

RESDAYN

Mythology And Folklore

Joke Jump

N'wah Edition



Welcome, jumper, to Resdayn. Land of the Chimer, later Dunmer, filled with fauna and flora unique in all Tamriel. It is the central land, the sacred land of Prophet Veloth, who led his followers through Tamriel to abandon the decadent ways of the Altmer. You shall be a Dunmer in this land, the coarse but civilized Velothi people, and live for a full decade in this world of myth and legend. The Dunmer worship their ancestors, the Daedra, and guide their descendants after their death. Many threats to the Dunmer way of life lie beyond the borders of Resdaynia; the snow demons of the north, the Nords of Skyrim, the reptilian barbarians of the south, the Argonians of Black Marsh, the arrogant bureaucrats of the red diamond, the Imperials of Cyrod, and many others.

But of course, times change. You may find yourself in times where the Dwemer and Chimer lived peacefully under the rule of the Tribunal, or after the war with the Dwemer and the latter's disappearance. Perhaps you'll take part in the wars to repel the snake demons of the eastern continent, or to defeat the barbaric snow demons. Maybe you'll live alongside Nerevar the Hortator, and be instructed by Vivec like he was. Or perhaps you'll leave a legacy among the Velothi, as a warrior, ruler, or magician.

Whatever the case, it is not a world where the faint of heart can thrive alone. Even under the protection of the Triad Gods, you may wish for some power of your own. Thus, you may have this;

+1000cp

Best of luck to you, traveler. And remember to count only the happy hours.

Lifepath

But it wouldn't do to place you in this land without some kind of ancestral role. As a special benefit, you may choose what stars you were born under in this section. You may only choose one option.

Mastery

VEHK

The path of mastery is one that focuses on the subtler and more social aspects of life. Represented by Vivec, the most active of the Tribunal, yours are the arts of words and secrecy. Perhaps you shall wander the lands as a benevolent Buoyant Armiger, maybe you take to the darker aspects of Mastery and weave plots of assassination in the shadows, or perhaps you'd like to be some lowly thief.

Mystery

SEHT

The path of mystery is one that focuses on the grander and cosmic secrets of the world. Represented by Sotha Sil, the most reclusive of the Tribunal, yours is the art of magicka and arcane knowledge. Maybe you'll perform experiments in a Telvanni mushroom grown by your own magicks, maybe you'll wander the lands to find ancient artifacts to investigate, or perhaps you'll do your best to join Sotha Sil himself as an assistant.

Mercy

AYEM

The path of mercy is one that focuses on violence and healing. Represented by Almalexia, the most consistent of the Tribunal, yours is the art of medicine and combat. Maybe you'll be an adventurer righting wrongs and dealing justice where it is needed, perhaps you'll act as a priest in a temple to mend the wounds of warriors, or perhaps you'll brave the battlefields yourself to heal everyone you can.

Malice

SHARMAT

The path of malice is one where the only constant is hatred and insanity. Represented by Dagoth Ur, the Sharmat and source of all evil, you stand as an enemy of all that is holy and serve to lead the innocent astray. Maybe you'll whisper in the ears of the gullible, perhaps you will destroy all in your path like a bloodthirsty disaster, or maybe you'll lead armies against the good people of Morrowind and raze the land where you march.

Location

Now that you've chosen your role, now is the time to choose where you begin your life in this land. Resdayn, later known as Morrowind, is split into six Districts, of which you'll have a choice below. Alternatively, you may roll a six sided die in case you wish to leave your starting location up to the stars.

1: Vvanderfell District

Named after the island cradled by the Inner Sea, Vvanderfell is primarily controlled by the Tribunal Temple, and houses the city of Vivec in the south, home to the god of the same name. It also is home to Red Mountain, the volcano where the Sharmat slumbers and schemes, which is walled off by the Ghostfence once the Sharmat awakens. It is not very populated, and the Ashlands cover the middle of the region, covered in burned foyadas from the northern to the southern coasts. The eastern and western coasts, however, are more lush.

2: Velothi District

Covering the western and northwestern regions of Resdayn, the Velothi District borders Skyrim and Cyrodiil. It is largely controlled by House Redoran, although the southern tip of the District is controlled by House Hlaalu. The largest city in this district is called Blacklight, serving as the capital of the district. The tall mountains in the border of the nation are contrasted by the swamps and rocky forests of the southern parts of the District.

3: Narsis District

The southwestern region of Morrowind is the Narsis District, bordering Cyrodiil and Black Marsh. The Velothi mountain range that separates Resdayn from its neighbors to the west also ends in this district. It is almost completely controlled by House Hlaalu, and their seat of power, Narsis, also serves as the capital of the District. The desolate ashlands in the northern chunk of the District are surprisingly different from the lush farmlands in the rest of the region.

4: Deshaan District

Lying to the far southeast of the nation, the Deshaan District is the southernmost district of Morrowind. It is controlled by House Dres, and dominated by the fertile farmlands where the slaves of the Dres work. It also houses the treacherous Argon Jungle. Thanks to the proximity to Black Marsh and some disputed border claims, the District has a steady influx of slaves to work in the plantations of the region.

5: Telvanni District

Stretching from the southern foothills of Boethia's Spine to the north of Necrom all the way to the northwesternmost stretches of Resdayn, the Telvanni District is legally controlled by House Telvanni, but in practice most of it is untamed wilderness. Plenty of mountain ranges, plains, and forests can be found, and it includes some islands off the coast, called the Telvanni Isles, one of which houses Port Telvannis, the seat of the Great House.

6: Mournhold District

The center of the nation of Resdayn, politically and culturally at least (it's a bit further east than you would think, and stretches to the eastern coast), the Mournhold District occupies the heartland of Morrowind, and holds the capital city of the nation, Almalexia, and Mournhold within the city, where both the goddess Almalexia and the King of Morrowind lives. It is also the seat of House Indoril, which controls the entire District. In the eastern coast, looking out to the Padomaic Ocean, lies Necrom, City of the Dead, and the surrounding Sacred Lands. Once the empire of the red diamond forms in Cyrodiil, they will also establish the city of Old Ebonheart in the delta of the Thirr River. Additionally, it has the largest Dwemer city, later ruin, in the coast of the Inner Sea to the north of the District, known as Kemel-Ze.

The coast of the Thirr River to the west of Almalexia is fertile and even the wildlife there is docile, leading to it becoming littered with plantations. To the north of Almalexia lies the Sundered Scar swamps, and to the east is the Llan Orethan forests. Further east is the lush Nedothril Coast south of the Sacred Lands, and the north of the District is marked by the Mephalain Mountains

Time

While the Locations are described as they are in the time where the Nerevarine makes their appearance, you can start earlier if you wish. While you can start anytime between the Exodus led by the prophet Veloth and the normal starting date, below is a list of notable times to begin in. You can also roll a nine-sided die, if you want to leave your starting date up to chance.

1: Exodus

In the early days of Tamriel, the prophet Veloth slowly gained a following among the Altmer, decrying their decadent ways and teaching the elves under his influence the proper way to live. During this time, Trinimac, oldest of the ancestor spirits, attempted to halt the Velothi movement, as his duty was fighting against the enemies of the Altmeri without and within.

Boethiah, offended by the lies spouted by Trinimac, ate Trinimac and assumed his form. Like this, he humiliated Trinimac by mocking his ideas with Trinimac's own form and voice. After this, he shat out Trinimac, and the followers of both Boethiah and Trinimac rubbed the excrement on themselves, changing their skins. The followers of Boethiah became the Chimer, led by the prophet Veloth, and the followers of Trinimac became the Orsimer. After this, and after being taught by Mephala and Boethiah, the Chimer left the lands of the Altmeri, led by prophet Veloth to their promised land. It is during the Exodus that the practices of ancestor worship, and worship of the Daedra, took hold among the Velothi people.

