



The Elder Scrolls: Alessian Rebellion

By Pokebrat_J

Let us go far back, before the Third Empire that reigned supreme over Tamriel. Far before the events of the Red Mountain changed the course of history forever. Back in the days of waning elven supremacy, when the Nordic Empire was on the rise, conquering all of the northern continent. And when a slave girl dared to dream of something greater, and the Divines heard her prayers.

You will be entering the Heartlands, which will come to be known as Cyrodiil, just a year before the Alessian Rebellion will begin. Where the enslaved Nedic peoples will rise up against their daedric worshipping Ayleid overlords, with the assistance of divine intervention as well as a civil war between the various city states. It is a time of war and bloodshed, which will only grow bloodier with the arrival of the Star-Made Knight.

You receive **1000 cp** to help you survive these ancient times, so filled with conflict as they are.

Race:

Age and gender may be chosen freely.

Ayleid: Your people separated from your Isle-bound kin long ago, colonizing these lands you found after failing to return to Aldmeris. But over the centuries, many of your kin have turned to darker practices, abandoning the ways and teachings of the Aedra in favor of the tantalizing power offered by the Daedra. Perhaps you are one of them, perhaps not.

Nede: You may be counted amongst those who have known nothing but the slavery forced upon you by your elven masters, such that your original culture has long been lost and forgotten. But that does not mean you are content with the yoke placed around your neck, chains clasped firmly upon your wrists. All men must be free, shall be free, and by the Aedra free they shall become.

Other: You are neither one of the heartland high elves, nor one of the native tribes of man. You are something else, now finding yourself wrapped up in this war, one that will forever change the face of Tamriel with its consequences. Whether you are one of the northern men of Skyrim, or a Khajiit who escaped the Star-Made Knight's slaughter of your southern home, or something else, is ultimately up to you.



Location:

Heartlands of Tamriel: The very heart of the continent, the jungled center of what will be known as the Arena. Massive trees dominate the landscape, while all manner of exotic birds and strange predators inhabit the wilds, but they are not the only ones living in these lands. Dotted all across the land are various Ayleid city-states, monuments of elven supremacy crafted of white stones, starkly contrasting against the natural world. You will begin in one of these city-states a year before the slave who will be known as Al-Esh will have her prayers for liberation answered, whether as a resident or attacker up to you.



General Perks:

Light of the Stars [Free]: All who look at the night sky see not only a tapestry of wonder, but the waters of Oblivion, the stars gateways into the realm of magicka, Aetherius. Though you may leave the Aurbis, far from the light of the Immortal Plane, the arcane energy will stay with you, becoming a pool of magicka that will replenish itself when used.

Ancient Beauty [50]: Many look to the past with rose-tinted gazes, seeing only their romanticized version of their own interpretation. Though not all who participate in history are not as attractive as what actors stageplays may make it appear as, you certainly cut a heroic figure. Your beauty may manifest however you want, but all can agree that you are more than pleasing to the eye, and even scars do nothing to mar your visage.

Sounds of the Heartlands [50]: Regardless of what your race is and where you live, music is a universal constant. Even in ancient times such as these, music can be heard everywhere, so long as you know how to listen for it. Though, it's a bit more literal in your case, as you now have a mental playlist of music from The Elder Scrolls series that you can pull up at any time.

Path of Shadows [100]: Even in this age of great heroes and mighty warriors, there are those who would prefer their actions to never be discovered, both by their enemies and the annals of history. You have walked down this path for a long time, having been trained in the arts of stealth and subterfuge ever since you could remember. Due to this, you could slip into all but the most protected buildings, assassinate someone, and leave before anyone ever knew you were there.

Path of Steel [100]: To live in these times is to be presented with danger around every corner, be it an enemy mage throwing around lightning or a deadly beast wanting to eat your face off. As such, you have trained to use all manner of weapons with expert skill, capable of taking down three average warriors at once. This also helps you adapt to any new or bizarre weapons you manage to find, quickly growing in proficiency with them.

Daedric Curse [200]: In the times before the Dragonfires maintained the barrier between the planes, it was common for daedra to make their way to Nirn, even rarely the Princes. It was even easier for them to give mortals their 'blessings.' You have gained power from one of these princes, and have been turned into either a vampire or a werewolf. Werewolves are the bestial children of Hircine, possessing the form and power of a wild beast. Vampires, on the other hand, were created by Molag Bal, and are some of the most powerful creatures to stalk the shadows, depending on their bloodline and age.

Troll Blood [200]: To the unprepared warrior, the simian creatures known as trolls are deadly opponents, especially if they don't know about their ability to regenerate from almost any wound short of fire. Much like those beasts, you possess a potent healing factor that sees anything short of decapitation or bifurcation fully healed within the week. Although, your incredible regeneration will be useless should the wound be made with fire, requiring the removal of the afflicted flesh before it can activate once more.

Hero of Myth and Legends [400]: It may seem bizarre to you, but this is not a world set within the concrete, where the past is immutable and ancient legends simply a story whose details spiralled out of control into the mythical. Here, myth makes reality, the fantastical is the historical, and you stand as the prime example. You will gain strength from your legends and rumors, finding yourself and your talents rising with them. Should you be known across Tamriel as a potent sorcerer capable of rivaling Shalidor, then your talent with all magics will see a notable increase, while being known as the best carpenter in your village will see your creations just that bit higher in quality.



