

Skyrim Game Timeline

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Merethic Era Timeline

(ME 2500–ME 1)

- ME 2500: Construction of Adamantine Tower

•The Destruction of Saarthal

- The Night of Tears
 - GM Note: According to the [Thegainvalde](#), Ysgramor claims that the Falmer stole “[Our Eye](#)” in this attack.
 - [Ylgar Son of Ysgramor](#) gets separated from [Yngol](#) and [Ysgramor](#), begins his quest to return home from Skyrim.

•Into Atmora

•Rise of Ylgar the Blind

~Ylgar's Crusade~

-**Thienne and Ylgar:** Shortly after departing from the group, Thienne reunites with Ylgar and the rest of the 500; she remains with them for some time.

-At some point, Thienne and Ylgar begin a romantic relationship

-Thienne begins writing her journals, which shall eventually be uncovered in the 4th Era and translated as the Thegainvalde.

-**The Eye:** At some point, Ylgar becomes obsessed with a magical artifact, the Eye of Magnus, which is also the Stone of Snowthroat.

-According to the Thegainvalde, The Eye is like a spyglass which can be used to see potential futures and the events which precede them, giving the user a type of foresight.

-**Vengeance Upon Krohssiivmun:** At some point, Ylgar battles Krohssiivmun and the armies of Angravan upon the mountain Ylsulvin (Mt. Anthor), and is victorious.

-In some fashion, Ylgar learns from Krohssiivmun how to bind the Earthbones, or Ehlnofey, to his will.

-The inscription left behind recounting the deed will later allow Steinn to learn the **Words of Power** required to heal the Time Wounds. (See: [Words of Power](#))

-Retrieval of The Eye: At some point, Ylgar succeeds in retrieving The Eye, given his description of it recorded in the Thegainvalde.

-Nchuandzel (Dwemer Encouter): At some point, Ylgar the Blind makes his way to Nchuandzel and establishes administrator privileges for his past self in the future with the City Brain. (See: [Markarth and Nchuandzel](#))

-Zel's most recent diagnostic check may have happened somewhere around this point, but it's hard to say, considering the occasional shattering of linear time. (This would be the earliest possible estimate, given her statement of "over 6000" years ago, but the Dwemer had yet to disappear, casting some doubt on the hypothesis.) (This is also the earliest point at which a certain Dwemer observation drone crab is deployed in the Shivering Isles)

-Sometime before the 4th Era, the Nchuandzel City Brain attains a kind of sentience.

-Meeting Paarthurnax: Ylgar meets and debates with Paarthurnax to earn the dragon's respect and friendship through a battle of words and will; the Mage requests that he take and hide the Eye until some later date.

-Anu-Orgon: At some point, King Ylgar "Grey-Eye" builds the Fortress of Anu-Orgon below the mountains of East March, which becomes accessible through the catacombs of Windhelm, by means of a puzzle that only the group can complete. He positions a stone with carved messages near the first landing of the 500 Companions to help lead the group to this fortress in the future.

-He stations 4 Ehlnofoy elementals throughout the Fortress, each holding passages from Thegainvalde. (Given that these passages were thought by Thienne to be stored in a barrow elsewhere, he likely did this after she traveled to the future.)

~Thienne's Journey~

-Thienne's Travels: Thienne leaves Ylgar over the role he will play in the genocide of the Falmer, and travels far and wide across Tamriel alone, in search of new experiences.

-She encounters him at least one more time in the south [this is strongly implied to be the plains of Whiterun Hold], in a Falmer city of ice-glass, where she makes one more attempt to convince him not to continue on the course laid out by history. Ylgar refuses.

-Thienne Travels to the 4th Era: Upon returning to her home village, Thienne discovers that the Time Wound through which the group appeared is still present. She bids farewell to her family and passes through.

• Circa ME 1: The Dragon Cults of Skyrim are Overthrown

1st-4th Era Timeline (Before the Beginning)

1st Era

- **1E 60s+: Archmage Shalidor builds Shalidor's Maze**
- **1E 140s: Alessian Slave Rebellion**
 - Pelinal Whitestrake, considered by many to be a Shezzarine, takes up arms against the Ayleids, ultimately clashing with Umaril the Unfeathered.
- **Yokudan Continents Sinks Into the Ocean**
 - Yokudan people relocate to Tamriel.
- **1E ~700, likely 668: The Battle of Red Mountain**
 - According to Arniel Gane, the Dwemer use the dagger Keening on the Heart of Lorkhan to activate Numidium; this act creates the Brass Tower, and establishes the Dwemer's collective consciousness as God. They disappear into the Void, where their "song" begins to devour Namira.
 - Namira, in turn, seeks ways to escape her demise by manifesting in Mundus; her presence leaks into reality through Time Wounds.
 - Many versions of the Battle of Red Mountain include the presence of Shor reborn as Ysmir Wulfarth, the Dragonborn High King, also known as Ysmir, Dragon of the North
- **The Red Moment:** Activation of Numidium/The Heart causes a Dragon Break; linear time shatters for a span of existence.
- **1E 1200-2208: The Middle Dawn**
 - The longest and most profound Dragon Break in history occurs
- **1E 2703: First Akaviri Invasion of Tamriel**
 - Reman I repels the invasion, and begins the Reman Empire.
- **1E 2920: Reman III and Heirs are Assassinated, ending their Dynasty and the 1st Era.**

2nd Era

- **2E 854: Reign of Tiber Septim Begins**
 - Some believe that one of more of the following individuals were Shezzarine (overlap in names and status related to some controversy over the identity and origin of Tiber Septim, and the matter of Enantiomorph, one of the methods of Apotheosis):
 - Talos, aka Tiber Septim
 - Hjati Early Beard, aka Tiber Septim
 - Zurin Artcus, Imperial Battlemage, aka the Underking
 - Ysmir Wulfarth, aka the Ash King, aka the Underking

- **2E 896: Numidium**
 - Tiber Septim activates Numidium as part of his conquest of Tamriel, specifically Elsweyr and the Summerset isles; this heralds beginning of the 3rd Empire and the 3rd Era
 - Disagreements over its use culminates in its destruction (and some say a Dragon Break)

3rd Era

- **3E 38: Death of Tiber Septim**
 - According to legend, Tiber Septim achieves apotheosis and becomes the god Talos.
 - This may have involved the process of “Enantiomorph” with Zurin Arctus (and/or Ysmir Wulfarth) into an oversoul.
- **3E 417: Warp in the West**
 - Second Activation of Numidium; another (supposedly brief) Dragon Break Occurs
 - Note: This event is best documented by the Blades
- **3E 427: The Nerevarine Defeats Dagoth Ur and Ends the Blight in Morrowind**
 - These are the events of *Elder Scrolls III: Morrowind*
 - Some accounts say that the Nerevarine encountered a man called Wulf, who was later revealed to be a physical embodiment of Talos.
- **3E 433: The Oblivion Crisis**
 - Emperor Uriel Septim VII is assassinated by the Mythic Dawn and the Amulet of Kings stolen by Mankar Camoran, allowing Mehrunes Dagon to invade Tamriel; he is defeated by Emperor Martin Septim and the Hero of Kvatch, marking the end of the 3rd Era.
 - These are the events of *Elder Scrolls IV: Oblivion*
 - The use of Tiber Septim’s blood in a ritual requiring the blood of a divine seems to confirm his Apotheosis.
 - The Amulet of Kings, Stone of the White-Gold Tower, is destroyed.

