

The logo for The Elder Scrolls III Morrowind. It features a large, stylized letter 'W' at the top, which is filled with a dark blue color. Inside the 'W', there is a white silhouette of a dragon. Below the 'W', the text 'The Elder Scrolls III' is written in a white, gothic-style font. A horizontal line separates this from the word 'MORROWIND' below, which is written in a large, bold, white, serif font. The 'MORROWIND' text is also partially filled with the dark blue color. Below 'MORROWIND', there is a large, stylized letter 'V' that is also filled with dark blue and contains a white silhouette of a dragon. At the bottom of the 'V', there is a white circular symbol.

Version 1.2

FROM SEVENTH SIGN OF ELEVENTH GENERATION,
NEITHER HOUND NOR GUAR, NOR SEED NOR HARROW,
BUT DRAGON-BORN AND FAR-STAR-MARKED,
OUTLANDER INCARNATE BENEATH RED MOUNTAIN,
BLESSED GUEST COUNTERS SEVEN CURSES,
STAR-BLESSED HAND WIELDS THRICE-CURSED BLADE,
TO REAP THE HARVEST OF THE UNMOURNED HOUSE.

YOU HAVE A THOUSAND CHOICE POINTS (CP) TO SPEND

LOCATION

Vvardenfell, the vast volcano of Tamriel. This giant mountain dominates the north of Morrowind. It is a small continent all to itself, riven from the rest of Morrowind by the remains of a colossal crater. On a clear day (an exceedingly rare event), the peak can be seen from the city Almalexia, 250 miles to the south. Your adventure can start anywhere in this region of Morrowind, or in the city Mournhold or island of Solstheim for **FREE**. Anywhere else in Tamriel, including mainland Morrowind, is also available as a starting location for a payment of **100CP**.



RACE

There are ten different races on Tamriel that hail from the different provinces of the Empire. Each one has minor advantages in some attributes while being disadvantaged in others, but these obstacles are not so serious that they can't be overcome with a bit of effort and training. Your choice of race from any of these ten backgrounds is completely **FREE**. Having hybrid ancestry is also valid between most of these races. In these cases you still only gain the biological benefits from one race. If you want to be a member of a rarer type of mortal from Nirn, the cost to do so is only **100CP**.



ARGONIAN

At home in water and on land, the Argonians of Black Marsh are well-suited to the treacherous swamps of their homeland, with natural immunities protecting them from disease and poison. The female life-phase is highly intelligent, and gifted in the magical arts. The more aggressive male phase has the traits of the hunter: stealth, speed, and agility. Argonians are reserved with strangers, yet fiercely loyal to those they accept as friends.

BRETON

Passionate and eccentric, poetic and flamboyant, intelligent and willful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.

DARK ELF

In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races.

HIGH ELF

The High Elves consider themselves the most civilized culture of Tamriel; the common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences derive from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts, and High Elves boast that their sublime physical natures make them far more resistant to disease than the "lesser races."

IMPERIAL

The well-educated and well-spoken native of Cyrodiil are known for the discipline and training of their citizen armies. Though physically less imposing than the other races, Imperials are shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races, and to have erected the monument to peace and prosperity that comprises the Glorious Empire.



KHAJIIT

The Khajiit of Elsweyr can vary in appearance from nearly Elven to the cathay-raht "jaguar men" to the great Senche-Tiger. The most common breed found in Morrowind, the suthay-raht, is intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability.

NORD

The citizens of Skyrim are aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; Nords of all classes are skilled with a variety of weapon and armor styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.

ORC

These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orc warriors in heavy armor are among the finest front-line troops in the Empire. Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.

REDGUARD

The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards 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 weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.

WOOD ELF

The Wood Elves are the various barbarian Elven clanfolk of the Western Valenwood forests. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. But most of all, the Wood Elves are known for their skills with bows; there are no finer archers in all of Tamriel.

OTHERS...

By taking any of the **600CP** perks later, you are already touched by the hand of fate as something more than the common man or mer. You can waive the **100CP** fee for unusual races in these cases. Though you do have to pick a *mortal* race – this doesn't allow you to become a daedra or dragon. Several ancient races still persist into the modern day and deserve mention for their relevance in the upcoming prophecy. Of the Chimer, Changed Elves, only two and a half remain. All of them are living gods and remnants of past eras. The last known Dwemer, Yagrum Barnam still lives on Vvardenfell too due to his Corprus.

ORIGIN

There are a few ways we can do this and the choice is **yours**.

First, you must choose whether or not to have a history in the world of Tamriel. If you do have a history in this world it comes with a Class and Faction. One offers minor advantage in terms of the experience you've gained previously and the other gives you some connections in the world. A Class is just a way to designate your background experience by defining what skills you're better trained in than others. Feel free to select any mundane (for Tamriel) job from merchant to battlemage. There are many Factions one can be a part of, from the established Great Houses all the way down to the Camonna Tong crime syndicate.

There are also four different origins you can select. This choice does not limit your starting Class, though certain choices might lend themselves better to certain jobs than others. As an alternative to any single origin you can take none. This gives up the standard discounts in each following section and means you get one 100CP perk, item, and companion for free. With no origin you get six floating discounts (50% off); the restriction is these discounts have to be applied to three perks of different prices and three items of different prices.

HERO

This is the path that you are expected to follow. Your story is not yet written and before now is likely something simple like a farmer, trader, or even aristocrat. While you may not be a hero yet, you seem to have the capacity to rally others and become one. You possess qualities that the dunmeri people admire. This origin will naturally lend itself well to making you a symbol for the hopes of others. This is for the good of Vvardenfell and the Empire.

KING

This is the path towards greater power and authority. You're well suited for the role of sellsword, knight, or even barbarian. It is in your nature to use your strength to rise and provide a unique brand of leadership. You may not be a leader but it would be foolish to think you incapable. This origin gives you the easiest path towards helping others improve to reach your level, and having the skills that are worth imparting. A ruling king who sees in another his equal rules over nothing.

OBSERVER

This is the path for those who want to explore the mysterious forces of this world and beyond. It's most likely that you'll favour the being some kind of wizard, monk, or scholar. You are willing to look where others dare not look, and see what others do not see. It is your mind rather than your body that is your strongest asset. Magic comes more easily to you It is just one of the tools you have to better understand this perplexing thing called reality.

REBEL

Some want to create their own paths instead of following the ones laid out by others. You might be a bard, nightblade, or even an agent. You're an outsider trying to make a place for yourself. You don't need to follow examples, find a place for yourself, or study the way things were. You can take those old resources and make something new. Revolting against the status quo you will be able to create a dream to call your own. Others might prefer strong foundation, but you have flexibility and innovation.



PERKS

There is a 50% discount on perks with a matching origin. The 100CP choices can be taken for free if you selected the origin for which they are discounted.

HERO

[100CP] Scrumptious Sweetroll: There are many individuals who sought to fulfill the Nerevarine Prophecy. Each had a critical flaw that doomed them to failure in their ambitions. Their spirits reside within the Cavern of the Incarnate in Vvardenfell to this day, a grim warning for those who would thoughtlessly pursue this destiny. None were good enough for Azura. But you meet at least one prerequisite to be her champion. You are blessed with the beauty of dusk and dawn, gifted with but a fragment of her realm's beauty. While you won't risk rendering anyone half-blind from your beauty alone it will be difficult for any to find any actual flaws in your appearance. When it comes to looks, voice, even scent – you're pleasing to the senses of others. This earns plenty of attention from your peers, and your beauty is enough to please Azura.

[100CP] Clanfriend: Whether they follow the teachings of the Tribunal or Ashlanders, dunmer are prideful and aggressively defend to their traditions. They have no time and less love in foreigners who don't appreciate their way of life. Vvardenfell's culture is quite xenophobic to the point of being dangerous for foreigners in these lands. Those who do not know their customs risk offending Ashlanders just by speaking. Entering a yurt without permission can lead to formal honour duels. But you carry yourself with an air of courtesy and respect. People are much more tolerant towards your faux pas so long as you remain polite. Others can sense your willingness to embrace their traditions and are happy to help you understand their culture. This could earn you conversations and eventual friendships with many who would otherwise just treat you as a meddling n'wah.

[200CP] Plenty of Time, My Sweet: You have an amusing way with words. Practice and performance have made you a slightly better writer and actor, mostly live performance. You could produce rousing plays such as *The Dance Of The Three-Legged Guar* or even *The Lusty Argonian Maid*. You could capture a Tamriel-wide audience with your combination of wit and charming audacity. You can say things that would make Vivec blush without shame. Your talent with writing and speaking isn't necessarily improved, but any crass behaviour from you is treated much more lightly. For instance, taking advantage of your position as a councilor to indulge in flirting would be seen as more bawdy than predatory. Asking for the occasional kiss or enjoying a beautiful view is never too much. You can actively still make efforts to make people uncomfortable, however.

[200CP] House of Virtues: In dunmer theology mortality is a test to overcome, and facing its challenges allows you to be cut into better shapes. The House of Troubles serves as these obstacles. Four Daedric Princes, each a source of kinstrike and shame. Each shares something in common with the dunmer, that they too have been fundamentally changed. Mehrunes Dagon tests the ability to preserve in the face of destruction. Malacath tests for physical weakness. Sheogorath tests the mental strength. Worst is Molag Bal refuses to show humility and is reliant on servants, and upsets bloodlines as the King of Rape. Your household and bloodline will not be troubled by these obstacles. It is a sanctuary and you will always have a chance to protect family in times of danger. Descendants will not fall victim to these weaknesses of the body, mind, or soul.

[400CP] Reputation: The deeds and quests you complete will open up many doors for you. The compassion for you community and services you do are not forgotten. Even villainous deeds, if impressive, will keep escalating your fame. You seem to have only forward momentum when it comes to your reputation, finding that your accomplishments aren't forgotten by the public. Becoming a legend, so long as you actually perform legendary deeds, should come naturally. On a more microcosmic scales (such as with the people you directly work and live with) this reputation can still fluctuate a lot more. For example: your faction might lose a bit of respect if you fail major tasks. These occasional failures won't negatively impact public perception of you. Overall your reputation will only ever get better, never decreases.