Eventually, they reached the promised lands and named it Resdayn. There they came into conflicts with the demons of snow hailing from the northwest, and the Dwemer who already lived there. Still, they managed to entrench themselves in the lands of Resdayn, and truly came to call the nation their homeland.

2: Rise And Fall of Velothi Culture

Unfortunately, the first civilization of the Chimer did not last, and eventually devolved into tribal cultures. Those, at least, evolved into either the more civilized Great Houses of Morrowind, or remained nomadic as the Ashlanders. Worse still, the snow demons later came to control all of Resdayn by conquering the Chimer and Dwemer with the power of their Voice. This reign lasted for two centuries, from 1E 240 to 1E 416.

3: Rise Of The Tribunal

But finally, this is where the Tribunal comes into being. The more notable part is the complicated and tumultuous early life of Vivec, outlined in his first few Sermons. Additionally, this is where Nerevar rises to prominence, tutored by Vivec in matters of philosophy. Thanks to the friendship of Nerevar and the Dwemer king Dumac, an alliance between Chimer and Dwemer is born, which manages to repel the snow demons from Resdayn. Notably, this is when Vivec crafted an ebony listening frame to restrain Ysmir's Voice, one of many great feats accomplished during this war. After fighting off the snow demons, Chimer and Dwemer live in peace for centuries under the benevolent rule of the Tribunal. Although if you want something to do in this peaceful time, you can go help Vivec hunt down the spawn he had with Molag Bal.

4: War Of The First Council

Unfortunately, the peace was not to last. War with the Dwemer broke out, culminating in the Battle of Red Mountain. In that battle, Nerevar secured victory over the Dwemer, but unfortunately succumbed to the injuries he sustained. For no discernible reason, every Dwemer vanished off the face of the world after the war. To mark the total dominance of the Chimer over Resdayn, Azura gifted them with a transformation to dark skin and red eyes. Henceforth they were to be called the Dunmer, and the lands renamed to Morrowind. From here on, the Tribunal provided guidance to the Dunmeri, and have since acted as the benevolent God-Kings of Morrowind.

6: War Against The Akaviri

One notable conflict during the Tribunal's rule is the invasion of Ada'Soom Dir-Kamal, an akaviri snake demon invading from distant shores past the Padomaic Ocean. Almalexia obtained the help of the Underking, an ancient enemy of the Tribunal, to help repel the akaviri demon. Ultimately, Ada'Soom Dir-Kamal was killed in the northernmost point of the Telvanni District. The site was marked by a triolith shrine, one of the many that dot Morrowind to commemorate historically legendary locations.

8: Awakening Of The Sharmat

It is here that the most terrible of beings awakens in the heart of Red Mountain; Dagoth Ur, the Sharmat, source of all that is evil. Due to his terrible power, Blight Storms begin rolling off of Red Mountain. The Tribunal constructed the Ghostfence to keep him and his Blight Storms trapped in the volcano, using the power of many ancestors interred in tombs across Morrowind to power the fence, in a large-scale replication of the ghostfences that each Ancestral Tomb uses to protect itself from looters.

Unfortunately, just as the Tribunal began dedicating their power towards fighting off the Sharmat's influence on the people of Morrowind, the Septim Empire formed in Cyrodiil. While the armies of Tiber Septim were successfully repelled from Morrowind, the Tribunal conceded to an Armistice to focus their efforts on the Sharmat. From then on, Morrowind was officially a vassal state of the Septim Empire, although it kept its autonomy and culture.

9: Nerevarine

Third Era, year 427. You are no doubt familiar with this time period, although of course things are somewhat different here. Still, besides the genuine righteousness of the Tribunal, the events surrounding the death of Nerevar, the true nature of the power of the Tribunal and the Sharmat, and the relationship between the Tribunal and the Good Daedra, things will likely be recognizable. Perhaps you'll help the Nerevarine slay Dagoth Ur.

Perks

One Perk per price tier in an origin's subsection is discounted half-off to that origin. 100cp perks which are discounted are instead free.

General Perks

Ancestral Legend -100cp

The Velothi people place heavy emphasis on respecting one's ancestors, complete with rituals and tombs that preserve their remains so that their ghosts can linger in the mortal world to offer their descendants advice in times of need. They also sometimes tend to pass down tales, preserving legends across generations. The same applies to your legend now, always being passed down through the generations without degrading, even should thousands of years pass. Of course, if your legend is about your malice, it might not be too convenient, but at the very least you can be sure you won't be forgotten.

World Of Fable -100cp

While this is the world of fable and myth, greater emphasis is placed on legends revolving around historic figures in this world. With this though, that changes a bit. The main difference is that you'll find yourself often meeting intelligent animals with the ability to talk. They'll largely be living their lives, but sometimes you'll find them in a situation where you can either help them or teach them a lesson of some kind. The stories of what you do with them could be turned into aesops without too much issue. Hopefully you'll be merciful.

Ancestral Protection -100cp

Thanks to the tradition of ancestor worship in Resdayn, people can speak with their own ancestors at any time by visiting their family's ancestral tomb. Your own connection with your ancestors is seemingly a bit deeper; rather than having to visit their site of internment, you can outright summon your own ancestors to you, in a manner similar to a conjuration spell, allowing you to speak to them anywhere and anytime, simply needing to pay the magicka to keep them in the mortal coil for a time. Of course, those who are more recently dead will be more amicable to your summons and will be far more willing to humor your questions or requests, while those who are more ancient will be more powerful but also more detached from worldly affairs.

You can also summon their protection instead, forming a powerful illusion around you that makes you significantly harder to hit, in a manner similar to a Sanctuary spell. In future jumps you can also summon the ancestors of your backgrounds in those jumps, unless you go drop in all the time. Please don't test the patience of your ancestors too much, or they might start refusing your summons on principle.

Pillar Of The Great House -200cp

The Great Houses are the main political forces of Morrowind. It is through a council of their representatives that Morrowind rules itself, under the power of the King or Queen, whenever one of the Tribunal don't appear directly to issue edicts. With this purchase, you'll find yourself part of one of these five Great Houses, in a fairly high ranking position. More specifically, you're one of the councilors of the Houses, and will be able to make votes on internal matters of the House, as well as likely being able to influence the House's representative for external matters. In future jumps you'll find yourself in a similarly high ranking position of the government of the worlds you're in, unless you don't want such a position in a given jump.

Patronage Of Boethiah -200cp

Boethiah is the Good Daedra who taught the Chimer the ways of civilization, and now that you have her blessing and favor, you've become quite adept in their ways. You have a great talent at leading men into a lawful life, having a good instinct for how to make and enforce laws on others without breeding resentment. You would certainly be of great help at the end of the Exodus led by the prophet Veloth, given your talent extends to anything related to starting a proper civilization and making it stable enough to last the ages. You're also quite skilled at smoothly encouraging change, particularly when it comes to advancing some aspect of a nation's workings, and avoiding the chaos that such things usually bring.

Patronage Of Mephala -200cp

Mephala taught the Velothi people the darker arts, such as scheming and assassination, and with her blessing and favor you've risen above most in such arts. You're a master at creating and maintaining conspiracies, knowing how to filter through potential new members to increase your influence and knowing just how to keep your scheming secret. You have a sense for who to assassinate to make a noble house or some such come crumbling down, and who to murder to ensure the stability of a group, whether by sending an agent or doing the deed yourself. Perhaps you'll make a business out of it like the Morag Tong?

Framed By Ebony -400cp

Sometimes enemies are too powerful and wield strange magics that you can't counter. In such cases, it's best to have a bit of creativity rather than try to brute force a victory. Something which you can definitely boast being capable of, as you know a few methods to turn the powers of your opponents into restraints to hinder their magic. Crafting them out of ebony and a bit of the power they wield, such as the Voice of a Thu'um master, you'll simply have to snap the restraints on them and it'll prevent them from using their power effectively, merely suffering from some backlash if they try. After that, all that'll be left is trumping them in combat.

