice in their head, counting each slain victim. Once twelve things have been slain by either blade, the voice will stop- and when the sword transforms, you will find its opposite greatly empowered by your earlier killings. Dawnfang Superior will gain the ability to absorb the health of your opponents, healing you with each strike; while Duskfang Superior will instead absorb magicka. Furthermore, the blade never requires maintenance; the sword fully repairs itself when it transforms. Although the sword may whisper temptations to murder when held by others, in your hands the voice merely counts your slain victims.

Goldbrand (400 CP)- A golden katana, this weapon is the Daedric Artifact of Boethiah and is among the most potent man-slayers in this world- a fitting reward for one willing to brave the trials of the Goddess of Destruction. Not only is its cutting edge exceptionally keen, but each strike is laced with an intense, searing flame- the combination of the two is sure to make quick work of almost any foe you face. It is said to have been forged by dragons, and rumors say that it once took on a mysterious, more powerful form in distant Morrowind not too long ago… but that's just rumor and hearsay.

Blades Temple (600 CP)- Like many other aspects of the Blades, their temples and headquarters have clear Akaviri influences. Built somewhere high, with high walls that make the structure tower over the landscape even further and allow your men to rain arrows and spells down upon the heads of any would-be invaders well before they ever reach your walls, is this large temple complex. Although "fortress" might be a better word for it, given the fact that it's damn near impenetrable. Even siege engines, short of those of Daedric make, would be hard-pressed to penetrate its main gate. The men and women inside, hardened warriors all, are just as sturdy. Although the main bulk of your forces are masters of the blade, many of them have further diversified their talents and learned spells, archery, or even alchemy to further hone themselves. This is in addition to being, at the very least, skilled spies, diplomats, and bodyguards. The only catch is that they are few in number- you have roughly fifty Blades at your disposal, and while they're all elites they certainly don't represent a significant fighting force. Used more subtly, however, and they'll serve you well.

The Blades Temple is relatively spartan and most of your fighters will probably end up sleeping in loosely padded beds on the ground. This is by design, as it means they will quickly find their bodies becoming stronger and their skills, sharper. Those who train in the courtyard will pick up new techniques shockingly fast, and if they prefer to train in the library more intellectual pursuits will also come to them easier. Even an onlooker may find themselves picking up some new tricks due to watching others spar, and naturally all of this will apply to you and anyone else that is allowed to stayed here.

Akaviri Warblade and Akaviri Sunderblade (600 CP)- These weapons are relics of Akavir, not the modern recreations used by the Blades, and the proof of that can be seen not only in the quality of the blades themselves but also in the superlative enchantments that have been laid upon them. First is the Warblade; a long dai-katana that damages every vital aspect when it hits your foe. Those struck will grow fatigued, find their reserves of Magicka damaged, and will find themselves closer to death as their wounds gush their life's blood. Those with the ability to strike fast will quickly find their foes unable to fight back whatsoever- assuming they aren't slain just as fast. The Sunderblade, on the other hand, damages their equipment- and as a regularly sized katana it can be swung with even more speed. Each strike will directly damage your enemy's worn equipment, as well as their weapon; so that even if the steel blade cannot penetrate their armor it will quickly fall to pieces all the same. And because of the blade's magic it doesn't particularly matter where you hit them in either weapon's case; hitting flesh, armor, or a shield will make the enchantments work all the same.

Nobility Items

Ten Ancestors (100 CP)- These Ayleid Statues are forged with meteoric iron, and bear similar crystals to the Welkynd and Varla crystals found in Ayeleid Ruins. They don't seem to do anything special, but certain collectors of Ayeleid artifacts would surely pay an astronomical sum for a collection of all ten- failing that, keeping them yourself might make for a fine souvenir of your time here. They are stored in a large display cabinet that is nigh impossible to break into, even for a master thief.

Fine Clothing (100 CP)- A well-stocked wardrobe is perhaps the best thing to distinguish the rich from the poor. For while a commoner might afford such sumptuous silks and other finery if they spent a month's wages on it, only a lord or lady would have an entire armoire of such clothing for their perusal. The clothing options available to you won't turn away arrows or protect you from magic; but they will attract the envious gazes of those beneath your station who can only wish that they looked as good as you do. Your collection would easily be worth thousands of gold Septims at market alone, with an expensive outfit for every day of the month and enough jewelry to bedeck yourself in amulets and rings.

Decadent Living (200 CP)- It's one thing to live well; it's another to live well wherever you go. But it's such a hassle to cart all the necessities of life around between your various properties, don't you agree? However is someone supposed to live without their silverware, their silk pillows and bedding, their racks of wine and larders filled with delicacies from all over Tamriel? Thankfully you never have to find out. From now on any properties you bring along with you will be fully stocked with only the finest furniture, foodstuffs, and other frivolities you could desire. Nothing one couldn't buy on the open market, mind… but you can buy a lot of things on the open market if you pay no expense. Should you purchase or build new homes or buildings the old fashioned way you will also find it easy to acquire additional "necessities" for these places at a fraction of the usual cost; a discount for a repeat customer, undoubtedly.

Rugdumph's Sword (200 CP)- Fighting really is best left to the processionals, don't you think? Irregardless- these are dangerous times, and it wouldn't do for a lord to be caught unable to defenestrate themselves. Luckily you have this blade at your side; a beautiful silver claymore, etched deliciously with red markings. A bit shorter and lighter than a regular claymore, but much more durable and capable of being swung with greater speed; you might even swing it one-handed if you're expatiated with warfare. It's enchanted with a Silence spell to shut down any mages unwise enough to fight you- and additionally drains their glibness, allowing you to make a witty report. In sooth, thy battle will be goodly met, fair fighterperson.

Savilla's Stone (400 CP)- The Stone of Savilla is a special scrying tool used by the Cult of the Ancestor Moth to locate items of significance; perhaps even the Elder Scrolls themselves, or at least the locations where one might find one? In any case, use of the stone is simple enough that even non-mages can use it- perhaps this shouldn't comes as a surprise considering how the Moth Priests who guarded the stone are all blind themselves. Its ability to locate objects is peerless, at least, though whether the stone's powers extend to persons is uncertain. The Moth Priests intended to use the stone to locate the Gray Cowl, but whether they realized the connection between the cowl and the Gray Fox is unknown due to the Gray Cowl's enchantments. In any case, Savilla's Stone would certainly be a boon to any noble souls looking to uncover artifacts that have been lost to time as its gaze isn't limited to Tamriel alone; it can even peer into Oblivion and the realms beyond that. Of course, actually reaching those far-off realms is another matter entirely…

Masque of Clavicus Vile (400 CP)- The Masque of Clavicus Vile belongs to the Daedric Prince known as… Clavicus Vile. The artifact of the Prince of Trickery and Bargains is said to make its wearer more popular wherever they go- and indeed, wearing this horned helmet, which depicts Clavicus Vile himself, will certainly cause others to take as shine to you more easily, making them more willing to divulge secrets and grant you better prices for their bartered goods. The helmet is also highly protective, encasing the entire head- including the eyes and mouth, though it is somehow still possible to breathe through the mask.

Lord's Estate (600 CP)- There are homes; and then there are better homes. And gardens; your home has a lovely one. For that matter, there's also a nearby village that pays you tribute. For you are truly one of the lords or ladies of Cyrodiil; a member of the landed gentry with all the privilege and power that entails. First, your castle; not only is it large, a match for the home of any of the Counts or Countesses, it's also richly decorated, fully stocked, and staffed by a veritable army of servants and guards loyal to you. If you were to guide a tour of this place it would take an hour just to walk around and visit each of the rooms, not that you'd necessarily want to show off the places where the menials work and live. The layout is up to you to determine; you can even add in features like escape routes or hidden tunnels should it please you. The walls of your castle are more than capable of turning back most sieges when they are manned, as well.

Next is the nearby town; although not as large as any of the main cities it's prosperous and might one day become as large as them, given time to accumulate more wealth. Indeed, not only does it produce a surplus of crops which are then sold to neighboring cities, it also has a particular export that is well-known throughout Cyrodiil- the equivalent to one of the famous wineries like the ones owned by Tamika or the Surilie Brothers, only it need not be wine. Perhaps the town is known for its luxurious sheep wool, or for the quality of its blacksmiths. Maybe the town caters to mages or alchemists, attracting their kind like flies to honey with its odd variety of goods and services? Whatever the case your people do good business, which trickles upwards into your own coffers come time to collect taxes. Of course it's not all wine and cheese; you'll have to make sure your territory is taken care of, protecting against monsters, bandits, and now the threat of Daedric invasion- not to mention the bureaucracy and schemes you might end up being drawn into.

Dragonfires (600 CP)- The Dragonfires are the barrier that keeps Tamriel separated from the planes of Oblivion. A symbol of the divine covenant between the Dragon-Blooded Emperors and Akatosh, so long as they are lit the Empire would be safe from Daedric incursion- though the Daedric Princes may take form in their lesser aspects, or leave invitations for mortals to venture into their realm, none would be capable of moving vast armies of their kind through to Mundus. Most two-way portals wouldn't be able to handle the strain of staying open for more than a few minutes if they were opened under the aegis of the Dragonfires, and that would be a best case scenario. Thus, you are fortunate that you have your very own Dragonfires- a ward against otherworldly incursions of all types. A shield that protects your land- and only your land- from any attempts to invade it through extra-dimensional means.

Portals fizzle out, teleportation fails to work, and even attempts to subsume your land into another realm will fail utterly. This does not prevent would-be invaders from coming in peace, and if you are willing to accept the risks you may choose to extinguish the Dragonfires yourself- though thankfully the method for relighting them is only the work of a moment. Fortunately, their protection knows no barriers itself- if you control an entire world, the entire world shall be protected. If a village swears fealty to you within the borders of another nation, it too shall be protected. Even if entire realms and planets become yours, this protection will extend to them. Also included is your very own amulet, similar to the Amulet of Kings in that it can be used to relight your Dragonfires and that it can only be worn or used by you and those who share your bloodline.

Fighters Guild Items

Associate's Equipment (100 CP)- Common leather or iron might be good enough for a rank amateur, but members of the Fighter's Guild tend to be better equipped than that. Purchase this and you'll get two things: your choice of fine steel armor or chain-mail, if you prefer the light stuff, as well as a silver weapon (and arrows, if you pick a bow). It's not much, but it'll get you started- and you'll need silver to fight some of the nastier creatures you might be expected to fight as part of your duties.

Display Pieces (100 CP)- Visitors to the Fighters Guild are likely to be awed by the valuable weapons and armor put on display, made with valuable materials like Ebony or Glass- or even Dwarven relics and Elven masterpieces. Of course, any dirty thieves that visit the Fighters Guild and manage to break into the display cases will be dismayed to discover that these seemingly valuable items are nothing more than perfect imitations devoid of any actual value or use as weapons- yet somehow weighting the same amount as the genuine article. You have a number of these replicas yourself, and have the ability to manufacture more relatively cheaply. If nothing else they look impressive, and make excellent bait for would-be thieves.

Brusef Amelion's Set (200 CP)- A suit of armor, a sword, and a shield once used by the warrior Brusef Amelion. Each piece of the set is constructed with an alloy of silver, steel, and mithril, giving it a surprisingly lightweight build and a striking appearance. The cuirass and sword each have minor frost enchantments on them as well, protecting against or dealing a minor amount of frost damage respectively.

Hist (200 CP)- The mysterious Hist tress of Black Marsh are said to rule over the Argonians and their sap is said to be imbued with many strange properties, ranging from allowing the native Argonians to commune with the Hist to altering the bodies of those who drink it. Somehow, you have come into possession of a Hist tree that was smuggled out of Black Marsh. Being outside of Black Marsh has made the tree "sick"- corrupting its sap and altering its properties so that it causes hallucinations in those that consume it, including Argonians- who are usually resistant to such effects. These hallucinations often result in the imbiber flying into a berserk, fearless rage, often because they see those around them as monsters- aside from others who have consumed the Hist's sap, of course. It might be possible to heal this tree, restoring the sap's original properties- and if the Hist are truly sapient, you would likely have this one's gratitude for this.

Chillrend (400 CP)- Made with rare blue Malachite, Chillrend is a glass short sword with an uncommon and striking appearance befitting the powerful frost enchantments that have been laid upon it. In addition to dealing cold damage Chillrend also weakens those struck with it against frost magic, causing the weapon to deal even greater damage against those struck with it repeatedly- chilling them to the bone.

Saviour's Hide (400 CP)- This Daedric Artifact is said to have been made from Hircine's own hide, and the Daedric Prince rewards it at times to those who prove worthy in the ways of the hunt. In addition to being surprisingly protective for what appears to be leather armor, the Saviour's Hide also cuts the magical damage its wearer takes from spells and magical poisons substantially, by up to a quarter.

Battlehorn Castle (600 CP)- Battlehorn Castle, once the property of the late Lord Kelvyn, has come into your possession. It is garrisoned by a small, but loyal group of men-at-arms, and has a fully furnished barracks, master bedroom, kitchen and dining area, and library. A master chef works the kitchen, producing delicacies befiitting a lord, and the wine cellar is overseen by a skilled vintner who is capable of producing wines from all over Tamriel given the right ingredients. And, for a lord of the battlefield, there is also a training area run by a master of weapons, a trophy hall for displaying the products of your hunts and your collection of arms and armor, and- last but certainly not least- a genuine Dwemer forge, which is capable of producing splendid weapons and armor and is intuitive enough that even an unskilled smith can make use of it- though you do have a skilled smith to run it, should you not wish to maintain your own arms and armor.

