

A Second Life

An Elder Scrolls Online fan story proposal centered on Angof the Gravesinger

Note: This document is a fan-created story concept and possible quest outline. It is intended as a suggestion and source of ideas, not as a finished script or a request that the concept be implemented exactly as written.

Premise

Some time after the events in Coldharbour, corrupted thorns and plants begin appearing in Glenumbra once again. Their magic unmistakably resembles the power once used by Angof and the Bloodthorn Cult.

High King Emeric sends the player to investigate whether Angof has become a threat once more. The player is assisted by **Cor**, an informant who has earned Emeric's trust by providing reliable information about surviving Bloodthorn activity.

Through Cor, the player meets **Eloise Marrec**, a young Breton mage and researcher fascinated by the question of how a druid such as Angof became the Gravesinger. Examining the new growths, she concludes:

"It is the Gravesinger's handiwork. But someone else is holding the quill."

The trail eventually leads to Angof. He is not responsible for the attacks; he is investigating the same threat while continuing his search for a way to regain his human form.

The reunion could briefly acknowledge the player's earlier Coldharbour choice. If the player helped Angof, he remembers it. If the player did not, he might simply say: *"I cannot blame you for refusing to help me then."* The main storyline would remain the same.

Angof's Forgotten Past

The investigation uncovers pieces of Angof's life before he became the Gravesinger. Angof was once a Breton druid who met a herbalist named **Mariel**. Their shared connection to plants and nature grew from friendship into love.

Shortly before Angof left on an important journey, Mariel became pregnant. She intended to tell him when he returned. But Angof never returned as the man she had known.

While seeking a solution to a serious problem, Angof's own choices led him into a trap laid by Molag Bal. The power he believed he could control corrupted his druidic magic and transformed him into the Gravesinger. The transformation also damaged parts of his autobiographical and emotional memory, including his memories of Mariel.

This is not meant to absolve Angof. Molag Bal manipulated him and the transformation damaged his memory, but the crimes committed by the Gravesinger remain Angof's responsibility.

Mariel later gave birth to their daughter. Angof never knew she existed. That daughter is **Eloise**.

The Old Druidic Staff

Angof once possessed a personal druidic staff capable of preserving magical echoes of especially powerful emotional or magical moments experienced by its bearer. It does not record everything; it preserves only exceptional moments.

Angof forgot. His staff did not.

The staff retained echoes of Angof's relationship with Mariel, his transformation, and a later tragedy. Years after Angof disappeared, Bloodthorn forces attacked Mariel's home while the teenage Eloise was away.

During the attack, Mariel and Angof encountered one another again. Mariel could not recognize her former lover beneath the mask, thorns, altered appearance and presence of the Gravesinger. Angof, because of his damaged memories, did not recognize her either.

Mariel was transformed into one of the corrupted creatures created through Bloodthorn magic. Angof did not knowingly target the woman he once loved, but it happened under his command. Eloise later returned to the devastated settlement, could not find her mother, and believed she had died.

The True Enemy

The supposed ally Cor is eventually revealed to be **Corentin Veyrac**, a former high-ranking Bloodthorn cultist and devoted follower of the Gravesinger.

Corentin has manipulated the investigation from the beginning. He once idolized the Gravesinger and regards Angof's remorse as weakness and betrayal. To Corentin, the old Gravesinger was Angof's "true" self.

He does not want Angof dead. He wants the Gravesinger back.

Corentin has obtained Angof's old staff and uses its preserved echoes to reveal the past. Eloise learns at the same moment that Angof is her father and that her mother suffered her fate under his command.

***Eloise:** "Is it true?"*

***Angof:** "I don't know."*

***Eloise:** "How can you not know?"*

***Angof:** "Because I transformed many."*

Pause.

***Angof:** "Too many."*

Corentin's Plan

Corentin possesses a ritual capable of genuinely overwriting Angof's present identity and development, restoring the old Glenumbra-era Gravesinger. The ritual is not a bluff; it would work.

Its price is the life of a direct blood relative. **Eloise is intended as the sacrifice.**

Corentin captures Angof and deliberately drives a wedge between Eloise and the player, expecting the emotionally shaken Eloise to leave alone. This isolates her and allows Corentin to abduct her as well.

The player discovers the ritual's true purpose, frees Angof, and tells him Eloise has been taken. Angof immediately puts aside his own search for his past and human form. His first concern is his daughter.

Finale

The player and Angof reach Corentin's ritual chamber and rescue Eloise. Corentin is defeated, but the partially completed ritual and Angof's imprisonment leave Angof mortally weakened. Eloise tries to heal him but cannot save his life.

Throughout the earlier quests, brief manifestations of strange light could foreshadow an unseen observer. At the end, that observer is revealed as **Meridia**, who has watched Angof since the events surrounding Coldharbour.

"Do not mistake my generosity for forgiveness, Angof. What you have done remains."

Meridia offers a genuine choice rather than absolution. Angof could survive if another pays the price. Eloise is willing to sacrifice herself. The player can also offer to do so. Angof refuses both.

The remaining choice is his own death, potentially exposing his soul once again to Molag Bal. Angof accepts that consequence rather than allowing anyone else to pay for him.

"I choose neither."

"I will not make someone else pay for my choices again."

This is the culmination of his development: the Gravesinger made others suffer for what he wanted; Angof now refuses to save himself at anyone else's expense.

Meridia does not declare him forgiven or say that he has "passed a test." Instead, she acknowledges his choice. The Daedric corruption is stripped away and Angof's original human Breton form is restored. He does not regain his old life; he receives the chance to begin a new one.

Epilogue

The player returns alone to High King Emeric.

Emeric: *"And Angof? The Gravesinger?"*

Player: *"The Gravesinger is no longer a threat."*

Emeric: *"I see."*

Whether Emeric assumes Angof is dead or understands the player's carefully chosen wording is left ambiguous.

As the player leaves Glenumbra, Angof and Eloise are waiting to say goodbye. Eloise has not suddenly forgiven her father.

Player: *"Have you forgiven him?"*

Eloise: *"No."*

Pause.

Eloise: *"But I want to know him."*

They decide to travel together for a time, learning about Mariel, Angof's missing past, and what kind of relationship can exist between them.

"When you found me in Coldharbour, all I wanted was to find the man I once was."

"I don't think that man exists anymore."

"Perhaps I should find out what kind of man I can still become."

QUEST COMPLETED - A SECOND LIFE

The Idea Behind the Story

The purpose of this concept is not to erase or excuse Angof's crimes. Eloise does not have to forgive him. His victims do not return. Meridia does not absolve him.

The central question is: **What does someone do with a second chance when they cannot undo what they did with their first?**

Angof begins the story trying to recover the man he once was. By the end, he accepts that he cannot recover or erase his past. He can only decide who he chooses to become next.