4th Era

- **4E 5: Eruption of Red Mountain**
- **4E 15-22: Stormcrown Interregnum**
 - In the absence of a Septim Emperor, the Empire falls into chaos for a time before the Mede Dynasty assumes control.
- **4E 98-100: The Void Nights**
 - The moons Masser and Secunda fucking disappear out of the sky for two whole years. This has huge impacts on the Khajiit, as the moons are relevant to their religious beliefs, and directly affect their birth cycles (this is why some Khajiit look like housecats). When the moons appear again, the Thalmor claim responsibility for ending the Void Nights, contributing to Elsweyr’s willingness to cooperate with the Aldmeri Dominion.
- **4E 171-175: Great War (Empire vs. Aldmeri Dominion)**
 - Ends with the signing of the White-Gold Concordat
- **4E 201: Death of High King Torygg at the Hands of Ulfric Stormcloak**
- **4E 201: Alduin Returns**

- The Dragonborn rises to face the threat of returning dragons, and ultimately defeats the World Eater. These are the events of *Elder Scrolls V: Skyrim*
- Arniel Gane's experimentations with Dwemer technology cast him adrift in time and space. He eventually regains a partial anchor in reality after the events in [Dzurchrandzel](#).
- Ancano's Severed Head is added to the available resources in the College of Winterhold's Arcanaeum.
- **4E Between 201 and 210:** Frosnyr the Lucky captures a Thalmor spy in Ivarstead.

•Before Their Meeting

~*Many Paths*~

-**Cyrus Do Hega**: The Blades Agent modifies his own mind, with the aid of Loremaster Esbern, to secure critical information about a Blades Vault. This occurs either:

-*After he is captured and subject to conditioning at Honeyveil*; in this hypothesis, Cyrus would have learned the critical information after he'd already been compromised, and knowing that he had been, chose to lock away the information to prevent it from being accessed if he encountered the Thalmor again.

-*Before he is captured and subject to conditioning at Honeyveil*: in this hypothesis, Cyrus's precautions prevent the Thalmor from learning about the Vault, but he is still programmed with behavioral overrides.

-In either hypothesis, these mind modifications result in him forgetting about his identity as Cyrus, and becoming Nevetrius.

*There is some evidence to say all of this occurred more than twenty or so years ago, based on Delvin's assertion that Esbern was sought out by a "troublesome" individual at that point, and left the Ratway thereafter.

-**Cursed (Daedric Encounter)**: At some point, roughly a decade ago, Sabin Duskhollow is cursed with Lycanthropy and banished from Valenwood. In search of a cure, she eventually makes her way to Skyrim.

-**The Brotherhood (4E 201)**: Nihlus and Cicero Arrive in Skyrim with the Night Mother. A year later, in early Hearthfire of 4E 202, the Falkreath Sanctuary is raided by the Penitus Occulatus. Though some of the assassins escape, this more or less marks the end of the Dark Brotherhood.

-Cicero somehow takes the Night Mother to the Dawnstar Sanctuary. He remains there alone, believing Nihlus to be dead, slowly losing his mind.

-**Wulfbron Thur**: Canaar leaves the Grey Beards and takes on the name Wulfbron Thur. He finds his way to the Time Wound in Labyrinthian, and goes on to found the city of Bromjunaar.

-**Meditations**: Steinn becomes disillusioned with the Stormcloak cause after losing someone he loves to the conflict. He goes into the wilderness, and in his meditations, teaches himself how to

use the Voice.

-**Betrayal**: The Aleshi Conspiracy is revealed within the Arcane University; Ylgar and Ogazaz flee to Skyrim, but are separated on the road. At some point, their classmate Lhukeika becomes part of the Dragonfires resistance movement.

-**Arrests**: Over the course of several months, Nevetrius, Nihlus, Sabin, Steinn, and Ylgar are each arrested and placed in the Falkreath jail for one crime or another.

First Arc: Coming Together

•Coming Together

~*Falkreath Pardon (Sun's Dawn, 4E 226)*~

-**Dreams of the Mountains**: At some point, Nords across Skyrim (including Steinn and Ylgar) begin having dreams of a specific location in the mountains. Later, this is revealed to be Bromjunaar.

-**Task for Dengeir**: The group meets in the Falkreath Jail; Dengeir Son of Dengeir hires all of them to frame a competitor for stealing the Bust of the Grey Fox, in exchange for pardoning their various crimes.

-**Whiterun Heist**: The group completes the mission set forth by Dengeir.

-Steinn uses the Voice in a public enough setting for rumors to begin spreading about him through Skyrim.

~*The Tomb of Krosvimunn*~

-**Mercenary Work**: The group takes a job with the Antiquarian Circle to help clear out a recently discovered Tomb north of Falkreath. They find several references to the historical figures Krohsiivmun and Ylgar the Blind.

-Ylgar finds a Dwemer Puzzle Cube

-This cube turns out to contain a Lexicon that shows Ylgar the location of Dzurchrandzel; it is possible that his ability to interface with this important device and gain this information was part of his future self's preparation in the past.

-**Frosnyr**: (19th of Sun's Dawn, 4E 226) The group meets Frosnyr the Lucky, an envoy from the recently founded city of Bromjunaar. They travel with him briefly before Hircine compels Sabin in werewolf form to kill him (the others remain unaware of her curse for the time being).

~*Imperials and Stormcloaks*~

-**The Civil War Begins in Earnest**: Stormcloaks sack Riverwood, and armies begin marching.

-**Travel to Rorikstead**: Curious about the city of Bromjunaar, the group begins traveling west and northward, intending to use the pass near Morthal to traverse the mountains. Their first destination en route is Rorikstead.

-Lund: On the road, they encounter and begin traveling with Lund, a so-called Mercenary. It is later revealed that Lund is a Stormcloak agent sent to find Steinn, due to Ulfric Stormcloak's interest in another who can use the Voice. Soon after, the group discovers that Imperials are seeking Steinn for the same reason. Steinn wishes to have no part in the war, and the group flees both forces.

-Detained: Heading now to Morthal (with some hope of locating Ylgar's extended family before making their way to Bromjunaar), the group is stopped by an Imperial Patrol; lacking the proper papers to travel—new protocols for wartime—they are taken to Fort Stormhawk.

-Escape: Ylgar is reunited with his classmate Ogzaz; the group also meets another representative of Bromjunaar, Genovos Moran. Together, they organize a revolt and escape, leaving the Fort burning behind them.

Second Arc: Bomjunaar

~Life in Bromjunaar~

-**Arrival**: The group arrives in Bromjunaar under favorable circumstances, and are welcomed by the city and its leaders. Each begins working with one of the city's factions.

-**Clealocath (Daedric Encounter)**: Ylgar helps a mage called Bitry escape a Daedric Tome, at the cost of becoming acquainted with the Skaafin Clealocath.

-**Vanishing**: Nihlus investigates and kidnaps a musician infected with Corpus for the Snake.

-**Master of the Voice**: Wulfbron Thur trains Steinn in the Way of the Voice, and reveals to him the existence of the Time Wound below the city.

~Mission to Dawnstar~

-**Violence in Whiterun**: Gjerti Iron-Eye, believing Whiterun would be worse off for futile attempts to withstand siege, opens the gates to the Stormcloaks. A day later, Imperial Legion soldiers arrive, and conflict begins anew. Gjerti is forced to flee for her crimes, pursued by Companions agents Grylla and Haldr.