[400CP] Redeemer: Fear not, for I am watchful. You have been chosen. Go with my blessing. Some mortals go their entire lives without being touched by the divine. But whenever you seek, with the right tribute, you'll be given audience. They acknowledge your prayers at shrines providing you with minor blessings for the gesture. Even gods opposed to your ethos seem entertained by dealing with you. The gods are more likely to approach you in disguise. This is usually for the purpose of testing you simply because they want a reason to reward you. Seeing if you're compassionate, brave, or just up for a fun round of drinks – it completely depends on their sphere. You have the power to help others find forgiveness. When you encounter long-standing wrongs you have great power to set them right. The mistakes of the past can be cleansed from the present. Serving as an intermediary you find it natural to aid others in redemption and earning forgiveness for their sins from their gods.

[600CP] Path of the Incarnate: Something that begins with such glory and noble promise... By the grace of gods and fate you are reborn. When you enter a world, you may be the reincarnation of a legendary figure granting you great prestige with those who recognize you in that capacity. Alternatively, there may be a prophecy in place that you as you are will enter from another world in a similar savior role. Regardless there is a prophecy and steps you can take to clearly fill it. When you act on such ancient prophecies or curses your success is nearly guaranteed. You embrace these roles perfectly, with fate taking your side to allow you enter the path of any chosen one. In doing so you rapidly accumulate the skills and experience needed to fulfill the designs fate. This can also come with dreams carrying memories of a past life to offer better insight and experience. Embrace your destiny.

[600CP] Uneventful: Each event is preceded by Prophecy. But without the hero, there is no Event. You're the hero, and time is always on your side. If the end of the world is looming you'll be able to run a few errands or do side-quests. No task requires your immediate attention so you'll be able to finish what you're working on before starting the next thing. You can delay the inevitable for quite some time. As if you're the star, this world waits for you to act before it responds. It won't wait *forever* but does allow you to prepare far longer than reasonable before major events take place. You know implicitly how much time you have, and if you've done anything that will doom or disrupt the process. You also arrive in places when it would be most auspicious to do so, when there is the most interesting people to meet and jobs to do. Generally, things rarely seem to progress without you being ready for them to...

KING

[100CP] Chop, Slash, Thrust: Weapons break. That's why it's important to know how to use everything. You're proficient in every weapon that can be found in Vvardenfell. If you find any pieces of equipment it's certain you can use it effectively as a dangerous weapon, even if that equipment is just a fork. You're particularly lethal with one variety of weapons: axes, bows, blunt weapons, long blades, short blades, spears, or throwing weapons. You always seem to sense the best type of attack for any given scenario or weapon. This also applies to using a shield, so you'll find yourself blocking automatically sometimes even when you might not have been aware of an incoming attack. Managing your attacks and defense to avoid overexerting yourself is also second nature.

[100CP] Light, Medium, Heavy: You're a real armour specialist. You've been trained, conditioned, and are experienced in the use of all kinds of armour. In lightweight flexible gear like netch leather or chitin you can move gracefully and effectively. You're comfortable in the most massive and rigid equipment like dwemer and ebony, which offers superior defense. Medium armours such as bonemold or orcish offer you the best of both worlds without too much sacrifice of defense or mobility. In one of these types you're already especially blessed, with the blows you do take dealing notably less damage to you or your armour. You train quickly in any kind of armour, but even more in one that you specialize in. Just by taking blows you become more proficient in whichever equipment you're wearing. The more you get hit, the more you can get hit.

[200CP] Rain-of-Sand: Best known among martial arts are the fighting styles of Elsweyr, the Claw-Dances. But the Dissident Priests, a secretive cult who dispute the Tribunal's dogma also commit themselves to three martial arts derived from those fighting styles: Golden Reed, Marshmerrow, and Salt Rice. Unarmed combat is slow to be adopted into the Empire as a whole, as each discipline is associated with renunciation of worldly wealth, ideas alien to the Imperial philosophy of commerce. You are now an undisputed master of one unarmed martial tradition. This can be anything from the Khajiit's Whispering Fang of Goutfang styles to the Thunder Fist of the Nords. You can ensure unarmed attacks only harm the stamina of your opponent rather than health, leaving no permanent damage unless you want to.

[200CP] Warrior-Poet: Your talent for prose is great. Your verse is steeped in metaphor and words flow freely. Creating stories and sermons that obfuscate truth and glorify yourself is easy. Those who listen are entranced by the beauty of what you say. Those who unravel your words will look no further, feeling wise in the understanding. To many the eloquence is enough to be mistaken for truth. For you, words make as good a weapon as any spear. You could quickly gain devout followers and in some cases even turn people away from their ancestral gods. This gives you a stronger personality, especially in regards to being able to share your poetry and persuade others. You also find it quite easy to use these imagery skills for creating innuendo and subtle censoring.

[400CP] Master Trainer: You are an incredible mentor and able to rapidly adapt to new students. Spearmanship, athleticism, stealth, mysticism... it doesn't matter. You'll find no student unteachable so long as they're willing to learn. Such students are only limited by their core attributes (ex. someone without the endurance to wear heavy armour can't be trained in it, someone with no personality can't learn to haggle). Those you are directly training see a quick increase in their abilities. In as little as hours they'll improve. Even your writings are enough to impart a fraction of your skills. Composing actual instructional guides is the most obvious benefit here, but even if you were to create a fictional manuscript your insight into some of your skills can reach the reader. You can recognize valuable bits of insight in others' books too, and learn practical skill just from light reading.

[400CP] Who is ALMSIVI?: The Tribunal Temple is the native religion of the dunmer people that replaced worship of the Three Good Daedra: Boethiah, Azura, and Mephala. Despite the demonic nature of those ancestors, the Tribunal is seen as righteous and blessed for sharing their virtues. Presentation is everything. The character you make most familiar to the public is how you will be acknowledged. Still, at the same time the darker elements of your personality can be intuitively understood by your followers and accepted. Even a demon of murder and lust and betrayal can still be a benevolent leader. These contradictory themes will only generate complex interest rather than concern over "bad" traits. Most friends and followers are happy to accept you as having the personality you present to the world. So long as you act in the role you wish to be treated, you are likely to receive the reaction you seek.

[600CP] Royalty: This is an ancient world for starlight, high splendor, and love. This is a secret act requiring considerable effort, only for those willing to impart themselves into their creations. Marriage and death of the self are treated as the same by dunmer. When two parties come together and assimilate to create something that surpasses them both. It is very important to know love, and to practice love. This is not the idea of giving your unconditional affection to others. It is not about kindness or emotionality. It is a deep care for what you are creating, and what has been created before, and the experience of creation. This willingness to go beyond yourself allows you to impart what you make with bits of your own essence. Whatever you make, you can share parts of yourself to amplify your creation. This is how mortals become makers, and makers back to mortals.

[600CP] Anticipation: The Three Good Daedra are known as Anticipations to the dunmer people for they preceded the Tribunal, Blessed Be Their Holy Names, and are seen as the early ancestral anticipations of the loving Tribunal. Regardless of the veracity of this belief, you too closely resemble the power of members of the Tribunal. You too were anticipated by one of the Daedric Princes and experienced an apotheosis, though this fact may be obfuscated by the Tribunal's teachings (or entirely unknown). You may be an ancient figure here, seen as peer to the Tribunal if desired. Your ability within the sphere of your Anticipation is nothing short of divine. Whatever variety of enlightenment and power you obtain that relates to your anticipation, there is more. You will be able to completely withstand any curses you choose, up to the level of even Daedric Princes damning you.

OBSERVER

[100CP] Regulation Versus Freedom: The Mages Guild hold exclusive rights to teach magic in the province of Morrowind. They have a legal monopoly, serving to regulate magic safely and are the only ones allowed to practice spellmaking and enchanting – activities too dangerous for the public at large. The wizard-lords of House Telvanni place a great emphasis on independence and freedom to pursue their own goals. Iconoclastic and unconventional they don't believe in regulation and control that restricts them. You could join both groups without concern. What about The Imperial Cult and Tribunal Temple, opposed worshippers of the Nine Divines and ALMISVI? That's fine too. Sign up. You can easily join opposing factions. Not only that, you find it simpler to handle any responsibilities from your affiliations without compromising your loyalty to either side.

[100CP] Armoured Versus Unarmoured: It's a more difficult decision for a mage than you might think. Because when you make use of armour it doesn't impair your spellcasting abilities. The heaviest of equipment can't lead to any kind of arcane spell failure. Somatic gestures are easy barehanded as they would be with gauntlets or thick mittens. Even if you go out looking like the Chimarvamidium, spell effectiveness will always be at 100%! The only concern might be that the weight of gear can still eventually fatigue you out on its own by carrying it - a nuisance if you're also using exhausting magic. Even without gear you're effective at protecting yourself. Without armour you can nimbly reduce injuries during combat. You're better at evasion, deflection, and just taking hits in a way that doesn't harm you.

[200CP] Cursed Items: Why would someone do this, spend the time and energy on an enchantment that has negative effects? For the same reason that magical swords hurt more – to hurt people that try to take what doesn't belong to them. You can booby-trap any objects with conditions that trigger spells. Items, doors, and containers. Conjunction is the favoured means of punishment for would-be thieves, with unbound dremora being the most used curse protecting offerings at shrines. Imbuing weapons or clothing with negative effects is of course possible too. Equipment that impairs, weakens, or otherwise damages the wearer can be found all over. Conjunction, destruction, and enchanting are often necessary knowledge for such affects. You have a solid understanding of all three schools, especially in regards to setting traps.

[200CP] Fast Travel: There are no horses in Vvardenfell except for making soup. Silt striders and gondolas just aren't getting you where you need to go as fast as you need to get there. To remedy this you've already mastered a handful of travel spells. This gives a great foundation for learning other mysticism, alteration, and restoration magic. Mysticism has taught you Mark, Recall, Intervention, and how to Absorb the fastness of others. From Alteration you learned effects like Jump, Levitation, Water Walking, and Feather. Restoration allows you to Restore and Fortify your fastness (through the skill of athletics, or the attribute of speed, or simply the stamina you need to stay fast) as well as Cure* or Resist Paralysis. Basically any effect that you could use to enhance you're movement, you're familiar with. With this set of spells at your disposal you won't let anything slow you down. With the right enchanting knowledge you could open your own teleportation service, much like the Mages Guild!



