



The Elder Scrolls: Imperial Cult

By Pokebrat_J

Since the days when mortals first walked the lands of Nirn, they have looked to the Aedra, those who took part in the creation of the world. Their names are many, as are the faces given to them by their mortal worshippers, from whom they regain their lost power. Most famous of them within Tamriel are the interpretations of the Imperial Cult, a fusion of Aldmeri and Nordic pantheons.

Akatosh, Chief of the Nine Divines and God of Time and Order. Arkay, God of the Cycle of Life and Death. Dibella, Goddess of Love and Beauty. Julianos, God of Logic and Wisdom. Kynareth, Goddess of the Sky and Nature. Mara, Goddess of Love and Compassion. Stendarr, God of Justice and Mercy. Zenithar, God of Work and Commerce. And Talos, Founder of the Third Empire and Hero-God of Mankind, who ascended to divinity.

You are a follower of this religion, having devoted yourself to one god in particular.

You receive **1000 cp** to better devote yourself to the Divines.

Faith:

Which of the Divines do you most closely follow?

Akatosh: Auriel, Auri-El, Alkosh, Akatosh, Bormahu, AKA, so many names for the Dragon God of Time. He is chief among the gods, with mastery over the flow of time, and is often associated with dragons and the qualities of endurance and virtuous service.

Arkay: Once a mortal who ascended to the divine, Arkay is the god of cycles, particularly that of birth and death. It is he who presides over funerals and burial rites, as well as ushering in the changes of the seasons.

Dibella: She is the goddess of beauty and art, and is by far one of the more popular of the Divines. Her cults and followers are often dedicated to both healing and sexual instruction.

Julianos: God of logic, wisdom, and the arts of magic, Julianos' temples act as educational institutions in literature, history, and law. His most famous followers are the Moth Priests.

Kynareth: She is the goddess of the heavens, winds, and rain. Kynareth is considered the patron of sailors and travelers, and often propitiated for good fortune in life.

Mara: The Mother Mara is the goddess of love, compassion, and the bounty of nature. She presides over marriage ceremonies, befitting her ancient origins as a fertility goddess.

Stendarr: The steadfast Stendarr is the god of mercy, justice, and righteousness. He is the patron of all those who wield righteous might to protect the weak, from emperors to holy warriors.

Talos: Once the mortal emperor Tiber Septim, he ascended after death to become the Hero-god of Mankind. Though his divine status chafes the sensibilities of Mer, he is recognized as being equal to the Eight before him.

Zenithar: He is the trader god of work, commerce, and wealth, invoked for success in business ventures. Zenithar teaches prosperity through honest industry, rather than violence or deceit.

Daedra: You are not a follower of the Aedra, those passive entities who were drained during the creation of the world, but the Daedra. Through them, you are given power and glory, should you prove worthy of their intentions.

Race:

Age and gender may be decided freely.

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

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

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

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

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

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

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

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

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

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

Other Race [100]: There are many other races within the lands of Tamriel than just those ten, some of whom actually do worship different variations of the Aedric gods. The Snow Elves were once quite a pious people, and Minotaurs are all descended from the demigod son of Kyne, Morihaus.

Dragon [400]: The Children of Akatosh, those who possess a greater claim to divinity than all others. Their scales and bones are just as durable as ebony, their wings carry them upon the winds and into the skies, their Voice powerful and unrelenting. No matter which god you ultimately choose to devote yourself to, rest assured that you are certainly one of their most important devotees, at least in the eyes of mortals.



Locations:

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

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

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

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

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

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

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

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

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

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

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

11) Afterlife: There are numerous realms of Aetherius where the souls of the dead will spend the rest of the current kalpa. From the honored halls of Sovngarde to the Sands Behind the Stars where all Khajiit yearn to go to the Far Shores of Yokudan myth, you may start in any of these afterlives.

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



General Perks:

Connection to Aetherius [Free]: All who come to these lands will eventually feel the warmth of the Sun, no mere ball of gas but a hole into the very realm of Aetherius itself, which allows magicka to flow into Nirn. Though you may leave the Aurbis, far from the light of the Immortal Plane, such divine energy will stay with you, becoming a pool of magicka that will replenish itself when used.

Humble Priest [50]: To willingly submit oneself to something else, even if it were to be a god, is an act that proves a lack of ego and vanity, one that resonates well with you. You are a truly humble soul, never allowing your pride and ego to cloud your vision or affect your judgment.

Melodies of the Divine [50]: Some believe the entirety of existence to be that of a song, where all contribute to the grand symphony of existence. Though it may pale in comparison, you may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Holy Healer [100]: When one finds themselves injured or ill, it's not uncommon for them to turn to their local priests for aid, and for good reason. A number of holy men and women are trained in the School of Restoration, capable of healing wounds and purging the body of diseases and poisons. You are a trained expert in this school of magic, and can cast such spells with less magicka than is standard.

Imperial Missionary [100]: Should you believe certain sources of information, you may know that worship empowers gods of these lands, reinforcing those faces shown to us mere mortals. Without worshippers, gods are powerless, so it is quite fortunate that you are simply phenomenal at converting others to whichever religion you preach about.

Divine Crusader [200]: The Nine Divines have looked upon you, and have found within you the qualities that they so desire in a champion. As such, you have been granted nine powers based upon each of the Nine, from enhancing your skill with bladed and blunt weapons to being able to temporarily enhance your physical capabilities.

Power of Faith [200]: Faith is not determined by facts and logic, but the unwavering belief in something beyond yourself. Your faith is just as unbreakable as your newfound willpower, unable to be crushed or shattered by any force, whether they originate from external or internal forces. When the world pushes against you, trying to break you, you can simply say no, and hold your head high.

Heart of the World [400]: His was the heart of the world, unable to be destroyed so long as the world existed, for one was made to satisfy the other. Like the Doom Drum, or at least similarly, you can tie your life force, your very soul, onto something. This could be an object, a person, or even an entire realm. So long as your chosen tether exists, you cannot be killed, returning again and again without end. Should they think to directly attack your soul, they will find that similarly useless, as it would take the full effort of a Prince in order to affect it, unless you were to give consent.

Mantle of the Aedra [400]: The Fourth of the Walking Ways to godhood, where you must Walk Like Them until You Become Them, or They Become You. You are no mere adherent of one of the Divines, but instead one who seeks to supplant them, to take on their role in creation and become a god. For now, you are but a mere avatar of your chosen Divine, greatly increasing both your physical and magical power, as well as giving you greater power over the domains of the god you have chosen to follow. Though, should you choose to undergo great trials, you may be able to truly take their mantle of godhood...