-**Suspitions of Thalmor**: Genovos dispatches Nevetrius and the group to investigate a possible Thalmor spy in Dawnstar. The spy is located, confirmed, and executed by the Jarl. A Thalmor codebook is acquired from a Justiciar encountered during the mission.

*This Justiciar may have been a vatborn clone/reprocorp of High Chancellor Aicaon

-**Cicero**: During the investigation, the group comes into combat with the Thalmor Justiciar, who attempts to flee but is caught by Cicero and killed in the woods nearby. Cicero reveals his presence to Nihlus, but does not make contact, and follows the group when they leave.

-**Lycanthropes**: The group encounters Gjerti, still fleeing Grylla and Haldr; during battle, the two Companions are killed, and Sabin's secret curse is revealed to the others. They decide to try to help her find a cure, rather than drive her away.

~Assorted Incidents~

-**Trollblood**: The death of a local mage by Corpus infection marks the threat of a plague outbreak in Bromjunaar; the group is dispatched to acquire fresh troll blood in the mountains to help manufacture a cure, preventing further death.

-**Decryption**: Nevetrius decrypts various Thalmor documents in the Offices of the Fox, using the Codebook acquired on the mission to Dawnstar.

~*Shalidor's Maze*~

-**Black Sacrament (Daedric Encounter)**: Cicero follows the Nihlus to Bromjunaar and kills a citizen; Nihlus's history with the Brotherhood comes to light, and the group is blamed for bringing a threat to the city. They are given the duty of pursuing the assassin into Shalidor's Maze. Cicero and Nihlus briefly reunite before the group encounters a daedric cult at the center of the Maze; for the intrusion, Hermaeus Mora claims Cicero and drags him into Apocrypha.

-Before he is taken, Cicero partially explains his theory to Nihlus that the Night Mother is part of the Daedric Prince Namira.

**According to Ylgar the Blind, Cicero survives this encounter, and is still alive in Apocrypha.*

-**Exile**: The group chooses to remain friends with Nihlus; the city exiles the five of them as punishment for the murder, with the understanding that they shall be able to return at a later time (though many of the group have no desire to do so, feeling betrayed).

-Ogzaz departs Bromjunaar for the College of Winterhold.

Third Arc: Exiles

~The Companions~

-**To Whiterun:** The group makes their way to Whiterun; en route, they are attacked by Lund, now running with a crew of bandits, and kill him.

-First mention of bandits paying homage to the Queen of the Karth.

**Later, the group will learn that the Queen is a hagraven servant of Namira.*

-In Whiterun, Steinn is approached by refugees from Old Hroldan, seeking protection from the Stormcloaks attacking their town. Steinn promises to help if he can.

-**Running with the Pack:** Sabin tries working with the Companions, many of whom are fellow werewolves. After helping them hunt down an assassin who made an attempt on the Jarl's life, she decides against joining them, and returns to the rest of the group.

~The Khajiit Caravan~

-**Trade Negotiations:** The group finds work assisting a Khajiit Caravan negotiate a trade with a Dunmer company. Afterward, their Leader Dro'Shakar invites them to travel with the Caravan to the west.

-**The Caravan (Daedric Encounter):** The group travels west; during the journey, Dro'Shakar attempts to help Sabin reconcile her dual natures; Hircine visits her nightmares.

~Dzurchkranzel (Dwemer Encouter)~

-**The Lexicon:** Ylgar manages to open the puzzle box and access the message within, showing him a Dwemer Tower somewhere in the Reach. When they eventually see this exact Tower in the distance, the Mage convinces the group to explore it and reunite with the Caravan later.

-Possibly, this entire series of events was orchestrated by Ylgar the Blind.

-**The Tower of Dzurchkranzel:** The group traverse the Dwemer stronghold and city, learning a great deal from psychic remnants about those that once lived there.

-**Dzurchimium:** Ylgar is captured and used as a control center by the a Dwemer construct called Dzurchimium; when it becomes clear that defeating the automaton would also kill their friend, the group acquiesces to reactivating the portal systems using the power of the Voice.

-Nihlus also spends a short time within Dzurchimium, which will continue to make him vulnerable to Tonal Architecture and Dwemer Psychic Technology in the future.

-Dragonbreak: Reactivating the Dwemer systems gives Arniel Gane a brief foothold in reality, during which he accidentally steals Ylgar's hand (leaving a spectral one in its place) and gives an at the time very confusing warning about Namira and the immanent Void Incursion (notably, he does not mention Namira by name). Then, time and space break for a while, setting the group adrift in the Void, after which the group awakens back outside the tower (now ruined beyond recognition). Several days have passed.

-Nihlus's direct contact with the Void alters his magic and body, leading to such manifestation as not needing (and being unable) to sleep and, later on, having a weakened relationship with gravity.

Fourth Arc: Wounds in Time

~Called to Bromjunaar~

-**Forgiveness and Summons:** Modhri sends a message to the group that all is forgiven and they are needed in Bromjunaar at once. They make their way back to the city.

-En route, they help the people of Old Hroldan relocate to Rorikstead, as Steinn had promised.

-Thunderous sounds ring out across Skyrim from the Throat of the World, and a strange storm hangs over its summit for a time.

-**The Wound Within the City:** Upon their return, the group is shown the Time Wound below Bromjunaar, now having expanded to show what seems to be an Atmoran Village in the Merethic Era.

-**Paarthurnax:** Paarthurnax descends upon Bromjunaar, searching for the cause of the Time Wounds that have opened across the world and prepared to blame Wulfbron Thur, who the dragon refers to as Canaar. Steinn steps up to take responsibility, and the group shares the story of what occurred. Paarthurnax accuses Wulfbron Thur of having misled them, leading to this disaster, and charges him with fixing the Wounds.

-Paarthurnax invites Steinn to be his student in the Way of the Voice.

~Words of Power~

-**To the College:** The group heads to the College to gain access to the Arcanaeum, which might have information on how to heal the Time Wounds. With the help of Ogzaz, they learn that another such Tear has appeared at the College itself. Investigation leads them to believe an answer may be found on Mt. Anthor, also known as Yil-Sul-Van, where Ylgar the Blind fought Krohsvimur and sealed such a Wound using the Voice.

-**Climbing the Mountain:** The group makes a difficult hike up Mt. Anthor, with some of them succumbing to minor frostbite. At the top, they locate the wall that may hold the inscription they need, but find it guarded by a dragon.

-**Watch the Skies:** Attempts at diplomacy with the dragon fail, resulting in a fight. Ultimately they are victorious, and Steinn is able to learn the necessary Words of Power from the wall.

-**Mortal Peril—Nihlus:** Nihlus dies during the final moments of the fight, but is returned to life, seemingly by Akatosh (at the behest of Dyus). His memories of death largely fade after he awakens.

-*Dyus Intervention (Daedric Encounter)*: Dyus indicates that he played a role in organizing this resurrection.

-After these events, Nihlus gains the ability to Let the Dark In, which increasingly seems to strengthen his bond to Namira.

-**Closing the College Rift**: The group returns to the College and Steinn uses his new knowledge and the Voice to heal the Time Wound; during this process, Void entities emerge from the wound and attack them in an attempt to prevent it closing.

