

Which game is this a quest for?

Skyrim **Context:** Dragonborn DLC

The Premise:

A cult in **Solstheim** that is devoted to a new dragonborn in Skyrim.

What's interesting about this quest?

You get to go undercover and join a faction devoted to your worship. You can watch how you influence the characters within this cult and outside of it. Unlike Companions or Vampires, you are the plot twist in this one and they don't know.

Where is the quest set?

Hideout of the cult is in a cave behind a hidden entrance on the north side of Solstheim, on the shore near the Glacial cave. The quest takes place around the island, but finally ends on **Dragon Roost Island**. The hideout is somewhere in this area:



What is the overall sequence / flow / structure of the quest?

1. You help a prisoner escape **Miraak cultists** and he tells you about the hideout and the password to enter.
2. The leader, suspicious of you, sends you to **Saering's Watch**.("The Test of Faith")
3. When you return you are sent to rescue ancient scripts from being burned in front of the **Miraak Temple** (the prisoner had the information that this would happen).("Preserving Ancient Knowledge")
4. After saving the scripts you are gaining more trust, so you end up being sent to collect **an ancient relic** from **Hrothmund's Barrow** ("Heroes of Old") and the **Everfrost** from the nord graves in ice, close to the **Skaal Village** ("Unearthing the Past".) (This emphasizes the importance of historical ties with **Skaal** and shows conflicting interest and religious differences)

5. In your absence a member disappears and is believed to be captured. You are blamed for betrayal and forced to leave.
6. To prove your innocence you try to rescue the captured member, but you find out he is the one who betrayed you and is preparing the attack on your hideout with **Miraak cultists**.("Signs of Betrayal").

-Details of this quest:

Takes place in a buried fortress in the **Molag Amur** volcanic region. The dungeon starts with exploration of a large room with many connected dead end rooms, one of which leads to a wall spike corridor with a master chest at the end of it. Another one leads to a staircase that leads down to the prison cells, some of which are destroyed, where a cultist surprises you from the hole in the wall. It leads to an underground tunnel that contains a fire spider and ends with a cave-like room with varied elevation and pillars where cultists are fighting off other spiders. That room leads to another trap-filled room which ends with a door to a boss room where the traitor runs away as you enter and you fight the **Ascendant Cultist** to find the plan of attack and keys to the master chest.

7. Soon after you arrive to warn them, you are attacked and you prove yourself by helping to defend the hideout. The battle takes place inside the hideout and continues outside on the shore when you exit. The traitor is outside and when you defeat all the enemies you can find him and take him prisoner or execute him.("Protector of Faith")