Life Of A Legend -400cp

Myths are full of larger than life characters and sometimes almost nonsensical events. And now that you're in a world of myth, you'll experience such things first-hand. But perhaps you want to get in on the weirdness? With this purchase, the impact of your actions is enhanced to mythic levels. You could get a moonlet to serve you eternally by charming it with your poise and ability in stopping it from crashing into your own city. Maybe you'll refuse to fight an unarmed enemy and give them your weapon instead, gaining their eternal respect and causing them to surrender on the spot. Similar occurrences that would be considered bizarre in a more grounded world will be things that'll happen to you. If you carve your legend into history, it'll certainly be quite entertaining to read.

Patronage Of Azura -400cp

Azura governs fate and the stars, and decides the course of the lives of men while speaking prophecy. It seems now that you've obtained her blessing and favor, as you've found yourself significantly luckier than you were before. Problems almost always have a solution you can find without extreme effort, and even in life and death situations you'll have a far greater chance of survival than most. Even in your daily life you'll be aided by strange coincidences and uncanny occurrences that smoothen your endeavors.

Great Merit -600cp

There are many legends surrounding the Tribunal. Aside from the 36 Lessons Of Vivec you're likely familiar with, there are plenty of tales about their origins. Whatever they may be, fact is that the Tribunal are living gods who walk among the people of Morrowind. And with this, you may ascend to their level, to make the Tribunal a four-person group, or maybe be an independent god, or perhaps even being opposed to the Tribunal and serve as an enemy to Resdayn. You of course possess great power, able to command the winds and seas to call down storms and floods on those who draw your wrath, and are immortal and won't die unless killed by someone on your level or wielding tools fit to slay a god. You won't need food, water, or air, and do not require sleep or rest either. Of course, if you do not learn skills in combat or magic, your power won't help you that much when fighting your peers or great mortal heroes, but you certainly have a lot of time to learn and grow.

Mastery Perks

Buoyant Armiger -100cp

Buoyant Armigers are those adventurers and warriors who follow Vivec's example, learning both the arts of combat and subtle verse. With this, you have the skill and experience to serve as a veteran Buoyant Armiger, if perhaps not quite at the level of becoming a legend. You are adept in chivalric courtesy, familiar with light armor and know how to be surprisingly sneaky even when well equipped, and for offense you know your way around short blades, bows, and even some destruction magic. Aside from that, you have decent training in acrobatics and other athletic pursuits, and you won't fumble too much with restorative spells or shields. And of course, you're experienced in matters of speech and poetry. Perhaps you'll train further to hone your skills to the level of legends?

Two-Tongued Debate -200cp

Sometimes you don't want to be entirely honest, but an outright lie wouldn't work for your purposes. In such cases it is best to speak with hidden meanings, saying one thing while meaning another. You've become a master at this kind of talk, masterfully twisting words and phrases to hide your true intent while not technically lying in any sense. You're also quite good at speaking nonsense in such a way as to befuddle those who hear you, which could be useful in combat. Careful with those who share your talent.

Tender Heroism -400cp

One time, when leading a group of followers through the Ashlands, Vivec and his troupe fell victim to a trick. As the encampment was sleeping, Vivec and his followers were encased in solid ash. Unable to break free, Vivec cried for his followers, in despair at the fate of those around him. His tears softened the ash, and allowed him to break free and help the others escape the ash as well. It is this tender heroism of his that allowed a glimmer of hope then. And just like him, so will your own compassion and mercy towards others allow you to triumph when might fails you. It might be through your tears like in the tale, or something else, but as long as you remain kind, your heart will lend you strength when your power cannot.

Divine Rogue -600cp

Mastery; of the self, of what's around you, and of esoteric knowledge. You are a match to Vivec in this regard, at least in terms of skill and wit, if not power. After all, a mortal can't measure up to a god. Still, as the 36 Lessons show, craftiness can be an incredible power in its own right. Aside from divine levels of cleverness, this also grants you a decent level of skill in combat, and access to the Provisional House; a place outside places, a non-spatial space, where you can watch the happenings of the mortal world, both directly and in the forms of symbols and metaphors. For example, the Septim Empire looks like eight imperfections rubbed into precious stones, set into a crown that looks like shackles, which acts as the crown of a two-headed king into whose mouth a river constantly feeds, due to containing multitudes. Obviously, the symbolism can be quite strange sometimes, but from this place you can find your enemies by scouring the land with your eyes instead of your body, a significantly less time-consuming affair, and possibly even watching over your followers. Of course, as a mortal this not-space will be very difficult to traverse given it is not a place at all, but perhaps with some magical experience you might rise to the level of bumbling around like a newborn? Those who are gods wouldn't have issues with it of course.

Mystery Perks

Foundation Of Artifice -100cp

There's a surprisingly large amount of knowledge needed before you can start working with magic reliably. Generally it takes quite a bit of time to finish basic education, but you have already gone through it and have some arcane power as a result. You're familiar with the six schools of magicka at an amateur level, and are quite experienced in proper experimentation procedures, both for developing your own knowledge and power and for investigating technology, such as that of the Dwemer. This is merely the first step, of course, and you're well equipped to keep learning, should you put in the effort and spend the time to do so.

Seeker of Knowledge -200cp

The world is full of mystery, and it is such a shame that so much valuable and powerful knowledge is hidden away in forgotten places. Well, it wouldn't be a mystery if it was easy to find, would it? But still, someone must uncover secrets and bring them under the light of the Tribunal, and you would definitely be fit for such a job. You have a great talent at coming across secrets, forgotten, and even lost knowledge in some way. You may stumble on abandoned but oddly intact ruins, manage to piece together fragments of knowledge from ancient sources and are able to reconstruct them from there, or perhaps you are lucky enough to come across lingering ghosts in obscure places that can directly tell you of things lost to the sands of time. As long as you persist in your efforts, very little will stand between you and learning.

Clockwork Magician -400cp

One advantage of technology over magic is that it doesn't rely on reserves of magicka, and can simply keep working restlessly as long as it has fuel. Following the footsteps of Seht, you've learned some principles of the technology of the Dwemer, and have learned to make technological replicas of any magical feat you are capable of. This technology is fundamentally based on metalwork and steam engines, of course, but with some research and experimentation you can expand your knowledge to things like growing flesh for specific purposes, like how Seht created the Fabricants from a mixture of organic and inorganic. You can also learn to make magical equivalents of any technology you come to learn, for the sake of parity. Of course, now you need to actually learn magic and technology to begin with.

Divine Magus -600cp

Mystery; of nature arcane and technological alike. You are a match to Sotha Sil in this regard, at least in terms of skill and knowledge, if not power. After all, a mortal can't match up to a god. Still, even if you can't work tirelessly all the time or have the sheer brilliance to make immense leaps of progress in mere days and construct elaborate artifacts in hours, you have an extreme level of expertise in all matters magical and technological that can be found in this world, and some that can't be found anywhere but Seht's own laboratories. From small gadgets that can allow one to track down divine powers all over the realms of the Aurbis, to devices that can aid in the control and suppression of magic, even tools to support divination efforts or can divine information by themselves, to grand workings like a massive clockwork city that is shrunk down to the size of a marble (and shrinks visitors so they can enter), and towers capable of threatening the Bad Daedra should you have done your calibrations correctly, there is plenty that you can do. Just don't forget that sometimes, it is the wielder of the tools that matters more than the tools themselves.

