



The Elder Scrolls: The First Council

By Pokebrat_J

Long before these ashen lands were called Morrowind, it went by a different name. Long before the ascended Tribunal ruled its people, they worshiped three different gods. Long before the ashen skinned and crimson eyed people known as the Dunmer were around, it was home to a different people.

This is the land of Resdayn, home of the Chimer. This is the time of the Nordic Occupation, the First Council, and their many conflicts. This is a story that will end in tragedy, the creation of a Brass Tower, and an Ascension.

You receive **1000 cp** to help cut you into a better shape, so then you may thrive in this harsh land.

Races:

Your age and gender may be chosen freely.

Chimer: Very similar to the Altmer of the Summerset Isles, the Changed Elves still retain their natural aptitude for magic. Possessing larger magicka pools than most, their time in these harsh lands have allowed them to overcome their weakness to magic, proof that their commitment to the Three Good Daedra and their Triangle Truth is not unfounded.

Dwemer: Deep below the earth they reside, forsaking Auriel's ineffable light for their gods of Reason and Logic. They see the mortal realm as a challenge to overcome, much like the Chimer, but they look at it from a more scientific perspective. Still, their natural aptitude for Tonal Architecture grants them many benefits that the other races lack.

Nord: The descendants of northern Atmorans, the Nords of Skyrim have sought to conquer the entire northern area of Tamriel, and they possess great confidence that they can do so. After all, they managed to throw off the shackles of the Dragons, the mightiest creatures on Nirn, and have Voices that are just as powerful.



Location:

Resdayn: The land that will one day be known as Morrowind, it is one that should be familiar to many. Surrounding the Red Mountain, the largest active volcano on the continent, the Velothi Mountains separate this land from Skyrim, and the Valus Mountains separate it from Cyrodiil. As a result of this isolation, Resdayn has developed a bizarre and alien ecosystem. The climate is often mild or hot, resulting in barely any snow or ice to form despite being one of the northern provinces. The ash storms originating from Red Mountain are also a serious danger, suffocating anyone unprepared who gets caught up in them. It is undeniably a harsh land, but it is home.



General Perks:

Sounds of the Red Mountain [Free]: 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.

Ancient Beauty [50]: Such a wondrous creature are you, appearing to have been blessed with beauty by Azura herself! Your beauty is matched only by Indoril Almalexia. Though should something mar your perfect visage, fret not, as it will always heal, or leave an aesthetically pleasing scar in its place.

Milk Fingers [50]: So it would seem as though you have taken to heart the lessons of Dibella or Mephala, at least when it comes to the bedchambers. You are now a masterful lover, capable of easily satisfying even the most jaded of hedonists.

Brothers in Blood [100]: Our world is so divided, be it through location, ideology, or race. But do all not bleed the same red when cut open? Upon this revelation, you have gained a strange ability to befriend anyone, regardless of racial boundries or discrimination. Such bonds are sure to be much stronger the more unlikely they are, but even those who are family by blood have turned against each other for one reason or another.

Trained Soldier [100]: This is a dangerous land, requiring a strong arm to deal with the manifold threats stalking this land, be they beast or mortal. You possess such an arm, a master in combat utilizing a single type of weapon of your choosing.

Impure Blood [200]: Long ago, Molag Bal forced himself onto a worshiper of Arkay, and turned her into the first vampire. How unfortunate, then, that you may have a similar origin. Yes, you have become one of the undead monsters, and one of exceptional potency. What bloodline you are a part of is up to you, but do not expect to be accepted by any society, should your true nature come to light.

Shape of the Moon [200]: The khajiit of Elsweyr are an interesting race, their forms dramatically different depending on the phases of the moons when they are born. And regardless if you are khajiit or not, the moons have touched you, offering you a great gift. You have complete control over any and all transformations you may possess, and could even access alternate variations. For example, should you ever be a khajiit, then you could take on any of the furstocks whenever you desire.

CHIM [400]: This perk, sadly, does not bestow upon you the truth behind the Secret Syllable of Royalty, but instead an important prerequisite. You are an individual, and nothing will ever change the core of who you are. Be it your physical form or your state of mind, all attempts to alter them simply fading away like a forgotten dream. Not even the gods are capable of changing you without your express permission.



Chimer Perks:

Discounts for Chimer are 50% off, with the [100] perks being free.

Changed Ones [Exclusive Chimer]: The golden skinned Chimer may seem similar to the elves from the Summerset Isles, but their time in Resdayn have changed them. Though they still retain their enhanced magicka pool and are naturally talented in the arcane arts, and their immune system much stronger than any Man, they do not share their cousin's weakness to magic.

Ashlander [100]: The lands of Resdayn is a harsh land, unforgiving to those who would prefer an easy life. How thankful, then, that you are well equipped to thrive in this ashen province. You are a talented survivalist, able to keep not only yourself alive in almost any environment, but you could support an entire community with your skills.

Blazing Heart [200]: Long have your ancestors lived in these dangerous lands, where the Red Mountain spews and bellows its ashen storms and fiery heat. But they survived, and you will thrive. Any fire related abilities you may possess, be it magical or biological in nature, are now twice as potent and powerful, while being half as costly. This will even affect objects, like weapons and armor, who utilize fire.

