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The Elder Scrolls Skyrim SE: Come Play With Me

Version 1.0

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Level Design Document

Level Information

Quick Summary

“Come Play With Me” is a story-based singleplayer side-quest mod for *The Elder Scrolls: Skyrim Special Edition*. In this quest, the player travels to Dunhearth Keep and attempts to solve the murder of the keep’s jarl, who was found dead the previous night. The quest is very open-ended, with the player able to present evidence obtained throughout the castle and accuse at least three different characters of murder at any given time (with relevant evidence). The more perceptive player may also find inconsistencies within the case that cause them to investigate further, revealing the true culprit and leading to a chilling confrontation with the Daedric Prince Boethiah, who presents the player with a morally grey dilemma. Players exercise their interpretive observation abilities and various Sneak-related skills to complete this quest.

Level Maps

Riverwood Bridge (Quest Start)



Figure 1: Location of Quest Start (Riverwood Bridge)

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Talk to Fisherman	A Fisherman at Riverwood Bridge flags the player down and states that something terrible has happened at Dunhearth Keep (jarl has been murdered). He offers to take the player to the castle entrance in his boat. Accepting this offer teleports the player to the Dunhearth Keep entrance.	1	1:00	

Map 1: Dunhearth Keep

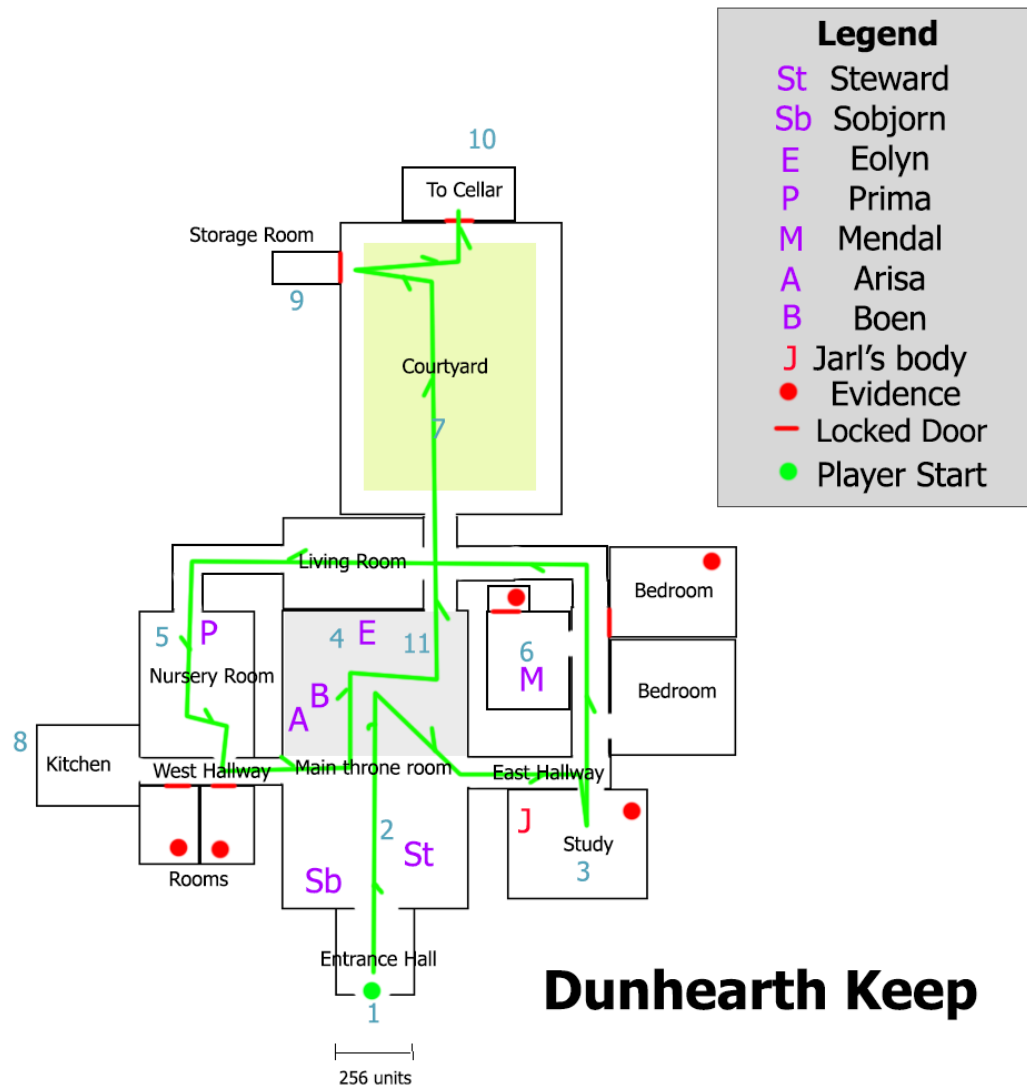


Figure 2: Dunhearth Keep Interior + Courtyard (Main Playspace)

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Enter Dunhearth Keep	Player enters Dunhearth Keep through the main entrance hall. The first character they can talk to is Sobjorn the servant, who greets the player cordially.	1	0:00	
2	Talk to the Steward	The steward of the keep greets the player (forced interaction) and establishes the situation: Jarl of Dunhearth, murdered. Three main	1	1:00	

		<p>suspects include Eolyn- Jarl's wife and interim Jarl, Prima- court caretaker, and Mendal- court wizard. After the conversation ends, the player can overhear a conversation between the Jarl's children, Arisa and Boen. Speaking to Boen afterwards initiates a side quest where Boen wants the player to deliver a child's doll to his grieving sister Arisa.</p>			
3	Investigate the crime scene	<p>The steward leads the player to the Study, where the Jarl's body is located. The player can investigate the jarl's body to determine the cause of death (stabbed by knife) and time of death (10:00pm previous night). They may also find a half-hidden iron dagger (the murder weapon), and a child's doll (covered in blood).</p>	3	2:00	Y