Mercy Perks

Compassion And Wisdom -100cp

This world can be a cruel one, and it is filled with danger from both nature and people alike. It can be hard to tell when a soft or hard approach would fit best. Perhaps you've gotten a blessing from Ayem, as now this is no longer an issue for you. In short, you have a sense for when you need to use compassion, or when violence would be more productive. It won't mean that the other option isn't viable, of course, but just like diplomacy with demons would only temporarily get them to not invade you, sometimes choosing violence (or diplomacy) is just more efficient. You've also gotten some training in a weapon and type of armor of your choosing, having a solid grasp of their usage in combat. Useful for actually applying some violence when needed

Healing Kindness -200cp

There's a place for violence, and there's a place for mercy, and you likely belong in the latter places. You've learned several magical spells that aid in recovery, particularly for helping combatants recover from battle. Restoring health and fatigue is the biggest benefit of course, but things like curing illnesses is in your capabilities as well. Of course, your medical skill can be pretty useful in combat, as you target the weak spots in an enemy's body that can kill them very quickly if not immediately treated, or in places that are very painful but won't give your enemies a swift death. Ideally you'll be merciful, but some enemies don't merit holding back.

Saintly Rest -400cp

There are foul magics out there that can drain or even damage a target's body and mind in ways that can't be waved away with simple spells. Things like strength, intelligence, agility, and even willpower are essential to any warrior, but very much vulnerable to the vilest spells available to some. However, such things are not irreversible, and you're living proof of that, as you've learned magic to restore such attributes in those under your care. You also know ways to temporarily fortify those attributes even further in battle, in case you want to support your allies in combat or personally kick some ass. Your magic can also be applied to skills too, restoring magically reduced skills to their former glory, or magically honing them even further for a time.

Divine Warden -600cp

Mercy; toward friends, towards foes, to the innocent and guilty, and yet fierce and unyielding when angered. You are a match to Almalexia in this regard, at least in terms of skill and prowess, if not power. After all, a mortal can't match up to a god. Still, one does not need to be a god to strike fear into the hearts of your enemies. Your abilities in combat are certainly legendary, able to trump all but the greatest of enemies you can find in this world. But pure skill isn't everything; you have powerful blessings that aid you in combat too, almost definitely gifted to you by Almalexia herself. Her Mirror and Hand are twin blessings with plenty of benefits for you; you are immensely resistant to all elemental attacks like fire, frost, and shock, as well as poison or paralysis, and have a great chance of reflecting any spells cast on you by enemies back to the caster (around a 40% chance)

On top of this, you regenerate your wounds at a pace that is slow but can heal even great wounds in less than a day, small cuts closing even in the middle of combat and other wounds visibly diminishing as you fight. Your strength and agility are increased to extreme extents, as are your endurance and speed to a lesser extent. Your skills with swords and shields are honed far beyond conventional mastery, and you know how to make the most out of heavy armor to such an extent you are to masters what masters are to those who never wore armor in their life. And lastly, any of your attacks have a greatly increased chances of hitting an opponent within range, even if they are very good at dodging, as if your attacks were drawn to your enemy even as they move out of the way.

It wouldn't do if only you could benefit from these blessings, of course, so you have also been given the right to bless one person a day with the manifold blessings bestowed upon you. Of course, if someone doesn't match your level of might and skill to begin with, the effects of the blessings won't be as pronounced, but they are powerful boons nonetheless. Optionally, you may be one of the Hands of Almalexia themselves with the purchase of this perk, certainly explaining the blessings. You can choose not to be one and wander the lands, of course, in which case you will still have Ayem's approval in your adventures.

Malice Perks

Sleeping Ascender -100cp

There are many forms of power in this world, some that are earned and some that are gifted. But not everyone is able to truly grow into the power that they are given. You, however, are a different matter. You take quite well to gifts of power, such as divine blessings, able to smoothly grow with them and learn how to properly utilize them. It won't make you adapt to them any faster, but you will indeed adapt to such gifts as well as possible. Should you somehow be infected with Corpus for example, you would be among those who can eventually grow to the higher ranks of the Sixth House, rather than languish as an irrelevant pawn as many do.

A Flower In A Box -100cp

How does a godless heathen maintain their beliefs in a world where gods are in fact real? By proving that they are not infallible, of course, nevermind the fact very few cults proclaim their deity as infallible to begin with. You have learned some tricks from the Dwemer it seems, and now you find yourself with a bit of talent at tricking said allegedly great deities with simple things. For example, knowing just how to hide the contents of a box so that you can show the box is empty when the deity says what you had stored in the box. You can use these tricks to fool the divine and otherwise immensely powerful, but you'll need something else to survive their wrath. After all, they might not like a mortal showing them up like this.

Mouth Of Mud -200cp

In war, if you don't have living gods wrecking the enemy, the number of troops you have is very important. Without good quantities of soldiers, even the best troops might not be able to survive against an actual army. One of the factors of this is attrition, as every soldier on your side which is slain is a diminishment of your forces. You've obtained a weird ability that lets you somewhat circumvent this, though. What it entails is that you eat some soil, or mud, and then fill the bodies of fallen soldiers with it, allowing them to recover from their injuries and keep fighting. A little downside is that they'll be noticeably slower, but at the very least they'll be able to fight at all. Hopefully your soldiers don't find this too disgusting.

Foul Necromancy -200cp

The height of heresy that can be done under the rule of the Tribunal, necromancy is the art of undeath, raising dead servants and binding ghosts to your will. You've become skilled in this art now. The most basic rituals and spells involve raising the dead, as you can imagine, magically rotting the flesh off a corpse's bones to create a skeleton imbued with necromantic power. There's no real limit to how many of such skeletons you may raise and command, but keep in mind they won't retain all the skill they had in life and will only possess a whisper of intelligence to carry out your orders. You also know rituals to create greater and lesser bonewalkers, with greater might and even some magical powers to wield in battle. You also know how to bind ghosts into servitude, although those obviously retain all their faculties and likely a resentment towards you for enslaving them.

And lastly, you've also learnt the rituals involved in becoming a lich. You haven't done so yet, but using it would grant you undeath and the benefits such a state brings (immortality, lack of need for sustenance, etc), but also the downsides (weakness to holy attacks, lack of sensation). Still, it can bring quite a bit of power to transform yourself into a lich. Whether you decide to remain living or to embrace undeath is your decision.

Dragon Of The North -400cp

One of the peculiar powers of the snow demons is the Voice. A strange form of magic involving shouting your enemies into compliance or death, one of the greatest users of the Voice was Ysmir, Dragon of the North, and Nord leader of the forces of Skyrim at the time when they invaded Resdayn. With this purchase, you obtain a similar level of prowess in the Voice as Ysmir. Your Shouts could shake fortresses and break armies, uplift villages and throw them into the sea, and it is incredibly difficult to block your Voice using mundane magical means. Special methods will need to be devised to deal with your shouting as you uproot the very settlements of your enemies with your Voice. Of course, Vivec did indeed devise a way to stop Ysmir from shouting, so be wary of the Tribunal. One last thing you should be aware of is that your voice is perhaps a bit too powerful. You won't be able to speak normally without causing the earth around you to shake. Perhaps remaining silent most of the time would be ideal.

Cursed Evil -400cp

Strength, Endurance, Agility, Speed, Intelligence, Willpower, Personality, and even Luck. These 8 traits are incredibly important to most, especially warriors. But your malice has given you access to foul magics that can reduce these attributes in your victims, temporarily or permanently. While it won't be impossible to restore those attributes with proper divine aid, few enemies will be able to deal with your cruel curses in the midst of combat. You're not limited to such attributes either, being able to drain the skills of your victims as well. Needless to say, you could gather quite a disturbing reputation if you freely wield your curses. Don't forget such things generally get you targeted by heroes.

