TES III
Morrowind

"Each event is preceded by Prophecy.
But without the hero,
there is no Event."
-Zurin Arctus, the Underking

In the waning years of the
Third Era of Tamriel,
a prisoner born on a certain day
to uncertain parents was sent
under guard, without explanation, to Morrowind,
ignorant of the role he was
to play in that nation's history...

It is the year 427 of the 3rd Era, the 16th of Last Seed, and Morrowind is threatened on all sides.

From the wild and dangerous depths of the island of Vvanderfell, the mysterious Corpus infects the population, an incurable disease even to divine powers, which warps the infected into immortal hideous abominations. From without, the conquering Empire wishes to annex Morrowind into itself, and replace Morrowind's ancient culture with its own. From within, Vivec is seemingly indifferent to these issues, Sotha Sil is missing, and Almalexia has locked herself in her palace-city of Mournhold. These are trying times for the Dunmer people of Morrowind, from the richest nobility, to the humblest Ashlander.

Half-forgotten prophecies foretell the arrival of an outlander, a messiah, the reincarnation of one of the Almsivi pantheon's old dead friends, Nerevar returned, in the form of the Nerevarine. There have been many aspirants to the role, all of which have failed in their quest. Perhaps you would fancy yourself the reincarnation of an old Dunmer hero? Or perhaps you would like to be a companion to such a figure? There is certainly enough to do in this ash-covered island to simply forge your own name and legend into something of renown. Your fate is yours to choose.

Or is it? The gods work in mysterious ways, and ancient schemes will come to fruition this year.

Good luck, traveler, you will need it.

+1000cp

Races

What are you, traveler?

Choose one. You can freely choose your gender and age. Do keep in mind Men don’t tend to live longer than a century, and the usual Mer lives around three centuries at most.

Mer

Mer, or elves, refers to any of the Elder Races of Mundus, such as the Dunmer (formerly the Chimer), Orsimer, Altmer, and Bosmer. The main distinguishing trait of Mer is their lengthy millenia-long lifespans, with average citizens living over two centuries before being considered old. Additionally, they have long, triangular ears, and tend to be taller than the Men races as a whole. It is believed that all Mer are descended from the Aldmer, the elves who first set foot upon the Summerset Isles and Tamriel. This ancestry is usually irrelevant, although the Altmer tend to use their similarity to them as proof of superiority.

Altmer

The Altmer, or "Cultured People" as they name themselves, are a tall, gold-skinned race, hailing from Summerset Isle. They are also known as the High Elves by the denizens of Tamriel. In the Empire, "High" is often understood to mean proud or snobbish, and as the Altmer generally personify these characteristics, the "lesser races" generally resent them. Altmer tend to consider themselves to be the most civilized culture of Tamriel; the common tongue of the continent is based on Altmer speech and writing, and most of the Empire's arts, crafts, laws, and sciences are derived from Altmer traditions.

The Altmer are the most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases. However, they are also somewhat vulnerable to magicka, fire, frost, and shock, which makes them very weak against their strongest point - magic. 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 usually devote to their studies.

Bosmer

The Bosmer are the Elven clan-folk of Valenwood, the rainforest of southwestern Tamriel. In the Empire, they are often referred to as Wood Elves, but Bosmer, Boiche, or the Tree-Sap people are what they call themselves. Bosmer rejected the stiff, formal traditions of Aldmeri high culture, preferring a more romantic, simple existence in harmony with the land and its wild beauty and creatures. They are relatively nimble and quick in body compared to their more "civilized" Altmeri cousins, who often look down upon the Bosmer as unruly and naive as a consequence. Their agility makes them well-suited as both scouts and thieves. However, they are also a quick-witted folk, and many pursue successful careers in scholarly pursuits or trading. Though they are considered less influential than some of their Elven brethren, the Bosmer are also relatively prone to producing offspring. As a result, they outnumber all other mer on Tamriel.

The best archers in all of Tamriel, the Bosmer snatch and fire 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. Bosmer who were born and raised in the rainforest of Valenwood follow the tenets of the Green Pact. These "Green Pact Bosmer" are religiously carnivorous and cannibalistic, and do not harm the vegetation of Valenwood, though they are not averse to using wooden or plant-derived products created by others.

Dunmer

The Dunmer, also known as Dark Elves, are the ash-skinned, red-eyed elven peoples of Morrowind. "Dark" is commonly understood to mean such characteristics as "dark-skinned", "gloomy", "ill-favored by fate" and so on. The Dunmer and their national identity, however, embrace these various connotations with enthusiasm. In the Empire, "Dark Elf" is the common usage, but among their Aldmeri brethren they are called "Dunmer". Their combination of powerful intellects with strong and agile physiques produce superior warriors and sorcerers. On the battlefield, Dunmer are noted for their skill with a balanced integration of the sword, the bow and destruction magic.

In character, Dunmer are mostly grim, aloof, and reserved, as well as disdainful of other races, and are treated equally as distrustfully by everyone else. They are often proud, clannish, ruthless, and cruel, from an outsider's point of view, but greatly value loyalty and family. Young female Dunmer have a reputation for promiscuity in some circles. Despite their powerful skills and strengths, the Dunmer's vengeful nature, age-old conflicts, betrayals, and ill-reputation prevent them from gaining more influence. Those born in their homeland of Morrowind are known to be considerably less friendly than those who grew up in the Imperial tradition.

Man

Man, meaning human, is used to refer to any of the human races of Mundus, such as the Nords, Imperials, Bretons and Redguards. While the Bretons are the result of interbreeding between Aldmeri and Nedes (a race of humans who were exterminated in the Yokudan invasion of Tamriel), they are most commonly considered men, and not mer. Some races of men have disappeared or otherwise died out, such as the Kothringi. Though it typically connotes the races of men, "human" is still used by various races in reference to the humanoid shape or ability, or to collectively refer to any member of a civilized race, but mainly when it comes to races who can mate with each other and produce offspring. Man, Elves and Beastfolk are classified under the definition of both men, and humans by Imperial scholars. Unlike with the elven races, the distinctions between mannish races are arbitrary, and many are born not quite fitting in any one box.

Imperials

Also known as Cyrodiils, Cyrodilics, Cyro-Nordics and Imperial Cyrods, the well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are also known for the discipline and training of their citizen armies, and their respect for the rule of law. Imperials have proved to be shrewd diplomats and traders, and these traits, along with their remarkable skill and training as infantry, have enabled them to colonize various other nations and create the Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

Nords

The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost. They are fierce, strong and enthusiastic fighters, and many become renowned warriors, soldiers and mercenaries all over Tamriel. Eager to augment their martial skills beyond the traditional methods of Skyrim, they excel in all manner of warfare, and are known as a militant people by their neighbors. Nords were known for a time for their nautical prowess when they migrated from Atmora.

Redguards

Redguards are the most naturally talented warriors in Tamriel. The dark-skinned, wiry-haired people of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many armor styles and weapons (particularly swords), Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Unlike most other human races, they are not believed to have any connection with the ancestral Nordic homeland of Atmora.

Bretons

Bretons are the human descendants of the Aldmeri-Nedic Manmer of the Merethic Era and are now the inhabitants of the province of High Rock. They are united in culture and language, even though they are divided politically, for High Rock is a fractious region. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to magicka. They are known for a proficiency in abstract thinking and unique customs. Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. The great diversity in their appearance is to be expected from their politically fractured society, although their clothes, accents, customs and names are significantly more uniform than the political situation of High Rock might suggest.

Betmeri

Beastfolk (also Betmeri or Betmer) is used to refer to any sentient beast-like humanoid that inhabits Tamriel, such as the Argonians, Imga, and Khajiit. A few races have died out or disappeared, such as the Lilmothiit and the Bird Men. The Betmeri were the aboriginal inhabitants of Tamriel. Each Beast race has its own distinctive accounts of the mythic era before the coming of Elves and Men; each Beast race is as culturally and physically distinct from one another as it is from Elven and Manish races.

It is worth noting that Argonians and Khajiit are popular choices of slaves for the people of Morrowind, and Argonians in particular suffer the Dunmer’s disdain of the other races even more than everyone else, due to Morrowind and Black Marsh’s bloody history of hostility.

Orsimer

Orcs, also called Orsimer or "Pariah Folk" in ancient times, are the sophisticated, brutish elves of the Wrothgarian Mountains, Dragontail Mountains, Valenwood, and Orsinium (literally translated as "Orc-Town"). They are noteworthy for their unshakable courage in war and their unflinching endurance of hardships. Orcs have elven blood, but are usually considered to be both beastfolk and goblin-ken. In the past, Orcs were widely feared and hated by the other nations and races of Tamriel. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. 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. Orcs have a lifespan similar to that of humans, unlike all other Mer. Most Imperial citizens regard Orc society as rough and cruel, however, the Orcs of the Iliac Bay region have developed their own language, known as Orcish, and have often had their own kingdom, Orsinium.

Argonians

Argonians are the reptilian natives of Black Marsh, a vast swampland province in southeastern Tamriel. The other races often refer to them as "lizards" or the "Lizard Folk" instead, especially when meaning to be derogatory. Years of defending their borders have made the Argonians experts in guerrilla warfare, and their natural abilities make them equally at home in water and on land. They are well-suited for the treacherous swamps of their homeland, and have developed natural immunities to the diseases and poisons that have doomed many would-be explorers into the region. Their seemingly expressionless faces belie a calm intelligence, and many Argonians are well-versed in the magical arts. Others rely on stealth or steel to survive, and their natural agility makes them adept at either. They are fiercely loyal, and will fight to the death for those they have named as friends.

Foreign racial categorization labels them as "beasts", or "Betmeri", as opposed to the humanoid races of Mer and Men. The Argonians' alien nature is often commented on; they are called strange, expressionless, reserved peoples, slow to trust and hard to know. This is a sentiment shared even by lukiul, or "assimilated" Argonians, who were raised far away from the Hist and often have significant trouble fully understanding the emotions, body language, or motivations of their estranged brethren. While most peoples of Tamriel refer to them as the "Argonians", many Argonians prefer the term "Saxhleel" when referring to their kind; "Argonian" is an Imperial term. Some Argonians opt to take on a more Cyrodiilic name outside of Black Marsh. Taking on Imperial dress, name, and customs makes things easier for Argonians in Cyrodiil.

Khajiit

Khajiit are cat-like people who come from Elsweyr, known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. However, they are rarely known to be mages. Khajiit mostly stay on land, but piracy and Skooma trade does draw some to work as sailors.

Khajiit anatomy differs greatly from both men and elves, not only because of their fur, tail, and sometimes toe-walking stance, but also their digestive system and metabolism. Khajiit have a lifespan similar to that of humans. There are no well-documented cases of cross-breeding between Khajiit and other races, though there are rumors of such a thing. The foreign appearance and behavior of Khajiit make them common targets of racial discrimination.

There are many varieties of Khajiit, influenced by the phases of the moons Masser and Secunda during their birth. They can range from being almost indistinguishable from Bosmer, to small normal-looking house cats, to the largest feline predators on Tamriel. You may choose freely what shape you take on.

Focus

What is it that you do?

Combat

This world is full of danger, and what more could a man ask for than a trusty blade and a shield to hide behind? Your focus lies in combat, whether in melee or with bows/crossbows. Not for you is the arcane magic found in dusty tomes or the tricky wits from those who perhaps lack physical might, you aren't afraid to get down and dirty with your opponents, and cold steel can be more reliable than stealth or the supernatural. Your focus is simple, consistent, and reliable, and while it may not get you as far as a wizard's magic can take them or accomplish as much as a rogue's cleverness lets them perform, you'll stand as a metaphorical stone against the storm come hell or high water.

Magic

This world is full of wonder, and what more could a man ask for than intimate knowledge of its workings? Your focus lies in magic, whether in the mortal magicks that manipulate the world or the alien esoterica beyond Mundus. Not for you is the vulgarity of violence or the naive self-interest of business, you aren't afraid to investigate what man was not meant to know, and have thousands of years of magical tradition to guide your efforts. Your focus is complex and sometimes inconsistent, but a powerful mage can reshape history itself, provided you remain alert and remember that you have limits.

Stealth

This world is full of opportunity, and what more could a man ask for than for the subtlety to exploit others for fun and profit? Your focus lies in stealth, whether in the stealth of silver-tongued charisma or the more traditional sneaking around unseen. Not for you is the naivete of warriors or the irrelevant trivia of wizards, you aren't afraid to exploit others for your own gain, and the world has plenty of profit to be made by the bold and clever. Your focus is tricky and takes skill and awareness, but as long as you survive you'll inevitably reach great heights and redefine what the word business means.

Birth Signs

Surely you were born, same as any mortal. Under what constellation of the skies was your conception carried out?

Choose one. Unless mentioned otherwise, you can choose both the benefit and drawback of your Birth Sign for a net 0cp gained or lost, if you think the drawbacks are worth the perks of your choice.

The Guardians

The Warrior, Warwyrd

The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. For a price of 100cp, you'll gain a slight but noticeable talent in all weapons. Alternatively, you can obtain 100cp to be stuck with a short temper during this jump.

The Mage, Fay

The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. For a price of 100cp, you gain a greater pool of magicka and slight but noticeable talent in all kinds of spellcasting. Alternatively, you can obtain 100cp to often be arrogant and absent-minded.

The Thief, Hara

The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. For a price of 100cp, you can gain significantly greater luck, as long as you don't fully rely on it. Alternatively, you can obtain 100cp to be noticeably more fool-hardy.

The Serpent, Star-Cursed

The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. For a price of 100cp, you gain the ability to poison others at the cost of your own health. Alternatively, you can obtain 100cp to have noticeably worse luck than others.

The Charges

The Lady, Lady's Favor

The Lady is one of the Warrior's Charges and her Season is Hearthfire. For the price of 100cp, you'll gain notably greater charisma and physical stamina. Alternatively, you can obtain 100cp to be unusually soft-hearted, if not quite naive.

The Steed, Charioteer

The Steed is one of the Warrior's Charges, and her Season is Mid Year. For the price of 100cp, you may be noticeably faster than your peers. Alternatively, you can obtain 100cp to be less patient than normal and have a habit of hurrying everywhere.

The Lord, Trollkin

The Lord's Season is First Seed and he oversees all of Tamriel during the planting. For a price of 100cp, you may regenerate at a slow but noticeable rate. Alternatively, you may obtain 100cp to be noticeably more vulnerable to fire.

The Apprentice, Elfborn

The Apprentice's Season is Sun's Height. For the price of 100cp, you may gain noticeably more magicka than normal. Alternatively, you can obtain 100cp to be noticeably more vulnerable to magic.

The Atronach, Wombburned

The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. For the price of 200cp, you may gain a significantly greater pool of magicka than normal. Alternatively, you may obtain 200cp to be unable to regenerate magical energy naturally.

The Ritual, Blessed Touch Sign

The Ritual is one of the Mage's Charges and its Season is Morning Star. For the price of 200cp, you may be able to heal from a great deal of damage once a day or turn away most undead. Alternatively, you can obtain 200cp to encounter hostile otherworldly beings more often.

The Lover, Mooncalf

The Lover is one of the Thief's Charges and her season is Sun's Dawn. For the price of 200cp, you may be able to magically paralyze others with an exhaustingly passionate kiss. Alternatively, you may obtain 200cp to be easily led by your emotions.

The Shadow, Moonshadow Sign

The Shadow's Season is Second Seed. For the price of 100cp, you may gain the ability to become invisible for a limited amount of time. Alternatively, you may obtain 100cp to find it somewhat more difficult to face your issues head on.

The Tower, Beggar’s Nose

The Tower is one of the Thief's Charges and its Season is Frostfall. For the price of 100cp, you may be able to magically open most locks. Alternatively, you may obtain 100cp to have issues with the idea of private property whenever it would be most troublesome.

Factions

Who are you, then? Are you an outlander, or a native to this ash-choked land?

You can choose to have a background in this setting, or be a Drop-In. As a Drop-In, you won't be already a member, but will find yourself in a position to join the faction immediately after the jump begins. Additionally as a Drop-In you do not get the higher ranks within the faction if you purchase higher expertise as outlined below. You can also choose to be a freelancer, in which case you're not part of any particular faction, but might still be a Morrowind citizen and have a house in one of the cities or towns.

For free, you're a relatively new guy to the faction, among the bottom ranks. You're likely to be saddled with errants for your tasks. For 200cp, you can be roughly in the middle of the hierarchy, and competent at whatever skills are most common to your faction. While you're not given all the errands anymore, you do have some more important responsibilities. For 400cp, you're among the highest ranks, an experienced professional in the skills most appropriate to your faction. Leadership is only one or two rungs above you, maybe you'll want to grasp the opportunity for further advancement?

The Great Houses Of Morrowind

The Great House traditions derive from ancient Dunmer clans and tribes, but now function as political parties. In modern times, Morrowind is ruled by the Grand Council of five Great Houses: House Hlaalu, House Redoran, House Telvanni, House Indoril, and House Dres. Each House governs an eponymous district on mainland Morrowind; Redoran in the northwest, Hlaalu in the western-center, Telvanni in the east, Indoril in the central heartlands and Dres in the southeast. Three of the Houses also had interests in the island of Vvardenfell, and identified themselves by their traditional colors: red for Redoran, yellow for Hlaalu, and brown for Telvanni.

Dunmer Great House membership is largely a matter of birth and marriage, but outlanders may also become retainers of a Great House, or may be adopted into a Great House. Those seeking to join a Great House are implored to think carefully before choosing, as once one has joined a House, no other House will ever consider them for membership. Loyalty is very important in the Great Houses. When joining, one becomes family, and, by Dunmer standards, it's a matter of blood and kin, and irreversible. Even if one gets kicked out of one house, no other house will have them.

Initially an outlander may gain status in a house as an oath-bonded hireling, pledging exclusive loyalty to a single house and forsaking ambitions with all other houses. Later, after faithful service and advancement in lower ranks, an outlander may seek adoption into a Great House. Adoption and advancement to higher ranks in a Great House requires that a Great House councilor stand as sponsor for the candidate's character and loyalty. Finding a councilor to sponsor an outlander often involves performing a great service for the prospective sponsor and the Great House in question.

