

# Colton Revia

## Inheritance



This quest takes place in the *The Elder Scrolls V: Skyrim*, a first-person role-playing game set in the Elder Scrolls universe. The player, as the Dragonborn, must travel deep into the Jerall mountain range South of Ivarstead to locate a secret passageway. On the other side of this passage, the forgotten ruin of a dragon priest's temple hides the powerful treasure known as the Scale of Akatosh. After being informed of its existence and history by the priest Einkar Rothben, the Dragonborn travels deep into the snowy mountains. The Dragonborn must battle the undead guardians and dragon priest who protect the Scale in order to obtain it and discover the fate of the small camp of warriors that originally located the Scale through Einkar's visions. By uncovering the stories of the camp's captains, the player receives hints and weapons which will aid them in completing the primary objectives of the quest.

Time spent on this project: 165 hours

### Design Goals:

1. Create a contextually coherent story that rewards players through exploring Elder Scrolls deep lore.
2. Incorporate tangible, unique, and valuable rewards that add a sense of real progression.
3. Ensure atmospheric and consistent gameplay experience within the themes of *Skyrim*.

## Gallery/High-Point Walkthrough



Figure 1: A Prophet of Akatosh, Einkar Rothben—The Quest Giver

Figure 1 shows an image of the quest giver, Brother Einkar Rothben. He is a priest under Akatosh, one of the central Divines in *Skyrim*. His dialogue tells one story of the Amulet of Kings (an item and plot device used in other Elder Scrolls stories) and its linkage to a forgotten shield called the Scale of Akatosh. The player can find incredible utility for this shield for the confrontation against the final boss of the main quest. The intent was to provide a quest giver who flows with the rest of the game world while being able to appear or disappear with little prompting or influence over the rest of the story.



Figure 2: The Exterior Space and Blades Camp

The exterior space shown in Figure 2 represents the view the player experiences when initially crossing through the hidden passageway that leads to this area. The player immediately encounters an undead, setting the pace for the area with an ambush and moderately challenging fight. The nearby camp features a number of carefully arranged set pieces designed to tell the story of a camp recently struck and a battle fought between the camp members and the roving

undead. The area is enclosed, to control the scope of the environment, but the high peaks and open sky emphasize the grandeur and importance of the temple's exterior arches.

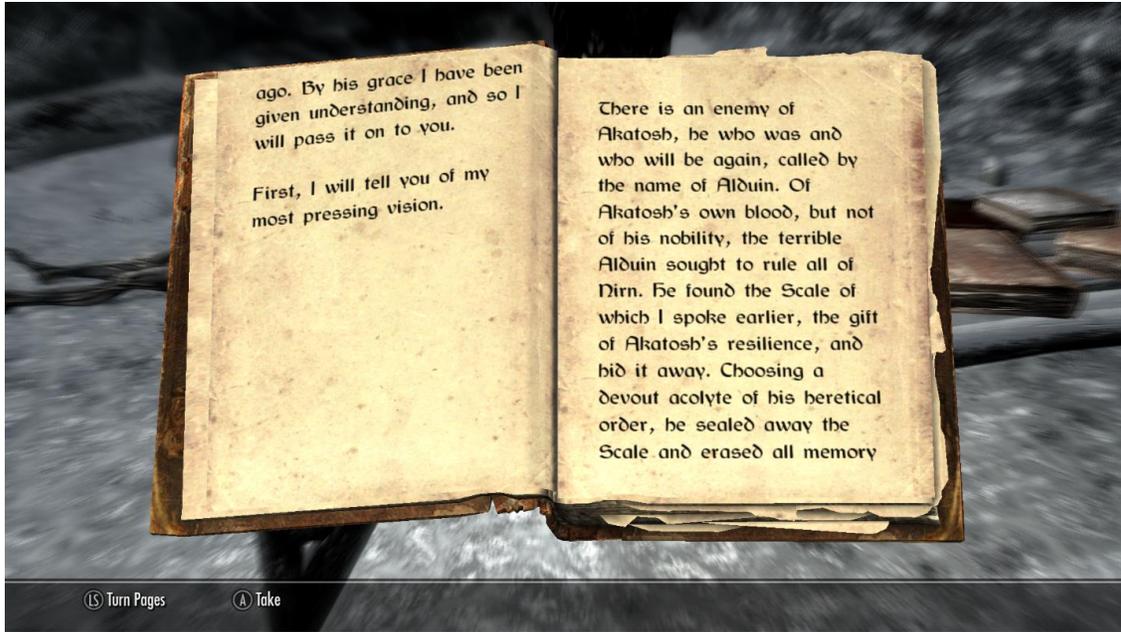


Figure 3: A new lore book containing more information about the Scale and a hint for the quest.

Additionally, the player will find a number of books and a note on the table. Most of the books exist merely to emphasize scholarship, but the two most prominent relate to the objectives. One book describes Alduin and Akatosh, and exists in the original *Skyrim* game. The other book, shown in Figure 3, is a new asset created for this quest. It contains a strong hint for the puzzle later in the ruins, as well as giving more background about the Scale itself while hinting at the form of the prophecies that Brother Einkar receives.