-The magic of the Void entities closely resembling that of Nihlus, in combination with Cicero's theory that the Night Mother is an aspect of Namira, is one the earlier clues the group is given to what is actually threatening Mundus.

~Wulfbron Thur's Betrayal (4E 227)~

-**Something Amiss**: Returning to Bromjunaar, the group encounters magical manifestations (including draugr) indicating something in the city is amiss. They find themselves unable to gain more information from those in the Bromjunaar itself, for one reason or another.

-**Thur's Ambition**: Wulfbron Thur refuses to believe that the Time Wounds must be sealed to stop reality from being torn asunder, instead wishing to use the power that flows from them to change the world. When Steinn and the others refuse to submit to his will, he Shouts them through the Time Wound, into the Merethic Era.

~Into Atmora~

~Three Year Interlude~

-Wulfbron Thur's Madness:

- Raises an army of Undead, attacks Morthal, relocates most of the Bromjunaari populace to Morthal.

- Eventually makes a Lichdragon using a very powerful soul gem.

- Imprisons or otherwise punishes those members of Bromjunaar's leadership who oppose him, including Cluny and Modhri

-**Clues Below Windhelm**: A note found in the catacombs leading to Anu Orgon indicates that Thur had a vision, leading him to send Genovos there to leave clues that would guide the group to their destination in early Hearthfire, 4E 230.

- The contents of the note indicate that they knew the correct answer and context of the riddle at the door.

-Sacking(s) of Whiterun

-The Schism is Created Under Solitude

-Markarth is taken by the Foresworn

-The Ring of Namira Causes Strife:

- Aral Khan finds the Ring of Namira in the wake of Imperial/Foresworn Conflict
- Dengeir has M and M steal the Excavation Deed for Krohsvimunn's Tomb from Aral Khan, and accidentally gets the Ring of Namira in the process (Sun's Dawn, 4E 229)
- Dengeir calls workers to begin excavation of Krohsvimunn's Tomb
- The Ring begins to affect Dengeir's mind.
- Aral Kahn negotiates a deal with the Queen of the Karth to kill Dengeir and take possession of the ring.
- Dengeir comes under Hagraven's surveillance
- Sleeping Draught Purchased by a Briarheart agent, 3 weeks before Dengeir is killed
- The Assassination of Dengeir (9th of Second Seed, 4E 229, coincidentally the Summoning Day of Namira)
 - *Occurs during a double new moon

-Mysteries Among the Blades:

- Blades Novitiate Talidyn and Reirek find a Dead Thalmor Agent near Falkreath (*Second Seed, 2E 229*).
- Nevetrius's farm near Falkreath is searched and burned to the ground.

~Return From Atmora: 4E230 (Should be Late Sun's Dusk/Early Evening Star 4E229, Technically)~

- Void Incursion (Daedric Encounter):** Returning to the 4th Era, it becomes clear that Void energies are pouring into Mundus through the Time Wounds.
 - Nihlus is seized by Namira while moving through the Time Wound; the damage to his weapon arm caused by Letting the Dark In compounds into scarring void seed/burn, and further attunes him to the Void.

-The Dragon's Fall: The group challenges and battles Wulfbron Thur and his Lichdragon; they manage to defeat and kill him.

- Mortal Peril: Sabin/Dyus Intervention (Daedric Encounter):* During the battle, a crystalline knight materializes and defends Sabin from being incinerated by dragonfire.

-Thienne's Arrival: Before Steinn finishes mending the Time Wound, Thienne, T'uwucoo, and *the Saartolr* fly through to reunite with the group, Thienne having lived many decades in the hour or so since the group returned to the 4th Era.

Fifth Arc: Into Atmora

(Merethic Era)

•Into Atmora

~*Strangers in a Strange Land*~

-**Entanglement**: At some point during passage through the Time Wound, Ylgar Wraith-Hand and Ylgar Son of Ysgramor become entangled as two minds in a single body; this will not be discovered until much later.

-**Thienne and Grolf**: After being thrown through the Time Wound, the group lands in the ocean near an Atmoran Fishing Village. They are taken in by Grolf, an Atmoran fisherman, and his daughter, Thienne.

**Note: Ylgar learns conversational Atmoran with uncanny ease.*

-**Whaling**: After Ylgar builds *the Saartolr*, Grolf brings the group on a whaling expedition, during which they fight off dreughs.

-**The Woodland Man (Daedric Encounter)**: Sabin, still hiding in the woods near the village, encounters the Woodland Man (aka Hermaeus Mora); Thienne intervenes to protect her.

-The next night, Sabin reunites with the group, given the risks of remaining alone in the woods.

-**Dragons**: Two dragons arrive in the night and steal the whale. Steinn overhears a conversation, concerning the "dread lord" leaving his post, something feeling wrong on the winds, and witchery in the south.

**Note: The "dread lord" is possibly Alduin*

-**Ysgramor's Summons**: Runners return to the village with news that Ysgramor is rallying a host of warriors to sail south and wage war against the Falmer, in reprisal for the Night of Tears.

~*Voyage to Jykulfryk*~

-**Setting Sail**: The group agrees to answer the call of Ysgramor for the village; Thienne decides to join them, wishing to become a warrior.

-**Thangorin's Hall (Daedric Encounter)**: The group is welcomed into Thangorin's Hall to rest; their every desire is seen to. When Sabin is visited by Hircine, she learns that their host is the Daedric Prince Sanguine, who claims he will let them go but will keep Thienne for himself. Sabin enters a dangerous gamble to save her, and succeeds.

•**Figures of Legend**

~*The Prince and the Mage*~

-**Ylgar's Reflection**: Approaching Jykulfryk, the mind of Ylgar Son of Ysgramor begins to surface, and Wraith-Hand slowly becomes aware of the second mind sharing his body.

-**Streets of Jykulfryk**: The group is attacked by xenophobic Atmorans in the streets at night; the guards that come upon the scene recognize Ylgar, and bring the group to Ysgramor.

-**Ylgar Son of Ysgramor**: The Prince gains more control over the shared body while in Jykulfryk or near those who knew him; gradually, more cooperation is established between Prince and Mage.

~*Udyfrykte*~

-**Mission to Heorhall**: Ysgramor charges the group with seeking out a noble, Hygelac, who had promised to send warriors but has not been heard from. When they arrive, they find that Heorhall has been destroyed by some kind of monster, with Hygelac and his people retreating into the barrows nearby to hide.

-**Tracking the Creature**: The group tracks the monster through the swamplands of Fyntrathauk to Broggi's Hollow. They enter a cave suffused with primordial magic; Sabin remains outside, fearing that her approaching transformation will put her friends in peril.

-A number of anachronistic and trans-planar items are found in the cave, indicating the presence of a Time Wound, which is likely the source of the primordial magic.

-**Sabin's Agony (Daedric Encounter)**: Outside the cave, Sabin meets an entity called Mother Willow; the entity is killed by Hircine, who offers her heart to Sabin as a symbol of embracing her curse as power. Sabin accepts, and reunites with the rest of the group.

-**Mortal Peril—Steinn**: Steinn is nearly killed in the caves; he sees Soverngarde in his mind's eye before being revived.

-**Champion of Kyne (Aedric Encounter)**: During the battle with the Udyfrykte, Steinn is drawn into the Time Wound; he is met there by Kyne, who asks him to be her champion and reclaim her sword from the monster. She sends him back, and he claims the Sword of Kyne from the Udyfrykte.