Ayleid Perks:

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

Heartland High Elves [Exclusive]: You are one of the glorious Ayleids, the fallen descendents of the Aedra and the many spirits that make up the Earthbones that keep this world together. Such a lineage comes with many benefits, such as naturally possessing more magicka than other races, as well as a high resistance towards all forms of diseases, both mundane and magical.

Magickal Affinity [100]: It is well known amongst those who study elven theology and mythology that they believe themselves to be descended from the divine spirits, those Aedra that originate from Aetherius. It is from this realm that magicka originates, flowing in through the sun and stars in purest light. You are especially in tune with this energy, making it so that you have a much easier time learning any type of magic you desire.

Daedric Bindings [200]: It is no secret that after taking their leave of the Summerset Isle, establishing their Ayleid Empire, many of the Heartland High Elves turned towards Daedric worship. This has had many dire consequences, but isn't without their benefits, as seen with the armies of daedra they could summon to their sides in times of conflict. You are quite talented when it comes to the summoning of daedra, conjuring them even in worlds disconnected from Oblivion entirely, all at a fraction of a cost it would normally require. This also makes the summoning of similarly demonic entities similarly easy.

Dawn Magic [200]: 'From light, magic; from fire, life.' A foundational principle of the unique magics of the Ayleids, one that centers around light and the crystallization thereof. You are quite adept at this form of magic, capable of turning light into Welkynd and Varla stones, as well as their arcane wells, all of which can be used for a whole host of uses should one be intelligent enough to use them. It will also allow you to attack your enemies with blazing starlight, or illuminate your area with the intensity of the stars.

Eternal Corpse [400]: Even though Mannimarco would be thought of as the first recorded lich, one who utilized necromancy to achieve eternal unlife, he was not the first to walk the path. Like many powerful sorcerers and Ayleid kings, you have managed to imbue yourself with death magicks to achieve a similar result, becoming as ageless as the stars themselves. You no longer possess any need to eat, drink, sleep, or even breathe, as well as requiring only your skeleton to be mostly intact to continue surviving. Additionally, you will find that all magicks related to the soul and its manipulation have been empowered, nearly three times as potent as before.

Flesh Shaping [400]: Many cruel Ayleid sorcerers, especially those who embraced the worship of the daedra, have created horrors beyond what most modern people could even conceive. Some of the worst involved the manipulation of their subject's own flesh and blood. Their skills with biomanancy could be used to heal grievous wounds, or keep their victims alive for nearly as long as they desire, much to the victim's despair. They could even create horrific, chimeric monsters from the flesh of the dead as well as living. You are an expert with this type of magic, as well as possessing an in depth knowledge of human and elven biology.

Sorcerer-King [600]: It is no wonder that, in a society that depends so heavily on magic, that some of the most powerful sorcerers would be named as kings of their own city-states. You are one of these powerful figures, possessing incredible magicka reserves on top of being a veritable master of magic, particularly in the field that would one day be known as the School of Alteration. Whether it's changing someone from man into a beast or statue, or manipulating the nearby terrain any way you want, you are undeniably a force to be reckoned with.

Unfeathered [600]: Much like the demigod hero of the Ayleids, Umaril the Unfeathered, you possess a connection to the waters of Oblivion, similar in nature to that of a daedra. Due to this connection, death will come to hold little meaning to you. Once per year, you are capable of resurrecting yourself no matter how horrifically brutal your death was. You'll simply reappear the next day in a flash of golden light. The only way to bypass this resurrective power of yours would be to strike directly at your soul, though few can boast such capabilities.



Nede Perks:

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

Blood of Man [Exclusive]: Within you flows the blood of man, those who are said to have sided with the forces of the Dead God back when this world was still in its infancy. Though you may not be as powerful as your ancestors in the age of the Dawn, you will boast impressive strength and a large amount of stamina, which unfortunately makes you well suited to the heavy labor your elven masters have no doubt forced you into.

Broken Bondage [100]: No longer can you accept your bondage, the yoke over your neck now too much for you. You dream of something more, to be the only one to control your own destiny, the master of yourself and no one else. Such a dream may be a bit far-fetched, but at the very least, you are a masterful escape artist, capable of breaking out of your shackles and whatever cage they stuff you into with enough time.

Bridge the Gap [200]: After the war was over, Saint Alessia needed to reconcile the religions of those within her new empire, to find some balance between the Nordic and Elven pantheons that were worshiped. Much like her, with you at the helm, you could bring together even wildly differing cultures into a harmonious whole with just a bit of elbow grease and understanding both sides. It won't make everyone happy, far from it, but just enough is good enough for you.

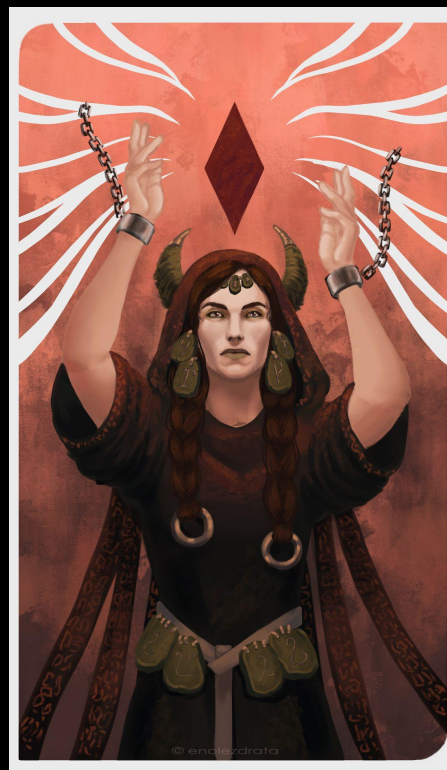
Timeless Stoneworks [200]: Many give praise to the Ayleids for their beautiful architecture and long lasting structures, but who was it that were forced to build them in the first place? You are a masterful stonemason, creating grand and beautiful structures that could easily outlast you by millenia, as well as being highly resistant to damage. Hopefully, you could one day turn this skill of yours towards goals for yourself, rather than the cruel masters who hold your leash.

