

World of Lewd Scrolls: Daedra Lover

Jump

Welcome, jumper, to a world you may or may not recognize. A land of loud dragons and louder warriors, reptilian maids, elven mages, and multidimensional politics. Though you may, if you wish, initiate this jump somewhere in Oblivion, you are in the *Elder Scrolls* setting, the grand cosmic arena where the events of *Oblivion*, *Morrowind*, *Skyrim*, *Elder Scrolls Online*, and several other games, and multiple books have taken place. Though this is a curiously remixed version of that grand multiverse.

This is a fantastically debauched alternate version of the Aurbis you might be familiar with, itself one of the mystical other paths situated somewhere in the spiraling nexus of the cosmic totality of the Many-Paths. To those with a superficial knowledge of the expansive history of the Aurbis there will be many similarities they spot and it'll be easier for them to adjust to how this reality matches with realities they may have explored in the past, while those more familiar with the intricate tapestry of interconnected stories that make up the interplanar stories of the *Elder Scrolls* may sometimes be shocked to hear how different local history is from what they know.

In this particular path, everything has been touched and tinted a peculiar... sanguine shade. Everything is noticeably more salacious, more scandalous, with this starting off simple and small: perhaps Nords in *Skyrim* are more likely to have more than one spouse and marriages occur after connections as brief as a bar room brawl that turned into an energetic one-night stand, and this scaling all the way up to the restless dead in ancient ruins filling their necropoli with ghostly moans and using the foolish adventurers as sources of temporary warmth and as ways to vary up the faces of those in unending ecstasy. Sometimes, until the adventurers' bodies give out and their souls join them forever.

At times, the elitist cultures of the Altmer that lead many of them to possess sublime skill with the arcane lead them to use such magics to experience stranger and stranger, and more and more blissful sensations, causing such elven settlements to be wondrously lewd places. This universe is filled with wonders as simple as the ones described here, and horrors that twist the body and corrupt the soul.

While the history of Nirn, the central world in which the events of the various materials of the *Elder Scrolls* franchise take place, is too complex to merit a thorough retelling here and now, there are essential bits that are worth knowing if one is new to this particular universe. In the cosmic past, Nirn, the physical planet on which the adventures many are familiar with have taken place, didn't exist. Nirn owes its existence to the tricks, schemes, ambitions, and whims of Lorkhan, the long-vanished creator-trickster who persuaded (if one is neutral) or tricked (if one is not) the original spirits to create the realm of Mundus, which includes the world of Nirn.

The central players in the creation of Mundus and Nirn are Lorkhan, Magnus, and the factions of the original spirits. Lorkhan was the inspiration; it was he who convinced the cosmic beings who gave their energies to create Mundus, while Magnus was the

architect: it was his designs that gave Mundus its form. What most creation myths agree on is that Lorkhan was a trickster who fooled, for various reasons and to different degrees, the other spirits who joined him on his mission, and as Mundus came into being, it required a horrifying amount of energy. Many of the spirits responsible for the creation of Mundus would perish as it took their energies, and as Magnus realized this, he called off the great work and fled from Mundus. He tore a hole through the shrouds and barriers that separate the planes as he took his leave, and the hole, which leads to Aetherius, became the sun. This hole also floods Mundus with magical energy from Aetherius, which is why magic is so abundant and suffuses all of life in Mundus. Some followed after Magnus, their less dramatic departures creating the stars: lesser holes in the sky. This faction of cosmic spirits is commonly referred to as the Magna Ge.

Other spirits involved in the creation of Mundus that didn't die are the Ehlno Fey; et'Ada (original spirits) who would go on to become the originators of various species that populate Nirn, and some of whom would sacrifice themselves to become the basis for rules of nature (commonly known as the "Earthbones", whereas the ones who didn't sacrifice themselves are sometimes simply known as Ehlno Fey. This is annoying because the word Ehlno Fey itself means "Earthbones").

One major group of the Aedra ("Our Ancestors") is the divines: a group originally consisting of eight aedric spirits: Akatosh, Dibella, Kynareth, Mara, Stendarr, Arkay, Zenithar, and Julianos. This pantheon's membership is a political decision by Saint Alessia, who sought to create one core grouping of gods representing both Elven deities (though ones worshiped by the humans of Cyrodiil, the group that would eventually become the Imperials) and Human deities (ones worshipped by the Nords). That said, a major focus of this jump is not the Aedra but the Daedra ("Not Our Ancestors").

The Daedra have fittingly blurry origins, as befits gods and god-like creatures, but generally they are acknowledged and defined as the et'Ada that did not sacrifice some of themselves to help create Mundus. This may make it sound as though every single Daedroth (the proper singular term for one lone creature that falls under this definition, as well as the name of a specific species of daedric creatures) is a creature of vast cosmic power, but the term Daedra is an umbrella term that catches a very wide net of beings in this cosmology. Daedric princes, 17 (known) in total, are the most phenomenally powerful of the Daedra and are the ones that many view as having not played a role in Mundus' creation. The daedric princes have various origins, and some blur the line as far as questions like "Did you play a role in the creation of Mundus?" go, with at least one: Ithelia, having been a Magna Ge before becoming part of the grand collection of daedric princes. Another daedric prince with nebulous connections to the Magna Ge is Meridia, who is believed to be Magnus' second daughter (with Ithelia being his oldest), though it's not impossible that this is a figurative or even found "family" of individuals who banded together as they saw their kin perishing to fuel the creation of Mundus. Finally, due to the circumstances behind their apparent origins, it is very possible that Sheogorath and Malacath did not exist when Mundus was being created, though to say with certainty that they didn't is to try and impose an order on the daedra that they would laugh at.

The seventeen daedric princes, who are powerful focal points of this jump, are Azura, Boethiah, Clavicus Vile, Hermaeus Mora, Hircine, Ithelia, Jyggalag, Malacath, Mehrunes

Dagon, Mephala, Meridia, Molag Bal, Namira, Nocturnal, Peryite, Sanguine, Sheogorath, and Vaermina. With the exceptions of Ithelia and Jyggalag, each of these princes rules over a realm of Oblivion, has mortal worshipers, and has an army, often armies, of daedra of various species serving them.

To safely explore this place and survive the following decade as unchanged as you wish to be, you will need to make wise, costly choices. And thankfully, you have the means to afford these choices.

Take **1000 Elder Points** to fund your adventures.

Author's Note: This is, essentially, a **generic NSFW Elder Scrolls jump**. It is my hope that this gives jumpers perks, items, companions, and scenarios that are the right mix of functional and lewd and that allow those interested in exploring a more *Adult* Elder Scrolls the chance to do so.

Please note that this jump will touch on sensitive subject matter, and that some perks and drawbacks may contain references to some of this, so those who are averse to those things may wish to skip certain perk & item lines (Particularly anything keyed to Molag Bal) and avoid certain drawbacks.

Starting Location & Era

This jump is era & location agnostic. You are more than free to select both the *where* and the *when* your decade-long excursion into this uncommonly lewd take on the Elder Scrolls will begin. If you wish for your time in this jump to begin during Nirn's 2nd Era, and for you to start this jump located somewhere within the Shivering Isles, you are more than welcome to start this jump off that way. If exploring 4th era Skyrim, just a decade before the events of *Elder Scrolls V: Skyrim* begin, is your speed, you are freely able to start in Skyrim during that decade.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old or whatever the equivalent for reaching adulthood is for the species you opt to be.

Origins

All four origins are drop-in compatible in this jump. Please note: your actual species for the duration of this jump is determined by your choice in the *Created In A (Lover's) Lab* perk.

Warrior

Perhaps one of the archetypal images that comes to mind when one thinks of fantasy is burly, lightly armored, and massively muscled men. And such mental images can be found throughout the Aurbis, be they powerful Nord warriors clad in furs or mighty dremora warlords wearing mystical armors forged in the depths of obscure realms of Oblivion. That said, the warriors of the Elder Scrolls are a more diverse bunch than just

hunky dudes wielding greatswords. An Orcish woman brandishing a warhammer is as much a warrior as a brave Nord, a Khajeet claw-dancer sparring with one of their kin, and Imperials clad in treated leather firing arrows into a crowd of elven battlemages are all warriors of tremendous skill and courage. Regardless of the specifics of your martial history, by taking this as your origin, you have committed to turning your body into a powerful weapon and dealing with problems, in and out of the bedroom, head-on.

Mage

Why fight harder when you could fight smarter? In the Elder Scrolls, mages are those who wield magicka and who shape it in various ways to alter their circumstances through arcane means. Different cultures have different reactions to those who use magic, from some human cultures viewing those who understand magicka as wisemen to be feared and respected, to the cultures that view magic use as part of communing with nature itself, views that produce druids, greenspeakers, and the like. There are many different kinds of magic users, from ones who studiously seek to master the powerful language of the dragons (Greybeards), to those who practice hedgemagic (the witchfolk), all the way to necromancers, conjurers, and healers; arcane disciplines that revolve around specific schools of magic and allow those who master said disciplines to exercise immense power from summoning otherworldly monsters all the way to healing deadly diseases and creating armies of the restless dead. Becoming a mage means you are somewhere along your journey to master magic, and ensures you have, at a minimum, a robust pool of magicka from which you can draw upon to cast powerful spells and to skillfully alter the battlefield or the bedroom in your favor.