In times of extreme danger, house councilors may choose to elect a "hortator" who has the ability to make decisions on behalf of the House as a whole. Election of a hortator requires unanimous consent among all councilors. It has been known for a single dissenting councilor to fight a potential hortator candidate in a duel to the death, thus protecting the honor of the councilor if they win or proving the candidate's ability if they lose.

House Hlaalu

As a result of its close relationship with the Imperial administration, House Hlaalu has emerged as politically and economically dominant among the Great Houses of Vvardenfell and Morrowind. Hlaalu welcomes Imperial culture and law, Imperial Legions and bureaucracy, and Imperial freedom of trade and religion. Hlaalu still honors the old Dunmer ways -- the ancestors, the Temple, and the noble houses -- but has readily adapted to the rapid pace of change and progress in the Imperial provinces. — “Great Houses of Morrowind”

House Hlaalu governs the Hlaalu District of western-central Morrowind from its ancient capital of Narsis. The house has a council seat located in Balmora, with other Hlaalu-run towns at Suran, Hla Oad and Gnaar Mok. House Hlaalu can be characterized as adaptable and opportunistic, and any morals they might have come second to business.

The House is largely concerned with business and diplomacy, seeking to strengthen ties with at times unconventional allies such as the Empire, and although profit is often a primary objective, traditional Hlaalu practice recognizes the value of a good reputation over money. This is their great strength - they are fast talkers and intelligent traders - and their great liability; most Hlaalu are bribable, either with gold or with other favors, with their leaders as no exception. House Hlaalu retainers are also masters of thievery, sneaking, lock-picking, blackmailing and backstabbing, both literal and metaphorical. While some councilors are honest and fair, others are more under-handed and corrupt. However, House Hlaalu's most distinguishing characteristic is its willingness to live in harmony with the other races, setting it apart from the other, occasionally xenophobic, Dunmer Great Houses.

House Hlaalu focuses on speechcraft and mercantile above all, but security (lockpicking) plays a large part as well. Other common skills in this faction are light armor, marksmanship, and short blades.

House Redoran

House Redoran prizes the virtues of duty, gravity, and piety. Duty is to one's own honor, and to one's family and clan. Gravity is the essential seriousness of life. Life is hard, and events must be judged, endured, and reflected upon with due care and earnestness. Piety is respect for the gods, and the virtues they represent. A light, careless life is not worth living. — "Great Houses of Morrowind"

House Redoran governs the Redoran District of northwestern Morrowind from the city of Blacklight, close to the border with Skyrim. In the District of Vvardenfell, the House's council seat is located in Ald'ruhn, and all councilors live there in the hollowed shell of a colossal prehistoric Emperor Crab, in the district known as Ald'ruhn-under-Skar. Other Redoran-dominated towns on Vvardenfell include Khuul, Maar Gan and Ald Velothi.

The main focus of House Redoran is maintaining the traditions of the settled Dunmer and, more specifically, the way of the warrior. Due to this focus, the Tribunal Temple was a natural ally. There is also mutual respect between them and the Fighters Guild and Imperial Legion. They have less respect for the other Imperial institutions, such as the Mages Guild, the Thieves Guild, and the Imperial Cult religion.

House Redoran focuses on heavy armor and long blades, but they also favor spears. Medium armor is common as well. Athleticism and knowing how to repair equipment are also highly valued among the Redoran.

House Telvanni

The wizard-lords of House Telvanni have traditionally isolated themselves, pursuing wisdom and mastery in solitude. But certain ambitious wizard-lords, their retainers, and clients have entered wholeheartedly into the competition to control and exploit Vvardenfell's land and resources, building towers and bases all along the eastern coast. According to Telvanni principles, the powerful define the standards of virtue. — "Great Houses of Morrowind"

"House Telvanni matches the disposition of my brother Sotha Sil -- iconoclastic, profane, unconventional." – "Vivec"

House Telvanni governs the Telvanni District of eastern Morrowind, and administers the eastern portion of the Vvardenfell District from its council seat in Sadrith Mora. The house comprises mainly highly egocentric and ambitious mages, and is known to many as the house of the master wizard. Here, it is common to rise through the ranks by eliminating or otherwise 'indisposing' other members. Of the Telvanni lords, only Master Aryon of Tel Vos - the youngest and newest councilor - seems able to look beyond the end of his own nose and at the concerns of other people; the rest want little more than to be left alone to their research and ambitions. The other members are similarly isolationist in outlook and do not intend to be presided over by any of the other institutions, predominantly the Guild of Mages.

The Telvanni, in general, do not interact with other Houses or Guilds, nor do they have many enemies save for Abolitionists and the Imperial Mages Guild. On the other hand, the Telvanni do not have the usual hatred of vampires that most other factions have, and some of their lords and Mouths are willing to speak to them; wizards do not fear vampires nearly as much as others do.

House Telvanni focuses on Destruction, Illusion, Alteration, Conjuration, and Mysticism. Enchanting skill is also common.

House Indoril

Founded early in the First Era, House Indoril has always been a political powerhouse. Orthodox and conservative in our beliefs and outlooks, we have always been firm proponents of traditional Dunmer customs and practices. For House Indoril, religion stands as our most cherished institution. We revere our blessed ancestors. We honor the Good Daedra, specifically Boethiah, Mephala, and Azura. And we celebrate the saints, including Veloth and Aralor. House Indoril believes that Dunmer culture must be preserved at all costs. Change is the enemy of tradition, and it will weaken our strong foundation if we allow it to take root. — "Understanding House Indoril"

House Indoril governs the Indoril District in the heartland of Morrowind from their historic ancestral capital city of Mournhold, also the capital of Morrowind, nestled inside the great city of Almalexia. The Indoril District comprises the east-central lands south of the Inner Sea, including large swaths of eastern Stonefalls and Deshaan, as well as the eastern coast and isle of Gorne. Aside from Mournhold, House Indoril also controls the holy city of Necrom and its City of the Dead. Another Indoril settlement of note was the port city of Davon's Watch. House Indoril has never claimed land on the island of Vvardenfell, though ancestral tombs for Indoril families may still be found on the isle, such as those of the Aran, Ieneth, Raviro, Salothran, and Verelnim families.

The Indoril are orthodox and conservative supporters of the Tribunal Temple, claiming kinship with the Tribunal themselves and boasting such ancient heroes as the Hortator, Indoril Nerevar, House Indoril has dominated Temple authority since time immemorial. They have always held prominent positions within the Temple hierarchy, and throughout history the fates of House Indoril and the Temple have been closely linked. Through the Temple, House Indoril's influence was felt across Morrowind, even beyond their traditional borders.

House Indoril focuses on the use of long blades, Mysticism, and medium armor. Blunt weapons and shields are common as well, and athleticism is greatly valued.

House Dres

House Dres is an agrarian agricultural society, and its large saltrice plantations rely completely on slave labor for their economic viability. Always firm Temple supporters, House Dres is hostile to Imperial law and culture, and in particular opposed to any attempts to limit the institution of slavery. – "Great Houses of Morrowind"

House Dres possesses presence only on the mainland. It governs the Dres District of southeastern Morrowind from its ancestral capital city of Tear, also called 'Dres' and noted for its proximity to Black Marsh. The district included parts of the fertile Deshaan plain, and bordered the Indoril District, Hlaalu District, and the swamps and marshes of the Black Marsh regions of Shadowfen and Thornmarsh. In the mid-Second Era, House Dres also controlled the cities of Ebonheart and Kragenmoor in central Morrowind.

House Dres has never claimed land on the island of Vvardenfell, though ancestral tombs for Dres families may still be found on the isle. Among them is the ancient Dreloth clan, a cadet branch of the Great House, as well as the Maren, Othrelas, Serano, and Velas clans. It was formally established as a Great House before the middle of the First Era by Grandmaster Thalthil Dres after a slave-raid over Thorn.

The Dres have a mainly rural but still very wealthy agrarian agricultural society, maintaining vast saltrice plantations on the plains and marshes surrounding Tear. The Dres were also the Dunmer who shipped the majority of slaves to the other Great Houses, keeping thousands of captives, mostly Argonians and Khajiit, in their infamous slave-pens of Tear and the surrounding plantations. The Dres are also known among the Great Houses for maintaining a persistent tradition of Daedra worship and ancestor reverence, their staunch support of unity between the Great Houses, and their emphasis on inter-House relations and the improvement of Dunmeri society as a whole.

House Dres focuses on mercantile and athleticism. Light or medium armors are favored, as are spears and marksmanship.

Native Morrowind Factions

These factions are mostly establishments with long-standing regional Dunmer traditions, and usually have to do with reclaiming Morrowind for the Dunmer, and resisting the colonial Imperial culture. There are some internecine conflicts among these native factions, however (e.g., between the Ashlanders of Vvardenfell and the Tribunal Temple, and enmity between Ashlander tribes).

The Ashlanders

The Ashlanders, also called the Velothi after the prophet Veloth, are Dunmeri nomads that traditionally hail from Morrowind's wilderness. In the Merethic Era, Ashlanders and other Dunmer were very much alike and on equal footing, but since the days of the First Council and rise of the Great Houses, they have steadily been forced into the poorest and most hostile lands. They travel along with their herds, camping wherever is suitable. Additional resources gained by hunting the local wildlife are used to manufacture huts, armors, clothing and general household items.

Gift-giving is particularly important in their culture. Among Ashlanders, a gift is a token of courtesy among strangers, and affection among friends. A thoughtful gift signals the giver is cautious, considerate, and aware of the receiver's wants and needs. Ashlander culture is the remains of the ancestor-worshipping tribal culture which the "civilized" Dunmer left behind. In the Ashlander view, even the "settled Dunmer" of the Great Houses (above) are outlanders and are usurpers of native land and resources, as well as worshippers of false gods, the Almsivi Tribunal.

Unlike the settled Dunmer of the Great Houses, they do not acknowledge the power of the Tribunal; rather, they believe the Tribunal betrayed Lord Nerevar at the Battle of Red Mountain, and that they are kept alive by magical means not unlike necromancy. The Ashlanders are very xenophobic, shunning all outlanders, and are known to be aggressive towards foreigners in their lands. Ashlanders think it shameful to attack unarmed persons, but they will kill without hesitation an armed person who offends them or their clan laws.

Those who do not know their customs risk offending them just by speaking. Ashlanders in general are very proud, and they do not like to admit to things that shame them, especially the men; it is suspected that these tendencies may have contributed to their reputation among other Dunmer for being untrustworthy liars. However, if an outlander performs a good deed for an Ashlander clan, he may be named Clanfriend, and thus be adopted into the tribe.

The Ashlanders of Vvardenfell are divided into four clans: the Ahemmusa tribe of the Azura's Coast region, the Erabenimsun tribe of the Molag Amur region, the Urshilaku tribe of the Ashlands and West Gash regions (strong believers in the Nerevarine Cult), and the Zainab tribe of the Grazelands region. They are often at odds with each other. Each clan is traditionally led by an Ashkhan, whereas the spiritual leadership lies with the Wise Woman. The secrets of the Wise Women are passed from one generation onto the other.

Several prophecies, in the form of verses such as the Stranger, have survived throughout the years. Many others are believed to have been distorted or lost, but, as rumor will have it, the Dissident Priests may have recorded them and thus preserved them for posterity. The Wise Women of the Ashlander clans interpret dreams as prophecies, another major difference with the Tribunal Temple. All Ashlanders in a tribe, young and small, are born into the Ancestor cult of their clan; the Nerevarine Cult is a different, small cult with the Ashlander tradition.

The Ashlanders focus on Alteration and Mysticism, alongside light or medium armor. Spears and marksmanship are common as well.

Morag Tong

The Morag Tong is an ancient guild of assassins headquartered in Morrowind, celebrating murder in the name of Mephala. They have been active since at least the First Era, and their targets have included multiple rulers of Tamriel, high-ranking Dunmer nobility, and countless others. The Morag Tong is unique in its sanctioned status under the Morrowind government to perform legal executions, bound under contracts called 'writs', although extralegal 'gray writs' are rumored to exist.

The Morag Tong focuses on Illusion and acrobatics alongside stealth. Marksmanship, short blades, and light armors are the modus operandi in combat.

Tribunal Temple

The Tribunal Temple is the native religion of the Dunmer of Morrowind. They worship Almalexia, Sotha Sil, and Vivec, known together as the Tribunal or Almsivi. Most people usually just call it "the Temple". They accept outlanders as members, but most of the few outlanders that do join, join only for the services provided. On Vvardenfell, the Temple District includes the city of Vivec, the fortress of Ghostgate, and all sacred and profane sites (including those Blighted areas inside the Ghostfence) and all unsettled and wilderness areas, as the Treaty of the Armistice with the Empire maintained the island as a Temple preserve.

In practice, this district included all parts of Vvardenfell not claimed as Redoran, Hlaalu, or Telvanni Districts.

The Temple maintains less than favorable relations with most of the Imperial guilds of Morrowind. However, it maintains strong relations with the pious House Indoril and House Redoran, and is friendly with House Dres and House Hlaalu.

The Temple itself is an organization created for the worship of the Tribunal, also known as the Almsivi. The three demigods Vivec, Almalexia and Sotha Sil joined their powers to set up the Ghostfence, a magical boundary around Red Mountain on the island of Vvardenfell, to contain the spread of the Blight plague. The history of the Tribunal goes back to The War of the First Council, after which the then mortal Almsivi exploited Kagrenac's Tools to make themselves gods.

Of the Great Houses of Morrowind, House Indoril is the one most deeply rooted in the Temple hierarchy, dominating both the priest caste as well as the Ordinators, who serve as guardians of the Temple. House Redoran is one of the most pious houses; Redoran Buoyant Armigers serve together with Ordinators as guardians of the Ghostfence and the Tribunal Temples. House Hlaalu, being dominated by Imperialized Dunmer, prays when it is convenient, maintaining the appearance of piety through lavishly-appointed structures. House Telvanni has little use for the Tribunal Temple, as the Magelords themselves are as ancient as the Almsivi, letting its temples become overrun with dust and squatter merchants. House Dres, being the most traditional of the Great Houses, ardently supports the Temple.

Tribunal Temples are scattered all around Vvardenfell and most serve as return points for Almsivi Intervention spells. While many of the temples in outlying areas are freestanding structures built of packed mud in the Velothi style, it is not uncommon to see them adapted to blend in with local styles, be that built on top of Vivec's cantons, or even integrated into Telvanni mushroom structures.

The Tribunal temple focuses on alchemy and Conjuration. Other schools of magic such as Mysticism and Restoration are favored as well. Blunt weapons and unarmored combat are common in this faction.

Twin Lamps

The Twin Lamps is not really a "faction" in its own right, but rather a group of individuals united by a common ideal: that slavery is morally wrong and ought to be abolished. While this group is small, they have agents all across Vvardenfell, and some of these individuals are quite powerful and well connected. Helping slaves escape from their masters is risky business, and the Twin Lamps is, of necessity, a very secretive organization. Abolitionists are not very popular among the xenophobic and tradition-bound Dunmer people. After all, the Dunmer have kept slaves for centuries and generally view the abolition movement as a product of the hated Imperial occupation. There is, nonetheless, a precedent for anti-slavery campaigns among the Dunmer that predates the Imperial invasion. An ancient Dunmer faction of "good thieves" known as the Bal Molagmer also opposed slavery in the past. Rumor has it that someone within the Imperial Thieves Guild may have ambitions to revive this ancient organization.

The Twin Lamps focuses on athleticism, security, and stealth. They favor wearing no armor, as well as speechcraft.

Imperial Factions

The Imperial factions are all establishments relating to Imperial traditions and politics. Most such factions originate from Cyrodiil and have made their way to Vvardenfell, in an effort from the Empire to occupy and integrate Morrowind into itself.

The Blades

The Blades are the Emperor's elite espionage, military, and diplomacy service, a prestigious service order for citizens who demonstrate the greatest loyalty to the Emperor. To be named to the Blades by the Emperor is a great honor, and publicly acknowledged members serve openly in noble courts and diplomatic posts. Privately, many Blades members act as the Empire's intelligence agency. Such agents conceal themselves with secret identities, operating in disguise as couriers, observers, and spies throughout the Empire. As the Emperor's hidden eyes and ears in the provinces, they watch the Emperor's enemies, look for opportunities, make reports, and act on the Emperor's command.

The Blades focuses on speechcraft and stealth. Marksmanship, long blades, and light armor are favored, as is Restoration.

East Empire Company

The East Empire Company (often abbreviated as the EEC) is a merchant organization. The Company has a monopoly on multiple trade goods—including raw ebony, raw glass, and Stalhrim—Dwemer artifacts, and flin. It controls the import and export of multiple goods to and from Vvardenfell, like kwama Eggs, marshmerrow pulp, saltrice, and Telvanni bug musk. It was commissioned by the Emperor and is controlled by a group of individuals he appointed, which, in addition to the Company's wealth, makes it relatively powerful, with its influence affecting even the administration of the Duke of Vvardenfell. The Company has offices in Ebonheart and in Fort Frostmoth.

The East Empire Company focuses on speechcraft, mercantile, and security, and also favors long blades and medium armors.

Fighters Guild

The Fighters Guild, present across most of Tamriel, provides a common and, more importantly, public place of training, study, and employment for those of a martial persuasion. The guild is a professional organization chartered by the Emperor to regulate the hiring and training of mercenaries, protect commerce, capture or drive away beasts, and similar security duties. Guild halls can take on a contract from any citizen, provided it does not conflict with the laws or customs of the region.

The Fighter’s Guild, despite nominally being for any warrior, focuses on axes, long blades, and blunt weapons, alongside shields and heavy armor. Knowledge of how to repair equipment is also common.

Mages Guild

The Mages Guild is a professional organization, located throughout Tamriel, that is dedicated to the study and application of magicka and alchemy. Its charter from the Emperor specified that the guild must provide magic services to the public. Anyone can purchase potions, alchemical ingredients, magical items, and a selection of standard spells from the guild. However, training, goods, and services are cheaper for members, and the guild stewards are sometimes able to provide members with work. Furthermore, exclusive services such as spellmaking and enchanting—deemed potentially dangerous to the public at large—are only made available to higher-ranked guild members in good standing.

