



Figure 1 – Game Inspiration Art from Web [1]

Level Abstract: Of Three in One

The Elder Scrolls: Skyrim – Isaiah Everin

Version 1.0

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Level Overview

Quick Summary

Of Three in One is an optional quest designed within *Creation Kit* for *The Elder Scrolls: Skyrim*. It has no ties to the main plot of *Skyrim*, though themes come up related to the player's status as the Dovahkiin. The quest concerns two men, Charles and David, who are on the path to betrothal. They have met a priest, Amerus, who has concocted a potion that allows multiple people's minds to blend into one psychic vision quest. The priest seems to be doing this as a religious duty, though the player learns that he serves a Daedra, Jillian, who feeds off the energies created by this psychic union. The priest recruits the player to act as a guide for the two men on their journey.

Once combined with the minds of David and Charles, the player literally becomes them in the vision quest, making choices that reveal the character and history of the two men. The quest moves through three "chapters," the first two exploring each of the men's pasts, and the final one reconciling them. Between the chapters, the player encounters strange visions regarding their existence as the Dovahkiin, though these visions have no impact on the vision quest itself.

Hook

The obvious hook of the level comes from the visual elements that arise from the major theme, as the mission takes place in a psychic realm where "logic" does not hold ground. Most of the environments are combinations of different locales (such as a child's bedroom and a mystical forest), and there is a heavy use of magical spell effects in the scenery to lend to this atmosphere.

The other hook is a strong narrative. The environments are small, and they focus entirely on serving the story. In addition, each chapter allows the player some freedom of choice in determining the outcome of the events. The stories of the characters have powerfully written content while still being contained in brief, yet concentrated, episodes.

Gameplay Highlights

The level is narrative in nature, with the player exploring a set of spaces and interacting with NPCs. The content of the narrative and the environment in which it takes place are engaging and interesting.

Setting Summary

Theme	Psychic vision quest in the minds of the participants; mature, serious, structured.
Mood	Somber introspection into the psyches of the participants; intense, mystical, strange.
Setting	A psychic realm that follows no absolute laws of nature or logic.
Time of Day	N/A
Season	N/A
Weather	N/A

Mission Difficulty

Position	Difficulty	Reasons
Beginning	1	Introduction is mostly narrative in nature.
Middle	3	Some combat, as well as very mature narrative elements.
End	2	Conclusion is mostly narrative in nature.

Scale: 1-10 (1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	25 Minutes
Critical Path	15 Minutes
Physical Area	80640 Skyrim Units ² or 4082m ² (1 unit ² = 0.05m ²)

Characters

Character	Description
Amerus	A priest who has created a magical new concoction that he calls <i>Psykesanguine</i> . He offers this concoction to couples and close friends who wish to test the limits of their relationships. He is vague about his religious affiliation, but is in reality the servant of a Daedric demon named Jillian who feeds on the energies created when participants meld minds with one another.
Charles	He grew up on the outskirts of society with a single father who was very overprotective. His mother died when he was young, killed by a bear in the wilds. He is committed to taking this journey with David in order to strengthen their bond, but the vision reveals the doubts sewed in him by his history and family ties.
David	When he was younger, he was training to be a soldier of the Imperial Legion and was incredibly committed to the cause of keeping Skyrim within the folds of the Empire. However, he had a traumatic experience while training. After leaving the army, he met David and they fell in love.
The Father	A representation of Charles's father that appears in the vision quest.
The Mother	A representation of Charles's mother that appears in the vision quest.
The Commander	A representation of David's commander that appears in the vision quest.
Jillian	An unknown type of Daedra that resembles a Dremora. Mysteriously appears in all vision quests induced by <i>Psykesanguine</i> . He is quite straightforward about why he is present in these visions, as he feeds off the energies of people combining their psyches.

Visual Themes

Theme	Description
Dreamscape	The level takes place in a vision quest created from the subconscious psyches of all participants, including the player (who is the Dragonborn). Each of the sub-environments is somewhat surreal in nature but still grounded in elements from reality. All of the environments are blends of two different themes.
Childhood Home	This echoes Charles's childhood and evokes a sense of nostalgia that reflects the warmth of his youth, yet it also evokes some of the conflicted feelings he has about his past and his family.
+ Forest	A mystical forest, somewhat unreal in its beauty.
+ Cave	A dark and mysterious cave where men face their fates.
+ Flower Glade	A beautiful glade where two lovers might meet.
Imperial Legion Headquarters	This echoes David's time training with the Imperial Legion, and it reflects the philosophy of the Legion as well as some of the dark emotions that David feels about what happened here.
+ Training Grounds	A training area that puts soldiers to the test.
+ Battleground	Bloodied, war-torn field where two enemies face off.
+ Romantic Tavern	The scene for a romantic outing.

Key Theme References



Figure 2 – Exterior Environment Inspiration, from Quest "The Mind of Madness" [2]



Figure 3 – Exterior Environment Inspiration, from the Soul Cairn in Oblivion [2]



Figure 4 – Exterior Environment Inspiration, a green aurora seen from Whiterun [2]



Figure 5 – Exterior Environment Inspiration, various spell effects [3]



Figure 6 – Interior A-1 Environment Inspiration, from Honeyside in Riften [4]



Figure 7 – Interior A-2 Environment Inspiration [5]



Figure 8 – Interior A-3 Environment Inspiration [6]



Figure 9 – Interior B-1 Environment Inspiration, from Quest "Joining the Legion" [2]



Figure 10 –Interior B-2 Environment Inspiration, from Castle Dour in Solitude [2]



Figure 11 – Interior B-3 Environment Inspiration, from Proudspire Manor in Solitude [2]



Figure 12 – Interior C-1 Environment Inspiration [7]



Figure 13 – Interior C-2 Environment Inspiration [8]

Level Summary

Campaign

Context

Charles and David are partners considering marriage. A priest, Amerus, offers them a potion that combines their minds on a vision quest and tests the limits of their connection. This allows them to be sure marriage is the correct choice for both of them. However, Amerus requires a third party to help guide the couple through this harrowing experience, and this is where the player gets involved.