Akatosh Perks:

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

Time and Order [100]: Time moves ever onward, never stopping or reversing for anyone, no matter if they are kings or beggars, for all feel its passage equally. You have a better connection to time than many others, giving you a supernaturally precise sense of timing, down to the millisecond. As an added bonus, you will always know the exact time of day, no matter where you are.

Indomitable Spirit [200]: The Dragon-God of Time is known by many as an invincible force, unable to be defeated, conquered, or subdued. To reflect this part of him, many who follow Akatosh are to be as enduring as time itself, taking on harsher punishments than most other mortals. Your endurance is almost supernatural, able to take more of a beating than should be possible, along with an almost infinite well of stamina.

Blood of the Dragon [400]: Sometimes, there are those who are simply *more*, those with grand destinies chosen by the gods. You may very well be one of them, for your soul is a shard of Akatosh itself, becoming a Dragonborn. Though the abilities granted with such a soul do not offer much without a certain stimulus, it does mean that fate seems to bend in your favor, granting you fortune and power in all its forms, so long as you reach out and take what is rightfully yours.

Dragon Break [600]: There are times when time, in all its rigidity, shatters. These un-times, when the Dragon breaks, causes multiple timelines to exist simultaneously, before combining into one whole. Though what you do does not shatter the Dragon, it is more of an emulation. You may now exist simultaneously within six timelines, taking different actions within each one and choosing to enforce one of them, cementing the events of that timeline into reality. Should you perish within any of these, you will be forced to pick a different one.



Arkay Perks:

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

Life and Death [100]: Just as all things enter this world, so too must all things leave this world. For just as people are born, so too must they die, and it may come as some small sense of peace to know when that time may come. When you gaze at a person or animal, you now have the ability to know how long it will be until they die, though this only affects natural deaths, like old age or illness.

Whisper of the Divine [200]: More than any other Divine, Arkay and the various other versions of him seem to be a bit more active, choosing select people to hear his voice, guiding them on their path. Whether this is Arkay himself, or the Divine you chose to follow, they will whisper in your ear, helping and guiding you along whatever path you choose to travel, never with malicious intent. This ability can be toggled on and off.

Burial Rights [400]: Many are the necromancer and monster who look to the bodies of the fallen and see not the remains of a person, once filled with hopes and dreams, feelings and ambitions. No, they see tools to be used, potential undead soldiers to fight for them. No longer, for your mere presence is anathema to the undead, weakening them heavily. You also know of a short ritual that makes it so that a target cannot be resurrected or summoned from the afterlife without their express permission.

All Life Must End [600]: So all things have a beginning, so all things have an ending. Death is an unfortunate part of mortality, something that all men must one day face. Though there are those who believe themselves untouchable by death, and you exist to prove them wrong. You can imbue anything with the very concept of death, be it a blade or spell, or applying it to a person directly. Such an action will immediately kill most things, but for those who are truly immortal, or ordinarily separate from the concept of death, it simply makes killing them a far more likely outcome than before.



Dibella Perks:

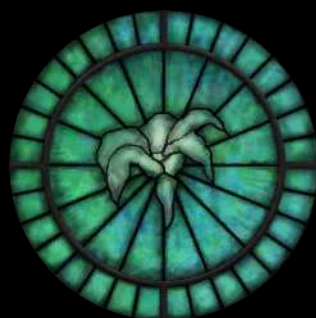
Discounts for Dibella are 50% off, with the [100] perk being free.

Love and Beauty [100]: The love of Dibella is the love of things, whether that be a painting, a song, a garden, or a person. You seem to be the ideal follower of Dibella, your beauty often being compared to the Divine herself. Additionally, you have been given much instruction in the carnal pleasures, ensuring that you are able to please even the most jaded of lovers.

Expressive Artisan [200]: The world around us is such a wondrous creation, filled with all manner of strange and colorful things. You strive to leave just as much beauty in the world, even long after you've passed, and as such, this purchase is a literal godsend for you. You are an artist without peer, your painting, drawing, and sculpting skills are at such heights that they look exceedingly lifelike. Your writings are sublime, sparking the imagination and passions of those who read them like no other.

Divine Voice [400]: Words have power, even when they are completely separated from magic. After all, one sentence is all it takes to either make their day or break it utterly, as you will no doubt soon find out. Your natural charisma and skill with speechcraft is nearly supernatural, to such an extent that, if you feel it is justified, you could realistically talk a mentally healthy person into killing themselves with just a few conversations. Your talent as a wordsmith is not something to scoff at either, as making pure heartfelt poetry everytime you open your mouth is well within your purview.

Passion of the Heart [600]: No matter who you are or where you came from, all people are slaves to their emotions, oftentimes the irrational feelings overriding logic and reason. None are more aware of this than you, and for good reason. You are fully capable of manipulating the emotions of others, turning rampaging men calm and chaste men lustful in an instant. This can either manifest through conscious effort or a constant aura surrounding you. Even if you don't want to commit such actions, you are able to tell what exact emotions a person is feeling at any given moment.



Julianos Perks:

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

Wisdom and Logic [100]: Many equate intelligence to wisdom, even though they are two completely separate things. It is only through experience that men may gain wisdom, something you are more than suited to gather. For you see, you have what is known as a photographic memory, perfectly recording anything you experience and recalling it without fail. Should you wish, though, you are fully capable of suppressing or deleting any unwanted memories or experiences.

Hermetic Orders [200]: In the frozen lands of Atmora, magic was not the exacting sciences of the elves, but rather a force of the universe that influences all. This more philosophical view of magic may not be as popular in modern times, but perhaps the Atmorans were on to something. Through meditation, you will find yourself gaining a better understanding of magic, as well as how to better utilize it yourself.

Gaze Upon Creation [400]: Few truly understand the Elder Scrolls, those fragments of creation that possess archives of the past and auguries of the infinite possible futures, and fewer could ever gaze upon them without going blind or mad, sometimes both. You, though, are special, for your eyes see more than any other mortal. You are a powerful seer, getting flashes of the possible futures when you so desire, though such visions are often open to interpretation no matter how correct they turn out to be. Of course, such a sight is useful for gazing upon the Elder Scrolls, able to extricate their knowledge with no drawbacks or negative effects.

Gift of Magicka [600]: It is only natural that those who practice magic would revere a god of wisdom and logic, in order to better control the grand force they try to control. You are one of these mages, and an exceptionally powerful one at that. Your stores of magic are immense, as is your mastery over one of the Schools of Magic of your choice. Additionally, you are quite creative when it comes to the creation and alteration of spells, finding new methods to both improve and utilize them.



