



The Elder Scrolls: Vampires

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The night is dark and full of terrors, and such is true even in a world with two moons to make the night a little brighter. And yet, under the light of Masser and Secunda, there are monsters lurking within the shadows, feeding on the mortals' lifeblood, and only growing stronger for taking from others. The spawn of Molag Bal. bloodthirsters, nosferatu.

Vampires.

And you... you do not view the plight of the assorted mortals scattered across the surface of Nirn with sympathy. Why would you? You are, after all, one of such beings. Pallid of skin, red of eyes, feasting on the essence of mortal life taken against one's will.

Now, take these, and go forth to spread terror through throngs of witless mortals!

+1000 Choice Points

Race

Before you were turned into a blood-sucking undead, you were a mortal, still. Who... were you?

1. Nord: Native men of Skyrim, fair of hair and light of skin. Tall and muscular, they are a hardy folk, used to the harsh life within their northern province. They boast a natural resistance to frost and a powerful voice strong enough to carry between the mountaintops or deafen an enemy should they get close enough.



2. Imperial: Well-spoken natives of the cosmopolitan Cyrodiil. Known to be shrewd traders and diplomats, as well as for their knack for training and discipline, these men are fighters and deal-makers in equal measure.



3. Breton: The Manmer of High Rock, the Bretons are frequently referred to as Half-Elves. Not imprecisely, mind you – they possess the merish pointed ears, angular facial features, distinctive eyes and slim builds on an overall mannish frame. Thanks to their elven ancestry, they possess a natural bond to magic and an above-average resistance to it.



4. Reguard: Known as the most naturally talented warriors of Tamriel, the dark-skinned Redguards are the native inhabitants of Hammerfell. They are renowned for their lean physicality and tough constitution, allowing them a measure of resistance to poisons and venoms.



5. Kothringi: The Kothringi (or Lustrous Folk) are a silver-skinned tribal people indigenous to Black Marsh. They are renowned as talented sailors and ship-builders. They are travelers and explorers, boasting an above-average resilience and stamina.





6. Dunmer: Ashy-skinned mer inhabiting Morrowind. Dunmer, or Dark Elves, possess powerful intellects with strong and agile physiques, producing superb warriors and sorcerers. Their ashy complexion allows them a measure of resistance to heat and flames.

7. Altmer: The golden-skinned High Elves hail from the Summerset Isles. The Altmer are the most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases and immune to paralysis. They are among the longest living and most intelligent races of Tamriel, and they often become powerful magic users due to both their magical affinity and the many years they may devote to their studies.



8. Bosmer: The Bosmer are the quick and agile clan-folk of Valenwood. Their nimble physique makes them well-suited as scouts and thieves. The best archers in all of Tamriel, the Bosmer snatch and release arrows in one continuous motion; they are even rumored to have invented the bow. They have many natural and unique abilities; notably, they can command simple-minded creatures and have a nearly chameleon-like ability to hide in forested areas.

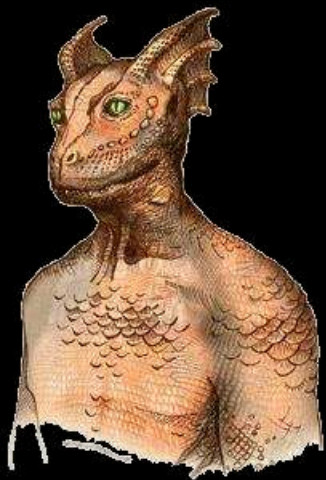
9. Orsimer: Green-skinned people of northern Tamriel, Orcs possess elven blood, but are often looked down on as beastfolk. They are noted for their unshakable courage in war and their unflinching endurance of hardships. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage.





10. Maormer: Maormer are a race of Mer that reside on the island kingdom of Pyandonea, far south of the Summerset Isles. Similar to their Altmer cousins in build, their skin can range in tone from pearlescent white or grey to blue, and some Maormer have strange, chameleon-like skin that is entirely colorless, as if their flesh were made of some white limpid jelly. Maormer are acclimated to life on the waves, and are steady on their feet in even the roughest waters. Maormer tongues can filter saltwater, and their bones are naturally springy.

11. Echmer: Known for their dry wit and isolationist tendencies, the Echmer are, without question, the most dominant race of their homeland; the Yneslean archipelago. They are phenomenal engineers, and great lovers of the creative arts. Naturally slim and well-muscled, they are stronger than the actual merish races. Their skin is usually a dark caramel tone, with light fur ranging from various shades of brown, grey, white, or black covering it. There are four subraces of Echmer – Hemaechi (semi-vampiric), Entoechi (feeding on insectoids and arachnids), Pomieachi (vegeterians), and Lactoechi (mammalian).



12. Argonian: The reptilian natives of Black Marsh, Argonians are agile and cunning, possessing natural immunity to poison and disease, a trait that serves them well in their treacherous homeland. Argonians are swift swimmers and can breathe underwater. They are also naturally adept spellcasters and excel in the art of stealth.

13. Khajiit: cat-people hailing from the tropical Elsweyr. They come in many varying forms – as small as a house cat, as large as a beast of burden, quadrupedal and bipedal, human-like and anthropomorphic. You may choose which furstock you belong to – a small, yet magically gifted Alfiq, clever Dagi, agile Suthay, burly Pahmar, powerful Cathay, charming Ohmes, towering Senche, adaptable Tojay.





14. Lilmothiit: The Lilmothiit, also called the Fox-Folk, are a vulpine (fox-like) beast race who once inhabited Black Marsh. Bein nomadic tribespeople, they are primarily hunters and gatherers, possessing superior stamina and agility.



15. Tsaesci: The Tsaesci, also known as the serpent-folk or snake men, are a race originating from the continent of Akavir, east of Tamriel. Numerous legends shroud the origins of the Tsaesci. Some claim their forebears fell prey to a vampiric serpent race, while others suggest they were captured by them.



16. Ka Po' Tun: The Ka Po' Tun (or tiger-dragons) are a race of tiger-like cat-folk who live on the continent of Akavir. Known for their prowess in battle and affinity for destruction magic, they are powerful warriors and battle-mages.

17. Kamal: A race of ice demons of Akavir. The snow demons spend the winter frozen solid, but, when summer comes, they thaw out. Fighters and warriors all, the Kamal seek conquest of all their neighbors, using armor and weapons made of solid ice and wielding frost magics of all kinds.



18. Tang Mo: The Tang Mo are generous and kind monkey-folk. Tang Mo translates as "the Thousand Monkey Isles", which refers to the area where they live. There are various breeds of Tang Mo. They are very brave and simple, and many are also believed to be insane.

19. Other: From hideous sloads, to strange imga, lamias, dreugh, faun, goblins, riekings, hadolits, grummites, falmer, or any other races inhabiting the surface of Nirn. Take your pick, with the only limitation being the inability to become a Dov, Hist, Aedra or Daedra.

Time and Place

You may choose your starting location for free, or you can roll a D20, gaining [100] Points for surrendering yourself to fate. Your starting time does not matter, and can be anywhere from the Merethic Era to the Fourth Era.