Dragonsword of Lainlyn (600 CP)- The Dragonsword of Lainlyn is a weapon worthy of a true hero, for while it is uncertain whether this weapon has anything to do with actual dragons it does allow its wielder to breathe dragonfire using their Magicka. In addition it is imbued with a powerful fire enchantment and drains the stamina of those struck with it, invigorating its bearer, making it a truly peerless and powerful weapon.

Mages Guild Items

Mage's Staff and Robe (100 CP)- When one is allowed to enter the Arcane University one of their first assignments is to gather a suitable piece of wood for their own mage's staff; a symbol of status, as well as a useful tool. The spell imbued in the staff is powerful, and will actually scale to a degree with your own abilities as a mage- with mastery of the school that matches your staff giving you the best version of the imbued spell. You have your choice of nine different effects; a Shock, Frost, or Fire spell (Destruction), a Charm, Paralysis, or Silence spell (Illusion), or a Soul Trap, Telekinesis, or Dispel spell (Mysticism). You also get your own Mage's Robe, which can come in whatever color you like and is enchanted with a minor effect that increases your ability to regenerate Magicka slightly.

Bountiful Bookshelves (100 CP)- These bookshelves don't contain any books of spells, though the magical theories and parables they contain may help advance your understanding. No; the value in this collection is in how complete it is, for it contains every non-magical book ever published in Cyrodiil's history. So while you won't find any journals or the personal tomes of wizards that were never meant to see the light of day you still have at your fingertips a collection of books that ranges from fictional tales meant for children, to historical reports and guides on the various provinces, all the way up to instructional texts that an actual mage might find useful even if they lack any sort of inherent magic. Your collection encompasses well over three hundred books, and probably many more than that, including rare specimens that would fetch a good price if you wished to part with them.

Altar of Enchanting (200 CP)- Altars of Enchanting are rare in the current era, with the Arcane University and a rare few independent mages possessing the only known ones in existence. That's why yours- already lit with the rare Magetallow Candles required for it to work- is so special, aside from circumventing the gold costs that the Arcane University charges for using their equipment. Although not strictly necessary for enchanting work, an Altar of Enchanting will allow even those who are otherwise entirely untrained in the art of enchanting to create magic items using only a Soul Gem and their own knowledge of spells- as well as an item to enchant, of course. The process will be much safer, quicker, and more efficient than enchantment work done without use of the Altar, allowing you to create stronger items with more consistency.

Altar of Spell-Making (200 CP)- An Altar of Spell-Making works in much the same way as an Altar of Enchanting does, making the hard process of crafting your own spells much simpler. It's even simpler than enchanting in some ways, since you don't need any material components; on the other hand you're much more limited by your actual skill in magic- as well as your Magicka pool- when it comes down to determining what effect your created spell can have. Once you get past those two hurdles though? Your spells will be capable of combining multiple effects at once, even ones that you might expect would ordinarily conflict (such as combining multiple fire and frost magic), and you'll even be able to teach them to others- assuming they have a capability to cast the spell, of course.

Enchanted Chest (400 CP)- A chest like this belongs to Archmage Hannibal Traven, and it is one of the few rare and unique artifacts truly worthy of being called an artifact for its unique power of duplication. Ironically useless for storing items, the Enchanted Chest is capable of storing any one alchemical ingredient inside of it- which can be anything from a simple apple to the harvested body parts of Daedra. When a day has passed opening the chest will reveal that your chosen ingredient has multiplied ten fold, leaving you with eleven samples total. After it is emptied the chest will require a week to recharge its magic, at which point it can duplicate another item of yours. Other than that the Enchanted Chest has no cost, making it invaluable for creating rare or dangerous to acquire ingredients.

Staff of Corruption (400 CP)- One of the most powerful and versatile of Daedric Artifacts, the Staff of Corruption belongs to Vaermina- and its effects are appropriately nightmarish, as pointing it at someone causes an identical clone- complete with any equipment- of that person to appear and attack them for up to half a minute. However, the Staff is incapable of replicating beings or artifacts that are too complex or magically powerful, such as Daedric Princes or their artifacts. Furthermore only one clone can be created at a time- but even with these limits the Staff is sure to turn nearly any battle in your favor if used wisely.

Frostcrag Spire (600 CP)- As far as homes go, this is a tower worthy of the greatest of Arch-Mages that Cyrodiil has to offer. Located in the Jerall Mountains near Bruma is the Frostcrag Spire, the magnum opus of the former Arch-Mage Taris Rendil who has named you as the recipient of the Spire and all it contains in his will. And it contains a great many things of interest; to start with, there's the Atronach Altar. Built into the ground floor are three separate ritual circles, each corresponding to one of the three basic types of Atronach- Flame, Frost, and Storm. Simply make an offering of ten elemental salts, taken from the slain bodies of those Atronach types, and you will be able to permanently summon a corresponding Atronach as a servant and familiar that will follow your commands and defend you and your tower.

Next, the alchemy lab and garden. The lab is home to the most sophisticated alchemy equipment in Cyrodiil, capable of elevating even a master potion-maker's creations to a new level of potency. The garden on the other hand is home to numerous plants native to Cyrodiil, with a separate section dedicated to plants taken from the realm of Mehrunes Dagon. Catering more towards variety than quantity of any one item, the garden has over thirty different types of plants ranging from Nirnroot to Nightshade, with a few mundane plants like strawberry bushes or rice plants thrown in for variety. The best part is that the garden's magic takes care of the needs of each plant, meaning you don't have to worry about making sure they have sunlight or water since the garden supplies that sort of thing itself.

Rounding out the unique features of the spire is the vault area; a frigid cave underneath the tower that is home to vicious attack imps who will delight in ripping any intruders to shreds with claws or magic. And above, at the top of the tower, is a collection of teleportation portals that will instantaneously teleport you to the first floor of any Mage's Guild hall in Cyrodiil, including the Arcane University; although they won't work if the building is destroyed or otherwise inaccessible, you might be able to reconfigure their coordinates if you have the right know-how. And of course, the Frostcrag Spire also has a large bedroom with all the furnishings you would expect, and it contains more than enough room for you to move in any libraries or altars you might have purchased in this section already.

Spell Tomes (600 CP)- A single bookshelf could not hold the bounty of spell-books you have in your possession; indeed, they could easily fill an entire wing of a library- and they do!- as each book contains the knowledge required to learn and master one spell. In fact, you have a book for nearly every spell one can find in Cyrodiil, barring those of an especially unique or ritual bent; all of which are stored in as many ornate bookcases as you require to hold your collection. If you can walk into a Mage's Guild or a shop that sells spells and can learn it there, you can find it here as well. Learning from these tomes is exceptionally quick as they walk you through all you need to know and do to cast each spell safely and efficiently even in the heat of battle. Furthermore, while the tomes may lack explicit knowledge of the truly esoteric a person with access to this library would have a clear shot from being a mere Novice of a magical school to being a Master- and from there, they would certainly have a good background to begin delving into the deeper mysteries of this world! Lastly, the tomes are of course reusable, and represent a fortune in gold if sold.

Thieves Guild Items

Beggar's Ears (100 CP)- Not their actual ears, of course. The very thought! No, the Thieves Guild has earned the loyalty of beggars and homeless people all over Cyrodiil, and as a member they'll recognize you as someone they should help to return the favor… for a few alms of course, you can't expect them to spy for you for free when they have nothing to eat. But in exchange for a few gold coins you won't just receive their thanks- you'll also get the juiciest gossip from around town, often including information about any particular thieving targets you might happen to be pursuing in the area. It may not seem like much, but essentially you'll have a paid network of eavesdroppers and spies wherever there are people down on their luck.

Masterforged Steel Cutlass (100 CP)- Piracy and thievery are two different sides of the same Septim, and as such this cutlass is the tool of a master thief. Although made of steel it was created with the very height of forging techniques; such was the smith's skill that it can even cut ghosts and wisps even before any enchantments are laid upon it. In terms of killing potential, assuming it's properly maintained the sword is equivalent to an ebony longsword at nearly half the weight- though without the properties of ebony itself.

Irresistible Coinpurse (200 CP)- An ordinary sack meant for holding gold coins… or is it? Bribery is a fair game for any thief looking to make the guards and officials look the other way, but there are a rare few souls who can't be tempted with mere coin… unless you store it in this sack that is. Any gold you keep in here will shine all the brighter, temping even the most stalwart and incorruptible of people. Unless there truly isn't a corrupt bone in their body- or if they're already wealthy enough that any bribe you could afford to pay them is pocket change- you'll find it quite easy to simply pay them into doing things they wouldn't normally do… not anything as serious as murder, but looking the other way when it comes to a crime you've committed or letting slip a secret belonging to a friend of theirs? That you can manage.

Network of Fences (200 CP)- Stealing is just the first part of a thief's job; the second part is turning their ill-gotten gains into well-deserved gold. Although you could attempt to pass off your stolen merchandise as legitimate goods it's much easier and safer to simply sell them off to a fence. In your case there's no reason NOT to do this- rather than risking someone recognizing stolen property- as you now have the names, locations, and the services of expert fences all over Cyrodiil in a little black book. Reliable, well-paying, and most importantly untraceable, they'll gladly pay you a generous "finder's fee" for any loot you send their way and find a new home for it somewhere far, far away from wherever it was stolen from. In addition they'll also have plenty of thieves' tools for you to buy in case you need to restock- lockpicks, special potions and poisons that aid in stealthy endeavors, and even enchanted "trick arrows" capable of producing light, temporarily blinding those struck with them, or even temporarily paralyzing or knocking people unconscious. Your book will update in new worlds with the information for similarly reliable fences.

Boots of Springheel Jak (400 CP)- The infamous Springheel Jak was a legendary master thief who terrorized the bank accounts of Cyrodiil's wealthiest merchants and nobles over three hundred years ago. These boots are his legacy, and are the very reason the Springheel Jak has his name- for they grant an incredible boost to one's acrobatics ability when worn. The wearer will be able to jump further, higher, and land greater distances without harming themselves and will find it much less tiring to do so, and the simplicity with which they duck and tumble in and out of combat while landing strikes on their opponents will let them make even the swiftest of swordsmasters look like rank amateurs. These boots are actually a bit superior to the ones worn by Jak, as they have an additional property: eliminating fall damage once per day. Even if one were to leap from the top of the White-Gold Tower the wearer would find themselves completely unharmed… so long as they landed on their feet, of course.

Skeleton Key (400 CP)- One of Nocturnal's Daedric Artifacts, the Skeleton Key has taken many forms over the eras appropriately enough; in this one, it takes the form of a complex and unbreakable lockpick which has the ability to substantially increase its bearer's ability to pick locks when they use it. In essence it makes even the best locks something that can be picked- either by a skilled enough thief with the ability to truly use the Skeleton Key to its full potential, or by an amateur who managed to luck into the artifact and has the patience and time to keep trying a lock until they're able to brute force it. This version of the Skeleton Key lacks the ability to unlock locks that are too conceptual in nature, such as by "unlocking one's potential".

Dunbarrow Cove (600 CP)- Even thieves need a place to hang their head, and what better place than this: a cavernous cave off the coast of Anvil- practically underneath the countess's nose! Inside the cove, which now opens out into the open ocean after a seismic event made the cove accessible in the first place, you can find a few different things waiting for you. The first is the shipwreck of the Black Flag, the legendary ship of Captain Dugal, now unfortunately trapped (along with its unfortunate crew) under and within several tons of rock- though otherwise miraculously intact. The trapped captain and his crew converted the ship into a home for themselves, and as a pirate lord the interior is surprisingly luxurious (given the age of the wreck) and also well-stocked with treasure from their pirating days. The ship itself overlooks the cavernous cove, giving you a good look at the second notable aspect of your new thieves' den- an actual intact pirate ship, the match of the Black Flag on any day! Swift enough to outrun even the speediest Imperial Navy vessel, it may yet be known as the scourge of the Gold Coast and the Abecean Sea.

For the third aspect of note is its crew, of which you have two options. The first is to recruit a new band of pirates from Anvil; among the rank and file cutthroats and rogues you'll also find several experts on different aspects of thievery and piracy. One is a master archer, another an expert on security, one is a spymaster, there's a fence with connections all over Tamriel, and there's also a skilled alchemist capable of creating powerful potions that aid the other members of the crew in their tasks, among others. The second option? Recruit Cap'n Dugal himself along with his crew. Although the undead don't normally remember their past lives this seems to be a special case, as while unable to speak the skeletal pirates certainly have plenty of personality as they wave their cutlasses around and menace merchant vessels once more. Regardless of which one you pick you'll find either crew is competent enough to operate on their own for the most part, bringing back your share of the booty while otherwise managing their own affairs. They're loyal to you through and through and will be happy to join you on your adventures on- and off- the high seas.

