

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 Krosvimunn 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.

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