Thief

Thieves come in many shapes, sizes, and forms in The Elder Scrolls. From a quick-witted Khajeet with paws that move faster than you can blink, to charming Imperials who can talk you into buying them a flagon of ale, to skilled Dunmer assassins who are as silent as they are deadly with a bow. Being a thief means you enjoy taking a softer approach than heavily armored warriors or mages who can call on creatures that normally lurk on the other side of ethereal, liminal barriers and who leap at the opportunity to murder mortals. A skilled thief need not rely on shock and awe to clear out an ancient ruin, and could sneak into occupied forts and steal valuable plans from within without being detected. By being a thief, you are saying that while others like to thunder into rooms and leave them drenched in bodies and blood, you like to sneak past problems and pilfer precious treasures without being seen. You leave behind a trail of empty coffers and broken hearts. Warriors may intimidate crowds, and mages may perform unnatural acts, but you enter a city and reside for days before leaving it with heavier pockets than you entered it, and isn't that all that matters?

Prisoner

And then there's this most unusual classification... Prisoners, though there are other titles that sound more mighty, are ironically those who are free from fate's fetters. In the grand cosmology of The Elder Scrolls, fate is a force with a powerful pull, guiding people down set paths and ensuring, to some extent, that events play out in certain ways. Most people feel the pull of fate and can only fight it to a subtle, profoundly limited extent, but prisoners, with their ironic names, have the power to say no to this and to write out their own destinies. As a prisoner, you are a profound existence, someone with a narrative gravity that pulls other fates into your orbit and allows you to shape them.

Known prisoners have included the Hero of Kvatch (a figure of mythic power whose story started in a prison cell in the Imperial City and whose final destiny may or may not have included them mantling Sheogorath) and the Dragonborn (a creature of legend who both saves Nirn from Alduin and who may or may not have gone on to become a cannibalistic vampire lord who wields the power to obscure the sun, as well as the power of various daedric artifacts.). By becoming a prisoner, you are seizing the power to free yourself from the sometimes cruel designs of fate and taking the chance to write your destiny, free from the eldritch whims of daedra. And in doing so, you may find yourself becoming their most valued ally...

Theology

Theologies operate as a secondary origin in this jump. Each theology refers to the worship of and service to a certain Daedric Prince, though it's certainly possible to have a more complex relationship with a Daedric Prince than simple worship since some: such as Hircine or Molag Bal are considered the "fathers" of certain kinds of creatures. You can choose the specifics of your relationship with a given Daedric Prince so long as the specific prince in question is the one you selected as your sub-origin.

Azura

Our lady of liminality and love, Azura is one of the few daedric princes who is generally considered "Good", though such language does not accurately capture the sophistication and alienness of daedric morality. Azura's spheres are said to be twilight, liminality, fate, prophecy, and mystery, and she is worshipped by many throughout Nirn. Azura is worshipped by the Khajeet as one of the central goddesses of their common species-wide pantheon (who refer to her as Azurah and give their version of her the spheres of beauty, magic, and prophecy) and has a long history with the Dunmer as she is the goddess who transformed them, changing them from the Chimer of antiquity to their current form in the wake of the betrayal suffered by Lord Nerevar, who was her champion and with whom she had a *special relationship*. Azura also appears most commonly as a woman.

Boethiah

The dreaded daedric prince of deceit, conspiracy, secret plots of murder, assassination, treason, and unlawful overthrow of authorities. Boethiah is a powerful and ambitious daedric prince associated with warriors and those who seek to lay claim to power, no matter the costs. This prince, one of several known for having a curious relationship with gender, is a powerful, destructive being with a sphere that makes the world a more dangerous place. Boethiah is a prince who is said to be more destructive and "demonic" than some of their peers. They yearn for their worshippers to battle and see battle as a "blessing".

Clavicus Vile

The most mercantile and one of the more manipulative princes, Clavicus Vile is the daedric prince of granting power through rituals and pacts. This grinning prince is seemingly quite jovial and has something of a voyeuristic streak in that they enjoy watching mortals and find eternity and stagnation boring. Be wary of deals struck with Clavicus as they never make agreements that don't benefit them in some, often significant, way.

Hermaeus Mora

The eldritch daedric prince of fate, knowledge, and secrets, old Hermaeus Mora is a truly otherworldly being who refuses to adopt a more comprehensible form and most commonly manifests as an eye or sea of eyes surrounded by writhing tentacles.

Hermaeus Mora is unfathomably ancient, and scholars note that he wields powerful influence on both time and fate, which has powerful implications regarding his longevity, as he states that he is among the oldest of the daedric princes, along with another elder daedric prince: Nocturnal, and Akatosh, the aedric spirit of time itself. The ruler of Apocrypha is driven by an insatiable, gluttonous hunger for knowledge and employs impossible legions of daedra who spend millennia cataloguing the dark secrets they learn to sate their master.

Hircine

The progenitor of lycanthropy, Hircine is the greatest hunter and the daedric prince of the hunt, the great game, and the chase. This primal figure is a patron to warriors, though thieves who silently stalk their enemies only to take them down may offer him a prayer, as well, and that too is part of the chase and the hunt. This fair-minded prince loves both hunters working together to take down a powerful creature and the moments when the hunted turns on the hunters and overpowers them. Many respect this prince, though some fear the fate he views with fondness: those who receive the "gift" of lycanthropy are fated to join him in The Hunting Grounds, his realm of Oblivion, in which he and his servants eternally engage in cycles where all hunt the spirits of animals from the mortal plane.

Ithelia

Far and away the most mysterious of the daedric princes, Ithelia is a daedric prince of paths, journeys, and destiny, once worshipped by travelers and the ayleids. This unfathomably powerful daedric prince was once a "Star Orphan"; a Magna Ge who was dubbed the "Prime Archon". Her powers over fate and the Many Paths allowed her the power to alter destiny, a power not known to be possessed by Hermaeus Mora (another daedric prince associated with fate). Her immense power supposedly did vast damage to reality itself, and Hermaeus Mora worked with Azura, Boethiah, and Mephala to imprison her. Hermaeus Mora performed a powerful rite that erased every memory of Ithelia from every mind after he and his allies imprisoned her. Nonetheless, permanently defeating a daedric prince is more complex than capturing them and erasing memories of them from throughout existence, and millennia later, Ithelia would be freed and would return, only to threaten reality itself with her powers once more. After encountering a vestige that was also a prisoner, Ithelia and Hermaeus Mora agreed to a different solution than a cyclical pattern of warfare and imprisonment that results in Ithelia accepting banishment to a path that lacks the very concepts of daedra and magic, as it was said that those very concepts existing was part of the problem for Ithelia as they ensured she would continue to return even when she was willingly accepting containment to safeguard reality. Mora, though unsure of this, accepted her logic and used a tool forged for the sake of defeating her to grant her freedom and to safeguard reality from the destructive potential of her powers. Possessing a connection to this daedric prince is a strange thing, though it is not impossible that some part of her is connected, loosely, to all prisoners.

Jyggalag

The prince of order and logical deduction, there was a time before recorded history when Jyggalag was an impossible power. At the height of his life, the prince's realm expanded across the seas of Oblivion and filled other princes with fear and dread, and they, in a display only rarely seen, collaborated to inflict him with a maddening curse. The curse turns Jyggalag into the daedric prince of madness and chaos, Sheogorath, but Jyggalag is so powerful that the curse cannot work forever, and with every passing day grows weaker. At various points in history, the curse's hold has weakened so much that Jyggalag is able to reclaim his body, ushering in an event known as a Greymarch: the violent reclamation of the Shivering Isles by the orderly daedra and forces of the Prince of Order. When these events end, Sheogorath returns, and Jyggalag is forced back into the liminal recesses of Sheogorath's psyche. Depending on the time you visit, Jyggalag may be trapped within Sheogorath's mind, or already be free and roaming the endless landscapes of Oblivion, slowly gaining more power, followers, and inching closer and closer towards regaining his lost power as the daedric prince of order...

Malacath

The patron god of orcs, and a very frequent patron of ogres and goblins, Malacath is the daedric prince of conflict, battle, broken promises, and anguish. He is a daedric prince who commonly, though far from always, manifests as a masculine orc, and he is the primary daedric prince of orcs. Mythical tales from before time allege that he was once the Aldmeri spirit known as Trinimac, who was battling Boethiah, got swallowed by them, transformed, and then excreted out as Malacath, while some of Trinimac's most devoted followers became the first orcs. Malacath himself has said that this tale is frequently taken too literally, and for whatever the truth is when it comes to Malacath's origins, the other daedric princes regard him as an equal and acknowledge his status. He values strength, and his followers commonly abide by the Code of Malacath, teachings and rules that inform those who learn them about honor and the price one must pay if they fail to do so.