Gray Cowl of Nocturnal (600 CP)- How did this get here? Well, it seems you're the newest owner of the Gray Cowl, and with it the identity of the Grey Fox- although the curse surrounding the cowl appears to have been lifted, something which the former owner of this relic is sure to be pleased about. As its name would suggest the Gray Cowl is an artifact of the Daedric Prince Nocturnal, the patron of thieves everywhere, and as such it makes the perfect head-wear for any thief. Just wearing the Cowl will make you much sneakier, give you the ability to detect souls out to a distance of over a hundred feet, and will make everything you carry much lighter- and, most notably of all, wearing it will make you appear to be the Grey Fox. Put the mask on, and it will be as if you suddenly vanished and the Grey Fox mysteriously appeared in your place- and vice versa. No matter what, nobody will be able to connect the identity of the Grey Fox to you- for all intents and purposes they're two separate identities. However, the Grey Fox has his own reputation; even in other worlds people will recognize the Grey Fox's nature as a master thief, so expect any guardsmen equivalents to try and arrest you if they spot you. IF they spot you. As the new Grey Fox, you're also the de facto leader of Cyrodiil's Thieves Guild- though your true identity is of course unknown.

Alternatively, if you desire the Gray Cowl will give you an entirely separate identity from the Grey Fox's when worn in other worlds; one whose reputation, once you earn it, will seemingly be universal to all who see it from then on until the wheel turns and you find yourself somewhere else once more.

Dark Brotherhood Items

Shrouded Armor (100 CP)- The Shrouded Armor given to members of the Dark Brotherhood is not the most protective of armor sets an adventurer could hope for; but for an assassin, meant to slip between shadows and eliminate their targets unseen, it is certainly a welcome tool. Lightweight and skintight, this suit of leather offers mild protection and several enhancements to skills that an assassin might fight useful. Skill with blades and bows; of stealth and acrobatics; and even illusion magic, for when mere shadow does not suffice. Alternatively, you may choose the unarmored, dark robe of the Black Hand; its enchantments are superior, though it trades out skill with acrobatics for enhancements to one's speaking ability.

Barrel of Poisoned Apples (100 CP)- A favorite of Lucian Lachance- for murder, not for eating- these apples have been infused with a deadly and nearly undetectable poison. Once someone eats the apple they'll slowly, painlessly die over the course of about a minute or less- assuming that they're vulnerable to poison and don't manage to heal or cure themselves, of course. The barrel replenishes apples as they are used.

Shadowmere (200 CP)- Shadowmere is a mystery, even to its current owner Lucien Lachance. Perhaps it's a Daedra taking the form of a horse; perhaps it's a steed somehow associated with the Dread Father himself. Whatever the case, Shadowmere is seemingly immortal- even when slain, it simply emerges from a pool of brackish water in seven days time to return to your side. It's as fast or faster than even a Unicorn, and is temperamental and powerful enough to make for a powerful ally in battle… though perhaps a steed like this isn't the best choice for an assassin, especially when you consider its red eyes or pitch-black coat.

Dark Guardians (200 CP)- Sithis has no grudge against necromancy, although those who would use its power to cheat death are another matter. In fact the highest ranking members of the Dark Brotherhood often use the corpses of dead Brothers and Sisters as bodyguards and guard dogs. Although these rattling bones may lack the assassination techniques they knew in life, these undead have retained their skill with all manner of weapons. And undeath has only served to make them even more merciless to those who would defy the Dark Brotherhood, or break its most sacred tenants. You have ten animated skeletons in total, each one wholly subservient to you and you alone. Each one comes equipped with steal weaponry and the loose remnants of their old Shrouded Armor, which provides a bit of extra protection even if the enchantments have long since faded from the worn and torn armor.

Ebony Blade (400 CP)- The Daedric Artifact of Mephala, one of the most secretive and treacherous of Oblivion's Princes. Its appearance and effects have varied over the ages; currently, it takes the form of a surprisingly innocuous one-handed katana. It absorbs the life-essence of those it strikes and prevents them from casting spells for a time, so it make for a rather potent weapon against pesky mages. Thankfully, for you the sword's murderous inclinations- and its habit of changing hands often- have been quelled.

Blessed Blade of Woe (400 CP)- This ornate ebony dagger is a creation of the Dark Brotherhood; a gift for new members to make their first kill with and to carry with them on further assassinations as a possible tool for murder. However, the Night Mother herself has blessed this particular dagger, and with it the Blade of Woe is now not just a weapon to be feared when it is first brandished. Every stab and slash inflicts mortal terror and damages the target's willpower such as to make even trolls turn and run, while at the same time the dagger's magic directly attacks their magicka and life-force alike. Only powerful foes will be able to do more than cower in fear as their life's blood flows from their open wounds when you wield this weapon.

Deepscorn Hollow (600 CP)- Once the hideout of a Dark Brotherhood offshoot that believed vampirism was a truer path to worshiping Sithis than the 'clean-blooded' methods of the Black Hand, Deepscorn Hollow has many features that would be beneficial to vampires, assassins, and others who choose to follow a darker path free of morality and virtue. It is an underground ruin with a bedroom, dining room, study, and a storage area. It is well-hidden, and unlike other homes you'll find that there are few servants here to serve you- but the ones that do swear loyalty are all highly-trained vampiric assassins. Perhaps they're remnants of the Crimson Scar, the aforementioned Brotherhood off-shoot; perhaps they're members of the Dark Brotherhood proper, or maybe they're even former Morag Tong. In any case they're more than happy to perform assassinations and will even bring their victims (and their possessions) back for you to peruse.

Should you wish them to bring someone back alive there are also a series of holding cells deep in the cavern, one of which already holds a captive- one in a deep, magically induced coma that seems to have made them nearly unkillable… though not unharmable, should you wish to harvest their blood or try out some of your toys and spells on them. There is also a shrine to Sithis, where one can receive the blessing of the Night Lord; unlike the shrines of the false-gods of Tamriel, Sithis bestows his blessings upon the villainous rather than heroic. His blessings will make you quicker and stealthier the more heinous your deeds are.

Lastly, there are two unique materials that can be harvested from Deepscorn Hollow. The first are the deadly Chokeberries, which can be found in the Garden of Venomgrowth. These berries are imbued with a deadly poison not unlike the type found in the Lucien's poisoned apples, and resemble ordinary berries- making them easy to slip into someone's fruit bowl. The Garden is also home to a variety of other poisonous plants and mushrooms, perfect for any poisoner who wishes to brew their own concoctions. And lastly, there are the Purgeblood Salts which can be mined from the walls of the cavern; these salt crystals, when taken to the Font of Renewal located in Deepscorn Hollow, will cure those who offer it to the shrine of vampirism.

Remnants of the Crimson Scar (600 CP)- The Crimson Scar- a group of vampiric assassins that split from the Dark Brotherhood's tenants not too long ago- surely must have been born down by superior numbers or superior techniques, for the artifacts they wielded were powerful indeed. You have two marks of their order; their Raiment, and the Daedric dagger named the 'Crimson Eviscerator' by the former leader of the Crimson Scar, Greywyn.

The Raiment of the Crimson Scar is essentially a reinforced, more heavily enchanted version of the Shrouded Armor. In addition to offering more protection- both due to the addition of leather reinforcements and an actual enchantment that makes the Raiment reflect a third of any melee damage dealt back upon the attacker- it also heavily increases the wearer's speed and reflexes. Furthermore it makes them much more stealthy, and even causes them to become far more skilled with bows and blades; for an assassin, there may be no better suit of armor in all of Cyrodiil.

The Crimson Eviscerator on the other hand is simply a powerfully enchanted Daedric dagger. It directly damages the health and Magicka of those struck with it, saps their strength while empowering the wielder, and makes those struck with it more vulnerable to poison- if that's even necessary, considering the dagger's other strengths.

Mythic Dawn Items

Mythic Dawn Robes (100 CP)- The red robes of the Mythic Dawn will serve you well, hiding the blood that is to be spilled in the coming days when Lord Dagon takes his rightful place as Tamriel's Daedric Prince. What will also serve you well are the Bound Weapon and Armor spells the robes are equipped with. Simply will it to be so, and your robes will bloom with Daedric Armor, a Daedric weapon of your choice filling your hand. Although not as powerful or protective as true Daedric creations- or even the paltry imitations created by mortals- both armor and weapon are suitable enough for your means. Their greatest strength is their relative weightlessness and the ease with which they can be called to you rather than their pure destructive power. With Lord Dagon's blessing you are never unarmed, nor unarmored.

Mana Blooms (100 CP)- A pair of flowers said to bloom in Mankar Camoran's Paradise of Gaiar Alata; the fact that you have them is a rare blessing in this realm. In Paradise, flowers such as these provide the only sustenance those who have died in service to the Mythic Dawn- the Immortal Ascended- ever need. The purple flower provides pods of Ambrosia, which heals wounds; and the the blue flower provides liquid Lichor, which restores magicka. These are the sole effects of both ingredients, making them incredibly valuable to alchemists- though sadly growing these plants in Tamriel seems to be impossible under normal circumstances. Although you may be able to find a way to grow more with effort both of your plants are especially large, and may be harvested multiple times before requiring a week's time to replenish their fruit.

Mankar Camoran's Regalia (200 CP)- Imitation is the highest form of flattery, or so they say; and you would do well to follow Mankar Camoran's example. Purchase this, and you will gain a copy of the Master's staff, as well as his robes. The staff is the lesser of the two objects, being enchanted with a mid-level lightning spell that also damages armor; a decent weapon for smiting lesser foes without expending too much effort. The robes on the other hand have a roughly one in ten chance to reflect physical damage back upon your foes, and a one in five chance to absorb the power of any spell cast upon you to restore your own Magicka. Although the robes serve to bolster the Master's innate wards they'll still serve you well in battle, as they are worthy of an arch-mage- let alone a neophyte.

Spectral Mudcrab (200 CP)- …well, this is unexpected. Perhaps this crab is an unusual form of Daedra? What other explanation could there be for such a creature to be found in the Master's Paradise? Unless… it's an Ascended Immortal, or perhaps the Master's own pet…? Whatever it is, it seems to see you as its master, now. Becoming a ghost has somehow made it capable of dealing more terrible blows, pincers phasing through armor as if it wasn't there at all; and as an undead spirit this Mudcrab needs no food, water, or rest as it chases your enemies to the ends of the earth, snipping at their heels. Naturally disease and poison are ineffective as well- but even when struck with weapons that can strike the immaterial it seems unnaturally sturdy. Frost magic does nothing to it, normal weapons phase right through it, and it can walk on water in its relentless pursuit- and when slain, it simply reappears at your side once the danger has passed. Strangely, it also seems to have a fondness for magic items, somehow sensing their presence when they're nearby.

Great Crystal (400 CP)- Mankar Camoran has based many of his designs in Paradise upon that of the Ayleids. And now, somehow, you have come across a great relic of their people- a meteorite, as tall as a person, which glows with the ambient powers of Atherius. From this glowing rock Welkynd and Varla stones can be hewn. Welkynd stones are capable of restoring Magicka, replenishing the reserves of a mage that uses one before crumbling to dust. Varla stones on the other hand can replenish the magical energies that fuel enchantments in magical items, completely restoring any items that you carry on your person to their full magical potential. Somehow, this rock replenishes slowly over time- crystals emerging from the stone like mushrooms do from loamy soil. Harvest too much, and this power may be depleted for a time-requiring rest under the light of the stars to replenish its power. But if you dig down to the core, an act which may take years for the rock to replenish, you may find a Great Welkynd stone- a relic of such potent power that entire Ayleid cities were built upon the sites where they were found, for these stones alone had the power to fuel the myriad enchantments and lesser stones found within their great cities.

Mehrunes' Razor (400 CP)- A powerful Daedric Artifact, Mehrunes' Razor is a razor-sharp dagger whose simple appearance belies its power. The dagger isn't just a superlative weapon capable of piercing the hides of the strongest of creatures, and further blessed so that each strike damages your enemy's armor as well. Each strike has a chance of killing your enemy instantaneously, in this world sending their souls straight to Dagon himself- though in future worlds this fate may be avoided. But though this dagger may be a great tool for Destruction, perhaps one well-versed in Mehrunes Dagon's other sphere of influence- Change, and Revolution- could find alternative uses for it. Or perhaps not; its powers are not well understood by mortal men, and trying to use the Razor for anything other than slaying ones' enemies is foolhardy at best.

Slice of Paradise (600 CP)- Paradise; the promised land that all Mythic Dawn faithfuls aspire to go to after their deaths. A beautiful and serene land where the sun is always rising, and the placid waters of Oblivion stretch out on every horizon. It seems Mehrunes Dagon has seen fit to bless you with a hint of Paradise, O Acolyte, as a reward for your efforts. Somewhere in Tamriel is a Daedric Portal which will take you to this heaven. A temperate island with a towering palace at its center, built in the Ayleid style on top of a mountain, where you can rule as something akin to a Daedric Prince yourself. There is no place in your domain that you cannot see, no place where your voice cannot reach. And when your mortal followers dies- if they are truly faithful to your cause- they will be reborn here, as Ascended Immortals; unable to be truly killed, like the Daedra themselves. Though they can never leave they will be free to live out their days in Paradise, enjoying the fellowship of their brothers and sisters in your order; feasting on the Ambrosia and Lichor provided by the Mana Blooms that flower across your domain. And, should it please you, Lord Dagon will also provide you with Daedric followers to serve you in this realm… though if you truly intend for this to be a Paradise you would do well to keep them on a tight leash. Your Ascended Immortals can still die, after all; they'll simply be reborn after the fact. As would the Daedra, for that matter.