Warrior-Poet [200]: To weave together stories and tales, to jump between the tightrope of fact and fabrication, that is where a poet thrives. Much like a certain hermaphrodite, you are a master of this art, a master of the vocational and linguistic arts. Your stories are intriguing and immersive, demanding attention from all. This even affects those you share vocally, be it telling children the tale of great heroes or selling a lie to a king.

Hidden Blade [400]: Though Azura guides us and Boethiah teaches us, it is the webspinner Mephala that demonstrates. The chimer of ancient times were few, their enemies many, so she came up with a way for the many clans and houses to settle their differences without the use of armies. This was the way of stealth and betrayal, to slip into a noble's home, slit their throat, leave a calling card, and then slink away unnoticed by the dozens of guards. You are a master of this art, of traveling unnoticed by all but the most perceptive of mortals.

Ancestor Worship [400]: The chimer originally left the Summerset Isles due to a religious schism, not just because of the Daedra but because the altmer were only honoring the greatest and most powerful of their ancestors, not all of them. This respect for those who came before you is now a part of you. You can now call upon the willing spirits of your ancestors, any of your bloodline that has passed onto the next world. You can ask them for advice or to better learn of the times before you, amongst other uses.

Chosen of the Three [600]: The chimer follow the Three Good Daedra, Azura, Boethiah, and Mephala, those whom the Saint Veloth followed to Resdayn to live a life of struggle and hardship, to face this world not with tears but with action. They have gazed upon you, and will grant you their blessings. Azura will grant you the Eyes of Dawn, allowing you to look past all illusions. Boethiah will grant you the Flesh of Poison, causing damage to any who would dare strike you. Mephala will grant you the Ears of Whispers, allowing you to recognise who is plotting against you and your people.

Hortator [600]: The hortator is a position of power granted by the Great Houses to those who would lead them through times of crisis, and none would be as famous as Indoril Nerevar. But it was not his strength of arms or mastery over magic that brought him victory, but his mind and charisma. Like him, you are a military genius that few could ever match, capable of constructing strategies and tactics which will leave none who stand against you and your people. But your silver tongue is almost as important, raising the morale of your forces to new heights and convincing unlikely but prospective allies to join your cause.



Dwemer Perks:

Discounts for Dwemer are 50% off, with the [100] perks being free.

Deep Elf [Exclusive Dwemer]: No one is quite sure as to the origins of the Deep Elves, but what is not up for debate is their magical skills. Their natural aptitude for Tonal Architecture, a special kind of magic that manipulates the world around them through sound and music, is quite astounding, in addition to being well versed in other magical areas. Additionally, they possess a slight ability to see in the dark, perfect for the cramped tunnels and subterranean environment they call home.

Miner [100]: Deep beneath the earth, the dwemer made their home, but the ground is not very kind to those who force their way so far down. Thankfully, there were miners like you, knowing how and where best to dig efficiently, making sure that the earth surrounding you is as sturdy and secure as possible. The only way for their structural integrity to falter would be malicious intent or natural earthquakes.

Clockwork Prosthesis [200]: It is inevitable that one day, someone may end up losing a limb. Thankfully, you are there to help mitigate the damage, and replace what was lost. You are a master at the creation of prosthetics, be they limbs or eyes. Though they may not be able to feel, it will move and function just as naturally as the real things. Though, they do have the added benefit of being made of metal, and could potentially have useful additions placed upon them.

Timeless Bronze [200]: One of the greatest, if simplest, creations of the dwemer was their metal. Though it appears to be bronze, it is much more durable than even modern steel, and is not affected by the passage of time. You can extend this unique effect to anything you build, making so then they are immune to the effects of time and aging.

Animunculi Master [400]: The animunculi created by the dwemer are fascinating things, functioning perfectly fine for almost four millennia with little to no maintenance. And though they require either the presence of the Heart or soul gems embedded into them to function, your animunculi do not require such power sources. In addition, the AI you can grant them are true works of art. Though limited to being animalistic in intelligence at first, they are capable of learning and adapting to various stimuli.

Logical Outlook [400]: The dwemer are unlike any other race in Mundus, for they have completely forsaken their spirituality and faith in favor of science and logic. This logical outlook on life affects almost everything they do, and now it does so to you. When faced with a problem, you will find the most logical and efficient means of solving it, even multiple ways as well as their benefits and detriments. You can also figure out the correct words to convince others that your methods are the best solution available.

Chief Tonal Architect [600]: There are few as talented in the art of Tonal Architecture as Kagrenac, the foremost arcane philosopher and magecrafter of the dwemer race. How strange it is, then, that you are every bit his equal. There are few avenues of Tonal Architecture you are not aware of and mastered, from their advanced machinery to the masterful stonemasonry. Indeed, your mastery would allow you to potentially start construction of your own Brass Tower.

Striving For Perfection [600]: This world is imperfect, wild and chaotic, lacking the Anuic order that so many races of mer strive for. But you know that you could do that, make the world as perfect and ordered like clockwork. The longer you work on something, be it a blade or a society, your creation will be more efficient, more optimized, more powerful than it has any right to be. A blade crafted over the course of a month would be peerless, while a city created over the course of centuries would stand for many millennia afterwards without any upkeep.



Nord Perks:

Discounts for Nord are 50% off, with the [100] perks being free.

Atmoran Legacy [Exclusive Nord]: Though the Children of the Sky believe that they were breathed upon the Throat of the World and that Skyrim is their true home, many hold onto the fond memory and legacies of Old Atmora. Having survived and even thrived in that cold land has granted them great natural strength, as well as a hearty constitution and resilience towards magic. But they are especially resistant towards frost effects, be it the biting cold winds or a magical ice spike.

