

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*

-**Ysgrammor'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 Fynrathauk 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.

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

•**Ysgrammor 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**~

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