Backstory

Charles grew up in seclusion, raised for most of his life by a single father. Charles's mother died when he was very young, brutally killed by a bear in the woods. Despite this event, the father continues to raise Charles in the wilderness, teaching him to survive on his own. His father, missing his wife deeply, constantly insists to Charles that he expects his son to be married to a woman and bear him grandchildren. When Charles grows older, his father gets drunk and reveals that when the bear attacked, he saved himself, allowing Charles's mother to die instead. Filled with confusion and resentment and wanting to forge a new life, Charles leaves. He later meets David and falls in love, still filled with subconscious attachment to the expectations of his father.

David grew up with a family fiercely loyal to the Imperial Legion. He follows the example of his older brother, joining the Legion's army and training to become a soldier. He pays close attention to the struggle between the Imperial Legion and the Stormcloak Rebellion, and is prepared to assist in squashing the brewing civil war. However, during training, a commander takes a close interest in him. David is initially flattered, but when this interest resolves in the commander drugging and assaulting him, David comes to a moral dilemma. He does not believe the actions of the commander reflect the philosophy of the Imperial Legion, but due to the power structure of the army, to try to get retribution means losing his status as a soldier. He ends up abandoning the army for the life of a farmer, later meeting Charles, and falling in love with him. However, he keeps this dark event a secret.

Aftermath

The aftermath of the quest depends on the final three choices of the player, with three possible outcomes. The first outcome is that the couple is certain their relationship can weather the hardships they have discovered, and that they can build an honest, healing partnership over their wounds of the past. The second outcome is that the couple has concerns about their ability to work through these issues, but they agree to try regardless; it is certain they postpone any marriage. The final option is that the couple has severe doubts about their ability to trust one another, and either or both of them feels this is grounds to break off their relationship.

Objective(s)

- **Main Objective:** Help Charles and David through the Vision Quest.
 - **Exterior – Optional Objective:** Talk to Jillian, take quest to find his Eggs.
 - **Optional:** Find the Earth Egg.
 - **Optional:** Find the Water Egg.
 - **Interior A – Sub-Objective:** Enter and explore the First Domain, turning into Charles.
 - **Sub-Objective A-1:** Talk to The Father.
 - **Sub-Objective A-2:** Kill the deer or put the bow in the chest.
 - **Optional:** Find the Air Egg.
 - **Sub-Objective A-3:** Confront The Father one final time.
 - Talk to The Mother.
 - Talk to The Father.
 - **Interior B – Sub-Objective:** Enter and explore the Second Domain, turning into David.
 - **Sub-Objective B-1:** Talk to The Commander.
 - **Sub-Objective B-2:** Fight The Commander in training or walk away.
 - **Optional:** Find the Fire Egg.
 - **Sub-Objective B-3:** Meet The Commander in his chambers.
 - Drink what The Commander gives you.
 - Talk to The Commander.
 - **Interior C – Sub-Objective:** Enter and explore the Third Domain.
 - **Sub-Objective C-1:** Turn into David and give Charles the flowers.
 - **Sub-Objective C-2:** Turn into Charles and give David the wine.
 - **Sub-Objective C-3:** Help Charles and David resolve their conflicts.
 - **Optional:** Find the Spirit Egg.
 - **Exterior – Optional Objective:** Return all of Jillian's Eggs.