[400CP] Elven Art of Enchanting: They're streamlining this ancient and venerated art across the Empire. Replacing artistry with reliability. Elves do not need quick mass production. They have time to learn to master this art correctly. It is not supposed to be easy nor streamlined. For novices, 19 out of 20 times it fails. But the results of a master speak for themselves. Items that you enchant will (slowly) recharge over time without need for new souls to power them. Because of your familiarity with the intricacies of true enchanting, even carrying the mass production enchants of Cyrodiil will allow them to slowly recharge – albeit slower than your quality enchantments. When you use enchanted items that have a charge to them, the energy you use is far less than others making use of the same item. You truly understand the intricacies of enchanting, rather than just create easy tools. As a master, your creations are successful 19 out of 20 times.

[400CP] Mythopoeia: Tamriellic myths have an unusual quality of repeating themselves. Again and again in slightly different forms. It's as if history is desperate to repeat itself and create the same outcomes. Some can use this esoteric knowledge to their advantage and take those stories for themselves. You understand these mythopoeic forces, storytelling, and story-making. You know how to imitate the mythic events of the past to create echoes of those events in the present. You can identify the difference between a king and rebel when two mirror images meet. This makes you exceptionally capable of walking like others until they walk like you. These forces can be extremely dangerous and you put yourself at risk of both physical danger and being lost in the identity of those you try to mantle. In terms of immediate practicality, this gives insight into the potency of illusion techniques and offers you unusual mastery of that field. Extremely detailed and vivid illusions are available to you.

[600CP] Divine Metaphysics: The Dwemer were devoted to secrets of science, engineering, and the arcane until their mysterious disappearance during the Battle of Red Mountain. Perhaps it would be better if their lost sciences remained lost. Their technology is seen as profane by modern races. Tonal architecture, the use of sound to alter reality, is a field you have great expertise in. While the secret of dwemer metal is lost to others, you know how shape sound into this rare metal. With this and the knowledge of their steam power and animunculi you could create airships and all manner of mechanical wonders. You can make lockboxes that only open to the right frequencies or bloodline, lights powered by nearby sounds, even systems that transmit messages via imperceptible soundwaves instead of the Dreamslieve. You have a grasp of Dwemer sciences that is peer to Sotha Sil and Yagrum Barnam. Creating your own Akulakhan is theoretically possible with the time and resources.

[600CP] Will: Intelligence and strong personality are often seen as more important with some schools of magical thought. But this is more important: Willpower. It governs your ability to cast spells of all kinds. This attribute is what truly makes a successful mage. Your will is without peer. Your discipline is what ensures your spells won't fail. Not purely mental, willpower represents your inherent ability to keep going physically as well providing you with improvements to your stamina too. You innately resist effects that oppress you like magical paralysis or silencing. Any force that tries to limit you is a force you can fight back against. While they can still effect you momentarily such is your strength of will that when you fight back against the spell it will break. Your willpower can break through even the toughest obstacles. It is unmatched. You have the force of self that even if you discovered reality but a dream, you could continue to assert your individuality.

REBEL

[100CP] Fantastic Fitness: Running, jumping, swimming, climbing. You've conditioned your body to move quickly and efficiently in all kinds of terrain. Marshes, ash fields, steep slopes, and even deep waters won't cause you to fall or slow you down. Your acrobatics ability is amazing, performing incredible vertical jumps and landing gracefully even if you aren't a khajjiit. You train rapidly too. Just regular activity will see you becoming more athletic. You have an intuitive sense for your body's condition, such as knowing exactly how long you can hold your breath for. Even while swimming or jumping, using weapons or magic is no problem for you. You can easily lose pursuer with your acrobatics talents alone. Once you're in the open, having escaped a house or dungeon it becomes clear how difficult it will be to pursue you. Many rational mer are prone to giving up the chase if you get away.

[100CP] Sleepers Awake: It's the most amazing thing. Yesterday it was hard, and today it is easy. Just a good night's sleep, and yesterday's mysteries are today's masteries. Today you wake up, full of energy and ideas, and you know, somehow, that overnight everything has changed. The harder you train yourself, push yourself, study – the more you improve. But that part is true for most people. Resting allows you to better consolidate any training or practice you've done compared to others. You retain the benefits of your practice much better than others with healthy rest, to the point that only intentional neglect of your skills would see you get worse. This doesn't only apply directly to the skills you're training. Improving your skill with a dagger might make you a little faster, while getting better at alchemy could actually make you smarter.

[200CP] Speechcraft: The art influencing others. When you're a skilled speaker people are much more willing to divulge information or entrust you with important tasks. Complete stranger seem to be a lot more amenable to conversation and sharing rumours. You're much better at retaining the information you learn from others too. All your communication (verbal or otherwise) comes across as you intend. Getting other people to like you, fear you, or even truly hate you isn't difficult. You know the best ways to deliver compliments to raise someone's disposition towards you. Using your body language for intimidation or seduction is easy. Your taunts and insults cut deeply, and can inspire people to violence (against you). Most legal jurisdictions will accept that you're the innocent party when you antagonize someone to strike first, and you'll be able to defend yourself without criminal consequences.

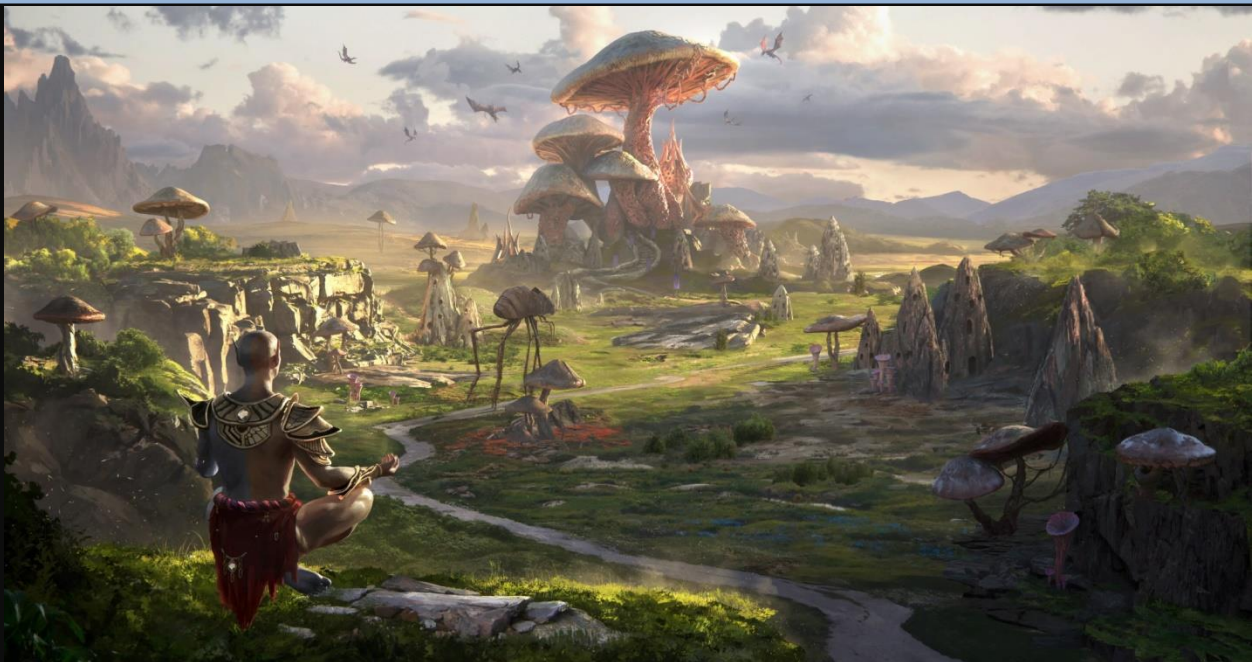
[200CP] 24/7 Convenience: Trespassing is not illegal (for you). You can conduct business at any time. Whenever you want to trade stores will be open for you with the owner (or appropriate staff member) available to handle transactions. The owner will always be available to do business with you too. Furthermore, you can buy basically any goods you can see within a shop as well as rapidly assess the entire inventory. Any wares that you're carrying can also be sold to vendors, as long as they're the same kind of wares that might be available in the store. Haggling is normal wherever you go, and you're quite good at it. Merchants who know you have illegal contraband can still refuse to conduct business. Generally your stolen goods are untraceable, unless you're actively selling someone's stolen property back to them. That can still get you in trouble with the law.

[400CP] Master Trainee: It does not matter how strong or smart one is. It only matters what one can do. There's very little you can't learn to do. You can find trainers everywhere for all manner of valuable skills. As long as you can afford the service, the majority of folks seem willing to train you in their best three skills. Even some hostiles might have hidden talents they're willing to teach, if you could just get them to put down their weapons. As long as your skill level is lower than theirs they can help you improve. Now, this doesn't make everyone willing to teach you their secrets, but you will be able to find competent instructors far more often and for almost any normal skill. Regardless of your current level of expertise, you'll feel improvement after just two hours of training with your new trainer. Of course the more you want to train the longer these sessions will need to be. Realistically you might have to work around their schedule for this training, unless you purchased 24/7 Convenience.

[400CP] The Sharmat: This is a mantle bestowed upon All Dunmereth's Evil. It means bearing the burden of all the crimes committed by dunmer. The Sharmat is ancient, older than music. It is to blame for killing Nerevar. It is to blame for every dunmer gives in to The House of Troubles. A noble house with The Sharmat is enough for records of that house to be removed from recorded history. You can choose to carry the blame of others. You can use this benevolently so any crimes and broken promises of your lord and loved ones would only stain your reputation. Even in the event of your death they would be free of any guilty conscience. While using this perk quickly makes you an enemy of the people, it also provides powerful infamy. The weight of your words and potency of dark powers you wield grows as you accumulate sin and fear. Just be sure that you can carry the weight of those sins without breaking...