Mehrunes Dagon

The daedric prince of destruction, change, revolution, ambition, and energy, Mehrunes Dagon, is frequently and at least somewhat rightfully demonized for the negative facets of his spheres of influence. This powerful daedra has radically shaped the history of Nirn, with his influence touching the hearts of countless revolutionaries and anarchists, and his direct role in the Oblivion Crisis, where cultists of his nearly ended the Septim bloodline and were able to successfully summon their prince to Nirn. It took the heroic efforts of a prisoner and the sacrifice of a secret, illegitimate son of Uriel Septim, Martin Septim, to summon an avatar of Akatosh and force Dagon screaming back to the Deadlands, his realm of Oblivion. Even prior to this, Dagon was the mastermind behind the efforts of Jagar Tharn's multi-year-long scheme to imprison and impersonate Emperor Uriel Septim. To follow Mehrunes is to simultaneously follow and usher in change, destruction, and revolution.

Mephala

One of the central daedric princes of the Dunmer pantheon, Mephala is a very mysterious prince whose sphere is said to be obscured to mortals. She is also a daedric prince who most commonly manifests as a woman, and her areas of association are secrets, sex, murder, lies, deception, and she is profoundly associated with spiders and

spider-like activity. Mephala is associated with Hermaeus Mora, who is sometimes dubbed her “sibling”, though Mora is a hoarder of all knowledge, while only secrets catch the dreadful eye of Mephala.

Meridia

Another daedric prince with an enigmatic set of spheres, Meridia is known as the Lady of Infinite Energies, the Sunfire, the Harbinger of Dawn, and various other epithets related to light. She is known to be associated with life energies and to deeply, powerfully hate the undead (including Molag Bal, the daedric prince most associated with undeath). Meridia has a reputation that is powerfully intertwined with life, and her loathing of undeath causes many to think she is benevolent, though this is, like in the case of Azura, an oversimplification, as Meridia may be associated with life, but she detests the free will of mortals, so to ascribe benevolence to her is to paint her with too broad a brush.

Molag Bal

Molag Bal is perhaps the most overtly feared and hated of all of the daedric princes by mortals, and he is one of their ultimate foes, as his spheres are domination, as well as brutality, lies, enslavement, and supreme law. He is the daedric prince of tyrants, tyranny, and subjugation, and is driven by an endless, maddening obsession with mortal souls, which he seeks to harvest to the last. He is the dark father of vampires, with the first vampire being a victim of his limitless cruelty and hatred of life. A Nede woman named Lamae Bal, the first vampire, is perhaps the most infamous of Molag’s victims, but even she is ultimately just one of countless victims of his misanthropic predations.

Namira

One of the more monstrous daedric princes, Namira is the prince whose spheres include hunger, decay, death, rebirth, and revulsion. She is the patron of cannibals, vermin, and squalor. Sadly, for the many who experience revulsion at the thought of a daedric prince empowering cannibals, monsters, spirits, and the like, Namira’s faithful flock to her, and she is feared by those of sufficient knowledge, who know her as an ur-dra, a term used to refer to daedric princes of incalculable age and power. The term is usually used to describe Nocturnal.

Nocturnal

The daedric prince of darkness, shadows, and mysteries, Nocturnal is the prince most commonly referred to as the ur-dra. Thieves and those who rely on luck, such as gamblers, pray to her, and it is her blessing that thieves’ guilds call upon when slinking through the shadows. Nocturnal is respected, honored, and acknowledged by nearly all of Oblivion’s royalty, and she herself claims that she predates Oblivion itself, a mysterious claim that leads some to believe she predates this iteration of reality itself. She also has a known location intimately linked to her, accessible in Nirn, in the form of the Twilight Sepulcher in Skyrim, where one can use the Skeleton Key to access her realm of Evergloom.

Peryite

Despite commonly taking the form of a creature as powerful as a dragon, the daedric prince of tasks, natural order, contamination, and pestilence, Peryite is regarded by some as one of the weaker princes, and he is also described as a destructive sort due to

him “Blessing” his worshippers with diseases. His most common depictions show him as a green, four-legged dragon, and he is known to be given the spirits of skeevers by the goddess Kyne. A curious note regarding this prince is that Hermaeus Mora once sought his help in the war against Ithelia, but he and Vaermina disliked this, with them arguing both the spheres of daedric princes were sacrosanct and that Ithelia, who was being pursued due to the threat she posed by virtue of her nature rather than her active actions, and something about these facts caused the two princes to refuse to aid Hermaeus Mora.

Sanguine

Of all of the daedric princes, it is perhaps Sanguine who benefits the most from the rose-tinted glasses that have colored this variant of Aurbis, as Sanguine is the daedric prince of debauchery, hedonism, wild orgies, and the indulgences of darker natures. Sanguine’s touch is palpable in the heat of wine, and he smiles upon those who seek to indulge in bawdy behaviors. Many less clever folks view him as less evil than his fellow princes, and he is acknowledged as one of the princes more likely to take an interest in mortal affairs. He is a cheerful, easy-going fellow, and many mortals make the mistake of overindulging with him, their forays into his territory becoming increasingly difficult to exit gracefully and safely. He is, in many ways, the daedric prince of temptation, and those who succumb to the lures of his parties may stay forever... Or until they become a victim of the daedra invited to his festivities.

Sheogorath

The daedric prince of both madness and creativity, Sheogorath is unusual in that his origins are canonically known to those well-versed in the stories of Aurbis. Sheogorath is a byproduct of an impossibly powerful curse that afflicted the ancient, mostly forgotten daedric prince of order Jyggalag, which inflicted the perfect, orderly overlord with madness. Sheogorath is a whimsical, inscrutable daedric prince who embodies the various forms of madness that may seize the mind and spirit. He is venerated, perhaps unwittingly, by both the insane and more willingly by the artistic, and moments of creativity, including both to benevolent ends and to darker, more violent ones, as his favorite pastime is torture.

Vaermina

The nightmarish monarch of dreams, nightmares, evil omens, corruption, and decay, Vaermina is the foul queen of night terrors, fear, and a daedric prince who touches every mortal mind whenever they fall asleep. Vaermina is one of the more demonic princes and is obsessed with collecting the memories of mortals as well as spreading misery for its own sake: she regularly tortures mortals. Her realm of Quagmire is frequently visited by mortals who find their minds abducted from their bodies, where their memories are stolen by the daedric prince. She leaves them with visions of horror and despair in place of the memories she steals, and this is the in-universe explanation for nightmares.

Perks

Origins get their 100EP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Created In A (Lover's) Lab [Free]

There are many mortal races that dwell on Nirn. Some of them are quite well known, such as the Bosmer, the Altmer, the Argonians, the Redguards, and the Nords. These more well-known races are often part of the Cyrodiilic Empire of Man, one of the many names for the central empire that has spread out across Tamriel and more or less unified it (though how "more or less" we're talking can vary wildly depending on when in Nirn's history you arrive). There are other races that dot the surface, dwell deep within, or inhabit the oceans of Nirn, from the mysterious Sloads to monstrous Harpies, all the way to creatures like Goblins, Imgas, Giants, and Centaurs. This perk allows you to determine the mortal species you will become for the duration of this jump. In future jumps, this form becomes an alt-form you can don at will.

Some easy choices are the mainline playable races: the Argonians, Altmer, Bretons, Bosmer, Dunmer, Imperials, Khajet, Nords, Orsimer, and the Redguards. In each case, if you were to select a playable race, you would gain the main benefits that are universally attributed to that race. As an example of this, if you were to choose to be a Nord, you'd gain resistance to frost/cold damage, a buff to your martial skills, and a battle cry that can rally your allies and fill your enemies with fear. Additionally, you gain two final, thematic buffs that are tied to sex and romance from the perspective of the race and culture. In keeping with the Nord example from earlier, you could gain greatly enhanced sexual endurance in line with Nord toughness, and you could get an enhancement to your ability to speedily romance people, which takes from the tendency for romance in Skyrim to be brief, fast, and intense. These buffs are more freeform than the native race-wide buffs, but they are distinctly tied to romance and sexuality.

If you choose to be a member of a race that is not one of the 10 playable races, so long as you are a member of a mortal species, you are free to do so. All of these species should be fundamentally equal in power and status, such that if you are, say, a giant, there should be some level of disadvantages that make up for the enhanced strength a giant has (such as regular humanoids being naturally wary of you).

Warrior

[100 EP | Free for Warrior]

Ballsy Blacksmith [200 EP | Discounted for Warrior]

[400 EP | Discounted for Warrior]

[600 EP | Discounted for Warrior]

Sample text

Mage

Sexy Sorcerer [100 EP | Free for Mage]

Magicka, an energy that suffuses Aetherius and flows into Mundus through the gaping hole in reality known as the sun (and to lesser extents, the stars), is ubiquitous throughout the mortal plane. This is the energy arcanists, wizards, sorcerers, and any other sort of magic user touches and manipulates when they cast spells, often using magicka within themselves to do so. Every living being in this reality possesses a wellspring of magicka deep within themselves, and a critical part of learning to use magic in this setting is discovering how to use this energy to cast spells and perform other magical acts.