4	Interrogate Eolyn	<p>Concurrently, the player can start interrogating the three suspects in any order they want to. Eolyn has assumed the role of Jarl, and sits on the throne. Eolyn insists she was sleeping at the time of the murder. After the interrogation, a quest marker appears in Eolyn's bedroom as well as the optional quest message "Search Eolyn's Room". If the player searches Eolyn's room (after a medium lockpick check) they can discover "Letter to S", a letter that implicates Eolyn in an attempt to secure power atop the throne. The player may take this piece of evidence to the steward to accuse Eolyn of the murder.</p>	3	4:00	
5	Interrogate Prima	<p>Prima, located in the nursery room past the West Hallway, reveals her role as the caretaker of Arisa and Boen. Prima states she was in the courtyard at the time of murder, and was the only one there (not convincingly though). If the player passes a speech check (Persuasion, Easy), Prima reveals that she met with Mendal in the courtyard. If the player enters Prima's room, they may find a</p>	4	6:00	

		letter on the bedstand (“Prima’s Confession”) explicitly implicating Prima as the Jarl’s killer. However, this letter is fake, planted by the real killer. The player may take this piece of evidence to the steward to accuse Prima of murder.			
6	Interrogate Mendal	<p>Mendal, located in his work room, seems pleasant but prevents the player from entering the room behind him. Interrogating reveals that he was in the study at the time of the murder—however, Mendel insists that he did not see the Jarl in the study at the time of the murder. Pickpocketing Mendel’s key allows the player to sneak into the back room, where the player can discover blood and a journal detailing Mendel’s perverse fascination with necromancy. The player may take this piece of evidence to the steward to accuse Mendal of the murder.</p> <p>NOTE: The player can use information they learned from Prima (about the affair between Mendal and Prima) to leave the room, provided they spoke to Prima first.</p>	3	8:00	
7	Investigate Courtyard	If the player investigates the courtyard, they can discover a trail of blood leading to the cellar. However, the cellar door is locked. This trail of blood disappears after the player’s first visit to the courtyard (suggesting supernatural... Daedric undertones).	2	8:30	
8	Investigate Kitchen	<p>The player investigates the kitchen. The murder weapon (kitchen dagger) came from here, and only those who lived in the West Wing (Prima and the servant Sobjorn) had access to the kitchen at the time of the murder. However, someone could have easily arranged the dagger to be smuggled out of the kitchen earlier.</p> <p>NOTE: Labels 2 to 8 represent the “normal” stages of the quest, and the</p>	2	10:00	