1. **Black Marsh:** A dense swampland region of southeastern Tamriel, home to the reptilian humanoid race of Argonians and a race of sapient trees known as the Hist. Filled with hostile flora and fauna, it is only sparsely populated, even by its native inhabitants.
2. **Cyrodiiil:** Also known as the Imperial Province, Dragon Empire, Starry Heart of Nirn, and Seat of Sundered Kings, and Cyrod in Ayleidoon, it is a province in south-central Tamriel that is home to the human race known as Imperials. Despite some accounts describing Cyrodiiil as a jungle, it has a primarily temperate climate.
3. **Elsweyr:** A region that lies on the southern coast of Tamriel, and is home to the feline Khajiit. It is divided into two major climates: savannahs, badlands and dry plains in the north, and fertile lands of jungle and rainforests in the south.
4. **Hammerfell:** once known as Hegathe, the Deathland (or Deathlands), and Volenfell, it is a region in the west of Tamriel. Situated between Skyrim, Cyrodiiil, and High Rock, Hammerfell features diverse landscapes including beaches, jungles, grasslands, mountains, and the vast Alik'r desert. While predominantly urban and maritime, with bustling port cities, the interior of Hammerfell is sparsely populated with small farms and nomadic tribes.
5. **High Rock:** High Rock is a province in northwestern Tamriel. Its landscape is diverse, with some examples of its range including tropical islands, temperate forests, windy crags, badlands, highlands, snowy mountains, and isolated valleys.
6. **Morrowind:** The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems.
7. **Skyrim:** The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North.
8. **Summerset Isles:** The large, South-Westerly Island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture.
9. **Valenwood:** A densely forested, subtropical province to the South-East of Tamriel, this is the home of the Bosmer. Sea of endless green, a maze of foliage with half-hidden cities and giant, migratory trees.
10. **Pyandonea:** Pyandonea, meaning "the Veil of Mist" or "the Mist-Veiled Isles", is an archipelago located to the far south of Tamriel. It is home to the elusive Maormer, a race

of Mer exiled there by the ancient Aldmer from Aldmeris. Altmer shipmen under King Hidellith described Pyandonea as a sea jungle barraged by mist storms. Massive plateaus spill over with vegetation which form mazes around valleys of ocean. Waving tendrils of kelp trap all but the Maormer's own ships, and provide a well-camouflaged home for the sea serpents.

11. Yneslea: A region of land that lies somewhere between Tamriel and Akavir. It is a large archipelago-subcontinent, haunted by ghosts and those they left behind, of deep mysteries and varying climates, a place as unforgiving to outsiders as it is fulfilling to those who adapt to the lifestyle it takes to live there.

12. Atmora: A continent north of Tamriel, where tradition has it the first humans came from in ancient days. The continent was once teeming with life, but has been since been frozen over in an event dubbed "the Frostfall", smothering it with frost, placing it in a permanent winter, and potentially even freezing it in time.

13. Yokuda: A continent west of Tamriel which partially sank into the sea during the First Era. It was the ancestral home of the Redguards, as well as a purportedly extinct Aldmeri race known as the Lefthanded Elves. The climate of Yokuda was said to be a desert, more arid than the Redguards' current province of Hammerfell, and covered with rocky, barren hills. Tremors of the earth were supposedly not uncommon in the continent's history.

14. Kamal: Also known as "Snow Hell", it is a nation in northern Akavir. It is inhabited by armies of snow demons (also known as Kamal), who thaw out every summer and attempt to invade Tang Mo. Kamal is known to be icy and snow-covered, with deep snows and northern forests.

15. Tsaesci: A nation found in the southwest of Akavir. It was once the most powerful nation in Akavir. Not much is known about it, other than the fact that it suffers supernatural and fierce weather, bad enough to severely weaken Imperial Legions prior to the Battle of Ionith.

16. Ka Po' Tun: Originally called Po Tun, it is a nation of Akavir. It is inhabited by a race of cat-folk also called the Ka Po' Tun. Not much is known about it other than the fact that it once served as home to Dragons and is most likely to be a humid and tropical place.

17. Tang Mo: A nation of Akavir. It is inhabited by many breeds of monkey-folk, collectively known as the Tang Mo. The monkey-folk are kind, brave and simple, but can raise armies when they must, as all other Akaviri nations have tried to enslave them at one point. Every year, the demons of Kamal thaw out after winter and attempt to invade Tang Mo, but the monkey-folk always successfully repel them.

18. Aldmeris: Also known as the Isle of Aldmeris, the Island of Start, Lost Aldmeris, Old Aldmeris, and Old Ehlnofoy, it is the mythical lost continent from which the Mer are said to have originated. Virtually nothing is known of the elven homeland. Its location, its environment, its politics, its religion, and even its existence are the stuff of conjecture. By some accounts, Aldmeris may have been located somewhere in the South Eltheric Ocean.

19. Coldharbor: A realm of Oblivion created and ruled over by Molag Bal, the Daedric Prince of Domination. As befits his sphere, Bal's realm is a desolate, apocalyptic image of Nirn, which is achieved by both mocking imitation and outright theft of parts of the mortal realm. It is inhabited by Daedra and the eternally-tormented husks of mortals called Soul Shriven

20. Free Choice: How lucky you are, as you may freely choose to start anywhere from the choices above, or if none of them are to your taste, you can start anywhere on Nirn – or even Oblivion, should it please you.



Perks

You may discount two perks in each price tier, with discounted [50] and [100] perks being free.

Dark Romanticism [50] - Romantic notions of noble, virtuous vampires persisted in Imperial traditions through the Third Era. You now match those ideals - outwardly, at least. You are extremely physically attractive, possessing an ethereal, almost uncanny beauty with your pale skin free of blemish, your glowing blood-red eyes, sharp features and even sharper fangs.

Sounds of Tamriel [50] - With the passage of time, people, languages, and even places will change. And yet, music will always be a constant, especially for you. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Spawn of Domination [100] - You are a childe of Molag Bal, King of Rape, God of Brutality, Lord of Domination. By your very nature, your personality sways closer to the ideals of Sower of Strife than regular mortals - stronger, more aggressive, less compromising. You are unburdened by conventional morality, empathy, or other mortal considerations. Moreover, your thoughts are your own - your Daedric father shan't allow weaklings in his service, nor shall he allow his own servants to fall under the dominion of anyone else, thus you boast a greater resistance to mental effects and influences. Not an immunity, but resistance.

Heartbeat [100] - Vampires are undead, and so do not need to eat, breathe or sleep, and do not possess a heartbeat or a warmth to their bodies. However, there are reports of vampires with a heartbeat, and you are now one of them. You can choose to manually restart your heart, gaining a heartbeat and blood flow. You can choose the frequency of your heartbeat to regulate your body temperature. When your heart beats, you lose the characteristic vampiric pale complexion and coldness of your body.

Extremophile Pathogen [100] - Vampirism is a disease as much as a curse, and the strain you carry is a hardy one. Your vampirism strain is an extremophile, capable of surviving in the most harsh environmental conditions, lying in wait until a viable host comes along.

Crimson Scar [100] - Crimson Scars were a sect of the Dark Brotherhood, composed entirely of vampires who sought to replace the leadership of the Brotherhood with their blood-sucking kin. You now possess the same training and skills as a professional Dark Brotherhood assassin.

Cyrodilic Civility [100] - Members of the Cyrodil Vampyrum Order are experts of concealment and political manipulation, so much so that the clan's true name is unknown, having been lost to history. You enjoy a similar penchant for political and social maneuvering and interpersonal manipulation. You could muddy the tracks of even the most straightforward inquiry and turn an open-and-shut case into a years-long slog.

Tenarr Zalviit Diplomacy [100] - The Tenarr Zalviit were an ancient Khajiit vampire clan that resided in Anequina. They lived a peaceful and pacifist life for many centuries, co-existing with the living Khajiit by watching over their dead in exchange for blood offerings. You possess a similar kind of persuasiveness and enough charisma to make such diplomatic overtures viable paths forward.

Haarvenu Magus [100] - Haarvenu is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted in the school of Destruction magic, particularly elemental attacks. Offensive elemental magic you cast is twice as effective and deals twice as much damage.

