

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.

-**Suspicious 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.

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