-Visions through the Time Wound: The rest of the group, by one means or another, each enter the Time Wound and are greeted by a different vision:

-The Ylgars see ahead, to the moment of Yngol's death.

-Sabin sees a battle; featuring prominently are battle standards that bear a rose on a sea of black.

-Nevetrius sees Thalmor investigating an Ayleid Ruin.

-Nihlus is pulled from the Void (and a vision of the Brass Tower) into a library, where he meets Dyus.

-Return to Jyulfryk: Having dispatched the monster, the group reports back to Hygelac, then sets out for the city.

•**Ysgramor and the 500**

~Sailing to Skyrim~

-T'uwucoo: *The Saartolr* is outfitted for sky sailing; Yngol introduces the group to T'uwucoo, and teaches them to pilot the vessel.

-The Voyage: Ysgramor and the 500 set sail for Skyrim.

-Krohsiivmun's Storm: After roughly a week of smooth and rapid travel, the fleet approaches the shores of Skyrim. Krohsiivmun summons a storm and a host of undead to attack; Yngol is killed in the chaos.

~Inflection Point~

-Separation of the Ylgars (Aedric Encounter, Elder Scroll Encounter): Upon landing, Kyne appears to the Ylgars in the form of a Hawk and presents them with an Elder Scroll that reveals their fate to together become the hero of legend, Ylgar the Blind. For the time being, however, Mage and Prince are separated by Steinn (in some form that none of them can entirely recall), such that Wraith-Hand may return to the 4th Era to play his role there, before being summoned back in time to his destiny. [SUBJECT TO CHANGE] Ylgar Wraith-Hand returns to this moment and once again fuses with The Prince.

-Departure: The group bids farewell to Ysgramor and the 500, needing to seek a Time Wound that can take them home. Thienne chooses to accompany them.

~Finding the Way Home~

-Irknghand (Dwemer Encounter): While flying over the Dwemer city of Irknghand, the *Saartolr* is fired upon by air control defenses. They survive with the aid of Arniel Gane via Ylgar's Miter (though at the time, Gane's identity is unclear to him)

-Finding the Time Wound: The group locates a Time Wound to the 4th Era below where Bromjunaar will one day stand. However, the ship would be unable to pass through with them; as such, Thienne chooses to remain with T'uwucoo and seek another way to reach them in the future, resulting in a tearful farewell.

~**Return to the 4th Era**~

~**Merethic Era Continues with the Rise of Ylgar the Blind**~

Sixth Arc: The Ring of Namira

~Chaos Rising~

-**Arniel Gane:** Arniel, who managed to attach himself to Ylgar's Miter in Atmora and return to the 4th Era with them, manages to reconstitute himself enough to have a longer discussion with the mage about the precise nature of the threat to Mundus.

-First full explanation of Namira's motivations and threat to the world are provided.

-**Heartbeat:** Within silence, Nihlus hears the Dark Heart beat within the Void for the first time, and notices an ache in his Void scar whenever he gestures to the east.

-**Negotiations in Morthal:** The group journeys to Morthal to locate the Bromjunaari refugees and report the death of Wulfbron Thur. They become part of the negotiations with Imperial envoys. Sabin hunts down Genovos, who was guilty of complicity in Wulfbron Thur's aggression against the Empire.

-Bromjunaar agrees to Imperial rule, with enough concessions to maintain their identity.

-Genovos is taken into custody. To spare him from long imprisonment, or interrogation at the hands of the Penitus Occulatus or Thalmor, Nevetrius and Nihlus secretly organize his death to occur honorably with a weapon in hand, but to appear like suicide.

-**Teachings of Paarthurnax:** In response to a message from Ylgar, Paarthurnax requests that Steinn meet him for a lesson; he gives the Nord further instruction in the Way of the Voice, and provides confirmation of Arniel Gane's warnings about Namira. He adds that preventing her arrival will require that her "tethers" to Mundus be removed from the world.

-During their conversations, Paarthurnax refers to Steinn as Zakhriidokaan ("Sword of Kyne")

-**Contacting Namira (Daedric Encounter):** Nihlus performs a ritual to astrally project into the Void and make direct contact with Namira, in hopes that some accord can be reached that suits both her and Mundus without direct conflict. During the contact, he incurs her wrath and is nearly devoured by the Void.

-*Dyus Intervention (Daedric Encounter):* A crystalline knight materializes and stabs Nihlus in the back of the head with a strange blade; this pulls the assassin's spirit out of the Void and back to Mundus.

-*Mortal Peril: Nihlus (Aedric Contact)*: Even after his spirit is recovered, restoring life to Nihlus requires Steinn to call upon Kyne's blessing. The assassin falls into catatonic insanity for an entire day before managing lucidity, and remains anhedonic and distant for three months thereafter.

~*Seeking the Ring Part 1: Sun's Dawn, 2E 230*~

-**Arrival of the Blades Novitates**: Two Blades Novitates arrive in Bromjunaar seeking Nevetrius; they bring a scroll containing Thalmor intelligence.

-**Leads in Riften**: A search begins for the Ring of Namira, the only well recorded artifact tied to her in history; Nihlus reaches out to contacts in the Thieves' Guild, and finds possible leads. Visiting Riften to speak with Delvin, they are able to gather enough clues to head for Falkreath, intending to seek out their old acquaintance, Dengeir.

-Speaking to Beggars and a Khajiit Caravan, the group also learns that a strange Khajiit called J'ssi might also be pursuing the same trail.

-**Two Steps Behind**: Some weeks prior to their arrival in Falkreath, Felkir Steelwhetted—claiming to be a Stormcloak—arrives in the town to investigate Dengeir's Death. He departs only a few days later, when no new information turns up. The group never crosses paths with him, but hears suspicions about his true patrons during their own inquiries.

-**Investigation in Falkreath**: Gathering information from several people in Falkreath, and conducting a few minor trespasses, the group manages to put together a rough timeline of events (See [Three Year Interlude](#)), and conclude that they should seek out Aral Khan in Whiterun.

-Steinn provides money to refugees to help them relocate to Bromjunaar, adding to his heroic reputation, much to his dismay.

-Siddgeir insults the group during their discussions about his brother, enraging Nihlus into attacking the Jarl's honor and making thinly veiled threats (referencing his own history with the Brotherhood). This earns him permanent exile from the Hold.

-Sabin encounters a Foresworn Briarheart in the woods; her status as a werewolf forestalls aggression, and she decides the moment is not ideal to attack him either.

-**Dro M'Athra**: The group encounters a beggar who turns out to have been possessed by J'ssi; she has similar magic to Nihlus, who speculates that she may be a Dro M'athra, a monster from Khajiit fairy tales.

-**Visit to Whiterun**: The group travels to Whiterun and finds it has suffered greatly in the war. They assist a priestess of Kynareth, and track down old contacts to learn that Aral Khan has fled to Markarth.

-J'ssi appears to still be on the same trail, so they make haste.

-The group is attacked by ravens when approaching Markarth by air, but manage to escape with little damage of any kind.

-**Hattu Isles:** At some point, a contingent of Thalmor mages make landfall and attack onyx mines on the Hattu Isles (islands which represent all of Old Yokuda that exists in the present day); King Fara'jahad of Hammerfell declares this to be an act of war, and calls in favors to retaliate. King Molobog the Righteous of Orsinim responds to the call and summons all Orcs to return to the capital for war against the Thalmor scourge.