Kynareth Perks:

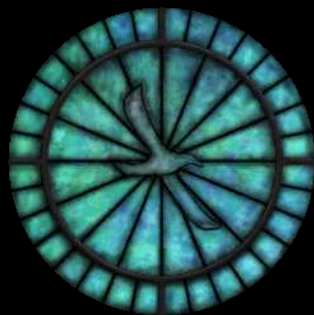
Discounts for Kynareth are 50% off, with the [100] perk being free.

Winds and Nature [100]: The domain of Kynareth is not the paved streets or stone houses of civilization, but the untamed wilds, amongst the beasts and plants of Nirn. As an adherent of the Goddess of Nature, it would only make sense that you are fully capable of surviving in such wilderness on your own for as long as you desire. As an added benefit, you can also go completely barefoot with no problem, them being as durable as hardened leather and resistant to damage.

Spirit of Nature [200]: All the beasts of Nirn know that they are ruled over by Kynareth, owing to her their home and existence. And such is your connection to her that all animals feel her touch on you, and will never show you any unprovoked aggression, being just as calm around you as a trusted and beloved pet. You will also find the beasts and animals around you aiding you in combat, so long as they are close enough to do so in time.

Breath-of-Kyne [400]: All who know the story of the Alessian Rebellion know of the demigod son of Kyne, Morihaus, the Winged Man-Bull, lover of Empress Alessia, and ancestor of all minotaurs. You were made in his image, or have successfully altered yourself as such. Either way, you are now a giant of a bull, with the strength and durability to match that of a dragon. You also possess mighty wings, allowing for surprisingly graceful and agile flight.

Storm Voice [600]: Long before the Age of Man, Kyne taught men to Shout, to speak the tongue of the Dovah, to match them with the power of their Voice. You are a practitioner of this ancient and most revered magical discipline, able to force the world around you to bend to the power of your Thu'um. Be it waves of force, blasts of fire, detecting life forces, ripping out another's soul, summoning destructive storms, or something else entirely, it would be foolish for your enemies to even say a single Word of Power, lest you Shout them apart.



Mara Perks:

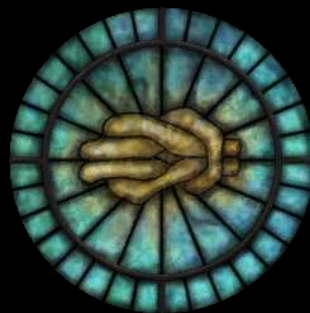
Discounts for Mara are 50% off, with the [100] perk being free.

Family and Love [100]: The love of Mara is the love of people, the love of a mother. Just as you have been touched by her love, so too do you want others to experience it themselves, and there are no more deserving than children. You would be an amazing parent, talented with cooking and household management as well as instilling lessons and values into impressionable minds. Any child under your care is sure to turn out as a healthy and emotionally stable adult filled with just as much kindness as their mother.

Love Eternal [200]: It is a sad day when love withers and dies, the knots tying their hearts no longer as strong as they once were. Yet there is hope, for you now bear an amazing gift, that of fixing relationships. You seem to know exactly what to do in order to strengthen the relationships of both yourself and others, turning those weak saplings into mighty oaks that cannot be worn down by time or negligence, such that not even in death will they part. Any relationships you have are especially mighty, unable to degrade without active participation on your end.

Boundless Compassion [400]: No matter who a person is or what crimes they have committed, are all not worthy of love and compassion? Such is your viewpoint, for you are an endless wellspring of compassion and empathy, unable to be changed no matter what horrors you may experience. Such a caring mein may seem like a detriment, but for you it is a strength, especially since it allows others to quickly trust and cherish you like one would a beloved parent.

Soul Mates [600]: Marriage is a sacred thing, a promise to both mortals and Divines that your commitment to one another shall never waver. Such a symbolic act is best reflected in your very real ability to bind yourself to others. When you create such a connection, you are capable of communicating with them regardless of if they are right next to you or in separate Planes of Oblivion. You can experience the world through each other's senses, and share power amongst yourselves.



Stendarr Perks:

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

Mercy and Justice [100]: There is no bigger fool than those who believe that justice is blind, for how can justice properly judge those in front of it without understanding them. When you gaze upon someone, you are able to judge them along two different axes; Good vs Evil, and Lawful vs Chaotic. You can tell exactly where along these axes, as well as where you yourself align.

Vampiric Bane [200]: It is an affront to all good men and mer that the scourge of undeath even exists, let alone being left alone. No longer, for you are not one who can just sit idly by when the bodies and souls of the fallen are corrupted and puppeteered. No matter what method you use, be it weapons or magic, you deal much more damage to the undead than you otherwise would have, be they skeletons, zombies, ghost, vampires, or anything else.

Daedric Banishment [400]: There is no greater threat to the faithful than the whispers and promises of the Daedra, those entities who inhabit the Waters of Oblivion. You cannot abide by such abominations, and so you won't. You are an undisputed master when it comes to the dispelling of Daedra and their works, their forms being sent back to the vile Realms from which they came with a flick of your hand. Additionally, you know an aedric ritual that can permanently destroy the vaunted Daedric Artifacts, which can be applied to other items of power.

Righteous Vengeance [600]: It is within you that Stendarr has found the perfect instrument to carry out his will, to fight for those unable to defend themselves and right all the wrongs in this flawed world of ours. You are a peerless warrior, reading the flow of combat as easily as one may a tome on cooking, and using your weapons with just as much ease. But most amazingly is your ability to coat yourself and your weapons in a divine light, one whose very presence is anathema to the Daedra of Oblivion as well as similarly demonic entities, such that it's excruciatingly painful for them to even be close to you. Go forth, great champion, slay them all, until it is done.



Talos Perks:

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

Man and Rulership [100]: One may say that despite how short the reign of the Septim Empire was when compared to others, it was perhaps the greatest of all, in no small part due to men and women like you. Your very presence draws people towards you, making you seem more than you were before, all the while your charisma and choice words bring them further to your side.

Righteous Rule [200]: The laws of men are not the laws of the Divine, laws whose very nature determine the very being of Mundus. And despite that, you strive to make laws as perfect as them. When you look upon a law, you inherently know when it is fair to all bound by it, when it is unfair and easily exploitable. You also have a good sense for how the public will react to these laws, even before they are enforced.

Red Legions [400]: The Red Legions of the Empire are known as some of the greatest armies in the known world, having earned countless victories across numerous battlefields. Though these victories can be attributed to the skilled and disciplined soldiers who make up the majority of the armies, they could also be attributed to the men and women like you, the generals who direct the armies of the Empire. Your skills with tactics and strategies are among the greatest in the history of the Empire, sure to bring victory to any battlefield you find yourself upon.