Battle Cry [100]: Upon the defeat of Alduin and their draconic overlords, the nords of Skyrim proved that their Voices, too, were strong. Such power infuses even the least of all nords, allowing them to let out a battlecry that causes those weak of will to flee upon hearing it, and causing a shivering fear into all who hear it.

Eternal Ice [200]: The cold northern winds have frozen over Old Atmora, and constantly cover Skyrim with snow, so it is only natural to have learned from it. Any ice related abilities you may possess, be it magical or biological in nature, are now twice as potent and powerful, while being half as costly. Additionally, you now know the secrets to creating Stalhrim, durable magical ice that cannot be broken through conventional means, as well as how to shape it into weapons and armor.

Runic Arts [200]: Long before the advent of modern enchantments, it was common to utilize runes when creating magical items. They required no magical recharging, and were only limited by the skill of the crafter and the size of the object. You are a master blacksmith, able to utilize these runes for a number of purposes.

King of Ash [400]: Ysmir Wulfarth is famous for many reasons, primarily for his sheer unwillingness to just stay dead. He died of old age after reversing an aging curse that affected all of his people, yet he was killed once more at the Battle of Red Mountain. He came back again many centuries later, and was shouted to dust by the Greybeards. You seem to be similar in that unwillingness to pass onto the next world, coming back from the dead once every ten years.

Titan Born [400]: It is often believed that the nords and giants share similar origins, having migrated from Atmora, so it is not unheard of for the two to procreate. You are one of these half-giants, though taking more after your giant side, being a foot taller than most nords while possessing enough strength to throw around an entire horse. This strength goes well with your newfound skill in unarmed combat, allowing you to easily pin down a snow bear, or to punch it's head clean off.

Ancient Tongue [600]: To defeat the ancient dragons, Kyne gifted the Nords with the Thu'um, the Storm Voice, a powerful form of Tonal Magic. Simply by shouting in the dragon language, they can alter reality in certain ways. Who needs siege engines when you could shout down the front gates? Why bother with stealth when your enemy can sense your lifeforce with a whisper? You are now a master of this powerful magic.

Dragon of the North [600]: It was the nords who won the Dragon War, a gruesome war against the greatest creatures to have ever roamed the skies of Nirn. Much like those ancient dragons, your skin is more akin to their scales than the flesh of mortals. Your skin is more durable than ebony, your bones stronger than any steel. Even magic is not very effective against you, making you outright immune to weaker spells.



General Items:

All Origins receive an additional [300] to spend in this section only. You may freely import any related items you own at your discretion.

Basic Gear [Free]: Well, you can't very well travel around naked, now can you? Now you don't have to, as you have a few sets of clothes in the styles of your race, as well as a steel weapon to protect yourself with.

Ancient Aesthetics [50]: Many look back towards the past in fond remembrance, seeing it as a better, more cultured time. One of the easiest ways to understand these ancient cultures is to look at the architecture and the aesthetics of their creations. You have taken quite a shine to the aesthetics of this time period, and can now apply them onto your Warehouse and any property you own.

Chronicles of History [50]: History is not a straight line of progress, but a cyclical procession that can be studied and analyzed, and perhaps even predicted. Within your possession is a book detailing the history of the world in as clear and precise detail as possible, though sometimes even the most comprehensive recollection of events are subject to differing viewpoints and interpretations.

Divine Shrines [50]: This is a world where the gods not only exist, but some are even active. Within your Warehouse are shrines dedicated to one of the pantheons found within this time period. Should you pray to them, in addition to the feeling of spiritual refreshment, you will receive a temporary blessing based on which shrine you have prayed at.

Boots of Blinding Speed [100]: There are many artifacts out in the world with powerful enchantments but detrimental side effects. This pair of leather boots will allow you to move up to ten times faster than before, though at the cost of rendering you blind.

Enchanted Gear [100/50]: Although the more modern enchantment methods you are used to do not yet exist, that does not mean that there are no enchantments at all. 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, such as the effect of the Wabbajack. This option may be taken multiple times, at a discount after the first purchase.

Ebony Gear [200]: A prevalent material found within the province, it is believed by scholars to be the hardened blood of the Dead God. Regardless of its origins, it is a highly sought after material, due to its durability and ability to hold an edge, regardless of what it goes through. You now have either a fine set of ebony armor, or three ebony weapons of your choosing. All of these will be in a design of your choice.

Veloth's Judgment [200]: An ancient warhammer believed to have been used by Saint Veloth during his exodus from Summerset. It was blessed by Boethiah, imbued with daedric flames that not only harmed the target, but drains away much of their agility and stamina, leaving them as easy targets.

Aedric Artifact [400]: In contrast to their daedric counterparts, those the altmer refer to as the Aedra are quieter, more subtle in their actions. Normally. But despite their seeming inactivity, there have been known cases of aedric artifacts. The Staff of Magnus, Auriel's Bow and Shield, Stendarr's Hammer, Brush of Truepaint, and quite a few more. You are now the owner of one of these divine artifacts.

Daedric Artifact [400]: While it is often best to stay away from the machinations of various Daedric Princes, many seek them out for their power and artifacts. An artifact such as this one. Normally, these artifacts will randomly leave their owner, either returning to their Prince or into the possession of someone else, yet this one seems strangely loyal to you, refusing to leave your side. Which one you possess is up to you, though all have their own benefits.