Dreams of Liberty [400]: You were not born with the luxury of choice, to decide where you go and when, to carve out your own legacy, possessing shackles both literally and metaphorically. Your spirit despises this state of affairs, yearning for that fleeting thing known as freedom. It will direct you along the path, an instinctive pull that will bring you closer to freedom, whether that is the breaking of your chains or to no longer be under the control of man or elf ever again. You have all the tools needed to become free, all you have to do is reach out and take it, no matter the risks.

Spirits of the Stars [400]: It seems as though you are descended from the group of Nedes known as the Men-of-ge, or perhaps just share a similar gift. Regardless, they were seers and oracles, capable of gazing into the heavens and predicting the future through the observation of the stars. Some, much like you, received visions of both the past, present, and future, that though murky and confusing at times are sure to be enlightening, and acting upon them will surely bring you good fortune.

Blood of the Dragon [600]: Within you flows a divine blood, blood that shall leave its mark on the pages of history, for good or ill. You are now Dragonborn, a mortal with the blood of the Dragon God of Time coursing through your veins. While this would grant you the capability of becoming a great dragonslayer, the true benefit is that the whims of fate seem to bend in your favor. Games of chance always go your way, while improbable setbacks constantly affect your enemies. Even death has a difficult time catching you, though it won't be impossible.

Divine Covenant [600]: It seems as though the Al-Esh was not the only one to commune with the Divines, as they have chosen another to carve out the future of this world. You will find that divine entities, both graceful and malign, are quite fond of you, and will often side with you in most scenarios should you not be too opposed, offering you all manner of gifts and boons. You will also find that communicating with them and creating long lasting pacts are quite easy, binding them to agreements that will most assuredly be beneficial to all parties involved.



Other Perks:

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

Outlander [Exclusive]: You are not of Nedic blood, nor are you a member of the Ayleids. INstead, you are one of the other mortal races to be found within Tamriel, each possessing their own advantages, varied as they are. Perhaps you are one of the Nords coming south to aid your fellow man, or perhaps a Sload that seeks to master the Ayleid's magic, or even a simple Goblin living in the thick jungle. Whatever you choose, you will gain at least one passive ability and one active power.

Wandering Tongues [100]: With so many races and cultures all over Tamriel, it is no wonder that there are so many different languages. From the musical sounds of the Altmer language to the guttural Goblin language and all in between, it can be hard to keep up with all of it. Thankfully, you are well suited to it, possessing an in-depth knowledge of all current languages found within Tamriel, both their spoken and written words, along with the ability to quickly learn any new ones you run across.

Maddening Wrath [200]: Wrath. Sing, oh Divines, of the wrath of Pelinal Whitestrake. Murderous, driven by madness, who cost the Ayleids countless lives, soaking the Heartlands in the blood and gore of so many sturdy souls. Like the Star-Made Knight, you can enter a deadly state of wrath that will see your physicality increase and your sense of pain removed. Though unlike Pelinal, who required the assistance of the Divines, you can exit this state of wrath whenever you like.

Wings of Kyne [200]: A gift from the goddess known to the Nords as Kyne, the Goddess of the Winds. Upon your back, you will find a pair of wings that are as powerful as they are beautiful. With them, you can take to the air, flying with all the grace and speed of a hawk regardless of how large you may find yourself. They are also resistant to damage, so simply attacking them won't be enough to bring you down. Should you not want these additional extremities, you may instead be capable of flight under your own power.

Man-Bull [400]: It seems as though Morihaus was not the only beast sent down by Kyne, for there is another who walks this world. Regardless if you take on the form of a mighty bull, or the more humanoid shape of his descendants the Minotaurs, you will find yourself possessing many benefits. To begin with, you will find your strength and durability have been increased, easily enough to crush stone with ease. Your wild nature will also see that any attacks you deal with cause your opponent's weapons and armor to weaken with each strike, to such an extent that it wouldn't be uncommon for their blades to simply shatter upon making contact with your skin.

Tonal Magicks [400]: Not all magicks rely upon drawing on the energy of Aetherius, shaping it in whatever manner the caster desires. One can also utilize sound to alter reality around them, though there are many variants to this. The dragons found in the north can utilize the Thu'um to devastating effect, the end result depending upon which words they choose to shout. The Dwemer have created many unique machines and artifacts through their use of Tonal Architecture. And finally, those who live on the isle of Yokuda can create a deadly weapon from their very soul. Whichever you choose, you are sure to be an expert with them.

Aspect of Divinity [600]: It is said that the Doom Drum was forced to walk upon his creation as a mere mortal after the Gods tore out his eternal heart, leading to the myths and stories of the one known as the Shezzarine. Whether or not you care to take up the Mantle, you have an undeniable connection to a divine entity, marking you as something close to a demigod. You will receive a number of benefits and abilities depending on which of the gods you have chosen as your divine parent. The most devastating ability given to you is being able to erase sections of land and time from existence, though it is an extremely tiring ability that is best used sparingly, lest it affect the Dream too heavily.