Heir to the Ruby Throne [600]: Many have claimed the Ruby Throne of the White-Gold Tower, from the days of the Slave-Queen Alessia to the current Emperor, Titus Mede II, and yet few could claim to be your equal when it comes to rulership. You are supernaturally talented when it comes to the logistics needed to run a continent spanning empire all by yourself, creating fair and comprehensive laws with as few loopholes as possible, and the quick and decisive decision making needed when it comes to ongoing crises, helping you steer your empire towards a brighter tomorrow.



Zenithar Perks:

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

Work and Commerce [100]: Zenithar is the god of the working man, and many of his worshippers are those who, rather than fight on the battlefield or go out on grand adventures, would much rather stay home at their farmstead or work a forge. You are skilled in three professions of your choice, ranging from smithing or farming or tailoring or any other mundane career.

Arcane Blacksmith [200]: Fixing weapons and armor is all well and good, but it can be a bit tricky working on enchanted items. Thankfully, you know just what to do in order to reinforce such magical pieces of equipment. Not only that, you are also quite the skilled enchanter yourself, placing pretty decent magical effects on your creations. At the very least, you'll be sure to keep yourself well equipped.

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

Master Trader [600]: Well you must certainly have been blessed by Zenithar, because when it comes to turning a profit, there are few who could ever come close to you. Even in the worst possible outcome, you will end up breaking even in profits. When things are going well, you're liable to make more money in a month than entire provinces make in a year, if you're feeling particularly ambitious and personally managing everything in your businesses.



Daedra Perks:

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

Chaos and Change [100]: The Daedra of Oblivion are inherently beings of change, and though you may not be one of them, you certainly follow in their example. You are a magnet for chaos, numerous interesting and strange events happening around you, sometimes dangerous and sometimes rewarding. At the very least, your time here will never be boring.

Summoner [200]: It should come as no surprise, but those who deal with the Daedra are often talented with summoning them into this realm. You are an expert when it comes to the School of Conjuration, pulling entities from Oblivion to perform whatever actions you desire. Your summons are more powerful, being stronger, faster, and more durable than is ordinary.

Gates of Oblivion [400]: One of the most terrible and world changing events that have happened to Tamriel is the Oblivion Crisis, where gates opened up all across Tamriel that unleashed the Daedra of Oblivion upon the inhabitants of the mortal plane. How hated you will be, then, when they learn of your ability to create these gates to the various realms of Oblivion. With some study and experimentation, you may even be able to create your very own pocket realms.

Daedric Champion [600]: Your Prince has looked upon you, and found within you the perfect instrument to enact their will upon Tamriel. Not only are you a cult leader on par with Mankar Camoran, managing a province spanning network of hidden cultists with very few ever able to locate all of your followers, but you have been given a boon by your chosen Prince. A champion of Azura may receive visions of the future, while a champion of Peryite could unleash a deadly cloud of sickness.



General Items:

Followers of all Faiths receive an additional [300] to spend on items only. You may freely import any related items you own at your discretion.

Basic Gear [Free]: If you're taking on the role of a faithful member of the Cult, then you certainly need to look the part. You now have your own set of robes with the symbol of your chosen Divine emblazoned upon it. You've also got a steel dagger to help you defend yourself.

Aetherial Aesthetics [50]: Should you be a fan of the architectural style of the various temples found in Tamriel, then you are sure to be ecstatic to hear that you won't have to abandon it when you move on. You can now change the aesthetics of your Warehouse and any other properties you may own to match the styles of the temples found here, which will include a large number of stained-glass windows.

Divine Shrines [50]: Unlike many other worlds you may encounter, the gods of these lands are real, as are their blessings, which are often granted to the faithful through their respective shrines. You will gain a set of shrines, one for each god of the Imperial Pantheon. By praying at a shrine, not only are you cured of any diseases you have, but you will receive a temporary blessing related to said god.

Holy Scriptures [50]: Mortals have long since contemplated the nature of the Divine, what role they play in creation and what they would prefer from their followers. This is a phenomenon that transcends race and geography, though few have a written collection of these than you do. You now have a library filled with all manner of books and scrolls, all dedicated to the teachings, stories and lessons of the Divines.

Ayleid Stones [100]: The Ayleids of ancient Cyrodiil were seemingly obsessed with starlight, for what is worth more focus and attention than the light of Aetherius that slips into our world? Though they may be long gone, their legacy remains, as do a number of their works. More specifically, their welkynd and varla stones, objects made from meteoric glass to capture starlight and magicka that have a few uses. You will receive fifty of each, a stockpile that will replenish itself weekly.

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

Septim Ring [100]: A golden ring with a ruby embedded upon it, carved in the shape of the dragon symbol of the Third Empire. These are typically given to members of the Imperial Cult that prefer to travel across Tamriel rather than spend all their time in a temple. While wearing this ring, you will find all damage you deal has been increased, regardless of if you use weapons or magic. You will also find your skills with speechcraft improved, because not every problem can be solved with violence.

Temple to the Divine [100]: Though each follower of the Divines have their own, personal ways to show their faith to the gods, you can never go wrong with showing such faith within a temple. That is exactly what you now possess, a temple dedicated to whichever god you follow that can house dozens of people, as well as being able to enhance the potency of any restoration magic cast within.

Wayshrines [200]: In the days of the Snow Elves, before the Nords drove them from the lands of Skyrim and the Dwemer blinded their descendents, they had magical constructs known as Wayshrines that allowed for quick transportation between their northern kingdom. You now possess five of those Wayshrines, which can be placed wherever you desire, as well as instructions on how to create and alter them. In time, you may be able to create a network that allows you to travel from one end of Tamriel to the other in a single day.

Standing Stones [200]: For longer than recorded history, the mortal races have turned to the stars in fascination and wonderment, and few examples better reflect this than your newest purchase. Thirteen runic monoliths, each one with a different constellation carved into it. By attuning yourself to one of these stones, you will find yourself blessed with an ability relating to a specific constellation. You may only benefit from one blessing at a time.

Relics of the Crusader [400]: The weapons and armor of Pelinal Whitestrake, the Star-Made Knight and Champion of the Slave-Queen Alessia. Donning this divine set of armor will make the wearer more personable and skilled in the Restoration school of magic. It is much more durable and resistant to unenchanted weapons than any other armor, and grants the wearer immunity to disease. The shield will reflect any spells it blocks back at the caster. The sword burns with a holy fire that also damages their pool of magicka, while the mace burns with holy fire that is highly potent against the undead.