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

Daedric Temple [600]: There are many benefits to being the servant of one of the Daedra, though it is unfortunate when you lose access to them and their boons when you inevitably leave this world. Or perhaps not? Crafted by the finest of stonemasons, this temple was made to honor one of the Daedric Princes, and will allow you to converse and interact with them even in worlds far beyond. Not only can they partially manifest within the temple, there is also a Gate to their Realm of Oblivion, though nothing native to that side can cross without your express permission.

Heart of Lorkhan [1600]: Do you hear it? The steady beating of the Doom Drum, the divine spark of the Dead God. And it is now in your possession. This crystalline heart has many uses, though the main one is that it constantly pumps out a stygian liquid that, when hardened, will result in what we refer to as ebony. That is the least of its uses, though, as the divine spark of Lorkhan still resides within the Heart.



Chímer Items:

Discounts for Chimer are 50% off, with the [100] items being free.

Bonemold Armor [100]: Crafted from actual bone and treated with a resin-like material, one would be surprised at how effective this is as armor. Still, it's stronger than steel, and is light and flexible, not restricting the wearer's range of motion.

Nutritious Eggs [100]: Kwama eggs are a rich, nutritious foodstuff with modest magical properties. These eggs native to Resdayn stay fresh for a long time, making them valuable to many. You will receive a dozen of these eggs each day.

Ancestral Staff [200]: An ancient staff from the days of Veloth, it was commonly used to converse with the spirits of past ancestors, looking to them for wisdom and guidance. Now, you may use it to summon one of these ancestral spirits to help you in combat.

Tong Credentials [200]: It seems as though you have been contacted by the Morag Tong, most likely looking to utilize your services. Not only do you receive regular assassination contracts, you also have a card allowing you to get away with this sanctioned murder with no repercussions, even in future worlds.

Ring of Moon-and-Star [400]: The legendary ring of Indoril Nerevar, said to have been crafted by dwemer and blessed by Azura. It will improve the charisma and speechcraft of any who are wearing it, and will kill anyone who wears it but its true owner and anyone else they willingly allow.

Twin Blades [400]: Crafted for Indoril Almalexia and Nerevar for their wedding, these twin longswords are of dwemer make, but in the classical chimeri style. In addition to being nearly unbreakable, both of these blades burn with arcane flames. Trueflame burns with orange flames, given to the groom. Hopesfire burns with blue flames, given to the bride.

Muatra [600]: A divine spear owned by the future divine Vivec, and rumored to have been a part of the Daedric Prince Molag Bal. It will drain away at the vitality, stamina, and magicka of any who feel its bite, until all that is left of them is a skeletal remnant. It certainly doesn't help that wounds caused by this spear cannot be affected by magic or regeneration, making it so then it would have to heal naturally.

Velothi Remnant [600]: It was Boethiah who convinced the Velothi people to follow the Three Good Daedra, and it was him who taught them the secrets of responsible architecture. Now within your possession is a remnant from the days of High Velothi Culture, an entire city built upon the principles of responsible architecture. Though it may seem confusing and maze-like to outsiders, there is a trick to it that allows all inhabitants to easily navigate.



Dwemer Items:

Discounts for Dwemer are 50% off, with the [100] items being free.

Dwarven Armor [100]: Utilizing the special timeless metal of the metal, though it appears to be made of brass it is actually more durable than steel. Due to the metal's properties, it will not be affected by age or time-based abilities.

Timeless Metal [100]: The metal that the dwemer use for the vast majority of their work is a cautious thing, not being affected by the flow of time or the passing of the ages. You will receive a weekly shipment of this metal, measuring in at two dozen ingots.

Crossbow [200]: Much better than any standard bow, this crossbow made from dwemer metals is certainly an upgrade. It is more accurate than a bow, allows its ammunition to fly farther, easier to train in its use, and can punch through most armor with ease, though it is a bit slow to reload. Thankfully, you will also receive a stock of one hundred bolts that will replenish daily.

