# Details

Name: Galilayn Indundas

ID: GalilaynIndundas

Class: Blacksmith/Spellsword

Location: Morthal

Age: 862 when the Dragonborn arrives in Skyrim

# Character Traits:

* Kind
* Willing to assist with any endeavor
* Charitable
* Highly versed in history and combat techniques
* Open to learning new skills and experiences
* Highly charismatic

# Character Flaws:

* Brash and headstrong
* Blunt
* Susceptible to stardom and highly influential people

# Current Motivations:

* Aspires to hone his craft with legendary techniques.
* Wishes to offer his services to the Dragonborn of legend.
* Is willing to relocate and live with Dragonborn as long as needed.
* Wishes to see Jarl Ulfric step down from leading Windhelm.
* Supplies Morthals’ garrison with arms and armor to help the Imperial cause.
* Despises the Thalmor and the Aldmeri Dominion for their dominance of the other races of Mer and Men. Works in secret towards helping the Empire rid itself of the dominion in Skyrim.

# Background:

Born on the island of Vvardenfell in the imperial province of Morrowind, Galilayn spent much of his younger years exploring the islands many diverse ecosystems and cavern structures. A self-proclaimed “Adventurer of the People”, Galilayn garnered widespread acclaim with the great houses of Morrowind. He even went to great lengths to work with the Ashlander tribes of Vvardenfell, going as far to live amongst them and learn their customs and beliefs. It was during this time that Galilayn acquired combat techniques unique to the Ashlanders. Respective of their culture, he has not taught these techniques to anyone who has not first proven themselves worthy to him.

Galilayn spent much of his middle years in Mournhold working under the direction of Queen Barenziah and her son Helseth Hlaalu. In this role he primarily served as chief trainer to the soldiers of Mournhold. He additionally took up blacksmithing as a serious skill after an encounter with one of Almalexias’ bodyguards left him in awe of the armors and weapons utilized by them. When Mournhold was sacked during the Argonian rebellion, Galilayn slipped away under the cover of night on a vessel headed for Skyrim.

Upon arrival in Windhelm, Galilayn realizing that his fame would do him no use in the ancestral home of the Nordic people set out to prove himself in the eyes of the current Jarl. It was here that Galilayn resided for some time, until Jarl Ulfric Stormcloak came to claim the city and crown. With Ulfric came a rise in racism and anti-Nordic hate that Galilayn could not stand to live amongst. Seeing the suffering of his people under the rule of Ulfric and acknowledging there was nothing he could do about it, Galilayn retired to Morthal where he could use his talents to provide arms for the Imperial garrison in the village in the hopes that the Imperials would strip Ulfric of his title and install a Jarl that cares about all peoples, not just their own.

It is here when the Dragonborn first meets the now elderly Galilayn who immediately recognizes them as a person of great importance to the destiny of Nirn. After a somewhat lengthy introduction, Galilayn pledges his allegiance to the Dragonborn and offers his services in exchange for modest sums of Septims. Of course, while Galilayn is an expert at his craft, he is not a master. There are still smithing techniques that allude him. With the Dragonborns’ assistance, he can master these techniques and provide them in service to the Dragonborn.

# Quest and Favors

## Quest One: Mastery of the Ancients

Prerequisites: Galilayn has pledged their loyalty to the Dragonborn.

Reward: Raises Galilayns’ Smithing level to 80 and allows him to smith Ebony equipment.

## Quest Two: Mastery of the Daedra

Prerequisites: The Dragonborn has completed *Mastery of the Ancients*.

Reward: Raises Galilayns’ smithing level to 90 and allows him to smith Daedric equipment.

## Quest Three: Mastery of the Dragons

Prerequisites: The Dragonborn has completed *Mastery of the Daedra*.

Reward: Raises Galilayns’ smithing level to 100 and allows him to smith

## Quest Four: Mastery of the Arcane

Prerequisites: The Dragonborn has completed *Mastery of the Flames*.

Reward: Allows Galilayn to refine Daedric artifacts and unique weapons normally only refinable up to Flawless quality to Legendary quality.

## Quest Five: Mastery of the Flames

Prerequisites: The Dragonborn has completed *Mastery of the Dragons*.

Reward: Allows Galilayn to refine equipment to Mastercrafted quality.

# Additional Details

The Dragonborn must complete a favor for Galilayn first before he can be recruited into their service.

Galilayn will have different dialogue dependent on whether the Dragonborn sides with the Imperials or the Stormcloaks during the Civil War.