Grey Wind -600cp

Malice; of undying curses and wind-swept ashes. In this regard, you are certainly a match for the Underking. You are undead, undying save to powerful divine or holy forces, and unable to experience the pleasures of the flesh. You possess great might, certainly a match for most warriors, and powerful arcane magic at your disposal, but the main ability your new state grants is somewhat unique; even when killed, as long as some fragment of your being remains, you may survive as a wind of ash, traveling across a battlefield, a nation, or a whole continent along the winds themselves. You can reform your physical body from these ashes, or perhaps turn to ash willingly if you don't want to be killed to move like a gray wind. Even the Tribunal would find you difficult to kill, although certainly not impossible to seal. But of course, undeath is not the peak of power. What would happen should you add divinity to yourself in this state? Perhaps you'll become a moon in the sky emanating necromantic energies down into the world? Who knows, there is no precedent for a divine undead.

Gift Of The Dreamer -600cp

Malice; of twisted divinity and maddened vision. In this regard, you are blessed above most. You are a true Dagoth, one of the elite nobility of the Sixth House, and directly below Dagoth Ur himself. You have been gifted with Corprus and the divine disease within you has progressed to incredibly advanced levels. Aside from an appreciable boost in might both physical and magical, the best benefit is the waking dreaming characteristic of the upper echelons of the Sixth House. That is to say, that without immense divine power behind the killing blow, you will simply come back from death as if you merely had a bad dream. You even have the joyful ability to spread the malicious divinity imbued into your flesh, cursing others with Corprus with a touch or your dying breath should they have bested you, slowly imparting onto them visions from the Sharmat himself and twisting their body in the grotesque divinity of Dagoth Ur. Those who are particularly strong or resilient might even rise to become a Dagoth themselves. Do your best to aid in the plan of the Sharmat, and the world might yet come to share his twisted divinity. And if you're divine in your own right, well, perhaps the world has a second Sharmat now. What a terrifying thought.

Items

Items in an origin's subsection are discounted half-off to that origin. 100cp items which are discounted are instead free.

General Items

36 Lessons Of Vivec -100cp

It wouldn't do for a member of the faith to not possess some of the most important religious texts, would it? Still, this might be a bit much for most. With this purchase you get a full collection of all of the books of the 36 Lessons of Vivec. Each is filled with opaque and sometimes nonsensical esoterica written by Vivec himself, detailing the history of Morrowind in a mythopoetic manner, particularly Vivec's birth and life, as well as his teachings to Nerevar. Perhaps you could glean some kind of coherent message out of it?

Trained Pet -100cp

There's no need to be lonely, you know? Even if you can't obtain companionship from kin or a loved one, pets are always an option. Maybe you want a gentle Guar, an industrious Nix-Hound, or maybe a goofy Alit, whatever the case you can choose one of the native fauna of Morrowind and you get one properly trained as a pet. Be kind to them, please.

Ancestral Tomb -100cp

Each Dunmer family inters their dead in their own Ancestral Tomb, allowing their ancestors a place where they belong and can be contacted from. With this purchase, you'll find yourself part of a family already with an Ancestral Tomb. Being of the family's blood, you'll be accepted by the various undead (self-appointed) guardians of the tomb, and can petition your ancestors for advice. With their experience of a full life and likely centuries of experience in answering the questions of their descendants, they'll likely have some good advice to give you. In future jumps, you'll find the ancestral tomb expanded with your ancestors from the background you have in those jumps, should you not be a drop-in.

Petty Governor -100/200cp

Would you like to own some land? With this purchase you may. For 100cp you'll own a small and peaceful village somewhere in Morrowind of your choosing. It won't be too impressive economically or culturally, but it'll be peaceful, certainly a good place to relax for some time. If that's too small for you, for 200cp you may be the leader of a city consisting of a single canton and some of the lands surrounding it. Aside from the cantons that compose Vivec, Almas Thirr is also mostly a canton. Needless to say, your own independent canton is likely to be relatively powerful on the economic stage, although of course that kind of thing tends to attract attention and crime. Hopefully you'll be a merciful ruler.

Jumper-And-Chain -200cp

As a sign of friendship and alliance, the Dwemer forged a special ring for Nerevar, which was then blessed by Azura. Moon-And-Star served as irrefutable proof of Nerevar's identity from then on, and it will also be the ring that will prove the identity of the Nerevarine. With this purchase you gain a similar ring that proves your own identity, having a unique and unmistakable design and being as renowned as you are. Simply show someone the ring, and they will know who you are. The ring itself has a decent enchantment that enhances your charisma to a barely noticeable extent, but the main magical power it has is that it instantly kills whoever wears the ring without your direct approval. It's a measure of security, obviously, as renowned artifacts tend to attract thieves.

Ebony Mine -400cp

One of the characteristic traits of the land of Resdayn is the abundance of ebony. A glistening black metal, it is far stronger than any other material that can be found, although it is immensely heavy, far heavier than steel. Still, weapons and armor crafted from them are almost supernaturally high quality as equipment before any magic comes into play, keeping their edge long after lesser metals like steel or dwarven metal would've chipped and broken, and armor remaining smooth and glistening even against assault that would break or melt lesser metals. It's quite receptive to enchantment, too, able to bear stronger magics than other materials, only matched by expertly crafted jewels. What you have here is a large ebony mine, certainly enough to supply you with immense amounts of this metal. Strangely, the veins in this mine seem to never run out, letting you use the ebony however you want without worrying about being wasteful. Perhaps you'll outfit an army with it?

Mastery Items

Traveling Equipment -100cp

Morrowind is a wide and varied land, having forests, swamps, ashlands, plains, mountains, and more. It wouldn't do for you to explore unprepared, would it? With this item you obtain a full set of camping supplies, sturdy enough to endure any environment and not break by accident, as well as some maps detailing the geography of Morrowind as well as points of interest like cities, towns, ruins, and even paths. It's rather basic, but it's all you really need to comfortably trek across the land. Of course, don't forget that the wilderness can be dangerous.

Moonlet Of Oblivion -200cp

The Ministry of Truth in Vivec is carved out of Baar Dau, a floating meteor kept aloft by Vivec's power. It was so impressed by Vivec's countenance and might that it swore eternal servitude to the god. However it is that happened, you now also have a small moonlet originating from Oblivion which has sworn to be eternally loyal to you. It can float on its own thankfully, and can even hurl itself across space and other dimensions, but aside from that it's essentially just an intelligent rock. Perhaps you could carve out a home in its insides?

Listening Frame -400cp

An invention by Vivec when the snow demons invaded Resdayn, this ebony listening frame was crafted from both ebony and the Voice of Ysmir. Later it was clasped onto Ysmir's head, preventing him from using the Voice, and allowing the forces of Resdayn to repel the Nord invaders. What you have here is a similar listening frame, already crafted for your convenience. You may simply place it on the head of an opponent, and they'll find that they cannot remove it without you allowing them to or using extensive ritual magic to extract it. What it does is that it reflects any voice or sound based powers they use back onto them. A Shout would just echo inside their skull, for example. It'll also work on things other than the Voice, in case you come across such things in future jumps. Please be responsible with it.

Milk Taker -600cp

After an affair with Molag Bal, Vivec created the spear Muatra out of his own milk finger and slayed all of his offspring spawned from the affair. Whatever happened in your past, you have obtained your own Muatra, of course named however you want, crafted out of your own milk finger. Losing said organ is optional, weirder things have happened. The main power of this spear, aside from being a really good spear fit to be wielded by a god, is that of withering anything it strikes. Enemies turn barren and their flesh decays, eventually leaving them naught but skeletons. With sufficient murder and some ritual application, you can make sentences of bone that can turn anyone who reads them barren and unable to bear progeny, such as the heavens themselves for example.

Mystery Items

Scholarly Notes -100cp

A scholar can't quite be one without some scholarly research, right? Whatever you think of the matter, you do now possess a small library. The topics are largely related to magicka, mainly the various schools but a handful of books talking about stranger magics. It's certainly enough to have a solid grasp of magical fundamentals, but if you want to become a truly great mage, you'll have to do some research on your own. At the very least, you won't be fumbling around without knowing what you're doing.