Anthotis Wit [100] - Anthotis is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with great intellect. You are smarter than most, being able to comprehend information easier, as well as commit it to long-term memory and later recall it.

Garlythi Fleshspells [100] - Garlythi is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with the ability to magically shield themselves from damage. Magical wards and shields - such as Wards of the Restoration school and various Flesh spells of Alteration - are twice as effective and can block twice as much damage as they normally do.

Lyrezi Illusions [100] - Lyrezi is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with the ability to turn invisible and magically silence their enemies. Illusion spells you cast can affect creatures twice as strong, and last twice as long. You can also turn invisible at will, and silence all sounds in a small area around you.

Selenu Resilience [100] - The Selenu are a vampire bloodline found in the Iliac Bay region. Those of the bloodline are resistant to elemental attacks. You are twice as resistant to elemental attacks - fire, ice or lightning - these magics dealing much less damage to you. Does not, however, protect you from environmental dangers.

Thrafey Restoration [100] - Thrafey is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with the ability to restore damaged tissue. Your Restoration spells are twice as potent, and if those spells directly heal someone, they are three times as effective.

Vraseth Dexterity [100] - Vraseth is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with nimbleness. You are faster and more nimble than normal vampires, able to control your own movements, arrest your own momentum and precisely move your body.



Systres Blood [100] - Seraphyne's bloodline was a unique strain of vampirism known for inducing a deep sleep as a result of infection. However, rather than immediately and automatically putting those bitten or exposed to your bodily fluids to sleep, you can choose to turn this property on or off. Those previously infected by you will not be affected.

Yekef Gullet [100] - In Valenwood, there are tales of the Yekef clan of vampires, who swallow men whole. You are now able to split your jaw like a snake, opening your mouth wide enough to swallow a man whole, and your esophagus and stomach can now stretch to fit an entire human body inside, though you will be rendered mostly immobile, having to sit and slowly digest your prey.

Coven Lord [100] - Most vampire covens and clans are led by powerful and capable patriarchs and matriarchs acting as lords and leaders. You now possess the charisma and management skills to lead a clan of your own.

Telboth Doppelganger [200] - In Valenwood, they speak horror stories of insidious vampires of the Telboth clan. They snatch up children in the dark, devour them, and take their shape to fool their parents, to later consume the entire family in the dead of night. You can now take the shape of those you have recently drained of blood - no more than eight hours ago. After that, you revert back to your original form.

Ravenwatch Restraint [200] - House Ravenwatch of Rivenspire is an altruistic group of vampires located in High Rock. Members of the house lived by a code put in place by the Count. It involved concepts of honor and vigilance, noble spirit and restraint. Their primary goal was to use their powers with responsibility, to help others. You can train to keep your primordial urges in check, including your desire to feed on blood and your killing intent. You can even stave off negative effects of starvation for a time, so long as you have a certain set of rules to follow or an ideal to strive to. And your suppressed urges and abilities will only be more ferocious when unleashed on those deserving of your wrath.



Speed of Darkness [200] - Vampires are some of the fastest beings on Tamriel - nay, on Nirn. You can move at blazing speeds, fast enough to kill a warrior before he even knows he's fighting, to rip a staff out of a mage's hand before he can cast a spell, fast enough to dodge the arrows of a bosmer marksman. You also possess the constitution to withstand moving at such velocities, and the perception to know what you're doing even at such speeds.

Noxiphilic Sanguivoria [200] - Noxiphilic Sanguivoria is a strain of vampirism that was common during the Second Era. Its origin can be traced back to the first vampire, Lamae Beolfag. You are now a carrier of this pureblood strain. Unlike other vampiric diseases such as Porphyric Hemophilia and Sanguinare Vampiris, vampires of this strain are not weakened by daylight, but are instead strengthened during the night. They also do not grow stronger as they starve; instead, they grow more powerful as they feed. And as you grow in power, you may gain an ability inherent to vampires afflicted by Noxiphilic Sanguivoria - shroud yourself in mist.

Dhampir [200] - At least one male vampire has been documented to have fathered a child with a living partner. The *Journal of the Lord Lovidicus* recounts how an Imperial impregnated an Orc woman, resulting in a male Orc child who was named Agronak gro-Malog. This child inherited unnatural fighting abilities, like increased speed and resistances to magical and normal weapons. You are one such half-vampire, and also possess freakish strength, and additional resistance to non-silver weapons. And even silver weapons and restoration spells aimed at banishing the undead have less of an effect on you, compared to other vampires, due to your other half being a normal mortal.



Bloodroot [200] - A writer's experiments in the hybridization of a plant and vampiric blood led to the spawning of plants with a voracious hunger for blood, similar to that of a vampire. By supplying plants with your own blood instead of water, you can cause them to mutate into ravenous, blood-sucking carnivorous plants. They will leave you well enough alone, but will attack anyone else, seeking to drain them of blood. They will even develop a mind of their own over time, perhaps growing to be sentient like the spriggans of Skyrim or the Hist of Blackmarsh.

Volkihar Chill [200] - The Volkihar vampires of eastern Skyrim live under haunted, frozen lakes and only leave their dens to feed. You have the power to freeze your victims with icy breath (though only at close range) and can reach through the ice without breaking it. You can also breathe underwater, and are immune to the effects of hypothermia (though not to offensive cold spells, even if you are resistant to them) and of remaining in water for prolonged periods of time.

Nighthollow [200] - One of the vampire clans of old, the Nighthollow, possessed an artifact known as the Dark Heart, which provided them with nourishment in the form of void energy. You are somewhat similar to them, though unlike the real Nighthollow, you do not lose your ability to feed on blood, and do not require the Dark Heart, as you are able to passively siphon energy from the Void to sate your hunger somewhat and whet your cravings, but not eliminate it entirely. You can also use this siphoned void energy to power your spells in place of magicka, or sustain your other cravings which may not be vampiric in nature.

Blood Cursed [200] - The "blood cursed" are a type of bloodfiend who resemble blood-starved vampires. Unlike traditional vampirism, the infection sets in very quickly, and the process completes in a very short time. You can choose to toggle this effect on your own vampiric strain, reducing the incubation period from the standard three days to only a few hours, in exchange to turning those it infects feral and uncontrollable right away. As well, this sped-up, "blood cursed" infection can even reanimate the recently dead to become vampires - though the window is short, only a few hours after death will work.

Whet-Fang Sleep [200] - The Whet-Fang vampires of Black Marsh are known to capture victims alive and keep them in a magic-induced coma, allowing the vampires to extract blood at their own leisure. You are now a master of a variation on the typical vampiric hypnosis, which instead puts the victim into a coma near-instantly, from which they shall not wake up unless awoken by the one who put them to sleep in the first place. You can only affect creatures close to your level of power, as those stronger would be able to resist this magic.

Diodata [200] - There are a variety of vampire clans on the mainland of Morrowind, such as the Diodata who can see through the eyes of other vampires, whose more powerful ancient ones can even see through the eyes of non-vampires. You can now choose to see through the eyes of nearby vampires, or through the eyes of those you have infected yourself at any distance. As you grow in power, you will even be able to access the sight of regular creatures.

Quarra Bruiser [200] - The Quarra clan of Vvardenfell are aggressive and fierce when it comes to hunting. They are not subtle, and would rather slaughter an entire village than choose a few on which to feed. The Warriors of the Quarra fear nothing, and with good reason. Of all the Vvardenfell clans, they are the strongest physically. And certainly, your physicality is impressive even among your undead brethren, as even unarmed, armor may as well mean nothing to you, and your blows can dent cliffsides and damage castle walls.