The Mages Guild is led by an Arch-Mage, and guided by the Council of Mages, made up of five archmagisters (including the Arch-Mage). The Arch-Mage and the Council of Mages are headquartered at the guild's Arcane University in the Imperial City. The Council decides important Guild policies, such as its policy on the use of necromancy and also administers recruitment, sale of spells in each local guild hall, and the enforcement of Guild law. In addition, guild halls exist in most cities in Tamriel, each of which is run by a local guildmagister.

The Mages Guild, despite nominally being for all mages, focuses on Destruction, Alteration, Illusion, and Mysticism, as well as alchemical and enchantment skill.

Thieves Guild

The Thieves Guild is dedicated to the gathering and training of those who are stealthy and shadowy in nature. Although criminal by its very definition, for untold years, local authorities in places throughout Tamriel have tolerated the existence of the guild for its role as "crime regulator", as it does not tolerate competition or egregious conduct from its members (not to mention the personal financial benefits for authorities who play nice). It is usually considered to be a distinctly Imperial entity, though of course other organizations of the Empire do not officially condone their actions.

Like any trade guild, the Thieves Guild is an organization of professionals, except that in this case the professionals are burglars, robbers, pickpockets, smugglers, and other enterprising operators. They typically don't have public guild halls, but sometimes have safe-houses, and members tend to gather at a single location in large towns, such as at a cornerclub, inn, or tavern. Typically, members are bound not to rob each other, kill anyone while thieving, or rob the poor. The Thieves Guild usually has the resources to bribe officials, establish a black market of stolen goods, and maintain a network of informants.

The Thieves Guild focuses on stealth and security, alongside acrobatics and light armor. Short blades and marksmanship are common for use in a pinch.

Imperial Legion

The Imperial Legion, also known as the Imperial Army and the Ruby Ranks, is the main fighting force of the Empire of Tamriel. It is often pluralized as the Imperial Legions. It operates under the auspices and authority of the Emperor himself. With its vast numbers, quality training, and rigid discipline, the Legion is considered one of the best armies ever assembled in history. The primary mission of the Imperial Legion is to preserve the peace and rule of law in the Empire. Those who protect the Emperor and the Imperial Province are sometimes called the Imperial Guard and the Imperial Watch. A Legion Centurion is typically in command of the Palace Guard of the White Gold Tower.

In peacetime the Legion serves primarily as a garrison force — manning forts, patrolling roads, and providing guardsmen for towns, cities, counties, and nobles. They are empowered to arrest criminals and seize their property, among other things. In wartime, the Legion's responsibilities and powers are greatly increased. During conflicts, the Legion serves as an invading and occupying force, overwhelming opposition with numerical superiority and strict economy of force.

The Legion is a strictly hierarchical organization. Each fort is usually commanded by a Champion (smaller forts), or any higher-ranking Knight (larger ones). The commander of a fort is usually called 'captain' or 'General'. Only Knights may serve as generals. A Knight of the Imperial Dragon is the highest-ranking Legion officer in any District.

The Imperial Guard is an elite unit of the Imperial Legion charged with the defense of the Emperor and various of his direct representatives in the provinces. Duke Vedam Dren of Vvardenfell's rank and responsibilities entitle him to the protection of this elite unit. There is a traditional rivalry between the Imperial Guard and their counterparts in the regular Legions.

The Imperial Legion focuses on spears and shields alongside heavy armor. Long blades and blunt weapons are common as well, and athleticism is highly valued.

Imperial Cult

"The missionary arm of the great faiths, the Imperial Cult brings divine inspiration and consolation to the Empire's remote provinces. The cults combine the worship of the Nine Divines: the Aedra Akatosh, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, and Julianos, and the Talos Cult, veneration of the divine god-hero Tiber Septim, founder and patron of the Empire. Imperial Cult priests provide worship and services for all these gods at the Imperial Cult shrines in settlements throughout Vvardenfell." -- “Morrowind Prophecies”

The Imperial Cult is the main religion of the Empire. It can trace its origins back to Saint Alessia's institution of worship of the Eight Divines as a synthesis between the Aldmeri gods and the Nordic pantheon. Strictly speaking, the Imperial Cult is the missionary arm of the religion which is present in provinces such as Morrowind; as the majority religion in Cyrodiil, it is more commonly known in that province simply as the Church or the Chapel. After the apotheosis of Tiber Septim, Imperials began to spread belief in the Nine Divines, incorporating worship of the Empire's god-hero Talos. In Morrowind proper, they compete constantly with the Tribunal Temple to spread the Empire’s religion to the often traditional peoples of the province.

There are different positions in the Cult; for example, lay healers gather ingredients for health and healing potions, and minister to the sick and hurt in poor and isolated communities. Almoners gather alms from fellow members, and people with good mercantile skills often fall into this line of work. Shrine sergeants help keep order at shrines and often act as couriers; in some cases they will be called upon to escort priests and fight for the faith against groups such as witches. The Church also venerates Living Saints, individuals who have received a calling to live by the commands of their chosen Divine as an example to others. Certain saints continue to be venerated long after death.

The Imperial Cult focuses on Restoration and enchantment, alongside Conjuration and Mysticism. Speechcraft is favored, as are blunt weapons and unarmored attire.

Vampire Clans

Only available with the Porphyric Hemophilia drawback.

Vampires are reestablishing themselves more openly on the island of Vvardenfell, after a long period of near-extinction and hiding. Each is dominated by a particular race, though with a mixed group of minions. The Vampire clans have no allies, not even other Vampire clans. There are three clans of Vampires that have made the greatest progress in staking out territory:

Aundae Clan

The Aundae Clan, a vampire clan led by Dhaunayne Aundae, who are based in the Ashmelech tomb. They are a dark brotherhood of vampiric mages "blessed" with dark powers of the mind; their path through the darkness relies on their mastery of magic. The Aundae Clan consists fully of Altmer.

The Aundae Clan focuses on Mysticism, Conjuration, and Illusion, alongside athleticism, acrobatics, and unarmored attire.

Berne Clan

The Berne Clan is a vampire clan led by Raxle Berne, based in the Dwemer ruins of Galom Daeus. These vampires are the true masters of the night. Sliding through the darkness, invisible in the shadows, they hunt their prey in secrecy and silence. The Berne Clan is composed chiefly of Imperials.

The Berne Clan focuses on stealth, athletics, and acrobatics, alongside marksmanship, short blades, and unarmored attire.

Quarra Clan

The Quarra Clan is a vampire clan led by Volrina Quarra and can be found in the Dwemer ruins of Druscashti. They fear nothing, and with good reason. Of all the clans, they are the strongest, physically at least. They are not subtle, and would rather slaughter an entire village than choose a few on which to feed. The Quarra Clan contains primarily Nords in its ranks.

The Quarra Clan focuses on hand-to-hand and acrobatics alongside athleticism, unarmored attire, and Destruction. Long Blades are also common.

Locations

What is your destination, traveler? What is it that draws you to this land?

Choose freely where you start, or roll a nine sided die if you'd like to leave it to chance.

1: Seyda Neen
The port of Seyda Neen, "the Gateway to Vvardenfell", is a small village in the southern Bitter Coast region, bordering the Ascadian Isles.

House Hlaalu governs Seyda Neen, but the Imperial Legion guards the seaport. Its native population is small, though it is a common stop for Imperial travelers going to and from Vvardenfell. The Grand Pharos is a unique lighthouse at the harbor mouth renowned for guiding mariners throughout the Inner Sea. Most visitors are processed through the Census and Excise Office, part of the Empire's Coastguard station at the harbor. Though no boats offer travel, Imperial cutters use the dock as a restocking point to control smugglers and pirates running the waters off the Bitter Coast. Silt striders provide convenient travel to Gnisis, Balmora, Vivec, and Suran.

Your arrival coincides with that of a small Imperial ship, carrying an unassuming and unimportant person to their relative freedom on the island of Vvanderfell. It is up to you whether you shall involve yourself with them.

2: Balmora
Balmora (or Stoneforest in Dunmeris) is the nominal district seat of House Hlaalu, and the second largest settlement geographically on Vvardenfell after Vivec. Balmora is located at the southernmost edge of the West Gash, right at the point where the region converges with the Ashlands, the marshes of the Bitter Coast and the lush plantations of the Ascadian Isles. The Odai River runs through its heart and divides it into four districts, High Town, the Commercial District, Labor Town, and the nearby Moonmoth Legion Fort.

3: Vivec
"Finally the bones of Horde Mountain landed and became the foundation stones for the City of Swords, which Vivec named after his own sigil, and the net fell across it all and between, or became as bridges between bones, and since its segments had been touched by his holy wisdom they became the most perfect of all city streets in the known worlds." — "36 Lessons of Vivec"

Vivec City (often shortened to simply Vivec), named after the god of the same name, is the largest city in Vvardenfell and is situated on its southern coast in Norvayn Bay with Baar Dau floating above. The city is a collection of nine artificial islands; each island is a separate district or canton and is made up of a large multi-tiered building the size of a small town. The many bridges and walkways between these cantons create a maze that could be intimidating for new arrivals. Water is the dominant element in the architecture, present even inside. The entire city of Vivec is considered a holy place, as it is home to the Living God Vivec himself. The city is policed by special guards drawn from the militant order of the Temple, the Ordinators.

Most cantons are generally built of four tiers. The lowest, only accessible from drainage grates or trapdoors, is the Underworks, or the canton's sewer. The Underworks are located on the water-line, and are a nest for criminals, rats, and other undesirables, as Ordinators never venture into them. Above the Underworks, at the level of the main walkways and canals, are the Canalworks, where tombs, homeless paupers, storage rooms, and a few small shops can occasionally be found. The Canalworks of a canton are generally only accessible from the upper levels, or via trapdoor from the Underworks. Above the Canalworks are the Waistworks, filled with shops, clubs, temples, and residences. The top of a canton contains a large domed courtyard known as the Plaza, with standalone buildings rather than doors built into corridor walls. Canton plazas are filled with manor-houses and fine shops, and can usually only be accessed through large doors from the exterior. All of the space within a canton has to be leased from the Temple, and the only Guards allowed to police the area are Ordinators.

4: Ald'ruhn
The town of Ald'ruhn (sometimes spelled Ald-ruhn) is a dusty cluster of Redoran-style buildings nestled against the southwest slopes of Red Mountain, just outside the Ghostfence. Its name means "Elder Home" in Dunmeri. Ald'ruhn recently became the council seat of House Redoran, and all of the councilors maintain expansive mansions in Under-Skar. The entire manor district is built inside the hollowed shell of an ancient Emperor land-crab known as Skar. The weather in Ald'ruhn is under heavy influence of nearby Red Mountain, as daily Ash Storms bring the threat of the Blight right to the doorstep of House Redoran. High guard towers overlook the town, and the Guards, clad in traditional Bonemold Armor, have to kill the occasional stray Cliff Racer.

5: Sadrith Mora
Sadrith Mora (or Mushroom Forest in Dunmeris) is the district seat of House Telvanni, and home of the Telvanni Council, though only one Telvanni councilor actually lives in town. Sadrith Mora is an island settlement in the Zafirbel Bay, and accessible only by sea and teleportation.

The actual town of Sadrith Mora is built in typical Telvanni style: great, magically-formed organic mushrooms springing from the ground, each being expanded to suit the needs of the inhabitant; one may become a dwelling for a single Dunmer, while others form shops, seaports, or entire inns and taverns. These are grown in a gigantic loop around the tower of Tel Naga, which is the home of Master Neloth. The town itself offers a Morag Tong base, an inn, and a restaurant. North of the Great Market is the Telvanni Council Hall, a large orb supported by giant mushroom stalks. While visitors are technically not supposed to travel beyond the Gateway Inn into the town, nobody really seems to mind. Anyone will serve you, albeit a bit tersely..

6: Wolverine Hall
Situated just south of Sadrith Mora, Wolverine Hall is an attempt on the part of the Imperials to project power in a region of Vvardenfell where they are relatively powerless. The Telvanni tolerate the presence of the fort mostly because nobody cares enough to knock it down. Wolverine Hall houses the services not permitted in the town itself, such as the Mages Guild, Fighters Guild and Imperial Cult shrine. These are concealed within the fort itself. Between the Hall and the town itself is Dirty Muriel's Cornerclub, a Nord-style building that is home to the local Thieves Guild.

7: Ebonheart
Ebonheart is the seat of Imperial authority in Vvardenfell. From this city, the Duke of Ebonheart, Vedam Dren, and his Grand Council determine law and policy for the Vvardenfell administrative district. The Imperial Chapels serve the Duke, his retainers and the castle's garrisons, and are also an administrative center for Imperial Cult presence.

An Imperial Guard unit protects the Duke, and the Hawkmoth Legion is also garrisoned within the walls of the castle. Much of the business in Vvardenfell, which concerns either the Empire or House Hlaalu, is conducted in Castle Ebonheart, as the Hlaalu Grandmaster is the Duke himself.

Because the East Empire Company is chartered directly by the Emperor, its offices, warehouses and docks are adjacent to the castle, and its security is assured by the Imperial garrisons. The provinces of Skyrim and Black Marsh maintain diplomatic missions in Ebonheart, the latter mainly in concern for its citizens, due to the fact that the Morrowind province is exempt from the abolition of slavery.

8: Mournhold
Mournhold, "the city of light and magic", is a Temple city inside the capital of Morrowind, and the heart of the larger city Almalexia, named after the goddess. Mournhold is located on the southeast mainland, in the district of House Indoril. The Royal Palace forms the center of the city and is home to the new King and his mother Barenziah, who are protected by a Royal Guard garrison and offer Imperial Cult services. The Temple to the north houses the High Chapel, home to Almalexia, one of the living gods of the Tribunal Temple. It also rooms offices of the Archcannon, an infirmary and the personal guard of the goddess, The Hands of Almalexia.

At the current time, Mournhold is under a strict quarantine, in paranoia at the Corpus disease at the heart of Vvanderfell. It is difficult, if not borderline impossible, to enter or leave the district, even to enter the broader city of Almalexia. There are currently rumors of a plot to assassinate King Llethan, a figurehead Dunmer ruler of Mournhold known as the "Grace of All Gods, King of Morrowind, Duke of Mournhold; Defender of the People and the Law; Loyal Servant of the Emperor and Empire", etc.

9: Fort Frostmoth
Fort Frostmoth is the primary Imperial settlement on the south coast of Solstheim, in the Hirstaang Forest. It is linked to Vvardenfell by way of Khuul. It holds services (trader, smith, Imperial Cult altar) that are mostly unavailable, due to low morale among the troops. The fort is known among the legionnaires as a punishment detail, due partly to the unpleasant weather and partly due to the mead. The presence of wolves, bears, berserkers and rieklings doesn't help morale either.

Fort Frostmoth also acts as the area office of the East Empire Company, located on top of the Imperial Cult shrine. The company was established here to mine the rich deposits of ebony from Raven Rock. An agent of the East Empire Company has plans for constructing a settlement over said mine, although they do not have enough support at the moment.

Perks

What is it that you can do, traveler? This land is quite dangerous.

Three perks are discounted per price tier in the general perks list except for the 800cp perk, all perks are discounted to their appropriate faction. 100cp perks that are discounted are free.

The Road Most Travelled -0cp
Music is a universal art for good reason, a proper melody able to stir the emotions of even the most cold-hearted. Morrowind has its own signature songs as well, which will play in your head at appropriate times if you wish. Or maybe you'd like for them to play aloud? Turning them off is an option as well, but why would you refuse to listen to such skillfully crafted songs? Additionally, you get a personal theme song as well, in the style of synthwave from your world of origin. You can listen to equivalents of other people as well while around them, if you wish.

"What do you want, outlander?" -100cp
The traditional Dunmer of Morrowind are quite xenophobic, shunning those they call 'outlanders', those who are not part of their nation. Curiously, they're immediately able to tell whether someone is an outlander or not, even other Dunmer. And now so will you. Upon seeing someone, you'll be able to tell whether they are part of a group, faction, organization, or nation you are a part of. You will not be able to glean more information than that with just this, but perhaps it can be valuable to those who care about such things.

Walk Up To People, Ask Them Their Life Story -100cp
The people of Morrowind are strangely friendly, despite what everyone says. Or, at least, that's just how it always has seemed to you. You find that people are strangely willing to divulge the story of their life, the more public parts of it at least, and elaborate on their jobs, even if you've just walked up to them and asked them about such things with nothing more than a greeting. It could be useful for gathering information, but you likely will never feel like you're out of the loop regarding wide-reaching events. Of course, personal opinion still matters, so if someone hates you specifically, then there's not much you can do without improving their disposition to you.

Let's Go Hiking -100cp
The landscape of Vvanderfell tends to be quite jagged in most regions. Traversing the roads is all well and good, but what if you want to go off the beaten path and explore? You have quite a bit of experience climbing and crossing the common vertical hills that seem to dot the island. Travel rations don't tend to be a problem, and setting up a camp is not usually particularly hard for you. The weather might be troublesome every once in a while, but what's an adventure without some risks? Do be mindful of cliff racers, the flying pests are quite infamous for good reason.

Not Dialogue Supported -100cp
Racism is an undercurrent problem with basically everyone on Tamriel in some way or another. However, that doesn't seem to stop relations between members of different races too much. Even if you're, say, a Nord, you will still be able to have intelligent discussion with an Altmer, although perhaps they are simply hiding their disdain. Maybe it's just something about you? Even if you are part of a hated group, no one seems to hold it against you, any more seriously than as jests, at least. Doubtlessly useful in the land of Morrowind, where most of the locals are very isolationist.

Famous Writer -100cp
Who could've thought that Curio's The Lusty Argonian Maid books would've gotten so popular? Despite not being high literature and consisting mostly of sexual fantasies, the book and its multiple sequels spread throughout Tamriel and will never truly fade away. Just like Curio's legacy, stories you write explode in popularity regardless of their content, somehow amassing fans among all the peoples of Tamriel. The effect seems even more pronounced when the stories carry no particular agenda to them, or attempt to teach a lesson, making such stories last forevermore in the worlds you publish them in. Curious, isn't it?