Star-Made Knight [600]: So it was not just Pelinal Whitestrake that arrived to these lands from the future times. Embedded within your chest is a red, pulsating gem that grants you a number of benefits, such as improving both your physical and magical capabilities far beyond most other mortals, or being able to project a killing light from your hand. Chief among your new abilities, however, is your sheer durability and capability to survive, able to last for days on end even as a severed head.



Items:

All Origins receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Basic Gear [Free]: It would be cruel to force you into this world with nothing, so this kindness has been extended to you. You now possess a set of clothes appropriate for your background, as well as a simple bronze weapon, the design of which is ultimately up to you.

Ancient Aesthetics [50]: Your Warehouse is a place where all of your most important artifacts are stored, where all of your properties are connected. Should you wish to spruce it up just a bit, you could purchase this option, which will allow you to shift the aesthetics of your Warehouse and properties to match those of either the marble and teal style of the Ayleids, or the tribal aesthetics of the Nedic peoples.

Beads and Feathers [50]: In the days of Topal the Pilot, the Altmer that first discovered Tamriel, he managed to barter the Heartlands from the bird people that inhabited the island. They were never seen again after he left, but the Ayleids still style themselves in their memory. You too can alter all of your armor, weapons, and equipment by adding colorful feathers and beads to them, as well as a general elven aesthetic to them.

Divine Shrines [50]: Ever since the Dawn, theology and religion has been an important aspect of the people that live within the Arena, and you are no different. You now own a set of small shrines dedicated to a pantheon of your choosing, whether that be the Nordic pantheon or the Daedric Princes. Praying at these shrines will not only cure you of minor illnesses, but grant you a temporary blessing.

Elven Set [50]: Shining like gold in the sunlight, and adorned with beautiful bird motifs, it's hard to mistake elven gear for another. It is made out of an alloy of iron and refined moonstone, allowing it to be lighter than steel while being more durable. You will receive an entire set of this shining armor, as well as a shield and a single weapon of your choosing.

Songs of Pelinel [50]: The events of this legendary event were scribed within volumes known as the Songs of Pelinal, which managed to survive over four thousand years into the future. Should you wish to immortalize your journey in a similar manner, then you will receive a volume at the end of every Jump, which will contain a mythologized saga of your actions during your time there.

Ten Ancestors [50]: A set of ten statues, each made of meteoric iron surrounding a core of meteoric glass. These play an important role in Ayleid religion, and were held in the Temple of the Ancestors, which would go on to be known as the White-Gold Tower. Though they were meant to be distributed to various city-states to keep them safe from the Alessian Rebellion, they have managed to fall into your hands. What you do with them is up to you, but they are sure to be worth much in the future.

Welkynd Stones [50]: The simplest of the Ayleid's attempts to crystalize starlight into a usable form, the humble Welkynd Stone is quite the useful tool to have at your disposal. Upon breaking one, you can restore your own stores of magicka, though they could be used to illuminate an area with their soft starry light if you wish to use them for a more mundane purpose, among other things. You will receive fifty of these stones, which will replenish after a week if any are used or destroyed.

Acrobat's Amulet [100]: An enchanted necklace given to some of the most nimble of Ayleid warriors, made of jade and carved into the shape of a hawk taking flight. Those that wear this amulet will find their speed has been increased, as are their skill with athletics and acrobatics to better make use of it. While wearing this, you're sure to be as swift as the wind and just as untouchable.

Cloud of Moths [100]: A swarm of an indigenous gypsy moth native to the Heartlands, the ancestor moths are known to possess an ancient magic that makes them invaluable assistants with any kind of clairvoyant powers or rituals. Through the use of songs and hymns, one can harvest a rare and valuable type of silk from these moths. Should you feel particularly vengeful, you could also convince them to suffocate a target once per day. Should any perish or be harvested, they will replenish after a week.

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

Glass Gear [100]: Their name may be a bit misleading, as it is not actually crafted from glass, or even meteoric glass. It is created from the materials known as malachite and moonstone. The only light armor that offers better protection would be dragonscale and daedric mail. You will receive a single set of armor, as well as a shield and a single weapon of your choosing.

Meteoric Materials [100]: For any aspiring practitioner of Dawn Magic, the materials one can acquire from the heavens are beyond valuable. As such, if you desire to be well stocked, then you may receive a regular monthly shipment of one metric ton of both meteoric glass, which is raw crystalized starlight, as well as meteoric iron, which takes well to all magical effects placed upon it.

Ring of Vitality [100]: A very useful ring for any warrior, regardless of allegiance or creed, this golden band is engraved with the image of an ox. While wearing it, it will render you immune to all but the most potent or divine diseases, poisons, and paralysis. Even those that are capable of affecting you would be highly weakened.

Silenced Chains [100]: When the near entirety of one's entire economy is built upon the backs of slaves, it is best to ensure that they are extremely limited in how they can fight back. This set of fifty cuffs and chains are meant to ensure just that, not only suppressing one's ability to perform magic, but it will also lower their physical strength and vitality. Not enough to be fatal, but certainly much easier to keep them in line without overly lowering their productivity. You will also receive notes detailing how to make more of these.