Every spellcaster in this setting uses magic differently, even when casting the same spells and producing the exact same effect. This is something you have the ability to take advantage of. You have two ways of casting spells: a completely fine, workplace-appropriate way to do so, and a far more intimate, and sexual way that enhances the potency of your spells based on a few different factors such as the amount of skin you're showing, the degree of lewdness in the method (If you moan when you cast a spell it gets a buff, if you have to do hip thrusts to cast this way you get a buff, etc.) and how attracted and attractive you and those around you happen to be (the sexier your surroundings the stronger the effects of your magic). This last one is also buffed if you are using magic to affect people attracted to you, meaning that you can heal someone more if they find you sexy. And yes, this dramatically buffs magic if you cast it while having sex.

This perk offers two more small buffs: firstly you find that your rates of regenerating internal reservoirs of magical energy are bolstered when you're naked, and your sexual fluids are a tiny bit magical as well. You can ever so slightly heal people who ingest or otherwise absorb your sexual fluids, though this scales based on your magical potency (so an archmage can actually heal someone by orgasming in or on them, but a novice would only slightly ease pain someone is in).

Enticing Enchantment [200 EP | Discounted for Mage]

Enchantment is the mystical act of taking an item and imbuing it with powerful supernatural properties. Some simple examples of this include things like taking a sword and giving it the ability to electrocute those it cuts; inflicting lightning damage on them, or taking a helmet and imbuing it with the ability to grant whoever wears it supernatural awareness of their surroundings. This arcane tradition is responsible for truly astounding items such as the armor of Ahzidal; an infamous and ancient enchanter who lived in Solstheim and worked alongside the Companions when they first formed to combat the elves of northern Tamriel and avenge the victims of the Night of Tears, or the staves created by the legendary Telvanni wizard Neloth.

You are a frighteningly talented enchanter, armed with knowledge of the standard enchantments one might see in 4th Era Skyrim, as well as the skill needed to make a standard enchanting apparatus. You start off fully able to turn spells you know into scrolls (the simplest form of enchanting in the setting), and are handy enough as an enchanter to be able to reliably use soul gems to create regular enchanted weapons and

armor. Enchanted objects you create are a bit different from regular enchanted objects, possessing one distinctive trait that reveals the lascivious nature of this setting's tone.

Enchanted objects you create can experience temporary buffs if those who use them allow the objects to draw on their lust and inflict arousal on them. A sword that sets foes aflame can burn enemies with even hotter fire if only the sword's wielder willingly endures experiencing a sort of heat themselves. A suit of armor enchanted to blunt the effects of magic can briefly grant the wearer near immunity to magic if only the wearer is willing to experience a momentary hardening of something of theirs.

You are also a gifted curse-weaver. This skill makes you an expert at laying down unpleasant magical effects, particularly on items, that smack those who attempt to use the items you've placed them on without your permission. Curse usage is a part of so-called Dark Magic (which is a field of magic that suffers from rampant, unpleasant, and untrue stereotypes), which you start off as a novice in but you can quickly grow more and more skilled. Your curses that involve things like bondage, humiliation, and sapping the power of those who fall victim to them are especially powerful. If you weave both curses and enchantments into one item you can create something incredibly powerful, but the enchantments strengthen the curses as much as the curses strengthen the enchantments...

Carnal Conjunction [400 EP | Discounted for Mage]

There are few arcane disciplines as laughably easy to make lewd as conjunction. The school of conjunction is the arcane tradition and field of using magic to reach the many planes contained within Oblivion (or other realms!) and summoning creatures, and items, from that infinite dimension and the multitude of sub-dimensions contained therein. Even lesser conjurers can summon variously powerful daedra or call forth weapons and items from Oblivion. To do this properly is a complicated process that once involved casting two spells near simultaneously; a spell to call forth a specific daedra and then a second spell to bind the daedra and thus gain the ability to control it. Prior to the advent of modern conjunction, which began when Corvus Direnni learned how to weave together both the summoning and binding of daedra into one spell, there were periods between the calling of a daedra and the moment they were controlled by their summoner, giving them a chance to distract (and possibly kill) their summoner.

Conjunction as a school of magic is a robust field with a multitude of uses if one gains enough skill. In addition to calling forth minions from across the Aurbis, or even cladding one in effective armor or gaining mighty weapons, spells to establish telepathic links often fall into this school of magic, and while this conjunction magic that allows for telepathy is often simple, master conjurers are known to be able to do more than merely whisper into the minds of their conjunctions... Another area where conjunction magic excels is, surprisingly, the alteration of daedric entities (albeit temporarily). It is known that skilled conjurers can summon daedric minions in altered forms with the most common kind of conjunction magic used to alter daedra being simple summon atronach spells that are twisted to temporarily turn the humanoid forms of flame atronachs into animalistic forms that can allow their conjurers to do things like ride them. You are an immensely skilled conjurer, firmly aware of and quite skilled in an array of spells: you can call forth all sorts of daedra, can easily establish telepathic connections between others and yourself or even with just others, and you have a mastery of conjunction such

that you know how to minutely alter conjuration spells so you can twist the forms of your summons into forms you find appealing. You can summon a daedroth that is just as powerful as one with a crocodilian appearance but who looks like a particularly sexy, noticeably tall, orcish woman, or summon an air atronach that is shockingly mundane in appearance just with curves in all the right places. You're also quite good at summoning armor and weapons and can even cast such spells more than once at a time, giving others such weapons and armor!

One area in which you are prodigiously skilled is the calling of unbound daedra: daedra that are called from Oblivion but are forcibly placed under your control. This is normally an exceedingly dangerous thing to do as many daedra are eager to be called to Nirn and to be free to operate without having to worry about the time limit imposed on it by normal conjuration magic and without consideration for their summoners. For some reason when you call forth an unbound daedra it will hear you out and is open to conversing with you (perhaps it is simple arousal as even daedra can experience lust, or perhaps it recognizes that the chance to travel to Nirn without losing its free will and without time constraints is worth hearing you out over).

You understand the alien politics and non-human sociology of the daedra and are astoundingly good at convincing such creatures to do your bidding without violence, with you being even better at convincing them to have sex with you. If you simply want lusty, alien partners this is all you need, but you're also skilled at convincing such creatures to do your bidding in exchange for sex, meaning you can allow daedra to retain their full free will and stay, permanently, at your side in exchange for sexual favors. As you explore future jumps you find that you quickly learn existing conjuration magic in said settings (and retain your ability to alter such spells), or can invent it if you come across appropriately alien creatures in such worlds but the worlds lack conjuration schools of magic.

[600 EP | Discounted for Mage]

Sample text

Thief

[100 EP | Free for Thief]

Arousing Alchemist [200 EP | Discounted for Thief]

Alchemy is a field that blends both magical and more rigorous, scientific practices into one impressively robust discipline. The art of alchemy is the taking of various ingredients and mixing, boiling, and distilling to empower their magical and chemical properties for the sake of using them to create potions and poisons.

There are subdisciplines within the grander field of alchemy that are handy for an explorer of this reality to know. One vital subdiscipline is the field of wortcraft: the practice of eating alchemical ingredients to learn what properties they possess. You are a prodigiously talented expert in this field gifted not only with a perfect memory and the ability to instantly understand all of the chemo-magical properties of whatever you get even a single bite of, you also possess an important ability that can quite literally save your life as a worter.

The dream ability of those who practice this subdiscipline could be to be immune to poisons and other powerful debuffs they may inadvertently suffer through in the field but your version of this ability is the power to convert such properties into powerful bouts of arousal and other sexual status effects. If you were to unintentionally poison yourself by downing some crimson nirnroot you can protect your health by instead causing the poison within the root to merely turn you on instead of pushing you closer to death. This ability allows you to endure any number of negative effects you may experience from eating food, provided you simply convert them into arousal, though this may lead to... messes, if you overstimulate yourself. Still, this is much better than dying.

You are also immensely talented at the brewing of poisons and potions. You have a robust, near-encyclopedic knowledge of what plants and items do when used as potion ingredients and you know secret, lewd processes by which you can both empower the positive effects of potions and the negative effects of poisons. As an additional buff if you're willing to add lewd side effects to potions and poisons you can make them even stronger; allowing you to make a cure disease potion that changes someone's sex or a slow acting poison that gives one buffs to their attractiveness and sex drive only to become horrifyingly fast-acting when they next have sex.

In future jumps you gain an updating mental library that informs you as to the chemomagical properties of plants and other appropriate alchemical reagents that scales to match the one you gain with this perk in this jump. And yes, this guarantees that the processes you use to make potions in this jump work in future jumps. You could make quite a living in the right worlds selling potions that enhance one's sex drive, or that heal wounds in exchange for making the drinkers a little more horny...