Vampyrum Influence [200] - The Cyrodiil Vampyrum Order, simply called "Our Order" by its members, and popularly nicknamed the Cyrodilics, is a powerful Cyrodilic tribe of vampires. What they lack in numbers, the vampires make up for in influence and the manipulation of society. Wherever you find yourself, you enjoy at least a modicum of political pull and influence. Though you may not be the highest on the totem pole, you can rise to that point, and you certainly have a head start on anyone else.

Dread Bonsamu [200] - Valenwood is home to a particularly horrifying strain of vampirism. Bonsamu are indistinguishable from mortals, unless viewed by candlelight. You share some characteristics with this fearsome bloodline. Appearance-wise, you look like a perfectly healthy mortal at all times, and cannot be distinguished from any other mortal by physical means - even such things as blood tests or other scientific methods - unless viewed under the light of a candle.

Sanguimancer Summoner [200] - Blood magic - also known as sanguimancy - can be used to summon several kinds of creatures. Hemonculi, coagulants and hemopteras - ghostly apparitions of sanguine, aerosolized blood mist; gelatinous creatures made of coagulated blood, similar in appearance to Voriplasms; imp-like creatures resembling an ethereal red imp and sometimes bound in chains. You can freely and easily summon large amounts of all three, using either your own blood, blood of other sapient beings, or even animal blood, the source of the blood used in the creation of these beings affecting their strength.

Nirnblooded [200] - Nirnblooded are magical creatures imbued with Nirncrux, the blood magic ritual that alters and imbues them making them bloodthirsty, reveling in the gore of their battle fury. You yourself are now Nirnblooded, emitting an ominous, blood-red glow from within, thorny and withered brambles and vines covering your body. Your strength and ferocity are increased, the aggression of your attacks rivaling even the most fanatical Briarhearts. In addition, you passively warp nature around, causing brambles, thorns and strangling vines to rapidly grow around you.



Stormhold Wight [200] - Around the Third Era, there was a strain of vampirism that could be spread by Wights in Stormhold's prison. Vampires of this bloodline would constantly be weakened until they perished, but would also regenerate their wounds after every kill. Your own strain of vampirism seems to mimic this property. You can engage a rapid form of metabolism which will automatically drain the vitality of those you kill, healing you with every enemy slain, but also weakening you if you go too long without killing anyone.

Blood-Forged [400] - The Blood-Forged are magically empowered individuals whose molten bodies have been imbued by blood, Nirncrux, and iron. Blood-Forged are comparable to Briarhearts, but their creation instead involves a nirncrux heartstone being used in place of a briar heart. You can choose to turn your body into an amalgamation of blood, nirncrux, and iron at will, your flesh and blood becoming stone and fire. You emanate an aura of heat, you become highly resistant to damage both physical and fire, and become stronger and more powerful. Your blood and other bodily fluids cannot be consumed in this state, as they come out as fiery, molten metal.



Hoarvore Swarm [400] - Where most powerful vampires possess the ability to turn into a swarm of bats, some strains of vampirism have an innate connection to other hemovores. Such as the vampires of Valenwood, who frequently harvest blood from hoarvores rather than hunt themselves. You can turn into a giant swarm of hoarvore ticks - giant blood-sucking insects. You control each hoarvore individually, or can command them as a swarming hive. You can choose to become Necrotic Hoarvores, which can spit corrosive acid in addition to draining others of blood.



Berne Serpentsfang [400] - The Berne Clan is one of the three major vampire bloodlines found in Vvardenfell. Those of the bloodline are very agile and sneaky, gifted with unnatural skill in unarmed combat. They are said to be swift and agile, preferring stealth and ambush, first poisoning with a bite before later returning to feed when the prey has been weakened. You yourself have a similar, unnatural skill for stealth and agility. Additionally, your fangs can now secrete a strong venom, like a serpent, flowing into your prey with every bite. Of course, you yourself are also resistant to poisons and venoms, more so than regular vampires.

Aundae Mastery [400] - The Aundae Clan is one of the three major vampire bloodlines found on the island of Vvardenfell in Morrowind. The Mages of Aundae are blessed with dark powers of the mind; their path through the darkness relies on their mastery of magic. Your prowess with magic matches these Altmer mages - your spells costing half as much magicka, and being twice as powerful. For spells relating to blood or darkness - such as Drain Life - the cost is even lower, requiring only a quarter of magicka they normally do.



Glenmoril Wyrdblood [400] - The vampires in the Glenmoril Coven live in the Breton cities of High Rock. Though no information about their abilities or feeding habits is known, it is fair to assume they also employ the hedge-magics characteristic of the larger coven and Witchmen in general. Magic connected with nature, allowing you to see the future in spilled entrails, grow cursed briar trees and implant them in people's chests to make them stronger, drawing runes and wards with blood of your enemies, raising corpses as loathsome dead like a Gravesinger, perverting and desecrating nature and spirits of the land with blood and curses.

Khulari Paralytics [400] - Khulari is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with the ability to paralyze their prey. By merely looking into someone's eyes - or scratching, biting or otherwise wounding them - you can cause someone's muscle to lock up, become rigid and paralyzed. They will remain paralyzed for several hours unless you reapply this effect. Additionally, spells meant to incapacitate someone or limit their mobility cost half as much magicka and last twice as long.

Montalion Swiftness [400] - Montalion is one of the vampire bloodlines of the Iliac Bay area. Those of the bloodline are gifted with the ability to cure paralysis and the power of teleportation. You yourself are immune to paralyzing effects - magical or otherwise - and your blood is a curative for paralysis, healing even physiological ailments which cause paralysis. Additionally, you have a special gift for teleportation magic, such spells costing half as much magicka and their range being twice as large. You can even expend some amounts of magicka to immediately teleport short distances, without need for proper spells or rituals.

Hollowfang Blood Arts [400] - The Hollowfang Clan was a Khajiit vampire iclan that resided in northern Elsweyr in the Second Era. They give thanks to Sangiin, the blood god. The members of the clan are learned in the arts of blood magic and alchemy. With your sanguimancy magic, you can control waves of blood, summoning projectiles made out of sanguine liquid, strip your enemies of their flesh by flaying them with abrasive riptides of blood, protect yourself with flowing sanguine barriers and shields, dissolve your own body into a wave of blood, or learn to summon the avatar of Sangiin's Thirst itself.



Blood Scion [400] - You are now among those blessed by Lamae Beolfag. By using accursed sorcery and blood rites, Lamae altered her bloodline to allow those she sires to transform into a Blood Scion. The ritual involves the mortal's blood being fully replaced by that of Lamae Bal's, which turns the initiate into a Blood Scion, a powerful transformation meant to rival Vampire Lords in strength, ferocity and power. And certainly, you are now par with a Vampire Lord in terms of physical prowess. Additionally, Blood Scions grow more powerful the more they feed. They are also able to sense their prey through walls and envelop themselves in a swarm of bats. Some Blood Scions do not experience the aversion to fire that lesser vampires possess - which you are among the number of.



Bloodknight [400] - Bloodknights are an alchemically altered strain of vampires who absorb the power of other vampires. Lady Essenia of Greymoor Keep created bloodknights by alchemically blending the bloodlines of several vampires, using Azure Plasm as a catalyst. And you now one such Bloodknight. They are larger, stronger and faster than normal vampires. Every other vampire you slay and drain the blood of will add to your power, and you will gain a fraction of their vampiric power - strength, speed, magical prowess, even abilities specific to their bloodline.