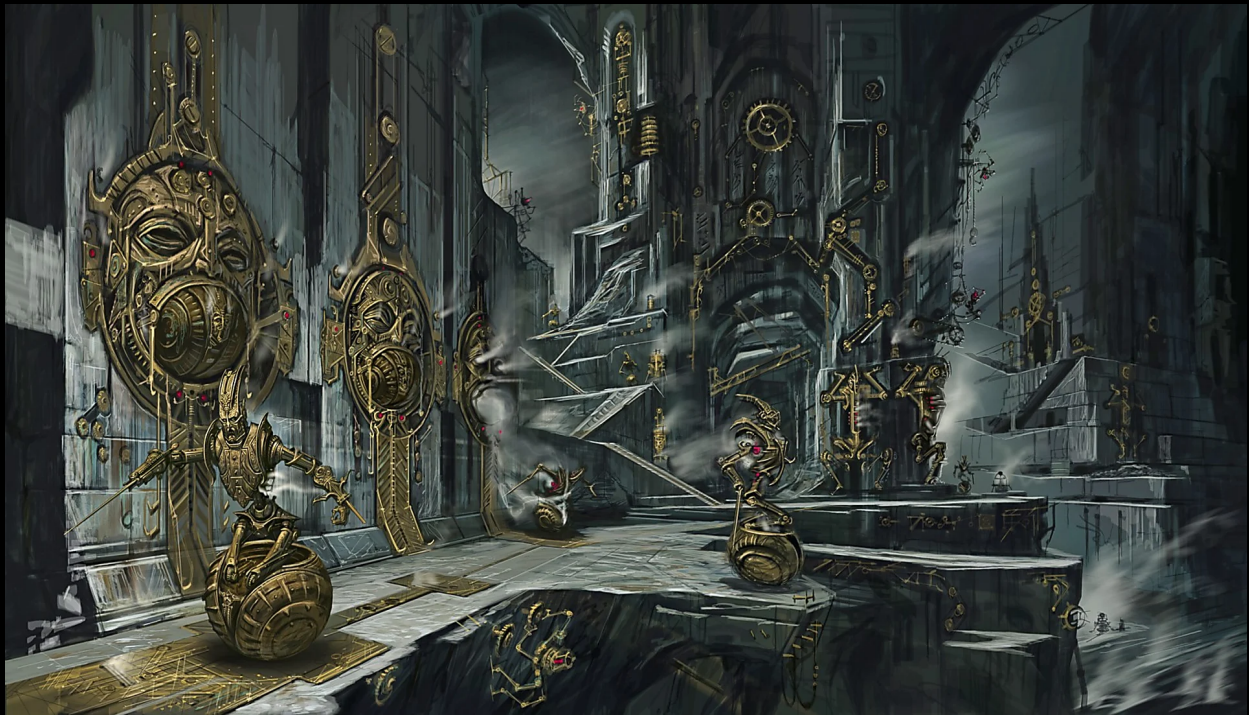
Lexicon [200]: One of the most fascinating dwemer creations are the lexicons, handheld cubes that can store information and memories. These three cubes can store an infinite amount of whatever information you desire to put within, and can be accessed by anyone without any negative repercussions. If you have the correct set up, you could even gain the knowledge of an Elder Scroll without paying the normal price of blindness or insanity.

Airship [400]: While they mostly lived underground, that does not mean the dwemer were not fascinated by the heavens. A wondrous craft that no other races have come close to replicating, like much of dwemer technology, this is a brigantine-type ship that can sail through the skies as easily as a normal ship sails through water, and is protected against lightning and rough winds. It even has numerous ballistas with replenishing ammo, allowing you to attack from relative safety.

Tools of Kagrenac [400]: Crafted by the Chief Tonal Architect to harness the beating power of a dead god, these three tools were integral to his plan of crafting a Brass God. Sunder was created to produce a specific amount of power from the Heart. Keening was created to flay and focus the power that the hammer Sunder produced. Wraithguard was created to safely wield the other tools. Together, they can be used to safely harness any energy source, though it works best with those of divine origins.

Aetherium Forge [600]: Created by the dwemer of Skyrim, not many forges are more famous than the creations made in its fires. Stocked with every tool necessary for the creation of powerful artifacts, the geothermal power it utilizes not only contains heat, but the divine essence of Nirn's creator, Lorkhan. Each item created or improved within this forge receives a bit of that essence, greatly enhancing the properties. It also contains a replenishing stock of aetherium, a blue luminescent crystal that possesses immense magical qualities.

Underground City [600]: Besides their magic, automatons, and intellect, the dwemer were primarily known for being one of the very few races who preferred a subterranean lifestyle. Carved from within the bowels of the earth and reinforced with dwemeri ingenuity and magics, not many places at the time could match a dwemer city like what you now own. In addition to its subterranean nature, it also has numerous animunculi acting as protectors and doing any maintenance that needs to be done.



Nord Items:

Discounts for Nord are 50% off, with the [100] items being free.

Nordic Armor [100]: Heavy armor made primarily from quicksilver, it is carved with imagery of bears. Not only is it more effective than steel, but it will also keep your temperature regulated, allowing you to be cozy even while in a snowstorm.

Soup Spoon [100]: Though it may look like a fork, do not be fooled. It can morph into any cutlery you desire, and will function perfectly well despite its form. It can also function surprisingly well as a weapon, so feel free to cut out your enemies heart with a spoon

Ebony Pick [200]: Crafted from ebony and embedded with ancient runes, you are now the proud owner of an ancient nord pickaxe. Not only can it go through rock as easily as a knife through flesh, but it ignores any magical durability of the target. There is a reason this is one of the very few ways to get through Stahlrim.

Shield of Ysgramor [200]: Cast aside when on his crusade against the perfidious snow elves, this shield is a work of art. Not only is it master crafted steel, but it will offer the user potent protections against all kinds of magic and frost effects in general.

Skyforge [400]: Though its original creators are unknown, the steel it forges has been very useful to the men of Whiterun. The embers within the forge enhance any metal that it works with, making them stronger and more durable than before. A steel blade made within this forge would be the equal to any malachite blade, to say nothing of what the quality of an ebony or dragonbone weapon would be.

Wuuthrad [400]: The battleaxe of Ysgramor himself, it was crafted using materials and techniques originating from Atmora, it was made specifically to kill elves as easily as possible. Your version is special, as it will deal much more damage to any sentient race of non-humans. It will also ignore any and all magical protections, even allowing you to cut ethereal enemies in half with a mighty swing.

Frozen Capital [600]: Mankind often possesses some of the finest stonemasons in Tamriel, as it was the nedic slaves who crafted the White-Gold Tower, among other notable structures. You would know this well, as you are the lord of a stone city crafted utilizing atmoran architecture. Not only are the structures sturdy and keep the temperature comfortable even in the coldest of winters, the city itself is designed to withstand any siege the enemies of man may attempt.