[400 EP | Discounted for Thief]

[600 EP | Discounted for Thief]

Sample text

Prisoner

Marriage Material [100 EP | Free for Prisoner]

The world of Nirn is populated by an impressive breadth of different species, and even among members of the same species, there are countless groups and distinct civilizations. The different people of the various continents, provinces, and settlements that dot Nirn have distinct views on various topics related to sex, marriage, and relationships, and you are curiously knowledgeable when it comes to these topics. You have a masterful understanding of the history of marriage rituals, ranging from your knowledge of the various takes on handfasting, a surprisingly common ceremony that various civilizations of multiple species partake in, all the way to the surprisingly egalitarian history of Orcish, at times gender-agnostic, polygamous marriage. As far as your knowledge of sex goes, you are knowledgeable both in terms of impartial facts (such as knowing that Argonians have cloacae and that the morphology of Khajeet is tied to the moon's phase during their birth rather than being determined by the morphology of their parents), and you are intelligent when it comes to performing sex. You are remarkably likely to have fortuitous encounters with people you'd find attractive, and tend to enter their lives at exactly the right moment for them, romantically and sexually speaking.

In future jumps, this knowledge updates to make you a walking archive of fun facts related to romance, courtship, and yes, sex.

Dashingly Different [200 EP | Discounted for Prisoner]

Throughout Tamriel, Nirn, and even in Oblivion itself, people understand the byproducts of sex. What fewer people, especially those from beyond Aurbis, realize is the ubiquity of more intriguing lovechildren than those who had two parents of one species...

Hybrids abound throughout Nirn and in Oblivion. The Bretons as a species are distinctly the byproducts of mer and man blending together (sometimes willingly, oftentimes, initially at least, less willingly). Even some daedra not only copulate but also reproduce conventionally! And you are quite capable of being one half of any pairing that results in offspring. You can have children with anyone from an Orc (while being a Khajiit) to a daedric prince (while being a Nord). Pregnancies you cause or endure are shockingly easy, safe, and altogether bizarrely pleasant, even when they should be dangerous, painful affairs. Your children are also very loyal to you, and you find that you are a skilled parent, naturally adept at instilling values and ideas in their heads. Finally, the more offspring you have with a given species, the more attractive you become to members of said species.

Free Love [400 EP | Discounted for Prisoner]

There's something... almost wholesome about you, jumper. You find that people just don't discriminate against you when it comes to friendship, romance, sex, and yes, even marriage. The societies that dot Nirn have whole histories with each other, and it's not uncommon for members of a society to have unpleasant feelings they associate with entire religious, racial, species, or political groups, and it's entirely possible for you to be one person who is a member of a group that locals loathe, such as being an Altmer exploring parts of 4th Era Skyrim, or a Nord in one of the cities in the Summerset Isles, but you'll find that people just don't begrudge you for your association with those

groups. You are treated positively, even if it doesn't make sense for you to be. This won't stop people from recognizing you as an invader or a criminal, if you happen to be either (or both), but so long as you aren't actively engaged in crime or in invading a place, people will be shockingly permissive when it comes to your presence.

This is even more impressive when it comes to romance, love, marriage, and sex, with people simply not caring about topics like your number of spouses, who you are attempting to court, or even who your other spouses are. You could, for instance, be married to seventeen people of various species, genders, and they could include relatives of yours, such as your siblings or children, and people would simply accept it. They wouldn't even try to stop you from pursuing additional spouses, such as opting to try and marry an Orc king, a Sload necromancer queen, who themselves would not be particularly concerned by your spouses or even your lack of noble status. What matters is you, yourself, and your individual compatibility with other people, rather than unpleasant questions of status and the like.

This also allows you to always put your best foot forward when it comes to courtship, romance, and marriage, making you better able to succeed when it comes to such endeavors. If anything, having more spouses and the like seems to make you MORE attractive, though you receive a similar buff the more loved by your spouse(s) you happen to be, so you don't have to have a harem to receive a buff here. And of course, if you have a harem and your connection to said harem isn't shallow, this gets even stronger...

Love Is... [600 EP | Discounted for Prisoner]

Prisoners are those with the power to write their own destinies, but if everyone else is bound by fate, then the destinies of prisoners are to watch others be slaves to fate, to destiny, to definition. Even and especially, daedric princes are susceptible to this. This won't do, will it?

You are free, but it would be sad to be free and forced to be alone, wouldn't it? Your freedom is contagious, though sharing it isn't easy. There are two ways to share your freedom: firstly, by having sex with someone, you can imbue them with your freedom, though while this is much simpler than the other means by which you can spread your freedom, it's also less powerful, requiring more applications before it has a truly noticeable effect. The other means to share your freedom with someone is to care for them.

Love is patient, love is kind, love is enduring, and if you are patient, kind, and enduring, you find that your freedom rubs off on others. This starts off slow, but the longer you care for someone and the deeper your feelings for them grow, the more your freedom imbues them, and it doesn't take long for them to be imbued with more freedom in minutes of you caring for them than in hours of lustful attentions... Though you are by no means restricted to infusing someone with freedom with just one method, and if you make love to those you care for, you find that they are radically imbued with potent freedom.

This freedom is a special thing, a unique, liberating energy that shatters the shackles fate attempts to impose on people. Sadly, how powerful being freed from fate is depends

on how powerful the freed individual happens to be. A regular mortal who is freed from fate may find a way to become immortal and can, when suffused with enough freedom, avoid what fate had predestined for them, such as surviving a mugging gone wrong or overcoming a terminal illness. Now, daedra, being creatures of strict definitions and tightly woven fates, get affected by this kind of freedom in very powerful ways. A daedra imbued with sufficient fate can reach into themselves and alter their names, changing themselves in quintessential ways, freeing themselves from the implacable grip fate has on them. It requires more and more freedom to give greater daedra this freedom, but you have an endless wellspring of freedom within you, and thus could eventually allow even the mighty daedric princes to change themselves in such a way that they are more compatible with you...

Those you love and share this freedom with are both inclined to change themselves to be more compatible with you, and they find it incredibly easy to do so. Some examples of this could range from someone changing their gender to match what you are attracted to at the lower end, all the way to vampires finding ways to sate their hunger without harming you, even if it makes no sense. Especially if it makes no sense. Freedom is multifaceted and illogical, and you ought to be able to weaponize that in the name of those you care about.

Theologies

Love & Lust [200 EP | Discounted for Azura]

Some kinds of love and lust go hand in hand, and you benefit from that. You appear more beautiful to people based on how they feel about you, with you looking exceptionally attractive to people in romantic love with you, while even those who fear you find you intimidating and imposing in a way that stirs their hearts. This effect is especially pronounced on those who love and lust after you, as feeling one can inspire the other with laughable ease. Like Azura, you are both alienly beautiful, and you deserve love. Additionally, if you happen to actually be sexy independently of this perk, you find that it is easier and easier to inspire love, with people falling for you more quickly the more attracted to you they happen to be. It would not be hard for you to inadvertently (or, perhaps, advertently) gather a harem or a cult of devoted followers who are obsessively enamored with you, in much the same way as Azura's most devoted worshipers are devoted to her.

The Power Of Prophecy [400 EP | Free for Azura]

You possess an unusual, though decidedly Azura-sourced gift in the form of an ability to tap into her knowledge of the future... so long as you're doing romantic and/or lewd activities. A porn and prophecy power is a bit odd, but it's an undoubtedly useful ability. Whenever you are having intimate connections with someone, which needn't be sexual in nature, though this power is at its strongest when you are having sexual encounters, you gain the ability to see into their future. The intensity of the connection you share with someone, as well as the pleasure the intimacy brings, helps strengthen the potency and clarity of the visions you experience (which doesn't interfere with your ability to enjoy the experiences that cause the visions in the first place). The more deeply you feel for the person or people you're being intimate with, and the more deeply they feel for you, as well as the more enjoyment everyone gets out of whatever activities are causing the visions, the better the visions will be in every respect. Holding someone's hand for a few minutes will cause you to experience the briefest, murkiest visions of their future, but making love to them for hours, satisfying their needs, and pleasuring them will give you crisp, detailed visions of their future.

Prince Of Plots [200 EP | Free for Boethiah]

Boethiah is the daedric prince of plots. Normally, her schemes involve her unlawfully overthrowing authority, committing treason, and assassinating her foes, or sometimes allowing him to have the chance to brutally murder his enemies. He has given you a fitting blessing, though one amusingly tailored to this path: the ability to plot, with unerring accuracy, schemes to court and seduce people. This peculiar power allows you to plan how best to seduce those you wish to bed, with the plans both becoming easier to plan and execute based on how attractive you find the given target, their proximity to power (It's easier to use this to plot to seduce a princess or a high priest than a housewife or a farmer), and how willing you are to use underhanded means to get your way. After you devise a given plan, you find that the closer you stick to it, the better the results you tend to get when you put it into action, all the way to you even performing better in bed relative to the target of your affections! With this power, you could assemble quite a harem of power-players if you use this ability on those who matter and stick tightly to your plans...