Daedric Siege Crawler (600 CP)- Of all the horrors wrought by Oblivion, this is certainly one of the most fearsome- and the most unusual. A testament to Mehrunes Dagon's capacity for destruction, the Siege Crawler is a massive war-machine capable of smashing through the stone walls of any city in Tamriel with a massive drill attacked to its front, and casting large balls and gouts of fire at any soldiers brave enough to stand in its path. In terms of shape it vaguely resembles a centipede, with the drill itself almost looking like an eye- this drill is also where its fire attacks come from. It was used to great effect in Kvatch, literally crushing the city's defenses and allowing hordes of lesser Daedra to swarm through, slaughtering the town's inhabitants and any who dared to stand in their path. It is ordinarily powered by a Sigil Stone; yours however never seems to run out of charge. And there's no need to open up a Greater Gate to summon your new siege weapon either; it's already here, in Tamriel. Now, just what are you going to use it for…? The crew for the Siege Crawler- if one is necessary, as it may very well be capable of autonomous action- is also provided, be they Dremora, Scamps, or even Mythic Dawn cultists.

Courts of Madness Items

Chalice of Reversal (100 CP)- Created by Duke Thadon of Mania in the Shivering Isles to help him consume Felldew, the Chalice of Reversal is a strange artifact that tempers the effects of any harmful substances imbibed by a person who drinks from it regularly, removing poisons and addictive properties while only slightly lowering the beneficial qualities of the drug in question. Using the Chalice the Duke was able to regularly consume Felldew, a potent and possibly hallucinogenic drug that causes a severe addiction in those who imbibe it and effects of withdrawal mere hours afterwards, with no debilitating side-effects.

CHEESE FOR EVERYONE! (100 CP)- By Royal Decree, Lord Sheogorath has bequeathed upon you cheese. A lot of cheese. An excessive variety of cheeses. An entire moon's worth of cheese, assuming the moon was made of cheese and not god-corpse. But not all at once; that would be a bit extravagant. Where is the cheese? Wherever you want! Reach into your cupboard and pull out a cheese wheel; reach behind your ear and pull out an Elsweyr fondue; reach into your pile of cheese and pull out more cheese! It's genius! The only limit is that your cheese must be mostly cheese and not mostly something else. Pepper-jack is one thing, a cheese sandwich is another. Also, exploiting this awesome power by trying to summon cheese inside of someone's brain, drowning the world in it, or other nonsense will always backfire. Hilariously. On YOU.

Collection of Oddities (200 CP)- A fellow lover of the strange perhaps, or someone who doesn't want to march up and down the Shivering Isles just to make a few donations? Whatever the case may be you've somehow gathered a large collection of items that would fit in well at the Museum of Oddities, some of which you might even be able to find a use for. Or not. Some of the items one would struggle to find much use in; the skull of a pygmy, the severed arm of a Gatekeeper, the ashes of an insane man named Din, the pelvis of the insane Emperor Pelagius, and a key carved from a hound's tooth that doesn't seem to open anything. The two-headed Septim and the Sheogorath-shaped hunk of amber might be of more interest to a collector- but they're still pretty useless on their own. Then there's the Blind Watcher's Eye, Mute Screaming Maw, and the Deformed Swamp Tentacle; a trio of alchemy ingredients that might bear their strange fruit. What also might bear strange fruit is the Soul Tomato, a tomato that works exactly like a Grand Soul Gem. Then there's the Mixing Bowl; it's basically just a mortar and pestle, but it's still a bit odd.

Then there are the magic items; the mystical Ring of Disrobing forcefully removes the other worn apparel of anyone that wears it and prevents them from wearing clothing so long as it is worn. The Grummite Dagger of Friendship heals those it cuts- and while a skilled knife-wielder might slowly kill their target, an unskilled wielder could possibly stab someone to good health! Third, the Ring of Desiccation which allows its wearer to breathe under water and walk on its surface! Of course the enchantments don't work all that well together, but that's why it's here. And last but not least we have a bonus artifact, the Amulet of Disintegration. Wear this and any armor you're wearing or weapons you're carrying will instantly and immediately break, becoming useless for anything other than training up your repair skill.

Ruin's Edge (200 CP)- A bow made by the Dark Seducers for the Duchess of Dementia, Ruin's Edge has a magical enchantment as demented as the woman who wields it in battle. Each arrow fired from Ruin's Edge casts a random spell upon hitting its target; with a chance to temporarily weight the enemy down, make them berserk or fearful, prevent them from casting magic for a time, or paralyzing them for either a brief moment or for fifteen agonizing seconds- in roughly that order from most to least likely to occur. Since relying on any one effect is foolish, perhaps the best use of the bow is sowing chaos in the enemy's ranks?

Wabbajack (400 CP)- Yet another artifact of Sheogorath, the Wabbajack is a gray staff that has the power to transform those struck with its magical bolts. The transformation is quite random, befitting its prince; those it hits may turn into a harmless sheep, or a fierce Daedroth, or any number of things from trolls and skeletons to giant rats or deer. Although using the staff offensively is difficult due to how short-lived its effects are, and the fact that being transformed fully heals the injuries of those hit with it- both after transforming and when they turn back to their original form after ten seconds- it nonetheless might be useful in the hands of a warrior, as it cannot restore the dead back to life. Kill your foe while they're transformed, and they'll stay dead afterwards- their body will even revert back to its original form so you can claim the spoils. Powerful creatures, such as Daedric Princes, will resist Wabbajack's powers entirely, however.

Lordly Artifacts (400 CP)- You have in your possession a pair of artifacts associated with one of the Demented- or Maniacal- Dukes and/or Duchesses of the Shivering Isles, who are second only to Sheogorath when it comes to governing their respective territories. Choose either Mania or Dementia; Mania will give you the artifacts associated with Duke Thadon, while Dementia will give you Duchess Syl's artifacts. You can purchase this option twice to get the other set, though without a discount if you have the CoM Origin.

Thadon's artifacts include his Ring of Lordship- which greatly enhances the wearer's personality, making them more likeable and charming, and also offers substantial resistance to diseases and makes their skin as tough as leather armor- perfect for the party-loving duke- and his Diadem of Euphoria; an oddly-shaped crown adorned with three prongs and crystals. Wearing the Diadem fortifies the wearer's magicka, makes them much more persuasive, and allows them to resist roughly 20% of any magical attack.

Syl's artifacts include her Ring of Lordship. It enhances endurance, makes all poisons roughly half as effective against the wearer, and also makes the wearer much harder to see; a well-balanced suite of enchantments for the paranoid and demented lady. Her unique artifact is Nerveshatter; a powerful warhammer made from madness ore and amber crystals, a weapon so exquisitely forged that is one of the most shockingly lethal weapons around. Also shockingly lethal: the actual shock enchantments that have been laid upon it, which simultaneously weakens your foe against electrical attacks and delivers a powerful one, ensuring that each strike is more devastating than the last.

Shivering Isle (600 CP)- No, not the Shivering Isles, though you could be forgiven for making that assumption as this island appears to be a tiny slice of Uncle Sheo's realm, all for you! It's rather large in size, though much of it is untamed wilderness. The southern half borrows from Dementia, being a dark and boggy swamp filled with giant roots growing up out of the ground. Madness Ore can be found in abundance here, allowing a sufficiently talented smith to work the material into powerful weapons and armor- particularly if they're lucky enough to uncover a Madness Matrix while doing so. The northern half of the isle borrows from Mania; it's brighter, cheerful, and massive orange mushrooms can be found growing over the autumnal forest. It's also just as filled with Grummites, strange undead, and other monsters native to the isles as the Demented half of your island is. However, instead of Madness Ore and Madness Matrices you'll instead find Amber sprouting from the earth, along with its Matrices. Other than that you can find pretty much any alchemy ingredient found in the isles here, as well as a few other points of interest you can explore or do something with- the ruins of old forts, caves, the ruins of old towns, the ruins of old ruins, etc.

One more thing: where Mania and Dementia meet, in the exact center of the isle, is a manor house. Split down the middle with one half on either side, you will find it is staffed by Golden Saints and Dark Seducers who treat you like Sheogorath himself. They're fiercely loyal, competitive for your favor, and when they get killed they eventually just show up again like nothing happened. If the manor house wasn't in the middle of an island straight out of the imagination of a Mad-God it'd probably be a fantastic place to stay; as is, it's merely great. The larders are fully stocked, the decorations are up, and there's an army with plenty of equipment for your battalion of body-guards/maids, or yourself if you want to wear their clothes.

Guarded Garden of Flesh and Bone (600 CP)- Oh, now this is something special! It seems you have your own pet Guardian; a massive amalgamation of flesh, bone, and metal held together with powerful Flesh Magic. And did I say you had one pet Guardian? It's actually two. Design them however you like, so long as they follow the basic principal of being a bipedal ten-foot tall wall of angry muscle with a weapon in place of one of their arms. They're big, powerful, immune to poison and regenerate until they're killed, but that's not all. You have all you need to make more of them, in your own Garden of Flesh and Bone.

The Garden is an underground cave where the composite pieces of a body can be found. Babbling brooks of Blood Liqueur; sprouting stalks of Dermis Membrane; roots of Osseous Marrow; and last but not least the very Essence of Breath itself! With these four ingredients (plus some metal for the weapons and such) you too can stitch together your own Guardians- or simply harvest the materials for your own ends. Even if you completely exhaust the cave, mining every last bit of flesh and bone from the rock, you'll find that its materials will replenish when given time to heal.

Follower of the Nine Items

Replica Armor of the Crusader (100 CP)- This suit of armor appears to have been based off of depictions of the armor of Pelinal Whitestrake, the Divine Crusader; although lacking the special blessings and construction of the true armor, this set is nonetheless forged of well-made steel and laboriously detailed to strike the very image of a crusading knight. Also included is a recreation of Whitestrake's shield, sword, and mace- like the armor they're made of simple steel, but if nothing else they complete the set.

Everflow Ewer (100 CP)- The Everflow Ewer is an ancient relic, said to have been created by the Divine Mara herself- though some say instead that is the invention of a powerful sorcerer. From the ewer, hewn of purest silver or solid crystal, an endless supply of water flows. Although the Everflow Ewer is said to have been destroyed when the knight Garridan tried to recover it, you have it- or an artifact similar to it- right here. Much like the legend says, it will produce water endlessly if you simply pour it out. As an added bonus you also have five of Garridan's Tears; rare gems said to have been shed by the poor knight as he was struck down by the Frost Atronach guarding the Everflow Ewer. A collector might me interested in them, maybe?

Chapel (200 CP)- The beneficence of the Divines might be rarely seen, but that simply makes it all the more special when it is felt. Now, you can share the blessings of the Nine Divines in future worlds thanks to owning your very own chapel. You may choose whether it is dedicated to all of the Divines or merely one of them, though either way this holy ground is not the only thing you will gain with this. The chapel is a large, fortified building made of stone, with pews and an pulpit from which a priest or priestess can preach to the masses. Beneath the church is a catacomb where the dead can be interred, as well as a living quarters capable of housing a few temple workers. The greatest feature of the Chapel is its altar, where anyone might pray to the Divines. Although they seldom grant great blessings even to great heroes, anyone who earnestly prays at the altar will find their wounds and ailments disappearing- even lesser magical curses and diseases will vanish as holy radiance washes over the faithful. Unfortunately the restoration of limbs, the undoing of great magics and the maladies of old age are beyond the ability of prayer to heal.

Wayshrines (200 CP)- Wayshrines to each of the Nine Divines can be found throughout Cyrodiil; points of pilgrimage for the faithful to visit in the hopes of gaining the favor of the gods. Although they seldom grant this favor to common folk heroes and adventurers who visit these shrines will not only find themselves healed of most common ailments, as detailed under the Chapel above- they will also find their attributes bolstered depending on which Divine's shrine they visited. Akatosh grants blessings of speed and a bit of extra magicka; Arkay makes adventurers just a bit healthier; Dibella enhances the personality of those who visit her shrine; Julianos does the same with intelligence, Kynareth with agility, Mara willpower, Stendarr endurance, Talos strength, and Zenithar enhances their luck. These shrines are universally located far from civilization and will generally require a good deal of effort for travelers to reach; however, purchasing this gives you twenty-seven of these Wayshrines, three for each Divine, distributed across the future worlds you visit. When someone has been blessed by a Divine their blessing will persist until they gain the blessing of a different Divine; however, those who manage to visit at least one shrine belonging to each of the Nine Divines will be blessed by all of them and will gain a good boost to each aspect of their being so long as they remain on the path of righteousness.

Staff of Indarys and Thornblade (400 CP)- Among all the Counts and Countesses who rule over the major cities of Cyrodiil only one isn't an Imperial; Count Andel Indarys of Cheydinhal. Although some question whether the Count is on the up-and-up- as well as whether or not he obtained his position legitimately or through nepotism on the count of his relation to Morrowind's king and queen- none can doubt that these personal artifacts of his are at least worthy of being wielded by a knight… though ironically the Knights of the Thorn are better known for being led by the Count's braggart son than their chivalry. In any case; the Staff of Indarys has been enchanted with an incredibly powerful shock spell, which also weakens those struck with it for a time (assuming they can even stand after being hit with what might as well be a bolt of lightning). Thornblade, on the other hand, is an exquisite longsword with serrated "thorns" running down either side of its length. Although it may look to be crafted of silver or steel, the quality of the material is actually equivalent to that of a Daedric weapon. Its deadliness is further enhanced by the enchantment it possesses, which sunders enemy armor with each strike so that its thorns can pierce their flesh.