		player can make their accusation anytime within these stages. From label 9 onwards, the player embarks on the path to the true ending.			
9	Investigate the Storage Room	If the player passes Prima's persuasion speech check, the quest message "Investigate the courtyard" pops up. The player can then attempt to open the storage room in the courtyard. After the initial attempt, Sobjorn engages the player in a forced conversation where he offers to give the player the Storage Room Key. After the player uses the key to enter the storage room, Sobjorn attacks the player. After dispatching the servant, the player discovers a "Letter to Sobjorn" on his body, in which the Jarl's killer threatened to kill Sobjorn's daughter if he didn't kill the player. The player may also loot Sobjorn's room key.	5	12:00	Y
10	Enter the Cellar to Deal with the Real Killer	After Sobjorn's death, the player asks Prima about Sobjorn's actions the night of the murder. Prima notes that Sobjorn always spent time with the children (Arisa and Boen), and might have been with the children at the time of the murder. If the player uses Sobjorn's Room Key to investigate Sobjorn's room, they discover Sobjorn's journal, which reveals that Arisa is his daughter (from an affair with Eolyn). Questioning Arisa causes her to dart out of the area. Questioning the guards at this point causes them to say "I saw her running out into the courtyard". When the player exits into the courtyard, they can locate a Cellar Key in front of the Cellar Entrance. The player then enters the cellar (See Map 2: Dunhearth Cellar)	7	14:00	Y
11	Choose to Report or Withhold the Truth	In the throne room, the player can choose to accuse someone, or leave without accusing anyone. If the player has progressed through the True Ending path (see Labels 9, 10, 12 and	5	16:00	Y

		<p>13) and attempts to tell the truth (Boethiah's the killer!), nobody believes them, and a furious Eolyn orders them to leave. Alternatively, If the player states they killed Arisa, everyone becomes hostile. The only way to obtain the reward (family sword) is to lie and accuse someone else of the murder (with evidence of course). Otherwise, they must simply leave.</p> <p>The player then returns to Riverwood Bridge with the Fisherman, who reveals that he is actually Boethiah in disguise, having intentionally herded the Dragonborn into an unwinnable situation. Boethiah muses on the player's actions, then gives the Dragonborn a participation reward and disappears. Quest complete!</p> <p>NOTE: If the player accuses Eolyn, Prima, or Mendal, the Fisherman informs the player they chose poorly, reveals himself to be Boethiah, and then disappears. Quest completes after this.</p>			
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Map 2: Dunhearth Cellar