Raid Dungeons, Sell Loot, Repeat -200cp
Vvanderfell is dotted with ruins of old forts, occupied by bandits or criminal sorcerers, ancestral tombs, protected by the arisen undead of long dead Dunmer to protect their resting place, and daedric shrines, populated with Daedra and their worshippers. There are also the Dwemer dungeons and the occasional abandoned mine with a bandit or two settled in them. There are quite a few places to raid and plunder, and they always seem to have valuable items. From expensive armor, to enchanted artifacts, perhaps even high-quality clothes or potions. Regardless, even if you're visiting locations which have been abandoned for ages, there always seems to be something you can find that can net you a pretty septim if you bring it to a town's trader, even if it should logically have been completely picked clean long ago. Perhaps you can even use some of these spoils.

Quest Givers Galore -200cp
Not everyone is able to solve problems that plague them, sadly. Maybe they're just a normal person and a couple of giant rats decided to make their storage room a nest, or maybe they pissed off what they believed to be a witch and were paralyzed and robbed blind. Fortunately for them, you always seem to come across these sorts of people, who have a problem they cannot deal with alone and are willing to offer a reward for your help. Strangely, they always have rewards appropriate to the request, such as a few hundred septims, or perhaps enchanted jewelry. Even if you're a freelancer, you're likely able to subsist entirely on these sorts of quests, provided you wander around looking for them, at least.

Alien World -200cp
Sometimes the lands of Morrowind and beyond can offer truly strange sights. Perhaps you'll find someone's grave on the roof of a cave, or come across a nondescript healer on a cliff and later find out they were actually the goddess Mara in disguise. Or perhaps you'll find even stranger characters and locations, such as perhaps a mudcrab who's actually an oddly rich merchant. While they won't usually yield much of material value, you'll likely gather quite the interesting stories to tell at inns. Or maybe you'll take those meetings to the grave as secrets never to be revealed. Either way, you're bound to have interesting times, and not the bad kind either.

Do You Want To Join [Insert Faction Here]? -200cp
Some factions in Morrowind aren't very hard to join. Hardly more than asking a high ranking member for membership. To you, however, even the more unwelcoming organizations can't help but welcome you with open arms, with those able to do so inviting you to the group even when you've just met. Perhaps you just have an air of reliability and competence? This will certainly be useful to get a foot in the door for more isolationist groups, in case you ever want to become a member of them. Additionally, in case you look for them, you'll always be able to find someone with the authority to adopt you into their group, which might save some time when seeking to join more secretive institutions.

Skill Books -200cp
One can find unexpected insights in the strangest of places. Perhaps a book about an Imperial's adventures in Valenwood could hide a few acrobatic tricks, or an occult and symbolic sermon might reveal alchemical tips. It might seem arbitrary what sort of insights you can glean from what books until you read them, but it is still a useful thing and you might build up quite the library of trivia this way.

Multi-faction Membership -200cp
Usually people are assumed to be members of only one faction. After all, what's the point of joining multiple organizations if not for spying on the second one for the benefit of the first? Well, nobody really seems to bat an eye when it comes to you. No one will really question you if you're part of several disparate groups at once, even when they really should. You could conceivably join all Imperial guilds without much issue if you really wanted. Of course, you're not protected from having to juggle all the responsibilities that the factions you've joined saddle you with. You'll have to learn how to deal with that on your own. You can't join two rival factions, however, that would be stretching this benefit a bit too far.

Economical Artifacts -200cp
Enchanted items in this world work off of a set amount of ‘charge’, that is, they only have so much magical energy in them to activate their enchantment with. Sort of like a magical battery that can run out, and will if you use an artifact too recklessly. Thankfully, they recharge on their own, albeit slowly, so even if you’ve depleted an artifact’s charge, it’ll still be usable a day or two later. You’ll be able to apply this trait even to magical items working under different rules, in the case that they can run out of energy in the first place, that is. It will likely save you some time spent renewing the artifact’s power.

Collectionist -200cp
People with a good eye are able to find unique treasures, in out of the way and hard to reach places. Sometimes these might just be a few coins, but sometimes it can be expensive valuables, or even high end gear. You’re one of these people, having an instinct for hidden objects, both those hidden in plain sight and those who are simply out of sight in places you might normally not consider looking. If you spend enough time combing the land and the dungeons that dot it, you might end up building up quite the treasury. Maybe you’ll even find Daedric gear tucked away in dark corners, if you look hard enough.

Are You Looking For Advancement? -200cp
Sometimes, climbing the hierarchy of an organization can be a tedious and time-consuming process, requiring endorsements from several people who may have to be coerced into giving such. Well, you won’t have to worry about it too much, as simply proving your competence can substitute needing to pass through any other requirements you might normally have to pass in order to advance your position. You do need to actually be competent, however. You won’t get very far in the Mages Guild if you’re a warrior, for example. Of course, this might not pose much of an obstacle to one willing to learn.

Loose Pouch, Loose Lips -200cp
Money makes the world go ‘round. And there ain’t nothing that brings a smile to someone’s face than the jingle of a pouch of septims. At least, this holds true for you. With enough money, usually in the hundreds or thousands, you’re able to make someone not only do a favor for you, but even outright like you better, able to skip the process of building a friendship entirely by giving people money. Whoever said that money couldn’t buy love was clearly wrong, you just need to give someone enough money.

Touching the Divine -400cp
Cosmic forces are quite common in this world, from the gods to the Daedric Princes, and there lie plentiful artifacts that bear their power scattered throughout the world. Even when born with little to no innate power, mortals still try to tamper with such things, again and again. I dare even say they've gotten quite good at it, looking at Kagrenac's Tools and Dyvath Fyr's research into Corprus. You may not match the intellect of such arcane geniuses, but you have a knack for tampering with forces man was not meant to wield that may provide you with the opportunity to rise to their level. Magical wards, tonal tools, experiment protocols, no force is beyond becoming the target of your research if you spend the time investigating its properties and devising methods to mess around with it safely. After you've got the safety protocols down, all that's left is performing some arcane science on your newfound samples. Such research's success is entirely up to you.

Trainers Everywhere -400cp
Training yourself in a skill through sheer experience has its downsides. You wouldn't be able to spot bad habits, and might teach yourself into a dead end. Which is what trainers are for, giving you a guideline on what to focus on and what to avoid. Generally, hiring trainers is quite expensive, going up to hundreds of septims even when teaching someone Apprentice level knowledge. While money will still be a problem when paying someone to train you in a skill, actually finding someone to do so won't be quite as hard anymore.

Sometimes it almost seems like half of all people have a good enough understanding and experience in a skill to train you, as well as the willingness to do so at all, with how common they are. While some people might restrict their service to members of a faction, there's enough choices to not really be an issue. Even complete strangers can be paid to train you, although they might charge a bit more than normal. If you are wealthy enough, you might even be able to become a genuine professional purely by being trained by competent people.

Divine Flesh -400cp
Oh, what glorious blessing you have been bestowed, the gift of Dagoth Ur himself. And yet, for some reason, it seems that you're received a refined strain of Corprus, also known as the Divine Disease. Lacking all negative effects, the divinity infused into your flesh confers a few benefits. Firstly, you are immune to any disease. Natural, supernatural, or even other divine ailments are repelled by the divinity within your flesh furiously asserting dominance. Secondly, you are ageless, and will weather the eternity of time with the same ease a man might weather the passing of a day, until and unless you are killed, whether by others or by your own mistakes. Unfortunately, there is magic in this world that can curse others with a weakness for sources of damage, weakness to disease being among them, so your immunity is unfortunately not immutable. Additionally, it is not contagious, so you will need great magical acumen and decades, possibly centuries, of research to figure out its workings if you wish to spread it around. Perhaps with enough study you might develop other divine diseases of your own making?

Madman Tactics -400cp
Some beings in this world are simply beyond your power. Perhaps you're a simple mortal fighting against the avatar of a god, or simply a warrior facing an experienced mage. Normally, those in your shoes would simply be defeated and possibly die, but there's something odd about you that lets you pull off the impossible. It'll always be very risky, and you're unlikely to be able to pull off the same stunt twice, but you're able to find out weird tricks and crazy plans to punch far above your weight class, so to speak. Maybe one day you'll drink enough Sujamma to kill a courtroom full of people, and harness the power of far too much alchemically enhanced alcohol to cave an arrogant godling's face in, or maybe you'll briefly break some of the laws of alchemy to create an obscenely unstable but ludicrously potent potion to temporarily boost your body to bone-breaking levels. Whichever antic you attempt, you will usually be left half-dead from breaking your limits so hard, and it'll take you some time to even come up with them and gather the resources for it. You will be skirting the line between life and death a bit more often than what is probably healthy, so try to be careful and not kill yourself.

Anticipation -800cp
The mastery of the Dwemer was quite a sight to behold. Their greatest work was arguably the tools they created to manipulate Lorkhan's Heart. These very tools were utilized by Vivec, Sotha Sil, Almalexia, and Voryn Dagoth to obtain a measure of godhood. And with this purchase, it seems that you've gotten a finger in the metaphorical pie as well. What this means is that you are a god. Unfortunately, this doesn't really increase your raw power as much as you'd hope, but even a relatively normal skilled mage or warrior would find themselves vastly more capable than they were before. You are stronger, tougher, faster, and more agile, and can bring far more magicka to bear, as well as wield stronger spells and weave stronger enchantments. Even without being a dedicated warrior or mage, you could give a good fight to masters in those crafts, not to mention the heights you'd reach if you were already a master yourself. But this is merely a happy side effect of your new-found divinity. The true benefit here lies in your immortality. You are no longer a mortal, after all, but a god in your own right. Obviously you are ageless and at your physical and mental prime, but your immortality mainly lies in waking and sleeping.

This isn't the normal awake and asleep state you might be familiar with, however. While 'asleep', you'll find yourself in a timeless place, granting you great insight and awareness over the world, with little influence over the physical world. Here, it is easier to communicate with others, such as your followers and worshippers, and gathering information from the unsuspecting. It's not all good, however. Sufficiently powerful wards can bar your vision in this state, and other divine beings might not appreciate another god barging into their domain and whispering in the ears of their followers.

Additionally, this 'sleeping' state does nothing for your ability to focus or multitask, so if you're not good at keeping track of multiple things then you're unlikely to find this awareness very helpful. You can think of it like juggling; everything is always moving, but you can become so used to them you can know where they are without thinking about it. However, there are a great many things, and it can be very, very hard to keep track of everything. Even with centuries of experience you might still make mistakes and lose track of something

And, of course, being 'awake' is simply existing in the mortal world, in the same way that mortals do. In this state you lack the insight and wide reaching influence of your sleeping state, but can wield your powers with greater ease. Don't believe yourself omnipotent, of course. The power of gods is nowhere near as overwhelming as most zealots would have you believe. The best part is that being killed when you are awake will simply knock you into your sleeping state, and returning to 'life' is as simple as deciding to wake up, to find that no time has passed between your 'death' and your return to the world of mortals, regardless of how long you have waited to return. Do take care, for sufficiently powerful magic, advanced technology, or divine effort can still bring about your true end.

Focus Perks

Combat Perks

Stick ‘Em With The Pointy End -100cp
While magic can give people substantial amounts of power, the practicality of normal weaponry is still very valuable to the people of Tamriel. From swordsmen to spearmen, and axemen and beyond, there are quite a few choices for the aspirant warrior or soldier. You’ve gained an adequate amount of training in any of the weapons found in this world, from axes, swords, spears, and daggers to bows, crossbows, darts, and so on, enough to fight off a small group of bandits with any normal weapon you might find. There is quite a long path towards the skills that legendary combatants possess, so do you have the grit to survive and improve? Or will you perish like many have before you?

Finest Blacksmith In The Land -200cp
There are plenty of wondrous magical items scattered throughout Vvanderfell. From spears, swords, armors, even throwing weapons like darts. Where do you think those come from, Aetherius? No, they are made by blacksmiths, those dutifully working at their forges, crafting armaments and repairing any broken weapons or armor. You can count yourself among them. You are experienced at crafting any kind of weapon you could find in this land, whether melee or ranged weaponry, or light, medium, and heavy armor. Likewise you are just as skilled in repairing such things should they be in less than top condition. The main obstacle is the kinds of materials you have to work with, of course. You can’t make a dwarven sword with no dwarven metal, after all. Still, if you sell your services you could gain quite a few drakes.

Pauper Luck -400cp
Some people are born with bad luck, who have their lives be miserable for the entire extent of it. Others start with good luck, and live blessed and comfortable lives. Some people have luck in only a few specific things, such as a fisherman who always succeeds in catching big fishes. You, you have absurd luck, of the good kind, which applies mainly in combat. Your opponents will trip even on flat ground, they will stumble and miss even if you’re sitting still. Inexperienced opponents can simply forget the thought of ever hitting you, while masters of the craft will find you an unusually annoying opponent.

Likewise, you’ll be able to hit even slithery enemies, your strikes almost seeming to pull themselves to an enemy’s weak points, and your footing weirdly steady even on extremely uneven terrain. With this and some decent combat experience, you’ll be able to go quite far. However, do keep in mind that people who rely a lot on their luck tend to find it lacking when it really matters. But if you’re careful and actually improve yourself, you might not ever need to worry about losing a crutch.

Gleaming Edge -600cp

Reaching the height of combat skill is something that takes a lifetime. Warriors who survive long enough naturally hone their prowess to the point of mastery. But what if you're not that patient? There are monsters and gods out there, and the powerful creatures that inhabit the wild don't wait for those who they hunt to practice. Fortunately, you are among those that could be said to be rising stars, soon to be legends in their own right. Training won't be particularly different, but the more you genuinely test yourself against worthy enemies, the more you'll grow, quickly becoming adept and perhaps even masterful in combat through mere years of regular fighting. If you have a mentor to guide you, you might become a master quickly enough to use such a level of skill with the vigor of youth. It beggars the mind what you might attain if you keep trying to push your skills further when you've already reached mastery. Will you carve your legend in history and be sung alongside some of the most legendary warriors of Tamriel?

Magic Perks

Magical Novice -100cp
The art of Magicka is a powerful thing, allowing those well versed in it to perform all kinds of wonders and horrors. Some of the Telvanni wizards are as old as the Almsivi pantheon itself, their lives extended through magical means. Not everyone is as powerful as they, however, and all mages need to start somewhere. You possess an acceptable level of magical knowledge of all standard schools of magicka for someone starting out in their study of it, and possess some weak but useful spells in your repertoire. What you do with this knowledge is your decision, whether to be content with it or to seek to advance your knowledge, skill, and power.

Discerning Eye -200cp
There are many magical effects in this world, from simple elemental damage, flight and water breathing, to even teleportation and healing of any kind of wound. It can be hard to keep track of everything, and identifying unknown magical items can be quite dangerous. Thankfully, it seems that you've learnt a unique little trick. What it does is allow you to instantly figure out what sort of magical effects some artifact has, in case you're not sure what kind of enchantment was laid on some magical gear you've gotten your hands on. You also get to know some details about the magic, such as the potency, duration, and perhaps how much range it has if applicable. This could save you quite a bit of time from experimenting with new artifacts.

Spellmaker -400cp
The magical spells that wizards use are composed of the basic building blocks of spell effects. Meaning, what the spells actually do. From increasing an attribute or making a skill easier, to draining someone of their charisma or luck, and all manner of even more esoteric effects can be used. The main factors that go into a spell are the magnitude, duration, and if it's a ranged spell, area of effect. Rather than needing to pay someone, you have an incredible level of talent to make almost entirely new spells out of magical effects that you are able to use, combining them and modifying their strength as you wish. Discovering new effects will still require learning new spells or experimentation, mind, but once that's out of the way, the only limit is how skilled you actually are at magicka.

Loremaster -600cp

The art of Magicka is as deep as it is wide. Each of the schools of magic operate with their own inner logic, and arrive at different endpoints when one reaches mastery. It certainly takes more than a human lifespan to even begin grasping the levels of skill that those legendary wizards sung about through the centuries attained. And now, you could feasibly climb your way to that level. You'll find an impressive amount of talent in magic as you learn, quickly increasing in skill with practical, hands-on experience, such as regularly shooting fireballs at bandits in the middle of real fights. You might even reach mastery within several years instead of half a lifetime if you make a habit of regularly testing your skills against dangerous and worthy enemies, not to mention the speed at which a teacher can instruct you on what they know. You might be able to match some of the most famous and skilled wizards in history with mere decades instead of the centuries they usually take to get there. What kind of legacy will you leave on the world?

Stealth Perks

Sneaky -100cp
Not everyone has the might of champions or the necessary mindset for magical study. So, some people turn towards methods of cleverness and stealth instead. From conventional stealth to sneakily extracting a few more drakes from unsuspecting customers, you belong to the world of liars and con men, or perhaps to that of thieves and assassins. And you possess some passable measure of skill accordingly. Sneaking around, pickpocketing, lock picking, and even how to speak properly and how to haggle hard for prices, you're no major magnate or walking shadow, but you're not incompetent either. You have quite a ways to go, so make sure you survive long enough to learn your lessons.

Because of the Implication -200cp
Sure, there might be plenty of criminals around in Vvanderfell, but for various reasons the guards of the various settlements don't immediately crack down on every breaking of the law. Bribes, stealth, even simply being too bothersome to actually remove can all contribute to being ignored by those who enforce the law. For you, this seems to go a step further. You could be a wanted felon in all of Vvanderfell, but unless you actually directly approach guards you'll never actually be arrested. There's nothing stopping people from calling the guards on you, of course, and doing something obviously illegal in sight of a guard would still catch their attention, but even if your face is widely known as that of a criminal, most law enforcement won't bother you if you're just going about your day. Don't get too cocky, and you might never be arrested even once in a lifetime of crime.