Priestly Masks [600]: Remnants from the ancient days of the Dragon Cult, these eight masks were crafted by the dragons themselves for the greatest of their mortal followers. Henvoraak grants its wearer an exceptionally strong vitality, rendering them immune to all diseases and poisons. Krosis improves the wearer's skill with archery, alchemy, and lockpicking. Morokei gives its wearer a monstrously high rate of magicka regeneration. Nahkriin boosts the wearer's magicka pool, while increasing their skill with destruction and restoration magic. Otar gives a high resistance to all three destructive elements. Rahgot grants unlimited stamina and removes their need for sleep. Vokun improves the wearer's skill with alteration, conjuration, and illusion magic. Finally, Volsung allows the wearer to breathe underwater and improves their charisma



Companions:

Bloodbound [50/100/200]: These are dangerous times, and it is best to have another blade by your side should danger approach. For some trustworthy allies, 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.

Jumper's Council [300]: But just a small party of warriors cannot 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 the Jumper [Free]: This is not a story where a single hero stands against the forces arrayed before them. This is a story of war, of battles being waged, and as such, you most likely require an army. Should you already possess such an army, then you may import them into this world, matching with your race and gaining a history of their own.

Ashen Guar [Optionally Free Chimer]: This stalwart mount comes from the ashlands downwind of the volcanoes of the Velothi Mountains, and is well adapted to surviving under the harshest of conditions.

Clockwork Horse [Optionally Free Dwemer]: The Deep Elves made animunculi of many kinds, imitating nature with mechanical constructs. The Dwarven word for mount was "vamidium," but their equine automata are more commonly known as Dwarven Horses.

Frostbane Bear [Optionally Free Nord]: The Bear was one of the ancient Atmoran animal tokens, associated later with the Nord god Tsun, so the Frostbane Bear has historically been one of the most prestigious mounts a tradition-loving Nord could ride.

Arctic King [50]: Should you listen to the ramblings of this old Falmer, he will claim to have once been a mighty king, one as powerful and beloved as the Snow Prince. Now though, he is a king without a kingdom, possessing a crown but no subjects to obey him. Despite his fragile mental state from the trauma of Ysgramor's return, he still possesses powerful ice magics that few could ever match.

Black Cat [50]: Hailing from the desert land of Elsweyr, this obsidian Khajiit of the Ohmes moonphase, she is as beautiful as she is deadly. Wielding twin daggers of ebony, they are attached to her wrist by magical ribbons, allowing her to send them flying into enemies before being pulled back towards her. Still, with her natural aptitude in stealth and illusion, it's unlikely she'll ever have to face even combat.

Green Scar [50]: A massive Orc that was blessed by Malacath himself, he does not need any weapons. Sure, he knows how to use them, but why bother when he can lift a man above him and rip them in half, even if they're wearing armor? Still, he's had some bad experiences, and thinks it'd probably be best to be alone. Perhaps you can break through his tough, angry exterior?

Master of Arms [50]: A taciturn and serious Dwemer, he strives for excellence and perfection, hoping to one day be known as the greatest Tonal Architect, even better than Kagrenac. Still, he is no slouch when it comes to combat, being adorned in high quality armor and wielding a magical halberd, both of his own creation.

Serpentine Shinobi [50]: Coming from the land far, far to the east, this Tsaesci is a strange sight in this land. Claiming to be 'scouting this land' for her father, she's a highly skilled in many forms of unarmed combat as well as two daggers of foreign design. But beneath the razor-sharp fangs and a lust for battle and death, she's a lonely soul who desires acceptance.

Tribal Princess [50]: A young Nedic woman of scarlet, curly hair, she claims to be the daughter of a tribal chieftain. A natural with a bow, she boasts that there's nothing she can't hit, and has the skill to back it up. She also has a mean right hook. Some nights, she can be heard sobbing whilst holding tight her bearskin cloak.

False Dreamer [100, Discount Chimer]: Voryn Dagoth is the Lord High Councilor of House Dagoth, and a close ally and friend to Lord Nerevar, their bond like that of brothers. Though this version of him is not the Sharmat, he is still a powerful mage, rivaling any master Telvanni in knowledge and skill, as well as being a talented general.

Shield-Companion [100, Discount Chimer]: Believed to be the immortal son of Azura, Alandro Sul was the loyal and trusted shield-companion of Indoril Nerevar. Due to his skill in combat and the blessing of his daedric parent, a precognitive sense for danger, he is capable of defeating most who would dare stand in his way.

Chief Architect [100, Discount Dwemer]: Few are as knowledgeable in Tonal Architecture as Kagrenac, the foremost arcane philosopher and magecrafter of the dwemer, as well as a "pioneer" in the field of mythopoeic forces. The wonders he can create are the closest any mortal has gotten to matching the divine.

King Below [100, Discount Dwemer]: The king of the dwemer in Resdayn, it is thought that the reason behind Dumac Dwarfking's power in combat is his half-orcish blood. Regardless of his parameters, he is a highly effective warrior and king, bringing the efficiency of the dwemer with him wherever he may go.

Ash King [100, Discount Nord]: One of the most famous nordic heroes, you would be hard pressed to find any self respecting nord who hasn't heard of Ysmir Wulfarth. Both a powerful warrior and an incredibly powerful master of the Voice, there are few foes who could take him on in single combat and succeed.