[600CP] Waking Dreams: Poor animals. They struggle and fight, and understand nothing. This world is a dream. It is you who is the dreamer, so that dream is yours. Everyone is just an extension of your will. Whether or not any of these beliefs are true, certain power comes from your fervent understanding of reality. You can extend your will to others as they sleep, using disturbing dreams influencing their thoughts. The weaker their own souls the more easily they become extensions of yours. To the receiver, this can feel like a spiritual enlightenment as they become profoundly moved to serve your cause. As they walk like you, and think like you, they allow themselves to become just a part of you. Over time it will turn into unswerving loyalty to you, without thought or concern for their individuality. With these minions, your essence will still be able to influence others even your body and life are destroyed.

[600CP] The Blight: Once, corpus was a generic term for any number of skin ailments. Now it is a term for one specific malady, most terrible of incurable diseases to many... but not to you. Your version of the Divine Disease is only a blessing. It leaves you completely immune to the negative effects of aging and other diseases. As with the immortal Lord High Councilor of House Dagoth, you have dark magic tied to your so-called curse. You can become, and create, fearsome beings that are not entirely dissimilar to Vampire Lords in physique and intoxicating power. This evolution leaves the recipient very much alive. Not everyone will be prepared to withstand your blessing, and some may only be able to become ash ghouls or lesser monsters during this process. The ash of Red Mountain influences the change of Dagoth Ur and his Sixth House... perhaps with the right environment you could find different was to make this transformation distinct.



ITEMS

All items receive a 50% discount if you have the matching origin, but 100CP items can be taken for free. Any similar items or properties you possess can be imported in to gain the new functions of options found below. In the case of any of the unique canon items below, you may treat your version as perfect duplicates to avoid earning the ire of anyone who may consider themselves the owner. All these enchanted items will slowly regain charge over time, even if you don't have soul gems for them. You gain an additional **300CP** that can be spent on items.



HERO

[100CP] Census and Excise: Ahh yes... we've been expecting you. You'll have to be recorded before you're officially released. The Empire maintains very diligent records of citizens. These empty records are for you to fill in. There's space for your legal name, birthdate, education, and work experience. The details you include won't improve your experience in any area but can be used to validate the skills you have from previous worlds. This gives a legal record for others to acknowledge your trained experience. This paperwork designates you as a citizen and allows you to easily obtain visas to work in other regions. It will also legitimize any properties or businesses you may acquire here or otherwise, taking care of taxation automatically. You can make adjustments depending on how much you want known or to keep as secrets until you're satisfied... but once you use the stamp, your choices are fixed until the next world you import to.

[100CP] Old Man's Lucky Coin: This trinket came to you fortuitously. Was it the first septim you earned? A shiny glint you uncovered from the ashes that ignited your sense of adventure? Maybe it was a mysterious gift from a kindly old gentleman who you never saw again... However it came into your possession, it marked you with fame and fortune and gave you an interesting story to tell. There is something special about it. Carrying this gives you access to a mysterious power: Luck of the Emperor. Once per day this coin will grant you a surge of luck that makes you half again as successful as other folks. You can give this away to pass on the brief moments of fortune it brings. Being minted at the onset of the 3rd Era and dawn of the Septim Empire it won't be easily confused with more modern coins.

[200CP] Moon-and-Star: Forged by the ancient Dwarven sorcerer-priest Kagrenac and then blessed by the Daedric Goddess Azura. This ring was said to lend the Chimer hero Nerevar supernatural power. Legend has it that any pretenders who would wear it will be instantly slain, though this part is likely embellished. This purchase may represent that ring if you choose. Alternatively, it could represent a different legendary figure. Whoever you choose, wearing it serves as indisputable proof of your identity as the reincarnation of an ancient hero. In any future worlds where you are a reincarnation, you may update the legend of this item to apply to that identity. Though, the effectiveness of such a symbol will be determined by the local's willingness to embrace superstition and belief in such phenomenon.

[200CP] Ancestral Tomb: For any family important enough, these sites are the last resting places for dunmer. Here is where the cremated remains of ancestors are left in their ashpits. Often bones remain in these pits, and care is taken by descendant to disturb the ashes in patterns resembling a zen garden. Other funerary customs exist among ashlander tribes exist, who prefer mummification (and sometimes sarcophagi) for their dead. In dunmer noble houses family is more than blood; those who are sworn loyal to you can also be interred here. Having such a space and treating those within respectfully keeps their favour, and allows you to call an Ancestral Spirits to provide you Sanctuary. This can be a memorial space for your loved ones to rest peacefully. Or, it can provide a supply of materials for creating skeletons and bonewalkers... though doing this would lose the support of spirits here.

[400CP] Chrysamere: Also known as The Sword of Heroes, Paladin's Blade, and the Blade of Blades. It has many titles reflecting its treasured status. This artifact is an ancient adamantium claymore. Many frauds have been crafted over the years but you gain a sword of true quality. Where most weapons are sought for their offensive abilities, this one is uniquely capable in defense. It can be used to block almost as easily as a shield, even warding some hostile magics and fire directed at the user in the process. With the right timing against an incoming spell it can even strike those magical assaults right back at a caster! For pure martial warriors it is a great ally. It can be called on to heal the user for brief periods, during which time the defense against fire and magic works while not actively defending. This gives freedom to fight while keeping some protection. Even considering all its defensive boons... it is still potentially the most lethal sword that can be found on Vvardenfell.

[400CP] Dragonbone Mail: Better than any daedric cuirass in defense alone, it is the greatest heavy armour a collector or hero could ask for. Constructed from real dragon bone this exquisite piece of craftsmanship has been sought through the ages. Enchantments laid upon it have kept it on the move until it reaches its destined owner: you. The creator of this artifact was none other than Zurin Arctus, first Imperial Battlemage under Tiber Septim. It leaves the wearer completely imperviousness to fire magic, as a side-effect of being enchanted to keep the wearer completely impervious to ash magic. Additionally, this cuirass can manifest the flames of a dragon in the wearer letting the breath fire. But history of the creator and recipient has been irrevocably twisted by their tampering with the Numidium, so the destiny of this piece is now linked to you, traveler.

[600CP] Hortator: The Great Houses are traditions that derive from ancient dunmer clans and tribes. Nowadays, they function more like political parties. Morrowind is ruled by the Grand Council of five Great Houses: Dres, Hlaaly, Indoril, Redoran, and Telvanni. In times of danger, some individuals are elected to the authority of making decisions on behalf of their House as a whole, though the unanimous consent required of councilors makes this process unlikely. You however, run one of the Great Houses as its Hortator. This can expand the council from five to six great houses, should you wish to control a unique faction. Regardless, everyone within has pledged their exclusive loyalty to your house. You will be bound for conflict as one of the most influential individuals in Morrowind's politics, and hold similar political power in any future settings as a clan or party leader. Here you have excellent resources in terms of mines, farms, and general labour to work those sites.

[600CP] Hopesfire & Trueflame: The Blade of Almalexia and The Blade of Nerevar. These twin swords from the First Era represent the pinnacle of Dwemer craftsmanship. They were wedding gifts for the couple from King Dumac, considered fabulous treasure even in a time of great mythological forces. These weapons are of such quality gods use them, with one destroyed One Battle of Red Mountain. Each member of this couple possesses an unearthly fire enchantment; Hopesfire's blade is cloaked in dim blue flames and Trueflame burns bright and orange. Elaborate enough to be seen as ceremonial gifts suitable for a wedding, they are deadly enough to slay living gods in the hands of someone with a noble heart. If long blades aren't to your liking, you can receive equally powerful pair of any other kind of weapons forged with overwhelming firepower.



KING

[100CP] Tiny Hammer Collection: It should be obvious. Damaged weapons do less damage. Damaged armor provides less protection against attacks. Your gear won't be effective if you can't keep it in good repair. That's where these come in. Repair Tools like hammers and tongs. Armourer's hammers in various levels of quality and you have an assortment of the best ones on the market. These work as universal tools for the repair of weapons and armour. These are very useful when there are no blacksmiths nearby for you to make repairs. Of course, if you're unskilled you might just end up doing more harm to these hammers than you fix on your gear. This equipment is suitable for a grandmaster and should keep your gear in fine condition provided you know how to use it.

[100CP] Scriptures: A mixture of autobiography, fabricated storytelling, and philosophy to the world. This is a personalized collection of writing that showcases your challenges, choices, and beliefs that led to this point. Regardless, they probably help articulate your unique understanding of reality. This is the sort of material you might have written yourself and keeps a style that suits your preferences. As such the books are only as revealing as you would like. Some might consider them inspirational or thought-provoking, but they are only as deep as you'd enjoy. Even if this is the only world you've visited you'll gain colourful retellings of your past and arrival. Updating as your journey continues, you'll sometimes find new chapters added to these recorded life lessons. If you do not wish for anything uniquely yours you still gain copies of *The 36 Lessons of Vivec*, *Commentaries on the Mysterium Xarxes*, *The Song of Pelinal*, *16 Accords of Madness*, *The Aldudagga*, and the complete *Poetic Edda* of Skyrim.

[200CP] Helm of Oreyn Bearclaw: One of Valenwood's legendary heroes was the dunmer Oreyn Bearclaw. He was a respected hunter and future clan leader that became one of Valenwood's greatest heroes. Legend has it that he singlehandedly defeated Glenhwyfaunva the Witch-Serpent and forever brought peace to his clan. This is somewhat untrue as the claim has been hotly contested with other clans fighting for acknowledgement of their own hero completing the same deed. They claim Oreyn took credit for the deeds of his loyal follower Kharag gro-Khar. Whatever the case, this helm was fashioned from the skull of a great serpent. The shape allows it to snugly fit on man, mer, and beast races. It also carries enchantments that give constant benefit to the wearer. An extremely resilient object in itself, the helm also provides you with similarly intense durability. On top of that, the enhancement to agility will have you moving with the serpentine grace of the skull's first owner.