Sniffing Out What Shouldn't Be Found -400cp
You know what one of the most iconic traits of rogues and thieves are? Sneaking around and stealing powerful and unique artifacts, of course. Whatever methods you have, you have an almost uncanny knack for finding hidden things, from people who separated themselves from civilization, artifacts lost for whole Eras, or perhaps just secretive organizations, there's little you cannot find if you just look hard enough. The loot you could find could net you quite the pretty coin, and you could feasibly use some useful artifacts for your own benefit too. Of course, finding something doesn't necessarily mean you're safe from it, and those who are keeping themselves hidden might not appreciate being found. Still, it is very difficult to successfully hide from you, and almost impossible to do so for very long. Do make sure to have meatshields to put between you and anything dangerous you might come across.

Gentleman -600cp

The arts of the underhanded are a lot deeper than most people might think. Both the covert skills such as stealth and the more overt ones such as business can be taken to legendary extremes just as much as skill in combat or magic. And now, you'll get the opportunity to prove it, as your talent with such things is no lesser than legends. The more you apply yourself in practical cases, the more your skill grows in leaps and bounds, becoming capable of picking nearly any lockpick in mere months instead of the years that most master lockpickers might need. Your business acumen increases just as quickly as you make your way through markets and companies, and soon you might find yourself one of the most dangerous men in Tamriel, in terms of criminal activities at least. And should you find yourself someone willing to teach you, your growth will be significantly faster still. Will you rule the criminal underworld of civilization or simply take over kingdoms through sheer influence over the economy?

Faction Perks

House Hlaalu

Trading And Politics -200cp
A merchant at heart, woe be to you if you couldn't perform trade. Petty things such as international relations and religious disputes shouldn't get in the way of a good profit, so what use are they? House Hlaalu is more tolerant of outlanders precisely because it can improve business relations, and while the other Houses aren't nearly as welcoming to others, the Hlaalu don't get into much trouble for dealing with the Empire. Just like them, you are unimpeded by xenophobia and tricky politics when conducting business. Even in a nation where you are hated, or in a culture where business and trades aren't nearly as important as something else, you will always be able to trade.

A Good Reputation Brings Good Profit -400cp
Following pure material profit at any cost or means is a common mistake for young Hlaalu. Theft and murder are bad for business. If you steal from someone, will they be willing to trade with you afterwards? How do you even bargain with a dead man? You've internalized this ideology a bit further than even the most experienced Hlaalu. Even further than the normal benefits, you find that having a golden reputation with your clients makes them far more willing to pay more money for your products. Upholding integrity of quality and reliability, your profits can soar above and beyond any of your competitors. Some might decry you as using magic, but it's simply business.

House Redoran

Humble Knights -200cp
As a member of the Redoran House, you are expected to uphold the House's honor and tradition, which tends to include not being greedy. Surprisingly, this tends to turn into a problem when it comes to affording training or better gear. Somehow, you make it work. Whether through dungeon delving in order to sell weapons and armors used by bandits, or perhaps some other means, you're always able to gather the bare minimum currency to keep up with your responsibilities whenever you do not obtain rewards from them. It'll be a hard and arduous journey, but hardship tempers one's will, does it not?

The Way Of The Warrior -400cp
House Redoran upholds the traditions of settled Dunmer, specifically that of the Way of the Warrior. They value virtue and integrity above all else. Of course, not all is good and dandy with this approach. Money is still very influential on society, and corruption can be everywhere. Thankfully, to you, upholding the Way of the Warrior is a sort of shield against these blights. Conducting yourself honestly and openly will push others to do the same, and defending your honor will help others value it more as well. So long as you follow the strict tradition of the Dunmer ways, your life shall be blessed and glory plentiful.

House Telvanni

Isolationist Ambitious Wizards -200cp
Half of Telvanni ideology can be summed up in the words “leave me alone and I’ll leave you alone”. They are remarkably isolationist and antisocial even compared to other Dunmer. They are also very focused on magical experimentation, spending most of their time on such things, leading them to become quite the eccentric individuals. Because of this, Telvanni can cause bizarre problems, such as infuriating their slaves by decorating their own home with rotting Kwama eggs, or kidnapping the daughters of Redoran Councilors. Just like them, you can safely be eccentric, and possibly even aggravating, without particularly serious consequences for them. If you steal from a collection of rare artifacts one of the Telvanni Councilors have, you likely wouldn’t get much more than a reprimand asking for the artifact back.

Upstanding Telvanni Citizen -400cp
One of the most important pieces of Telvanni culture one needs to learn when dealing with them is their stance on murder and virtue. It can be explained as “the powerful define the standards of virtue.” For example, if you were in a debate with a political rival, killing them would just prove your stance was correct, rather than invalidate the whole thing. Now, you’re able to take this culture with you. If you’re more powerful than someone else, or an entire group, you’re able to dictate to them what they should act like, and no one will bat an eye at you killing those you dislike, and more importantly, will accept it as an excuse to believe you. You might still be quite hated, but might makes right, does it not?

House Indoril

Orthodox Theological Politics -200cp
When the gods walk among mortals and rule over them directly, the line between politics and religion starts to blur. House Indoril's political influence stemming from their close alliance with the Tribunal Temple is proof enough of this. Through their strict and unwavering support of Dunmer tradition, they can coerce those who go against them to either shame themselves in the eyes of the people of Morrowind, or bend the knee. Just the same, whenever you tie yourself to a wide-reaching religion, you are able to influence politics in your favor, and you can stretch your reach that much further. A strong foundation of old traditions are essential to a healthy nation, after all, so why don't you help protect it?

Ordinators -400cp
The main law enforcement deployed throughout Morrowind are the Ordinators. Members of House Indoril, these people uphold the laws of the Dunmer with zeal, equipped with powerful weapons and armor to stamp out any who would dare undermine the society of Morrowind. Likewise, you are able to obtain the authority to police a region, personally or through your subordinates, provided you are openly and strictly supportive of the ancient traditions practiced in said region. You will have to provide armor and weapons yourself, of course, but no one will deny your right to arrest heretics and criminals. This authority will also let you greatly influence what's actually illegal in the region you police, whether through varying levels of enforcement or simply arguing for or against a particular law by citing ancient tradition.

House Dres

Slavery Operated Plantations -200cp
To the dismay of a few people, slavery is accepted and even normal in Morrowind. Worse, Argonians are particularly popular choices for slaves, but slaves from most if not all of the other races are also available to those who would seek out slavers. House Dres is the House that takes care of most slave-related business, conducting 'training' and selling of those who are captured. Of course, they don't trade all the slaves away, they keep a lot of them for working in their plantations, using them to provide food to the rest of Morrowind. Like the people no doubt managing these sorts of things, you have quite a lot of experience in turning someone into a proper slave through extensive regimens, and have an eye for where they'd be most useful, whether working at a plantation, or serving as a maid.

Unity Of The Great Houses -400cp
While one of the more orthodox Houses, Dres has a peculiar trait that makes it stand out a bit from the others. Mainly, their focus on inter-House relations and diplomacy. They believe that unity is the key to a happy and stable Morrowind, and you likely find that such is the case. Whenever you work to keep a large group together, such as several factions of wildly different ideologies who have members of a singular race, you find quite a lot of success, even if you make what should've been irreparable mistakes. Additionally, doing so will also improve the wider society that the group you wrangle together exists in, providing not only stability but also happiness and contentment, from the poorest to the most privileged. You might become a symbol of peace to the people, or you might not. Reputation is funny like that.

The Ashlanders

Nomadic Lifestyle -200cp
The Ashlanders refused the progress of civilization, choosing to remain nomads even as Dunmer began to build cities and forts. The Dunmer who left the tribal life behind ended up forcing the Ashlanders to give up more and more territory, until the only places where they could live were the ashen wastelands of northern Vvanderfell. Still, they survive off the land, managing to scrounge up enough food to eat and water to drink. You are the pinnacle of the Ashlander lifestyle, able to live off of even the most desolate lands without requiring outside help. Additionally, you are an expert at all the skills needed to maintain a tribe, such as woodworking or animal husbandry, and are able to teach any of these skills to other people. Morrowind is a harsh place, but your kind has lived on it for generations, and that tradition will not end with you.

Old Dunmer Culture -400cp
The true original Dunmer culture lives on only in the Ashlanders. Or, at least, that's what they like to claim. Even when their settled kin pushed them to change to a non-nomadic lifestyle and join civilization, they held steadfast to their beliefs and traditions, carrying them mostly unchanged for Eras. Just like them, you are able to hold on to your tradition and culture even when everyone around you pushes you to leave them behind. Even if civilization at large begins to think of you as a primitive savage, you will be able to maintain your beliefs without much issue. You won't have to deal with people who believe that your heritage is evil and attempt to stamp it out, although you might still be ignored or dismissed as unimportant. But all of that is worth it to remain who you are, is it?

Morag Tong

Honorable Writs of Execution -200cp

The Morag Tong conducts its business primarily through what are called Honorable Writs Of Execution, usually shortened to just Writs. These Writs prove to the Ordinators that the Morag tong was hired to kill a specific person, and is given after the murder to clear any possible problems that might be cause from an investigation into the assassination. Members are required to present the Writ after they kill a target, and those that don't are put under intense scrutiny and suspicion. Now, you can use these Writs anywhere, not just Morrowind. You also have a small amount of luck with your Writs, such that occasionally you get a Writ to kill someone you personally dislike, essentially giving you carte blanche to get rid of them permanently. In future worlds, you'll find additional Writs of Execution delivered to you through appropriate means, which will let you obtain a small amount of income by completing them. It'll always be enough for a very modest living. People might be a bit annoyed that your target is dead, and they might not like you if they find out you're the killer, but you won't find anyone objecting against the murder itself.

Legal Assassination Organization -400cp

The Morag Tong was officially sanctioned by the Tribunal Temple and the Great Houses to prevent civil war in Morrowind. The way it does this is by providing an official channel through which murder their enemies, rather than risk politics devolving into backstabbing and treachery. That said, their influence rarely stretches outside of Morrowind, due to the Morag Tong not being recognized in the Empire. You won't have this issue. You are able to get a criminal organization you lead officially sanctioned by any government whose lands you wish to ply your trade in, with the excuse of preventing the government from being overthrown or plunging into a civil war. You will be able to forge valid Writs from the various contracts, and by presenting those Writs to the law enforcement of the government who sanctioned you, any of the members of the organization can do their task without fear of being arrested. You might not be well liked, but unless someone is willing to break the law they can't do anything about it. Of course, if you stretch the benefits too far you might get the sanction removed, but as long as you provide plausible deniability to the politicians that might use your services you might not need to worry about such a thing.

Tribunal Temple

Powerful Church -200cp
The Empire has been attempting to annex Morrowind ever since Tiber Septim conquered most of Tamriel. So far, they haven't had much success, both on the military front, and on the cultural front. The people of Morrowind are very difficult to convert from their religion, something which the Tribunal doubtlessly enjoys. You find that members of a religion you're a part of or founded are stubbornly loyal, not budging from their belief no matter how hard it's shaken. Even after generations of constant effort by an outsider to supersede your religion with their own would not find much, if any, success. You do need to actively support the religion, however. If you leave it alone then this protection is forfeit.

Divine Intervention -400cp
The Almsivi replaced the worship of the Good and Bad Daedra pretty thoroughly after their ascension. A combination of their actual powers, showmanship, and Vivec's opaque and grand-sounding poetry secured their status as the gods of Morrowind. If a trio of Dunmer with a reasonable level of power can do something like this, why not you? You find that founding a religion is significantly simpler than it might seem at first glance. While you require tangible power to actually prove yourself, with some smoke and mirrors and clever use of words you can make yourself sound significantly more powerful and worthy of reverence than you actually are. Even if you need to start by converting a group of people who already worship powerful beings, you don't seem to suffer the wrath of said gods nearly as much as you probably should. Immediately, anyway. Do watch out for schemers.

Twin Lamps

Abolishing Slavery -200cp
The main idea that ties the Twin Lamps together, from the poorest to the richest members, is the belief that slavery is a moral evil, and that it must be abolished. It is the entire purpose for the Twin Lamps. Of course, in the land of Morrowind, many people believe otherwise, which is why the Twin Lamps must operate in secret. But bringing people into the fold is also ideal, as if enough people want to abolish slavery it'll become inevitable. You are quite charismatic when it comes to this, being able to convince most people of your ideology, unless they're hardocre traditionalists or something. You'll be able to actually make people agree with you, which will likely allow you much better support for your actions. Of course, there will always be people who are too stubborn to talk to, but that's just how life is sometimes, isn't it?

Encouraging Revolution -400cp
While doing what is right is all well and good, there are a few problems in simply abolishing slavery. Economies that depend on slave plantations might collapse entirely, there would be large amounts of people without a job, and tension might still be present among the people. Thankfully, if you're involved, these problems aren't nearly as worrisome. You're very talented at preparing a society for the abolishment of slavery, or any such large-scale change to a nation's workings, such that the transition will be smooth rather than chaotic. Stuff like giving freed slaves jobs, food, and shelter can be arranged without too much issue, and you can spread carefully crafted propaganda to minimize any troubles between freed slaves and people who used to own slaves. You're likely to be seen as a godsend by the Twin Lamps, and any other revolutionary group that you decide to join.

The Blades

The Secret Service -200cp
One of the main functions of the Blades is being the Emperor's intelligence agency. Meaning that they have to set up informants and agents basically everywhere, which can be difficult depending on the situation. In Morrowind, the Empire holds no official sway, so the Blade agents have to be extremely careful to keep their true loyalties a secret. To actually do so requires loyal and capable agents, something which you can provide in spades. You are able to arrange an information network in hostile civilizations without nearly as much risk as such an operation normally would have, being able to hide such things with little effort, so that conspiracies may never be uncovered. Undoubtedly useful for a secret agent, hopefully you won't be pulled back to the capital to take care of other issues.

Build Up An Identity -400cp
Of course, being a secret agent for an intelligence agency doesn't provide much protection. Thus, agents are encouraged to build up a local identity, to hide their relation to the blades. Such covers quickly grow to become air-tight when you put effort into developing a second life. No one who doesn't know about you will be able to guess about your secret identity as an agent of the blades (or something else), after you've spent a while, say, joining a guild and doing errands for various members. Of course, sometimes you can get yourself into a dangerous situation, needing to perform some ritual task that might be dangerous to you, such as having to drink skooma to keep up the image of a skooma addict. You don't need to worry about these so much anymore. Whether through clever trickery or sheer grit, you're able to mitigate the normal consequences of such things, maintaining your dignity in the process.

East Empire Company

Business And Government Sponsored Corporatism -200cp
The East Empire Company is one of the biggest business enterprises on Tamriel, so of course, the logistics of it all are a nightmare. Thankfully, you have an incredible amount of talent with managing the nitty-gritty of business operations, even on the scale of entire provinces. You could run the entire company without much issue, but it would likely take most of your time. That said, simple business is only part of it, as getting government sponsorship for your endeavours is a massive boon, one now within your grasp. It might take some time and a few bribes, but you can get official support from a government of your choice to conduct your business. The actual benefits might vary between regions, but it should at least give you access to normally illegal goods to trade, such as ebony and raw glass.

Monopoly -400cp
When you get big enough, you simply grow beyond any possible competitors. In the business world, at least. The East Empire Company certainly embodies such a sentence. If you ever become able to get a monopoly on a product, you'll find that no one finds it odd or unfair, and you're able to hold on to it functionally indefinitely. Securing a monopoly on some product is far easier than it probably should be, and once you're there, it seems like almost no one cares to secure a supply of such products themselves, content to simply buy it off of you. It certainly helps that you're a lot luckier than before when it comes to actually securing a monopoly in the first place, providing plenty of opportunities to do so. You only need to pounce on the chance.

Fighters Guild

"Go To X, Kill Y" -200cp
The Fighters Guild is what most citizens go to when they need some minor errand involving violence done. A particularly ubiquitous request is clearing out a small group of rats from some poor person's house. Unfortunately, these kinds of simple jobs can get tedious, which can lead to being distracted. Such things can be lethal even against rats. Fortunately, you'll never find yourself particularly bored by such monotonous work. Other simple and repetitive tasks won't get you either, perhaps you're simply more resistant to mind-numbing boredom than most? Unfortunately, you might end up getting all of the low-level work dumped on you, once people realize that you have no issue with it, but that's not much trouble for you anyways, isn't it?

Mercenary Jobs -400cp
The Fighters Guild mostly deals with issues that people may have regarding bandits or monsters. Meaning, it's basically their function as a Guild. You carry this same reputation and dependability with you. Even when mostly new to a location, you'll seem trustworthy and capable to people you meet, enough for them to give you tasks they need help with that violence might be good for. You'll also always get a reward for completing these tasks, although poor people might only have a small monetary reward to offer, or perhaps simply a meal at their table. You might become quite famous among the common folk after a long enough time of helping them. Certainly good for freelance work in general, as well.

Mages Guild

Magical Regulation -200cp
One of the main functions of the Mages Guild is that of the regulation on the use of magic. Usually it's mostly beating up rogue mages who think they're more important than those around them, in order to keep people safe from magical experimentation. Their influence stretches all across the Septim Empire, which is most of Tamriel by consequence. They even have some pull in Morrowind itself, despite it not officially being part of the Empire. You'll carry this authority with you, able to regulate the use of magic to those below your level of power, and perhaps even make a code that categorizes some magical uses, while banning others. Additionally you'll have legal authority to punish those you deem deserving of such, without getting into too much legal issue unless you dole out outrageous punishments.

Research And Rediscovery -400cp
While discovering new magical knowledge through research and experimentation is fun and innovative, sometimes that knowledge is lost. It's become depressingly common to find that ancient and extinct civilizations possessed arcane knowledge undreamt of by the current population of mages. Luckily, some mages are willing to decrypt old languages and comb through old ruins in search of any and all lost knowledge. Now, you'll find yourself very successful in any of these sorts of endeavors. Investigating the disappearance of a technologically advanced civilization will inevitably result in discoveries revealing their way of life, and even what occurred to them, and you might be able to glean how their artifacts worked. You could even come across the last survivor of such a civilization, and the process in general will go smoother as you'll gain support from well-connected and powerful people. You'll likely make quite a name for yourself if you share your findings.