Staff of Magnus [400]: The weapon of the Father of Magic himself, Magnus' staff is a potent weapon. In addition to greatly enhancing the potency of any spells you cast, it can drain vast quantities of magicka from people and magical objects in seconds, storing them until its user calls upon it to power whatever spell they are using. Should your target run out of magicka to drain, it will instead drain their lifeforce before converting it into magicka.

Amulet of Kings [600]: Also known as the Chim-el-Adabal, this is commonly worn by Cyrodillic emperors who possess the dragonblood, anyone else will find it slipping off the neck. Yours won't have that problem, as it can only be worn by you and those you allow. Not only can it be used as proof of claim to practically any throne or position, but it can reinforce boundaries of the world when worn, making it even more difficult for Daedra and the like to enter the world en masse. Additionally, you can use it to draw upon the memories and skills of past emperors who have worn it.

Elder Scroll [600]: They have no known origin or author, and upon their divine parchment one may find archives of the past as well as auguries of the future. They are believed to be fragments of creation that are said to exist outside of time and space, extricated from the limits of the mortal realm. Upon reading this, the reader receives a portion of a fraction of its knowledge in return for temporary blindness, but it may be possible to utilize its unique nature for other ends, should you be daring or foolhardy enough to try.

Tower of Adamantium [1600]: Upon the Isle of Balfiera, there stands the very first TOWER found within Nirn, a structure that is said to have been where the gods partook in the Convention at the end of the Dawn Era. Whether this is a copy of that TOWER or the actual thing, you can use this structure for so much more. Through this structure, you are capable of altering the very fabric of reality on a continental scale, be it reinforcing the laws of creation or removing them, even being selective as to who or what is affected. It can even be used to transport one into Aetherius, or any other Realms that you may encounter.



Akatosh Items:

Discounts for Akatosh are 50% off, with the [100] item being free.

Amulet of Akatosh [100]: An amulet that represents one of the Nine Divines, and is dedicated to the Dragon-God of Time, Akatosh. While wearing this amulet, your magicka will replenish itself faster than before.

Akatosh's Ring [200]: A golden ring with a diamond embedded upon it, carved in the shape of an hourglass. Made long ago by an adherent of Akatosh, this ring has been handed down to faithful worshippers for centuries, untouched by the ravages of time. While wearing it, you will find all of your spells are more potent than before, with no increase in magicka cost.

Auriel's Shield [400]: The shield of the elven version of Akatosh, having existed since the very Dawn Era itself. When it is struck by an attack, be it physical or magical, it will absorb the incoming kinetic force entirely, storing it for later use. When you unleash it, all the accumulated force rushes out in a wave of divine energy, turning an immovable defense into an unstoppable offense. There is no limit to how much force this shield can absorb.

Auriel's Bow [600]: Aedric artifacts are much rarer than Daedric Artifacts, and few are as highly sought out as this bow of peerless craftsmanship. Used by the elven god Auriel to send Lorkhan's heart flying beyond the horizon, it is imbued with holy sunlight that is exceptionally potent against the undead. Should you fire it into the sun using Sunhallowed Arrows, of which you receive a replenishing stock of one hundred each day, it will cause the sun to undergo a directed explosion, beams of harmful sunlight raining down on all enemies around you.



Arkay Items:

Discounts for Arkay are 50% off, with the [100] item being free.

Amulet of Arkay [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of the Cycle of Life and Death, Arkay. While wearing this amulet, you will find your vitality increased.

Robes of the Fallen [200]: A set of earthly colored robes with the wreath of Arkay emblazoned upon the back, typically worn by his priests during funerals. While wearing these robes, you will find all of your sounds muffled, your footsteps as silent as if walking on fresh dirt. You will also be able to sense the presence of the undead within one hundred feet of you, ensuring that you know when a corpse is really a corpse.

Hall of the Dead [400]: When the dead go to their final resting place, there are few places to be entombed better than this hallowed hall. Ever expanding to house the countless dead you may encounter, it will purify all evil and malevolent influences from any corpses you bring within. They will also be highly resistant to being resurrected or used for necromantic purposes, unless you were to actively give the necromancer in question permission, but such a thing would go against the teachings of Arkay.

Staff of Cycles [600]: An oak staff with the wreath of Arkay at the head, made from intertwined black and white metals. When you channel magicka through it, this staff will unleash powerful spells of ice and fire, freezing and incinerating all but the strongest of foes. Even holding it on your person is a great boon, as you will receive the benefits of a potent shield spell that lasts as long as you hold onto the staff.



Dibella Items:

Discounts for Dibella are 50% off, with the [100] item being free.

Amulet of Dibella [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of Love and Beauty, Dibella. While wearing this amulet, you will find your skill with speechcraft increased.

Book of Instructions [200]: A holy book written by a Sybil of Dibella long ago, one that has been read by all of her adherents at least once. It provides instructions for how to fulfill all of your desires within the bedroom, containing all manner of positions and contraceptive measures that will always work, as well as avoiding any nasty diseases that may be spread from the loins. Following the teachings within will ensure that everyone involved, even the most jaded of hedonists, will have a splendid time.

House of Art [400]: A grand temple dedicated to the truest expressions of Dibella, being a combination of art school and brothel. Those who study and perform here will find their skills rapidly improving to such a degree that a complete novice would become an undisputed master within just a few years, possibly even shorter if they really work towards it. Those that sleep and lay with others within these walls will also find their beauty increasing until they themselves are comparable to the art found within.

Brush of Truepaint [600]: Made from the hairs of Dibella herself, this paintbrush is one of the vaunted Aedric artifacts. By channeling just a bit of magicka into it, you can bring anything you paint to life, be it a monster or plant, though they will be made entirely from paint. It can also be used to craft pocket realms that can be accessed through the easel used to paint it, up to the size of an entire province, should you go into that much detail. You will also receive a number of different colors of paint which will never run out.



Julianos Items:

Discounts for Julianos are 50% off, with the [100] item being free.

Amulet of Julianos [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of Wisdom and Logic, Julianos. While wearing this amulet, you will find that your pool of magicka has been increased.

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

Ancestor Glade [400]: An ancient glade filled with a number of canticle trees and ancestor moths, brimming with the feel of magic. While standing within this glade, you will find all of your prophetic abilities enhanced, able to see the future with much more clarity and ease than you would have before. The moths will also help you read any Elder Scrolls you may have, lessening the drawbacks of reading one as well as squeezing out just a bit more information from those fragments of creation.

