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The white phial

White Phial is a legendary bottle forged on days when Skyrim was just starting to turn into ice. A small container made of magically infused snow that first fell down the throat of the world. Phial is said to refuel all the liquid placed inside him, Visiting The White Phial and talking to Nurelion reveals that White Phial was obsessed with his life, to the extent that he himself named his movement after it. Nurelion's research has revealed the current location of the vial, but he is in the final stages of a fatal illness, but believes the White Phial can save him. A task:Fixing Phial you will be rewarded with White Phial (Full), which acts as a potion with the effects of your choosing. Drinking a white phial (full) moves it to the Miscellaneous section as White Phial (Void). After 24 hours, Correct of the safari: Buy the , the bottle will have a different effect.

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ei yleisesti katsottuna henkiin henkiin henkiin asetetuksi ruumiiksi, joka kuluttaa öisin blood, slaves and other victims of sleeping people. Tamriel vampires are living dead, sick people who live behave, hunt and misunderstand. Regardless of whether they consider themselves cursed, blessed, irrational or trying to get rid of diseases, vampires are considered the abominations of most people. Although it is possible for a vampire to find a cure, knowledge of how to do it has been suppressed in many places for fear that it would encourage people to deliberately become inflamed. The exact nature of vampires is confusing, although the most suitable and common is to define them as undead, in a strict technical sense they are not really. Although typically they are incredibly fast, talented and artificially strong magis, the fear of vampires is unusually high because they can infect other people, fate is usually described as worse than death. Mistrust and chaos can bring down entire colonies if only one vampire infiltrates the population. Vampires spread through deadly diseases such as Porphyric Hemophilia, Sanguinare Vampiris and Noxiphilic Sanguivoria. Vampires are usually organized into many different clans; In fact, are unusually pale, and the eyes of some breeds of hungry vampires turn red like blood until their seed goes out. Vampires can not age and are immune to diseases; Although they are not immune to death, a vampire can be killed in battle. Some older vampires can be hundreds or even thousands of years old. The skin of a vampire is very susceptible to sunlight, so much so that contact with sunlight burns the skin. Vampires are also especially susceptible to fire. When they their powder can be collected and used as an alchemical ingredient. The documents describe vampires turned to dust, even without killing the flames. There are rumours that getting to places of worship can cause vampire pain. Exact abilities depend on the type of vampire. according to the report. The first purebred vampireVampires to get his estate directly from Prince Daedric Molag Bali is known as purebred or Coldharbour's daughters, if they are women. Due to its unique nature, pure blood enjoys a higher position among vampires and generally considers their offspring to be semi-breed inferior. purebreds are probably the main cause of various vampire line halls, since prince Daedric's vampirism of endocosis varies from individual to individual; The only notable exception to this is the former Volkihar clan, whose whole family got the same excitement. The difference between pure blood and their offspring, in addition to origin, status and purity, is that they can have additional abilities. In appearance, they look like other vampires in their own line. The offspring and offspring of pure blood can retain their added abilities, but they are still considered inferior to the father and grandfather. The most striking feature of vampires is the insatiable and unnatural need for blood. Hybridization of plant and vampiar blood led, among other things, to plants with a brazen and blood-like hunger. Blood may not be necessary to stay alive, but its end can cause the vampire to become extremely weak and angry, although some types of vampires become stronger and vampires. However, they still get angry after a long time without blood and in some cases can go into a coma. Blood consumption also allows some vampire chickens to maintain a more subtle appearance, which weakens their vampiar properties, but can improve their health and regeneration. If a vampire bite leaves its victim alive after feeding, the vampire is in danger of sending his sick to the victim. Blood itself may not be necessary for a vampire to be healthy; it has been suggested that vampires are able to drain the life force of a warm-blooded creature to replenish theirs. Vampires are basically parasiium, and they do not actually have to kill their victims during feeding; However, with a desire for intense blood or to avoid potential competition, most victims are completely emptied. Only two known lines are able to contain themselves by feeding without killing, although this is pragmatism and most victims suffer a fate worse than death, which vampires hold captive to feed constantly. Vampires are able to eat deadly food without negative effects, but do not get the nutrition they need. the first vampire came from Molag Bali. He wasn't. was willing to do so. But he was still the first. - Serana, vampire of the VolkiharMolag Bal clan, Prince daedric of doscience Book Opusculus Lamae Bal ta Mezzamortie tells how the curse of vampirism, the creation of Prince Daedric Molag Bali, was born. Molag Bali is said to loathe Arakja, an aedra who showed great pride in his sphere of influence, the cycle of life and death. Molag Bal travelled to Tamriel (who was newly established at the time), where he brutally raped