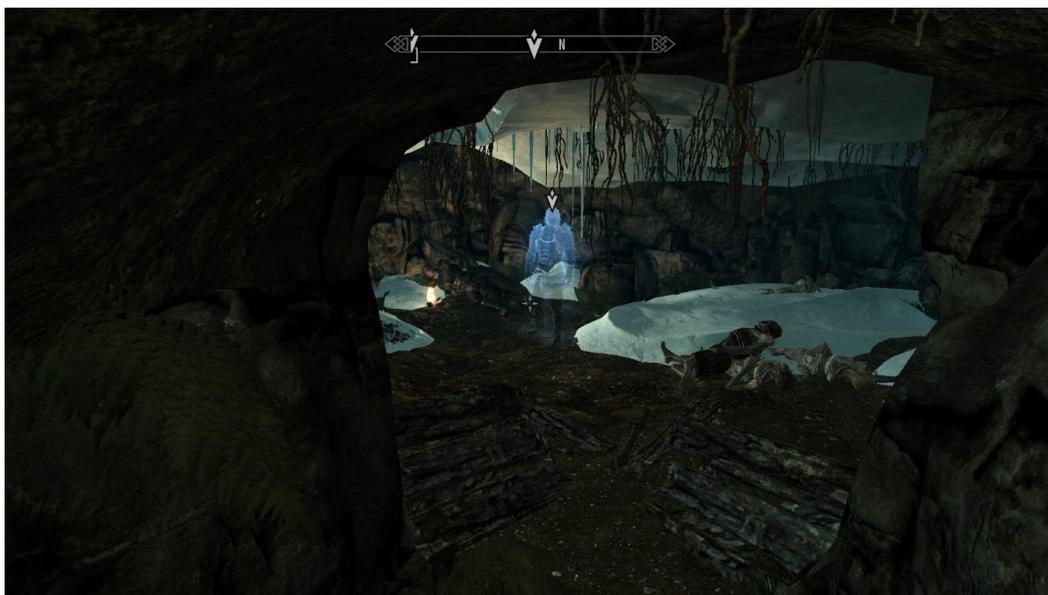


Figure 4: Svavs Kynoroth's Last Stand

Beside the two books, the player will find a note from Captain Svavs addressed to Brother Einkar. The note begins the side quest, drawing the player to a nearby cave, shown in Figure 4, where Svavs fought and died. After interacting with his corpse, his spirit appears and charges the player to take up his sword and seek his companion Guntir Frenulfr. The sword offers powerful damage against undead enemies, greatly increasing the player's ability to complete the objectives

of the quest. It also rewards the player for carefully examining the environment, because the combination of this weapon and the hint from Guntir's body, found later, give a supreme advantage.



*Figure 5: An ambush, and a fresh graveyard*

Figure 5 shows what happened to the surviving members of the camp, the warriors of the Blades, and the result of their battle against the undead. This area reveals the sorrow of the struggle, and shows the results of the Blades sincere attempts to do what the Dragonborn does on a daily basis. The ambush further demonstrates that the tomb is still very much alive and hostile to those coming in. The constant traps continue to reward cautious players, and the clever can even use the environment to their advantage against their careless undead foes.



*Figure 6: The Puzzle Room*

After passing through the climactic battle, the player is given a thinking puzzle. Here, as elsewhere, awareness of the environment is of great benefit to the player. However, the area is designed to ensure that if a reckless player still executes fights well, they will succeed in accomplishing their objectives. If the player follows the side quest, they will

avoid the traps and receive a hint that greatly helps in solving the puzzle. This area attempts to drive home the notion that careful play will be rewarded, while not punishing aggressive players too much.



*Figure 7: Dissection and Ritual Table Clutter in the Dragon Priest Chamber*

The climax of the quest involves a massive room where the quest objective stands out front and center. The area emphasizes the gloom and the brutality of the residents of the temple, and gives indication that their unholy actions have not ceased. Figure 7 shows some of the environment illustrating this point.



*Figure 8: Wide Shot of the Dragon Priest Chamber*

However, the most critical aspect of the main room lies in the fact that it acts as the final test for the player. Here the shield on display bluntly acts as bait. Along the outer rim, the player will find a bow and a number of arrows which should aid them in dispatching the dragon priest's guards before he awakens. Upon approaching the shield, the dragon priest bursts from his tomb and the fight begins! A careful examination of the side quest, or even a clever inspiration, will inform the player that the items they collect work as a cohesive whole. The one handed sword from Captain Svarts

magnified by a ring of one-handed weapon damage found on Guntir indicate that the fight should occur with this one handed weapon. The player could further draw upon the fact that the environment uses flames and warm tones to convey the idea that the enemy will be using fire. Further, a dragon's scale ought to be resistant to flames; indeed, the most effective way to combat the dragon priest is to equip the shield and fight him head to head—assuming the player has prepared by clearing his guards.