








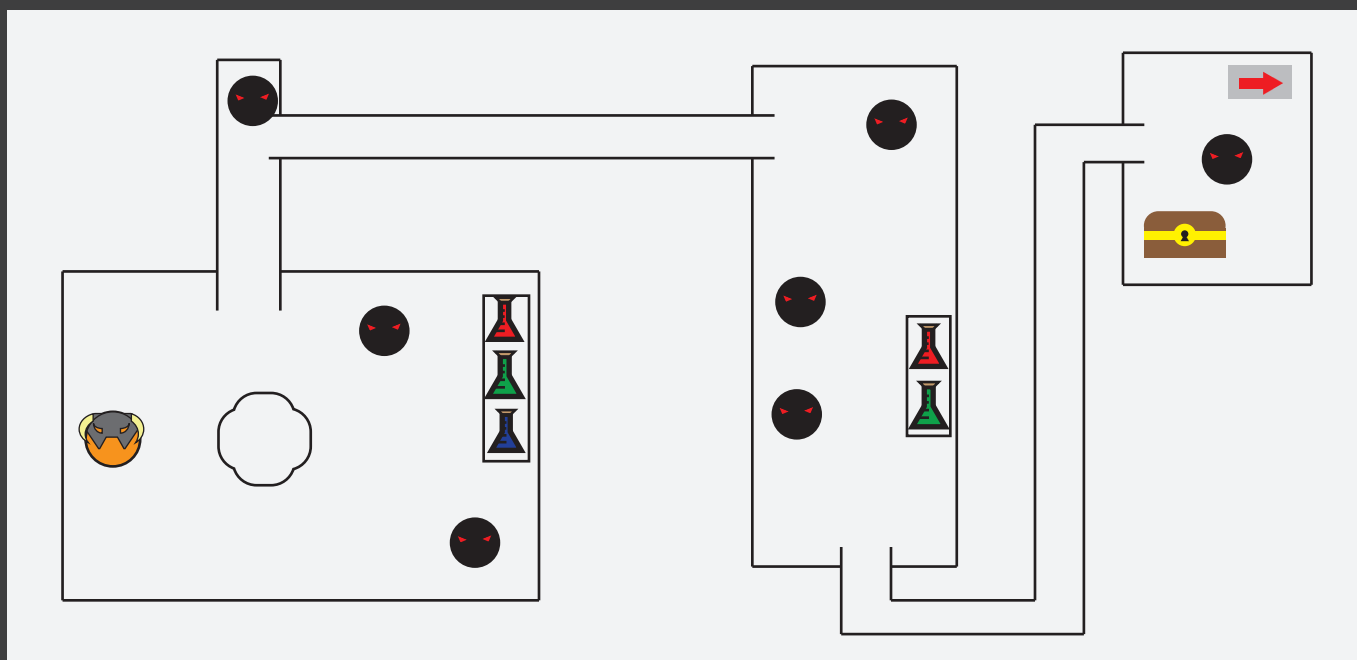


# FORT GUNGNIR

A DUNGEON MOD FOR THE ELDER  
SCROLLS V: SKYRIM SPECIAL EDITION

CONCEPT: WHILE PLAYING SKYRIM I NOTICED THAT THERE WAS NO LOCATION IN THE GAME WHERE THE FORSWORN ENEMIES FELT LIKE THEY WERE GAINING GROUND OR TRYING TO TAKE MORE TERRITORY FROM MARKARTH. I WANTED TO CREATE A LOCATION THAT FILLED THAT VACANCY. I DECIDED TO MAKE AN ABANDONED IMPERIAL FORT THAT THE FORSWORN ARE ATTEMPTING TO REBUILD IT.

LAYOUT:  = PLAYER       = ENEMY       = BOSS CHEST       = EXIT  
 = HEALTH POTION       = STAMINA POTION       = MAGICKA POTION



LAYOUT DESCRIPTION: THIS DUNGEON WILL PRIMARILY USE IMPERIAL FORT ASSETS TO CREATE THE LAYOUT OF THE HALLS AND ROOMS. THEN FOR ENVIRONMENTAL CLUTTER FORSWORN ASSETS, IMPERIAL RUBBLE PILES, AND SOME COMMON TABLES AND SHELVES WILL BE NEEDED. ENEMIES WILL ALL BE VARIANTS OF THE LEVELED FORSWORN AI. AS FOR LOOT, THE PLAYER WILL ENCOUNTER DIFFERENT IMPERIAL ARMOR SETS, POTIONS/POISONS, AND A BOSS TREASURE CHEST WHOSE REWARD WILL BE SCALED BASED ON THE PLAYER'S LEVEL.