Varla Stones [100]: A grander version of the Welkynd Stone, they are easily the size of a man's forearm and shine with a white glow reminiscent of the stars above. The standard use for them is to recharge enchantments, though they can also be used to install magical traps amongst other things. You will receive fifty of these stones, which will replenish after a week if any are used or destroyed.

Artistic Torture [200]: Thousands of years in the future, the Heartland Wild Elves will be known primarily for their cruelty, a reputation that is admittedly well deserved. You are now the proud owner of some of the most terrible torture devices known in these days, such as the wailing wheels, gut garden, and flesh-sculptures. In addition to all of these, you will receive a replenishing stock of hallucinogens, with the effects ranging from the minor to stopping one's heart from what they see. Thankfully for you, and most certainly not for your toys, this stockpile will replenish weekly.

Auroran Flesh [200]: When one thinks of the armor worn by the daedra, the image that comes to mind is that of a set of black and red plate armor covered in spikes, to the point of absurdity. As such, the sleek and golden armor worn by Meridia's sword daedra may confuse them at first, they will learn to fear the sight of those wearing it. Not only is it just as durable as standard daedric armor, but it grants the wearer a resistance to both magic and shock damage.

Bountiful Field [200]: No matter who you are or what goal you seek to further, one thing is for certain; food is practically essential. After all, you can't field an effective army if they haven't eaten anything in days. This bountiful field, though, will see such troubles mitigated, if not eliminated entirely. You are now the proud owner of an absolutely massive field of produce, more than enough to feed an entire city on its own. Though the default produce is rice, any plant you grow here will rapidly mature to full size practically overnight, as well as being more filling and nutritious than normal.

Crown of Nenalata [200]: A golden crown crafted in the traditional Aldmeri style, while bearing the jewel encrusted royal symbol of the city-state of Nenalata upon the front. Although, that could easily change to be whatever symbol you desire, but that isn't the main draw. Those wearing this crown will see that their charisma improves, as well as finding spells belonging to the Schools of Alteration and Conjunction easier to cast.

Ring of the Flower King [200]: Worn by the Ayleid king Nilichi, this golden ring possesses a bee shaped amber embedded upon it. Those that wear it never have to bother bathing ever again, as filth simply falls off of them like water upon a rock, and leaves them smelling of fresh flowers. A more useful aspect to this ring, some might say, is that the wearer will find their wounds closing and stamina replenishing over time.

Sinweaver [200]: An elven claymore, etched into the blade are scenes depicting the Convention, where the Aedra agreed to tear out the Doom Drum's heart. The enchantments placed upon it often makes others think that it possesses daedric origins, due to the fact that it sets its targets ablaze, as well as draining away their stamina in order to replenish the wielder's. Regardless of its origins, it is most certainly a useful weapon for any aspiring warrior.

Spear of Hadhuul [200]: The preferred weapon of the Fire King Hadhuul, a particularly cruel king that subjected his slaves to tormenting drugs, and set children aflame for nighttime tiger sport. This golden longsword carries some of his cruelty, as not only does it set its targets on fire, but it will also weaken their armor with each hit, until it eventually could be shattered with the slightest hit.

The Niben [200]: A legendary ship, the first Aldmeri vessel to circumvent the continent of Tamriel under the command of Topal the Pilot. One of the finest ships wrought by mer hands, it sails through the waves with arcane smoothness, to such an extent that only during severe storms could one feel it rocking. The sails have been enchanted to move the ship faster than any mundane vessel, and the storeroom keeps all of your supplies fresh and secure. Now, all you need is a crew, and you'll be ready to set sail.

Ayleid Well [400]: A well crafted from white stone and meteoric iron, it was made to capture magicka, turning it into a reservoir of magicka. Every Ayleid city-state had at least one of these, as they would prove invaluable to their mages, who could supplement their own reserves with this. You now own one of these wells, which will constantly replenish your reserves of magicka so long as you stand closeby. Additionally, it can be used to grant others a passable pool of replenishing magicka of their own, if they did not have access to it.

Doom Stones [400]: Scattered across Cyrodiil are ancient, magical stones, each correlated with some celestial body or constellation. Now, you seem to own perfect replicas of these twenty-one stone monoliths that, when you interact with them, will give you some manner of ability or boon related to what is carved upon its face. These can only be used once, requiring additional trips to the stones in order to get them back.

Lord's Mail [400]: The Lord's Mail, sometimes called the Armor of Morihaus or the gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer power to regenerate lost health, resist the effects of spells, and makes the wearer immune to disease and poisons, both mundane and magical. Though it is said that the armor will disappear whenever Kynareth deigns the wearer unworthy, your copy shall be loyal to only you.

Mortuum Vivicus [400]: A powerful weapon created by Molag Bal, given as a gift to the Ayleid King Anumaril of Abagarlas. It takes the form of an orb made entirely of a cold light, and sends chills down the spines of those nearby. It is capable of housing and harnessing thousands of souls for whatever purpose the user desires, though it could easily be turned towards creating a storm of necromantic energy. It could also be used to reanimate the corpses of those whose souls were drained by the artifact.

Prismatic Core [400]: A crystal made of the purest of light, created by the willing sacrifices of many priestesses of Meridia. When embedded within a weapon, it coats it in the purifying light of Aetherius in order to burn away at all it touches, though it is exceptionally potent when used against the undead, necromancers, and necromantic artifacts. You may apply this effect to any weapon, turning it into an instrument of holy retribution against all that would desecrate the dead.