Fabricated Life -200cp

While making followers into your assistants is a good way to get some help in research, some tasks are a bit too finicky to leave to most. So, Seht created the Fabricants, a mix of organic and inorganic machinery to create a living creature designed to take care of various obscure parts of the Clockwork City's functions. With this purchase, you gain half a dozen Fabricants which follow your orders. They're very good at maintaining technology but only about as smart as a dog outside of their intended tasks. Perhaps you'll try to dissect them to figure out how to make more of them?

Compact Of Harbored Cold -400cp

Deals made with Daedra are not for the innocent to know. Yet, given their power, sometimes such deals have to be made. And you have made such a deal with four of the Daedric Princes (of your choosing), it seems. This is less of a physical item and more of a magical contract. The terms are rather simple; the daedra will leave you and those under your protection (such as a nation you rule) alone, even going out of their way to not involve you in their plans, as long as you don't interfere in those plans or get involved with them in turn. It's a sort of "live and let live" thing. Although of course if someone who is under your care actively interferes with those daedra, they'll be exempt from the compact. Thankfully the whole compact will only break if you're the one interfering. In future jumps, this will also apply to up to four of the local powers that be, whether that be gods, demons, or simply powerful politicians or companies.

Clockwork City -600cp

The crowning achievement of Sotha Sil, the Clockwork City is almost an oblivion realm in its own right, but rather than exist within Oblivion, it is a mechanical marvel within Mundus itself. From the outside it's barely larger than a football, but on the inside it's as large as any city worth the name, complete with its own mechanical firmament that simulates a day and night cycle. With this purchase, you gain an invitation into the Clockwork City, an opportunity to work with Sotha Sil himself. After this jump, you will instead gain your very own Clockwork City, retaining any modifications and upgrades you make to it through jumps. Needless to say, having your own shrunken technomagical realm can be quite a boon.

Mercy Items

Face-Snaked -100cp

Morale is quite important in combat, which of course means that if you terrify an opponent, they won't be able to fight you as well as they otherwise would. Perhaps following this principle, you have obtained a series of masks that all cover your face to present another one. Maybe they're serpentine and angry, perhaps smooth and expressionless, or something else, the masks are generally going to present a spooky face to your enemies, with the goal of intimidating them while you fight. Don't forget to wear actual helmets too.

Redoran Outpost -200cp

Dotting Morrowind are large buildings built mostly underground, serving as outposts for the military to keep track of the wilds, to watch for potential enemy armies or simply to serve as a rest stop for soldiers on the march. You've come to own one such outpost, of Redoran style. The entrance is reminiscent of ancestral tombs, but the only other part of the outpost that is visible from outside is the large dome that serves as a watchtower and main hall for the outpost. The rest is a series of hallways and rooms underground. The outpost is large enough to house a small army and the supplies needed to keep them there without issue. It can optionally come with a large squad of trained soldiers stationed here under your command, if you want.

Fires Of Hope -400cp

Nerevar's iconic weapon is Trueflame, a specially crafted Dwemer sword with ethereal flames emanating from the blade. His wife, Almalexia, has a twin blade, which emanates blue flames instead, dealing lightning damage. With this purchase, you gain an iconic weapon of your own. Choose one of the three elements of Destruction magic; fire, frost, or lightning. Your weapon will not only be extremely sharp and durable, matching even daedric blades, but it will have a powerful enchantment that deals damage of the element of your choosing, as well as having an impressive and unique aesthetic appropriate to the element, like how Trueflame glows so bright as to match even torches in illumination. When fighting with allies, the sight of your weapons will embolden and motivate them to keep fighting to attain victory. You could certainly make a legend of yourself with just this blade.

Divine Equipment -600cp

The Hands of Almalexia are the greatest warriors in Morrowind, save perhaps for Almalexia herself. And as you can expect from the personal guard of a living goddess, their equipment matches their training and blessings. And with this purchase, you gain a full set of such equipment. It's a full set of heavy armor, a shield, and a scimitar, all styled after Indoril equipment. Every piece is quite enduring and high quality, comparable to ebony and daedric, and that's before you take into account the enchantment it comes with.

The helmet imbues you with a small chance to reflect any magic cast at you. The cuirass improves your skill at handling heavy armor to a noticeable extent. The pauldrons imbue you with a small but noticeable resistance to poison and magical paralysis. The greaves enhance your skill with medium armor to a small but noticeable degree (despite the armor being of the heavy variety, don't question it). The boots fortify your agility to a similar extent, and the gauntlets fortify your strength and slightly magically improves the chances of any of your attacks landing a solid hit on your opponents. Meanwhile, the shield improves your skill at using shields to the same degree the cuirass does with your ability to benefit from heavy armor. While each individual enchantment isn't too legendary, the whole set combined makes for a great advantage over others, not to mention how it allows master fighters to be even more fearsome in combat even without additional blessings.

And finally, the scimitar is comparable to ebony weapons before the enchantment it is imbued takes effect, which not only deals great amounts of frost damage with each strike, it also damages the opponent's strength and fatigue, with the former being irreversible (and worsening with each strike) unless divine aid is given to your foes. On top of all that, it temporarily lets you absorb a great deal of an opponent's strength for a full minute. Needless to say, it is quite the fearsome weapon. Hopefully you are part of the Hands of Almalexia, or at least have Ayem's approval, as this equipment is quite exclusive to her guards.

Malice Items

Evil Mask -100cp

It wouldn't do for you to remain a faceless evil who is vanquished and fades away just like that, would it? It takes style and pomp to truly stand out among the many evils in this world. And with this that gets just a little bit easier. What you have here is some kind of golden headgear, whether a crown like that of the Underking's, or an ostentatious full face mask, like that of Dagoth Ur's. Whatever you choose the design will be quite distinctive, and people will immediately recognize your identity as you wear it. Hopefully you can get gaudy clothing to go along with it.

Secret Cavern -200cp

The Ghostfence prevents Dagoth Ur and his minions in the Sixth House from venturing beyond Red Mountain to break havoc across Morrowind. But there is a terrible secret; the Sharmat has found a way to get around the fence. Or, as it were, under it. You have been put in charge of a long and extensive cave system that begins within Red Mountain somewhere, and ends somewhere else in Morrowind. Perhaps you'd like a passage that heads to the southwestern coast of Vvanderfell, or maybe a cavern that leads to the mainland instead. Either way it'll serve as a secret path to smuggle artifacts and people to and from the Red Mountain, completely bypassing the Ghostfence. Make sure it is not found. In future jumps you'll know the location of a similar cavern that leads to and from some other evil and sealed place, should there be any.

Shield Of Abernani -400cp

There are many artifacts in this world, but most are wielded by heroes, gifted to them by the gods. There are some that are wielded by evil, however, such as this shield. Legend says that no weapon can pass through it, making it an immovable defense against attacks. In truth it is 'merely' imbued with a powerful enchantment that massively increases your reflexes and skill in using a shield, to the point that you could be said to live up to the legend when fighting most possible foes. Of course, you do have to be paying attention, as if an enemy catches you off-guard, this shield won't be able to protect you. Still, it can be a powerful boon if wielded properly. Do remember to focus on your enemies.

Artifacts Of The Heart -600cp

The Sharmat made many artifacts to supply to his followers in the Sixth House. It wouldn't do for them to lack equipment appropriate to their station, after all. These artifacts come in a variety of forms, mainly amulets, belts, and rings. With this purchase you gain a full set of these artifacts. You could distribute them among your subordinates or keep them for yourself. So, what do they do exactly? Each type will be explained, although keep in mind the effect of these artifacts last for about half a minute.

