The Elder Scrolls V: Skyrim

We need a guild that isn't religious.

LAWJ (20) **Topic Archived**

FMLG 2 years ago #1

The Thieves Guild could've been good if it wasn't for the nightingales, don't get me wrong, I liked it. My thief didn't.

The Companions were more about Werewolves by the end and the Circle seemed a bit cultist with all the Hircine / Sovngarde stuff.

The Dark Brotherhood is a little self explanatory but I wont complain about that since they are a religious organization to some extent.

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

LooksForSkooma 2 years ago #2

There is no such thing as "isn't religious" in TES.

I wish I was Justin Bieber. -rx54
You only have to be 18 to register for GFAQs but they are running ads for vodka, lol.

FMLG (Topic Creator) 2 years ago #3

Whoosh.

There's a difference between 'Atheistic' and 'Not religious'.

Take the College of Winterhold, that had little to no religion involved in it.

And your sig is wrong, you have to be 13.=)

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

Arn544 2 years ago #4

Atheist groups/factions/characters in TES... that would be interesting lol

Although in a world like there where the gods are up in everybody's faces you'd have to be pretty darn stubborn to refute the existence of the gods.

LooksForSkooma 2 years ago #5

FMLG posted...

> Whoosh.
>
> There's a difference between 'Atheistic' and 'Not religious'.
>
> Take the College of Winterhold, that had little to no religion involved in it.
>
> And your sig is wrong, you have to be 13.=)

Ha that makes it even worse. I'll change it.

I wish I was Justin Bieber. -rx54
You only have to be 18 to register for GFAQs but they are running ads for vodka, lol.

Veezara 2 years ago #6

Companions aren't that religious. Most of them cure themselves of lycantrophy and if youask Vilkas his thoughts on the war he says he doesn't care who he is allowed to worship.
The Dawnguard, a lot of them are former Vigilantes of Stendarr but they don't seem that religious. Appart from Florentius.

rx54 2 years ago #7

Gods actually exist in the world of Skyrim though.

There is proof of their existence.
So I honestly am fine with it.

Magic is real in Skyrim as well etc etc etc
If someone in real life over the age of 10 believes in magic they're stupid though.
---
http://www.youtube.com/watch?v=Ww99mwFyrYc

DrNewcenstein ▾ 2 years ago #8

The Divines and Daedra govern all aspects of Tamrielic life - from Mage Guilds to Necromancers. Each faction wears their beliefs on the outside, from Amulets of a given Divine to using a Daedra's name as a battle cry.

The non-Necro Mages are the only ones who typically do not advertise their beliefs because they are concerned more with the powers than the powers behind those powers. Unraveling the mysteries of aetherius and mundus, etc.

But I'm sure Rebel will be here in a minute to tell me how this is evidence of me trolling.

Everyone has a price. And a pain threshold.

FMLG ▾ (Topic Creator) 2 years ago #9

rx, I know that.

Not every person in Tamriel is a cultist or overly religious.

I mean, look at most NPCs. They have religions but they aren't extremists.

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

FMLG ▾ (Topic Creator) 2 years ago #10

And none of that is relevant, Newcenstein.

God, did you even the OP?

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

LooksForSkooma ▾ 2 years ago #11

To get this topic going again - I do agree. I was also very disappointed to get to the end of the TG questline in Skyrim and then it's like... 'well if you want to continue you have to promise your character's soul to a Daedric Prince.' Now I know gameplay wise this does not affect anything but still... I felt the same way about being forced into being a werewolf with the companions. I would have been cool if they would have given me the choice to refuse but still continue the questline.

I think the Nightengale questline should have been the questline for Nocturnal's artifact.
Maybe have a werewolf questline for Hircine or vampire questline for Molag Bal.
I also think Daedric quests need to get more... idk how to work it... 'evil, gritty, dirty.' I want to *earn* that artifact. Make me do something completely unethical... not just kill a guy in an abandoned house where no one will ever find out. I want people to know I corroborated with a Daedra and I want this to affect my gameplay. Maybe merchants distrust you and refuse to do business with you - something.

Also I agree with a topic made earlier that the Daedric Artifacts should be the most powerful weapons/accessories /armor/etc in the game.

I wish I was Justin Bieber. -rx54
You only have to be 13 to register for GFAQs but they are running ads for vodka, stay classy GFAQs.

FMLG ▾ (Topic Creator) 2 years ago #12

I'm on the same lines as you, I think instead of a Daedric Quest we should get a questline instead and do the nightingale things or werewolf things.

They could have a requirement of joining the Thieves Guild (for example) but I disliked how you were forced down that line.

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

LooksForSkooma ▾ 2 years ago #13

But even further get rid of that stupid, "get all of the artifacts" thing. If you promise your soul to Nocturnal that's it. You can no longer become a Werewolf/serve through Hircine and etc.

I wish I was Justin Bieber. -rx54
You only have to be 13 to register for GFAQs but they are running ads for vodka, stay classy GFAQs.

SoulOfFayth ▾ 2 years ago #14

Definitely, especially the werewolf thing bothers me. The Companions are a nice guild to get started and level a bit in the beginning for a combat character, but I don't want everyone to become a werewolf.
And while I understand Nocturnal is basically the god of thieves that doesn't mean every thief has to worship her. Daedric quests tied into guilds is a big no-no.

The mind is like a parachute: it only works when it's open

Tisroero ▾ 2 years ago #15

I'm sure there are dwemer guilds which aren't tied to any religions.

... wait...

"What's the point of living if we're all just born to die?"

silverhunter16 2 years ago #16

LooksForSkooma posted...

> But even further get rid of that stupid, "get all of the artifacts" thing. If you promise your soul to Nocturnal that's it. You can no longer become a Werewolf/serve through Hircine and etc.