~**Markarth and Nchuandzel**~

-**Aral Khan and Arysse:** Upon sighting the group in Morthal, Aral Khan flees into his fortress of a home, preventing them from following without causing a potential incident. The group is then approached by Arysse, who offers to assist them in accessing Aral Khan's estate if they assist her with an expedition into the Dwemer city below Markarth, Nchuandzel.

-**Nchuandzel:** The group and Arysse venture into yet another Dwemer ruin, where they discover experiments in fusing life with brass, to terrifying effect. They manage to gain access to the City Brain and escape with their lives.

-During the expedition, they encounter Falmer with the ability to step through shadow, similar to Nihlus; it has yet to be determined whether they are somehow connected to Namira.

-Ylgar learns that his future self visited Nchuandzel and established administrator privileges for him in the past.

-An observation drone crab in the shivering isles is powered up after thousands of years on standby. Sheogorath yeets it off a cliff.

-**Answer from Aral Khan (1st-2nd Week of First Seed):** The group uses their new access to the leftover Dwemer technology in Markarth to infiltrate Aral Khan's house and interrogate him. They ultimately learn that the Ring is currently in the possession of the Queen of the Karth in Lost Valley Redoubt.

-To keep his promise to Siddgeir, Steinn recovers the Excavation Deed for Krohsvimur's Tomb, and leaves it in a safe deposit box in Markarth for the Jarl to retrieve at his inconvenience. This is objectively hilarious.

-Ylgar's pantleg cuff is cut off and stolen, for scrying purposes.

~**Seeking the Ring Part 2: Lost Valley Redoubt**~

-**Dyus Intervention (Daedric Encounter):** Dyus sends a psychic message to Nihlus, warning them of the scrying threat should they fail to arrive ahead of the raven that will deliver Ylgar's pantleg to the Queen, and alerting them to the obstacles they will face in the fortress.

-Infiltrating the Stronghold: The group manages to infiltrate Lost Valley Redoubt and steal the Ring of Namira.

-Regrettably, they do not kill the Hagraven Queen of the Karth while there. Hopefully that doesn't come back to bite them in the ass.

-Nevetrius wins two single combats in a row, the second against a Briarheart, to create a distraction; the Queen of the Karth has to cheat and heal her champion to finally defeat him. Bitch.

-Nihlus actually manages to kill a Briarheart by stealing his heart out of his chest.

-(holy shit yo that's rad af)

-(I know, right? I couldn't *not* mention it, it's probably the best thing he's ever done)

~The Demiplane~

-Sabin's Sickness: While flying back to Bromjunaar, Sabin falls ill with a terrible fever. She dreams of a chance encounter with an Alaxon Revival camp, and then seems to intercept a psychic Thalmor transmission.

-Creating the Plane (Daedric Encounter): Ylgar and Arniel formulate a plan inspired by Mankar Camoran's Paradise to create a Demiplane in which they can seal the Ring of Namira and essentially remove it from ever having existed. They use Shalidor's Maze as the site of their ritual, with Thienne and other Bromjunaari warriors guarding them from the seemingly passive Herma Mora Cultists. This does not prevent the Daedric Prince from metaphysically intruding on their plane during the process, but they manage to overcome his forces and seal the Ring as planned (leaving parts of themselves behind to do so).

-Nevetrius encounters the name "Cyrus" in the forge that represents his inner world; Arniel identifies the forge as being a location in the real world as well. He also calls Nevetrius a liar when he says he does not recognize the name Cyrus.

-Arniel reveals that Nihlus's essence/soul is not yet touched by Namira, giving the assassin hope that he desperately needs. (Arniel also somehow knows Nihlus's given surname, which he has not used since childhood.)

-J'ssi's Attack: During the ritual, J'ssi uses a possessed guard to attack Nihlus and attempt to steal the Ring; Thienne protects the group and repels the Dro M'athra, but is poisoned in the fight.

Seventh Arc: Thalmor Machinations

~Aftermath~

-**Investigating J'ssi**: The group gains some information about J'ssi from her possession victim, specifically evidence as to what the remaining tethers might be (a body, likely the Night Mother, and a "heart," which they later learn to be the Dark Heart)

-The poison she used is confirmed to be Coral Viper Venom by Nevetrius; this indicates that the Thalmor and Dro M'athra may be working together.

-**Celebrations**: A celebration is planned, in part to capitalize on morale, in part to lay a trap for J'ssi (which she sadly does not spring).

-Nevetrius hears the name "Cyrus" in place of his own during Talydin's speech.

-Passages of Thegainvalde unveiled are read during the event by Historians from Solitude; Thienne, caught off guard and disquieted, reveals to Ylgar that these are her own journal entries from long ago.

~Ciphers (4E 230, 1st Week of Second Seed)~

-**Sabin's Dreams**: Sabin intercepts another Thalmor transmission. Cluny analyzes her symptoms, and hypothesizes that she might be infected with a mind-virus of daedric origin, possibly linked to Vaermina or Peryite.

-**INSTRUCTION CYRUS**: Nevetrius dreams of his home in Falkreath, and awakens to find he has sleepwalked and then sleep-carved words into a wall; he has no notion as to what they mean.

-**Lost**: Steinn struggles to find his center, and retreats into the woods alone for several days to re-establish his sense of self-control.

-**Starcrossed**: Thienne tells Ylgar about their relationship (her past, his future), and its tragic end. She says that she still has feelings for him, and would be open to having a relationship in the present time. Ylgar is conflicted.

-**The Old Farm**: The group flies to Nevetrius's farm in Falkreath to investigate his dreams; they find it has been burned down, but locate a root cellar that Nevetrius is certain didn't exist; the walls of the cellar are covered in words that give the Redguard a headache, and indeed, he

seems unable to focus on anything related to them for long stretches of time.

-Looking into his mind, Ylgar determines that there are indeed walls locking away memories, and finds evidence that Nevetrius placed those walls himself.

~MOP Dranil Kir~

-**Air Ship:** Sabin intercepts another Thalmor transmission on the return trip to Bromjunaar, allowing the group to locate and attack their air ship, Mobile Observation Platform Dranil Kir.

-The group often observes from here on out that the Thalmor are using modified Dwemer technology.

-**Interrogation:** The group interrogates the surviving Thalmor agent, Finarmo; ultimately, they decide to kill him after he purges the ship's database. They leave before the ship self-destructs, with the knowledge that there is data they need in the Solitude Thalmor Embassy.

-**Better to Have Loved and Lost:** After receiving encouraging wisdom from Steinn, Ylgar decides to begin/continue his relationship with Thienne.

~Solitude (13th of Second Seed)~

-**Familiar Faces:** The group heads to Solitude to rendezvous with Hjyrkon, who has also been investigating Thalmor activity in relation to the city's treasury. Many of the party encounter people from their past in the city.

-Ylgar meets with his parents, and convinces them to move to Bromjunaar; later, he encounters a childhood classmate/kind-of foster brother/bully, Julius.

-Nihlus encounters his classmate and ex-girlfriend from the Bard's college, and manages some minor reconciliation. He is also recognized as the suspect in a murder case from many years ago, by young Penitus Occulatus agent Stendan.