Arcane Library [600]: Just as a warrior must train their body, a scholar must train their minds, and there are few places as well suited for the intellectual pursuits than this. A massive library filled with all manner of mundane and arcane lore, rivaling those of the Arcane University of the College of Winterhold. Be it ancient and powerful spell tomes or a comprehensive family tree of a line of Altmer nobility, you're sure to find exactly what you need within these halls.



Kynareth Items:

Discounts for Kynareth are 50% off, with the [100] item being free.

Amulet of Kynareth [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of the Winds and Nature, Kynareth. While wearing this amulet, you will find that your stamina has been improved.

Kyne's Token [200]: An ancient amulet from the days of Old Atmora, engraved with the hawk of Kyne herself, it has been passed down to many hunters of Skyrim. While wearing it, you will find that your arrows fly more true, dealing more damage to your targets than before. It will also greatly reduce any damage you may take from animals.

Cloak of Wings [400]: A thick cloak made from the feathers of a breed of northern hawks, with a golden clasp crafted in the image of a bird in flight. This cloak has been imbued with the power of the very winds themselves, granting the wearer a significant boost to their speed and agility, as well as granting them the ability of flight.

Lord's Mail [600]: The Lord's Mail, sometimes called the Armor of Morihhaus or the gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer power to regenerate lost health, resist the effects of spells, and makes the wearer immune to disease and poisons, both mundane and magical. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one.



Mara Items:

Discounts for Mara are 50% off, with the [100] item being free.

Amulet of Mara [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of Love and Compassion, Mara. While wearing this amulet, you will find that all restoration spells you cast will cost less magicka than before.

Mara's Skirt [200]: A black and red skirt, it's fabric as soft as a cloud and just as comfortable. Given to members of the Imperial Cult who have proven themselves or have presided over marriages, the wearer will find their vitality and stamina increased to new heights.

Mara's Blouse [400]: An enchanted shirt of black and red, with golden embroidery in knotted patterns. Any who would wear this highly comfortable blouse will find themselves highly resistant to magic, as well as reflecting half of all hostile spells back onto the caster.

Chalice of Mara [600]: A golden goblet, with images of love and family engraved upon the sides. Believed to be filled with the tears of Mara herself, it is the truest form of her compassion in the mortal realm. Those who drink from its neverending liquid will find their wounds healed, all illnesses and diseases cured, all poisons they were inflicted with purged. It can even cure those maladies of genetics, such as removing all the damage to someone from a long line of incest. Sadly, it cannot reverse old age.



Stendarr Items:

Discounts for Stendarr are 50% off, with the [100] item being free.

Amulet of Stendarr [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of Justice and Mercy, Stendarr. While wearing this amulet, you will find yourself more durable than before.

Stendarran Belt [200]: A leather belt crafted from the skin of one of the sky whales of Skyrim, it is worn by a number of knights dedicated to the God of Justice. While wearing this belt, you will find your armor more protective, as well as dealing more damage with blunt weapons than before.

Relics of the Dawn [400]: A sizable amount of martially-inclined worshippers of Stendarr typically hunt the monsters that prey upon mortals, especially vampires and the undead. You now have in your possession a set of heavy armor worn by members of the Dawnguard, as well as a rune enhanced shield, axe, and warhammer that deal holy damage against the undead, as though they were covered in Divine flames.

Stendarr's Hammer [600]: This ancient weapon is rumored to have once been wielded by Stendarr, the God of Justice. One of his other titles, the God of Righteous Might, is fitting as the hammer is very heavy. Though most men would struggle to even lift it, for you it is as light as a standard warhammer. Those struck by this mighty hammer will have their vitality and stamina drained from them, restoring those of the wielder. It also erodes at the armor of those struck, making them weaker and weaker until the hammer is capable of shattering them entirely.



Talos Items:

Discounts for Talos are 50% off, with the [100] item being free.

Amulet of Talos [100]: An amulet that represents one of the Nine Divines, and is dedicated to the Hero-God of Mankind, Talos. While wearing this amulet, you will find yourself dealing more damage with weapons than before.

Lucky Coin [200]: A coin that, other than being made from adamantium, does not look all that different from your average Septim. When you hold it on your person, though, you will see your luck skyrocket, ensuring that the chances of fate are always stacked in your favor.

Champion's Cudgel [400]: An enchanted warhammer given to General Falx Carius of Fort Frostmoth, it is a fitting weapon for one who fights for the Empire and all it stands for. Its heavy head can be used to crumple steel armor with ease, while its chaotic enchantment will randomly harm the target with either fire, frost, or shock damage.

Mantella [600]: A giant green gem, created by the Battlemages Zurin Arctus in order to house the soul of a Shezzarine and power the Numidium. Whether it actually houses the soul of a dead god or not is best left up for debate, though its properties certainly aren't. Simply put, this is an infinite source of magical energy, never running out no matter how long it is used.



Zenithar Items:

Discounts for Zenithar are 50% off, with the [100] item being free.

Amulet of Zenithar [100]: An amulet that represents one of the Nine Divines, and is dedicated to the God of Work and Commerce, Zenithar. While wearing this amulet, you will find that all prices are improved for you, be it buying or selling goods.

Zenithar's Frock [200]: A dark coat given to hardworking members of the Imperial Cult, with silver embroidery along the edges. While wearing it, you will find yourself receiving double the amount of coin you would have before, from any source. Be it from an ancient chest or a business deal, your pockets will hardly ever be empty.

Zenithar Whispers [400]: A beautiful amulet, crafted with a number of jewels embedded upon it. When you wear this amulet, not only will your charisma be improved, allowing you to get even better deals than before, but you will also be able to tell when someone is lying to you. You may be an honest, hardworking man, but that doesn't mean you can expect others to be the same.

Hands of Zenithar [600]: A pair of thick, yet elegant, leather gloves with silver embroidery. They were crafted long ago by a talented craftsman who was looking to impress Zenithar with his works. While you wear these gloves, you will find the quality of everything you create has been vastly improved, be it a blade, helmet, house, or anything in between. This will also enhance the potency of any enchantments you place, making them nearly twice as powerful as before.



Daedra Items:

Discounts for Daedra are 50% off, with the [100] item being free.

Cultist Robes [100]: A set of robes with the sigil of the Daedric Prince you have sworn yourself to emblazoned upon the back. While wearing these robes, you will find the magicka cost of all conjuration spells you cast reduced.

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

Daedric Artifact [400]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts, one that refuses to leave your side. Which one is up to you, from the Skeleton Key to Goldbrand to the Savior's Hide to the Mysterium Xarxes and everything in between.