Dunhearth Cellar

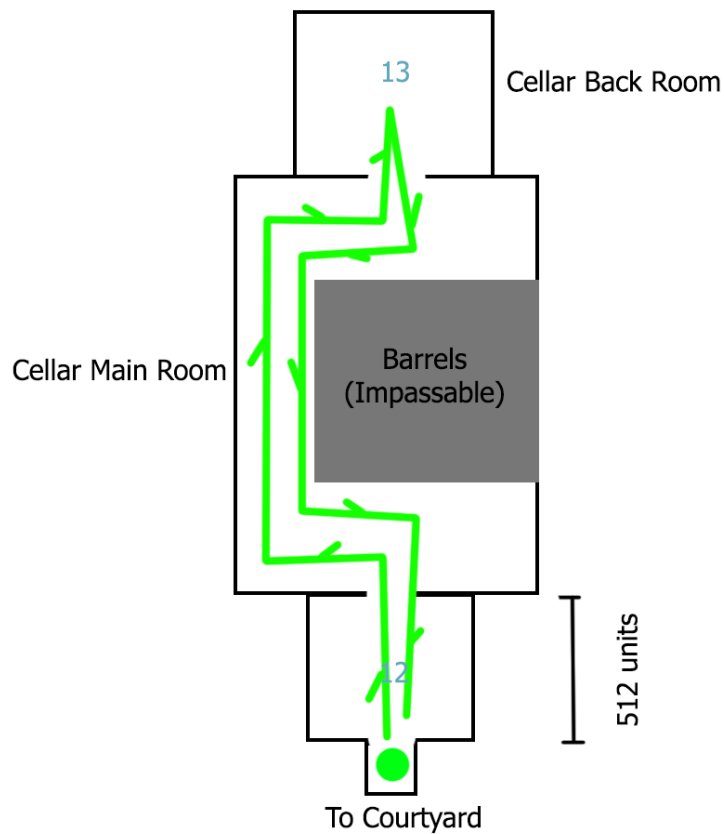


Figure 3: Dunhearth Keep Cellar (connects to Courtyard)

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
12	Find the Killer in the Cellar	The player enters the cellar and follows a trail of blood through the cellar main room to the cellar back room.	1	16:30	
13	Battle Arisa or Leave Arisa Alive	Entering the back room of the cellar leads to a confrontation between Arisa and the player, with Arisa revealing herself to be possessed by Boethiah, Daedric Prince of deceit and assassination, and the real culprit behind the murder. Boethiah claims to have led the player to this point because they (Boethiah has no gender) simply want to be		20:00	

		entertained. Boethiah presents the player with two options: Kill the possessed Arisa and put an end to Boethiah's influence on Dunhearth Keep, or spare Arisa and let Boethiah continue a planned killing spree (starting with Boen). If the player chooses to kill Arisa, Boethiah turns Arisa into a hostile shade (set to Hard), forcing the player to kill her. After this encounter, the player returns to the steward, where everyone has gathered (see Label 11 in Map 1).			
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Objective(s)

- Discover the identity of the Jarl's Murderer
 - Find evidence implicating either Eolyn, Prima, or Mendal
 - Bring the evidence to the steward
 - Collect reward
 - Return to the Fisherman
- Unravel the threads of truth (i.e. recognize that none of the three suspects killed the Jarl)
 - Investigate the storage room
 - Investigate Sobjorn's body
 - Investigate Sobjorn's room
 - Interrogate Arisa
 - Find Arisa/Confront Boethiah
 - Kill Arisa OR Spare Arisa
 - Update the rest of Dunhearth Keep on the situation
 - Return to the Fisherman

Hook(s)/Gameplay Highlights

- Developed characters with motivations and backstories
 - i.e. Boen hiding his care for his sister, Eolyn wanting to move up in the world
- Nuanced conversations/dialogue trees
- Ever-present mystery for the attentive player to unravel and solve
- Morally grey player choices
 - i.e. To save Dunhearth Keep, the player must kill an innocent child

Main Gameplay Mechanics

"Come Play With Me" emphasizes navigating through conversations with multiple characters, brief 1v1 combat, lockpicking, pickpocketing, and sneaking- all mechanics present in the base Skyrim game.

Campaign

Context

This quest takes place within the main Skyrim storyline, with the player assuming the role of the Dragonborn. The quest (like most Skyrim quests) can be played at any point in the game, and serves as a single standalone quest.