[200CP] Old Sewer: A spacious training ground that rivals the labyrinthine undergrounds of Mournhold or the Imperial City. There are spacious chambers and many twisting tunnels. It's like a puzzle down here with interconnected natural caverns, crypts, and of course a complex network of sewers. They aren't connected to any kind of sewage system, serving more as storm drains, so the worst thing you'll find is dirty rainwater or generic detritus. Other times, interesting treasures can end up washed inside. It won't always be easy to retrieve though as the dank shelter attracts pests of all kinds. This can mean common rats, goblins and durzogs, or even dangerous criminal elements. Any bandit gangs or using this space seem to find it an excellent place to stash their loot though, which just means more treasure for you to find.

[400CP] Spear of the Hunter: The symbol of the Great Hunt of Hircine. This is an artifact not only associated with but frequently used by the Daedric Prince himself against his quarry. It has seen very little use among mortals; the mysterious spear is typically kept for the Hunter alone to use. Matching the mystery of the spear is its power easily as the weapon is simply the most dangerous spear on the face of Nirn. It can magically cripple your prey upon striking them, afflicting them with heavy burden, coursing poison, and even brief paralysis. This enchantment has only a dozen uses before needing to be recharged normally but the magic also fully refreshes during each full moon. Also included is an antlered animalistic mask (resembling an animal of your choice) which shapeshifts along with you to fit you in any form.

[400CP] Lord's Mail: An artifact first delivered to Morihaus from his mother Kynareth. Now, you have been deemed worthy. This is cuirass of unsurpassable quality. The exact material has been speculated as an alloy of adamantium, mithril, or ebony. It's possible that this gift was formed from the goddess' very breath. Sacred to the Imperial Legion, it is perhaps the first uniform to ever bear the red dragon sigil of a Dragonborn. Anyone blessed with such an aedric artifact would have cause to grow bull-headed. While Kynareth encourages respect for power, she actively opposes those who become arrogant. Attackers will find the breath of life siphoned from them, stealing fractions of health for yourself. It also offers helpful resistances against both poison and magic. In great need, this can be amplified to purge poison from you entirely. An unseen spirits of the air can carry this armour to you on the wind, having it appear to form as if from vapour when needed.

[600CP] Ministry of Truth: A majestic moonlet hovers above the city of Vivec. Lord Vivec allowed Baar Dua to remain there as a reminder above the city; if its people ever ceased to love him Baar Dua would regain its momentum, plunging to Vvardenfell and destroying them all. You have your very own moonlet. The magic suspending this cataclysmic meteor is bound to your life force, not his. This is a commonly known fact. There are many different tales on how this situation came to be, and you can decide the most prominent rumours of why you are associated with the meteor. This will certainly give you a vast amount of fame. While Baar Dua was converted into a maximum security prison, yours too can be retrofitted as either a prison, temple, or military base. Regardless it has a small army of loyalists to you that are willing to carry out your wishes. Complete sets of bonemold gear of the highest quality will be available that clearly identifies them as your private army.

[600CP] Molag Bal Package: You've got a fine pair here. Each of these weapons linked to the Daedric Prince of Domination, and while he'd claim both, only one is his to claim. These weapons of power are Muatra and the Mace of Molag Bal. But they come from one who only shares power to hold power over the receiver. The spear Muatra, or Milk Taker, is often used as a symbol that... befits the King of Rape. It is a weapon of trauma manifest created through suffering more than mortals can bear to suffer, and enduring blows from it forces others to undergo that – life withering from their bodies. Similarly the mace absorbs energy from its victim like a vampire, sapping away strength and magic to transfer it to the user. Unlike the first weapon, this can provide brutal beatings while leaving the victim at the brink of death, without pushing them over it. When your enemies lie broken and bloody before you, he will be watching.

OBSERVER

[100CP] Spellbook: A perfect companion to any aspiring wizard-lord. This is better than just a tome listing all your known spells. This allows for a much more organized catalog of your power and magic. Through unknown means it can accurately calculate all kinds of details about your magic capabilities. It has a table of contents listing every effect you can achieve with spells and enchantments. It even precisely identifies the magicka cost and chance of success of individual spells. When modifying spells or developing enchantments with the aid of this volume, it accurately displays metrics for your completed version. Identifying the best balance between efficiency and cost for magic has never been easier. If the tome ever grows too cluttered, removing unwanted spells from the book or reorganizing is as easy as magic. The symbols for identifying spells effects are colour-coded to better organize between schools of magic, though you can fine-tune the exact organization methods to something more intuitive for you.

[100CP] The Young Scrolls: Do you seek the raw power of creation? Look no further. This can satisfy all your creative goals. Here you have renewing supply of fresh paper. Endless blank pages ready to be filled with the magic of your ideas. Creating magical scrolls of your own with this material is easy too. For making those, all you need to add is the energy of a trapped soul (not included) and direct the magic with your own will. This only provides the parchment, so you'll need to actually know spells

before you can store the energy inside. Still, whether for spell scrolls of your own, or just keeping an endless disorganized journal this will serve you well. The main drawback is that while paper has excellent potential for enchanting, whatever spell you store inside will inevitably release enough energy to destroy the fragile paper in the process.

[200CP] Telvanni Bug Musk: *The new scent for mer from House Telvanni.* Here you have pure charisma in a bottle. Well, it's mostly aphrodisiac pheromones amplified by secretive alchemical processes. This extremely expensive perfume derived from the scent glands of fire-breathing Grazeland Beetles. While these beetles can be found in many parts of Morrowind, only the Telvanni have the means to harvest and process it into this state. The fragrance is subtle yet compelling. Mortal races of all sexes find it universally attractive. Anyone wearing it will come across as exceptionally more appealing. Even a barbarian can be persuasive wearing this perfume. Wearing it yourself improves confidence and personality, since the perfume helps you see yourself as more compelling too. The fancy flacon it comes in makes this quite a decorative piece, and the bottle's contents replenish daily.

[200CP] Tel Spore: Mushrooms! Cities can be grown from a single spore like this. However, only especially powerful wizards can be a catalyst for that level of growth. You have the two grand soul gems needed to initiate the growth of this spore. Once seeded, over a few days mushrooms will envelop the gems and begin expanding. By controlling the magic flow, you can direct the growth rate and shape of the resultant structures. The exotic Telvanni design will soon take shape, and all that's left is hollowing out some of the spaces to make living quarters – complete with purple crystal lighting remnants of the souls gems used. There's a number of advantages to such a living arrangement. Growing organisms are resistant to harm and the magical nature means there is very little maintenance needed. They absorb moisture well, which filters out both salt and disease to provide clean water – all while making the structure essentially fireproof too.

[400CP] Scourge: Bane of Daedra. Sacred ebony forged in the Fires of Fickledire. Blessed by the Daedric Prince Malacath, this fearsome weapon is dedicated to the spurned and friendless. Wayward spirits of Oblivion, unwanted and scorned, can be summoned using this mighty mace. For as long as you keep it charged outcast daedra will answer your call. Paradoxically it can be used to hurl conjured spirits back into the void they belong with a single blow. Not even Daedric Princes can stand up to this tool, for despite it not doing much physical harm they are rejected back into their own realms with shame when struck. Daedra are usually forbidden from use the Scourge themselves without being consigned to Oblivion... but whatever creature you may become this tool will still allow you to wield it.

[400CP] Spellbreaker: This shield is one of the most ancient relics of Tamriel. Believed to have been forged by Shalidor himself, it has a design reminiscent of a Dwemer tower shield. Yet despite these details, has come to be seen as a Daedric Artifact of none other than Peryite. Even ignoring its historical importance it has extreme significance in the understanding of mirroring magicka. This artifact protects almost completely against opposing spellcasters by means of deflection, reflection, and silencing as needed. It can even be used to dispel curses that have remained in place for centuries. It is said that Spellbreaker never remains property of anyone for long, always seek its original owner. That said, this version seems to recognize you in that capacity and will always return to you.

[600CP] The Corpusarium: The sum of generations of research. This facility allow feats of creation outside the grasp of many of the most advanced wizards. Like Divayth Fyr you can reproduce people through complex alchemical and magical processes. Adjustments can be made during the process to change their gender or other features. Memories can be retained on these simulacrums, like with the many incarnations of Dram. Or they can be more individual and carry less of the originals' memories like Divayth's "daughters". Theoretically you can create duplicates of any willing subjects though this is only certain to work properly on normal mortals. Currently it is staffed by a number of your own loyal clones that will attend to your needs. You can determine the exact nature of your relationship with each clone; they can be whichever gender you prefer and even include other minor adjustments on a case-by-case basis.

[600CP] Kagrenac's Tools: From the foremost arcane philosopher and magecrafter of a bygone era, these three legendary tools were designed to shape mythopoeic forces. Each is fabricated by transforming sound into shape through tonal magic and could never be replicated in the modern age. Their creator's goal: nothing less than transcending the limits of Dwemer mortality. Sunder is a hammer "of divine mass" that was built to release specific amounts of divine power when used against artifacts.

Keening is a knife that flays and focuses the energy that is released when Sunder strikes a target. Neither piece of equipment can be safely held without the protection of Wraithguard. These gauntlets empower the aforementioned tools and protect against the mortal wounds they would otherwise inflict. Altogether, these weapons will fortify all of your physical capabilities when used and are fearsome weapons in their own right. Wraithguard provides minor resistance to all things harmful to you.

REBEL

[100CP] Sugar & Skooma: A sweet tooth eh? You've come to the right place. This is the good stuff. The finest, sweetest moon sugar. The smoothest skooma. Double-distilled. Sheo's Whiskers. Lunar Ice. You even have an authentic extravagant khajiti pipe that doubles as an alembic. This could be convenient since it came as a set with an equally fine mortar and pestle for grinding down your own sugar. Harshly banned throughout history, simply carrying this stuff is enough to get merchants to avoid conducting business with you! It's extremely addictive for many, because it's awesome. Euphoria, relaxation, speed, strength. And one dose relieves the burden of intelligence for a blissful thirty minutes. Withdrawal can have serious consequences, but your personal stash renews just enough to guarantee that could never be a problem for you. Even if you binged... for you there won't be any permanent ill effects. There's no guarantee others will be as resistant to addiction though.