Paradise [600]: You must truly be blessed by your Prince, for they have granted you dominion over your very own pocket realm of Oblivion. It can range from the size of a mansion to an entire province, and is entirely up to you how it looks and what manner of flora and fauna inhabit it. Regardless if you create a forested paradise, volcanic hellscape, clockwork metropolis or crystalline manor, you are able to teleport yourself and others to and from this realm whenever you so desire.



Companions:

Brothers of the Faith [50/100/200]: Though these lands are teeming with godless monsters, you will not have to endure it alone. With this option, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Members of the Clergy [300]: And yet if you feel like the nine of you are not enough, than the Divines are more than willing to compromise. By taking this option, you may import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Cult of the Jumper [Free]: Though, it is not just your Companions that could know the love of the Nine Divines, but those who follow you without promise of fame and reward too. With this, you may import any number of your followers into this world, with a race and history of their own.

Resplendent Steed [Optionally Free]: It is not just the souls of mortals that ascend to the realms of Aetherius when they pass, but rather anything that possesses a soul and is native to Nirn, such as this animal. Taking the form of a rideable animal made from golden energy, you may summon them to you at will. Not only will they be easy to ride, but this steed will scale with your speed, always being faster than you.

Monster Hunter [50]: Having from a long line of monster slayers, this Imperial has spent his entire life training to hunt the creatures of the night. With great skill in magic as well as his enchanted whip, only the mightiest of monsters would give him any trouble. Hopefully by your side, he will be able to face such monsters.

Sadistic Executor [50]: A common belief is that all priests of the Imperial Cult are kind souls, yet this Altmer shatters that stereotype. He is a sadist through and through, only receiving pleasure from the misery and tragedy of others, as well as extremely spicy food. Still, none can deny his devotion to Akatosh, nor his skill with combating their enemies.

Warrior Spirit [50]: It is rare indeed when a spirit returns to the mortal plane of their own free will, especially so when they are sent by Arkay. This sword-wielding woman has been assigned as a psychopomp of sorts in your area, releasing ghosts and spirits of their earthly connections in order to ascend to the heavens above. She has found you to be an interesting mortal, and as such will be glad to fight by your side.

Yellow Bombshell [50]: A buxom Nord woman whose blonde hair is as luxurious as she is scrappy, she desires a life of fun and adventure. Though not the most pious follower of Dibella, she's at least willing to show off her assets a bit. With flying fists and fiery spells, she's a real danger when it comes to close-quarters combat, especially if you were to damage her hair in any way.

Eternal Youth [100]: Though he may appear as a young Nordic boy, he is actually a man cursed with eternal youth, having never aged a day beyond ten. Despite that, or perhaps because of it, he studied the ways of magic and has become a master of both the schools of illusion and restoration, and has quite the knack for compelling affection.

Last Emperor [100]: The bastard child of Emperor Uriel Septim VII, this man is a priest of Akatosh, though in the past was a cultist of Sanguine. Not only is Martin knowledgeable of both theology and demonology, but he is a fairly charismatic individual, fit for the role of Emperor, no matter what he might believe. Additionally, once per Jump, he is able to transform into the Avatar of Akatosh, able to defeat even a Daedric Prince in battle, though he will disappear until it is time for you to leave, or ten years has passed.

Knights of the Nine [200]: It's not every day when an order of knights dedicated themselves to you, but that is exactly what's happened here. These nine knights of various races and backgrounds share a few things in common, like each one being blessed by a different Divine, and their undying loyalty to you. Whether they become your Companions or Followers is up to you, but each knight is skilled enough in combat to take on ten men at once and come out on top with ease.

Star Orphan [200]: Few are those who are followers and worshippers of the Magna-Ge, let alone those who have met one in the flesh. Though not the most powerful, this Aetherial entity has chosen to follow you to new worlds as a companion, for reasons completely alien to you. But why care about something as arbitrary as reasons and excuses when you have an entity on par with greater Dovah by your side.



Scenarios:

The Walking Ways

[Requires *Mantle of the Aedra*]

Should you truly desire godhood, to take your rightful place among the Nine Divines, then you must undergo the greatest of trials. You must embark upon and complete all six of the Walking Ways of Godhood, a feat that perhaps only one other person before you has ever done. Failure to successfully complete these tasks will simply force you to lose out on your chance at true divinity.

The First of the Walking Ways is that of the Prolix Tower, a method that can be seen all throughout history, should you know what to look for. This is a world where myths and legends shape reality, and as such, it is possible to abuse this system. Much like the tales of Auri-El ascending to Aetherius through use of the TOWER, or the legends of Reman Cyrodiil's birth, so to must grand tales of you and your actions be spread, painting you in a divine light, a being almost beyond other mortal. But most importantly, they must be *believed* to be true by those who tell them.

The Second of the Walking Ways is that of the Psijic Endeavor, the very same one that the Three Good Daedra taught to the Velothi people so long ago. As an example, consider the world's greatest alchemist, capable not only of eking out every possible virtue from an ingredient, but able to make them work together in such a way that improves the effects of each potion he makes. Now consider that he is also the world's greatest enchanter. Able to make an enchantment with perfect skill and Magickal conduction, no matter the quality of his material. This hypothetical person proceeds to enchant a pair of gloves to fortify his alchemy, and then brews a potion to improve his enchanting, just to drink. And then enchants a ring, again to fortify alchemy. And so on, so forth, growing with each potion and each item. Such an act is impossible, yet doing so anyway simply because you are that good is the very essence of the Second Walking Way.

The Third of the Walking Ways is perhaps the most dangerous of all, for it involves changing the very music of your soul. It is believed that the underlying structure of the Aurbis is that of a song, a glorious melody so intricate and beautiful that it creates and shapes reality as we know it. So it should stand to reason that one may be able to change the music of their soul, though any mistakes may be more than fatal. People who have Walked this Way are Mannimarco, who used the Numidium and its time-breaking nature to give him as many chances to succeed as he needed, and Mankar Camoran, who used Mehrunes' Razor to change both his soul and his history.

The Fourth of the Walking Ways may perhaps be the easiest for you to accomplish, for its very nature is what granted you this chance in the first place. This is the Way of Mantling, to Walk like Them until they either Walk like You, or You Become Them. Though it requires the being you are Walking like to be considered dead or missing by the Aurbis, much like how the Champion of Cyrodiil Mantled the Prince of Madness, you, as an aspect of your Divine, have managed to find a way around this limitation.

The Fifth of the Walking Ways is the most well known of all of them, at least for those gazing in from beyond the Aurbis, the path of Royalty and Love. It is the act of acknowledging that all of this, Nirn, Aetherius, Oblivion, all of them are the dreams of an unknowable entity known as the Godhead, yet having the ego and the love needed to proclaim yourself real, even while existing within a dream. It is not enough for you to simply know that you are a being within a dream, but you must come to *understand* what exactly that entails.