Spell Breaker (400 CP)- Taking the appearance of a Dwemer tower shield, Spell Breaker is a powerful Daedric Artifact belonging to Peryite, Daedric Prince of Pestilence and Tasks. Thankfully, it is one of the few Daedric Artifacts without much of a personal connection to the Prince that owns it, being originally forged by the Dwemer before being blessed by Peryite and becoming one of his artifacts through some unknown sequence of events. In addition to the unparalleled physical defense it offers Spell Breaker also boasts great magical defense, reflecting hostile spells cast upon its bearer roughly 1/3 of the time.

Knight Lodge (600 CP)- Holy men of all stripes need a place to rest their head; and this large, fortified estate is the perfect place to do so. Outwardly humble in appearance, with a large garden and a well capable of supplying food and water in the event of a siege, the lodge is home to several dozen knights- each with their own followers to help ready them for battle or attend to the daily upkeep of the lodge itself. These knights each have their own equipment- good, quality steel is the least you can expect- with a few bearing lesser artifacts worthy of their noble lineage. They are all greatly experienced fighters, and more than willing to follow you into battle wherever that may lead them. Also present is a stable, where they'll keep their horses; a small chapel building, for their religious ceremonies; a cemetery just outside of the chapel where you can bury the dead; and of course the lodge building itself, which is home to living quarters, an armory, a dining room and kitchen, and several storerooms filled with misc. supplies and good wine. As the leader of the lodge you also have your own quarters where you can store your things and have some privacy.

The lodge is also home to a secret. You have in your possession a signet ring, which when used will reveal a secret route down into a catacomb beneath the manor. Any of your fallen knights who are interred here will be capable of serving your order beyond their death; become ghostly apparitions capable of fighting with the same skill and equipment they possessed before they died. Although they cannot venture out like their living brothers can they are more than free to wander around the estate they called home, giving advice to those you've inducted since they passed and defending the lodge with righteous zeal. When they feel the time is right these spirits can depart to the afterlife, allowing you to move their remains to the cemetery so that more souls willing to take up the burden of undeath can be housed in the catacombs.

Lastly, purchasing this will also give you a custom medallion that you can gift to those who join your order. Emblazoned with a design of your choice, these medallions serve as an identifier for your order, and are additionally imbued with a weak enchantment of your choice. You will find a new medallion in your quarters after gifting the medallion to another; you also have one for yourself and each of your companions.

Brush of Truepaint (600 CP)- Many of the artifacts one can find in this world are of Daedric origin. This brush, said to be made with Dibella's own hair, is one of the few reported Aedric artifacts known to exist. And its effects are truly powerful. The least of its abilities is that it will allow anyone who uses it to paint like a master artist, the brush translating their imagination and thoughts into the desired images. This means that it also requires no paints or pigments to function. It's greatest ability, though, is to imbue the things the artist paints with life. On the canvas one could almost swear that a painted tree was swaying in the breeze, or that a person depicted in a portrait was breathing. However, it is upon painting a landscape that the brush's true power is revealed. For upon doing so the canvas becomes a portal into the land envisioned by the artist; a Painted World.

Living beings can be painted into this world, and if one were to take the Brush of Truepaint with them they could use it to add new things- creatures included- into their world. However the Brush of Truepaint is also the only way to escape the Painted World, which is done by painting a portal back out of the canvas. If someone were to enter the Painted World without possessing the Brush of Truepaint, they would find themselves stuck until they were recovered by the Brush's wielder. This is not the only danger that the Brush of Truepaint holds, for there is nothing preventing your creations from turning upon you should you paint something dangerous. Painted objects may be taken out of the Painted World, but it is unknown whether the same applies to any painted creatures- if so, they would still retain the qualities of being made of paint, which includes a notable weakness to turpentine. In any case, things created with paint are imbued with different qualities than their "real" equivalents, being comprised of the strange magical paint that the brush creates; thus while painted gold might not be of any real value one could potentially create an endless variety of alchemy ingredients to experiment with using the brush's abilities.

Prisoner Items

Last Wills and Testaments (100 CP)- Burdened by a sudden surplus of high-value property with little explanation for how a recently impoverished prisoner suddenly came into such wealth? Worry no more, as upon entering this world- or any world- you'll find yourself suddenly in the possession of several letters explaining that all your property has been awarded to you after the deaths of your distant relatives. Even if you have no history in this place your property will, and with these documents no one will find your sudden inheritance suspect. As an added bonus these letters will often point you to merchants and craftspeople capable of performing repairs or even upgrades on your "new" property should they need them.

Adventurer's Journals (100 CP)- These small travelling journals are truly something special. On the first few pages of the first journal you'll find a detailed overview of your skills, attributes, and other aspects of your person including the state of your health and magicka and how famous (or infamous) you are. The next few pages after that detail the items carried on your person and their overall state of repair. After that is a list of your current on-going tasks as well as any pertinent information you have pertaining to them. The other journal similarly details your exploits, though in the past tense- think of it as an ongoing memoir of your adventures, written from your perspective. Such stories might be worth selling if you could find a publisher, and if not the journal would still serve as a memento of your adventures. The first journal automatically updates, and the second journal will create a blank copy of itself when it is entirely filled out.

Adventurer's Backpack (200 CP)- This simple backpack secretly hides powerful enchantments, the least of which is an incredibly powerful "Feather" enchantment that nullifies up to 200 pounds of weight of anything carried inside of it. The second enchantment is even more impressive as the backpacks interior is much bigger on the inside than the outside would suggest, capable of storing enough items to fill a small room. Simply reach inside and anything you placed within the backpack will find its way into your hand. Lastly, if lost or destroyed the backpack will return to you soon enough, its contents none the worse for wear; although it won't do much to protect you if damaged it will repair itself quickly outside of combat.

Fin Gleam (200 CP)- A mysterious, well-hidden helmet with an unknown history, this Glass helmet isn't an artifact in the traditional sense but is nonetheless notable for possessing several universally beneficial traits upon the wearer, including night-eye and soul detection within 20 feet and water-breathing. It's the perfect head-wear for any explorer or adventurer who favors light armor and dark, wet places.

Marked Map of Cyrodiil (400 CP)- This map covers the entirety of the province of Cyrodiil in immaculate and accurate detail, including roads, side-paths, and the layout of significant geographic features, as well as the locations of every city, town, hamlet, and roadside inn. This alone doesn't make it noteworthy… no, that would be the numerous markers denoting other points of interest. Ancient ruins, abandoned fortresses, shrines to the Daedric Princes, caves where monsters lair… the map has the name and location of each and every one marked down. Although this would promise endless adventure and opportunity for those who wish to seek it out, the map has one other property of note. Upon entering a city, building, or a "dungeon" the map will transform, showing a detailed map of that location's layout instead, including hidden rooms. The map will also change to show whichever continent you are on, in this world and in future ones.

Oghma Infinium (400 CP)- This is Hermaeus Mora's Daedric Artifact, befitting the Prince of Knowledge. Those who read from the tome are exposed to its power, filling them with energy that can be used to fuel a transformation of the body and mind said to be capable of elevating men into demigods. Those who read it will be presented with three paths- the Path of Steel, the Path of Shadow, and the Path of Spirit. The first will make you a much better warrior, granting you the skill to wield and maintain all manner of weapons and armors and giving you the physique of a warrior. The second will make you a skilled thief, quick and nimble as a shadow and capable of many feats of dexterity and silver-tongued exploits. And the last will give you pure knowledge of magic, increasing your capacity to wield all manner of magic and granting a greatly increased understanding of magic in general and offering a substantial increase to your spell-casting abilities in pretty much any of the commonly studied fields. Surprisingly, the contents of the book seem to update upon visiting future worlds, filling them with new, appropriate knowledge; however, while you need not use it yourself, the book can only be read once per world before disappearing into the void.

The Dungeon (600 CP)- This Dungeon is the stuff of true legends. Some say that it's an entrance to the Abyss, a Plane of Oblivion consisting of an endless sequence of rooms and corridors that form a never-ending dungeon. Others posit that is simply an exceptionally large dungeon, which indeed might be the case this dungeon actually does have an end… of course reaching it would require someone to delve past a hundred individual floors worth of traps, monsters, and Divines know what else. Whatever the case may be, this dungeon reaches deep into the earth and seems to remake itself each time an adventurer delves into it. Featuring architecture from long dead civilizations such as the Ayleids, Dwemer, and even modern Imperial forts- all connected by caverns, mine-shafts, catacombs and other subterranean places- the deepest depths of the dungeon even resemble Mehrunes Dagon's realm of Oblivion thanks to being built over a massive lake of lava, with Daedric towers and hellish caves seemingly ripped directly from that place. Indeed, every ten floors has its own theme and roughly corresponds to the amount of difficulty one will face while clearing it, as well as the value of the loot one will find.

The first ten or so floors would make for good dungeon diving experience, but would reward few magic items or treasures of note; by the time one reaches the bottom ten the treasure chests will overflow with gold and gems, and one will find equipment that could rival Daedric Artifacts! For the most part anything you could find in this world barring unique artifacts can be found and looted here, from simple alchemy ingredients to Black Soul Gems. Although returning to these depths will require clearing the preceding floors each time, to escape the dungeon one need only retrace their steps backwards to a previous floor- at which point they'll find themselves miraculously transported back to the entrance. Be careful, adventurer; although you know where the dungeon is located, you are not its master, and your bones could very well join the restless dead or the scattered remains you'll find throughout the dungeon.

Orrery (600 CP)- The Orrery at the Arcane University is a marvel of Dwemer engineering, modeling the moons, planets, and even the stars visible above Nirn at night. This Orrery is like that one, but has a very different function- although it still models those celestial bodies, its true purpose is to provide the benefits of the stars to those who visit it in future worlds. In short: anyone who enters the Orrery and stands before it will gain the Birthsign that corresponds to their month of birth (The Ritual for January, The Lover for February, and so on) with a rare few instead gaining the Birthsign of The Serpent. In addition, they will also gain the power associated with the corresponding Birthsign Stone, which can be found scattered throughout Cyrodiil. This is the primary benefit; the secondary benefit is that they will also gain a pool of magicka with which they can use to cast this world's spells if they learn them, the size of which will be determined by intelligence, luck, their Birthsign, and how in tune their species is with magic.

Lastly, if the individual in question is famous (and/or infamous) enough they will unlock additional powers corresponding to the Heaven Stones, which are said to only grant their powers to Heroes of sufficient renown. All of these benefits are permanent, though many of the powers and spells granted by Birthsigns and the various stones can only be used once per day; however once endowed with a pool of magicka it will be capable of restoring itself over time (unless they have the Atronach Birthsign, in which case they may need an alternative source of magicka).

Artifacts

Apron of Adroitness (100 CP)- The smock of an artisan, enchanted to improve their work. One would have to be a very successful artist to afford this item, which improves one's agility and intellect- very useful for someone who wishes to create masterpieces. Sadly, it protects only from paint splatters and little else.

Azura's Star (200 CP)- Azura's Star fulfills the same function as any Soul Gem, but in a far superior capacity- namely, upon being emptied of a stored soul when enchanting or recharging magic items it does not crumble to dust or fragment like lesser Soul Gems do, and its capacity for holding a soul within itself is functionally unlimited. Even god-like beings with powerful souls beyond that of even a Grand Soul could be soul-trapped with Azura's Star. Though, the Daedric Prince it is named after loathes the trapping of mortal souls, and thus only "White" souls- possessed by beasts, undead, and other non-sapient creatures- can be caught with it. Research suggest this is a recent development, so it may be possible to somehow corrupt the star into letting you trap any souls you wish… Though doing so would surely displease Azura.

Blackwater Blade (200 CP)- An enchanted steel longsword wielded by the leader of a notorious pirate crew, the Blackwater Brigands, the Blackwater Blade is imbued with a powerful enchantment that siphons away the energy of those struck with it, rejuvenating the wielder at the same time. So long as the enchantment holds, with enough strikes you'll find your foes collapsing to the ground before they're even dead- and with your own stores of stamina fully replenished, leaving you fresh to fight the next one in line.

Bloodworm Helm (300 CP)- Created by the Necromancer Mannimarco out of troll bone to serve as a symbol of his power over death, the Bloodworm Helm is a potent tool for fortifying one's skill in Conjuration- especially in regards to spells pertaining to the creation of zombies, skeletons, and other undead. Furthermore, the Bloodworm Helm grants access to a powerful spell that allows its wearer to drain the life-essence of their chosen victim with a mere touch, greatly enervating and sapping their life-energy to heal their own wounds, fatigue, and restoring Magicka as well- though the spell's great Magicka cost makes it somewhat impractical for anything other than slaying weaker opponents outright to take their vital energy.

Crown of Nenalata/Lindai (200 CP)- The crown of Nenalata is an ancient, Ayleid artifact that once belonged to the kingdom of Nenalata, one of the last Ayleid bastions. A prized artifact for any collector of such relics, the Crown of Nenalata boasts a few enchantments of note- modestly boosting the wearer's abilities to wield Conjuration and Alteration magic as well as granting them a chance to reflect spells that are cast upon them. Some say that a crown has a special power for those who sit upon the throne of Nenalata, but the veracity of these claims are unknown… Alternatively, you can choose to gain the Crown of Lindai instead. A rival city to Nenalata, their crown is enchanted to fortify Alteration and Illusion. Instead of a chance at reflecting spells, the Crown of Lindai directly reduces the damage one takes from magical sources to a moderate degree. If you buy one crown, you can pay an extra 100 CP to take both as well.