[100CP] Ashlander Gift Basket: Gift-giving is particularly important to Ashlander culture. A gift is a sign of courtesy among strangers, and affection among friends. A thoughtful gift signals that the giver is cautious, considerate, and aware of the receiver's wants and needs. Here you have a collection of various odds and ends that should satisfy many. There's many food items (ash yams, trama root tea, kwama eggs, scuttle, and similar), load soap, greef, dwemer dishware, exotic fabric, and even a bit of mundane jewelry. The traditional ashlander basket itself is actually quite well-made too. This does not contain the ancient traditional gift of Imperial septims, however. Still, these small presents could be the difference between being welcomed as friend and chased off as a foreign devil. You receive a new mysterious gift basket every year.

[200CP] Ten Pace Boots: While not as blistering fast as the Boots of Blinding Speed, this footwear is much more sane and safe. Not much is known about the origin of this mysterious artifact. Though patchy and unstylish heavy leather, they offer superior comfort and travel. Activating the magic in the boots will boost your speed and athletics and provide you immunity to harm from falling. Enjoy bounding about with boundless enthusiasm! While the original set would have required recharging to maintain this effect, your pair of boots can have this benefit without needing to be refueled. If these aren't fast enough for you, you can substitute this purchase to get a pair of Boots of Blinding Speed, but... try to be safe.

[200CP] Cornerclub: The House of Troubles might be unacceptable daedra for the dunmer, but that doesn't prevent their being places in every city where their spheres are welcomed. These taverns are a beacon to outcasts, revolutionaries, depressed drunks, and pimps and whores. You have your own little dive bar bound to attract various ne'er-do-wells and people down on their luck. There's comfortable beds and plenty of good dunmer liquor to be had. As the proprietor of this fine establishment you set the rules. If you assign a publican and/or innkeeper, you have all the resources necessary to turn a steady stream of income. If operational, it's bound to gain useful regulars. Some will be trainers looking to make ends meet. Others will just have assorted under-the-table jobs that need doing. It's a convenient hub for finding work and serves as a great safehouse.

[400CP] Bow of Shadows: Many mysterious swirl around this bow, as appropriate for a Daedric Artifact of Nocturnal. It was once in the possession of a legendary dunmer assassin of the Second Era, Dram, during his second and third incarnation. It has also been granted to Raerlas Ghile, a famous ranger tasked with a secret mission that ultimately failed. While reported sightings of the artifact have occurred through history, very few of them can be reliable. It's unassuming design masks the sheer power, as it can match other daedric bows. This exceptional piece can accommodate the draw strength of any user. The Unfathomable Mistress' influence on this artifact is clear; a recharging enchantment allows the wielder to be cloaked in her shadow magic. Not only does this spell make you completely invisible it also fortifies your speed substantially.

[400CP] Indulgent Threads: The Threads of the Webspinner were 27 individual pieces created for Mephala as rewards to her most devoted followers. This has truly exquisite clothing and jewelry of the same enchanted quality. Befitting its creator Sanguine every item provides immediate gratification. Each included piece bolsters one skill of your choice, though no items will enhance the exact same skill. Variety is the spice of life. The collection has two full outfits each one including: a pair of

shoes, a pair of gloves, a belt, an amulet, two rings, pants, shirt, and robes. These are commissioned for you, matching your tastes perfectly while making you look like something everyone wants to indulge in. You'll have a guarantee that both outfits will make you look absolutely enticing, whether you're travelling the countryside, partying hard, or on your back.

[600CP] Foresters Guild: Celebrating murder in the name of Mephala, the Morag Tong is an ancient guild of assassins. Active since the first era, they are unique in being sanctioned to carry out legal executions by the Morrowind government. Bound under contracts called writs they may carry out assassinations without concern of legal repercussions. You are Grandmaster to a guild like this of your own, able to target even high-ranking nobility and rulers. So long as it is a commissioned job the writs you issue will take care of any bounties. You have a company full of trained assassins to carry out these jobs, and can naturally fulfill contracts yourself. With the freedom to issue a writ for those you want to eliminate too. Just because this assassinations are legal doesn't mean the targets or their allies aren't entitled to defend themselves of course. There can be an altar to one of the daedric princes in your secret headquarters, if you wish.

[600CP] Heart of Lorkhan: Thrumming. Pulsing. Pounding. This is the divine spark of a missing god. Punished by his peers, this heart was torn from his chest. In time before memory, it was hidden in the earth deep beneath the sea. But great fire and darkness within this artifact caused it to eventually resurface and form the island of Vvardenfell around in Red Mountain. This massive gem-like artifact is now yours. While incredibly sacrilegious, somehow tapping the divine essence could provide you the means to become a god-like immortal. Maintaining at least yearly contact with the artifact is important for maintaining whatever power it may share. Your unique connection to this artifact will allow you to survive even in death. Once per jump it enable you to reform your body, willing yourself back to life.

COMPANIONS

Each origin gets two **FREE** followers, one bestial pet and one fellow mortal. You may adjust their race and gender if you wish, as well as freely determine any personality or history of the character so long as it doesn't provide additional benefits unrealistic to a normal Vvardenfell citizen. You are free to design the appearances and personalities and histories of these allies so long as they do not conflict with the descriptions given or offer them any undue advantages.

GENERAL

[100CP] Followers: For each purchase you gain more allies in Tamriel. The can be a previous companion you import, a new created character, or just someone who exists in setting you meet. Unless you're recruiting a canon character you may decide on a number of details about their life here. They have an origin and history here, getting to choose their race, class, faction, and have 600CP to spend on their own perks or items. The first time you buy this you get one companion, with subsequent purchases giving you one more companion than the last time (two purchases for three allies total, three purchases means six allies total, etc.) If you choose to purchase any of the humanoid companions options below, those can also serve as import slots for existing companions instead of being treated as new characters.

[Free*] Friendly Faction: The vast resources you obtain through Horator, Ministry of Truth, The Corprusarium, or Foresters Guild allow you to import all of your companions at no added cost. These companions may freely enter this jump and gain an origin of your choice along with a class. It makes the most sense to share your faction, but they can belong to any group. Furthermore, up to eight of these companions receive a free 600CP budget of their own to purchase perks.

As Horator each of the eight hold authority positions in your Great House, with valuable assets contributing to your party such as businesses, mines or plantations. Your Ministry of Truth members receive magic items that make travel to and from the moonlet with passengers more practical. With The Corprusarium, these companions can number among your clones or be other staff. They can have the benefit of sharing your experiences and race as per normal for that property. All Foresters Guild members can be fellow assassins with the advantages you offer them, including whatever blessings your patron may bring.

As an alternative to importation, you can use these positions to create new companions if you prefer.

HERO

[100CP] Queen of the Sky: Cliff racers are the menace of Vvardenfell. While they can be found on mainland Morrowind it is here on Vvardenfell they are most reviled. Swarms of these creatures are known to descend upon unwary travelers. This one is particularly large and capable of bearing a rider. Despite her size, she often forgets and engages in behaviour that would be best left to much smaller creatures. Truthfully a bit dumb, she takes offense at minor things but just as quickly forgets those insults. Her regal attitude and doesn't tolerate others in her airspace. Despite this pompous personality, she is quite oblivious to the world around her. The fancier, brighter snacks you have for her, the more likely she is to notice attempts to feed her. She will fight for the chance to snack on comberries (as well as greef and shein) though.

[100CP] 1000 Septims: They've got nothing more than a pair of pants and a magical bracer that prevents escape. You've got the key to their fate. You did buy them to set them free from the cruel working conditions, right? For a low price you've obtained a high-quality slave from the market. They're hard-working and dependable, and would probably be willing to stick around as a paid mercenary if you did release them and supply them with some equipment. Surprisingly light-hearted, they don't take their abduction to Morrowind too seriously and look at their arrival here as just a new opportunity to see the world. They aren't too eager to return to their homeland until they've seen the world and experienced much more adventures.

KING

[100CP] Guar of Kings: If you grew up riding guar, you'd understand that riding a horse is just a waste of good food. Guar are stronger, greener*, smarter, more loving, and moister than any horse ever foaled! Vvardenfell's ash and marsh is troublesome enough as terrain, but the ashy vegetation is toxic to equines. The Empire has substituted Guar for use as beasts of burden and even cavalry, and this pet will serve you well in either role. Strangely, you had prophetic dreams of this noble creature before it came into your life. Quite intelligent and domesticated you have one of the prized breeds that makes for a superior mount. The banding he has will make it so you can arrive in style for any occasion. His favourite treats are boots and ash yams, but he will happily graze if left to his own devices. (*Guar can come in any colour or pattern of your choice.)

[100CP] Netchimer: A seventh generation netch herder. Far from the most dangerous profession, she finds the work tedious but has long remained satisfied to honour her family trade. It's long hours and easy work. The fauna of Vvardenfell seems to take a strong liking to her, so when working on the farm the netch rarely float too far away. Most of her days are spent telling the same corny jokes to her unappreciative floating friends. Lately the family farm has been very successful giving this Vvardenfell belle free time to adventure. She credits that success to the Legion's overzealous enforcement of the Levitation Act beyond this island. She's familiar with harvesting netch jelly and is a good leatherworker, able to make netch armours (boiled or otherwise). She's got plenty of outfits for the trip from sensible leathers on the road to exquisite dresses for around the town.

OBSERVER

[100CP] Princess of Pelagiad: The majority of mudcrabs don't show aggression unless cornered or provoked. Mudcrabs aren't usually dangerous unless they swarm, but not for lack of trying. While a horrible creature, she has regal attire that make her stand out from the rest. Exposed to the ash of red mountain her chitin has the unusual ability to support growth, so she can function like a mobile terrarium. One of life's little mysteries. There isn't much space, mind you, so you can probably only grow a model-size Telvanni tower or perhaps a bonsai tree there. She makes for a useful lab assistant, able to memorize and fetch small items as well as diligently act as an impromptu set of scissors. Her ability to recognize and retrieve items might seem like she'd make for a good shop assistant – but her overall hostility, feral intellect, and lack of language would ultimately make her a terrible merchant. Her preferred meal is other, weaker mudcrabs.