Void Vampire [400] - "Void Vampires" inhabit a sea of nothingness - the Void - and have powers such as making blood fly off into the Void in millions of particles. They were trapped here and could not leave the Void on their own, but can move small things with great precision telekinetically to communicate with the world outside. Fortunately for you, are not trapped, but instead your soul constitution is closer to that of a daedra - in case your body is destroyed, you will be transported into the Void to reconstitute it over time. While you're recovering, you can telekinetically influence and move things in the material world. This is a straining process for one who is not a true daedra, however, and can only be done once every ten years, or once per Jump, whichever is soonest. You can also aerosolize your own blood and control it like a cloud of gas, or use it for propulsion in a vacuum or outer space (which you can easily survive now).

Werebat [400] - According to Lord Archibald Laurent's writings, it is possible that vampire-lycan hybrids exist. You are one such hybrid. Confined mostly to Valenwood, werebats are physically weaker than most other werebeasts - though still far stronger than most mortals - but make up for it with their ability to fly and their echolocation. Your senses are sharper than most - even other vampires - and due to your control over your own blood, you can control your transformations, unbound by the lunar cycle or the call of Hircine's Hunt. Molag Bal is the lord of domination, so dominate those urges implanted by that middling huntsman.



Veiled Heritage [400] - In the 2E 582, the Keerilth clan were taught an accursed ritual that utilized the Skull of Vargarion, an ancient vampire, to control an unlimited supply of thralls. It was a member of the Veiled Heritage who taught them this ritual - so it stands to reason that they, too, could use such powers. You can perform a magic ritual - your version not requiring the Skull - to expand the amount of thralls you can control. Where normally, a vampire would not be able to hold more than two or three under their sway, this ritual would allow you to control an endless amount - dozens, hundreds, thousands, all under your control and command. It can also be used to increase the number of undead or Daedra you can have under your command, or increase the number of any other summons you control. As well, you can use this for others, increasing their limits as well.

Keerilth Mistform [400] - The Keerilth clan also resides in Valenwood. They have the ability to disintegrate into mist. By turning into mist, you can pass through solid matter, envelop large areas in blood-red fog, telekinetically control and influence items and people in the area you have enveloped, and suffocate them with your smog. You can even turn to mist underwater, and absorb other gasses, vapors and fogs into yourself to increase the volume of your mist form.

Vampire Lord [600] - The monstrous form of those known as Vampire Lords is granted by Molag Bal to a select few ancient bloodlines. The Vampire Lord is considered a late-stage form of vampirism. You can shapeshift into the form of a large creature, capable of levitating, turning into mist or a swarm of bats, telekinetically draining others of blood from a distance, raising the dead and summoning gargoyles, not to mention the sharp claws and wicked fangs you boast in melee. Your strength, speed and toughness are also enhanced even beyond what normal vampires can display.



Wolf Monarch [600] - Potema, Queen of Solitude, is best known as the "Wolf Queen" - an unambiguously evil, and perhaps one of the most powerful necromancers in history, alongside the likes of Mannimarco. In the latter years of the War of the Red Diamond, she was known to employ vampiric generals for her armies of undead and Daedra. You now not only possess the strategic prowess needed to command large armies and lead them to victory, regardless of their composition - be they mortal thralls, raised undead or summoned daedra. But not just that, you have the innate talent for Conjuration and Necromancy that Potema herself did - while you don't have the same power she held at the height of her reign right away, you have the potential to rather easily grow to such extreme ends of power.

Harrowcraft [600] - Harrowstorms are arcane weather events created with a combination of the magic of the Icereach Coven and ancient vampire alchemy that appeared without too much warning, leaving death and destruction behind. The use of the ritual fetishes and alchemy needed to summon harrowstorms is known as harrowcraft. You are now a master of harrowcraft, and need not much preparation to summon Harrowstorms - merely spill some of your blood and cast a spell. Nearly at will, you can call forth such horrid tempests, the energies created by these storms capable of instantly killing many people or transforming them into near-mindless shells known as harrowed, although others become feral vampires known as harrowfiends. You can sustain such harrowstorms so long as you keep spilling your own blood and expending magica, with their size growing the longer they are around.



Bathogorgen [600] - Bathogorgen, an ancient tribe capable of changing their bodies into virtually anything. You possess the ability of comprehensive shapeshifting, able to quickly reshape your body into people and animals alike. Men, mer, beasfolk and simple creatures. You can even shift only partially, growing eyes, claws, wings and otherwise reshaping your body however you like. Additionally, you get a complimentary knowledge of every animal, beast and other fauna present in Second Era, and can shapeshift into them in less than a second.

Korgari Pureblood [600] - The Korgari (or Karath) tribe have none of the weaknesses of the common vampire, and as such do not fear the sun, holy places, or any weapon but the mightiest. Their power is heat, and they can even transform themselves into living flame, and teleport in and out of nearby fires. And now, their blood runs in your veins, granting its benefits. Sun spells and anti-undead spells have no additional power against you, silver and other hallowed weapons affect you no more than any other regular mortal, and you fear not the Divines and their servants. Moreover, you can burst into a living inferno, a sentient firestorm, and can teleport using fires nearby.

The Devourer [600] - When the Hollowfang Clan struck down the Dragon Sahrotrnax from the sky and he crash-landed in their den at Moongrave Fane, they held it captive and planned to strengthen themselves by drinking its blood. At this time, a Nord vampire and member of the Dragonguard named Grundwulf was convinced by the clan to carry out this task, and dubbed "The Devourer". He was able to use Dragon shouts - the Thu'um - corrupted by his vampiric magic after consuming the Dragon's blood. You are like him, now - you have the same level of instinctive understanding and comprehension of the Dovahzul as a natural Dragonborn does, and can similarly consume the souls of defeated Dragons. Moreover, the shouts you use are perverted by your vampiric nature and the stolen blood in your veins - Unrelenting Force may leave whirlpools of blood, Whirlwind Sprint may leave ghostly and bloody afterimages which fight for you like Hemonculi, Ice Form may cause life-sapping, calcified blood spikes to erupt from the ground, etc.

Ash Vampire [600] - Ash Vampires, also known as Heartwights, are very powerful ash creatures created by the connection forged by Dagoth Ur to the power of Heart of Lorkhan. Although they aren't actual vampires, and it being impossible to catch vampirism through them, the inhabitants of Vvardenfell consider them to be powerful undead. You are now one of them, possessing a third eye and extremely sharp claws. Your third eye allows you much finer control over your magic, as well as to see the normally imperceptible - the flow of magic into Nirn from Aetherius, the way magicka contorts into spells, seeing the unseen, and therefore allowing you greater control over your powers. And your claws - not only can they rend flesh and metal alike, they sap the strength, stamina, and other attributes from those you hit - intelligence, resistances, magicka reserves, speed, agility, etc. The sapping is only temporary, but it is effective nonetheless.



Phantasis Chiroaeris [600] - When Uriel V's Expeditionary Force first encountered the Echmer in their homeland in 2E 277, several legionnaires recorded in journals that they believed they had stumbled on to a lost vampire civilization due to their appearance. The bat elves, who try to stay as far back from Tamrielic interference and 'corruption' as possible, eventually revealed what they call Phantasis Chiroaeris, or what the common man will refer to as 'spiritual vampirism'. You are now one such ghost-vampire. You only keep the benefits, however. You can turn your body into a petrified husk - feeling like stone, and becoming just as hard and durable. While in this state, you can project your consciousness, like a ghost, to telekinetically drain others of blood or magically drain them of energy, possess others like Dro-m'Athra or particularly insidious Daedra - you'll even be able to possess and control multiple bodies simultaneously once you grow more powerful. Of course, you can even possess your own petrified body and control it. You can use your projected consciousness to scout and spy, as you are invisible in this state and can move through solid matter. You can communicate telepathically, or even bestow "Soul-Curses" on objects and people, draining their energy no matter the distance from you, and tracking them, constantly aware of their location in relation to you.