Backstory

Once upon a time there was a Daedric Prince named Boethiah. Boethiah loved toying with the lives of mortals, and derived enjoyment out of taking lives both directly and indirectly, pitting people against each other. About a year before present-day events, Boethiah caught wind of an isolated castle in the mountains called Dunhearth Keep. The Jarl of Dunhearth- an honorable Nord named Stenleif- lorded over the keep with his wife and two children (Arisa and Boen). While idyllic on first glance, tensions brewed beneath the surface in the forms of the hunger for power (Eolyn), clandestine lust (Prima/Mendal), and the desire to cheat death (Mendal). Boethiah decided Dunhearth Keep would be

the perfect playground for some entertainment, and used its all-encompassing power to possess one of the only pure innocent souls in the keep (Arisa). For one year Boethiah masqueraded as Arisa, playing the role of a child while waiting for the best opportunity to strike. Finally, the opportunity presented itself in the form of the Dragonborn arriving in Skyrim. Taking an interest in the Dragonborn, Boethiah put its plan into motion, forcing Arisa to kill Stenleif with her own two hands and inviting the Dragonborn to Dunhearth Keep, Boethiah's playhouse, to play a game that would ultimately remind the high-and-mighty Dragonborn of the Daedric Princes' superiority over mortal-kind.

Aftermath

"Come Play With Me" is a standalone quest, and ends as soon as the player solves the mystery and returns to the Fisherman.

The aftermath of the quest itself is dependent on two player choices: Who the player accuses of the murder, and if the player discovers the identity of the true murderer or not. The three initial suspects (Eolyn, Prima, and Mendal) are all innocent, but each has dirty laundry that the player can choose to air out successfully as evidence (Eolyn and Mendal especially). During the quest's beginning stages, the Jarl's steward offers a reward (a cool sword) if the player deduces the identity of the killer. However, the only way for the player to obtain this reward is by proclaiming Eolyn, Prima, or Mendal guilty of murder. If the player attempts to tell the truth (Arisa is the killer), they are met with disbelief from the rest of the court, and if the player reveals that they killed Arisa (to bind Boethiah into an agreement to stop killing the inhabitants of Dunhearth Keep), everyone in Dunhearth Keep becomes hostile to the player. Therefore, this creates several conundrums: If the player wants Boethiah to stop the killing, they must kill an innocent girl. If the player wants the reward, they must falsely accuse someone of murder. At the end of this quest, the player feels the oppressive power of Boethiah, and leaves Dunhearth Keep with the impression that despite all their power as Dragonborn, they cannot hope to outsmart a Daedric Prince.

Development Schedule

Milestone	Date
LDD	04/10/2017
Whitebox	04/17/2017
Gameplay	05/01/2017
Aesthetics	05/08/2017
RTM	05/12/2017