a Nede woman named Lamae Beolfag and then left Nirn. Lamae was found and cared for by nomads, but eventually death caught up with him. On the night of the cremation, he rose again and brutally killed the nomads. Nicknamed coldharbour's daughter, she created more vampires, spreading the curse through Tamriel and mocking Arkay.Na cycles of truth, Lamae did not die, but quickly recovered from her wounds that frightened local Nedi. There were fears of a disease spreading through the recessions, and attempts were made to cremat him, but he woke up and killed them all. When he came to his attention, he was horrified by what he had done and what he had become. She begged Arkay, but he abandoned her. In retaliation, he began spreading vampirism to his followers. Since then, many mortals have made deals with Molag Bali to become vampires, giving birth to new vampire birds. In the early days of vampirism, there are variations in the doctrine of the temple of the court, when Molag Bal creates the first vampire from a beaten enemy such as the Lord of Daedra, the Temple Saint or a powerful animal animal. In fact, diverse stories can be true, as in the case of Skyrim's Volkihar vampires, descended from one family who got their abilities straight from Molag Bali. These many pure-blooded vampires can create their own alignments with unique abilities and characteristics. The connection of vampirism to Molag Bali may be one of the reasons why Molag Bali's gavel, a gavel that allows the user to absorb the magic of the enemy, is also called Vampire Macs. Of course, anything that absorbs the victim's power is often associated with vampires, such as a power-draining vampiar cloud spell, ebony blade and vampiri ring. However, since few survive vampire attacks, the actual contraction process is not well understood. Newly infected people have no symptoms in the first 72 hours (except perhaps nightmares and insomnia) and can be cured of the disease like any other This time, however, the disease is considered incurable: the disease causes someone to die, which literally makes the vampire undead. Despite this, there are many documented cases of individuals who have found ways to heal, as was later discussed. The incubation process and the possible conversion of vampires seem to vary, since some people actually die and usually wake up to the grave, others, such as Lamae, actually began to heal quickly rather than die, although the book incorrectly states that he died before moving on. Although a vampire spreading his disease to another can be seen as a form of reproduction, at least one male vampire is documented as the child's father with a living companion. Lord Lovidicus's diary tells how an imperial conceived a 40-year-old woman, leading to the son of a male conurbation. This child inherited unnatural fighting abilities, such as increased speed and resistance to normal and magical weapons, and also inherited a strange grayer skin color. He was known as the Grey Prince and Grand Master of the Imperial Arena.It known that vampires spread vampirism using bites, scratches or vampiric drainage spells; the meth is dependent on the vampire line, as some vampires, such as vampires on the Lamae Beolfag line, are forced to donate their own blood to the victims after emptying some blood victim. However, a floating Armige named Galur Rithari claimed to have been cured of the disease. In his articles, Armiger notes that when he was a vampire, he took on the Molag Bali mission at the shrine, and after completing the mission, he healed from vampirism. Later, Rithari denied his claim because of the court's temple's confluence test. At least one other successfully sought a cure for Molag Bali, although Prince Daedric actually acquired a cure in Vaermina. This suggests that Vaermina also has something to do with vampirism, which is somehow compatible with its bad precincts. They say that at least some forms of vampirism can be cured by removing blood from a suitable bloodline. Finding and removing the blood godfather is very difficult, but in doing so, the whole vampire clan also heals (some of them can die instantly in old age). Another report from a supposedly cured vampire also suggests that the disease can be cured, although it does not provide clues as to how. One way to cure the disease is by swimming in water containing a mysterious ingredient called purifying salt. Nniiden Iliac Bay caught the attention of the Magi Guild, apparently healing the disease. The cure is a herb consisting of six cloves of garlic, two grass shoots, five moorgrass leaves, Argonian blood and the ashes of a powerful vampire; These same ingredients were used to cure Count Skingrad's coma wife Rona Hassildor of vampirism, although the improved process led to his immediate death. One way to combat the spread of vampirism, which has now gone down in history, was the potion that turned the blood of the drink into a potent poison capable of killing a vampire trying to feast. There are stories whose reality cannot be determined, that there are other mystical ways to cure vampirism. Falion, a morthal magician in the fourth age, was able to heal vampirism with a ritual associated with a stuffed jewel of black soul (and therefore a human soul) and an enchantment that appeals to the forces of Oblivion. Little is known about the ritual. A less ideal option is exposure to lycanthropy. Hircine's blessings can replace those infected with lycanthropic blood, but this involves its own special set of complications. It is common for vampires to love him. However, the species was also influenced by other Princes of Daedricos; The Cyrodiilic line honors Clavicus Vile for giving them the ability to socialize with mortals. A book written about the and his unique vampirism tells us that Hircine is responsible for his ability to resist the sun, although the author considered it a wild theory.