Debaser (100 CP)- An enchanted steel short sword inlaid with blue, glowing writing along its blade; little is known about this relic save that it once belonged to a fellow from Anvil named Oford Gabings, but nevertheless Debaser is a potent weapon, temporarily weakening both the mind and body of those cut with its enchanted sting.

Dreamworld Amulet (100 CP)- A dangerous magical artifact created by a mage called Henantier, the Dreamworld Amulet allows its wearer to explore their own mind in their dreams. Unfortunately, mucking around with mental magic like this in such an uncontrolled way can have rather dangerous effects for those who don't know what they're doing- or those who lack the courage to confront the darkness inside their own minds. If you lack the necessary skill to use the amulet safely you may find yourself trapped in a nightmare- though thankfully you have two amulets, the second one being linked to the first. If another person wears the amulet and goes to sleep they'll be transported into the dream of the person wearing the primary amulet, and might be able to help them sort out whatever's causing them problems. Of course, this has its own dangers, and anyone who dies in the dream will die in reality, not to mention what might happen if the dreamer believes their rescuer to be a figment of their imagination… Perhaps it would be best to use this amulet as a blueprint for creating a less dangerous version?

Elder Scroll (600 CP)- Elder Scrolls are finicky things, always seeming to turn up in the strangest of places- though the blind-seers of the Cult of the Ancestor Moth certainly have gotten their hands on more than a few, and it seems you too can count yourself among those who have taken possession of one somehow. The Elder Scrolls- also called the Aedric Prophecies by some- are paradoxical by nature, and those with gifted minds can attempt to discern past, present, and future through reading them. However, this comes at a cost- the revelations an Elder Scroll presents sear the eyes and fill the mind with knowledge, and those without the ability to comprehend their words may find themselves permanently blinded, or worse. Even those who can will find themselves temporarily blinded- and the more one reads from the scroll, the longer the periods of blindness will last until finally the reader is stricken just as permanently blind as anyone who reads from an Elder Scroll with an unguarded mind. This scroll in particular seems to be connected to you, and while it is no less dangerous than any other Elder Scroll it also offers unique insights that would certainly be of interest to you in particular- if you can bear to read them.

Fork of Horripilation (100 CP)- One of Sheogorath's Daedric Artifacts, the Fork of Horripilation may merely appear to be an ordinary steel fork… but when wielded in battle, it is in fact an ordinary steel fork that also happens to prevent the person who's holding it from regenerating their magicka!

Helm of Oreyn Bearclaw (200 CP)- The skull of some creature, perhaps a troll, which has been engraved and turned into a masterwork helm that has survived for over two eras. Although named after Oreyn Bearclaw the history of the helm is hotly contested, with Malacath himself claiming it as an artifact of the Orcish people. Whatever the true story of the helm is, it is exceedingly protective- equivalent to that of a Daedric Helm, yet thanks to Malacath's blessing it is far more resistant to being damaged. It also fortifies the wearer's endurance and agility, allowing them to stay in the thick of things longer by weathering or avoiding fatal blows- though the magic is rather minor for something that's technically a Daedric Artifact.

Jewel of the Rumare (100 CP)- A golden ring once used by a fisherman who hunted the most dangerous catch of all; Slaughterfish. It grants the ability to breathe underwater, and makes you swim faster to boot.

Lord Kelvyn's Bulwark (300 CP)- This is one of the mightiest shields in Cyrodiil, once used by the late Lord Kelvyn of Battlehorn Castle. Not only is it incredibly sturdy for something that appears to be made out of common steel, the Bulwark also increases the blocking ability of the one carrying it and provides a substantial increase to their vitality, allowing them to withstand powerful strikes even when not blocking.

Necromancer's Amulet (300 CP)- An exquisite amulet set with a jade gemstone, upon which an image of a skull has been carved into the shining rock; the Necromancer's Amulet once belonged to Mannimarco, and it is said that he will become nigh-unstoppable should he take possession of it again. In the hands of someone else, though, it is still a potent tool for magical workings; increasing the wearers intelligence and willpower beyond their years, giving them an especial skill for conjuration magic, and granting them much larger magicka reserves. However, wearing the amulet has a price, as it saps the strength and fortitude of those who wear it- making it a poor choice for those who would wield magic AND might at once.

Orb of Vaermina (300 CP)- A powerful Daedric Artifact, the Orb of Vaermina in the right hands can be a powerful tool for plumbing the depths of dreaming minds, be they the user's or the dreams of others; at times it has even been used for scrying. However, while it is a powerful tool for navigating the realms of dreams, it is also capable of making nightmare into reality- specifically, yours. If you're not careful you'll find yourself trapped within your own dreams, your surroundings corrupted as your nightmares are manifested around you, tormenting you in an endless nightmare until your dying days. Perhaps someone could save you from this wretched fate, but caution should ultimately be your first choice of guide.

Ring of Eidolon's Edge (200 CP)- A Daedric ring of unknown provinence; the Ring of Eidolon's Edge offers its wearer a substantial increase to both their ability to block attacks, as well as to their own skill with bladed weapons. There are certainly more powerful Artifact rings, but this one is still a valuable accessory for any knight or warrior who doesn't mind its infernal appearance.

Ring of Khajiiti (300 CP)- Unusually, this Daedric Artifact is associated with two different Daedric Princes- legend says that it was worn by Mephala, but at times Meridia is the one who grants it to her champions. Whoever it truly belongs to the ring is certainly worthy of its reputation and name, as wearing it will make the wearer's form hazy and hard to discern, while also granting enhanced speed to make the wearer lighter and nimbler on their feet- fitting, for a ring associated so heavily with the Khajiit.

Ring of Namira (200 CP)- The ring of Namira is a relatively minor trinket of the Daedric Prince of Darkness and Decay, simply reflecting a small amount of physical damage and offering a small chance to reflect spells as well. It also allows its wearer to cast "Namira's Shroud", a minor spell capable of snuffing out small light sources such as torches or candles at a distance.

Ring of Sunfire (200 CP)- The Ring of Sunfire is a powerful tool for vampire hunters; and indeed the yellow gemstone decorating the ring has been shaped to look like the sun. When worn, it offers a substantial chance to reflect magical attacks and also grants a substantial protection against diseases of all kinds.

Sanguine Rose (200 CP)- The Daedric Artifact of Sanguine, the Rose bearing his name takes the shape of a staff fashioned in the shape of a rose. When pointed at an opponent the Sanguine Rose summons a random Daedra from Oblivion to fight them for a short time. Use the staff, and you might end up with a lowly Scamp, a towering Daedroth, a powerful Xivilai, or pretty much anything short of a Daedric Prince themselves. However, the Daedra is summoned with few restrictions, and if it fells its opponent it may decide to turn on its summoner during the brief span of time it is summoned; a fitting risk for any would-be champions of the Daedric Prince of revelry and debauchery.

Scales of Pitiless Justice (100 CP)- A minor artifact of the Dark Brotherhood, the Scales of Pitiless Justice have a strange effect on those who carry it with them, giving a minor bonus to one's strength, agility, and intelligence at the cost of a minor reduction to one's personality. For assassins who don't like to talk to their victims, it may be a valuable if somewhat strange tool.

Shadowrend (300 CP)- Yet another strange artifact of the Shivering Isles, Shadowrend is a weapon wielded by the shadowy doppelgangers created by the Tree of Shades to protect it from unworthies seeking its branches. In terms of appearance it is as if someone took ebony and combined it with liquid shadow, but the most unusual trait of Shadowrend is that it can take the appearance of nearly any large melee weapon- most commonly a battleaxe or claymore. The shape of the weapon is altered by meditating with it for a short time. It is also enchanted with a powerful magic that causes great damage to your opponent, and another that weakens them against magic to a minor extent, making it a great weapon for magically inclined warriors.

Spelldrinker Amulet (200 CP)- This unique, double-gemmed amulet has been enchanted with a powerful spell-absorption effect, causing roughly 1/4 of any spells cast upon the wearer to be absorbed, replenishing their own Magicka- similar to those blessed with the Atronach birthsign.

Staff of the Everscamp (100 CP)- Yet another of Sheogorath's mischievous pranks; the staff of the Everscamp has four Everscamps bound to it. When someone picks up the staff, the four Everscamps begin to follow the staff- and thus the person holding it- around. However, these are not loyal summoned Daedra; they fight only to defend themselves, ignore orders, and they cause chaos (and an ungodly stench) wherever they go. Making matters worse: once the staff has been picked up it cannot be put down. The Everscamps, when slain, simply resummon themselves instantaneously- meaning that there truly is no escape for someone unfortunate enough to have picked the staff up. However, the staff CAN be given freely to another, saddling them with the cursed staff instead. You, however, can ignore this- picking up the staff and dropping it wherever you please. Just think of what would happen if you dropped the staff off in the middle of a marketplace, or gave it as a gift to someone who thought they'd be able to control the little monsters…

Staff of Worms (200 CP)- The Staff of Worms is the legendary staff of Mannimarco, though like many of the necromancer's artifacts its true potential may only be brought out when wielded by him. However, such is its power that even someone entirely unversed in the necromantic arts to raise the dead for a short time, with no rituals or other preparations required and without simply summoning them from some other realm.

Sword of Jyggalag (100 CP)- A Daedric Artifact of Jyggalag, one of the lesser known Daedric Princes thanks to the efforts of his peers. The Sword bears no unique enchantments, no special powers, although it is of exceptional craftsmanship, and about as strong as any Daedric weapon. Perfectly symmetrical and perfectly balanced, as Jyggalag believes all things should be.

Talisman of Abetment (300 CP)- A rare and uniquely powerful Tsaesci relic, provenanced from the same Ayleid ruin that Dawnfang/Duskfang was found in. This talisman offers its wearer water-breathing, the ability to bear an additional seventy-five pounds with ease, as well as life-detection out to eighty feet from their person- a unique combination of powerful effects that makes it suitable for adventuring in nearly any environment.

Umbra (300 CP)- A sword that belongs to the Daedric Prince Clavicus Vile, this evil blade has caused no shortage of troubles over the years, and will surely cause many more in the future; taking it for yourself and taming its evil, soul-stealing powers would be doing this world a favor. Fortunately the blade's personality is silent, at least when you wield it. A one-handed longsword with a jet black appearance, Umbra is imbued with a powerful Soul Trap enchantment, making it the perfect weapon for enchanters or those who use enchanted weapons often. It is also a powerful weapon in its own right, capable of damaging damn near any material known to mortals and Daedra alike.

Weatherward Circlet (100 CP)- An enchanted ring, once carried by the same traveler that wielded Debaser. It has an inscription in an unknown language along its band, and offers substantial protection from both heat and cold- including fire and ice magic- making it an excellent ring for travelers looking to make long journeys. Definitely Not Cursed.

Witsplinter (300 CP)- Witsplinter is an elven dagger belonging to the leader of the Sirens; an all-female gang that operates near Anvil. It is a terrific anti-mage weapon, dealing large amounts of damage to an enemy's magicka reserves with every strike and even saps their intelligence, affecting their ability to cast spells to an even greater extent.

Companions

You may transfer CP to Companions purchased here at a 1:1 ratio. The Named Companion that matches your background (Grash for Arena Fighters for example) is free; feel free to make adjustments to their appearance or backstories if you'd like. Named Companion options can only be purchased once. You can import an existing Companion as a Named Companion instead of using the regular Import option. Named Companions don't get CP to spend, but gain Skills, Attributes, etc. at your discretion; they DO however gain the +500 CP Item stipend. You may also transfer additional CP to Named Companions. A Named Companion's discounts for Items matches their Origin. Companions cannot buy more Companions.

Import/Recruitment (100/300 CP)- For 100 CP you can import or create a new Companion, granting them Skill, Attributes, and any other freebies you received, and 500 CP of their own to spend on anything they like, including Races. They also get a +500 CP item stipend. You can also recruit a canon character, aside from Daedric Princes, for 100 CP- although they don't get any CP to spend. If you choose to spend 300 CP than you can import, create, or recruit up to eight Companions, following the same rules; any additional Companions after this will cost 100 CP a head. You may transfer CP to a Companion at a 1:1 ratio.

Named Companions:

Grash gro-Malog, the "Grey Princess" (100 CP)- This tall orcess is the half-brother of the Grey Prince himself, and like him is a fighter in the Imperial City Arena- having recently transferred there from Kvatch, luckily enough. Although she admires her brother's accomplishments and wishes to follow in his footsteps- having already risen quite a way up the ranks and gaining a reputation as a fierce fighter- she also resents the comparisons that are inevitably made between her and her brother and the resulting nickname that she's been given because of them. Although she doesn't share her brother's lordly father, seeming to take pride in her orcish savagery if her wild dreadlocks and sharpened tusks are any indication, she still has all of the perks and freebie items of the Arena Fighter background.

Augustyn "Half-Giant" Kostov, Imperial Patrolman (100 CP)- Hailing from the cold steppes of Bruma, Augustyn may be the archetypal dour Colovian warrior. When he walks the street with his unwavering frown and vigilant gaze you can practically hear the criminal scum scampering back into their dens. It helps that the man is a towering eight feet tall, hence the nickname "Half-Giant". Whether the man actually has giant blood in him is unknown, though given Bruma's proximity to Skyrim with its native population of Giants it isn't entirely impossible. Whatever the case he's surprisingly polite and kind to those with the bravery to approach him. He has all of the perks and freebie items of the Imperial Legion background.