Thieves Guild

Crime Regulator -200cp
One of the key ways in which the Thieves Guild gets by is by having a monopoly on crime. They keep their illegal activities relatively mild, and get rid of any competitors who might shake the boat too hard. You'll find this sort of tactic very successful as well, letting you paint yourself as a preferable alternative to any other criminals on the loose, and allowing you to use that status to avoid arrest. Any subordinates of yours will benefit from these as well. Do keep in mind that if you perform some outrageous crime the authorities are liable to decide you're better off in jail, so at least keeping up the image of being mostly harmless compared to your competitors is needed.

There Is, In Fact, Honor Among Thieves -400cp
A newcomer to the Thieves Guild might be surprised at the amicable relations the members have with each other. Compared to most criminals, at least. There's virtually no backstabbing, or scheming against each other. The Guild is like one big family. If you wish to set up a similar group, you can choose to enforce a code of honor that the members will follow (at least, when it comes to other members). Even the most psychopathic of criminals will follow the code to both its letter and spirit. Your group will not devolve into infighting, at worst there'll be heated discussions, which won't ever cause people to turn to violence. If you're already part of a group like this, then you'll find that you fit right in, adapting swiftly to any such codes of conduct the group follows.

Imperial Legion

Soldiers, Not Warriors -200cp
A particular trait of the Imperial Legions is their style. Discipline is very important in the armies of the Empire, and the backbone of their military culture. You're a paragon of such, able to face down even terrifying Daedra without so much as a blink. You might even be able to stand still at guard watch for days on end, provided you actually bothered to sleep and eat. Additionally, you don't find it particularly hard to train others to your level of discipline, which will surely make for terrifying squads of soldiers to face. You might be known as a terror to your trainees, but who ever said that boot camp had to be nice?

Ruby Ranks -400cp
Half the battle is knowing. The other half is not just violence, but also knowing how to apply it properly. If there was a major war going on, your expertise at tactics, strategy, and wartime logistics would make you famous. You are very good at managing the entire logistics chain of a continent-spanning empire for effectively fighting at war (and good at delegating such if you don't feel like doing it yourself), and even seemingly hopeless fights could be turned into pyrrhic victories with your personal command over your armies, although for situations involving supernatural interference you might require some supernatural interference of your own. Too bad there's no hint of a war happening anytime soon, right?

Imperial Cult

Missionaries -200cp
Morrowind, having avoided being conquered by the Septim Empire, does not take part in the Imperial Cult. A fact that the priests of the Empire very much want to change. Because of this, priests have been dispatched to Morrowind to spread the good word. You would be a particularly useful missionary. Whenever you are in a foreign land and attempt to spread your religion, you won't find mobs out to lynch you, and commoners will be very welcoming and curious about the words of your god or gods. Spreading your religion will always net some form of success, even if you somehow begin being persecuted by the authorities. But surely your religion is righteous enough to not be seen as criminal?

Peaceful Religious Debate -400cp
A sad fact of religious life is that disagreements can spark wars. Thankfully, you won't have to suffer from such things, too much at least. Whatever religion you are a part of (or are the god of) won't end up causing crusades, either for or against them. Additionally, you'll find a lot of luck towards those outside your religion, as they will be at worst tolerant of it. Your religious rituals by themselves won't cause persecution, as long as you don't start persecuting others. Even internal disagreements won't result in massive splits in doctrine, simply an acceptance that different members have different interpretations of the words of their god. This doesn't protect you if you begin scorching the earth or something similarly heinous, but you would have to personally start something to that effect. Whatever religion you are a part of might be known to be peaceful after enough time.

Items

Do you have possessions? Perhaps a home?

Like perks, three items are discounted per price tier, with the discount on 100cp items making them free. The exception is 600cp items of which you only get one discount. You can freely import items into items here, provided it makes sense, such as weapons in the Arms and Armaments item. Any Items are repaired or obtained when broken or stolen after one week unless specifically mentioned otherwise in their description.

Clothes -0cp
We can't have you be naked, can we? You start with cheap clothing appropriate to your gender, age, and race. Not entirely uncomfortable, but not luxurious either.

Small Loan Of A Thousand Septim -100cp
You can't get started on adventuring very easily if you're dirt poor. You have a thousand Septim in a small bag. Try not to lose it, you're not getting any more.

Small House -100cp
Do you want to be homeless? No? Well, here's a modest house in whatever location you've started in. Or maybe in any other location you wish. Don't expect many luxuries, it's little more than a room with a bed and a few pieces of furniture, but it's enough to live in.

Arms and Armaments -100cp
You get a full set of armor and a single weapon (with ammo if you get a bow or crossbow). Arrows or bolts number 25, and replenish back up to 25 daily. You can spend an additional 50cp to get another weapon or set or armor, multiple times if you want. By default the equipment is of the lowest tier of material, iron. Light or medium armor has fur or leather instead. You can obtain better quality equipment with additional cp spent on this item. You can have equipment of silver or bonemold for an extra 50cp, glass, orcish, or dwemer for a second additional 50cp, or daedric equipment for a final extra 200cp on top of that. It's all unenchanted, but that shouldn't be too much of an issue. Do keep in mind that people might covet the higher quality materials.

Stuff Gets Broken, Better Fix It -100cp
Equipment doesn't last forever. Not without maintenance at least. Which is why repairing your armor and weapons from wear and tear is very important to anyone who uses such things. Thankfully, you've come into the possession of a manual on how to fix any equipment that you own or have gotten your hands on, alongside a set of suspiciously unbreakable repair hammers and tongs. This won't help you restore the magic of artifacts or the working functions of dwemer

machinery, but any armor and weapons that aren't more complex than a crossbow will remain in working order under your care.

Lessons Of Jumper -100cp
The 36 Lessons Of Vivec are a religious set of books that describe the sermons of the Tribunal. From the lives of the Tribunal to esoteric explanations of reality, they're infamous for being almost nonsensical at first glance. Perhaps you liked their style a bit too much, as now you possess a similar set of books. However, these books recount your life and special insights you've obtained on reality, instead of Vivec's. They'll be updated with each world you go to, and you can choose to copy and spread them. Maybe you want to start a new philosophical movement? Or maybe you just want to confuse some poor farmer?

Sixth House Mask -100cp
Dagoth Ur wears very little but a loincloth, some bracers, and a golden mask. If you like his fashion sense, you may take into your possession a similar golden mask to his. The default design is identical to Dagoth Ur's, but you may choose how it looks, as long as it's similar enough to be recognizable as the same kind of mask. Those in the know might not appreciate it though, although Dagoth Ur himself will likely be flattered.

Little Pets -100cp
Being lonely is quite a sad state. So why not take a pet with you? You can choose between a rat or a scrib. The rat is quite strong, for its size anyway, and can carry some of your objects. The scrib is a normal member of its species, but their ability to paralyze unwitting targets is likely to be quite useful. You may feel free to give it any name, and you can rest assured that they'll be loyal and stick with you instead of running away. Do take care of feeding them.

Slave -200cp
While a practice that has been banned in the Empire, Morrowind still practices slavery. If you wish to partake, you may have one very high value slave as your personal property. They may be a particularly attractive woman to warm your bed, or a strong man to take care of menial labor for you. You can decide on any of the civilized races of Tamriel, although Argonians and Khajiit are the more traditional ones. They probably don't like you, on account of being enslaved to you at all, but how you treat them is up to you.

Falling Wizard -200cp
One day during your journeys in this world, you'll find a mage you've never seen before fall from the sky and die from hitting the ground. If you care to look at his possessions, you'll find a few scrolls that when cast let you jump kilometers upwards and may even let you jump from one point of Vvanderfell to the furthest point in Solstheim. Provided you survive the fall, that is. He will also have a journal that reveals that the scrolls were a project of theirs, and they were laughed at by their peers for it. They will also have a stylish yellow fur hat, in case you care about fashion, as well as an iron longsword with a weak but decent enchantment to deal shock damage. You can save the wizard, but if you do, he'll prove unwilling to talk, and will excuse himself quickly, never to be seen again. In future worlds, you'll have similar encounters, wizards falling from the sky which can net you some interesting but gimmicky loot.

A Harem Of Yourself -200cp
Not bad for someone born in a jar, eh? You are now in possession, or perhaps company, of four clones of yourself. They have been modified to be of your preferred gender, if such is not the gender you yourself are, and are quite experienced in running minor things, such as logistics, cooking, emotional assistant to any patients you might be taking care of, or perhaps just keeping your wit sharp with a smart tongue. Aside from these basic abilities, they're normal members of whatever species you decided to become, and get no additional benefit, unless you decide to give them such yourself. By default they will consider themselves your "wives", so to speak, but you are free to decide any sort of relationship between all of you.

Mercenary For Hire -200cp
Do you want someone to watch your back? Maybe you're not that good at fighting, or just want a partner to help you when the going gets tough. This man right here is who you're looking for. They know their way around in a fight, and while they're not legendary they can help you clear out bandit camps with some work. You won't have to worry about their payment, that's been taken care of, but if you want them to actually be effective when you start getting involved in bigger issues you might want to give them better gear. Their contract is for life, and they're quite loyal. However, if you abuse them they won't be very happy with you, which can be dangerous when they're fighting alongside you. But treating them well shouldn't be an issue, no? If you want to make them into a Companion for all the benefits that entails, you may do so for free, although this doesn't change any price tags attached to Companion imports.

Striding Through Silt -200cp
The main form of long-term travel in Morrowind, for mundane citizens at least, are the Silt Striders. Massive long-legged insects, their shell is hollowed out to reach their brain, and pilot them that way along set routes to ferry people around Vvanderfell. There are plenty of silt strider farms across Vvanderfell, and you now possess one of them. It's not particularly large, silt striders aren't high maintenance creatures, and you possess the basics for raising and feeding them, along with a manual for how to properly train them while growing up as well as a secure method of cutting open its shell and preparing it to become public transport.

Soul Gems -400cp
Enchanting, in this world, required the usage of soul gems. Little shiny rocks, capable of holding the souls of the dead within them. Most Soul Gems can only hold the souls of small animals, with larger soul gems allowing the capture of the souls of creatures such as bears and even lesser Daedra. Unfortunately no soul gem is large enough to hold the souls of gods, however that is unlikely to ever be an issue, as a skilled enchanter can make powerful artifacts anyway. This is a large rectangular crate, two meters long and one across, containing everything from petty to grand soul gems. It restocks every month, providing five grand soul gems, ten greater soul gems, twenty common soul gems, twenty five lesser soul gems, and twenty five petty soul gems. More than enough for any enchanter, especially one with easy access to normal and large souls.

Ingredients And Potions, Oh My -400cp
The art of Alchemy is a complex one, requiring specific equipment and knowledge of what effects each possible ingredient can provide to the resulting potion or poison. While the research and knowledge is up to you to discover and learn, you will never need to worry about the material side of things in this field. This comes packed with a mortar and pestle, as well as an alembic, a calcinator, and a retort. The mortar and pestle is technically all you need to make potions, but the alembic and retort serve to reduce the potency of negative effects and increase the potency of positive effects, respectively, while the calcinator increases the potency of all the effects of a potion. This alchemical set scales with your skill in alchemy, so you will never need to purchase a better set. Additionally, you are given a restocking supply of 10 units of every mundane ingredient available in this world, refreshing its number every week, for you to experiment with at your leisure. For unique and rare ingredients you shall need to travel to obtain, but if you don't intend to make extremely potent potions, you won't need to do such a thing. You can likely obtain a healthy profit off of selling your creations.

Cult Shrine -400cp
There are many shrines in Morrowind. The Imperial shrines dedicated to one or all of the Nine, the Tribunal shrines dedicated to their three gods, and the Daedric shrines dedicated to the mercurial gods of Oblivion. You are now in possession, in a manner of speaking, of one such shrine. You may choose what god (or demon) the shrine is dedicated to, and its overall style and architecture will be influenced by the object of worship. You also have a small group of cultists, a dozen at most, who consider you their High Priest, prophet, or whatever other role of religious rule would be appropriate. The shrine has several altars for sacrificing offerings, and you will be able to obtain boons or perhaps even favor with the patron you've decided to worship if you provide appropriate offerings to them. Be careful not to piss off any of the major religions, if you're not part of them. The Imperials are big on proselytizing, and the Tribunal do not tolerate other cults. You may have the shrine be dedicated to yourself or one of your Companions, but you might be giving up the potential benefit of divine blessings that way.

Stronghold -400cp
You are now the proud owner of a stronghold somewhere in Vvanderfell. What the stronghold includes beyond a fortified location and a comfortable, if not particularly luxurious, house depends on your choice. You can choose between a stronghold of Imperial make, or one based off of the architecture of one of the Great Houses of Morrowind. House Dres will include a plantation and slaves to operate it, House Hlaalu will include a mall market and connections to all public transport networks, House Telvanni will provide a single tower defended by Dwemer constructs, House Indoril will give you barracks and a strong squad of soldiers, House Redoran arranges a luxurious manor, almost a tiny village really, and the Empire will grant an outright fort.

The basic expenses for your stronghold are all taken care of automatically, although if you wish to expand it you will need to put in the effort and wealth to do so yourself. All the options are fortified in some way, and have at least a minor connection to some public transport network, whether Silt Strider or boat routes. Very few people will live in the stronghold, but you won't need to worry about a lack of manpower for proper functioning of the property.

Telvanni Town -400cp
Have you ever wanted to own a town? Now you can. This property includes a full dunmer town, all of its buildings being magically grown mushrooms, built around a Telvanni tower. The tower itself is the administrative center of the town around it, and also includes a library with a variety of topics from general history to well-known magical topics.

The town itself isn't particularly impressive, but does net you some profit due to taxes, although without tampering with local law it'll be less than you would normally gain when adventuring. The tower at the center can provide a useful lab, however you should be careful with volatile experiments, as it'd be expensive to restore it.

The people of the town are mostly neutral towards you, and will remain as such until you interfere with their lives in positive or negative ways. You're the ruler of the place, so while you have the responsibility of ruling the inhabitants, you do have some leeway in how to rule them. Overall, it's a campy little town, unlikely to be relevant to national or global events without a lot of work on your part. But sometimes a calm home is all you need, isn't it?

Museum Of Artifacts -400cp
There are a lot of legendary weapons and tools in this world. The most known are usually so famous they're locked somewhere private or perhaps hidden in some unknown corner of the world. But there are plenty of lesser artifacts just ripe for the taking around, and this museum is full of them. You now own a museum showcasing a lot of artifacts from around the world, each with a fancy plate with its name and powers inscribed on it.

You could open up the museum to obtain profit off of curious collectors and scholars, or perhaps even borrow some of the artifacts for personal use during some of your adventures? Regardless of how you handle this place, you have a full staff to operate the museum, and keep it secure from thieves and vandals, although the security is nothing legendary, if effective against most low-level threats.

The most powerful artifact in the museum is unlikely to be particularly noteworthy in grand legends, but if you're not butting heads with the major powers of the world they're going to be quite useful, especially in the hands of a clever adventurer. Additionally, you can expand the museum with artifacts you plunder in this and other worlds you visit, forever adding it to the collection showcased in the museum. You can even donate your personal equipment if you want to show it off to people. Unfortunately the museum has no way of repairing the artifacts in its collection unless you provide such a thing yourself, but such a thing is unlikely to be an issue, unless your museum is being targeted by a particularly powerful thief or other figure.

Pyroil Tar -400cp
One of the funny quirks of history is the sheer difference of technological capability the Dwemer had over everyone else. This is to the point that the weapon Trueflame, the legendary sword of Nerevar himself. Despite the claim that the sword is the pinnacle of Dwemer craftsmanship and its legendary status, the sword itself is simply a particularly light and sharp longsword, with a particular modification. What you get with this purchase is the ingredient used for said modification; Pyroil Tar. As the name implies, it is a very fiery kind of tar, and can be applied to weapons to bestow them an incredibly powerful enchantment of fire, not only melting through most metals with a mere swing, but also emanating unearthly flames from the parts that the tar was applied to, even functioning as a torch from the light it gives off. You have enough to embalm one longsword with it stored in a small bottle, and get another bottle every decade or in the next jump, whichever comes sooner. You can certainly make a name for yourself by using a weapon embalmed with this.

Corprusarium -400cp
Performing magical experiments against all common sense and decency is all well and good, but you still gotta keep things contained or you're going to find yourself with a bunch of heroes on your doorstep coming to stab you in the face. Thus, this comes in, a massive cavern that functions as a basement for one of the properties you own, or maybe just somewhere accessible for you if you're homeless somehow. This cavern has some magical seals built into it that guarantee that nothing dangerous will get out without external help. Magical diseases will stay inside, and mindless monsters will roam around without stumbling into the exit. If you stick something with actual intelligence inside they're probably going to find the door out just fine, but this cavern will serve as a good way to contain any dangerous experiment subjects you might be using, such as a bunch of Corpus victims deep into the mutations. Please be responsible with what you shove into this place.

Creature Merchants -600cp
Isn't it annoying to have to haggle sometimes? Would you like to be able to just sell off all your wares at their full price without needing to debate on how valuable they are? This little spell, or ability, or whatever it is, now lets you summon a mud crab once a day. Now, this doesn't sound impressive, but this particular crab is special. They can, and will, buy anything off of you for their full and true price, based on whatever economy is the most prominent in the worlds you summon them in. Anything they purchase from you remains in their stock in future summons, in case you want to buy them back (although you'll have to pay the full price too).

They only have so much money, of course, even if they're very rich, so you might need to figure out some trickery over several summonings to get the full value out of outrageously valuable items, but the crab merchant is quite patient and understanding, so they'll likely cooperate as long as they're not getting scammed. Additionally, they provide enchanting and spell making services, only requiring enough currency from you, rather than the soul gems and intense research such things usually need. Of course, the effects you can get from said services can only be pulled from your own magical knowledge, but as long as you have enough money (and oh boy will you need a lot of money), the process won't fail and you will get exactly what you paid for. Do remember that the potency of the results of such services will influence the price, increasing exponentially the more powerful enchantments or spells you commission.

You can also have this summonable merchant be a daedric imp instead. Nothing practical changes, but at least they'll be humanoid.