which infected them, which in turn affects their abilities. Vampire clans typically consist of vampires of the same line, or who share the same feeding place. Some clans are powerful enough to establish fortifications and keep livestock in captivity: prisoners or slaves from whom they regularly feed without turning them into vampires.- Lamae 'Lamae Beolfag' line was the first of its kind and created a line, according to its followers. Vampires on this line have noxyphilic sanguivor instead of porphyric hemophilia or Sanguinare Vampiris. Noxyphile Sanguivoria allows these vampires not to burn or deteriorate in sunlight, but if stronger when night falls. They also have other skills; some, such as invisibility, share with other lines. A special way to get this thread of vampirism is the ritual of Scion, a ritual in which mortal blood is completely replaced by the blood of depression. This show turns mortals into scones, a powerful vampire type. It is also the only way in which a shrunken soul can grasp this thread of vampirism. The exact name of this line is unknown, but it was very common in another era and was found in almost all of Tamriel. Members of the Lama line are taught to despise Molag Bali and Arkay, according to Lamae's contempt against those deities. Apparently, Lamae is responsible for creating several other lines, unless this ability is unique to him as the first vampire or his line's seemingly powerful ability to create a bottom line is unknown.- The Black Swamp is known to capture Black Marsh's Whet-Fang vampires capture victims alive and magically keep them in a coma, allowing vampires to draw blood as they please. Cyrodiil vampires believe that whet fang vampires show signs of enlightenment that consider them smarter than other barbaric tribes. For this reason, order sees them as a potential threat to their dominance in Cyrodiil. Cyrodiil is only a well-known tribe in Cyrodiil, and its real name has disappeared into history. In addition to the imperialists in the region, they crashed their rivalry. These cyodyel vampires cannot be separated from the living if they are well fed, and are cultivated and more civilized than vampires in other provinces, experts in secrecy and use their stealth skills to feed and sleep without realizing it. Calling themselves order, these vampires follow Prince Daedric Kin-father Molag Bali, like many other vampires, but also consider Clavicus Vile their protector. Members must never reveal themselves or order and acquire power, power and wealth where possible. Despite this rigid structure, they do not appear to be a unified organization or any line of authority.- Elsweyr 'Elsweyr has two tribes of known vampires. The Hollowfang clan was a clan of Khajiit vampires living in North Elsweyr in another era. They particularly adored Sangin, the god of blood. Clan members know blood magic and alchemy. The clan's numbers were destroyed when the undauded group's mission was to prevent vampires from sucking dragon blood. Tenarr Zalviit (Ta'agra night for stalkers) was an ancient clan of Khajiit vampires who Tenarr Zalviit, the crypt of Anequina's pathetic scar, at least since the Time of the Trest plague. During the mother of the clans, they lived with the living for centuries, watched over their dead in exchange for the sacrifice of blood, and fed exclusively feeding fine-blooded animals. The Knahaten flu caused a dramatic increase in clan members as flu victims were helped by turning them into vampires. This flood made it difficult for everyone to satisfy hunger. After the loss of the clan's mother, there was a power struggle between those who wanted to feed the animals and those who wanted to extend their taste buds to humans. The power struggle was resolved when adventurers helped pacifists and destroyed their counterparts.- There are many vampire birds in the Iliac Bay area of Iliac Bay, each with its own special abilities: Anthoris, Garlythi, Haarvenu, Khulari, Lyrezi, Montalion, Selenu, Thrafey and Vraseth. Clans live in their own territories, and a strong sense of competition is present. Some vampires in Iliac Bay became soldiers in an army of the undead who ruled the Baron of Dwynnen around 3E 253. The Lyrezi, Selenu and Vrasath lines are apparently created by Nedes, who were moved by Lamae Beolfag as he lifted off the pyre. Glenmoril Coven vampires live in the Brittany towns of High Rock, although their eating skills or habits are unknown. However, it is known that they are one of the tribes considered smarter (and more threatening) by vampires of the Cyrodiil order; Perhaps it suggests that, like order, they live disguised in a normal population as a stealth manipulator. In 2E 582, a group of vampires in the High Rock area called Rivenspire were taught to fight blood hunger rather than kill by feeding an Altmer vampire named Count Ravenwatch. Despite the Count's distinguished moral code and belief that humans and vampires could coext together, Ravenwatch got his vampirism straight from Molag Bali. It meant he was a pure-blooded vampire. It is not known whether Ravenwatch House survived the events of the Alliance War. Baron Montclair tried to save his wife from