

Rangers of the Red: Journey into Valenwood

Portfolio Sample



Model by Iyan Laylor. Concept of Tree City in Arenthia

This was a mod that was a work in progress for several years until Elder Scrolls Online came out. The purpose of this mod was to allow players a glimpse into Valenwood during the 4th Era in the 201st Year during the events of Elder Scrolls IV: Skyrim. The player was to escort a caravan of Khajiiti into Valenwood by way of a secret Moon Sugar Trade Route from Skingrad all the way through the mountain caves to Arenthia, Valenwood. There they would meet up with one of the Rangers of the Red, a splinter group whose aim was to overthrow the Thalmor occupation in Valenwood.



World space design using CreationKit

The main scenario would have taken the player through the Crodillic Woods and into the main cave systems in the search for a Thalmor Captain's mission plans. This would allow the Rangers of the Red to strike a devastating blow to the faction and to ignite a rebellion that would see Valenwood regain its independence from the Aldmeri Dominion.



First, the player would meet the Rangers of the Red, but Arenthia would fall under attack by the Thalmor. This is the first choice the player has to make. Do they help the Rangers or watch them get slaughtered.

As the player helps the Rangers, dialogue options would open and they would be able to speak to the leader of the Rangers of the Red, Fandral. Fandral then sends the player on a supply mission to help with the repairs from the attack. Once completed, Fandral would speak to the cause of the Rangers of the Red, including a history lesson for the player of the time King Eplear united the Bosmer under the Camoran Dynasty. Several side quests would open up where the player would meet several Bosmer who each have unique perspectives to tell. When the player gains enough rapport with the Bosmer, the final phase of the

scenario would unlock, allowing the player to ransack a Thalmor camp, gleaning valuable military information for the Rangers of the Red to capitalize on. Acting on this intel, the Rangers enlist the player to take part in a raid on Thormar Keep. This would be the end of the experience but signal a beginning of a story the player could look forward to.