-Nevetrius meets up with a fellow veteran of the Legion and his wife, and promises to help them leave the city and improve their fortunes.

-Sabin is haunted by visions of Hircine, but is resolute in defying/ignoring him.

-Evidence compounds of a daedric presence somewhere below the Solitude, affecting the populace of the lower city.

-**Planning the Heist (15th of Second Seed):** The group gathers information, and plan their ambush/heist on the Thalmor to obtain a large amount of gold.

-**The Horned Lord's Reckoning (Daedric Encounter):** Just as the ambush is about to occur, Hircine decides to punish Sabin for repressing the beast for too long; she transforms and goes on a rampage, killing Julius and Stendan.

-**The Schism (Daedric Encounter):** The rest of the group pursue the Thalmor into the sewers, and find themselves in a testing ground for worshippers of Sheogorath; they overcome riddles

and trials in pursuit of the Thalmor.

- Dyus Intervention (Daedric Encounter)*: Sabin reunites with the group when she crashes through the sewers from high above, still in werewolf form until a crystalline knight arrives and forces her back into elf shape. The knight then leads them through a short cut to the final puzzle.

- Throughout the Schism, clues are found indicating that Dyus's patron may be Jyggalag, a daedric prince tied to Sheogorath. Comparatively little is known about him, save for his association with the concept of order.

- Madness Tarot**: The final trial of the Schism requires the group to identify and understand the dichotomies that characterize themselves and their companions. They succeed, and pursue the only remaining Thalmor agent out of the Schism.

- The Thalmor Embassy**: Ogaz arrives with mage reinforcements and the severed head of Ancano to execute a raid on the Thalmor Embassy. Though they succeed in gaining a good deal of the data they were looking for, there is massive collateral damage.

- The Thalmor use terrifying artillery to destroy the Embassy, rather than let it remain in enemy hands.

~*Seeking the Night Mother*~

- Deciphered Data**: The group analyzes the confused chunks of information recovered from the Embassy, and are able to draw some conclusions:

- The Alaxon Revival movement is part of a Thalmor plot, seeming to involve the mind virus that Sabin was accidentally infected with, and likely the Towers.

- The Thalmor have created teleportation networks for large scale material and troop movements, many of which seem to be stationed at Dwemer Ruins.

- There is a resistance movement in Cyrodiil called the "Dragonfires," and they are fighting the Thalmor; one member of this group is Ylgar and Ogaz's classmate from Arcane University, Lhukeika. People are also talking about the return of Shezzar.

- The Thalmor have an interest in the Moth Priests and their Elder Scrolls.

- Operation Gadfly, which has been deduced to be a search for a Blades Vault containing an Elder Scroll, is ongoing.

- The Thalmor have been monitoring Void energies and in doing so have located the Night Mother; they have already dispatched a team to acquire her.

- War Impending**: Bromjunaar calls for war against the Thalmor; the group, who is more acquainted with the horrors and dangers of war, manage to redirect this energy towards waging a more intelligent attack. Veterans of war remain disquieted by the increasing scale of violence.

- The Question Owed (Daedric Encounter)**: Nihlus calls in the answer he is owed by the cultists of Hermaeus Mora to locate the Night Mother; they set out for Dawnstar that night.

-During the flight, Nihlus confesses his feelings to Steinn, who reciprocates.

~***The Dawnstar Sanctuary (Daedric Encounter)***~

-**Innocence, my Brother**: The group finds and enters the Dark Brotherhood Sanctuary near Dawnstar; Nihlus is increasingly overwhelmed by the Void energy as they proceed.

-**Aicaon**: The group finds that the Thalmor have arrived ahead of them and are already in the process of excavating the Night Mother's coffin. High Chancellor Aicaon arrives via teleportation and incapacitates the group with powerful magic.

-Nevetrius finds himself compelled to answer Aicaon's questions honestly when the Thalmor uses a particular code phrase, "selfless honor begets selfless trust."

-**Mother**: Nihlus is spoken to by the Night Mother; she tells him that to save her from the Thalmor, he must let her in, and he acquiesces to her wishes. Aicaon vanishes with the Sarcophagus, ordering the group to be killed, but the spell is broken when the foreman attempts to kill Nihlus (Mortal Peril) by cutting his throat and trapping his soul in a soulgem, and inexplicably dies instead. The group slaughters (yes, that is the correct word) the remaining Thalmor.

-That night, Nihlus hears the prayer of the Black Sacrament.

Eighth Arc: Written in Stone

~More Questions than Answers~

-**Void Within**: Though the Night Mother's Sarcophagus is gone, Ylgar can still feel the magical potential that was present in the Sanctuary; Nihlus, though no longer being overwhelmed by Void currents, can feel that same potential when he directs his senses inward.

-Nihlus also reads [Cicero's final journal](#), located at the Sanctuary, and, uh, it hurts.

-**Anticipation**: The group discusses questions of how and when precisely the end of the world will occur, and what role the Thalmor are playing in Namira's incursion. They decide that, at present, their best chance of learning these answers is from Paarthurnax, and set out for the Throat of the World.

-**Yokudan Memories**: Nevetrius accesses ancient Yokudan training via a Memory Stone; the Lord of Blades within his dream observes that two minds that look out from the warrior's eyes.

~Ancient Religion (Concludes roughly around the End of Last Seed)~

-**Greybeards**: The group is greeted warmly by the Greybeards, who freely give them answers where possible; they learn:

-Paarthurnax has been absent for three weeks; the Greybeards do not know where he is, or when he shall return.

-The Towers, Adamantia in particular, metaphysically shape and hold up reality; though some were created by the Aedra, most of the Towers were created alongside the races of Tamriel, influencing the lands to reflect the peoples they were tied to.

-Towers are "powered" by a Stone (Amulet of Kings, Heart of Lorkhan, etc); removal or destruction of that Stone deactivates the Tower.

-Stones do not function without the Will of their creator.

-Arngair believes that Snow Throat is the Nords' Tower, and having lost its Stone long ago, is one such "dead" Tower.

-Ylgar the Blind later reveals that Snow Throat was originally the Tower of the Falmer, and that its Stone, the Eye of Magnus, is not lost, but hidden and dormant.

-The success of Namira's incursion requires that the Towers fall; most are already inactive, but this seems to be the reason why the Thalmor are looking for a way to destroy Adamantia.

-In conclusion, the group has another task alongside finding and removing Namira's tethers from Tamriel, or rather, a choice between two; stop Adamantia's Stone from being destroyed, or create another Tower to bear the weight when Adamantia falls.

-Peace Within: Steinn, still struggling to find his center, is guided through meditations on DREM, or “peace;” though this does not solve the problem, the understanding he gains will be a useful tool. Arngeir speaks to Sabin about the resilience of her mer soul to her curse, and seeking cures that focus on this.

-Perfection: The group visits the Alaxon camp to gather information and check for Thalmor presence; they learn that while seemingly gentle in appearances, the Alaxon movement is a doomsday cult that stresses the superiority of Altmer in both life and post-apocalypse immortality. The cult works to bring perfection (ie, purging of Lorkhan’s influence) to the Altmer people as a whole, which will allow this ascension to occur with the return of Auri-El.

~Night of the Dead (3rd of Hearthfire)~

-Salt and Wind: The group receives a message that the Antiquarian circle requires a translator at the landing site of the 500 Companions; upon investigation, they find a message from Ylgar the Blind, from which they interpret directions to seek his tomb below Windhelm.