illness by using an ancient artifact from Ayleid named Lightn Restnant. Instead of healing the baroness, she turned the entire Montclair family into vampires and the Baroness herself turned into a blood demon. Unlike Ravenwatch House, Montclair believed vampires were better creatures and sought to rule With the help of Count Ravenwatch and Shornhelm's nobles, Vestige managed to destroy Montclair House and ended his brutal campaign. Despite being classified as different lines or clans by most vampires in Iliac Bay, they had a similar appearance in addition to forces and the unique characteristic of each clan, at least three known lines appear to originate from the same source, Lamae.Most intestinal bay bloodlines, if not all, seem to have the significant weakness that their entire line has improved if a parent is destroyed if a parent is destroyed. Which means that the clan's survival as vampires depends on the status of its blood father. No other line seems to have this weakness; Harkon's death, for example, seemed to have no effect on his line.- The Dunmers are strongly opposed to any kind of necromancticism that makes vampires almost unknown in their country of Morrowind. The court temple dominates vampires, but it can't keep it completely unknown. Previously, ordinators and floating armigers were responsible for the eradication of vampires, leading to their supposed extinction. Consequently, the hunting regulations in Western Tamriel are unknown. Morrowind vampires are typically in one of three lines that differ according to the approach of prey. Quarrats are aggressive and fierce about hunting, while the Bern clan prefers a more secretive approach. The Aundae line consists of vampiri beads that use the dark forces associated with vampirism to catch prey. These vampires not only have their own fortifications, but are also scattered among the Daedricos shrines and have abandoned the fortifications of Dunmer and Dwemer. Ironically, these clans show great hostility to newborn vampires, taking them with their colleagues living in abominations. On the Red Mountain, the Ash Vampire was an immortal magical creature with enormous power. They were close relatives and faithful brooms of Dagoth, and therefore they participated in their supernatural vitality, but were not related to real vampires, in fact they are not even undead. At the end of season three, the number of vampires began to increase in Morrowindi, leading to new calls to destroy them. They have the power to freeze their victims with icy breaths and can get on the ice of their burrows without breaking it. They're Tamriel's first known vampire clan. Volkihar vampires are relatively similar to the Cyrodiil line and also have some similar powers, the ability to become invisible and the ability to seduce others. However, certain Volkihar vampires seem more monstrous than their cyrodiilic counterparts. They have large grooves in the eyebrow, crevices running vertically through the lips and a bat-shaped nose. These vampires have powers that cyrodiil vampires don't share. They can resuscitate bodies and not burn when exposed to sunlight, although it weakens them. Volkihar is known to employ hunting dogs as guardians. Some of Volkihar's oldest vampires, such as volkihar castle court, are pure-blooded and can become more monstrous: large, ringing vampires, a gift from Molag Bali itself. This gift gives additional powers, such as the ability to call congolese. Potema, the Wolf Queen, relied on vampire senators in the last few days of the Red Diamond War. It is not known whether their reputation as vampire snakes is literal or metaphorical, although, like traditional vampires, they are supposedly immortal. The swords were created by Tsaesci, reminiscent of their supposed vampiric nature, Dawnfang, Duskfang and Bloodthirst.- Valenwood, North Valenwood has bonsamu vampires that cannot be distinguished from normal Bosmers unless seen by candlelight. There is also Keerilth, which can break down in the fog, Yekef, which swallows whole males, and Telboth, which attacks children. Telboth is also known to take the child's place in the family and eventually kill all family members.

Earl of Jakben, Imbel - third-term imperial nobleman and master thief, Who became a vampire. Count Janus Hassildor, Count of Skingrad. Lamae Beolfag - The First Vampire. Lord Lovidicus - Imperial Nobleman of County Anvil, father of the great master of the arena. Movarth Piquine - The humble vampire who became famous for his role in Immortal Blood. Serana- daughter of Harkon and Valerica. Xulneihavu Shuxaltsei - An ancient Argon Priestess of the Sith who resisted twilight and tried to lure her protector into destroying the world. Valerica - Harkon's wife is one of the most talented conjursts of all time. He worked to stop Harkon's plans for millennia. Count Verandis Ravenwatch - Rivenspiren altmeri. Arqui-Curate Vyrthur - One of the last surviving snow plots he spent looking for millennials Auri-Eli, because she let him get infected. Baron Wylon Montclair - Breton's nobleman who tried to curse rivenspiren whole with vampirism. Vampire Vampire

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