Anymous Weebannon, Member of the Blades (100 CP)- Although many of its members are Imperials Bretons such as Anymous make up a sizeable portion of the Blades as well. However, as far as anyone knows Anymous is the only member of the Blades who is also a ghost. Exactly how he managed to linger on after death in such a complete manner is unknown, though some theorize that it may have been the result of his intense desire to "return" to the origin place of the Blades, Akavir. Those that knew Anymous have said that he had long held the desire to learn the ways of martial arts with Monkey People of Tang Mo, the mystic arts with the Tiger Dragons of Ka'Po'Tun, and ultimately "settle down with a cute Tsaesci girl that liked him for his intelligence". Although his current state makes this unlikely, he is still a skilled member of the Blades with all that entails- that being all the perks and the freebie items of the Blades background.

Lady Rheavolia Vinusivus the Third, Imperial Nobility (100 CP)- Prone to flights of fancy and dresses with far too many layers to ever be practical, Lady Rheavolia is known for having all the latest gossip and throwing grand parties. Although she clearly takes to Nibenese culture extremely well and seems to wear her heart on her sleeve- proudly telling others that her lineage can be traced directly back to Reman Cyrodiil himself- Lady Rheavolia conceals a dark secret. She is a vampire, having sought out a master vampire after hearing of Reman Cyrodiil III's assassination over her own fear of death. Being over a thousand years old has given her plenty of tricks up her sleeve, the least of which is a great understanding of politics, society, and how to conceal her nature. She also has Dragon-Blood- albeit a faint relation- which grant hers visions. She has little desire to create sires or gain more power, instead preferring to nudge things from the shadows and enjoy the finer things in unlife. She has all the perks and freebie items of the Nobility background.

Dances-With-Spears, Fighter (100 CP)- Dances-With-Spears is a member of the Fighter's Guild; despite his low-ranking he's a prodigy with the spear, being extremely deadly even with the simple wooden fishing spear he carries with him from his homeland of Black Marsh. Most unusual of all is the way he fights; an armored, flowing, and deadly fighting style that emphasizes dodging and using the full length of the spear to strike an opponent's critical areas to kill or incapacitate them. At times it feels as if the Argonian has eyes in the back of his head, or some other preternatural sense. When not on the job Dances-With-Spears can often be found drinking and eating at local taverns and inns, enjoying the "exotic cuisine". He seems to have a vendetta against the Blackwood Company, and all the perks and freebie items of the Fighter's Guild origin.

Nironwy Alkinfaere, High Elf Wizard (100 CP)- Nironwy Alkinfaere is an incredibly skilled magus; she also has the dubious honor of having been banned from nearly every magical institution she's ever spent more than a few years at. She's been barred from returning to her homeland of the Summerset Isles for her heretical practices there and has since been banned from the College of Winterhold, and while she had a successful career in the Mages Guild the Arcane University has also formally disavowed her as part of its widespread ban on necromancy. Nonetheless she continues her research, often delving into ancient ruins and blasting anything that moves to smithereens- after which she may spend weeks or months studying what she finds there. Still, being ostracized and forced to live out in the wilderness has taken its toll on the tall elven woman, and anyone willing to tolerate the quirks she's developed on her lonesome and the typical Altmer superiority will quickly find themselves taking the role of her put-upon apprentice… whether they have magical talent or not. She has all the perks and freebie items of the Mages Guild origin.

Dar'med Javabes AKA "That Damn Cat" (100 CP)- The Thieves Guilds understandably tend to have more than a few Khajiit within their ranks given how well they take to thievery; still, it's rare to see an Ohmes-Raht take to the practice in Cyrodiil for a variety of reasons. They're less common to begin with, and their distinctive appearance makes them easier to pick out of a crowd… and the third reason why you wouldn't see someone like Dar'med stealing? Because he's just that damn good at his job. Able to leverage his appearance into a variety of different disguises and possessing the skill to sneak into a home while everyone living within it is awake without attracting attention to himself, Dar'med is able to take most anything he pleases with ease. Although ironically lacking in claws, he is also skilled at one of the Khajiit Claw-Dances making him an excellent unarmed fighter. Not carrying a weapon, Dar'med says, allows him to carry more loot. Like the majority of Khajiit he has a sweet-tooth, and he can often be found smoking moon sugar from an elaborate pipe. He has all the perks and freebie items of the Thieves Guild origin.

Fiheem, Dark Brotherhood Assassin (100 CP)- The story of how Fiheem joined the Dark Brotherhood always goes over well at the Sanctuary. As a fresh-faced mercenary from a small, rural village in Hammerfell, Fiheem joined a ship heading to Cyrodiil as a guard. After he arrived in Anvil he was approached by a fellow Redguard who asked him if he'd be interested in joining the "Dark Brotherhood" since he was already in the business of killing people for money. One thing led to another, and... now he kills people for the Dread Father. Misunderstanding aside, Fiheem says that he was planning on doing much the same as he's doing now anyways. Fiheem has a good sense of humor about stuff like that, and he likes to channel that positive energy into his murders as well. For him, finding novel or ironic ways to kill his targets is all part of the fun. Fiheem has all of the perks and freebie items of the Dark Brotherhood origin.

Araette, Mythic Dawn Missionary (100 CP)- A believer in the Mythic Dawn's cause since the very beginning, Areatte is not what one would think of when they imagine the typical cultist… or the typical Bosmer, for that matter. A strict adherent to the Green Pact even after finding new purpose in the Mythic Dawn, Araette can often be found baking bone flour and honey cookies when visiting the homes of her fellow cult members. At times she can be a bit TOO eager to spread the good word of Dagon, but she usually wises up when secrecy is needed. Her hobbies include quietly reading her copy of the Commentaries, cooking Pact-friendly meals for the inn she works at with lots of meat, and knitting cozy sweaters for the Daedra she tends to summon in battle (or for help with chores). She hasn't quite figured out how to knit one for her favorite Flame Atronach, though. She has all the perks and freebie items of the Mythic Dawn Origin.

Nevaren the Mad Dark Elf (100 CP)- Why have throwing weapons fallen out of style? Where did all the polearms go? Why aren't shops open 24/7 anymore? Why are the Beast-folk allowed to wear boots now? Such questions can be heard from the shirtless Dunmer wandering around the Shivering Isles, slaughtering monsters with shockingly powerful magic spells (when he actually manages to aim at them correctly, for he seems to be quite sleep deprived and possibly drunk on Flin). He came to the Shivering Isles to investigate what he describes as a sudden "shift" in the nature of reality perceptible only to him; a change that has replaced the tastefully angular faces of his fellow Dunmeri with what he describes as "potato-faced homunculi" among many other changes for good or ill- the latter much more than the former, in his opinion- that he'd be all too happy to describe to you at length. Although he's clearly as insane as any other inhabitant of the Isles, he does have his moments of lucidity that make you wonder just how crazy he really is… In any case he has all the perks of the Courts of Madness background, as well as their freebie items.

Knight Frida Candle-Blade (100 CP)- Although the Nords have their own pantheon, an increasing number of Nords in Cyrodiil have begun to worship the Nine Divines. In Frida's case she's adopted one more aspect of Imperial culture; knighthood. As one of the few female hopefuls seeking the relics of the Divine Crusader, Frida also seeks to bring the perpetrators of the recent chapel massacre in Anvil to justice. Skilled with a blade she is quick to leap to another's aid, although the Nord woman's chivalric demeanor is sometimes broken when encountering particularly troublesome foes (or when she's drunk, as she's taken no vows of asceticism- or chastity, for that matter) with a flurry of curses escaping her lips, something which she is also often repentant for. She has all the perks and freebie items of the Follower of the Nine origin.

Katia Managan, Prisoner (100 CP)- Katia Managan is a strange name for a Khajiit, something which any other Khajiit who happen to meet Katia will probably point out. As a recent released/escaped prisoner from the Imperial City prison Katia is rather down on her luck at the moment. She's had a hell of a month, she tells you, one that feels like it's taken years to get through. Nonetheless, she somehow manages to have her cheerful moments despite the misfortune that seems to have plagued her ever since she stepped foot in Cyrodiil. What exactly occurred over the last month? It's a long story… Although still rather inexperienced when it comes to stuff like "being competent", Katia seems to have learned some of the fundamentals of magic- though at the moment she's as penniless as any recently escaped prisoner would be. Katia has all of the perks of the Prisoner origin, as well as their freebie items.

Other Companions:

Skooma Cat (100 CP)- …well, this is another strange sight. Alfiq are rather rare outside of Elsweyr, and yet this one has the audacity to strut about as he pleases while wearing the most ridiculously gaudy purple suit you've probably ever seen. Alfiq, for the record, are Khajiit that resemble house cats. He's more than capable of speaking, though, which he'll do often and loudly in what sounds like an Irish accent. Or possibly Scottish; he also meows sometimes. He has a fondness for skooma- hence the name- but doesn't seem to have any appreciable skills aside from a preternatural ability to cause mischief with his mere presence.

Barbas (100 CP)- Hmm, it seems as if Clavicus Vile's dog has taken a shine to you. How… peculiar. Well, if you'd like you can take the snarky hound along with you on you. If you're expecting overwhelming Daedric might from Barbas as Vile's better half- don't, as this is merely one facet of the reflection of the wolfhound's inspiring power and form. Apparently, he also likes belly-rubs and chin scritches.

Miniature Mehrunes Dagon (100 CP)- Oh for- he isn't even trying to hide it like the other two! This is getting out of hand. Well, if you have odd-tastes than feel free to take the Prince of Destruction with you, now in roughly imp-sized form. Like the other two he doesn't seem to be taking much of his power along for the ride; just enough to throw a few fireballs here and there since, y'know, Prince of Destruction and all.

Lil' Princes (100 CP)- Dare you collect all 17? Perhaps you want to show Hermaeus Mora other worlds, or maybe you've taken a shine to Meridia. Whatever your motives, with this you'll be able to take a mostly powerless, probably harmless, possibly cute miniature copy of a Daedric Prince of choice with you on your journey. They might not be able to cause much trouble in their current form, but just remember: you only have yourself to blame if they get up to mischief. As a special offer, if you buy three (including the three listed above) you can get the other 14 free, all in one companion slot. May the Gods have mercy.

Drawbacks

Take as many drawbacks as you want. They disappear post-Jump.

Continuity (+0 CP)- Perhaps you've visited this world before, in the distant past- or maybe you were involved with that business in Morrowind not too long ago? Whatever the case, if you've visited Tamriel before then you'll find that your actions have carried over in this Jump, for better or for worse.

Extended Stay (+0 CP)- It will be many years before this world has need of another hero of prophecy. And in that interim many notable events will happen, from the eruption of Red Mountain to the rise of the Thalmor in the Summerset Isles. Perhaps you wish to see these things with your own eyes; or maybe you want to try and find a way to prevent them from ever happening to begin with? There's no telling what effect altering the threads of prophecy will have, but should you wish it you may extend your stay in this world by up to two hundred years- ending your adventures in what should be the 200th year of the 4th era, assuming that a new era is ushered in with the end of the Oblivion Crisis.

Oblivion Overhaul (+0 CP)- Some say that the land of Cyrodiil was once a dangerous, jungled landscape; others speak of the myriad Imperial cults that could once be found here, or the more pronounced divide between Nibenean and Colovian culture. They say that the Moth Priests once walked the streets followed by a cloud of Ancestor Moths and that river dragons once sunned themselves on the shores near the Imperial City. Others speak instead of the wide decline of the various other cities and towns of Cyrodiil, like Sutch. Unfortunately little evidence remains of these things in the present day… but by taking this drawback you can change that. The world will be restored, or perhaps altered, to more closely resemble those old stories and bits of apocrypha. This will certainly make Cyrodiil more dangerous, more mysterious, and more esoteric- but if you can survive this more alien landscape you may find it to be more rewarding as well.

Doomed by the Stars (+100 CP)- Fate is an uncertain thing in this universe. Is everything preordained, with both mortals, Daedra, and the gods themselves merely moving pieces in some unseen design? Or is there no such thing as fate, each person being the master of their own destiny? It matters not, for now the course of history has been set. No matter what actions you take, the course of this world's history will not change- at least, not for the better. Things can always get worse, if the heroes of this world fall or fail to rise to the occasion. For instance, the fate of the Emperor's son, Martin Septim, is now set- he will die young. Whether he dies to an assassin's blade or sacrifices himself to halt Mehrunes Dagon's invasion of the Imperial City has yet to be determined. So to is Uriel Septim fated to die during his appointed hour, and so to is Bar Daau to fall upon Vivec City and plunge Morrowind into chaos, along with any number of other major events.

The Adoring Fan (+100 CP)- By Azura, by Azura, by Azura! It seems you've attracted the attention of a Wood Elf with a distinctive hair-style who seems to be quite the fan of your exploits. Unfortunately, he's also quite annoying. He can't help but commentate loudly on your every action, and no matter where you go he seems intent on following you. Normally someone willing to follow you to Oblivion and back might be a good thing, but he's useless in a fight and tends to just take up space or even trip you up. He's not above camping outside your home and shouting praises through your window, or even breaking in if you leave a window or door unlocked, and the guards don't seem interested in doing anything about him (although they'll be more than happy to arrest you if you're seen committing crimes against him). Even if he dies "somehow", he'll just return in three days time, seemingly none the worse for wear.