The Price of Failure [400 EP | Discounted for Boethiah]

Boethiah is a pivotal character in a story that plenty of mortals across Nirn take quite literally: the most common origin story for the daedric prince of orcs and vengeance, Malacath. The way the story is told, the Aldmer spirit Trinimac once had a fierce clash with Boethiah after being enraged by the actions of the Velothi movement and challenging their patron, Boethiah, to a duel. At the height of the duel, when Trinimac was on the cusp of succeeding, Mephala interfered, stabbing Trinimac in the back and causing him to fall and be struck by a powerful curse, which banished him to Oblivion and transformed him into Malacath. There are other versions of this story, some of which read as though they were written for pigs to laugh at, but in many versions of them Boethiah ultimately triumphs over Trinimac, or even Mauloch in one or two versions, but regardless the end result is usually the creation of Malacath in some form or another and the lesson remains the same: the price of failure is steep and this is a lesson your foes will learn when they face you; a chosen of the Dark Warrior. When you triumph over your foes in decisive ways, such as besting an enemy warrior in battle to the point that they are forced to submit or die, you can transform them.

Your ability to change the nature of your foes is pretty freeform. Before “becoming” Malacath, Trinimac was the greatest knight of Auriel, and the strongest warrior of all of the et’Ada who explored Nirn in those early, mythical days: his transformation into Malacath has reportedly left him a weak, vengeful version of the once beautiful, glorious knight. It takes some energy to transform someone, though this energy cost drops greatly depending on how much more powerful you are than someone and by the weakness they show in their defeat. It’s also easier for you to transform those who find you attractive, and if you are transforming them into a form you find attractive. Unlike with Boethiah and Malacath, those defeated by you, and who have felt your transformational power, are attracted to you; the greater the degree of transformation you inflict on them, the greater their attraction to you.

Dickish Dealmaking [200 EP | Free for Clavicus Vile]

Clavicus Vile is the daedric prince of bargains, an influential and (for a daedric prince) easily reachable prince who is eager to interact with mortals. The desperate can bargain with him, though he never makes deals that don’t offer him more than he’s paying. Sometimes, though, this needn’t be as grim as it sounds at a glance as Clavicus Vile is eager to be entertained and this can be the thing driving him to make a deal. He has seen something special in you and bestowed you with a very neat little blessing: you now possess the power to purchase things through private means... By which I mean with your privates.

When people tell you a price you intuitively know how to substitute sex for the price in question. If you need a sword you may have to give someone a blowjob of a certain quality, and you’ll know this the second you get told how much it is. If you offer them sex and the offer you make matches or exceeds what they’ll accept they’ll accept it, and they’ll regard the sex in question as every bit as valuable as coin. Some people, most people in fact, are not attracted to everyone so you may need some clever dealmaking to arrange what would satisfy someone but Clavicus Vile is, to you, a benevolent and generous prince who can easily help out here, giving you the power to summon generic humanoid daedra that only exist to pay sexual prices, though their skills in bed scale to match yours so for them to be able to pay exorbitant prices you’ll need to be spectacular

in bed. Still, with this you have the power to be an equal-opportunity sexual matchmaker and you'll have a greatly expanded ability to please and entertain a crowd of all species, sexes, and orientations.

This perk also lets you pay off fines with sex and sex acts, as well as permanently fiat-backs your ability to legally buy and sell sex.

Penile Patronage [400 EP | Discounted for Clavicus Vile]

Clavicus Vile is a prince of pacts, rites, and the granting of supernatural power and he has a special fondness for you. In you he embeds a small seed of power that, nurtured by the lewd light of this setting, has begun to sprout into something special.

With this perk you possess the ability to make particularly sexual pacts and bargains with people in which, in exchange for sexual satisfaction, the exchange of powers, skills, and the like, are facilitated. This is a two-way street: you can share powers with people, including perks, and they can share powers with you as well. Clavicus isn't fond of giving anything away for free, so he does have one stipulation that matters here: the more power you wish to give or receive the greater the pleasure involved must be. Still, if someone is desperate to become immortal and you can give them that ability then there's much worse prices to pay than some really good head, and Clavicus Vile is generous enough to permit that deals and pacts made using this power allow for substitutions (so if a farmer wants the power to summon the rain and you possess that power but aren't attracted to men he can offer his wife or daughter as a substitution). Other parties must consent to this, as even as unpleasant as Clavicus Vile can be, he wants all parties in a bargain to understand the terms involved.

You can also use this perk to purchase or sell intangible things, like souls, though the other rules involved are still in play: the more valuable something is, the more pleasure needs to be involved.

Supernal Speech [200 EP | Free for Hermaeus Mora]

An ancient tale involving Hermaeus Mora is an account of an interaction he had with an ancestor moth when he sought information about the Elder Scrolls. The exact details of the exchange between the two happens to be quite obscure but the ultimate result of it is that the ancestor moth got to escape intact, and the prince, despite not being known for mercy (particularly when knowledge and secrets are involved), spared the moth and in exchange the moth would wear Mora's eye on its wing, a deal that would involve the entire species from that point on. You now possess a flicker of the same talents Mora displayed in this myth.

Firstly you have the ability to speak to anything, allowing you to supernaturally communicate with anything that can be considered alive. This allows you to communicate with trees, moths, foxes, anything of the like. Secondly you can make deals with such creatures, and you are particularly good at making unusual bargains that serve to give you more information such as allowing you to see through someone and learn what they know, or at marking someone to let others know of their affiliation with you. In keeping with this setting's tone and themes you're also supremely good at using your speech to seduce people and are unnervingly skilled at using your supernatural

tongue to arouse and please. Some people would forfeit secrets of critical importance just for the chance to experience that most heavenly sloppytoppy.

~~I've Seen Enough Hentai To Know Where This Is Going~~ Tentacled Teacher And Thief [400 EP | Discounted for Hermaeus Mora]

Hermaeus Mora is filled with an obsessive drive to acquire knowledge of all sorts. He has devised a number of means of doing this, and in one eye-opening episode he brutally murders someone who was the secret-keeper of a culture that had long kept their secrets from him with a powerful tentacle. In the same moments as the man was dying Mora absorbed the secrets he knew, as part of the fulfillment of a bargain Mora and his champion struck with the man and his daughter. You now possess a version of this power that requires less murder but is still appropriately tentacled.

By having sex with someone you begin to learn what they know no matter the form of the sex you're having but there's ways to radically boost how much you gain from this perk. Mora has given you the power to summon and control tentacles and to involve them in lewd activities. You can feel what they feel and when they touch people they begin to inflict pleasure and copy knowledge from the people they touch, knowledge which is then transmitted to you. The greater the pleasure they inflict on others the more they learn, meaning the more skillfully you use the tentacles the more quickly you can learn everything they know. Mora, understanding the importance of dealmaking, also permits you to use this power to teach others using sex, which also functions on the rules mentioned above: more pleasure is more effective, and tentacle play is wildly more effective.

[200 EP | Free for Hircine]

[400 EP | Discounted for Hircine]

Sample text

[200 EP | Free for Ithelia]

[400 EP | Discounted for Ithelia]

Sample text

[200 EP | Free for Malacath]

[400 EP | Discounted for Malacath]

Sample text

[200 EP | Free for Mehrunes Dagon]

[400 EP | Discounted for Mehrunes Dagon]

Sample text

[200 EP | Free for Mephala]

[400 EP | Discounted for Mephala]

Sample text

[200 EP | Free for Meridia]

[400 EP | Discounted for Meridia]

Sample text

[200 EP | Free for Molag Bal]

[400 EP | Discounted for Molag Bal]

Sample text

[200 EP | Free for Namira]

[400 EP | Discounted for Namira]

Sample text

[200 EP | Free for Nocturnal]

[400 EP | Discounted for Nocturnal]

Sample text

[200 EP | Free for Peryite]

[400 EP | Discounted for Peryite]

Sample text

[200 EP | Free for Sanguine]

[400 EP | Discounted for Sanguine]

Sample text

Unpredictability [200 EP | Discounted for Sheogorath]

Sheogorath is the foe of wisemen and the learned, the enemy of those who attempt to understand him, each other, or even themselves. His domains of madness and creativity make him the final foe of plots, schemes, and those who dare to try to make sense of madness. His blessings and favor are as likely to harm as they are to help, but he has given you something quite special: you are impossible to predict. If someone attempts to predict your actions, motives, and thoughts using mundane methods, they may just fail:

their efforts to understand you just do not work. On the other hand, if someone tries to make sense of your efforts through supernatural means, they will experience a direct backlash that is equal in potency to the potency of their means to study and predict you. A simple spell that seeks to discern your general location will produce a small amount of mystical backlash that disrupts the spellcaster's ability to cast spells for a few minutes, but a spell that seeks to read your mind will instead be reversed back at the caster and blast their mind with invasive magicka. You can dictate the flavor of this backlash, with Sheogorath finding it funny if you make it embarrassing and sexual, as it reminds him of a time he and a friend of his tormented a village in Cyrodiil. The effects get worse if someone decides to double down, with each of the previous effects building on their predecessors. One of the effects it can have on someone is that it induces a psychotic break, a state that makes them incredibly susceptible to your influence.