Ancient [600] - Vampires are unable to age and are immune to disease. Though they are impervious to death by old age, vampires may be killed by the hand of another. "Ancients", however, are the oldest vampires, which may be hundreds or even thousands of years old. You are now one such ancient. You have attained the peak of your vampiric prowess - any powers you have, any perks you purchase, all of their power is available to you immediately, without need for training or development. You can access 100% of your power right away. Your technical skill with wielding your abilities has reached its peak as well - any technical skill, finesse, or experience you may require to turn even the simplest power into a deadly tool in your arsenal is already ingrained in you. Not to mention your physical strength - many dozens of times stronger, faster and tougher than a freshly-turned vampire, and hundreds of times more powerful than a mortal.

Child of Coldharbor [600] - A Daughter of Coldharbour is a female individual who has been granted vampirism through a ritual with the creator of vampires, Molag Bal. The ritual involves the violation - rape - by the Lord of Schemes, and a drop of his blood upon the brow of his dying victim. However, you seem to bear the same purebloodedness, regardless of whether you're female or male or something else entirely. For one, all your vampiric abilities - whether purchased here or gained naturally - are all twice as potent as they were before. Secondly, your blood, infused with the foul divinity of Molag Bal, is potent enough to corrupt and pervert the artifacts of other Daedra, Aedra, or other similar beings, Bloodcursing them and changing their function, much like the prophesy of the Tyranny of the Sun foretold. Thirdly, you can choose to make your strain of vampirism sexually transmitted.

Mortuum Vivicus [800] - Mortuum Vivicus was a powerful weapon created by the Daedric Prince Molag Bal. It was a massive spell that was capable of holding and harnessing thousands of souls, and could destroy all of Tamriel if it were released. It has now been gifted to you. You are capable of casting Mortuum Vivicus, though doing so requires large amounts sacrifices, of both souls and flesh. You can cast smaller versions of it, requiring only a few souls and several lives, rather than the thousands required for a continent-destroying blast. It has no physical form, instead appearing as a large orb of cold light, which explodes outwards upon release.



Items

Potion of Blood [100] - A potion which acts a substitute for blood for vampires, satiating their craving for blood. You receive a large batch of this potion, which replenishes daily.

Redwater Skooma [100] - Special variety of Skooma made with the blood from Bloodspring of Lengeir's Feast in Redwater Den. Highly addictive - more so than regular skooma - and very toxic. A single vial can knock out a grown man. You receive an entire crate of this skooma, which refills daily.

The Cure [100] - A collection of varied curatives, ingredients and ready-made potions meant to cure diseases in general and vampirism in particular. There are multiple variations of the cure formula, and one of them is bound to work. However, it only works on early stages of vampirism, and won't have any effect once the disease has taken full hold. Any consumed items are replenished daily.

Volkihar Armor [100] - Six differently-colored sets of light, leather armor - three male, and two female - with boots and gloves. Decently protective, stylish, and don't restrict movements whatsoever.

Soul Husk Extract [100] - An extract brewed from Soul Husks - strange growth found in the Soul Cairn. Improves the rate one's magica regenerates, while also protecting their soul from malevolent effects - such as the draining influence of the Soul Cairn, though it also extends a general protection of the soul for a time, roughly 20 minutes per portion. You get a large batch of this extract that refills daily.

Paragon Collection [100] - A complete collection of large, egg-like precious gems. Not only are they pretty and expensive, they may or may not be able to channel magica for some exotic effects. Don't count on it though.

Bloodcursed Arrows [200] - A quiver of 200 elven arrows, first blessed by a paladin of Auriel, then defiled by the blood of a Daughter of Coldharbour. These arrows weaken those they strike, and if shot at the sun, they blot it out temporarily. The arrows in the quiver replenish every 30 minutes.

Royal Armor [200] - A set of intricate leather armor with boots and gloves. Much more protective and stylish than regular vampire armor, while also providing a boost to one's magica regeneration.

Ring of the Beast [200] - Enchanted ring, meant to be worn a vampire. Its enchantments work in both human form, and whatever transformations you may have. Enhances your toughness, and increases the amount of damage your claws and unarmed strikes do.

Ring of the Erudite [200] - Enchanted ring, meant to be worn a vampire. Its enchantments work in both human form, and whatever transformations you may have. Enhances your magica pool and the rate of magica regeneration.

Amulet of Bats [200] - An enchanted necklace, meant to be worn a vampire. Its enchantments work in both human form, and whatever transformations you may have. This amulet will cause you to be shrouded in a veil of vampiric bats which steal the vitality of those nearby, and add it to your own.

Amulet of the Gargoyle [200] - An enchanted necklace, meant to be worn a vampire. Its enchantments work in both human form, and whatever transformations you may have. This amulet supercharges your Conjuration spells, allowing you to summon additional creatures at the same cost.

Stone of Cold Fire [200] - A smooth, black stone, floating some distance off the ground. It weakens the boundary between worlds and planes, allowing for easier summoning in its vicinity, various conjuration and summoning spells costing less energy and being able to call stronger entities.



Vampiric Shard [200] - Vampiric Shards are foul relics that corrupt whatever they come in contact with. Sharp crystalline shards of dark red, almost brown color. They poison and wither whatever they're in the proximity of, draining and collecting its vitality and energy, while keeping its subjects alive by force, preventing them from dying, forcing them to endure endless agony. Whatever energy it collects can be collected by you, or used to create more such shards.

Crown of Bone [400] - The Crown of Bones was created by Molag Bal for the Admiral of the Lost Fleet. It was a crown that allowed the wearer to control the skeletons of sailors. Spiky and sharp, it will allow you to automatically gain control of any nearby undead and command them with your will alone, as well as raise any corpses to be your servants.

Harvest Heart [400] - Harvest Hearts are artifacts that Molag Bal uses to enslave large communities and empower specific parts of his divine portfolio. This particular Heart greatly increases the rate at which vampirism spreads, empowers nearby vampires multiple times over, and turns those of weak will into feral bloodfiends.

Bloodthirst [400] - Bloodthirst is an Akaviri "blood drinker" longsword. Its sinister appearance is known to make people feel uneasy. It earns its name thanks to its unquenchable thirst for blood, and it fortifies its wielder and increases their swing speed with every strike and kill.

Vampiric Ring [400] - The Vampiric Ring is one of the more deadly and rare artifacts in Tamriel. It is said to have the power to steal its victim's health and grant it to the wearer. And all your attacks will gain a measure of life-stealing abilities when you wear this ring.

Harkon's Sword [400] - A sword resembling an Akaviri katana, wielded by Lord Harkon of Clan Volkihar. Its guard resembles bat wings. It is enchanted to absorb all manner of attributes - magicka, stamina and health - but only when wielded by a vampire, having no effect when held by a mortal.

Dawnfang and Duskfang [600] - are forms taken by an evidently sentient Tsaesci "blood drinker" longsword. Dawnfang and Duskfang's serpent-like appearance and transformation capabilities are reminiscent to traits that the Tsaesci are rumored to have. At dawn, the sword becomes Dawnfang, whose jewels become infused with orange flames and burns to those that it strikes. At dusk, the sword becomes Duskfang, and its jewels become infused with blue cold flames and freezes those it strikes. The sword's superior forms are achieved by "feeding" the sword after every transformation. It informs its wielder through a mental connection how many lives it must claim before it is satisfied. If twelve people are killed with the sword over the twelve-hour period, the next transformation will result in the Superior variant. Dawnfang Superior is engulfed in orange flames around its blade and absorbs the health from those that it strikes, while Duskfang Superior is engulfed in cold flames around its blade and drains enemies of their magicka reserves. The sword instantly repairs itself and recharges its enchantments when it transforms.