-Stormcloak: Nihlus and Steinn, having reasons to avoid entering the city, remain outside while the others seek the High Priestess of Arkay, to gain access to the Hall of the Dead; both groups, however, are sought out and escorted to the Palace of Kings, at the invitation of Ulfric Stormcloak. The King is unexpectedly hospitable, seeming to feel that they share a number of goals, regardless of official alignment; though tempers briefly flare in the discussion of war and information, he does not hold them against their will, and further provides a key to the Hall of the Dead.

-Ghosts: On their way to the catacombs, the group encounters ghosts on the streets of Windhelm; a hoard of elf ghosts begins to close in on them, but recoil from frightful visions of Steinn in the moonlight. After following clues left by Geonovos, the group comes to a door with a riddle: *"Speak thy name, Ghost, and the name of thy Father, and the name of thy Son."* The door opens when Steinn, inflecting his words with the Voice, answers “Shor.”

-Anu-Orgon: After descending a hidden staircase, sneaking through a Falmer village, traversing difficult terrain, solving riddles, handling Dwemer security systems, and besting three Ehlnofoy guardians (and subsequently uncovering three enlightening passages of the Thegainvalde) the group reaches the true resting place of Ylgar the Blind.

-Throughout these events, Sabin intercepts Thalmor transmissions from somewhere nearby, all of which indicate advanced experiments related to morpholith and explosions.

-Blindsided (Mortal Peril: Nihlus): Using the Ring of Dibella, and a swarm of ancestor moths that manifest from nowhere, the Ylgar the Blind rises from his coffin as a draugr. Before they can speak at length, however, they are attacked:

- The fourth Ehlno Fey descends upon them; during this battle, another Thalmor transmission heralds a massive quake that fills the chamber with dust.
- Not long after, Nihlus is attacked by a Morag Tong assassin, who turns out to be a skin suit for J'ssi. After clashing in spectral form, the Dro M'athra emerges victorious attempts to tear Nihlus apart in some kind of ritual (possibly one that would allow her to reclaim the Ring of Namira)—however, some force prevents her from doing so.
- Ylgar the Blind utilizes impossible magics(?) to trap and kill J'ssi.

~Guidance of Ylgar the Blind~

-**Answers:** After the group returns to *the Saartolr* via recall, Ylgar the Blind gives them more concrete directions on their mission to come:

- He confirms the group's interpretation of the Thaginalde passages, re: Snow Throat is actually the Falmer Tower; its Stone was/is the Eye of Magnus; Paarthurnax is currently guarding the Stone.
- Snow Throat is not dead, but dormant; when Adamantia falls, holding the world together will require awakening Snow Throat with the Eye; doing this requires an impossibly powerful Will, which the Elder Scroll in the Blades Vault will somehow guide them to harnessing.
- He confirms that Dyus is a subordinate of Jyggylag, and that while they are allies against the incursion of chaos, the group should not mistake them for friends.
- With regard to the tethers, the Ring has been banished, the Night Mother is "in hand," and the Dark Heart is under the guard of the Thalmor; it shall be the door through which they invite Namira into the world, and though he's not sure whether it can be destroyed, he knows that in the end the group will find and enter it.
- Their next priority, as he remembers it, was to seek the Vault in Cyrodiil; there, they will find answers even he cannot give them, and an ally that they sorely need.

-**For Each:** Ylgar the Blind has [particular guidance](#) to share with each member of the party, largely in confidence:

- He tells Nevetricus to seek the Loremaster Esbern to crack the code in his mind.
- He tells Sabin to seek aid from a priest of Y'ffre, and soon, to prevent her succumbing completely to her curse.
- He tells Nihlus that Cicero is alive in Apocrypha and can be saved; he also tells the assassin that, despite appearances, he's going to be all right in the end.
- He tells his younger self that:
 - Steinn is indeed Shor reborn (ie, the Shezzarine), and it will be up to Ylgar to keep him anchored, as their endeavor will ultimately hinge on his state of mind.
 - Fate is not set entirely in stone, and there have already been differences between the version of events he remembers and those playing out now.

-He should take all the love and compassion that he can muster when he returns to the past; this includes appreciating the time he has with Thienne here, where their love is easier than it will be/was.

-With Steinn, he discusses the nature of the Thu'um, and the role that Will plays in manifesting a thing into existence; he encourages Steinn to meditate on this process, and when he can no longer meditate, to “grasp the wheel by the spokes and turn it.”

-**Farewell**: After exchanging heartfelt gratitude with one another, Ylgar the Blind bids the group farewell, and his body crumbles into dust on the wind as he achieves his final rest.

Ninth Arc: Flames of Revolution

~South to Cyrodiil~

-**Ratway**: In Riften, Delvin helps the group gain a guide to Cyrodiil, and gives them directions to Esbern's old living quarters in the Ratway Warrens. They determine that someone else has searched the Loremaster's room—using magic—before them, but manage to locate a Memory Stone containing a message from Esbern to Cyrus, which in turn holds the first key to his mind-wall.

-**Dreaming of Thienne**: Nihlus facilitates a conversation between Ylgar and Thienne through dreams; the two discuss the events of Anu Orgon, the words of Ylgar the Blind, and the value of prophecy. Thienne encourages Ylgar to trust his instincts and do what feels right, rather than attempt to follow in the footsteps of his past/future self.

-**Crossing the Jerall Mountains**: Guided by Delvin's contact, Vostrad, the group begins the trek to Cyrodiil on foot (Tu'uwucuu and the Saartolr are sent back to Bromjunaar).

-An eagle follows the group for a time, possibly some kind of Thalmor spy.

-The group encounters a patrol, who they learn to be Dragonfires, and part ways on neutral terms.

~Honeyvale~

-**Ambush**: Thalmor ambush the party with a fucking avalanche; Nihlus alone escapes capture, and is contacted by the patrol of Dragonfires, who seek to free one of their companions from Thalmor captivity as well, specifically before the prisoners can be taken to the the blacksite Honeyvale.

-**Convoy**: Ylgar, Steinn, Sabin, and Nevetrius are taken on carts toward Honeyvale, alongside Vostrad the Dragonfire "Talos" (yep, that's what he calls himself).

-Ylgar senses dwemerlike tech in each of the prisoners and attempts to discern their purpose (these are later learned to be ID chips)

-Nevetrius's gut tells him that he's been to Honeyvale before, and the thought fills him with fear.

-Mattianus sends a message to the group to slow progress however they can; the group makes trouble and stalls the carts a fair amount.

-**Shortcut**: Nihlus and the Dragonfires take a shortcut toward the same location to set up an ambush of their own.

- Mattianus (Dragonfire Mage) brings allies in from Valenwood via teleportation.

- Nihlus tells the Dragonfires about some of the more surprising abilities of the group, to prevent surprise from compromising their chances of success; they are unexpectedly chill about Sabin's lycanthropy, and very intrigued about Steinn's ability to use the Voice (with their only frame of reference for that being Tiber Septim)

-**Reprisal**: The Dragonfires launch their ambush; once the group has recovered their equipment and slaughtered a number of Thalmor agents, they flee through a portal ahead of the arriving enemy reinforcements, finding themselves in Valenwood.

- Thalmor tech now includes magic guns and anti-magic beams/fields.

~Valenwood~

Final Arc: That Which Has Been Foretold