Sphere of Storms [400]: A magical orb that glows with a blue light, ever shifting like the waves of the sea. It is a potent artifact that, if used wisely, could create or destroy an entire kingdom. The magic harness by this orb allows it to utilize weather magic to control the ocean waves, turning even the calmest seas into impassable deathtraps. A more peaceful utilization of this artifact, though, would be supplying fresh water to crops, ensuring that you never suffer from drought.

Staff of Towers [400]: An artifact crafted by the Ayleid arch-mage Anumaril, it is a staff composed of eight segments, each corresponding to one of the metaphysical Towers that shape the fabric of Nirn. In your hands, it utilizes the energy of the Mundus to greatly empower any spells you cast, though those that align with the School of Alteration will see the most dramatic increase. In the right hands, and with the right understanding, it could be sacrificed to create a Tower of your own.

Umaril's Sword [400]: A massive two-handed blade, made for Umaril the Unfeathered by the finest Ayleid craftsmer, and blessed by the Daedric Prince Meridia. This blessed claymore, perfectly balanced and the grip changing to match you, will deliver a deadly shock to those the blade strikes, as well as depleting a sizable chunk of their stamina reserves. In the right hands, it could bring down the mightiest of champions.

Ayleid Citadel [600]: There were many city-states that claimed lordship over their own small slice of the Heartlands, each as differing as the kings that sat on their thrones. Now another ruler rises, as you are now the master of your own Ayleid city, completely self-sufficient and designed to your specifications. The magically enhanced walls ensures that it could resist the harshest of sieges for years and keep on standing millenia after it was abandoned, with the system of variance lighting will also keep your city illuminated and devices powered long after even that. The demographics of those within are up to you, as is the general culture and disposition, but one constant is that they are all loyal to you above all else.

Chim-el Adabal [600]: A ruby-red gem that will one day be known as the Amulet of Kings, this divine artifact was said to be a crystalized drop of Akatosh's blood, given to Saint Alessia, while others believe it to originate from Lorkhan's heart, having fell to the earth as it flew across the sky. Whatever the true story, wearing it will allow you to reinforce, or tear down, dimensional barriers. Though some may slip through the cracks, it will be more than enough to keep out entire armies of daedra and the Daedric Princes, greatly weakening them even if they make it across.

Daedric Artifact [600]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts, one that refuses to leave your side. Which one is up to you, from Azura's Star to the Mace of Molag Bal to the Ebony Mail to the Mysterium Xarxes and everything in between.

Eld Angavar [600]: In Ayleidoon, language of the Wild Elves, Eld Angavar means "old ironwood." Perhaps they hoped such a name would grant permanence to this strange site between worlds. Held within a pocket realm, this battleground resides, where even the most powerful of attacks can be used without fear of destroying the environment. More importantly, or perhaps more usefully, is the network of portal gates that you can create through performing a ritual. One is already created, and attached directly to your Warehouse.

Light of Life [600]: One of the most prized, and most useful, artifacts ever created by the Ayleids, Lattanya would eventually be moved to the Doomcrag and subsequently tainted. You, however, possess the pure version, one that utilized the light of Aetherius to bring about life. It can easily bring life to even the most barren of wastelands, creating lush paradises. It can also be used to cure almost all diseases and heal practically any wound, bringing them from nearly dead to full health within the day.

Relics of the Crusader [600]: Now in your possession are the weapons and armor of Pelinal Whitestrake. Donning this divine set of armor will make the wearer more personable and skilled in the healing magics. It is much more durable and resistant to unenchanted weapons than any other armor of the era, and grants the wearer immunity to disease. The shield will reflect any spells it blocks back at the caster. The sword is made of a holy killing light that also damages their pool of magicka, while the mace burns with holy fire that is highly potent against the undead.

White-Gold Tower [1000, No Discount]: A replica of the oldest known structure on the continent, the Adamantine Tower, one whose story grants it just as important a role in the Mundus. This Spoke in the Wheel of Creation may be created from white stone and other arcane materials, but the various enchantments woven into the structure and its metaphysical weight offer great power to its master. For you see, not only does it act as an indestructible and luxurious palace, capable of being seen for miles upon miles in any direction, but using it will allow you to alter the climate and landscape on a country-wide level, allowing you to turn a land of humid jungle into temperate grassland and forests. You will also receive the city that surrounds it, and the island it all rests upon.

Companions:

Battle Compatriots [50/100/200]: During such dangerous times, it would be wise to avoid traveling alone, as even a single person to have your back would be invaluable. As such, you may import or create 1, 4, or 8 companions respectively, belonging to a race of their choice. Each companion receives 800 cp to spend on perks and items.

Mass Import [300]: But just a small party of warriors would be hard pressed to do much against an army, so why be limited to bringing along only eight companions? You may now import an unlimited amount of companions, each one belonging to a race of their choosing, while receiving 800 cp to spend on perks and items.

Army of Ancients [Free]: Though history often focuses on the big players and the mythological heroes, it often forgets about those that stood by their side, the armies that followed them. Perhaps you may be similar, with your own army following you from battle to battle. If you wish to not abandon them, then you may import any number of your followers into this world, matching with your race and gaining a history of their own.

Ancient Mount [Optionally Free]: The Heartlands are a large area, one that cannot simply be traversed through on foot in any timely manner. As such, you have been given this wonderful steed, a hearty warhorse that will never flinch in even the most hectic of battles. It is surprisingly perceptive and aware of its environment, easily traversing through a dense jungle with the same ease as a grassy plain.