[100CP] Sorcerer Savant: Despite having no affiliation with the Great House, he's noted by Telvanni as almost as learned as master-wizards five times his age! This is due to his willingness to step outside the boundaries of the Mages Guild restrictions... he came to Vvardenfell for better freedom to learn about traditions that are looked down upon in other parts of the Empire. His chosen field of study largely revolves around vampirism and ash creatures, but extends to daedric cults, ashlander magic, and lycanthropy. Don't let his academic side fool you. More than just a scholar, he's actually got an excellent way with words. He values freedom to pursue his studies, and just freedom in general. This can make him something of a meddling activist, as far as the local slavelords are concerned.

REBEL

[100CP] Duke of the Dungeon: This is your very own sludgepuppy. An affectionate durzog named Duke. Considered both vile and vicious by the majority of Mournhold, these creatures can grow to be as large as a Nord. Favoured by goblins for their usefulness as guards because of their strength and smarts, Durzogs can sometimes prove too intelligent and ornery for the goblins that train them. While they could be mistaken as hounds from a distance they are overall very reptilian. This one is more dog-like than most, overly affectionate and energetic. It even knows an assortment of tricks generally taught to canines. They are mostly found in dank underground caverns or mer-made sewers. Other than working to keep him clean, Duke makes an excellent pet and fighting companion. His favourite treats are kwama eggs and sewer rats.

[100CP] Special Friend: Won over by your smooth moves, this one always wants to keep you close as her very special friend. They have seen you walk, and like what they see. Very perceptive, this khajiit is quick to notice all kinds of secrets. A professional thief, she has a habit of sneaking around to learn new secrets as well as obtaining new secret things. Whatever she has is yours, but it might not necessarily be hers to give. But what khajiit can see what they want and not take it? What they want to steal most is you... unless you would perhaps give yourself as a gift? This one is a thief. But they are a *nice* thief. Don't you think so? In mind and spirit, she is a student of the hidden mysteries and unseen world. In body, she is a student of the ancient martial arts: Rain-of-Sand. If you take her robe, perhaps she can show you how smooth her moves are too.



DRAWBACKS

You can gain up to 1000CP from selecting drawback. These drawbacks will always override the benefits of any perks or items you have. Drawback penalties only last for ten years or the time you spend in this world, whichever is shorter.

[+0] Warp in the West: Ten years ago, 3E 417, between the 9th and 11th of Frostfall. The forty-four independent states of the Iliac Bay were condensed into four: Daggerfall, Sentinel, Wayrest, and Orsinium. It was a time of intense confusion following the activation of Numidium and a Dragon Break, with all those affected unable to account for exactly what happened that led to the Warp in the West. Perhaps you were created unexplainably during the Warp... or are just one of the many that struggled to account for what happened during that period. You can start your time in this setting at any time after the Miracle of Peace, instead of the normal start date of on 16th Last Seed, 3E 427.

[+0] Nerevarine Prophecy: Lord Indoril Nerevar was the Champion of Azura and Horator of the united Chimer people. He led his people to victory against their greatest enemies, but died shortly after the battle under still-debated circumstances. It is foretold that he will one day return as the Nerevarine and bring salvation. He will cast down the Tribunal as false gods and expel the foreigners from Morrowind. It has been millennia, and many dunmer have hoped to become this champion and fill that role. You have been dispatched by Emperor Uriel Septim VII in the hopes of being the one to fulfill this prophecy. He chose a champion for this task correctly. They have taken you from the Imperial City's prison, first by carriage and now by boat, to the east to Morrowind. It is only you who has the ability to fulfill The Seven Visions of the Ashlanders and will go on to complete this prophecies, or no one can...

[+0] Bloodmoon Prophecy: On the frozen icy island of Solstheim a new colony is being established. The Skaal tribes have seen the omens. The Great Hunt of Hircine is beginning. You have but one choice: become the predator or the prey. Here you will have a choice to join the hunters as one of Hircine's beasts or defend it. Either way you will be inevitably drawn into this prophecy as the pivotal player in a fight for survival, culminating in a challenge against the Daedric Prince himself. If you choose to retain the Gift of Hircine moving forward it still carries the difficulties of living that way: uncontrollable changes, bloodlust, and generally being seen as a savage monster. A separate purchase of **400CP** allows anyone to have a greatly improved control over their werewolf transformation. This price is only **200CP** if you take this drawback.

[+Variable] Call of Magic: Not everyone can just pick up a spellbook and become an apprentice mage overnight. At the basic level (**100CP**), spellcasting can fail. This chance is determined by your skill in the relevant school of magic – and your willpower and luck. Any fatigue or active distractions will also impair your casting ability. This won't be a constant concern but since using spells does tire you constant casting increases the risk of lost spells. The risk also applies to crafting enchantments and alchemy. For **200CP**, any reserves of magical energy don't regenerate naturally. Magicka only returns while sleeping (unless born under the sign of the Atronach), drinking potions, or from absorbing magic at shrines or by enemy attacks. It's impossible to cast magic or call on similar supernatural abilities unless both your hands are free. For **300CP**, you'll find the disciplines of magic profoundly confusing. No one can agree on which spells belong to certain schools and there are strange conflicts of information. Many spells you thought were real and may have even cast before turn out to not exist at all. What's thaumaturgy? Mysticism? Enchanting? Designing any spells of your own is out of the question, as is using any form of powers or magic from different settings. You might end up suddenly falling from the sky if you tried.

[+100CP] Outlander: You're not welcome. You don't understand the lifestyle here or the traditions. The local dunmer can see that in you, and treat you accordingly as an outsider they'd like to see driven from their home. This drawback comes in two varieties. They can be selected separately, or you can suffer from both which will compound the problem. Your first choice is for everyone's first impression of you to be that you don't belong here. You're immediately recognizable as an unwelcome foreigner and have to work to fix that opinion. The other option is to actually be an outsider that doesn't know the local customs. The alien landscapes and attitudes will be uncomfortable and lead you to a lot of conflict with how different everything is from home. Like s'wit even amdist other n'emeri n'wah, you're bound to confuse the terms serjo and fetcher when it matters most. It'd be best for everyone if you went back to Cyrodiil before you get yourself hurt.

[+100CP] Conflicting Accounts: This is a land of many ancient mystery. Here they worship gods of subtle schemes, double-meanings, and ironic twists. Unless you have someone's complete trust, no one is just going to spell things out for you. Trust is too valuable a commodity. You'll need to intuit what people's goals are and separate truth from pretty lies often. Thankfully in the present you can find many ways to seek out answers if you really try. The same can't be said for the unsolved mysteries of the past. What really happened to Nerevar at the Battle of Red Mountain? Why did the dwemer disappear? Are the Tsaesci humanoid or more serpentine? These answers you'd most like to solve here will have no clues to leading to the true answer. More accurately... you will be overburdened with clues and proof that shows contradictory answers as being true.

[+100CP] Directionless: Most of the time you have no idea where you are or where you're going. It's somewhat easy for you to get lost. If you're paying attention to your instructions and surroundings this shouldn't be a huge problem. But if you're given a task to fetch something – do take care to actually ask for all the details on where you're going and what you're getting. This stuff is common sense. Your memory is pretty average. Keeping track of instructions might require taking some notes for complex tasks... and you'll want to keep a journal if you plan on having a lot of tasks on the go at once. Lest you forget an essential item for your job somewhere. Any enhanced senses that would help you orient yourself or otherwise find your way to objectives no longer function. It's time to dust off that map and compass!

[+100CP] Enslaved: Morrowind has an infamous reputation. Here on Vvardenfell you are property, not a person. You may have been born into slavery, or captured on one of their raids of another region. It's your decision whether or not you've tasted freedom before you were trapped in this situation. You have a history in this world with at least a few years of this entrapment. While your master is fairly kind (by local standards) you will be expected to work extensively on their plantation or within their mine. Any items you purchased in this document are legally owned by your owner, not you. As a member of one of the Great Houses, they might cause problems for you if you force an escape. For an additional **100CP** you're outfitted with magical bracers which not only prevent escape but serve to limit your abilities to what has been purchased here. Finding a way out of the situation may be troublesome as will dealing with potential social consequences of being a former slave.

[+200CP] Unsanctioned: Guilds exist for a reason. Mages don't tolerate non-members offering magical training outside of their authority. If you kill someone without a writ, you're just a murderer not a professional assassin. The Fighters Guild survives because it holds the monopoly for training, study, and employment of every freelance martial warrior. Even the Thieves Guild is a crime regulator pushing back hard against competition. If you start undermining the guilds (especially if you do it better) you'll quickly get enemies. You'll be expected to sign on with their monopolies, pay your membership fees to the higher ups, and provide them a small cut from any profits you make that relate to "guild business". Failure to comply could see you in frustrating bureaucratic conflicts with Census and Excise and more underhanded tactics from the guilds you're up against. Thanks to the Guild Act no matter what vocation you pursue there will be someone trying to force you to give them a cut.

[+200CP] Watch the Skies, Traveler: Saint Juib the Eradicator cannot come soon enough. They're seemingly everywhere. While individually not the worst beasts of Vvardenfell, they are very aggressive and attack anyone on sight. This is a problem since they have great vision. These godless fiends even drove out the original dragons who lived here, so you can imagine the headache they cause for adventurers. Wandering the Ascadian Isles? Cliff Racers. Fishing in Zafirbel Bay? Cliff Racers. Visiting your ancestral tomb? Cliff Racers. They stalk from above joined by others until it's time to swarm. Sometimes they just seem to nest in the worst places. These creatures are not unique to Vvardenfell and can be found on mainland Morrowind too. Wherever you go, they seem to migrate with you. There is no escape.

[+200CP] Call of the Moon: The moon sugar. The skooma. It's banned by the Empire in the province of Morrowind. And you can't get enough. Vvardenfell is one of the best places to get the purest skooma. Long-term heavy users seem to suffer a perpetual state of disorientation among other symptoms. And you need your daily fix. Withdrawal usually leads to violent outbursts. You've been an addict for years, but maybe you can kick the habit? Alternatively, you can suffer from Sanies Lupinus. Lycanthropy. Instead of craving the sugar you'll eat people. Every night without fail, from 9PM to 6AM, you transform into a bloodthirsty werewolf. If you fail to kill anyone do so it will cause extreme health consequences for you. A nights without shedding blood will certainly be fatal. If caught transforming by anyone, you can expect to be hunted for the rest of your days. You can take both conditions for double the reward. What is crazier than a cat on skooma? A werewolf on skooma.