Key Theme References

Castle Aesthetics

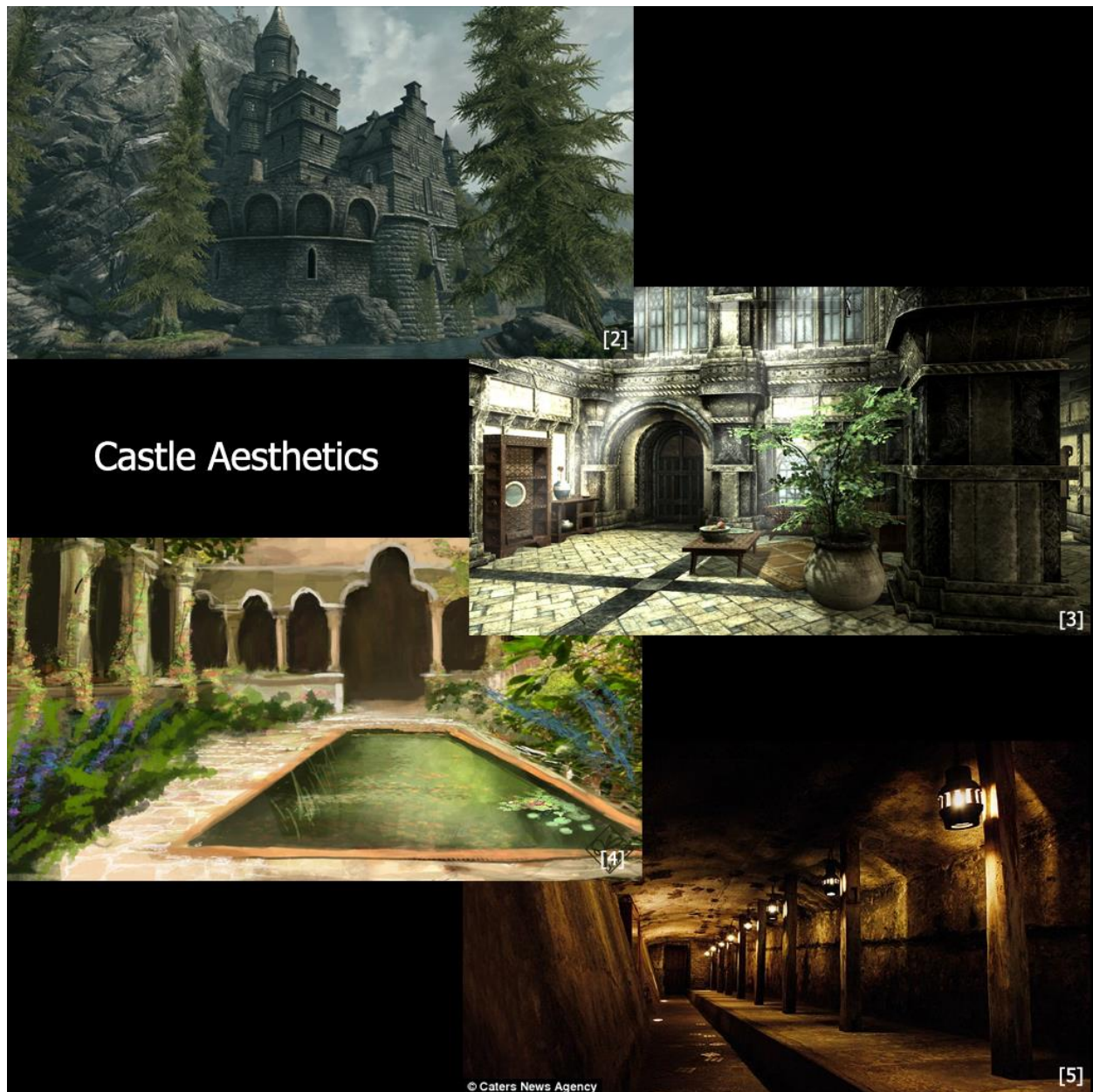


Figure 4: Castle Aesthetics (Exterior, Interior, Courtyard)

Requirements

Map Label	Description	Type	Priority
*	Custom map of Dunhearth Keep (as a Book asset)	Book Item/Image	Medium
11	Dunhearth Blade	Custom Weapon	High
3	Bloody Dagger (murder weapon)	Quest Item/Reward	High
4	Letter to "S"	Quest Item/Evidence	High
5	Prima's Confession	Quest Item/Evidence	High
6	Mendal's Journal	Quest Item/Evidence	High
10	Sobjorn's Journal	Quest Item/Book	High
9	Letter to Prima (from Mendal)	Custom Book Item	Medium
*	Fisherman - 15 lines of dialogue	Dialogue Views	High
*	Arisa – 20 lines of dialogue	Dialogue Views	High
*	Steward – 30 lines of dialogue (branching)	Dialogue Views	High
*	Sobjorn – 10 lines of dialogue	Dialogue Views	High
*	Prima – 15 lines of dialogue	Dialogue Views	High
*	Mendal – 10 lines of dialogue	Dialogue Views	High
*	Eolyn – 10 lines of dialogue	Dialogue Views	High
*	Boen – 10 lines of dialogue	Dialogue Views	High
*	Imperial Guards – 5 lines of dialogue	Dialogue Views	Medium
*	Imperial Guard Captain – 5 lines of dialogue	Dialogue Views	Medium
*	Custom character data for Arisa, Boen, Steward, Sobjorn, Prima, Mendal, and Eolyn	Face Data, NPCs	Medium
*	"Dunhearth Keep" Faction	Faction	Medium
*	Hints of Boethiah (books scattered throughout castle)	Items	Low
13	Custom Boethiah actor (shown behind Arisa during Boethiah's reveal)	Actor NPC	Medium
13	Arisa's Shade	Enemy NPC	High