Oceanic Terror [50, Free Ayleid]: This Ayleid prince comes from a long and storied line of admirals and raiders, and has been practically raised on a ship his whole life. He is happiest when riding the waves, pillaging and plundering all he can. With his enchanted helmet and twin daedric blades, there isn't much that one can do in a one on one if they don't want to end up as shark chum.

Red Slayer [50, Free Nede]: Originating from one of the last free nedic tribes, this redheaded warrior goes forth to wreak vengeance upon those that murdered her family. As a master of the blade and other weapons, she is a fierce and proud warrior. She has allied herself with you, hoping to rely on your strength when the time of vengeance comes, and maybe someone to test herself against.

Holy Archer [50, Free Other]: A slender young man with obsidian hair and piercing blue eyes, his strange white clothing marks him as even more of an outsider. He is a masterful archer, especially when it comes to the starlight bow he can summon into his hands whenever he desires. His quiet and solitary demeanor makes it difficult to connect to the man beneath the cool mask he always wears.

Beloved Hoplite [50]: A Nedic hoplite that was trained by Pelinal Whitestrake himself, and someone who the Star-Made knight loved well. As such, Huna is quite the good friend to have by your side, especially as his desire to free his kinsmen is matched only by how much he cares for Pelinal.

Avian Remnant [100]: It was thought that all of the bird men that lived on the isle within Lake Rumare went extinct, though clearly that is not the case. Bearing the pride and dreams of his fallen race, this birdman is the last of his kind and seeks to make sure that they are never forgotten. His skill with archery is truly something to behold, especially when combined with his ability to fly, making him a truly deadly foe.

Hag Sorceress [100]: This sorceress claims to be a worshiper of the daedra, but the only things that she actually cares for are her own ambitions. This Ayleid possesses an awe inspiring mastery of magic, that when combined with the visions of the future she occasionally receives makes it so then few could possibly get in her way. Perhaps with you at her service, she can make her goals of godhood into a reality.

Northern Barbarian [100]: A Nordic warrior that travels the world in only the barest of clothing, few could stand up against the might of this northern barbarian. With a swing of his mighty sword, there is sure to be bloodshed. To crush his enemies, see them driven before him, and hearing the lamentations of their women, nothing is better in life than that for him, which he hopes will be a common occurrence by your side.

Slave Queen [100]: The Al-Esh and Paravant, she whose prayers were heard by the Divines, whose blood is shared with the Dragon-God of Time, and whose dream of freedom would see the rise of the first Empire of Man. Though she is not a powerful warrior or mystical archmage, her true power comes from her voice, the raw charisma and talent with speechcraft to unify the countless slaves across what would be known as Cyrodiil to rise up against their tyrannical overlords.

Breath-of-Kyne [200]: The demigod son of Kyne, the Winged Bull who sided with the forces of man during these tumultuous times. With the divine blood coursing through his veins, Morihau is a true force to be reckoned with as one of the best archers in the First Era as well as his capability to use the Storm Voice. To have him stand by your side is to know that even the gods favor you.

Divine Crusader [200]: The Star-Made Knight, the champion of the Slave Queen Alessia and thought to be an incarnation of the Shezzarine. Adorned in armor blessed by the gods and wielding their weapons, Pelinal Whitestrake is possibly one of the deadliest combatants to ever walk the face of Nirn, something that only becomes worse when he enters a state known simply as Madness, where it is very possible he could drown the land in the blood of those he's slain.

Unfeathered Champion [200]: One of the Ayleid sorcerer-kings, Umaril the Unfeathered claims parentage from a divine father from a previous kalpa. With his mastery of magic and martial prowess aided with divine blood, there are few who could ever claim to be his equal. Should he ever be slain, he can send his soul into Oblivion, returning from even the most gruesome of deaths, ready to deliver vengeance upon whatever managed to do him in before.



Scenarios:

Rebellion of Man

It should be quite obvious at this point, but the coming years will be dominated by the nedic uprising against their elven oppressors, as well as the consequences of such. Your goal now is to partake in this grand conflict, to wage war in the name of either the Ayleid Empire or for the freedom of man. This is one of the most important events to take place within the Arena, as it would mark the beginning of the dominance of man, much to the dismay and dismissal of elves. Should you manage to bring about victory, then you will most assuredly receive the rewards adequate for a hero of your caliber.

General Reward:

Regardless of who you sided with, you will find that the **Heartlands of Tamriel** now belong to the one who fought so hard, who shed so much blood for it. This jungled land is held within a pocket dimension connected to your Warehouse, should you not desire to combine it with any other properties you may own. Its natural resources will automatically replenish, and its people will obey your command. Strangely, though, the Tower within the middle of Lake Rumare seems to have lost some of its luster.



Should you have sided with the Ayleids, you will receive the following rewards:

You have done well, casting down the upstart man and ensuring that elven dominance continues that much longer. For your actions, you have been named as the **Champion of the Mythic**, a hero to all of elven kind. With your coming the light of Aetherius will shine, as magic will become more and more prevalent, starting off with just a few mages until eventually every person has the potential to match the mightiest sorcerer kings, though you can limit who and what will receive this mighty boon. You could even cage this light, keeping the potential offered by magicka all to yourself.

Of course, you will also be able to take the **Ayleid Empire** along with you. All members will become loyal followers to you, seeing you as the only one worthy to rule over all of the various city-states. This empire also has a very interesting property, as all those who align and ally with you will find themselves more magically potent than before, an effect that is doubled should they actually subject themselves to your rule. Whether or not you managed to get rid of their daedric worship, under your command the Heartland Wild Elves are sure to have another golden age, one that spreads their glory far and wide.