Overview Map

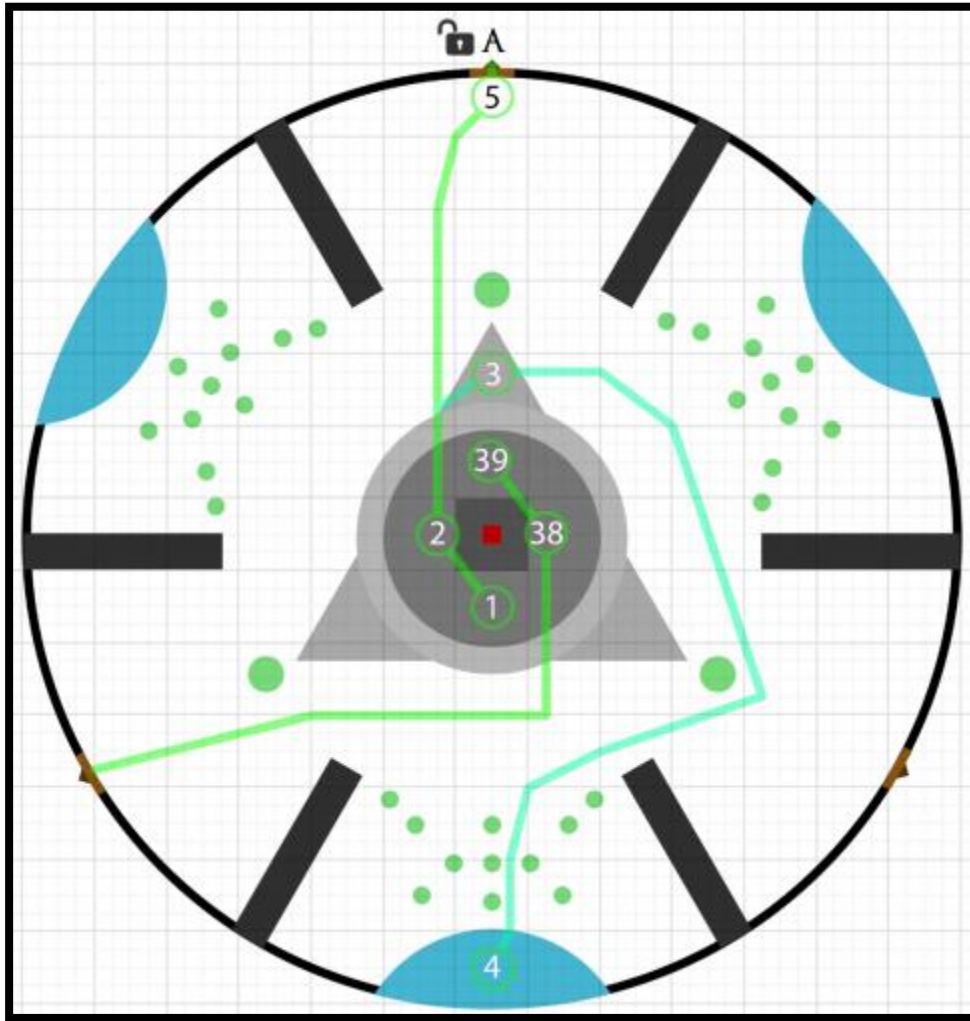


Figure 14: Overview Map, Exterior Stage 1

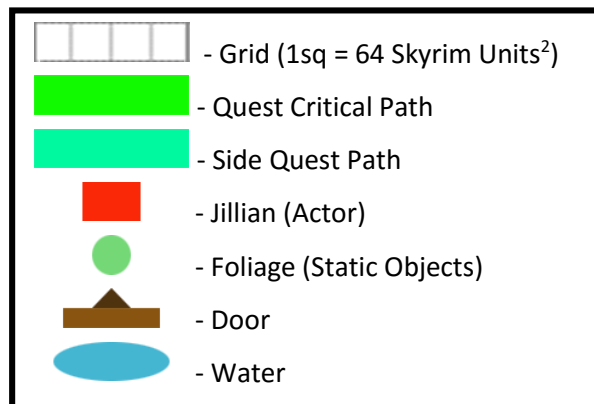


Figure 15: Map Key

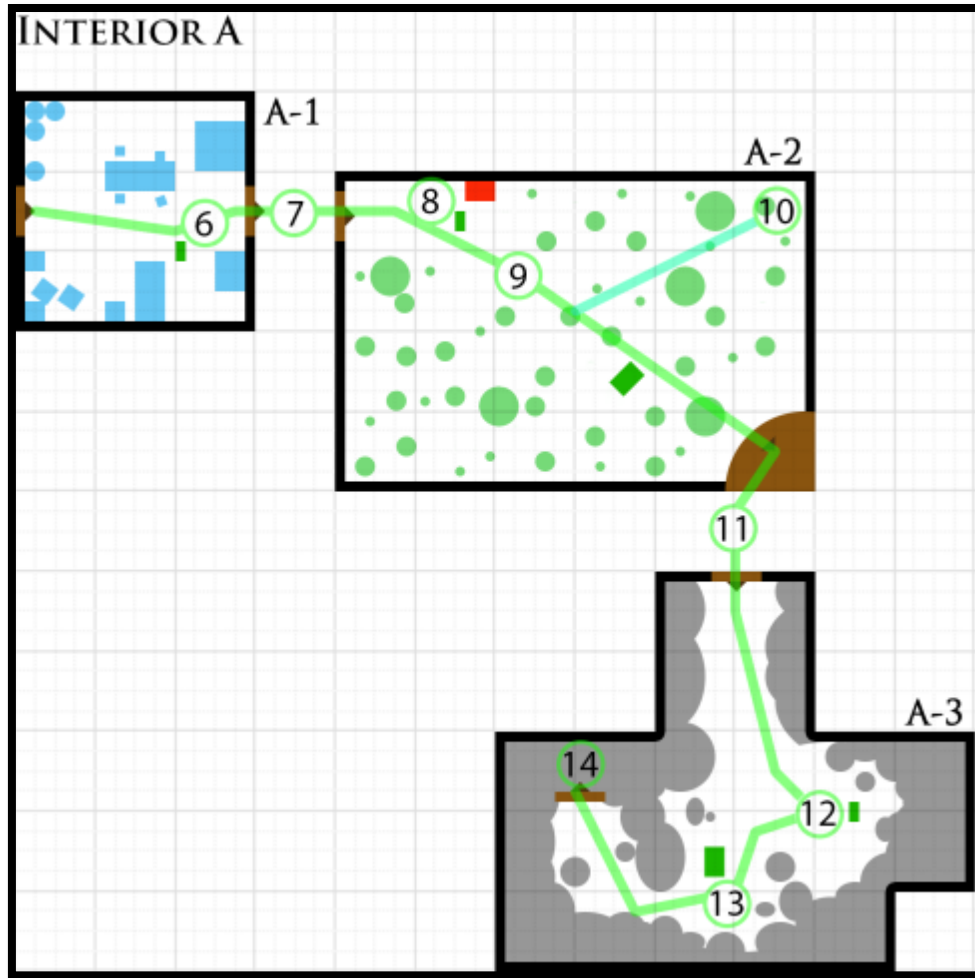


Figure 16: Overview Map, Interior A

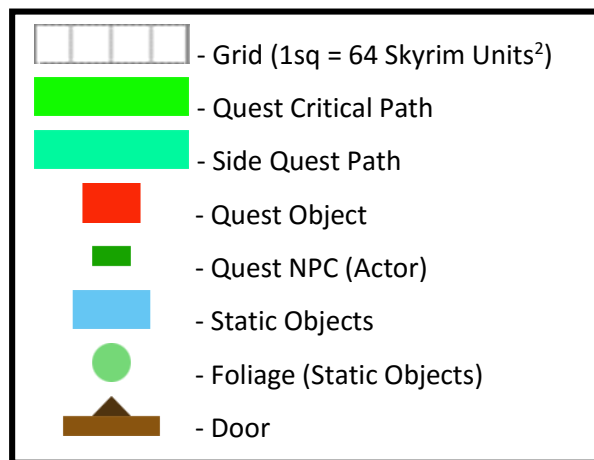


Figure 17: Map Key

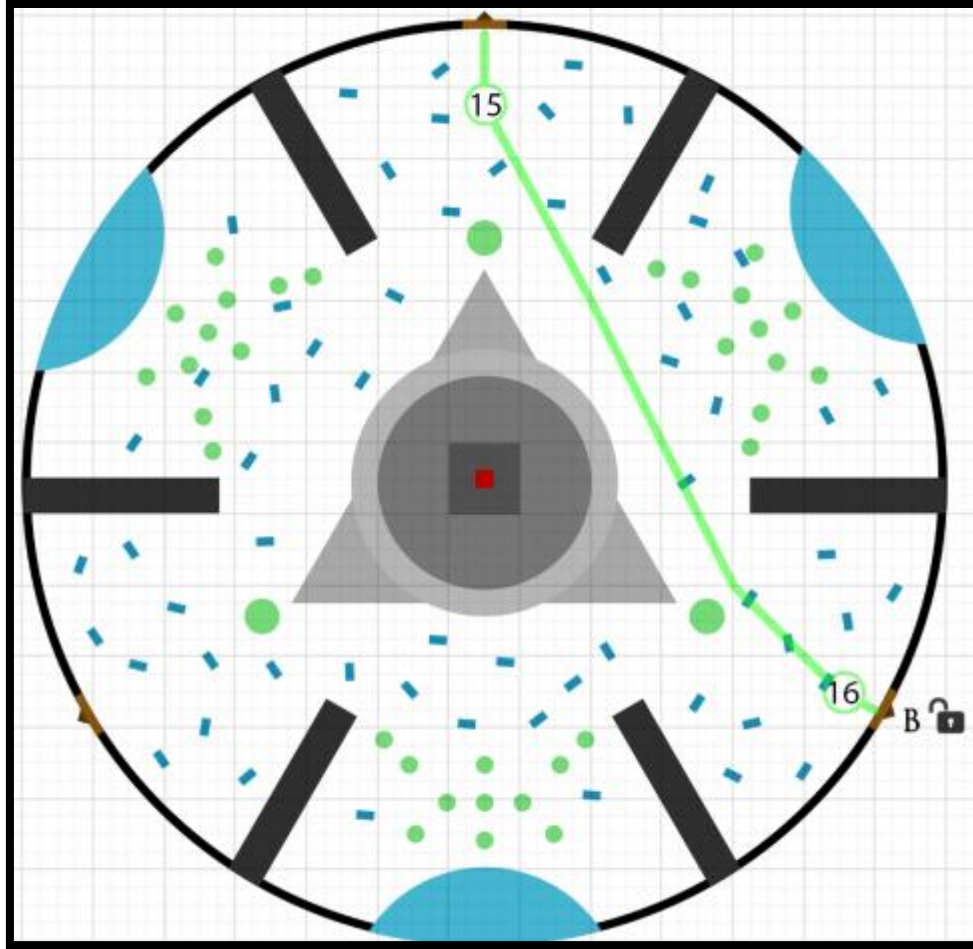


Figure 18: Overview Map, Exterior Stage 2

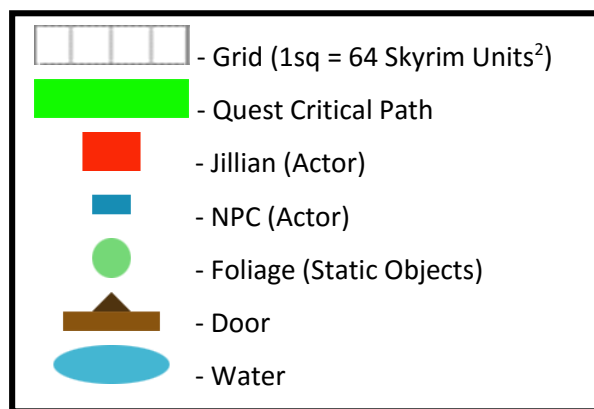


Figure 19: Map Key

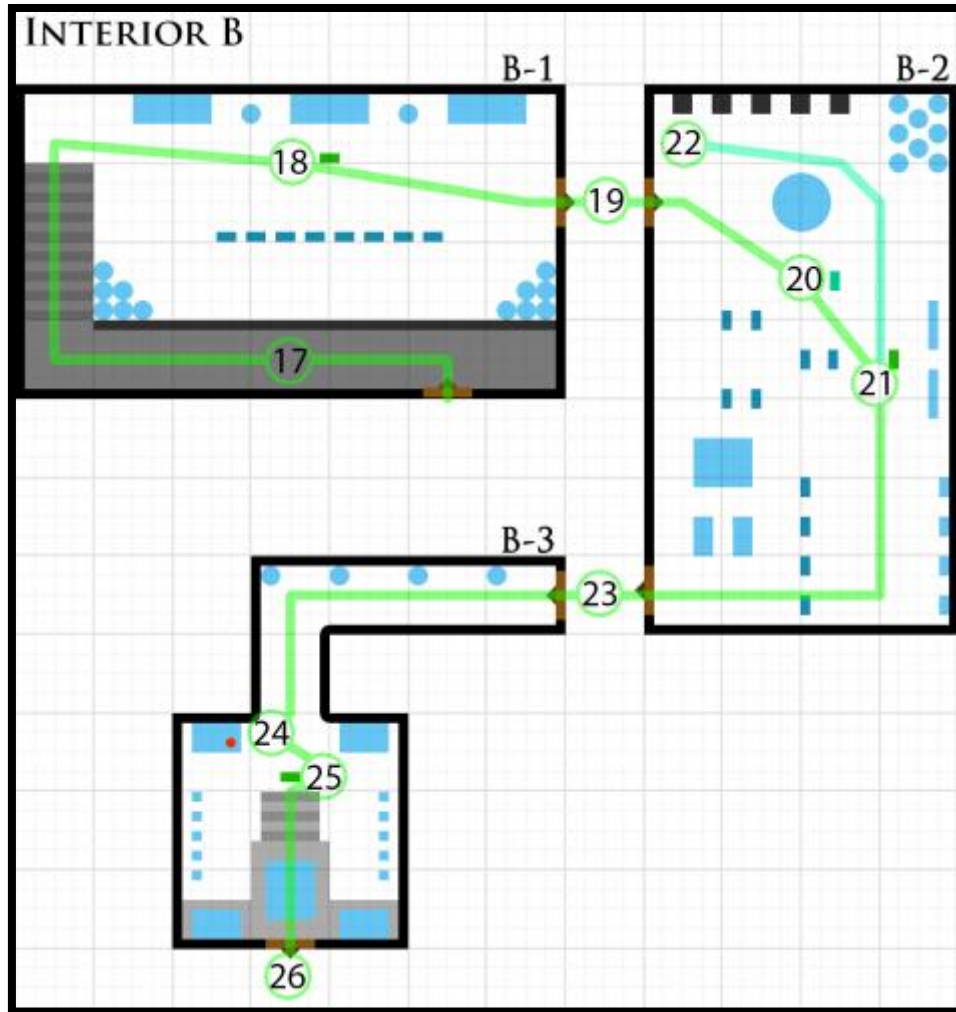


Figure 20: Overview Map, Interior B

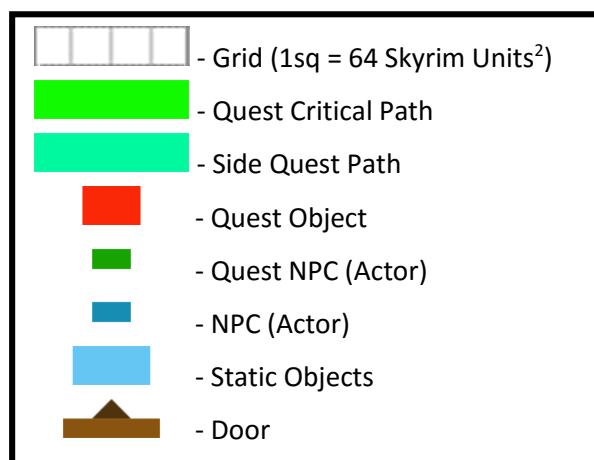


Figure 21: Map Key

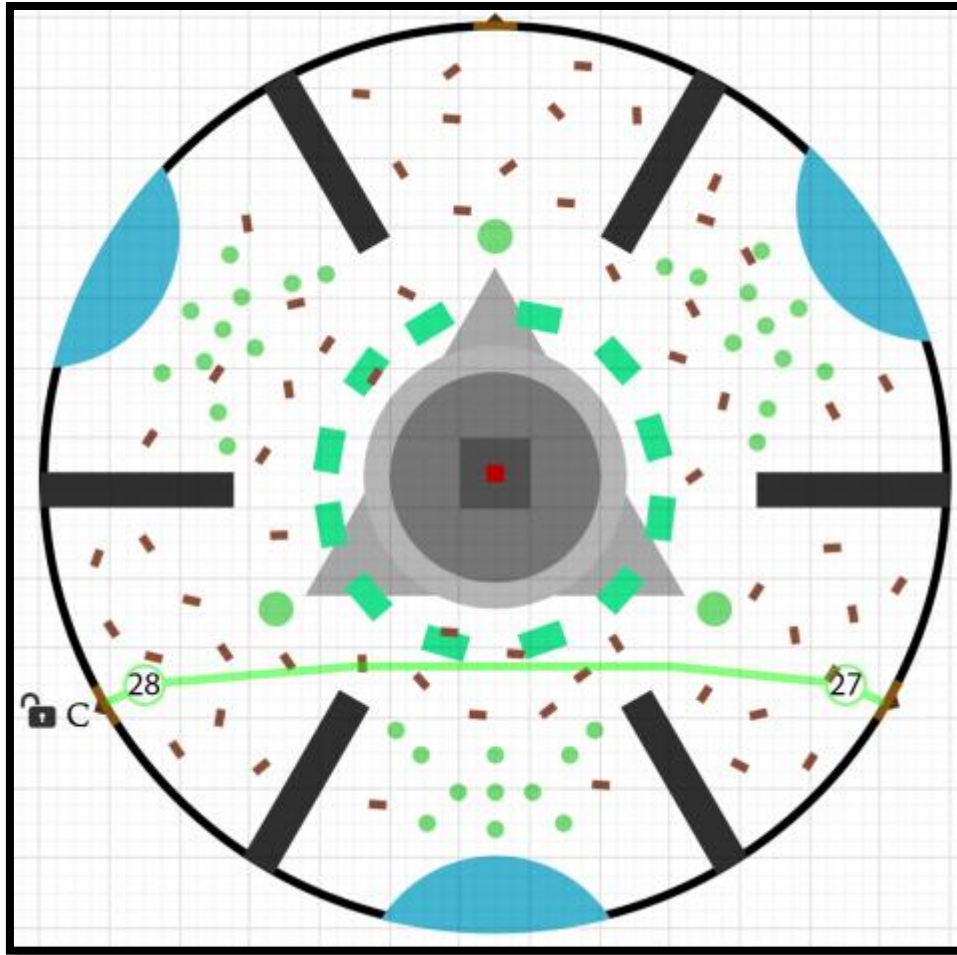


Figure 22: Overview Map, Exterior Stage 3

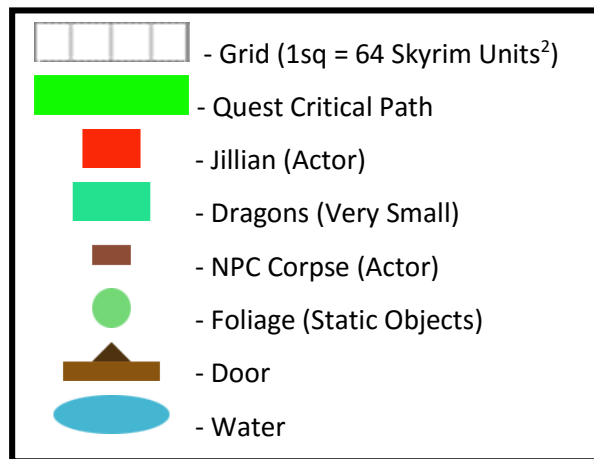


