



GRON KREN

MOD 1.1 (EPISODE 1) A CHANCE ENCOUNTER



“Gron Kren”, translated from Skyrim’s Dovah-Zul as “Bond breaker” or “Tie Shattering” is the Meta quest of our team’s initial mod project, each part of it becoming progressively challenging and complex, as to facilitate a learning curve for the team.

“A chance encounter” is the first episode of the series and it features the most basic modding challenges and a single custom asset, as to limit our workload to the most basic model, then slowly progress to more complex concepts. It will feature 2 custom characters, one custom location and one custom item.



The following is the first narrative draft:

1. The player (referred as the Dragonborn from now on) will be approached by a hooded female character, that will beg for him to accompany her to her room inside the Bee and Barb Inn, in Riften.
2. If the Dragonborn decides to proceed, she will lead him to a room where a wounded elderly dark elf lies on the bed. He will introduce himself and his adopted daughter and will tell the player about how he got in this situation (Has to sound a bit secretive, as if he knows more than he is telling).
3. He will tell the Dragonborn that his caravan was ambushed by a group of bandits in the mountain pass between Ivarstead and Helgen, and that he was on his way to Windhelm to deliver a very important package.



4. The Dragonborn will have the option to intrigue a bit more about the package or his goal, but the old man will not give any information.

5. If the Dragonborn accepts the quest, he will find the ambush site in the spot described by the old man. Upon approaching the ambushed caravan, he will notice that the guards are well armed and armored, as to give a sense that the old man is more important than he lets the Dragonborn know.

6. The Dragonborn will find the package that the old man spoke of, under the body of one of the guards, half buried into snow, looking like he tried to hide it from the bandits, before he died.



7. The Dragonborn will not encounter any bandits in the area, and will return to the old man with the package (a small wooden lockbox, carved with Daedric symbols). When the player has returned to Riften, he will find the old man outside of the city gates, wearing a hood on his head as to hide his face and accompanied by two Nord mercenaries and his daughter.

8. The old man will pay the Dragonborn and ask him not to tell anybody about this little adventure, as he plans to keep his presence in Skyrim as hidden as possible.

9. Before they depart, the daughter will approach the Dragonborn and personally thank him for saving her father's life, while offering him a book (vanilla skill or spell book) as a reward (inside which the player finds a hidden note). (exact message TBD, the note will open up the chance for the Dragonborn to further advance the plot in later episodes)



Current scope draft adjustments:

The Dragonborn will meet the old man in the inn, daughter won't have dialogue

The Dragonborn will go to the Ambush site

The Dragonborn will find the box

The Dragonborn will return the box to the old man

The Dragonborn will receive a placeholder text letter and gold

None of the characters are voiced at this point.

Further development:

"A chance encounter" will act as a prologue to the meta story of Gron Kren, that follows the story of the Dragonborn helping the old man break his bond of servitude to the Daedric Prince Molag Bal, through a series of adventures that span multiple episodes, eventually even asking the Daedric Prince Boethiah for help (as he is the arch enemy of Molag Bal).

The Dragonborn will mainly be accompanied by the old man's adopted daughter, as she will end up as one of the Dragonborn's companions.

The further episodes have to be brainstormed and discussed between the whole team, as well as the whole concept of the meta story. Additionally, the prologue has to be approved by the current team (Kai, Mishu, Dragos).



TEAM'S IMPORTANT LINKS:

(MIGHT BE SUBJECT TO CHANGE)



- GOOGLE
SPREADSHEET: https://docs.google.com/spreadsheets/d/1FYYUdhPrCAJHDAQVf3wCE82UVKPMJMS_ID0QFHfIE7Q/edit?usp=sharing
- MONDAY: <https://skyffolk.monday.com>
- GITHUB: <https://github.com/vmirceax/skyffolk.git>