Striped Beast [100, Discount Nord]: It was believed that all khajiit that Wulfarth summoned to aid him in the Battle of Red Mountain lost their sense of reason, though Dro'Zira was immune to this effect. Still, the powerful senche is a powerful combatant, and is even willing to allow you to ride him into battle, his speed and grace incomparable on the battlefield.

Slave Population [200]: though it may take against our modern sensibilities, many of the cultures present today engaged in slavery in one form or another, and it was especially prevalent at this time. You are now the owner of a large population of slaves of varying skillsets, all one thousand of them defaulting to being snow elves.

Tribunal [200]: Three of the closest allies to Indoril Nerevar, and those who in the future would be known as the Tribunal. Vivec is a masterful poet and warrior, wielding an ebony spear with finesse that few could match. Sotha Sil, last Scion of House Sotha, is a highly talented mage and surprisingly adept with Tonal Architecture. Indoril Almalexia is a master of both the blade and the healing hand, a master of what would one day be known as the school of Restoration. Though they may not be the divine beings they would be in the future, these three chimer are incredibly powerful and very loyal to you.



Scenários:

Lord of the Red Mountain

The land of Resdayn has gone through many masters over the centuries, but now a new force seeks to gain control. You. Though your goal may seem simple, such things never are, and you will find hardship along the path you now walk. You must take control of Resdayn, and rule over it successfully for, at the very least, fifty years. With a kingdom filled with many threats as well as untrustworthy and stubborn individuals, it may be harder than expected.

Rewards:

You have proven yourself, without a doubt, to be the true **Lord of Resdayn**. You are a highly capable king, with the charisma and skills to efficiently run this province single-handedly if it comes down to it, the people eventually coming to love and adore you with their whole hearts. Along with your new title is a crown befitting your status.

As the new Lord, would it not make sense for you to bring your kingdom along with you? Yes, **Resdayn** is now yours to command forever more, being 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 core of the Red Mountain is silent, not a Drum to be heard.



Moon and Star

[Requires Chimer]

Resdayn was meant to be the land of the chimer, where they followed their Three Daedra in order to be cut into better shapes, to reach heaven through violence. And yet these nords, these barbarous humans think that they could just walk right in and conquer? That they could subjugate you and your people? Well no more. You will take on the role of Nerevar, long before he was named the Hortator, before he even met a hermaphrodite street rat who would one day become one of his closest allies. Not only must you unite the various chimer Houses, and be named their Hortator, you must push back the nords of Skyrim out of Resdayn, freeing you and your people of their oppression. It will be a difficult battle even then, but perhaps you could find some allies beneath the ground who have their own grudge against the humans...

Rewards:

You have fought and struggled, gathered powerful allies and the favor of the gods. For such momentous actions, you have been named the **Hero of Red Mountain**, one recognized by all peoples. The hope you inspire is dizzying to contemplate, allowing you to gain the backing of entire countries in record time, and lead them to rebel against the unjust tyrants lording over them with a speed and efficiency that few could ever match.

It is known to all that Indoril Nerevar was the greatest **Champion of Azura** to have ever lived, and for taking his place, you now share this benefit. You can now accurately predict danger, warning you of the hidden arrow flying towards your head as well as which direction it will come from with frightening accuracy.

But you did not do all of this alone, freeing Resdayn from its nordic occupiers. By your side was the **Army of the First Council**, soldiers from all walks of chimer life, and should you have looked outside for help, then maybe even dwemer and others you have brought beneath your banner. All of these men, women, and potentially machines have pledged their loyalty to you, willing to follow you into the very pits of Oblivion, if that is your desire.



Clockwork Divinity

[Requires Dwemer]

The chimer and dwemer share a similar goal, to escape this cage that the Doom Drum trapped them in, to achieve the divinity that was stolen from them. But while the changed ones go about this in a more spiritual manner, attempting to reach 'heaven by violence,' the deep elves prescribe to a different methodology. It will be their knowledge, their mastery of the magics and sciences that will return them to Aetherius. And quite recently, a powerful artifact was unearthed from the bowels of the Red Mountain. The heart of a dead god. You have been put in charge of a plan to utilize this heart, to create a god of brass that will allow the dwemer people to return back to where they properly belong. But beware, for there are numerous forces, even other gods, who would see such a project as blasphemy and heresy, desiring to put an end to your people's ascension before it ever has the chance to succeed.

Rewards:

The project was a success, and the **Brass Tower** walks, a god of brass and dwemer ingenuity. Though it may seem strange, it appears as though you have merged with this mer-made god, becoming the guiding mind and spirit of its artificial divine flesh. Yours is the power to match any of the Daedric Princes, capable of warping time and space as you desire. None may cease your godly orchestra, now.



Legacy of Shor

[Requires Nord]

Those devils and heathens do not understand what it is that they possess, what lies beneath their land. The heart of Shor, the God of Man. The god who led your people against the elves, those who desired to unmake this beautiful world that you and your people call home. They dare to desecrate His heart, to use blasphemous sorceries to claim His divinity for themselves. No, you will not allow that. You must gather an army, and march to the Red Mountain. You must obtain the heart of your dead God, and protect it from any and all who would desire to use it for their own ends. Should you do this for ten years, then you will succeed, and reap the rewards.