Sexual Creativity [400 EP | Free for Sheogorath]

Beauty Sleep [200 EP | Free for Vaermina]

You have a rather curious ability... Vaermina has blessed you and, despite her usual "Blessings" being unpleasant trips to Quagmire and time spent receiving her cruel attentions, the blessing she has given you is uniquely pleasant. When you sleep you become more attractive (with this being more effective the longer and the better you sleep), and you can share this rather distinctive blessing with others either by having sex with them (which gives them a degree of this blessing almost as potent as yours) or by being affectionate with them (which allows you to share this with your friends and relatives even if you aren't attracted to them, though this is less powerful than the version people get after you have sex with them). These forms of blessing sharing can stack, and the effects can be quite dramatic if they do.

There is some degree to which this supernatural enhancement to your physical attractiveness fades the longer you stay awake, but you always retain a kernel of it, no matter how long it's been since you've slept. There is no limit to how attractive this can make you, and the more attracted someone is to you, the more effective your dream and sleep-inducement magic is on them, to the point that eventually you can use simple sleeping magic to put someone immune to such things to bed.

Lord Of Lewd Dreams [400 EP | Discounted for Vaermina]

Vaermina is the daedric prince of dreams and nightmares. Usurping her dominion is both difficult and ill-advised. What's less dangerous, however, (especially if Vaermina happens to like you, something she has been known to do from time to time when it comes to mortals) is becoming associated with a very specific kind of dream... This perk grants you an association with romantic, erotic, and lewd dreams. You draw a small bit of power from romantic, erotic, and lewd dreams of all stripes, but are dramatically empowered by such dreams when you feature prominently in them.

Those you interact with are more likely to experience such dreams, and if they are attracted to you, then you are incredibly likely to feature prominently in them. Beyond this, you know when people are having such dreams if they involve you, and can even control the "You" in said dreams if such people are in a range around you that scales with how attractive and powerful you happen to be (and thus grows slightly larger with

each such dream and a little bit larger still if you feature in said dreams). You can also replicate and flavor Vaermina's dark feat of taking memories and replacing them with faint visions of horror and despair, but with an appropriately lewd flavor. When you take memories, something you can do to those who are dreaming of you in the range of your ability to control the visions of you that are in their dreams, you can replace the memories you stole with visions of unbridled ecstasy, obsessive love, and bliss. This can be immensely nasty, since as you steal away fragments of a person you leave behind potent bliss...

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 EP items for free, with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

Warrior

[100 EP | Free for Warrior]

[200 EP | Discounted for Warrior]

[400 EP | Discounted for Warrior]

Sample text

Mage

[100 EP | Free for Mage]

[200 EP | Discounted for Mage]

[400 EP | Discounted for Mage]

Sample text

Thief

[100 EP | Free for Thief]

[200 EP | Discounted for Thief]

[400 EP | Discounted for Thief]

Sample text

Prisoner

Get Out Of Jail Free Card [100 EP | Free for Prisoner]

This item might be a... curious jest played by the gods on you, jumper. This item represents a once-in-a-jump opportunity to get off scot-free for your crimes. With it, you will always be given opportunities to go to prison rather than immediately die for any crimes you've committed, and at the start of a prison sentence (even if the prison is meant to hold you until you are executed), the item directly manifests as a bed that you can choose to sleep in. If you sleep in it, you will awaken some hours later and immediately be let go, having effectively served your sentence for whatever crimes you were found guilty of. If you choose not to sleep in it, then it will vanish, and your sentence will play out as normal, including if you are to be executed. This item only works once per jump (or per decade, whichever is sooner), but it works on any crimes, no matter how egregious, and once it's been used, you are completely forgiven, and your crime to society has been paid off, both legally and socially. This powerful item guarantees you'll always have a chance to wipe your slate clean and begin anew.

Prisoner's Cloak [200 EP | Discounted for Prisoner]

This plain-looking cloak is a fascinating object of unclear make that has some mysterious tether to fate and the Many Paths. Perhaps it is a secret invention by Ithelia left somewhere her foes couldn't find it? Or maybe, since Ithelia has vanished from reality, another daedra is unwittingly moving to take her place, and this is their first artifact? This unassuming cloak makes those who wear it seem nondescript and obscures them from view by casual onlookers, but those who look at it and see both it and its wearer are beset by subtle visions of the various destinies of the cloak's wearer, seeing fragmented, confusing, and remarkable visions of them gathered and stitched together from across the breadth of the Many Paths. This can impress them, scare them, and even make them feel other emotions as well. You can tell when someone is truly seeing you while you wear this cloak, and you can decide the sorts of visions you want them to see, which can be a helpful tool for making a good first impression on someone or scaring somebody. This can scare people as easily as it can arouse or awe them, as there are just as many Paths where you murder them as ones where you make love to them, and focusing the cloak powerfully alters which visions it emphasizes.

Elder Scroll [400 EP | Discounted for Prisoner]

Of all of the artifacts that one might learn about while exploring the Aurbis, few are both as well-known and as enigmatic as the Elder Scrolls. Though little is known about the origins of the Elder Scrolls, their power is universally recognized. These scrolls document the past, the present, and the future with eerie, supernatural accuracy. This is a single Elder Scroll... Though the knowledge contained within it seems to encapsulate the knowledge contained within every Elder Scroll simultaneously.

Viewing a scroll's contents is a perilous task. Unprepared fools who rush to greedily claim the knowledge a scroll can contain will be temporarily blinded, and those who persist in their errors will quickly lose their sight completely. What might be worse, depending on why someone is impatient, is that impatient minds grasp nothing of substance by looking at this scroll. One must be patient and ready to bear the weight of the visions the scroll offers to gain something of value from it... Unless they are you and the scroll in question is this one. To you, this scroll promises to yield its secrets without

resistance, though especially in the beginning, you find that you learn the most from this scroll when you use it to seek out the answers to questions related to sex, romance, love, and intimacy. You can use this scroll to gain real knowledge of one's sexual past and future, and to find people who are attracted to you (or would be if they knew you), as well as use this as a powerful shortcut when it comes to figuring out how to properly romance and court people, as well as a guide when it comes to most effectively pleasing them.

As you gain more success when it comes to matters of the heart, your unusually opinionated scroll will become more willing to dispense secrets that do not concern matters of the heart. This scroll is also happy to offer visions of the future and sage advice to others, so long as you'd give them permission to read the scroll and learn its contents (and it is far, far stricter with others about romantic and sexual progress being needed before it offers other secrets).

You can also use this scroll to remember and reexperience any sexual experiences you've had, remembering them exactly as you experienced them, reliving every sensation.

Theologies

The following items are remixed daedric artifacts. By purchasing these artifacts with EP, you are gaining versions of them that are fiat-backed to be loyal to you and to have power regardless of the opinions of the princes who are responsible for their creation, ensuring your artifacts won't be used as weapons against you by unhappy princes, nor taken away at an inopportune time. This also comes with what is essentially "Standard protections" for fiat-backed items, such as the ability to import these items into similar items, a guarantee that they cannot be meaningfully lost or destroyed (barring drawbacks, and even then they come back at the start of the next jump).

Moon-and-Star [200 EP | Free for Azura]

Originally a Dwemer-made ring worn by one of Azura's greatest champions, Lord Nerevar, this ring has been blessed by Azura to serve as the ultimate proof that someone has her backing. The ring possesses powerful blessings that dramatically skyrocket one's charisma in every respect, with this effect scaling with your personal attractiveness (meaning you're as charismatic as you are sexy). This particular version of the ring has an important modification to the original's basic failsafe of simply killing anyone who didn't have permission from Azura to wear it. While this version of the ring can simply strike down those who don't have your permission to wear it, it could, if you'd rather do this instead, simply blast the minds of those who wear it with visions of Azura's impossibly beautiful realm of Moonshadow. Azura's realm is wondrously, blindingly beautiful, and to see it stuns and arouses the minds of those who dare to try and steal from and/or impersonate you, such that many people immediately and powerfully climax, as well as being stunned into a state where they are laughably easy to manipulate. Even when someone takes the ring off their finger, it is very easy to convince them to do your bidding in exchange for letting them see more visions of Moonshadow.

Azura's Star [400 EP | Discounted for Azura]

This legendary object is, essentially, a reusable soul gem that can capture any white soul, withstand the process during which the soul is used (such as in enchanting or to replenish an enchanted object's stores of supernatural energy), and then free the soul to travel to Oblivion. This version of the artifact possesses all the standard enchanting uses, as well as its powers as a soul gem, but comes with a number of additional uses as well. You can use this as a reagent in enchantment, even if it lacks souls, and in exchange, it uses sexual energies, arousing you in lieu of using the immense power contained within a soul. There's also additional functionality embedded in the soul gem properties of the star, as it can be used to capture even "black" souls natively, and can store them in a paradisiacal realm where it can feed on their sexual energies, arousing them similar to how it can arouse you, rather than essentially consuming all of their energies at once and then ushering them to Oblivion like the artifact normally does. Additionally, it is possible for this artifact to capture and store an unlimited number of souls at once, including pieces of souls rather than the whole soul. It is possible to enter the soul gem (causing your body to enter a state of apparent unconsciousness) and to speak with the souls captured within, as well as to seduce and have sex with them, which builds up the stores of sexual energy within the gem and allows it to be used for enchanting, recharging, or other reasons why one might need a soul gem, without consuming the souls or arousing you.