Duskbreaker [600] - A corrupted, Bloodcursed artifact of Meridia, Dawnbreaker. It burns with dark, blood-red flames, which sap others of vitality and feed that life force to the wielder, with a chance to engulf the target in those fires and explode, affecting an entire area with that life-drinking, perverted fires.

Auriel's Bane [600] - A prophesied, Bloodcursed version of the infamous Auriel's Bow. Its sun-bleached, golden appearance has taken on a sickly, bloody hue. The arrows it shoots explode in a burst of cursed blood, weakening entire scores of enemies. Additionally, he who holds it is able to end the Tyranny of the Sun - a special, Bloodcursed arrow shot at the sun from this bow will render the sun eternally dark and bloody, ceasing its negative effects on vampires and indeed strengthening them like the full moon.

Aegis of Coldharbour [600] - A Bloodcursed version of Auriel's Shield. It absorbs spells it blocks, gaining power for every absorbed spell. As its charges accumulate, it grants its wielder an aura of absorption - draining magicka from those nearby, and weakening the effects of spells on the wielder. Additionally, the wielder can expend the collected charges in place of their own magicka and blood to cast blood magic.

Ebony Blade [600] - The Ebony Blade, also known as the Vampire or the Leech, is a Daedric artifact created by the Daedric Prince Mephala. It resembles an ebony katana, and is considered to be an artifact of great evil, having the ability to absorb the life essence of those that it strikes - health, stamina, vitality. It grows more and more powerful if you kill those that consider you a friend or otherwise trust you.

Mace of Molag Bal [600] - A wicked, cruel one-handed mace, also known as Vampire's Mace. Its enchantment drains the stamina and magicka of its victims and transfers them to the bearer. It also has the ability to transfer an enemy's strength to its wielder and trap their soul.

Castle Volkihar [800] - Castle Volkihar is an ancient castle perhaps dating back to the Merethic Era or the early First Era. This is a large, sprawling castle, with multiple towers, chapels, large courtyards, dungeons connected to subterranean cave systems, alchemical laboratories, libraries, gardens growing an array of ingredients, and even a chamber serving as a functional gateway into the Soul Cairn. It is guarded by fearsome gargoyles who come alive whenever an intruder is nearby.



Companions

Daughter of Coldharbour [50] - A girl, once sacrificed to Molag Bal to be turned into a pure-blooded vampire. Doesn't know much about the world due to being stuck in a coffin for several thousand years. Nonetheless, she is loyal, witty, and a solid combatant, relying on spells and necromancy. She hates Molag Bal, and should you propose a solution, willing to be cured of her vampirism.

Daydreaming Knight [50] - A small, blonde woman, carrying a lance larger than she is. Loud, eccentric, somewhat juvenile, she's obsessed with chivalry, fairy tales and knights in particular. She seems to have unnatural strength and resilience, and her eyes are a bright red color. She also never seems to take off her boots. May or may not have a secret, tragic story that even she has since forgotten.

Brooding Halfblood [50] - A professional vampire hunter, of unnatural strength, speed and toughness, this Redguard is, in truth, a half-vampire himself, having to keep his urges in check, lest he turn on those he protects. Brooding and surly, he wields a wide array of dwemer gadgets and weapons in his hunt, though he prefers an Akaviri style blade most of all.

Crimson Countess [50] - A mysterious, old-fashioned countess from Cyrodiil. She claims to have once reigned over her own court, and to have been the lover of one of the richest men in the Empire. However, she is, in truth, a vampire - carrying an exotic, Valenwood strain of vampirism derived from Hoarvores, lending her a savage, insectile appearance. Mysterious, lively, somewhat flirty - though secretly distant and savagely bloodthirsty.

Stylish Bloodknight [50] - A powerful, old vampire, donning extremely stylish blood-red coat, wide-brimmed hat, and round glasses. Despite being a vampire, he is in service to an order of vampire hunters, slaying his own kin. Enjoys crude humor, excessive violence, and very enthusiastic walks. Primarily uses twin crossbows, despite also being powerful necromancer, summoning entire armies of zombies to fight for him.

Hateful Brother [50] - An ancient vampire with a penchant for the extravagant. Sadistic, cruel, ruthless and utterly hateful, this vampire is the sworn enemy of an old and powerful High Rock family, hunting every single generation over the course of centuries. Besides his vampiric prowess, he has bound a spectral daedra to himself, invisible to all but him, which can briefly stop time.

Youthful Heartthrob [50] - A vampire who was turned when he was still young, appearing to be a human teenager despite his centuries of life. His strain of vampirism allows him immunity to the detrimental effects of the sun, only causing his skin to sparkle in the light. Has a natural talent for telepathy, and can passively read the surface thoughts of everyone around him.

Dissociative Kindred [50] - A strange vampire claiming dominion over a cornerclub in Sadrith Mora. Half the time, she is prim and orderly, almost obsessed with order and the proper way of things, complaining about her anarchist sister. The other half, she is loud, flirtatious and chaotic, conspiring to ruin the plans of her prude sister. The two personalities are constantly at war, vying for control and to kill the other. Nonetheless, she is a powerful vampire whenever she is lucid, with a penchant for planning, scheming, manipulation and management.

Counting Count [50] - A sequestered vampire living in a sparsely populated city somewhere in Cyrodiil. This dunmer vampire, once a nobleman of the Empire, has a rather pronounced accent, likes silly jokes, and is quite harmless for a vampire, electing to subsist on animal blood and substitute potions. Has a strange obsession with counting and numbers.

Demon of the Nigh Winds [50] - A seductive and sadistic predator. This dunmer is a young vampire, though the classic vampiric paleness, combined with her natural skin tone, lends her an almost entirely blue complexion. She prefers to seduce prey with her unnatural charm - preferring visionaries, artists, musicians and other creators - and then draining them of their magicka and soul during sex. Sadistic, cruel, with a belief that might makes right - though with a strange fascination with music and art.

Werewolf Huntress [50] - A girl fighting on behalf of her clan against Hircine's werebeasts. Reserved, serious, yet inquisitive and loyal, she wields an array of alchemical weapons as well as her own vampiric powers to slay scores of lycans who would threaten her clan.

Noble Offspring [50] - The son of the patriarch of an ancient and powerful clan of vampires, this half-human refused to hunt mortals as his father callously did. He instead swore to protect them, feasting on other vampires, daedra, undead and the servants of his father's clan. This silver-haired halfblood wields an elegant sword, drawing on his vampiric heritage to accomplish great feats of athleticism.

Artificial Bloodsucker [50] - Once a famous and successful alchemist, this dunmer suffered from a rare and incurable blood disease. Seeking to cure himself, he created a concoction which, when mixed with the pathogen, evolved into an artificial strain of vampirism. He lacks most weaknesses of Bal's spawn, only truly needing to drink blood. In addition to his newfound vampiric powers, he is still a powerful mage and a superb alchemist.

Freed Childe [50] - This altmer, seemingly boasting arrogance and distaste for everyone that is so characteristic of his high elven kin, is surprisingly cunning and witty once you get to know him, his skillset resembling a rogue more so than a mage. He only recently escaped the clutches of his cruel master, who turned him into a vampire and used to torment and abuse him. Now, having attained his freedom, he seeks revenge.

Scenários

Sic Semper Tyrannis

Auri-El, The Sun, is an eternal enemy of Bal's spawn. Its rays burn and weaken vampires except only the strongest, and it is a fevered dream of all undead to be rid of such meddlesome midday glare. And they know it to be possible, for there exists a prophesy, foretold by the Elder Scrolls, that the blood of a Daughter of Coldharbour will blot out the merciless burn of the Sun.