The Sixth of the Walking Ways is that of the Fusion of Souls, for one person alone could not possibly encompass all the facets of the minds of gods. It is when the Many unify to become One, for all beings in the mortal plane are subgradients of the "Eternal I," fragmentary and incomplete. It is only in union that they may one day revert back to the grant Ada they once were. Often represented by the Enantiomorph, examples of those who have Walked this Way are those who make up ALMSIVI and the Many-Headed Talos. It would be best to do this with those whose souls or natures are similar to your own, for too many contradictions are sure to bring disunity.



Rewards:

You have done what very few, if any, have ever done in the history of all of Tamriel, and have walked all the paths to **True Godhood**. You are no fragmented god, but a fully realized et'Ada, one who wields strength rivaling that of the mightiest of Daedric Princes. Retroactively transforming a country of jungle into forested grasslands is the least of what you'd be capable of.

It is said that the planets seen in the night sky, each one named after one of the Divines, are actually their bodies or realms, the mortal mind shaping them into something they could comprehend. Regardless of if that is true or not, you will find that you now possess your very own **Divine Body**, separate from the god you have supplanted. This planet is entirely up to you to design, from the landscapes to flora and fauna to the very laws that govern its reality. All of which will change the moment you so desire.

But what is a god without a following of worshippers? As one of the gods of this world, all members of the **Imperial Cult** will become your loyal followers. This continent spanning cult made up of practically every race from every walk of life is fanatically loyal, and will treat your every word and request as divine gospel. Their worship will even grant you more power over time, and they can be automatically imported into any worlds you go to, ensuring that you are never without support no matter where you go.



Drawbacks:

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

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could be in another world, separated from The Elder Scrolls entirely. It may be interesting, seeing a draconic priest in a world of stylish hunters and demons.

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

Oath of Honesty [+100]: Speak no falsehoods, for lies are tools of the Daedra in order to damn your immortal soul to Oblivion. Such an oath is binding for you, making it so then you are physically and magically incapable of lying. Even over little things, those most harmless of white lies, are not something you can ever utter from your mouth.

Zealous [+100]: There are few who are as passionate about your god than you, though that might be part of the problem. At even the slightest of provocation, even those coincidental, you are liable to go on a heated rant about the virtues of your god, heedless of the potential consequences that may occur, depending on where or who you're preaching to.

On Full Display [+200]: It seems like you're more than proud of the body that the gods have given you, and show it off in perhaps one of the worst ways. You will not wear any kind of clothing or armor with the sole exception of your undergarments and jewelry. At the very least, you'd make Dibella proud.

Moth Priest [+200]: It is a common fate for all Moth Priests to go blind, their mortal eyes unable to gaze upon the Elder Scrolls for long. Much like those priests, your eyesight is lost to you, unable to be returned to you through magic, science, or some other, stranger means. Sight, for power.

Oath of Pacifism [+200]: It is said in the Imperial Cult that when the gods looked upon their creation, they looked upon the beauty of it with bittersweet joy. You too have looked upon the beauty of the Mundus, and have vowed to do no harm. You are completely incapable of fighting or physically harming another person, no matter how horrid a person they may be.

Daedric Adversary [+300]: The Daedric Princes often have the most enjoyment toying with those who cling to the Aedra. How unfortunate, then, that you have caught the eyes of one of these god-like entities. They will constantly send their followers and Champions in order to either subvert you, or give your soul to their Prince. You may take this multiple times for different Daedric Princes.

Oath of Restraint [+300]: The powers you bring with you are not a part of the plan the Divines devised when the Mundus was created. As such, you have willingly given up all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Shattered Self [+300]: Much like the many-faced Dragon, or any of the other Divines, you are a fractured being, at least mentally. This presents itself within you by making it so you can only experience three emotions; joyful mania, intense fury, and severe depression. You will fluctuate between these randomly, or when given the proper stimuli.



Ending:

Stay: The beauty of this world has captivated you, and you wouldn't be anywhere else.

Go Home: Such trials and tribulations have made you wish for your original home.

Continue: You shall go to future worlds, spreading the word of the Nine Divines.

Notes:

-**[Connection to Aetherius]** will give you a pool of 100 magicka, and it will replenish itself over time.

-**[Divine Crusader]** will give you the powers and boons given by Oblivion's Knights of the Nine DLC, but are much more potent and have none of the drawbacks.

-**[Hermetic Orders]** can be applied to more than just Elder Scrolls magic, but rather any supernatural energy you find yourself using.

-**[Winds and Nature]** lets you walk on broken glass or legos and not be affected at all, though you can still feel them.

-**[Breath of Kyne]** is additive with the strength and durability it grants.

-**[Mercy and Justice]** basically lets you know where you and others lie on the D&D alignment chart.

-Any magical item purchased will not run out of charge. They are also notably more powerful than their in-game counterparts.

-**[Aetherial Aesthetics]** looks like a combination of gothic and elven architecture, but with a lot of stained-glass.

-About **[Enchanted Gear]**:

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

-The **[Tower of Adamantium]** can be used to travel to connected dimensions, like from Mundus to Aetherius or Oblivion. It does not let you go to different timelines or completely different universes, like from DC to Marvel.

-The **[Mantella]** will 'only' produce an amount of magicka equivalent to that of a high-end nuclear power plant, but it will never run out.

-Companions are based on Richter Belmont, Kirei Kotomine, Rukia Kuchiki, Yang Xiao Long, and Miquella.

-If you want a more in depth analysis of **[The Walking Ways]**, please read the following link, of which I borrowed/stole heavily from.

- [Brynjar's Compendium of the Six Walking Ways, on Reddit](#)
- The Walking Ways can be summarized by;
 - 1) The Prolix Tower (aka; have people tell stories of you being a godlike figure)
 - 2) The Psijic Endeavor (aka; the way of being an absolute badass)

- 3) Tonal Manipulation / Story Rewriting (aka; changing the very nature of your soul)
 - 4) The Steps of the Dead / The Fission of Souls (aka; Mantling)
 - 5) The Royalty and Love (aka; CHIM)
 - 6) The Fusion of Souls / Soul Stacking (aka; be multiple people at the same time)
- Also, I totally stole the explanation for the Second Walking Way from the fanfic [Applying Exotic Metaphysics for Fun and Profit](#).

-Did you know that the statue of Talos in Skyrim is of him stabbing Orkey, the ancient Nordic god of death and their version of Arkay. So it depicts him slaying/conquering death. Just thought that'd be cool.

-When in doubt, fanwank.

-Have the day that you deserve~