The amulet of Heartfire is largely meant for stealth and escape. When used, it greatly fortifies your agility and speed, as well as your skill in avoiding harm while not wearing armor and your stamina. It also makes you blend into your environment, making you harder to see, especially in darker areas. The amulet of Heartheal is instead meant to increase your protection; it not only greatly fortifies your strength and skill in hand to hand combat, but also gives you a magical shield comparable to dwemer armor in durability, and allows you swift levitation. The amulet of Hearttime on the other hand is better for wielding magic in combat, providing you with an illusionary sanctuary to protect from enemy blows as well as greatly fortifying the amount of magicka you can bring to bear, and greatly honing your skill in conjuration magic.

Last of the amulets is the amulet of Heartthrum, greatly increasing the amount of magicka you can bring to bear as well as giving you a roughly one in five chance of absorbing any magics cast at you, replenishing your stores of magicka instead of affecting you with whatever effects the spell was meant to inflict on you. And finally it gives you a magical shield composed of lightning, not only greatly increasing your resistance to lightning damage (cutting any such damage to 4/5ths of what it should be) but also striking your foes with said lightning every time they attack you. Then there is the belt of Heartfire, which can fortify your health and stamina to noticeable extents while also making you greatly resistant to poison, as well as giving you a shield of magical fire, which works like the lightning shield the amulet of Heartthrum conjures. Just with, y'know, fire instead of lightning.

And finally, there are three types of rings. There's the Blood Ring, which fortifies your health, gives you a fire shield like the belt of Heartfire does, and also imbues you with a great resistance to fire and non-elemental magic in general. It also has a one in five chance to dispel all negative magical effects you might have lingering on you. There's also the Heart Ring, which has a 50-50 chance to dispel any negative magical effects on you, conjures a lightning shield around you, and imbues you with immense resistance to fire, frost, lightning, paralysis, and magic in general. And finally, there's the Soul Ring, which also comes with a one in five chance of dispelling negative effects on you like the Blood Ring, and also noticeably fortifies your health and stores of magicka, on top of giving you a great resistance to shock and paralysis. Needless to say, all these artifacts are individually quite powerful, and very fearsome when used together, given all their effects stack if appropriate.

Companions

A New Legend -100/200/400cp

If you have your own Companions you wish to bring to this world, you may do so through this option. Alternatively, you can use this option to create a Companion outright. You gain 2 slots for Companions for 100cp, 4 slots for 200cp, and a full set of 8 slots for 400cp. Each Companion gets 800cp and can take drawbacks. Hopefully they'll mesh well with the civilization of this land.

Annals of Ancestry -0cp

Or perhaps you wish to make some local figure into your Companion instead? You'll have to convince them to be such, but if you can do that, you may make anyone who has shown up in the myths of the Dunmer of the Elder Scrolls franchise into your Companion for free. Perhaps you'll entice adventurers with journeys into other worlds?

Drawbacks

There is no limit to how much cp you may gain through drawbacks.

It's All WRONG +200cp

Maybe you're not actually infected with Corprus and indoctrinated into the Sixth House, but for some reason you have come to share in the peculiar obsession of the lower ranked members of House Dagoth. Mainly, you always get an unscratchable itch that all the furniture around you is WRONG and that you must fix it. This will generally result in nonsensical arrangements such as random towers of chairs, ritual symbols formed of carefully placed gold coins in the ground, general piles of tables, chairs, and assorted furniture you can carry around, and other incomprehensible manners of arranging furniture. Hopefully you have patient roommates.

Outlander +200cp

Oh no. You aren't a Dunmer at all it seems. Rather, you're an outlander, someone who was born and raised beyond the bounds of Resdayn. And unfortunately, this subpar upbringing has messed you up. Your compassion has taken a nosedive, you've become quite selfish, and are generally less intelligent overall. You'll be treacherous, greedy, and lack self control, easily lapsing into worthless hedonism and decadence. Maybe you're one of the snow demons of the north, one of the argonians or khajiit that serve as the most common breed of slaves in Morrowind, or perhaps you're a godless heather of a Dwemer. Whatever the case, you are not a good person, and good Dunmer are right to fear and hate you. Perhaps, with sufficient effort, you might prove to be a rare case of a respectable outlander, but it's definitely going to be an uphill battle, mainly against your own nature.

Apographa +200cp

The faithful's belief in the gods is sometimes all the support they need, their own faith pushing them onwards to great deeds. Unfortunately, something has happened to you that has undermined your faith. Perhaps you've glanced at the forbidden texts of the Apographa? Whatever the case, your faith wavers, and your confidence wanes greatly, both within combat and without. Worse, this has opened you up to the corruption of the Sharmat, seeing his maddened visions in dreams and possibly even corrupting you to his ideals should you not desperately resist. If you're of the Malice origin, then perhaps it is the Tribunal which are 'corrupting' you to goodness and benevolence instead. Either way your time here will be a difficult one, and will require you to persevere through great effort.

Cursed By Dementia +400cp

It appears that you have run afoul of one of the corners of the House of Troubles. Specifically, with Sheogorath, Daedric Prince of Madness. There's only really one way that kind of thing can end, that is with you going insane. Maybe it's obsession with something, maybe it's schizophrenic paranoia, maybe you're just completely unhinged, or some other kind of madness, it's quite obvious you have more than a few screws loose in your head. Don't expect pleasant accommodation or warm welcomes in your state.

Cursed By Domination +400cp

Just because Vivec fell in love with Molag Bal one time does not mean that the Daedric Prince of Rape is a good role model. Unfortunately, you didn't seem to get the memo. You've become an incredibly cruel sadist seeking to dominate everyone around you, damn ethics or morals. You won't get any real friends and will definitely alienate any decent people you know. Maybe with enough power you could succeed in subjugating a group under your will, but that will start getting the attention of powerful individuals, perhaps even the Tribunal if you're unlucky or go big enough. Try to lay low, at least.

Cursed By Destruction +400cp

It appears that you have run afoul of one of the corners of the House of Troubles. Specifically, with Mehrunes Dagon, Daedric Prince of Destruction. Among the corners of the House of Troubles, Mehrunes Dagon specifically represents the obstacle of natural hazards and societal collapse, as a test for the Dunmer to never grow complacent. Unfortunately, you've somehow really pissed off Mehrunes Dagon, and have been cursed by him as a result. In short, you're a harbinger of destruction, willingly or not. The longer you stay in any given location, the more it is ravaged by natural disasters and political upheaval. Earthquakes, thunderstorms, droughts, plagues, ash storms from Red Mountain, revolutions, uprisings, coups, even particularly incompetent and malicious rulers and people in power, wherever you go, disaster will soon follow. Perhaps it'd be best to isolate yourself somewhere remote, so that the disasters do not ruin other people's lives.

Cursed By Dung +400cp

It appears that you have run afoul of one of the corners of the House of Troubles. Specifically, with Malacath, Daedric Prince of the Bloody Oath. He is also the god of the Orcs, and it seems that you've been cursed to act like one of his followers, if you aren't one outright. You're petty, vengeful, violent, and have a very short temper. You'll act like a barbarian at the mere suggestion of offense, and will often get angry at mere perceived slights. Worse, you'll actually end up facing genuinely infuriating problems, which will only set you off as you attack everything involved. Don't expect to solve problems with anything other than raw force, or to have many friends amongst the more sophisticated types of people.

FOUL MURDER +600cp

Oh no. Do you really want this? With this, then rather than in the mythology of Resdayn, with benevolent rulers in the Tribunal and menacing but ultimately defeated evils, you will end in a far darker world. The death of Nerevar is no longer so clean, the power of the Tribunal is no longer sourced from their own divine wisdom, and many of the characteristics of the outlanders are little more than bias and xenophobia in Morrowind's culture. In a way, perhaps, it can be seen as an improvement, but there is no longer a truly benevolent pantheon to protect and guide the people of Morrowind, at least not one as active as the Tribunal themselves. In other words, you are not actually in the mythos, but in the actual Resdayn, living in the world of the mainline Morrowind videogame instead of the cultural tales of the Dunmeri people.