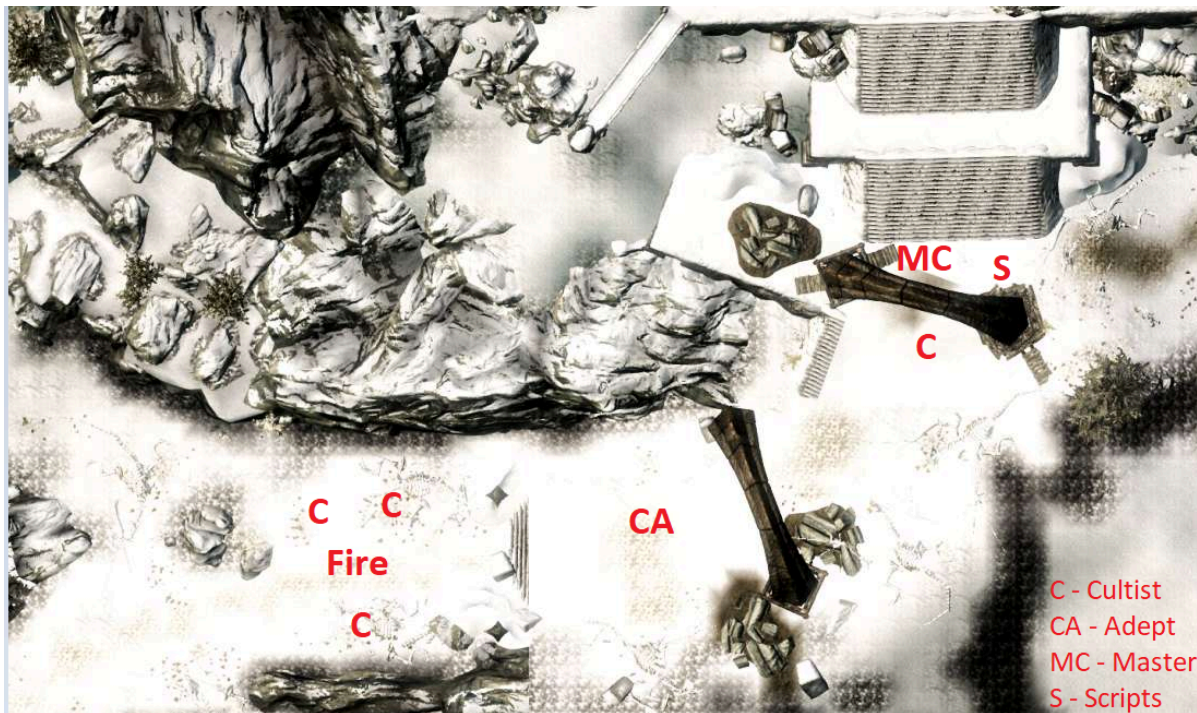
8. They decide to move the hideout to **Dragon Roost Island** where you will go to slay a dragon and they will witness you absorb its soul and finally recognize you as dragonborn. They give you all the offerings you helped them prepare for the dragonborn. (“Revelation”)

Characters:

- The founder was a Skaal scholar so the cult resembles the greybeards more than the usual nord community where strength leads. The current leader is a mage who uses alteration spells to get the key from outside the cell so no one leaves at night if Miraak controls them. He is suspicious of the dragonborn from the start and will blame him for betrayal.
- A young naive member who the dragonborn saves. He will be defending him from accusations, but doesn't have much influence.
- Older, grumpy character, the one who will betray them.
- A few filler characters including a Dummer who joined as he sees it as a salvation from Miraak.

Layout:

“Preserving ancient knowledge”:



The enemies should be far away enough from one another where you can almost deal with them in waves

The variants of cultists scale with the player level

Example:

- Up to lvl 20 all are cultists(it is a difficult encounter still)
- Up to lvl 40 there is one Adept Cultist (the one at the top marked MC)
- Above that there is a Master Cultist and the Cultist Adapt(the example in the picture)

Any unique assets or feature requirements?

- New ancient relic for the Hrothmund's Barrow quest.
- Maybe new props “Preserving ancient knowledge”

What would the most complicated, expensive, unknown or risky aspects of this level be?

Complicated:

There has to be a safeguard that Miraak doesn't steal the soul of the dragon at the end of the questline.

Expensive:

A lot of voice-acted lines

Risks:

1. The existence and events of the quest may contradict some of the already existing worldbuilding, especially with what the original writer had in mind for the cultists.
2. The layouts for the siege need to be such that the NPCs won't have too much chance to do something stupid
3. Even with Special Edition x64 it may overload the memory if I was to have more than like 10 characters in combat. (The hideout will be small anyway to try and prevent this, but still a small potential risk)

Questions:

-What is the dragonborn cultists' opinion of Miraak and how did they even come to the idea to worship dragonborn?

They are Skaal who accepted the religion of Skyrim Nords and worship Talos. Upon getting the news that a new dragonborn was found in

Skyrim, they made it their mission to welcome him and prepare sacrifices should he ever decide to visit the island. Some of them joined because they were afraid and tired of Miraak's influence on Solstheim.

-What makes the traitor switch sides?

The conditions of living in a cave, hiding and constantly being hunted made him choose to give up his friends in order to gain favor with Miraak cultists so he could get the benefits of living a comfortable life.

-What if the player tells them he is dragonborn?

They consider him a bit crazy, but accept him.