Figure 23: Map Key

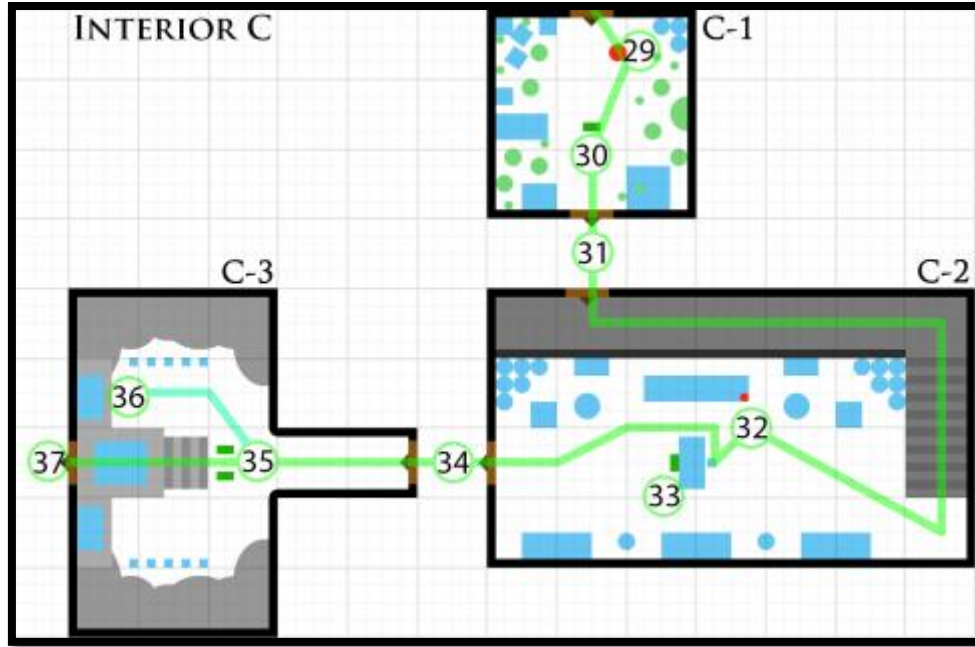


Figure 24: Overview Map, Interior C

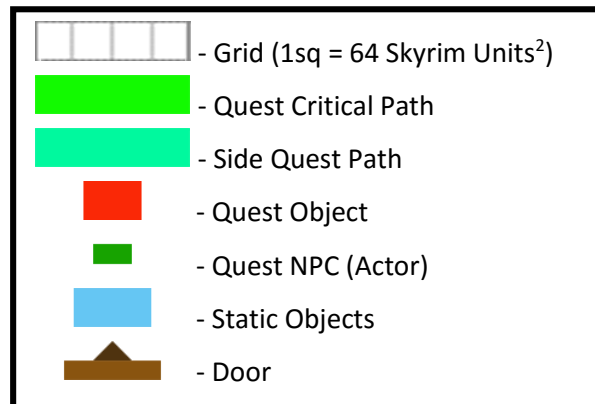


Figure 25: Map Key

Level Flow

Flow Summary

1. Enter Exterior (Stage 1), turning into Neutral Form (Nameless NPC).
2. Talk to Jillian.
3. Find the Earth Egg.
4. Find the Water Egg.
5. Enter Door A, transitioning to Interior A and turning into Charles (Child).
6. Talk to The Father; storm spell blows through the room (**Wow moment**).
7. Move on to A-2.
8. Talk to The Father and receive bow.
9. Kill the deer or put the bow in the chest; storm spell fills the air (**Wow moment**).
10. Find the Air Egg.
11. Move on to A-3, turning into Charles (Adult).
12. Talk to The Mother.