Rewards:

He came to you in a dream, of a mighty warrior with a cavern where his heart should be. He reaches out, and embraces you, as a father would a child, comforting and loving. You feel the blood from his chest leaking onto you, changing you. Upon waking up, you will find yourself blessed with the **Strength of Shor**. Now taller than most giants, your strength far exceeds theirs, allowing you to easily toss mammoths into the air. Even your skin has changed, rendering you immune to all ice and frost effects.

But it is not just your newfound might that Short has blessed you with, but you may now call upon the **Souls of Sovngarde**, the greatest of nordic heroes to have ever existed. They will serve you when you call, be it looking for their sage wisdom or their support in battle. You may call upon any number of these souls when you desire, each of them subservient to the Champion of Shor. They will be your followers, an army that can only be harmed through the use of magic, silver, or daedric weaponry



Drawbacks:

Age of Myths [+0]: The lives of mer last much longer than any man could claim, and a mere ten years is not enough to experience the entirety of this story. You may extend your time here for as long as you desire, up until the time when Lord Indoril Nerevar would have been reincarnated, going on to defeat the Sharmat.

Lost Legends [+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.

Daedric Vanity [+100]: Azura is well known for her vanity, for desiring all to love her first and foremost. You seem to possess a similar level of vanity, a pride in yourself that may one day be your downfall, should you fail to reign it in.

Plagued Dreamer [+100] - Dreams are a peaceful place, where we are free from the limits and confines of our world, though not for you. You will constantly suffer from terrible nightmares and insomnia all throughout your time here, often waking up in a cold sweat in the middle of the night.

Swooping Demons [+100]: A vile pest infests these lands, the winged devils hounding you whenever they can. Yes, whenever you leave the safety of cities and civilization, you will constantly be the target of cliff racers. Unfortunately, it matters not how many you slay, as more will inevitably come for you.

Blade in the Dark [+200]: Is it so strange to believe that a people who worship a goddess of secrets and murder are considered untrustworthy by others? Regardless, it seems as though the Webspinner is interested in your affairs, having one of your companions replaced, just waiting to betray you. You might not even realize what is happening before a blade is plunged into your back, knowledge of taking this drawback forgotten.

Forgotten Melody [+200]: To experience such a wondrous story firsthand is something that many would envy, though it may be ruined should you be privy to the ending. No longer, as the knowledge and memory of the events that will take place in Resdayn have been removed, forgotten. Perhaps it would be best to create your own song, rather than attempting to copy another's.

Storied Land [+200]: As beautiful and Wondrous as the land of Resdayn is, it is but one province among many, each one filled with unique landscapes and creatures, differing cultures and peoples. How unfortunate then, that you may not travel to any of them, trapped within this land as though there were invisible walls blocking you.

Divine Disease [+300]: You've met a terrible fate, haven't you, to have been infected with this illness long before it's inception. Yes, you now suffer from Corpus, a disease that may grant you agelessness and immunity to other diseases, but it will mutate your body until it is no longer recognizable, your mind plagued with bouts of dementia and insanity.

House of Troubles [+300]: Four Daedric Princes make up the four Corners of the House of Troubles. Mehrunes Dragon, Sheogorath, Malacath and Molag Bal. These Princes are the Bad Daedra as introduced to the Chimer by the teachings of Saint Veloth. Rebels whose purpose it is to test the resolve and faith of mortals. It seems as though you have invoked the ire of one of these gods, who will constantly send threats your way in hopes of your demise, allowing them to claim your soul. This drawback can be taken multiple times.

Silenced Song [+300]: The events that play out here are ones that will change the face of Tamriel forevermore, but perhaps you have come here with powers that could easily change the tune of these conflicts however you please? No more, for you have been stripped down to your Body Mod, any mundane skills you have learned, and what you have purchased here or other abilities and items native to this universe.



Ending:

And so the story of Resdayn comes to an end, leaving you with a choice.

Stay: This a land you have fought and bled for, one that has enraptured you with it's music and stories. As such, you have chosen to stay.

Go Home: Such an alien land has made you realize your yearning for home, a longing for where you belong. You have chosen to return to your home.

Continue: Such a wondrous tale, but your story does not end here. You have chosen to continue on your journeys.



Notes:

-Should you be a **[Chimer]** and the Red Moment occurs, you will receive a Dunmer Altform for free.

-Could not find a good map of Resdayn, with the one up in **[Locations]** being the best I could find.

-In regards to **[CHIM]**, knowing that you are part of the Godhead is not the same as *understanding* you are part of it.

-The **[CHIM]** perk protects you from all mental changes, like the corrupting effects of the Black Books, or Sheogorath actively attempting to drive you insane.

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

-About **[Enchanted Gear]**:

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

-Each reading of the **[Elder Scroll]** grants either extremely accurate visions of the future or the past, in return for being blind until the end of your Jump or the next ten years, whichever comes first. As for what its alternate uses are, that is up to you. One use was retroactively removing a powerful curse placed by a Daedric Prince. Another was sending the most powerful dragon to ever exist thousands of years into the future, and caused a minor Dragon Break in the process.

-Custom companions are based off of the Ice King, Blake Belladonna, the Hulk, Armsmaster, Mileena and Merida.

-**[Champion of Azura]** from **[Moon and Star]** is essentially a Spider-sense.

-It may be possible to remove the effects of the **[Divine Disease]**, but it took Davayth Fyr centuries to accomplish, as well as

-When in doubt, fanwank. It just works.

-Have the day that you deserve~