Appendix A: Quest Summary

Main Quest: “Come Play With Me”

The main quest consists of three phases: Investigation, Interrogation, and Accusation. After the Investigation phase, the player chooses from one of three suspects to accuse of the murder (Eolyn, Prima, Mendal), and can accuse any one of them at any given time so long as they have incriminating evidence. Each suspect has one piece of incriminating evidence in the castle.

With a successful speech check in dialogue with Prima, the player also unlocks the True Ending path, leading to identification of Arisa (possessed by Boethiah) as the main suspect and the choice to either kill or spare Arisa.

Quest Stages

Stage #	Stage Sentence	Explanation
10	Secure passage from the Fisherman.	Initiate quest
20	Enter Dunhearth Keep.	
30	Talk to the Steward.	Introduce details of mystery
35	Investigate the crime scene.	
40	(Optional) Talk to Eolyn.	Interrogate suspects (players can interrogate 1, 2, or all 3)
	(Optional) Talk to Prima.	Interrogate suspects (players can interrogate 1, 2, or all 3)
	(Optional) Talk to Mendal.	Interrogate suspects (players can interrogate 1, 2, or all 3)
	Find evidence of the Jarl's killer.	After each interrogation, quest marker reveals corresponding incriminating evidence to player
42	(Optional) Deliver Eolyn's evidence to the Steward.	Accusation (player accuses one of three suspects, gets reward, and jumps to quest end)
44	(Optional) Deliver Prima's evidence to the Steward.	Accusation (player accuses one of three suspects, gets reward, and jumps to quest end)
46	(Optional) Deliver Mendal's evidence to the Steward.	Accusation (player accuses one of three suspects, gets reward, and jumps to quest end)
50	Gain access to the Courtyard Storage Room.	Begin True Ending (if successful speech check with Prima)
60	Investigate Sobjorn's body.	Player finds note on Sobjorn's body from the killer.
70	Investigate Sobjorn's room.	Player discovers journal tying Sobjorn to Arisa.
80	Return to Prima.	
90	Find Arisa.	Arisa runs from player. Player tracks Arisa to cellar.

100	Kill Arisa OR Spare Arisa.	Boethiah reveal. Player has choice: Kill Arisa to save Dunhearth Keep OR leave Arisa alive and doom Dunhearth Keep.
110	Report to the court.	Player returns to throne room to address court and witness results of choices.
120	Return to the Fisherman.	End quest

Side Quest: "A Kindred Solace"

1. Boen gives this quest to the player after his initial conversation with sister Arisa in the throne room (witnessed by player when first walking into Dunhearth Keep). He claims to "hate" his sister, but when prompted asks the player to give Arisa a Child's Doll. Turns out, Boen saved up enough allowance money to buy his sister the doll, and is too shy to give it to her himself due to the "tough brother" image he maintains in front of her.
2. After the player gives the doll to Arisa and returns to Boen, Boen thanks the player and gives a reward of 22 Gold (the rest of his allowance money for the week).
3. Side quest complete.

References

Title Image

[1] <http://i.imgur.com/Bq8A8Vr.jpg>

Castle Aesthetic Cover Sheet

[2] [https://s-media-cache-](https://s-media-cache-ak0.pinimg.com/originals/8c/2c/25/8c2c25623563763c364d50656130d7cd.jpg)

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[3] https://suzitastarshadow.files.wordpress.com/2012/07/2011-11-19_00005.jpg

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[5] http://i.dailymail.co.uk/i/pix/2014/03/14/article-0-1C49CA4700000578-714_634x357.jpg