Loot Filled Sewers -600cp
Going dungeon delving is nice and all, but after a while you'll just exhaust all the loot from your region, and you'll have to travel further away than normal to get stuff. Isn't that just annoying sometimes? Well, maybe not, but the answer is irrelevant, now that you possess these sewers. It might not sound like much, but these sewers are weirdly full of valuable and interesting loot and equipment. And also hostile monsters, of course

The loot will generally be appropriate for the worlds you are currently in, however if you explore thoroughly you'll find that they seemingly have no end. The deeper you go, the stronger the creatures inside, and the more valuable and powerful the loot. The only thing stopping you from just keeping on looting and killing would be the monsters getting stronger, which should provide you with the opportunity to hone your skills and powers. The sewers themselves will also vary in architecture when you go deeper, turning into different kinds of sewers, or perhaps just not being a sewer at all in some places.

What's more, every time you leave and re-enter the sewers all the beasties and loot inside will replenish, allowing you to delve into it all over again, for more loot and glory. Will you dedicate yourself to dungeon delving, or perhaps use all the loot you find to get obscenely rich? It's your dungeon, and your choice.

Daedric Artifact -600cp (Cannot be discounted)
There are some extremely powerful artifacts in this world. Artifacts originating from Oblivion, each possessing great and terrible powers. The Mehrunes' Razor, the Skeleton Key, Goldbrand, and more; there are a dozen of these artifacts and each one alone would merit legendary quests to obtain and utilize. You are now in the possession of one of these artifacts.

Which Daedric Artifact you have is up to you, however one thing to keep in mind is that as powerful as they are, they also come with great risks. They are, after all, pieces of the Daedric Prince made manifest in Mundus, so just possessing one is enough to have the attention of one of the Daedric Princes, which are dangerous to deal with at all, much less when carrying such an important tool. Additionally, there will be those who wish to have the artifact for themselves, and will likely be willing to arrange your death to do so.

Of course, while dangerous, the artifacts are coveted by many mortals for good reason. Each and every one of them are extremely powerful, allowing their wielders to perform great deeds, and become legendary figures in their own right. The Mehrunes' Razor can cut through all, even the immaterial. A powerful mage will use it in the future to transform their soul, in a plan to possess their own plane of Oblivion. The Skeleton Key can unlock any lock, even the esoteric, such as the hearts of others, or perhaps the hidden potential of a target. If you are smart in how you use this artifact, your name shall go down the annals of history for a long, long time.

Barilzar's Mazed Band -600cp (Cannot be discounted)
This little ring is an artifact created by the mage Barilzar, in order to teleport groups of people across Tamriel, and even dimensions. The ring surpassed Barilzar's expectations for it, for it was capable of opening portals to Oblivion, letting daedric creatures into Mundus. Due to its power, the ring was stripped of its power, and cursed such that only a god could use it without dying. The ring is now in your possession. While normally only divine beings would survive its use, and on top of that the ring would be powerless, you are exempt from its curse, and can use the ring at its full potential without issue, even as a mortal. You may use it to instantly transport up to a dozen people at a time from one end of a large continent to the other, and back, almost with trivial ease. This teleportation stretches outside of your current plane, allowing you to teleport into planes of Oblivion, and potentially other universes in future jumps. Even powerful wards against teleportation crafted by deities won't be enough to stop this ring. You can also utilize it to open long-lasting portals instead of teleporting, however this opens the way for hostile creatures, something which Barilzar found out the hard way. The ring may potentially allow for rifts in time and space as well, however little is known about this aspect of its power, and it is almost certainly lethal to experiment with. Your ring, while safe for your own use, still contains its original curse. Nobody other than you or those you allow will be able to wear the ring without dying, unless they possess divinity or have a firm claim to such, and even then they will find it as powerless as any other mundane ring.

Royal Signet Ring -600cp (Cannot be discounted)
This bronze ring with a flawless emerald is a very powerful magical artifact. Normally, only the king living in Mournhold would have it, but now there is a replica in your hands. Simply wearing the ring bestows potent regeneration, of both your health and your stamina. This effect alone makes it hard to kill you for most people of this world, but it's not the main reason this is such a powerful ring. The main effect of this little item is an almost godlike ability to reflect and resist magic. Not only do you fully reflect any spells you might be hit with while wearing the ring, but you'll also resist most if not all of their effects. It would take an ancient and *very* powerful mage, or the powers of actual gods, to even begin getting through your defenses, and even then they'd have to deal with any reflected spells. As a side note, it also prevents you from being paralyzed, which while useful, it's certainly not as noteworthy as the general magical protection. Be careful of people who might want to kill you for it.

Companions

Are you alone, or do you have partners, perhaps even friends?

Import or Create -100/200/400cp
You may freely import or create a companion for the meager price of 100cp. If you'd like more people at your side, you can have up to 4 Companions for 200cp, and up to 8 for 400cp. Each companion has 800cp to spend as they like, although you can give each of them more cp by spending more of your own, at a rate of 1:1 (IE, 200cp will give each Companion 1000cp instead of 800cp to spend). Companions cannot take drawbacks that affect the world at large.

Canon Being
Do you want to bring a friend that you made along the way with you? Did you get particularly attached to a pet? Did you make good friends with one of the important figures of the geopolitical stage? If you can convince them to go with you, you can make them a Companion for free. Do keep in mind a lot of people here are attached to this land and the lives they live here, but perhaps you're just that charismatic (or good at Command spells).

Friendly Warden -100cp
Slavery is a common thing in Morrowind, thanks to the stubborn tradition of the Dunmer, but while nearly all slaves do resent their situation for understandable reasons, there are exceptions. This one in particular is one, being one of your slaves that you freed a while back, but who decided to stay in your service for whatever reason. They're a good friend if quite stoic, and while they're not all that impressive overall they'll happily accept any lessons or training you might give them. Their actual race is up to you, although by default it'll be an argonian, and you can freely choose their gender too. Perhaps you'll have them work as your bodyguard?

Remnant of a Terrible Disaster -200cp
Unlike what you might think, the Dwemer are not entirely lost. And I don't mean the one survivor who lingers in the Corprusarium of Divayth Fyr. If you delve deep enough into some dwemer ruins, chances are you'll find the ghosts of some Dwemer, usually angry at you for trespassing. These ghosts are not all hostile, however, as you have somehow begun a friendship of sorts with the ghost of a Dwemer engineer. They have strong opinions about daedra and other demonic beings, and is quite adamant about them not being a mystic despite all his knowledge about Dwemer technology, but is quite lighthearted in general, at least as long as you occasionally leave him to his haunts, in his own words. Perhaps with some convincing, you could get him to teach you a few things?

Drawbacks

Oh, but not all is sunlight and fresh air, so you must be plagued by some issue or another, right?

No drawback cp limit. Torture yourself to your heart's content.

Lore Lore Lore +0cp
The lore behind this setting is very extensive. Perhaps too much so. There's quite a bit of controversy over what is 'canon' and what's not. This option provides you with the opportunity to sidestep all that and simply decide what sort of continuity, so to speak, you wish to apply to the world. You can choose between the lore as it was when the game Morrowind was published, the lore and changes introduced in Oblivion, those of Skyrim, or even the vast retcons introduced by Elder Scrolls Online. This can also double as a continuity toggle between other jumps taking place in the Elder Scrolls universe, in case one exists that places you earlier in the timeline.

meme morrowind shenanigans +0cp
Let's hope you're not the serious sort, because your stay here will be a bit silly. Instead of careful politicking and intricate cultures, the Morrowind you'll be visiting will be filled with jokes and memes. From Fargoth's almighty presence and form, to obsessively lawful guards, and much more, the events occurring in your adventures will at times be nonsensical, and always just as dangerous as they normally would be. Try not to go insane.

Chosen By Azura (Incompatible with Bondaged By Fate) +0cp
Do you want to be a destined hero? Do you want to obtain the favor of Azura, and the legitimate history in this world that allows you to mock Vivec for being a backstabbing asshole? This option provides you with such a wish. Your starting location is overridden to the bowels of an Imperial ship arriving at Seyda Neen, and if you follow the orders you're given, you will be guided towards fulfilling the Prophecy of the Nerevarine and destroying the Heart of Lorkhan. You must fulfill the prophecies, kill Dagoth Ur and destroy the Heart of Lorkhan, and travel to Mournhold and kill Almalexia, all within the decade you are allotted. You have plenty of time to perform other deeds, if you're skilled enough, but it's going to be a hard journey indeed. If you fail at your quest, then Dagoth Ur will unleash his strength across Morrowind, and later Tamriel, infecting all mortals under his influence with Corpus. Or perhaps you wish to join hands with him? Either way, you are the Hero destined to resolve the coming calamities, so if you do not step up to the task, nobody else will. At least you'll get to keep the legendary equipment associated with your role, such as the Ring of Moon and Star, as well as the sword Trueflame, but you'll need to obtain them through your own merit. Can you bear such a burden?

2002 Console Graphics +100cp
Morrowind looked great. For it's time. And it's aged quite a bit. The world you're jumping into no longer looks like what it would be if it was real, but it'll seem as if you were dropped into the game itself. People will be mediocre looking at best and there'll be two dozen distinct faces between everyone that exists. Even inanimate objects look crude, and good luck making out the engravings of fancy weapons. It's not horrifying, at least, but it might get very annoying after a decade.

LoD? What's That? +100cp
Do you like looking at the horizon? Do you like being able to see beyond your nose? Hopefully you don't, because now you won't get to. Just like within the vanilla game, there is an utterly opaque fog obscuring your vision that begins between forty to fifty meters from your body. No matter your abilities, you won't be able to see beyond this boundary. You might or might not need to worry about archers, and for some reason no one thinks this visual inability is odd. Maybe it's something to do with the ash spewed from the local volcano?

TTRPG Port +100cp
One of the more common complaints with the game of Morrowind, from modern people at least, is the combat. Unfortunately, you'll be painfully aware of those complaints now, as with this drawback everyone moves like they do in the game. This is purely aesthetic and doesn't actually impact anyone's capacity to do things, including you, but things will certainly look blander. Combat will look like just standing around, maybe sometimes moving, and just wailing on each other with the most basic weapon swings (although using spells might be a bit more interesting), which might be a problem for trying to guess what attack your enemies are actually using. That said, fortunately this isn't all that bad outside of combat, but it might still take away most of the excitement of violence if you're that kinda person.

Cliff Racing +200cp
You will never sleep soundly again, for something about you just attracts cliff racers like moths to a light. Even beyond how annoying cliff racers can be to travelers, you always have at least three biting at your head whenever you're outside, and even when indoors it's likely that a whole pack will begin circling the building you've entered, or at least the entrance if you're entering a tomb. Luckily they're not any stronger than normal, so if you're good at combat you can dispatch them without too much trouble, but people might start shunning you when they realize you're a cliff racer magnet, and you might end up breaking your weapons and spending all your ammo because *there's just so many of the damn bastards*. Gods help you if you enter one of their hunting grounds, because you'll get dozens of the flying pests trying to eat you. You might need to drive them extinct to be free, but even if you attempt such, there's so many of them that it would take you a whole decade of constant extermination.

Fantastic Racism +200cp
The interspecies relations between the peoples of Tamriel aren't the best, to put it mildly. Most relevant to the nation of Morrowind is the Dunmer's treatment of Argonians and Khajiit. That is, seeing them as worthy only of being slaves. The Argonians are, of course, quite pissed about this, and the Khajiit don't approve either. Normally you could simply avoid the more racist individuals, and you wouldn't have too much of an issue living in Morrowind, even as an Argonian, but now you're right in the middle of the racial hatred, because you're incredibly racist as well. As a Dunmer, you'll believe that other races are beneath you, and should not have freedom, especially Argonians, and as other races you won't be much better. You're not quite the stereotype of racial prejudice, but you're close enough that it won't matter to your victims. You might be able to get out of this mindset with external effort, but you personally will not see anything wrong with it, and might label someone as a race traitor if they try to make you change too forcefully, or just turn hostile if they don't share your race.

Stuck Up Mer (Requires Fantastic Racism) +200cp
Remember that comment about not being quite the stereotype of racial prejudice? That isn't true anymore. You'll actively go out of your way to shit on people of other races purely based on what they are, and will only be able to make friends with other racist bastards. Only mainland Altmer can match you in how stuck up you are, and you might even be one of the people who give the High Elves a bad reputation if you are one. You can likely forget about changing for the better, this level of stubbornness would take a lifetime to break, far more than the decade you're normally allowed here.

Unique Items, Wide World +200cp
You likely have unique gear acquired over several jumps, stuff that you're quite attached to. The question is, are you attached enough to your items to go adventuring all over the world to reobtain them? Let's hope so, because now all the items you possess from previous jumps, as well as any that you bought here, are scattered all throughout Tamriel. For properties and items that give land, someone else will own them, and you will not be able to use any of their benefits unless you find the owner, and buy the land off of them. As a guarantee, such people will always be willing to sell, and as long as you keep looking, none of your normal items will require more than figuring out where they are and collecting them for you to reclaim them and their benefits. Of course, you'll get everything back at the end of the jump, even if you didn't find it. But for an extra 200cp, you can waive this benefit, and simply take the risk of forever losing an item if you don't manage to get your hands on it before the jump ends. Additionally, owners of land and properties won't be guaranteed to be willing to sell anymore, and it's more likely that you'll need to perform shady dealings, such as assassination of whole families, in order to get the ownership from particularly stubborn people. But hey, it's the exploration that's the fun part, isn't it? Why would you do this otherwise?

As a side note, if you also grab the Quarantined drawback, the items will only be scattered throughout Vvanderfell. Would be unfair otherwise, no?

Quarantined +200cp
There is a whole world out there, one called Tamriel, or even Nirn if you're adventurous. One that you are free to explore, if you do not care for the troubles of Morrowind much. Unfortunately, if you take this drawback, such will no longer be the case. Upon purchase, you shall be locked to the isle of Vvanderfell, unable to leave the ash-choked region through any avenue of escape. At most, you will be able to visit the city of Mournhold, or the island of Solstheim. You won't be able to leave upwards or downwards either, being stopped hard if you go up or down far enough. As long as you keep within Vvanderfell intentionally, you won't run into these walls, so you'll have to content yourself with staying in the isle.

Persecuted +200cp
There are quite a lot of factions in Morrowind and beyond. Some open to dealings with others, some not as much. You have the opportunity to join some, and now you get the opportunity to be hated by some. You may take this drawback only twice, with each purchase giving you a very bad reputation among a faction of your choosing. It can be one of the factions listed earlier in this document, or it can be any other faction that has influence in Morrowind. These factions will put up a bounty on your head, and while you can buy bounty hunters and even faction members off through money or charisma, you'll have to deal with your persecution by the group in some way, unless you're completely fine with people wanting you dead.

Sleeper +400cp
Dagoth Ur spreads his influence across Vvanderfell through communicating with the minds of some Dunmer. These Dunmer are called Sleepers, as they usually go insane while Dagoth Ur communicates with them in dreams. Now, you are a Sleeper as well, as Dagoth Ur has a direct connection to your mind and will spend some effort converting you as well. It's not impossible to resist if your will is strong, but it'll be an uphill battle until he is defeated. At least you only need to actively guard yourself during dreams, where you will thankfully be lucid enough to resist at all, and only sometimes while awake. Still, the dreams he will show you will be quite disturbing. Are you stubborn enough to resist the influence of a demigod for prolonged periods of time?

Hostile Faction (Must take Persecuted) +400cp
On the flipside, if you would like to be outright despised, you can take this option. You can only take this once, and it worsens your reputation with the factions that you have chosen with the Persecuted drawback. You can no longer prevent faction members from trying to kill you, although you might be able to convince bounty hunters to leave you alone if you're rich or charismatic enough. Use of mind control to forcefully calm down members of the faction that are hunting you down will just give you a worse reputation with everyone else, mind, so it's not recommended you use that. Finally, the faction now has somehow come into the possession of powerful artifacts, making them genuinely dangerous, even if you're so powerful you should be able to just ignore them. Even worse if you normally wouldn't be. You might or might not be able to get rid of the hatred those factions have for you, but it's unlikely you can, given they do not tolerate even your mere presence.

Sanies Lupinus (Incompatible with Porphyric Hemophilia) +400cp
You might be familiar with werewolves. Incredibly skilled and strong hunters that transform into a hybrid of man and wolf during the night. They usually form packs to hunt together, making them even more dangerous. What you might not know about them is that they must kill at least one humanoid creature every night, usually innocent people, or else they take massive amounts of damage, which can very quickly turn lethal if they fail several hunts. Additionally, they cannot use magic during their transformation into their more beastly form, and while they possess great physical power and skill at hunting, they are completely useless at anything else while in their beast form. By taking this drawback, you are now one of these abominations.

If people find out about this secret of yours, you'll be hunted down and lynched at best. Worse, you are forcefully transformed into your wolf form when night comes, and must fulfill the bloody quota mentioned above. There is a cure somewhere in Solstheim, if you can get there without dying. If you survive the whole decade as a werewolf, you may retain this disease, with the nightly quota of the hunt waived. You must still suffer the drawbacks of the transformation itself, but you now have control over when you transform, which should allow you to utilize the raw primal strength of a werewolf strategically.

Porphyric Hemophilia (Incompatible with Sanies Lupinus) +400cp
You are now an undead lord of the night. With great powers, able to influence the minds of mortals, and to combat even skilled fighters on raw mystical power alone. This sounds like a great thing, doesn't it? Think again. You are almost universally hated, most people will identify you on sight and at best ignore you, while at worst lynching you. You *must* feed on the blood of mortals to survive, and cannot obtain sustenance from food and drink. You will not be able to benefit from normal travel services, forced to use the unreliable and scarce Propylon Chambers, and direct sunlight will slowly kill you.