Ebony Mail [200 EP | Free for Boethiah]

Many heroes (in the Elder Scrolls sense of this term) have worn the Ebony Mail over the ages. This is a full suite of ebony armor, though in some recorded instances of its appearances and travels across Nirn and beyond it is simply a breastplate made of ebony. This armor is masterfully made and quite powerful, able to grant complete immunity to fire, near total immunity to magic, and, as befits a suit of mystical ebony armor, it is tremendously protective when it comes to purely physical attacks. The suit also has the ability to make you completely silent and even mystically delete your scent, making you essentially invisible in the dark. It can even envenom your foes if they get too close to you! All of these properties are abilities that the mainline version of this armor happens to have, but this suit of armor has a few special Sanguine-inspired touches to keep it in line with many of the other items you'll find here.

The supernatural venom that this armor coats foes in is an unusual and unpleasant

Duplici Gladio [400 EP | Discounted for Boethiah]

Sample text

Feyfolken [200 EP | Free for Clavicus Vile]

Masque of Clavicus Vile [400 EP | Discounted for Clavicus Vile]

Sample text

Mora's Whispers [200 EP | Free for Hermaeus Mora]

Eldritch Tomes [400 EP | Discounted for Hermaeus Mora]

Sample text

Saviour's Hide [200 EP | Free for Hircine]

Totems of Hircine [400 EP | Discounted for Hircine]

Sample text

Mirror of Truth [200 EP | Free for Ithelia]

The Arcane Knot [400 EP | Discounted for Ithelia]

Sample text

Heart of Order [200 EP | Free for Jyggalag]

The Sword of Jyggalag [400 EP | Discounted for Jyggalag]

Sample text

Brutal Bands [200 EP | Free for Malacath]

Volendrung [400 EP | Discounted for Malacath]

Sample text

Mysterium Xarxes [200 EP | Free for Mehrunes Dagon]

Sword of the Moon Reiver [400 EP | Discounted for Mehrunes Dagon]

Sample text

Threads of the Webspinner [200 EP | Free for Mephala]

Obsidian Husk [400 EP | Discounted for Mephala]

Sample text

Meridia's Beacon [200 EP | Free for Meridia]

Dawnbreaker [400 EP | Discounted for Meridia]

Sample text

Dolorous Cista [200 EP | Free for Molag Bal]

Mace of Molag Bal [400 EP | Discounted for Molag Bal]

Sample text

Hand of Namira [200 EP | Free for Namira]

Dark Heart [400 EP | Discounted for Namira]

Sample text

Gray Cowl of Nocturnal [200 EP | Free for Nocturnal]

Skeleton Key [400 EP | Discounted for Nocturnal]

Sample text

Spellbreaker [200 EP | Free for Peryite]

Scarf of the Obscene [400 EP | Discounted for Peryite]

Sample text

Sanguine Rose [200 EP | Free for Sanguine]

Rod of Revels [400 EP | Discounted for Sanguine]

Sample text

Sheogorath's Stylings [200 EP | Free for Sheogorath]

Wabbajack [400 EP | Discounted for Sheogorath]

Sample text

The Dark Lady's Headrest [200 EP | Free for Vaermina]

This appears to be a subverted copy of a much more grim daedric artifact that lures people to sleep on it by appearing to be a comfortable pillow and plagues them with dark nightmares. This version of it, however, is very different from that little bauble, as when someone sleeps on it, they are plagued by powerful, lewd dreams, allowing them to experience visions of their deepest fantasies... The secondary effect of this peculiar artifact is that those who sleep on it find their rates of natural healing radically enhanced, allowing people to recover from even near-fatal injuries in hours or days of resting on this pillow.

The Skull of Corruption [400 EP | Discounted for Vaermina]

An artifact most foul, the Skull of Corruption is perhaps the most well-known of Vaermina's artifacts. A horrifying weapon well in line with the daedric prince, the most overtly associated with fear, the Skull of Corruption creates clones of those it is used on, clones that seek to violently murder whoever they are clones of. This version of the Skull is still a nightmarish weapon that creates clones of those it is used on, and those clones still seek to murder whoever they are clones of, but said clones have additional abilities. These clones have the ability to become more attractive remixes of the people they are clones of ("Attractive" as determined by you, so a clone of an Orc man, if you are a man attracted to women, can become an Orc woman at will), and they have the ability to drain energy through sex. This means they can seduce whoever they are clones of and murder them through sex. Additionally, unlike in the game versions of the Skull of Corruption, clones made this way are fully real, and if they successfully murder someone, they become fully loyal to you. If someone manages to kill their clone, they become immune to the staff's effects for a year, though each time you make them afraid, this period of immunity decreases proportionally to how much fear you make them feel. At first, this staff can only maintain one clone, but as you use it, this limit gradually increases, and each time a clone manages to successfully kill whoever they are a clone of, the clone is unlinked from the staff, allowing the artifact to create another clone. If you used the staff on yourself, it would create a new, attractive body for the mind within the staff that is loyal to you and more than open to having sex with you. As if in reflection of Vaermina's nature, the mind of the staff is sadistic and delights in making people feel fear and pain, and is more than happy to use these traits at your behest or to advance your goals, however it sees fit.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend EP to import companions into this jump, giving them 600 EP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 EP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 EP]

This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 EP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

[100 EP]

[100 EP]

[100 EP]

[200 EP]

[200 EP]

[200 EP]

[400 EP]

[400 EP]

[400 EP]

[600 EP]

[600 EP]

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: This document was created on May 8th, 2026. A public WIP of this was shared to various spaces on May 11th. This WIP included the completed Prisoner perk and item lines, as well as the completed perks and items for the Azura and Vaermina theologies, as well as all of the very basic formatting and intro text written out, though not necessarily in their finalized states.

-On May 11th, after receiving some feedback concerning the name, it was changed to reflect the focus and scope of the jump: to focus on relations between mortals and daedra.

WIP/Temporary Notes

-This jump will have custom companions and will include several detailed scenarios. So if you're seeing this early after it's first shared... Sorry, this one will take a beat. I'm hoping the end product is worth the wait.

-Holy formatting, Batman! I'm gonna be adjusting the formatting for this one as more and more of the jump gets filled out. I will be doing my best to make sure there's no weirdness like perk names that are at the bottom of a page with the description on the next page, but for now, I'm letting things play out and simply using page breaks when stuff gets weird.

-Assuming this jump is completed and works properly, it is very possible that I will work to do other jumps with similar focuses to this one for factions, aedra, and other groups in Elder Scrolls lore. This jump is already gonna be a mammoth with 21 total origins and somewhere not far from 100 purchasable options (4 options for every mini-origin=68 total things, and 4 origins with 7 options each; 4 perks and 3 items to each origin, plus companions and a few general perks. A colossal amount of buyable stuff). Adding any more would make it laughably bloated.

Normal Notes

-This is a jump document by LJGV/Sin-God.

-This jump is inspired by multiple different things, but chiefly it is inspired by the lewd "World Of" jumps from QQ, as well as the Warhammer 30K Primarch GF jump by Firriga. Another main inspiration is MrTrueGnome's jumps.

- "Love Is..." Is the, for this jump and setting, pretty necessary "Your lovers will change in ways that make them less dickish and dangerous to be around" perk but amped up so powerfully that it allows even monsters like Molag Bal to truly change. They do have to want to change, but I wanted to leave some obstacles for jumpers to overcome on their own. Still, if you snag it, your lovers will find ways to make sure they don't hurt you or others you care about, even if it should be impossible. Even human and human-level loved ones will find ways to overcome lifelong injuries, recover from terminal illnesses, and become immortal so they'll only die if they, and probably you, want them to.

-Unsurprisingly, jumpmaking is very much a group endeavor and I wanted to appreciate the community. When I make jumps public I always get a lot of critical feedback and editing help. As usual, the goat L came through with editing, and different folks from Reddit and QQ have offered very helpful suggestions, with some folks like S coming in and offering great ideas for perks.

-I am/have tried to put in a decent amount of flavor text into the perks and items but that flavor text is just that. If a perk says that it is keyed to a daedric prince, such as the Mora capstone perk, that doesn't actually mean that it requires Mora's permission to work. Perks are independent of the princes, though I wanted readers to know the inspiration behind them.

-The general thinking behind the daedra/theology perks is that the 200 point perks are beneficial traits that take a facet of the prince's sphere and make it appropriately lewd (while hopefully still having some degree of universal utility). The capstone perks for those origins offer fully supernatural abilities that reflect a key myth or known ability of a daedric prince.