Scenarios

Pilgrimage

Should you choose, you may undergo a pilgrimage. Scattered across Morrowind are various triolith shrines, each commemorating a major event in Resdayn's history, or celebrating the deeds of the Tribunal. Your duty will be to visit each of those shrines, and make an offering appropriate to what the shrine was built for. Below will be a list of the various shrines you must visit, although of course you may visit each in any order you wish. As a side note, given that some parts of history may not yet have happened if you start early in the timeline, you will need to wait until at least the time of the Nerevarine to make this pilgrimage.

The Shrine of Humility records how Vivec once acted as the beast of burden for an unfortunate farmer who lost his ox. It is in the fields of Kummu north of Lake Amaya, which can be found north of Vivec city. You must make an offering of muck, a common ingredient found in muckspunges in the coastal regions of Morrowind. Its blessing massively reduces the weight of what you carry, letting even extremely heavy loads become bearable at least.

The Shrine of Pride lies within Red Mountain, a ways off from the Ghostgate. Obviously, this is a rather fearsome place, but the shrine is not too far away from the gate, so if you're lucky you won't have to face any minions of the Sharmat. The shrine itself commemorates the creation of the Ghostfence itself, and thus you must make an offering of a Soul Gem to it. Its blessing greatly increases the amount of magicka you can bring to bear, and grants you a magical shield equivalent to orcish armor.

The Shrine of Valor lies within the Koal Cave, south of Gnisis, commemorating Vivec's triumph over the Dreugh King. Appropriately, you must offer a piece of dreugh wax, which is scraped off the insides of their shells. If you defeat the Dreugh Warlord found in the depths of the caves the shrine is located in, you'll even be rewarded with an enchanted cuirass made of their shells, which is an extremely high quality piece of medium armor, and will significantly fortify your endurance for a time when you activate its enchantment. The blessing of the shrine itself significantly hones your skill at wearing any kind of armor, as well as your skill in avoiding damage while not wearing armor at all.

The Shrine of Generosity lies in front of the gates to Vivec's palace, in the city named after him. It is a monument to all of the forgotten people who suffered and died in the war against the Dwemer. You need merely offer 100 gold coins to the shrine to receive its blessing, which enhances your luck by some extent (hard to gauge due to the nature of luck), and significantly hones your skill in mercantilism.

The Shrine of Justice can be found in the temple of Gnisis, which commemorates Vivec's tender heroism as he freed his followers from restraints of ash using his tears. You need to offer a potion to cure common diseases to the shrine, which can be purchased at various Tribunal temples. Do note that only specifically brewed potions work for this offering, of which the ones the temple sells are guaranteed to be a valid offering. Its blessing actually teaches you a spell to call upon a touch of the tears of Vivec shed that day, curing all but the strongest supernatural diseases (such as Corprus) from a target you touch.

The Shrine of Courtesy is located deep within the canals of Vivec's palace, and commemorates one time Vivec gave a daedric lord his sword rather than fight him unarmed, earning the respect of the daedra since. To access the shrine, you have to "drown" in the nearby waters (after it happens you'll wake up and find you didn't actually drown), letting you walk up to the shrine and a bound daedra next to it. Next to the pair is a chest containing a few dozen silver swords. Just grab one of those and gift it to the daedra, in imitation of Vivec's deed. Then, once the daedra praises you for your courtesy and returns the sword, offer it to the shrine. The shrine's blessing allows you to breathe underwater and swim far faster than you otherwise could.

The Shrine of Daring is next to Vivec's temple, roughly below the floating Ministry of Truth, commemorating Vivec's power in keeping the moonlet Baar Dau aloft. You need merely offer a Potion of Rising Force, one of the specially brewed ones the temple sells, and you will gain the blessing of very swift Levitation.

The Shrine of Olm's Rest lies directly above the Olms Ancestral Tomb in the Thirr river delta, commemorating St Olms' meditation and reflection over all that he had done in life, gaining inner peace in his final moments of life. Rather than an offering, you must meditate next to the shrine for 24 hours. Then you'll obtain the blessing, which gives you roughly about a one in ten chance to reflect any magic cast at you.

The Shrine of the Isle of Arches lies somewhere in said Isle of Arches, roughly between the mainland and the Isle of Telvanni. The shrine commemorates Vivec calling up the waters to flood Morrowind, in order to repel the Akaviri invaders. You must give an offering of five slaughterfish scales to the shrine, and will be given a blessing of water breathing.

The Shrine of Almalexia's Fury is in the middle of the city of Andothren, lying west of Old Ebonheart. As can be seen by the large mural it is composed of, it commemorates how Almalexia brought down the host of Akaviri invaders with divine wrath. The offering needed is a piece of frost salts, and you will be given a blessing with many effects. It will increase the chances of any of your attacks hitting by about a tenth, magical shields of fire and lightning (which reduce damage from said elements by a tenth), and a significant resistance to normal weapons (steel, iron, and such, which are not enchanted), reducing damage from such by a tenth.

The Shrine to the Battle of Bodrum is on a bridge overlooking Bodrum itself, commemorating the victory of Vivec and his forces over the armies of Reman III, the latter of which were washed away by the Pryai river (you can still find the bones and equipment of those Imperial troops at the bottom of the river even). With an offering of a mundane iron spear, you are blessed with the power of those old days of glory, significantly improving your skill with spears, slowing your falls greatly, and conferring on you water walking.

The Shrine of Boethian Falls can be found at the top of said falls in the Boethian Mountains, just northwest of Andar Mok. The shrine commemorates Boethiah gifting Hopesfire to Almalexia, and accepts an offering of a black rose, an uncommon flower in the region. The blessing noticeably fortifies your strength.

The Shrine of Hindsight is hidden in an open-air cavern somewhere relatively close to Akamora to the south, in the Mephalian Mountains. The shrine commemorates St Delyn's feat of 80 days in isolation, where he sought to compose a litany against doubt, only to realize in the 81st day that doubt lies only in unbolstered hearts. You have to offer a racer plume plucked from a cliff racer, and will obtain a blessing that noticeably fortifies your intelligence, significantly improves your skill with mysticism magic, and allows you to see clearly during the night.

The Shrine of Purging lies closeby south of the cave of Dadrunibi, and commemorates Vivec's extermination of the Biters, progeny of him and Molag Bal. Through an offering of a daedric heart, you'll gain a blessing that increases your chances of landing any given attack by as much as a fifth, as well as noticeably fortify your speed.

The Shrine of Solitude lies somewhere in the Boethian Spine mountain range, commemorating the place where Sotha Sil obtained wisdom from the heralds of Azura. You must give an offering of a Noble Sedge Flower, an incredibly rare flower scattered around Morrowind. The blessing of the shrine noticeably increases your willpower.

The Shrine of Wisdom lies in the northeastern most point of the mainland, northeast of Tel Ouada. It commemorates the defeat of the Underking at the hands of the Tribunal, and his subsequent reawakening by Almalexia to fight against the Akaviri invaders, and requires an offering of a piece of gravedust. The shrine's blessing significantly fortifies your intelligence.

And after visiting all those shrines, your pilgrimage is finally over. Your reward? You keep all of those blessings, permanently. While not too impressive individually perhaps, they certainly can be a great boon when stacked together, and will signify to those who can notice such blessings that you are a pious and righteous individual (although not acting like such will obviously dispel any such assumptions).

Notes

This is a joke jump. If you take it seriously, shame on you.

This covers specifically the mythology of the Dunmer in the Elder Scrolls franchise, not the actual world of said franchise.

When in doubt, fanwank responsibly

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