13. Talk to The Father (Bear); kill The Father (Bear).
14. Exit to Exterior (Stage 2), returning to Neutral Form.
15. Exterior is full of mob of people screaming, "Help us!" (**Wow Moment**).
16. Enter Door B, transitioning to Interior B and turning into David.
17. Listen to The Commander's speech.
18. Talk to The Commander; parts of room burst into flame (**Wow moment**).
19. Move on to B-2.
20. Spar with Faceless Soldier.
21. Fight The Commander in training or walk away; room bursts into flame (**Wow moment**).
22. Find the Fire Egg.
23. Move on to B-3.
24. Drink what The Commander gives you.
25. Talk to The Commander; kill The Commander.
26. Exit to Exterior (Stage 3), turning into Dragonborn.
27. Exterior is full of corpses and small dragons flying in the sky (**Wow moment**).
28. Enter Door C, transitioning to Interior C and turning into Neutral Form.
29. Pick the flowers, turning into David.
30. Give Charles the flowers and talk to him; spiritual energies crackle in the air (**Wow moment**).
31. Move on to C-2, turning into Neutral Form.
32. Pick up the wine bottle, turning into Charles.
33. Give David wine and talk to him; spiritual energies tear through the room (**Wow moment**).
34. Move on to C-3, turning into Dragonborn.
35. Talk to Charles and David, resolving their conflicts.
36. Find the Spirit Egg.
37. Exit to Exterior (Stage 4).
38. Return all of Jillian's Eggs.
39. Exit the Vision Quest.