You do possess immunity to paralysis and common diseases, significant resistance against mundane weapons, great physical and magical strength, and the ability to siphon the life force of others to heal yourself, so it's not all bad. Additionally, you are a member of one of the three clans; the Aundae, possessing dark powers over the mind, the Berne, silent and deadly hunters, or the Quarra, straightforward and the most physically powerful. Sadly you do not heal naturally, and must rid yourself of wounds with magic or potions. You might wish to simply hunt cattle, to avoid the issues of trying to feed off innocents, but you will be hated regardless. If you're skilled enough at surviving in the wilds, you might be able to live relatively peacefully there, but you shall forever be haunted by your nature. A cure is possible, but the hints and clues that can guide you to it are elusive, so you will need to travel and search far and wide for it. As a final note, the Telvanni Mages will not care about your vampirism, but they surround themselves with peasant subordinates, so they might not provide much comfort.

Doesn't Know How Not To Make Enemies +400cp
Friends are a good thing to have. People who have your back, and who help you when you need them. Neutral people can be good too, as sometimes you simply need to be left alone. Enemies aren't good to have, however it's almost inevitable that you'll draw the hostilities of at least a few people, if only because some people are just assholes. For you, however, the one constant in your life shall be those who hate you specifically. With everything you do, it's almost like enemies and rivals of the bad kind pop out of the woodwork to fight against your efforts. You will always piss off at least one person everywhere you go, and making allies is likely to be difficult with the sheer amount of enemies you have. They are unlikely to be actually dangerous to your life if you're powerful, at least, but if you're unfortunate you might anger somebody with large amounts of power and influence. Better get used to this life, because even if you permanently solve the problem of some of your enemies existing more will take their place. May the gods have mercy on your soul if all your enemies decide to unite.

Bondaged By Fate (Incompatible with Chosen Of Azura) +400cp
There are a lot of adventures to be had in this world. From the issues of the Mad God Dagoth Ur, the insane Almalexia, and even the future Oblivion Crisis, there are a lot of opportunities to take part in events that later shall be passed down as legends. Now, however, you don't get a choice.

Events will conspire to make you a major player in these events, for good or ill. Your name shall be known far and wide due to the deeds you'll be forced into accomplishing, and you'll experience very dangerous occasions where it seems that your very life is at the edge of being snuffed out. You shall contend with godlings, powerful mages, and skilled warriors, whether with sharp blade, arcane magic, or charismatic wit. The most powerful beings in the face of Tamriel shall know you personally, whether in a friendly or hostile manner, and there will be no grand conspiracy and plot without you having an important place in it.

Are you willing to brave the worst dangers this world has to offer? To be involved with legendary figures and meddling gods? Regardless of your answer, the most important question will be; Will you survive?

Stolen Divinity +600cp
Long ago, a certain group of heroes found the heart of a god, and the tools to harvest its power. One of them was betrayed by the three who would become the Tribunal, and the last one would go mad and be sealed. Maybe you were part of that group, or perhaps you had attached yourself to the heart earlier, but now all of your powers are sourced from the Heart of Lorkhan. Unfortunately for you, Dagoth Ur is currently monopolizing access to it, so your powers are but a shadow of what they used to be, and are still slowly fading. If you want your power back, you'll have to remove Dagoth Ur from the equation and restore your connection to the Heart.

Unfortunately, he's not going to give up on it, and the most reliable plan to kill him, destroying the Heart to remove his powers and the powers of the Tribunal as a consequence, would render you powerless as a result. Rather than being a god among men, you'll merely be a pretender to divinity. Are you willing to sacrifice your power for the sake of Morrowind? Will you attempt to find another way to remove Dagoth Ur while keeping the Heart of Lorkhan intact? Or will you merely go insane from the prospect of losing your superiority and viciously attempt to keep what power you have left? The choice is yours.

Scenario

The Sixth House

Welcome, Moon-and-Star
to this place
where Destiny
Is made

Dagoth Ur is a mad god, attempting to rebuild an old Tower and trying to take over Morrowind through mystical means. He wishes to obtain control of Morrowind and its people, corrupting them with the Corprus disease, which makes its victims immortal, at the cost of disfigurement and loss of their mind. It is not truly a disease, rather being the effects of Dagoth Ur's divine power in mortal flesh, but the difference is null in practical terms, both for you and all mortals. Dagoth Ur, in his insanity, sees this as a benefit. If he obtains his wish of rulership over the Dunmer, he will persecute and wage war against all other mortal races, for he believes them inferior to the Dark Elves. Normally, he would be stopped before his plan proceeded past its initial stages, vanquished by the destruction of the source of his power, the Heart of Lorkhan.

But there is another way.

Instead of your choice of location, you shall start in the bowels of an Imperial ship, docking at Seyda Neen. You are the reincarnation of the legendary hero Nerevar, from ancient Dunmer legends and stories, betrayed by the Tribunal over the power of the Heart of Lorkhan, who made them as gods, and prophesied by Azura to one day return by rebirth and wreak vengeance on your former friends. You will be guided towards the role of the Nerevarine in the landscape of Morrowind politics, and turned towards destroying the Heart with divine tools crafted by the now-dead Kagrenac long ago. Your task is simple; Spurn the prophecy of the Nerevarine, and join Dagoth Ur in his conquest of madness.

Even simply getting to Dagoth Ur will be a journey in and of itself. You must trek through the ashen wastelands of Vvanderfell, and up the molten slopes of Red Mountain, to make your way through the labyrinthian dwemer ruins lying inside of the volcano, to finally find Dagoth Ur in the main chamber. The path will be filled with dangers and monsters, from the flesh-boiling heat of the volcano's magma to the various subordinates of Dagoth Ur, who will not recognize you for who you are. You will be sent an invitation, transmitted through one of Dagoth's Sleepers, shortly after your arrival into this world. Or you could simply visit the Red Mountain immediately if you possess the capability to do so.

Once you arrive, Dagoth Ur will greet you warmly, as you are the reincarnation of his dearest friend Nerevar. He will not mind the deaths of any of his followers, thankfully. You will be given the choice of joining him at this time, or turning back and returning later with the tools you require to defeat him. But of course you would accept, why would you take this scenario otherwise?

Regardless, if you accept his offer of reignited friendship, you shall be offered a position among the Sixth House equal to that of Dagoth Ur himself. You are his comrade and equal, after all. As a welcoming gift, you shall be infected with Corprus, with all the good intention of someone who fully believes he is helping a friend in need. This is bad, of course, due to the whole “losing your mind” bit of the advanced stages of Corprus.

While you still retain your mind, you must struggle to find a cure to your disease, while attempting to hide these efforts from Dagoth Ur himself, or otherwise finding a way to prevent him from seeing it as a betrayal of his trust. You may be able to obtain the aid of a certain Telvanni mage, provided your alliance with Dagoth Ur is not publicly known, which would solve your issues with Corprus early.

However, if the Dunmer mage Divayth Fyr dies or proves completely unwilling to help, you might need to research a cure yourself. With the little time remaining to you, you must successfully concoct a cure to a divine disease that a millenia old mage required great time and experimentation to even begin designing. But you must obtain a cure in some way or another. For you must remain Dagoth Ur’s friend and equal, not a puppet to his wishful delusions. If you are unable to stave off the Corprus’ infection before it overtakes your mind, your chain shall be forfeit.

Provided you are able to procure a cure, you will benefit from all the upsides of the Corprus disease, while suffering none of the downsides. What this means is that now you’re biologically immortal, as well as immune to all mundane diseases, and the ability to consume Corprus-ridden flesh in replacement of all food and water. Additionally, once you’ve obtained the cure, you will be able to safely connect yourself to the Heart of Lorkhan, providing you with the same godlike magical power as Dagoth Ur. Doubtlessly he would be overjoyed that you finally match him in power as well as friendship.

Thus, the both of you shall continue Dagoth Ur’s plan to bring Morrowind into greatness once more, with force and guile. The initial phases of your newfound friend’s plan are already completed, for he has created a base of operations within the Red Tower, and spread his influence among the weak-minded of Morrowind. Next will be establishing bases of operations across Vvanderfell and mainland Morrowind, to more firmly cement Dagoth Ur’s influence among the Dunmer.

Once that is accomplished, you shall expand your recruitment efforts among a wider populace, focusing on smugglers, the discontent, the poor, and outlaws. More people from the major cities shall be brought under your banner as well at this stage of the plan.

Finally, the government of Morrowind will be sabotaged and impaired, as a rebellion is sparked and organized. If you accomplish all this alongside your buddy Dagoth Ur, Morrowind shall be yours, and the building of the Akulakhan shall begin in earnest. The most direct feat that the Brass Tower, and by proxy the Akulakhan, has shown is annihilating whole armies as an unstoppable disaster in war. It is said to possess the power to delete gods from existence by declaring “NO”, but as fond as the primitive mind of the giant robot might be of the word, such claims are mostly exaggerated. Of course, just because it can’t stomp groups of gods doesn’t mean it is powerless, for it has decided the future of Tamriel more than once in history, and if you care to implant a cockpit into it during construction, the divine powers of the Heart of Lorkhan channeled through the dwemer machinery and divine flesh the Akulakhan is composed of will greatly enhance your own personal abilities, letting you fight on the scales of titans.

The Tribunal, or what remains of them at least, will attempt to fight the spread of your and Dagoth’s influence. But their skills are rusted by an age of peace, their power waned due to your control of the Heart of Lorkhan, the power source for both them and you, and their teamwork in shambles after Almalexia has gone insane and killed Sotha Sil in his clockwork city. They are unlikely to be much of an obstacle. You, the Nerevarine, were their only hope of getting rid of Dagoth Ur, and you have rejected them.

After all this, you and Dagoth Ur will have joint rulership over Morrowind and its people. It’s incredibly fleshwarped people. Dagoth Ur will establish a religion worshiping the Akulakhan as its god, with the Sixth House being the god-priests, and in particular, with Dagoth Ur and you being prophets to the masses. But this is only the beginning. For you only control Morrowind, and Dagoth Ur’s ambitions stretch far further. You must spread the greatness of the Dunmer people across Tamriel and beyond.

Once the Akulakhan is complete, or perhaps earlier if you’re brave, you shall wage war against the Septim Empire, a daunting task due to it stretching all over Tamriel. However, with clever use of the Akulakhan, they are unlikely to be much of a threat, and your soldiers are likely to be of significantly higher quality and strength than the Empire’s mortals. Either way, it’ll be a long conflict, even if only due to how large the Empire is.

After the Septim Empire falls, the Aldmeri Dominion of the Altmer shall form in short order. Despite possessing less forces and land, they will be even more dangerous than the Empire, for everyone important in their society is experienced with magic. They are even likely to develop a cure for Corprus if left alone, and will put up a good fight against the Akulakhan. Your strategic acumen shall be sharpened against the Aldmeri, and if you do not shape up to the challenge, there is a very real chance that the Akulakhan might become greatly damaged, allowing Aldmeri forces to storm into your core territory and slaughter the infected masses.

Your and Dagoth Ur's deaths are sure to follow in such a scenario, unless you decide to cut your losses and retreat back to the Red Mountain to jealously protect the Heart with your divine powers.

Once the Aldmeri Dominion falls, Morrowind will control all of Tamriel. Surely a time of celebration. The Nexus of Mundus is yours to do as you please with, and conquest of all remaining lands in the realm of mortals is but a matter of time. The title of Nexus is very real for Tamriel, for it is the continent in which everything cosmically significant occurs. And now you control all of it, obviously affording you a great deal of influence over the fate of Nirn.

However.

There are other great powers, who were quite content with the previous situation of Tamriel. Those powerful enough to match the Akulakhan's power, individually at that. These are the Daedric Princes, the Et'Ada who refused to participate in the creation of Mundus, and thus retain the nigh-limitless magical power that the original forms of such spirits possess.

Normally their influence in Nirn is limited due to divine protection by the Aedra, particularly Akatosh's pact with the Septim Dynasty, but with your conquest of Tamriel such protections will falter, allowing them through in more direct manners. And while they are not truly angry that you've just trampled and burned their main source of entertainment, they are very much not pleased with your actions, and decided to compete against each other for who can claim Tamriel from you, now that the normal protections against their scheming are gone.

The power of the Akulakhan will truly be tested in this conflict. If you deploy it recklessly, it may even be severely damaged or even destroyed. An occurrence which would doubtlessly undermine your progress at this level of conflict. Thankfully, you can be assured that the Daedric Princes see this conflict primarily as a game and competition between themselves, and as such will invade one at a time, each in their own unique way. The methods of two Daedric Princes are known for Tamrielic invasion; Molag Bal's infernal chains, which attempt to drag important pieces of Tamriel's geography into his realm, and Mehrunes Dagon's Oblivion portals being supported by sigil stones deep within his own plane.

You will likely have more than one opportunity to pit the Akulakhan in a direct fight against a Daedric Prince's physical manifestation. Mehrunes Dagon at least will be guaranteed to enter Tamriel in person at least once for "a good ol' giant robot vs kaiju fight", whatever that means.

If you manage to persist against the invasion of the Daedric Princes, convincing them that Mundus no longer contains anything of interest to them, then you shall find a perhaps lesser, but more existential enemy will show itself.

The very Aedric bones of Mundus have been roused by the corruption and conflict you have sown and spread across Nirn. The very physical laws of your home plane will slowly but inexorably turn against you and your forces. You might even need to worry about a fateless Hero rising up to kill you and Dagoth Ur, ending both your lives and your chain. This is not a sure thing, however, but the low chance might not help with the potential paranoia of knowing there is a chance at all.

The Akulakhan will be tested once more this time, but in a different manner entirely; while before it's most useful tool had been sheer magical firepower, now it will need to spread its influence far, wide, and potently, fighting against the natural law of Nirn itself. If the Akulakhan spreads its power too far without adjustments to its capabilities, its physical body might not be protected enough against local forces, and the internal mechanisms powering it might fail or melt, requiring extensive repairs.

Thankfully, once the Aedric threat is dealt with, your task will finally be complete. Dagoth Ur's influence will be spread over the entirety of Mundus with no remaining resistance, and the very nature of the Arena shall change to his whim.

Somewhere, a god with a cavity where his heart should be weeps a single tear.

REWARDS

For the monumental task of fighting against the world, your reward shall be threefold.

First, is Dagoth Ur, as a Companion. His loyalty is almost mind-bendingly strong, as he has retained his respect and fondness of you as his friend even through eons of insanity and mind-breakingly potent divine power coursing through his veins. Of course, such a period did not leave him unscarred. He is incredibly arrogant, although he holds you to the same lofty status as he does himself, as well as deeply believing in the supremacy of the Dunmer people. He believes himself righteous for his twisted conquest of Morrowind and Tamriel, reasoning that the good he forces upon the world is worth the terror. His body, as powerful as it is, does look emaciated, even if he has managed to shift his form into that of a Dunmer, having been originally a Chimer before Azura cursed the whole race.

Perhaps in future worlds you will come across abilities powerful enough to cure his insanity (and perhaps dial down his arrogance), and you will be able to call him Voryn Dagoth once more.

Perhaps.

Second, is the Akulakhan, with any modifications you might have made to the divine machine. Powered by the Heart of Lorkhan in an even more direct manner than your own godly powers, should you have connected yourself to it, the reborn Brass Tower is a godlike entity in its own right. Tempered by conflict with the Altmer mages, Daedric Princes, and Aedric gods is sure to have elevated its power significantly. Or, at least, the control and skill it possesses with them, as well as your own expertise in utilizing its powers and acclimatization to the enhancements to your own abilities should you have outfitted this giant robot with a cockpit to pilot it with.

Thirdly and finally, you get a special and unique gift. You will be given the inverse soul that Dagoth Ur has somehow come to possess. The implications of this are myriad, explained below;

Chiefly, it means that when awake, you reside in the dreaming world and afterlife. To elaborate, they are both the same thing, the Aetherius, in this world, and you will be in a weird boundary between them in future worlds where one or both elements of such are lacking. In worlds with both dreamlands and afterlives, where they are separate, you will likely be able to simply travel between them, same as how a mortal may travel between two continents, barring obstacles placed intentionally to bar travel between the two. While there, you will be able to interact with both dreamers, and the souls of those who have moved on.

Conversely, while dreaming you find yourself manifested in Mundus, or the mortal plane and any equivalents in future worlds. You interact with reality mostly as normal like this, with the exception that when ‘killed’, you instead simply wake up, able to go right back to sleep and ‘dreams’ to manifest in the mortal world once more. You shall be impossible to truly kill by the hands of mortals unless they are transported to your waking self somehow. Of course, this inverse soul alone does not provide any extra powers, so if someone seals or suppresses your powers in some future world you travel to you’ll be helpless against them aside from the “wake up instead of dying” bit.

You will be able to figure out incredibly weird and possibly “glitchy”, so to speak, interactions between your impossible perspective and normal reality. It is recommended you take great care when experimenting, especially with stuff such as necromancy.

You may opt to not gain any of these rewards, if for some reason you do not wish the full threefold bounty from accomplishing your task.

Final Choice

Journey to more familiar lands

Do the ashstorms and strange wildlife make you homesick? Do not worry, it is understandable. You may go back, keeping all you have.

Settle down among the ash

Or perhaps you've grown attached to the unfriendly peoples and the strange animals dotting this land? You may stay here if you wish, perhaps you want to help Morrowind.

Sail past the oceans

The journey continues ever onwards, without an end in sight. Good luck, traveler, may the winds ever guide your feet.

Notes

If you can figure out how to obtain power through the Walking Ways, go ahead. As a reward for being a successful madman the power you've obtained through them becomes as fiat-backed as any perk.

As the final line on the Canon Being Companion option implies, magically induced consent is valid for convincing someone to become a Companion.

You are free to fanwank any preset or custom class as made in-game during character creation for your starting abilities before perks, Items, and such, if you feel like being detailed about your starting condition. No mods, though, only vanilla class creation. Same goes for the Nerevarine/PC, with the caveat that they actually complete the Main quest and Tribunal on time, you're free to declare any possible character from the in-game character creator, and what they actually do and how.

You won't be forced to participate in the Oblivion Crisis and the Shivering Isles events if you have the Quarantined drawback, but what happens in Morrowind is still plenty dangerous, so keep that in mind.

In case you want more info not present in this document, go here;
https://en.uesp.net/wiki/Lore:Main_Page

When in doubt, fanwank responsibly

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