I can see a lot of people being upset by this but I agree with it. I think dedication should be rewarded, not punished (looks at mage armor) and that chooses should matter.

Certain daedric princes hate each other and to be able to be champion of them all seems immersion breaking. If I worship Hermaeus Mora then I want Vaermina to high jack my dreams and send me to Quagmire to fight my way out. Same with other rival princes; I'd love it if Boethiah would send her entire cult to try and stop me from supporting Molag Bal.

It would make the game more interesting to say the least, IMO

The dead are more polite than the living. They listen to everything you say without interrupting.

iDontCareBear 2 years ago #17

rx54 posted...

> If someone in real life over the age of 10 believes in magic they're stupid though.

Someone hasn't been to a good magic show recently.

The Greatest Reward is of Sacrifice.

JMLSP 2 years ago #18

rx54 posted...

> If someone in real life over the age of 10 believes in magic they're stupid though.

Oh yeah? And what is that behind your ear...?

(pops coin out)

VasDeferens 2 years ago #19

The Dwemer might be the least " religious " faction, seeing as they were in to technology among other things .

FMLG (Topic Creator) 2 years ago #20

VasDeferens posted...

> The Dwemer might be the least " religious " faction, seeing as they were in to technology among other things .

And that's relevant how?

Remember **FMLG** told ya!
Grand Jester of the Fourth Empire

jman427 2 years ago #21

silverhunter16 posted...

LooksForSkooma posted...

> But even further get rid of that stupid, "get all of the artifacts" thing. If you promise your soul to Nocturnal that's it. You can no longer become a Werewolf/serve through Hircine and etc.

I can see a lot of people being upset by this but I agree with it. I think dedication should be rewarded, not punished (looks at mage armor) and that chooses should matter.

Certain daedric princes hate each other and to be able to be champion of them all seems immersion breaking. If I worship Hermaeus Mora then I want Vaermina to high jack my dreams and send me to Quagmire to fight my way out. Same with other rival princes; I'd love it if Boethiah would send her entire cult to try and stop me from supporting Molag Bal.

It would make the game more interesting to say the least, IMO

Yeah but ALL the deadric princes want YOU because you are special. They dont care if another has already laid claim, they want a piece of that eternal soul you have because you arent like any other being on Nirn. Besides, if that is what you wanted then just pick a God and stick to it, why does the game have to decide how to worship for you?

Now the question of more content I can at least agree with, but the game is already so big they had to cut all kinds of stuff, I'm sure that implementing your suggestions is about as likely as actually getting to go to the afterlife of your choosing once you inevitably die.
---
no?

silverhunter16 2 years ago #22

jman427 posted...

silverhunter16 posted...

LooksForSkooma posted...

But even further get rid of that stupid, "get all of the artifacts" thing. If you promise your soul to Nocturnal that's it. You can no longer become a Werewolf/serve through Hircine and etc.

I can see a lot of people being upset by this but I agree with it. I think dedication should be rewarded, not punished (looks at mage armor) and that chooses should matter.

Certain daedric princes hate each other and to be able to be champion of them all seems immersion breaking. If I worship Hermaeus Mora then I want Vaermina to high jack my dreams and send me to Quagmire to fight my way out. Same with other rival princes; I'd love it if Boethiah would send her entire cult to try and stop me from supporting Molag Bal.

It would make the game more interesting to say the least, IMO

Yeah but ALL the deadric princes want YOU because you are special. They dont care if another has already laid claim, they want a piece of that eternal soul you have because you arent like any other being on Nirn. Besides, if that is what you wanted then just pick a God and stick to it, why does the game have to decide how to worship for you?

Now the question of more content I can at least agree with, but the game is already so big they had to cut all kinds of stuff, I'm sure that implementing your suggestions is about as likely as actually getting to go to the afterlife of your choosing once you inevitably die.

But there's no benefit to worshipping just 1 god. What I want is for some depth with my decision, like worshipping Molag Bal would grant me buffs to vampirism, like-wise with Hircine and lycanthropy. Have consequences for those decision like Boethiah cultists or werewolf hunters attack me in a group of more than 3 enemies every once in a while, that kind of thing.

I know the chances are slim but I still think it would be interesting to see implemented.

The dead are more polite than the living. They listen to everything you say without interrupting.

Legendary_Musas ▾ 2 years ago #23

The Nightingales aren't a religious sect, think of Nocturnal as the Night Mother. She's just the person who gives you 'contracts, she isn't a god you worship.

The circle in the companions can dwindle down to only 1 Werewolf.

Dark Brotherhood is required to be 'religious', that's the whole point. You kill people to satisfy Sithis which can really also be seen just as a contract like Nocturnal.

A__A
(o'_.'o)

Around the Web

This Impressive Dishonored Video Is Stylishly Violent

Amiibo Figures Reach New Shipment Milestone, Best-Selling Toys Revealed

If Square Enix Designed Batman as a Spartan Warrior, He Might Look Like This

Ultra Street Fighter IV Halloween Costume Packs Revealed

Explosive Cryptocurrency Overtaking the Dollar?
Wall Street Daily
Sponsored

Free Live, Interactive Webinar
Rich Dad Webinars
Sponsored

Learn more

Powered by for you

More topics from this board...			
Does anyone else also kill Heimskr?	KING_SAUS	5	11/18 6:03PM
Stormcloak cities are the most racially diverse.	TheDopeShow93	19	11/18 4:28PM
Courior 6 in Skyrim(CYOA)	Banankingak47	127	11/18 4:19PM
Pickpocketing Sibbi?	Inferno05	13	11/18 4:19PM
newbie help	NormnStansfield	10	11/18 4:18PM

© 2015 CBS Interactive Inc. All rights reserved. Sitemap Advertise Privacy Policy Ad Choice Terms of Use