Level Progression Chart

Time (min)	0	0:30	1:00	1:30	2:00	2:30
Terrain/Objective	[Talk to Jillian]		[Door A]	[Talk to The Father]	[Kill the Deer]	
Opponents					<Deer>	
Interactable Actors	<Jillian>			<The Father>	<The Father>	
Challenges		Find the Earth and Water Eggs			Choose Whether to Kill Deer	
Wow Moments				Storm blows through room		Storm fills the room
New Skills/Weapons						
Time (min)	3:00	3:30	4:00	4:30	5:00	5:30
Terrain/Objective	[Confront The Father]			[Door B]	[Talk to The Commander]	
Opponents			<The Father>			
Interactable Actors	<The Mother, The Father>			<Jillian>	<The Commander>	
Challenges		Choose to Honor or "Betray" The Father				
Wow Moments				Mob fills exterior	Objects burst into flame	
New Skills/Weapons						
Time (min)	6:00	6:30	7:00	7:30	8:00	8:30
Terrain/Objective	[Participate in Training]				[Meet The Commander in his Chambers]	
Opponents		<Faceless Soldier>		<The Commander>		
Interactable Actors		<Faceless Soldier, The Commander>			<The Commander>	
Challenges			Choose Whether to Fight Commander		Choose Whether to Support Commander	
Wow Moments			Storm blows through room			
New Skills/Weapons						
Time (min)	9:00	9:30	10:00	10:30	11:00	11:30
Terrain/Objective			[Door C]	[Give Charles the Flowers]		
Opponents	<The Commander>					
Interactable Actors		<Jillian>		<Charles>		<David>
Challenges				Choose Whether to Question Charles		
Wow Moments		Corpses and Dragons		Energies crackle in room		
New Skills/Weapons						
Time (min)	12:00	12:30	13:00	13:30	14:00	14:30
Terrain/Objective	[Give David the Wine]		[Help Charles and David]			[Exit Vision Quest]
Opponents						
Interactable Actors			<Charles, David, The Lovers>			<Jillian>
Challenges	Choose Whether to Question David		Advise Charles and David			
Wow Moments	Energies crackle in room					
New Skills/Weapons						

Legend
One Cell = 15 Seconds
Exterior
Interior A-1
Interior A-2
Interior A-3
Interior B-1
Interior B-2
Interior B-3
Interior C-1
Interior C-2
Interior C-3
Enemy
Interactable Actor
Challenge
Wow Moment

Figure 26: Level Progression Chart

Quest Descriptions

Main Quest

- 1) The player runs into the NPC Amerus on Riverwood Bridge. Amerus asks for the player's help in guiding two men in a vision quest they are going on before getting married.
- 2) The player follows the map marker to the house of Charles and David. Outside by a campfire stand Charles, David, and Amerus. Talking to David and Charles gives some exposition onto why they are doing this. Talking to Amerus gives the player the *Psykesanguine* potion.
 - a. *Information gained from asking questions:*
 - i. The potion combines the minds of the participants into experiencing one combined journey.
 - ii. The point of this is to seal their relationship and help them recognize and overcome any mental problems they may have with one another.
 - iii. The third person acts as a witness and guide in case the pair reaches moments where they cannot maintain control. Amerus is not joining because he needs to observe from the outside.
- 3) Taking the potion sends the player into the Vision Quest along with David and Charles. The quest combines their minds; therefore, throughout the quest the physical representation of the player switches between a Neutral Form (Nameless NPC) and any of the three characters.
- 4) Upon entering the Vision Quest, the player turns into the Neutral Form in the Exterior. This area is the "antechamber" of the quest with doors leading to the three main phases of it. In the center of this area stands the Daedra, Jillian, who offers the player exposition about this psychic realm, as well as a side quest.
- 5) The first waypoint leads into Door A, which in turn leads to Interior A. This interior explores the psyche of Charles. Upon entering, the player becomes a child version of Charles, and the first room (A-1) is in his childhood home.
 - a. The player (as Charles) speaks to The Father.
 - i. The Father talks about Charles's deceased mother (killed by a bear in the wild).
 - ii. The Father gives him a "lesson on how to be a man" and asks Charles to come hunting, walking into the next room.
 - b. As he does so, powerful storm magic flows through (not harmful).
- 6) The next room (A-2) is the childhood home combined with a forest, and Charles must kill an elk with a bow given by The Father.
 - a. He can choose to either kill the elk or put the bow away in an ornate chest, rejecting the path The Father desired.
 - b. Either way, The Father tells Charles he can one day be his own man and find a good wife like his mother, then disappears.
 - c. After he disappears, powerful storm magic fills the room (not harmful).
- 7) The final room (A-3) is the childhood home combined with a cave, and Charles is now a man.
 - a. He finds a woman called The Mother, who talks lovingly, almost romantically, to him. She says "No, I am not *your* mother, I am the mother of your children" and then dies.