"You… I've Seen You. Let Me See Your Face." (+100 CP)- …oh. You have a face that only a mother could love- although perhaps your mother's heavy consumption of skooma, moon sugar, and other illicit substances is the cause of your… unfortunate appearance. I won't sugarcoat it- you look like a hideous freak. Your skin color is a strange hue for your race, your head is either huge or terribly thin, your nose seems to take up half your face either way, and generally speaking you could be best described as looking like a freak of nature. No matter how polite someone generally is their first reaction to seeing your hideous visage will likely be that of disgust, and you can expect that to color most of your interactions here. All attempts to hide your true appearance will fail; you can no longer shapeshift or take other forms, illusion spells fizzle out, and even if you find a helmet or mask that can fit your oddly shaped head it won't do you much good.

“Saw A Mudcrab The Other Day. Horrible Creatures.” (+100 CP)- The people of Tamriel have a lot to talk about, but between the lot of them they seem to have very little to say. In fact, the more you talk to them the more they all seem to blur together, as if they all spoke with the voices of just ten or so people. Only the most extraordinary people seem to find their own voices, it seems. Unfortunately, the vast majority of people in Tamriel will retread the same tired conversation topics for the majority of your stay here, rarely having anything new or interesting to talk about unless something major has happened recently- and even then that’ll soon become the talk of the town, in EVERY town. In fact, the more you talk to them the more they all seem to blur together, as if they all spoke with the voices of just ten or so people.

“Your Money Or Your Life!” (+100 CP)- No matter where you go in Tamriel it seems you’ll come across bandits, highwaymen, burglars and worse despite the best efforts of the Legion. It seems criminal scum of all stripes are drawn to you- and not as a comrade, if you happen to be a member of the Thieves Guild. These men have no respect for the Gray Fox or the law, and it seems they have no sense of self-preservation either as they’ll be more than happy to try and mug you if you’re wearing full Daedric armor- or break into your home if you’re the Archmage and have enough wards up to make their teeth rattle when they even LOOK at your tower hard enough. They’re not necessarily well-armed or even that well-prepared, since many folk have taken to banditry out of desperation, but they’re still a nuisance you’ll deal with regularly.

Adventurer for Hire (+100 CP)- It seems like you just can’t help yourself from poking your nose into other people’s business. Or maybe you’re simply the only one that can help? Whatever the case, you often find yourself charged with helping other people out with their problems. Sometimes that means helping out with a goblin problem, or recovering a family heirloom from marauders. Other times you might be asked to collect alchemy samples, or track down missing people. Occasionally, you’ll be roped into the paranoid delusions of elves who think the world is out to get them. Whatever the quest may be you’ll find yourself needing to resolve it somehow, either because the reward is something you need or want or because the person asking you is simply that persuasive- or that good at tugging at your heartstrings.

A Stranger (+200 CP)- Who are you? A Stranger, nothing more. Your identity has been severed from you through some strange curse, and with it all that relates you to your old family and friends. No one- not even your Companions- will recognize you now, let alone anyone from your background. Nor can you share your name with anyone through any means written, spoken, or otherwise- the words snatched away as if by the hand of Nocturnal herself. All that remains is your identity as the eternal Stranger, a person of no name and no fame as of yet, as even your old possessions are lost to you. Your time in this world will begin with only what powers you have, the things you purchase here, and the memories of what you’ve lost.

Hunted (+200 CP)- You’ve stepped on the wrong toes, and now someone very powerful wants to see you dead. Perhaps someone has performed the Black Sacrament and now the Dark Brotherhood will send their assassins to try and do you in, by blade, spell, poison or trickery. Maybe the Morag Tong have received a Writ of Execution for you in regards to your recent actions in Morrowind. You might have committed a crime against Cyrodiil and her people and now have a price on your head high enough to attract guardsmen, adventurers, and bounty hunters to you wherever you go. Or perhaps the Daedric Prince Hircine has decided that you would make fine prey and is now sending his worshipers, were-beasts, and any unbound Daedra he commands after you for the honor of killing you. Even if you manage to end the hunt for you somehow you’ll find another group with a grudge against you starting it up again within a year or so of time, meaning that you can expect to deal with groups like these frequently during your stay here.

Oblivion Gate Magnet (+200 CP)- It seems the Prince of Destruction has it out for you, as you’ll find that you have a bad habit of coming across his Oblivion Gates. These giant, glowing gates to what might as well be hell aren’t at all subtle, and neither are the bloodthirsty Daedra that tend to pour out once the gate is open. If you want to close these gates you’ll have to battle through the deadly, ash-choked realm until you find the Sigil Stone connected to the gate, which is typically located at the top of a nearby tower. Getting there won’t be easy, as the Deadlands are fraught with treacherous cliffs, seas of lava, and even plants that lash with vines or spew toxins into the air. Naturally, the Daedra will try to stop you if you try such a thing too, but don’t think that being a member of the Mythic Dawn or even a Daedra yourself will save you either. Cross their path and they’ll just see you as another plaything, a traitor, or perhaps even a rival to their Lord.

Diseased and Debilitated (+200 CP)- Disease is not uncommon in Cyrodiil, nor are wounded veterans- those who have been cursed are a mite bit rarer, but still not unheard of. Now, you are kin to these poor unfortunates, having gained an affliction that you just can't seem to shake no matter how hard you try. It's not lethal; just very troubling and bothersome to your daily life. Perhaps you've got a bad case of Tunnel Cough that won't go away, or some other inconvenient disease of the body or mind that prayer and potions won't cure. Maybe you lost a limb in a battle, or were stricken blind after glimpsing an Elder Scroll. Maybe some mad-wizard has turned you permanently invisible, or cast an illusion that makes you appear like a monster. Whatever it is, you can expect to deal with it during the entirety of your stay.

Nothing You Can Possess (+200 CP)- Gold, gems, and magic items; treasure, in other words. All that glitters is all that you will not obtain during your stay here, as you find yourself seemingly cursed to never find any good loot no matter what you do or where you go. You'll be able to make money, sure, but only enough to pay for your expenses- and in case you get any funny ideas about trying to simply steal the artifacts belonging to others you'll also find that they tend to be convincing replicas rather than the genuine article, all but useless as anything other than a display piece. Even the wealthiest or most magically powerful of individuals won't pay more than a meager sum in exchange for your service to them.

Brotherhood Betrayed (+200 CP)- Intrigue and politics is part and parcel to life in Cyrodiil, especially for the powerful and well-connected. It's just a shame that so many of the people you meet seem to have a fetish for stabbing you in the back- metaphorically and literally, depending on how willing they are to get their hands dirty. Being double-crossed by your fellow guild-mates, being undercut by a greedy merchant or noble that promised you more coin than they're willing to give, and even finding that someone you've come to trust is a spy or assassin sent to silence you or learn your secrets; it happens often enough that you might grow tired of it one day, and yet each and every time it does you'll find it coming from the most unexpected of people. Perhaps becoming just as ruthless is the only way you'll be able to survive in this world…

Madness (+300 CP)- Lord Sheogorath has blessed you with his most beloved of gifts: madness. Insanity. Stark-raving, full-blown, cheese-inhaling craziness. What ails your mind is a mystery to all, including yourself as you find your emotions and thought processes shifting vastly from day to day, or even moment to moment if you're having a bad day. One day you might find yourself thrown into full blown paranoia that the sky is going to fall in around you; the next you won't be worried about that at all because you're too busy skinning your neighbors to help them stay cool on a hot summer's day. Although you aren't outright self-destructive you can expect to find yourself in no small amount of danger due to your mad antics, either because you've attracted the attention of the law with your ravings about how all royals are secretly dragons in disguise or because you thought it would be a good idea to play a prank on a necromancer in his lair, and so on. On the bright side you can be sure that Sheogorath will be greatly pleased by this turn of events.

Leveled Enemies (+300 CP)- Want a challenge? Take this, and you'll find that the enemies you face will "scale" to your level of power so that each encounter you face will always be a challenge. A cave of goblins might be replaced with an ogres den- or a dragon's lair. What might have been a Dremora guarding a Daedric shrine might now be the manifested avatar of the Daedric Prince in question. Even the common necromancers and bandits will start wielding amazing magical powers and incredible magic items with supreme ability on par with this world's myths and legends, so long as you could be counted among them.

Daedric Interest (+300 CP)- When a particularly unusual mortal appears it isn't uncommon for the Daedric Princes to take note of them in their own ways. You, of course, are one such mortal- an unknown element, someone who might be able to tip the balance of power not just in Nirn, but in the Planes of Oblivion as well. If nothing else someone like you might prove to be a useful pawn for a while, and that is why you will find yourself being constantly meddled with by the sixteen main Daedric Princes during your time here. They will appear to you in their various aspects with their requests, or will challenge you in some other way that is appropriate to their respective spheres of influence. Their tasks are often dangerous, sometimes baffling, and if you snub any one Prince- or favor one Prince above the others- you'll find that they can be as jealous and wrathful as any mortal, if not more so. On the other hand, if you're able to keep up this delicate balancing act you may find yourself being rewarded greatly for your troubles… or not. They're fickle like that.

Monstrous Empire (+300 CP)- There are many changes coming to Tamriel in the coming days, but this was never meant to be one of them. It seems that in all the confusion brought upon by the Emperor's assassination and the coming Oblivion Crisis, the so-called monstrous races of Cyrodiil have banded together. Hordes of goblins laying siege to the smaller cities; minotaurs and ogres working in tandem to raid or destroy villages; imps and Spriggans using their magic to harass travelers and guard patrols. To make matters worse, even monsters that are normally considered non-sapient like trolls or Land Dreugh will join in, either as tamed beasts or with unusually intelligent members of their species acting as shock-troops.

If you're a member of a 'monstrous' race yourself then instead there will be a harsh crackdown on members of your species- even more so than there currently is. Whether you're a Daedra or a creature native to Nirn the Empire has instituted a zero-tolerance policy for the continued existence of your kind. Not only will you have battalions of legionaries scouring any caves or dungeons you could call home, but the high bounties on members of your species will also attract famous and powerful adventurers from all over Tamriel.

The Most Famous, The Most Infamous (+300 CP)- There's no better place to gather fame and renown than in the heart of the Empire. This is something you'll learn well during your time here, as you'll need to amass a certain amount of fame and influence to keep your position in the Chain. In ten years time your name must be widely known and recognized in Cyrodiil- though whether it's as a hero or a villain is up to you to determine. In addition you must become the acting leader of at least four of these guilds or other institutions- though not necessarily all at the same time:

-Master of the Fighter's Guild
-Arch-Mage of the Mage's Guild
-Guildmaster of the Thieves Guild
-Grandmaster of the Blades
-Champion of the Order of the Dragon
-Grand Champion of the Arena
-Listener or Speaker of the Dark Brotherhood
-Duke/Duchess of Mania or Dementia

Start From Nothing (+300 CP)- All that magic and supernatural power, the strength and reflexes of your body, even your items and property; all of it lost to you- at least, for now. Scattered throughout Cyrodiil or even all of Tamriel, if your adventures have been great enough in scale, are the things you have collected over the years. If you want them, you'll have to find them. As for the inherent strengths of your body, those are something you'll gain back through hard work. Fight hard enough, and you'll find your body growing ever stronger; study magic, and you'll gain the ability to cast the spells you knew once again. Even superpowers can be regained if you pursue a field related to them long enough; the ability to stretch your limbs great distances might come back to you through strenuous acrobatics work for example. You'll be starting over from scratch- as will your companions- though thankfully anything purchased here will still wind up in your hands from the get-go, perks and items included.

However, if this is your first Jump you will truly be starting out with nothing- not even the things you've purchased in this document. As a special consideration, you will be given leads to guide you towards gaining the Perks and Items you've purchased. You will also still retain (or quickly pick up) knowledge of the basic Skills you've chosen, as well as the free Starting Gear. In the case of any purchased property (such as Battlehorn Castle or Frostcrag Spire) you will need to furnish your new home yourself; luckily, there's usually someone conveniently nearby your home or in the Imperial City who can help you with that… for enough coin, of course.

The End

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Notes

-Many options are deliberately left open-ended due to the nature of gameplay and story segregation and the conflicts that arise between in-game lore and what is presented on-screen. If a certain artifact has an ability that isn't listed in its entry here- or if you're wondering if a certain perk will let you interact with esoteric elements that aren't explicitly called out in the perk itself- fanwanking a responsible solution yourself is probably your best bet.

-Artifacts and Spells that affect Magicka, such as Witsplinter, will target other forms of magical energy reserves (such as mana) in the future.

-All magic items and artifacts purchased in this document will have endless Magicka post-Jump, meaning that they won't run out of charge- however, they might still be able to be broken. They are also assumed to be the highest quality version available (in gameplay terms: each item is level 25-30+ in terms of quality).

-Daedric Princes will not take issue with you possessing their Artifacts if you purchased them here.

-Daedric Artifacts often vary in terms of their appearance and abilities in accordance to the whims of their respective Prince; any purchased artifacts will certainly have the qualities ascribed to them here, but anything beyond that is something you'll have to discover (or negotiate) for yourself.

-You can choose whether the guild members provided by the Guild Hall/Guild options follow you, or if they're new people in each subsequent Jump you visit.

-If you take the "Start from Nothing" drawback with this as the first Jump in your Chain and also purchased perks like Vampire Lord or Serve Beyond Death, then becoming undead/dying will not end your Chain so long as it would result in you being 'turned' in the manner that the perk describes. You will also get leads on how you can undergo those sorts of transformations, as with the other perks in the Jump.