[+200CP] Fargoth Ur: Having walked among the people for centuries, now their divinity is waning. And it is clear to them who bears responsibility for this loss of divinity: you. There is a mad god out to take vengeance on you. A living god on the scale of Almalexia or Vivec... or maybe they're even a demiprince such as Fa-Nuit-Hen or Alandro-Sul? It's your choice who is going to suffer this loss. The point is that you selected them to begin losing their power and they know it. Depending on the victim in question they may try to avoid killing you directly, or at least try to create precedent first. But they do carry the immense power of a demigod, demiprince, or similar figure. They may be a legendary figure that's known to the world, or someone equally powerful who is completely unknown. You make take this drawback twice, risking your enemies aligning.

[+300CP] Character Class: You choose two attributes to favour, from: Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality, and Luck. Whichever two of these you choose will not be limited. You keep all improvements relating to the selection. The other six will be at average levels for your chosen race. You also have five Major Skills, and five Minor Skills. Skills are more specialized than your attribute choice, and can represent anything from your ability to wear medium armour to necromancy to your cooking ability. Your Major Skills will work as they always have, so if you have any previous experience or special gifts in those areas it will be unaffected. Your Minor Skills are also better than other mortals giving you a more rounded skillset to support your Major Skills – but are limited by what can be accomplished in this reality. All other skills will be quite unremarkable, and not something you can use reliably. Using anything beyond the purview of your chosen skills may be a struggle at first, more likely to fail than see any desirable results. Hard work and dedication to training will improve this constant risk of failure, eventually...

[+300CP] Reincarnation: All your life you have been coasting along as if you were in a dream. It's always felt like there was more to life than this. But you only have memories of this life and this world, as much as you might wish there were other lifetimes lived before. Those adventures surely only exist in your dreams. You may have others telling you differently. Now there's even a Daedric Prince trying to encourage you embrace this destiny... but can you really trust them? The whole idea that you've ever been anyone else is farfetched but also a bit exciting. You can't clearly remember any details of those past lives. But it's clear that you have inherent potential greater than others. You might even have phenomenal powers or an unexplainable portal-opening key. Whatever the case, your patron promises to teach their champion more of your hidden abilities.

[+300CP] Divine Disease: This is one of the most terrible of ailments associated with The Blight. You suffer from corpus. This infection was created by Dagoth Ur and can be spread by specific curses and contact with corpus beasts. Over time it erodes the sanity while deforming the body. All the more dangerously those afflicted become stronger and more durable as their bodies warp. In other circumstances the agelessness that corpus offers might be seen as a benefit. With the other symptoms it only prolongs the pain. This gives total immunity to other sicknesses removing any other beneficial diseases you might carry, like vampirism or lycanthropy. There is no cure or treatment for this condition. There is only Tel Fyr, the Corprusarium, where sufferers are sent by their families as an alternative having to face their loved ones becoming monsters... As bad as the illness itself is, being condemned to the Corprusarium is not much better after you're unable to hide your condition.

[+300CP] Continue in this Doomed World: With this character's death, the thread of prophecy is severed. There is no way to save Vvardenfell from Dagoth Ur. Before that ancient evil could have been ended, but not any longer. Perhaps the Nerevarine is dead. Perhaps a different key component is missing to save Morrowind. The end result is Dagoth Ur will succeed. First, The Blight will worsen. Ash storms, demonic dreams, and plague will become commonplace. Then darkness and fire will spill forth through the Ghostgate. The Tribunal will fall to the Sixth House and be proven false gods. And all outsiders will be slaughtered or driven from the lands of the chimer. After his complete victory over Morriwind, perhaps someone will rise to protect the rest of the continent. What a world... Perhaps we shall never know. But as I have sympathy for you, and the melancholy fate of all mortals, I shall weep for your death.

NEXT

Normally you would spend a full decade in a world before it was time to leave it behind... But in 4E 433, a new Event will occur that brings an invasion of Mundus by the daedra. The Septim Empire will be thrown into chaos on a greater scale than it has ever faced before. You can choose to restart the clock when you take part in The Oblivion Crisis. This ends the ongoing effects of your current drawbacks early. You don't have to take either of the next two options, and can just proceed to The End.

THE OBLIVION CRISIS

Normally you would spend a full decade in a world before it was time to leave it behind... But in 4E 433, a new Event will occur that brings an invasion of Mundus by the daedra. The Septim Empire will be thrown into chaos on a greater scale than it has ever faced before. You can choose to restart the clock when you take part in The Oblivion Crisis. This means you can proceed directly to the The Elder Scrolls: Oblivion jump. The drawbacks you selected are no longer enforced by fiat (unless you want to keep them for whatever reason), but there could still be lingering problems to deal with.

WAKE OF THE WORLD-EATER

Why cut this stay short after just a decade? Two-hundred years after the gates of Oblivion open, there will be another crisis for the people of Tamriel. There are many ways to survive to see the return of the dragons. If you're mer, you may not even need magic or Corprus to survive that long. This option ensures you get to participate in that event, by means of reincarnation into a new form if necessary. This choice is not mutually exclusive with The Oblivion Crisis. You may do that jump and then continue (eventually) to The Elder Scrolls: Skyrim. Your name is almost certain to be recorded on the scrolls by the end of this...

THE END

You retain every benefit purchased here into whatever world may await next. All techniques and magic you and your companions may have gained during your time here will continue to function in future worlds, even if they probably shouldn't. This choice is separate from the above options, but unlike those you can only take one of the following.

REST

This world is a challenge to overcome, not run from. Tamriel has too much to offer for a decade, or century, so you can remain indefinitely. With this you can trading in your jumping freedom for something a little more stable. Abilities don't just vanish into nothing here... you can pass it on to anyone else or convert it into 1500CP to use between Morrowind, Oblivion, and Skyrim.

JUMP

This world was fashioned as a prison but you are its prisoner no more. You've experienced the wonders and adventure this arena had to show and are ready to move on. Unlike many others you've held the key to your freedom this whole time. It's time to unlock the door and jump to whichever world awaits you next.

WAKE

Many in this world are desperate to return to what they believe is their original state. That's enough being stuck in a dream. How long has it been since you saw home? Isn't it time to return to the way things were? But leaving a world like this one creates certain void when you go. Who knows what might step in to fill the significant role you've left behind...

NOTES

stupid_dog

Version 1.2 – Item Stipend, but still no locations written

Netch Farmer by [TheMinttu](#)

Your choice of race is your primary race that defines your abilities and general appearance, but having a mixed race background is fine if choosing from the heritages that are able to have children together.

Your **Class** gives a useful but not extraordinary benefit to various skills. The more specialized your class, the better the benefits. Apothecaries will be good with alchemy and mercantile, bards at speechcraft and music, crusaders good at heavy armour and blunt weapon and healing. Just pick something reasonable for the setting to gain the basic skills to do that role well.

Faction can be chosen from anything in game or in lore, as it just gives connections and your background skills are defined by class. The following is a list of factions that appear in Morrowind for what might be considered most useful.

Some easy membership options are the Great Houses (Dres, Hlaalu, Indoril, Redoran, Telvanni, or The Sixth House) or Guilds (Fighters, Mages, Thieves, Morag Tong). There's also the temples (Tribunal Temple or Imperial Cult) or Ashlander tribes (Ahemmusa, Erabenimsun, Urshilaku, Zainab) as being part of any tribe earns you the favour of all of them. Other good choices are: The Blades, Dark Brotherhood, East Empire Company, Imperial Legion, Twin Lamps, or even the Census and Excise Office.

There are three vampire clans (Aundae (Altmer mages), Berne (Imperial), and Quarra (Nord barbarians)). You may only join these factions as a vampire of their bloodlines. Because of the severe negatives attached to Morrowind's vampires the cost of such membership is **FREE**.

Flavouring powers like **Waking Dreams**, **The Blight**, and **Heart of Lorkhan** to work with a different theme is also fine. Making these more like the Bent Dance, dro-m'Athra, and The Dark Heart is one clear alternative. Some kind of tonal magic to adjust minds in their dreams, dwemer transhumanism and use of a successful Mechanical Heart following the designs of Sotha Sil could also work. Considering Bloodmoon, Waking Dreams and The Blight could reasonably be replaced with the Dreams of Hircine and a personalized curse of Lycanthropy. As long as it's the same power level having a unique gimmick is fine if you want to avoid there being duplicates of the unique artifact and powers.

Scourge can either summon random displaced daedra or consistent allies. A golden saint, dark seducer, dremora lord, or winged twilight would be fine. If you go with something weaker you might be able to take an odd pair. A dremora, daedroth, hunger, or ogrim, plus a scamp. Perhaps a trio of troublesome scamps.

Depending on your patron for **Foresters Guild** the altar can provide thematic benefits. Molag Bal or Clavicus Vile may provide a shrine for becoming a vampire, or Hircine a similar space for embracing lycanthropy. Nocturnal might provide Nightingale promotions to a trio. Namira might bring darkness to khajiit. Azura or Sanguine might reward gratifying prizes rather than combat boons. Sheogorath or Vaermina's shrine could bring all manner of inspirational hallucinations/nightmares to stir creativity.

You can treat the **400CP** purchase option with **Bloodmoon Prophecy** as the same as buying **Beast Blood**. You do not need to take part in the Bloodmoon Prophecy to make this purchase.

There is not an infinite number of Cliff Racers on Vvardenfell. If you're proactive about their extermination they will be less of a problem with the **Watch The Skies, Traveler** drawback.

Fargoth Ur enemies can be OC opponents on the same level as Tribunal members. Dead characters like Morihaus or Emmeg Gro-Kayra are also fine, since they exist out in Aetherius/Oblivion and could theoretically return to cause trouble. You could go for the meme and have it be a inane NPC like Fargoth or the Adoring Fan who achieved CHIM and seeks revenge, but they'll be just as dangerous as Vivec.

Reincarnation drawback takes away all your memories but not powers. Daedric Prince helping you is free choice, they'll be no more harmful to you than Azura during the Main Quest.