Should you have sided with the Rebellion, you will receive the following rewards:

You have at last granted man the freedom it so rightfully deserved, with the many liberated slaves calling you the **Champion of Man** for your work. Be it with spell or blade, all non-human beings will find their armor might as well be useless, as your attacks are especially deadly to them, while theirs are less effective to you. These effects will increase the worse their actions towards mankind have been, though they are practically useless against humans themselves. You shall be the bulwark, the undeniable protector of man that tears down their enemies.

Though it may be known as the **Alessian Empire**, the one who sits upon the throne of this newly established empire of man is you. Not only do those within this newly founded kingdom acquire a freedom unthought of by traveling with you to future lands, but their loyalty to you is almost fanatical. A strange effect of this empire, though, is that you will find that those who align and ally with you are more physically powerful than before, an effect that is doubled should they truly pledge themselves to your banner. Go forth, and show them that it is not man's fate to bow before the cruel and malign.

Drawbacks:

Eternal Legend [+0]: However your story plays out, you would not desire for it to be forgotten by the next time you visit the Arena, would you? By taking this option, the world of the Elder Scrolls will remember the events that have transpired here, the future changing drastically depending on your actions and their repercussions.

To Walk Like Them [+0]: You do not wish to be randomly inserted into the legend about to unfold, but instead take up the role of one of the many already established characters. You may of course do so, so long as you possess the correct **[Origin]**. Whether it's as Alessia, Umaril, or the Star-Made Knight, you're sure to wildly change the course of this mighty epic.

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

Outdated Graphics [+100]: This is a world drenched in beauty and terror in equal measure, with grand vistas and grizzly scenes that can be witnessed by any who go looking. Unfortunately for you, such sights do not have the luster that one would expect, everything appearing rather 'mushy,' for lack of a better term. Only you will perceive the world like this, but it won't change the nature of this world.

Wandering King [+100]: It is said that Pelinal Whitestrake was not his original name, having taken on many such as Harrald Hairy Brecks and Hans the Fox, during his days of wandering and creating kingdoms, only to abandon them later on. Much like him, you too do not call any place home, incapable of staying in one location for more than a week before your wandering spirit compels you to move on.

Branded Flesh [+200]: It seems as though your masters held no pretenses of kindness, though perhaps it is just the results of countless battles. Regardless, you are absolutely covered in all manner of scars and brands across the whole of your body, which will never stop aching no matter how long you live with them. No magic will be able to mitigate it either, nor will you ever truly get used to it.

Shared Madness [+200]: A pitiable state, to be consumed by such wrath, such madness. It is akin to when the Dream no longer needs the Dreamer. Much like the Star-Made Knight, you tend to enter berserker rages, a savage beast only intent on the destruction of your enemies. Such mood swings are beyond your control, but you can hold yourself back from harming your friends and allies in your rampages.

Tragic Love [+200]: There are few things as wondrous and thoroughly miserable as love, the bond between two people. You will know the ups and downs of love well, as during your time here you will find one to whom you will open your whole heart to, and be embraced and accepted in its totality. Unfortunately, all good things must come to an end, and your lover will die tragically regardless of what you do to protect them.

Daedric Machinations [+300]: Before the days of Akatosh's covenant with those of the dragonblood, the daedra could cross over to the Mundus with relative ease, and unfortunately that includes their Princes. Unfortunately, you have gained the attention of one of these god-like figures, possibly for the worst. They will do what they can to meddle in your affairs, and to claim your soul as their own. This option may be taken multiple times, each for a different Daedric Prince.

Shackled Nature [+300]: The delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Wrathful Vengeance [+300]: One of the most sure ways to reach the Dreamsleeve is to be the opponent of Pelinal Whitestrake, and unfortunately that is exactly what you shall be. The Divine Crusader sees you as a threat, and is positively biting at the chomp to coat himself in your gore, regardless of which side of this war you stand on. It should go without stating that this is only for the most confident of warriors.



Ending:

Stay: You have laid your claim, and will remain for as long as time continues onward.

Go Home: With the end of war and bloodshed, all that is left is to return home.

Continue: The Wheel turns ever onward, and so too must you follow.

Notes:

-[**Light of the Stars**] will give you a pool of 100 magicka, and it will replenish itself over time.

-[**Blood of the Dragon**] is basically Dragonborn + Plot Armor.

-[**Outlander**] will grant you access to any mortal race found on Tamriel. This includes any of the playable races, Goblins, Falmer, Dwemer, Giants, Sload, Imga, etc. You cannot become a dragon or daedra with this option, nor can you be an Ehlnofey or similarly divine being.

-Yes, you can use the [**Aspect of Divinity**] to become a demigod of one of the Daedric Princes.

-[**Ayleid Well**] can grant others a pool of 100 Magicka which will replenish over time, if they didn't have one already.

-The city/island included with [**White-Gold Tower**] will be roughly the same size as New York City.

-Companions are based on Lokhir Fellheart, Red Sonja, Uryū Ishida, Rivali, Morathi, and Conan the Barbarian.

-Cyrodiil will be scaled up far beyond what was seen in-game. [**Heartlands of Cyrodiil**] can be anywhere between 100,000 sq mi to 150,000.

-When in doubt, fanwank.

-Have the day that you deserve~