- b. A bear appears called The Father. Charles talks to The Father and says he has met a man who he loves. The Father asks why he has not found a wife to make him grandchildren.
 - i. Charles chooses to say he regrets hurting his father this way (1A)...
 - ii. ...or he can remind The Father that he is now is own man (1B).
 - c. Either way, The Father expresses disappointment, the room fills with storm magic (not harmful).
 - d. Charles exits Interior A.
- 8) In the exterior, the player returns to the Neutral Form. However, a horde of people suddenly appears walking around. Messages pop up saying "save us," "help us," etc. The player makes their way to Door B and enters.
- 9) Interior B concerns David's psyche, and thus the player becomes David.
- 10) The first room (B-1) is in an Imperial Legion base preparing for battle training. A character called The Commander gives a rousing speech to help motivate the troupe.
- a. David speaks to The Commander and expresses his immense desire to be a soldier, saying that he wants to follow his older brother's example.
 - b. When The Commander responds, there is an insinuation of flirtation, which David reciprocates. However, several objects in the room suddenly catch fire (not harmful).
- 11) The next room (B-2) looks like training grounds in a glade combined with the base's interior.
- a. David spars with Faceless Soldier.
 - b. The Commander intercedes and asks to fight David. David can try to either fight or refuse, walking away.
 - i. If he fights, he kills The Commander. However, The Commander immediately resurrects and acts as if he never died.
 - c. Either way, The Commander asks to see David in his quarters; after this, the entire room bursts into flame (not harmful).
- 12) The next room (B-3) is an ornate chamber combined with scenery of a bloody battle. In the center is a huge bed.
- a. The Commander offers David a drink, and David can either refuse or take it.
 - i. If he refuses, The Commander orders him to take it.
 - b. The drink knocks David out and then he wakes up without clothing. The Commander stands in a spotlight, clothed.
 - c. David asks what The Commander did, and The Commander says, "Nothing you didn't want, and if you want to stay my soldier you'll agree."
 - i. David can either say, "I guess so..." as he wants to remain in the army (2A)...
 - ii. ...or protest and say that what happened was wrong (2B).
 - d. Either way, the entire room fills with flames (not harmful).
 - e. David exits Interior B.
- 13) Back in the exterior, the player appears as their normal self, the Dragonborn. There are corpses strewn across the entire area, and dozens of tiny dragons fly around the sky. Corpses begin reanimating and letting out Dragon Thu'ums. The player continues to the third and final room.
- 14) In Interior C, the player returns to their neutral form.
- 15) They enter a room (C-1) which is a combination of A-1 and a flowered glade.

- a. Charles stands in the middle of the room.
 - i. If the player chose 1A, then Charles wears animal hide armor and carries a bow.
 - ii. If the player chose 1B, then Charles wears the clothes of a merchant.
 - b. The quest points to a bush of flowers. When the player picks them, the player turns into David. Talking to Charles gives him the flowers.
 - c. There is an exchange of lines that addresses what David has learned about Charles, and Charles is uncomfortable talking about it.
 - d. Charles says, "This isn't what we talked about that day, David."
 - i. The player has a choice to flirt (reflecting what happened in the past)...
 - ii. ...or press on and say he wants to address Charles's issues.
 - e. Either way, there is a crackle of magic around them after this line. It ends with David essentially asking Charles on a date. Charles disappears.
- 16) The next room (C-2) has the player return to neutral form, and it is a combination of B-1 and a candlelit romantic meal.
- a. David sits at a table.
 - i. If the player chose 2A, he wears the attire of a soldier.
 - ii. If the player chose 2B, he wears the attire of a farmer.
 - b. A quest marker points to a bottle of wine on a table. After picking it up, the player becomes Charles.
 - c. He sits down and talks to David, giving him the wine bottle. This makes David uncomfortable.
 - d. Charles says he never knew about what happened to David, and David says he does not regret the choice he made (regardless of the player's choice).
 - e. David says, "I guess this isn't how this meeting went back then..."
 - i. The player has the choice to flirt (reflecting what happened in the past)...
 - ii. ...or ask David why he never told Charles about that event.
 - f. Either way, there is a crackle of magic around them after this line. It ends with Charles saying he would like to see David again.
- 17) The final room (C-3) is a combination of A-3 and B-3 with powerful magic crackling around the chamber violently.
- a. The player returns to neutral form and sees David and Charles in the center of the room by the bed, wearing ceremonial robes and standing back to back.
 - b. Talking to Charles, he says he is reticent about trusting David when David hid such a big secret from him.
 - i. The player can agree and say David is not trustworthy (3A)...
 - ii. ...or suggest that Charles forgive him (3B).
 - c. Talking to David, he says that he worries Charles feels too attached to his father's words (about wanting grandchildren) and doubts he can remain faithful.
 - i. The player can agree and say Charles seems like he is not ready for a serious commitment (3C)...
 - ii. ...or say that the partners should be able to work through it (3D).

- d. After talking to both men, they combine into the Neutral Form named The Lovers; the player becomes the Dragonborn.
 - e. The Lovers ask the player if he/she thinks they are ready for marriage. The player can say:
 - i. Yes (3E)...
 - ii. No (3F)...
 - iii. ...or that there is not enough information to say (3G).
 - f. The Lovers thank the player and disappear.
 - g. The player continues to the exterior.
- 18) Back in the exterior, the quest says to drink the dispelling potion that ends the vision quest.
- 19) Back at the campfire, the player can talk to Charles and David. The content of their dialog is dependent on a combination of variables (choices 3A – 3G), and thus the conclusion of the quest depends on the choices that the player made.

	Player supports them	Player doubts them	Player doesn't know
Charles trusts David David trusts Charles	Good Conclusion	Shaky Conclusion	Good Conclusion
Charles trusts David David doubts Charles	Good Conclusion	Break Up	Shaky Conclusion
Charles doubts David David trusts Charles	Good Conclusion	Break Up	Shaky Conclusion
Charles doubts David David doubts Charles	Shaky Conclusion	Break Up	Break Up

- 20) Talking to Amerus ends the quest with a reward.

Side Quest

- S1) Talk to Jillian and he asks the player to find his "eggs," describing them as precious stepping-stones in one's ascension to "The Blood." He refuses to explain this statement.
- S2) Find the first egg (Earth) in the Exterior space.
- S3) Find the second egg (Water) in the Exterior space.
- S4) Find the third egg (Air) in Interior A-2.
- S5) Find the fourth egg (Fire) in Interior B-2.
- S6) Find the fifth egg (Spirit) in Interior C-3.
- S7) Return the eggs to Jillian for a reward.

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