

Floating Island of Legends SE

Floating Island of Legends SE is a port and remake of my mod for Skyrim LE. The main island and the two satellite islands are for the most untouched, although with various additions. The island is based on Umbriel, the mysterious floating city, whose shadow spawns a terrifying undead army, as written in Greg Keyes' books *The Infernal City* and *Lord of Souls*.

This mod continues the story of the floating city after its destruction when Prince Attrebus Mede managed to get a few parts in a stationary position above the Whiterun plains, west of Fort Greymoor. Originally there were only sort of Dwemer ruins on the main island but later a farmhouse, an outdoor kitchen and a small farm were built. On the west side of the island you will find a docking station for a Dwemer airship. As opposed to the story in Greg Keyes' books, the Ingenium which keeps Umbriel floating, was not completely destroyed and the sword Umbra was saved from destruction by Attrebus Mede.

Access to the island is available through a well with a blue beam. To start the first "questless" quest, go to the basement of the nearest farmhouse and read the journal on the table. No questmarkers! You have to completely rely on clues in journals, letters and notes. Quests are updated by reading those and by triggers.

To be able to see the islands from a distance, you will need to create LOD with DynDOLOD.

Requirements

Skyrim Special Edition v1.6.640

CC content (AE DLC): Umbra (ccBGSSSE016-umbra)

CC content (AE DLC): The Cause (ccBGSSSE067-deadinv)

Skyrim Script Extender SKSE64 v2.2.3 or later

and any other required dependency

Quests

This mod contains 4 "questless" quests, meaning that these quests do not use Skyrim's quest system, that is, no quest stages, no quest markers, no log entries and no quest objectives. You have to use clues in notes, letters and journal to know what to do and where to go.

The Treasure of Prince Attrebus Mede

Read the journal of the last steward on the island, Talin the Fair-Haired. He and his wife Brunhilde are buried on the island. Your rewards: the sword Umbra, the Golden Dragon and a barrel of gold. This Umbra is not the same as Umbra from the CC mod and differs significantly, being more in line with Umbra found in *Morrowind* and *Oblivion*. The CC mod is only needed for the textures of the sword.

The Hunt for the Saxhleel

Eight Saxhleel warriors have arrived in Skyrim, searching for the floating island and the sword Umbra. When the time is there, you will receive a letter from Ysolda, possibly the granddaughter of Talin and Brunhilde. Ysolda is the only one in Skyrim who seems to have some knowledge of the Floating City, when talking to her about the Sleeping Tree. Daglin, a Synod researcher was supposed to visit Ysolda but she never arrived. Find her body and read the note she carries. The first Saxhleel warrior you will have to hunt down, is heading for Helgen. Be careful and you may want to bring some black soul gems with you.

The missing Dwemer barrel

Once the Saxhleel warriors are being dealt with, return to the island and you will notice that the ghosts of Annaig and Fhena, former companions of Attrebus Mede, have arrived on the island. They have been following you all the time and buried the remains of Attrebus Mede on the island near the graves of Talin and Brunhilde. They seem to be missing a special Dwemer barrel (read the note on the round table in the outdoor kitchen).

Stabilizing the Ingenium

When returning to the island after finding the barrel, you may notice a light rumble. The remaining parts of the Ingenium which keep the island in a stationary position are becoming more and more unstable. Annaig and Fhena send you on a search for five Ayleid Ancestor Statues (read the next note on the round table). You will have to look for those statues in or around various Ayleid ruins along the Druadach, Dragon's Teeth and Jerall Mountains, the western and southern mountain ranges of Skyrim. Once found, you have to place the statues and five filled black soul gems in the large Dwemer chest in the Treasure Room of the Dwemer Tower.

Features

- A floating island west of Fort Greymoor near Lone Mountain, the remains of the legendary floating city Umbriel, with a player home, a Dwemer tower, a small farmhouse (home for Annaig and Fhena), and an outdoor kitchen.
- A Dwemer airship which can be used to travel to all the holds capitals and Raven Rock on Solstheim; travelling to Solstheim is only possible after having travelled to Solstheim by ship from Windhelm. Select your destination with the buttons on the stockade towers and enter the airship.
- All crafting stations: forge, smelter, tanning rack, armor workbench, anvil and named storage in front of the player home and on the porch; alchemy, enchanting and staff workbenches in the top of the Dwemer tower, including an alembic to distill skooma.
- In and around the outdoor kitchen you will find a modest amount of beverages and food in named barrels, a Dwemer coffee- and teamachine (use the buttons on each side of the machine to select your blend of coffee or tea).
- After completing the first two quests, the ghosts Annaig and Fhena will take care of the food and beverage containers and restock those. Restocking takes a half to a whole day. Do not use these barrels or the wine cabinet for storage as these are respawning.
- The basement of the player home contains several large chests for safe storage and several bookcases with most of the Germanic legends and sagas.
- Below the Dwemer tower you will find the machine room and further down the "treasury" room, which is actually the storage room for the items from the fourth quest.
- A summonable Dwemer barrel which can only be summoned when you're near overencumbered.

Credits

Corinze for all the exterior navmeshing! Selene310187 for helping out with solving CTD issues after LOD generation.

Free modder's resources:

David Brasher, Enter_77 and Unimpressed: Morrowind Dwemer Resources

DLXJFV: 1H Umbra

ImperialSociety: Ayleid Building Kit Resources

InsanitySorrow: Dwemer resources

Metallicow and InsanitySorrow: Cookie resources
MuppetPuppet: Dwemer airship
MrD518: Coffee and tea resources
Stroti/Tamira: Miscellaneous resources
Stroti: Ayleid Clutter, Ayleid Chest and Display Resource

Various of the above resources, both meshes and textures, if not specifically created for Skyrim SE, had to be converted and optimized.

Tools Used

Creation Kit 64-bit 1.6.438.0, CK64 Fixes Rev. 977A21D v3.4
Bethesda Archive Extractor BAE
Gimp 2 with DDS plugin
SSE Nif Optimizer
7-Zip