It is up to you to see this prophesy through.

You must, in your quest, acquire Auriel's Bow, and the blood of a Daughter of Coldharbour both. No easy task – not only is the Bow hidden away in a secret valley, guarded by the last of the Snow Elves, paladins of Auri-El, and contested for by falmer, but the arrows must first be sanctified to be later corrupted – a feat that can only be done by the very adherents of Auri-El which stand vehemently opposed to you. And the blood to be used in corrupting both the arrows and the Bow is no small tithe to be paid – it is the work of a soul and a life, and both must be sacrificed in full to complete the ritual.

However, once you will have defeated the Tyranny of the Sun, as a reward you will gain ownership of the bloodcursed Auriel's Bow – **Auriel's Bane** – and a bottomless **quiver of bloodcursed arrows** (unless you have bough them from this document, in which case the Points spent on them are **not** refunded).

Beyond that, you will gain the ability to blot out he Sun at will. You will become a **Kingslayer** – the killer of tyrants which shun your vampiric kin with scorching rays, for you can cause a bloody, cursed solar eclipse at will, which will greatly empower your blood-drinking kindred, and can just as easily end these eclipses whenever you wish.



Bird of Nycot

It is a rare sight, a vampire obeying mortals. And yet, such things can sometimes come to pass. Be it due to honor, restraint, a binding or blood debt, one can sometimes encounter bloodsuckers in service to men or mer. And your situation is much like that.

Regardless of what means were taken to bind you, you are, in fact, bound in service to a group of mortals. Not just any group, either – but an order of vampire hunters. You are their most effective weapon, their leashed monster which hunts other monsters. If you accept this Scenario, you will have a restriction placed on you, ensuring that you have to follow the orders given to you by this order, and will be unable to directly harm them (however, how you interpret each order is up to you, so, you know, feel free to take a very enthusiastic walk).

However, there wouldn't be much of a conflict without an antagonist. Thus, by accepting this Scenario, you also ensure that the Aldmeri Dominion and the Thalmor gain access to the alchemical notes of Lady Essenia, and manage to create an artificial strain of vampirism, with the goal of using their army of vampires to restart and make a comeback in the war against the Empire.

Therefore, your main goal for this Scenario, is to find the source of these artificial vampires in the Dominion, and eliminate it, as well as every last vampire created this way.

As a reward, you will gain **400 Points** to be used after the jump, and the perk **Bird of Nycot** – Clavicus Vile, also known as Nycot, has been known to be the patron to vampires, gracing them with social stature, reason and savvy, allowing them to not only live among regular mortals, but to hold powerful positions in society. And you seem to enjoy his patronage, as you are able to conceal your nature and abilities perfectly, becoming indistinguishable from mortals. Moreover, you may even designate predetermined “levels” to your abilities and powers, restricting yourself in exchange for gaining additional power when certain “unlock” conditions are met.



Drawbacks

Extended Stay [100] – if you so happen to enjoy your time here, you can choose to extend your stay in this world beyond the standard 10 years of the Jump. For every additional 10 years you choose to stay here, you get 100 Points, up to 1000 Points.

Nibenean Accent [100] – ah-ah-ah! You have a rather strong and particular accent typical to one singular area of Nibenean East. Everyone will notice it, everyone will comment on it, and sometimes they'll make fun of you for it. If you're curious, it sounds like a particularly stereotypical Transylvanian accent.

Extra-long Fangs [100] – there's a lot of quality-of-life stuff about turning into a vampire that no one ever mentions. Do you have any idea how hard it is to get used to an altered shape of your teeth? Very. And guess what? You won't ever get used to it. You'll be aware of your tongue and how uncomfortable it is in your mouth at all times, will have a hard time eating normal food due to the awkward shape of your canines, and will have a proclivity of biting your tongue.

Picky Eater [100] – what a brat! You just can't look at normal, mortal food the same way again. While most vampires can still eat and enjoy the food of men and mer, you're just a picky eater, and will find the taste of normal food and drink to be unbearable. This includes alcohol, drugs, and various potions and alchemical ingredients. You can still eat them, they won't poison you, but they all taste disgusting.

Mortal Alienation [200] – it is hard to keep up with mortals when you outlive them all. You feel a constant sense of detachment and alienation to mortals, unable to empathize or relate to them in any way, constantly making arrogant, out-of-touch, insensitive comments, as well as your empathy simply failing to see them as something alike you. And every mortal you interact with will be keenly aware of this.

Overly Theatrical [200] – You cannot help but act with dramatic flair. Grand gestures, ominous monologues, thunderous laughs, and intense glares are your default behavior, whether you're trying to or not.

Red Gaze [200] - your eyes glow a faint but unmistakable red when you're emotional, hungry, or using your powers. It is very noticeable, and cannot be hidden. Moreover, anyone who sees you will immediately know that this marks you as a vampire. This will be enough to illuminate the area around you, pretty much making stealth impossible.

Photosensitivity [400] – normally, vampires are sensitive to sunlight – it makes them weak and ill, but it doesn't kill them right away. Unless that vampire is you. To you, the Sun is a deadly, instant killer. A single ray of sunlight is enough to turn your skin and meat to ash within milliseconds, and prolonged contact? Oh no. You'll be carbonized in moments, dead and gone for good.

Horrible Hunger [400] – the eternal curse of vampires. That insatiable hunger for mortal blood. You have it worse than most. Your hunger is truly insatiable – unquenchable. You feel this thirst at its worst, at full intensity, all the time. No matter how much you drink and

eat – be it mortal food and drink, or that bloody essence that all vampires crave – it will never diminish, not an ounce.

Elder's Curse [400] – one of the ancient progenitors of your bloodline hates you personally. You may have slighted them, or they simply disapprove of your existence. Either way, this ancient vampire will influence events across settings to make your unlife difficult – subtle manipulations, assassins, arcane traps, and manipulation of social circles await.

Forbidden Waters [400] – flowing water is your bane. Any river, stream, canal, or similar natural waterway repels you with unnatural force. Trying to cross it burns you like acid, and you cannot cross without magical assistance or extraordinary means. Bridges and boats mostly work – but expect weird accidents when crossing.

Huntsmen Enmity [400] – I heard they're reforming the Dawnguard. Wherever you are, various groups of vampire hunters, paladin orders, and other undead slayers will just... pop up like weeds. And they will all be aware of you, and aiming specifically to end you. Some will be more powerful, some less, all depends on where you are – some backwater will, obviously, have poorer vampire hunters than the Imperial City.

Warehouse Lockout [400] – what it says on the tin. You lose access to your items and Warehouse for the duration of this Jump. You only have access to what you bought in this Jump.

Companions Lockout [400] – what it says on the tin. You may not bring any companions or followers into this jump with you. You can only travel with the companions purchased in this Jump.

Power Lockout [600] – what it says on the tin. You lose access to all perks, abilities and skills from other Jumps. You only have your Body Mod and what you have purchased in this Jump.

Daedric Enmity [600] – that... can't be good. Pick one of the Daedric Princes – Peryite, Clavicus Vile, Hircine, Namira, Vaermina, Nocturnal, Sanguine, Mehrunez Dagon, Hermaeus Mora, Molag Bal, Malacath, Boethiah, Mephala, Azura, Meridia, or Sheogorath. If you try to be clever and pick Jyggalag or Ithelia, they'll come back in full force, and they'll be here to stay. Whatever Prince you pick, they will send their daedra after you, rage against the Dragon Fires to rip Oblivion Gates into Mundus, and do everything in their power to end you. You may take this Drawback multiple to pick different Daedric Princes. If you pick both Jyggalag and Sheogorath, they will now coexist at the same time.