



Figure 1: Concept for Terra's Dream [\[1\]](#)

Level Abstract: Terra's dream

The Elder Scrolls V: Skyrim

Version 2.0

Designer:	Jorge Montolio
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Table of Contents

Table of Contents	3
Table of Figures	5
Quick Summary	7
Hook(s)	7
Gameplay Highlights	7
Setting Summary	8
Mission Difficulty (1-10)	8
Mission Metrics	8
Characters	9
Visual Themes	11
Key Theme References	13
Level Summary	19
Campaign	19
Context	19
Backstory	19
The two endings	20
Aftermath	20
Objectives	22
Main Objective	22
Breakdown of Objectives	22
Side Quest objectives	23
Overview Map*	24
Level Flow	26
Level Progression Chart	27
Detailed Quest Walkthrough	32
Main Quest	32
Riverwood Bridge	32
The Royal Room	33
Dream Town – First Visit	34
Solitude Cave	35
Dream Town - Second Visit (See Dream Town - First Visit)	36
The Inn - First Visit	37
Dream Town - Second Visit (See Dream Town - First Visit)	38

The Wizard's Castle – First part	39
The Gravity Labyrinth.....	41
The Wizard's Castle – Second part.....	42
Ending 1 (Good ending) – Killing the Wizard in the Inn	44
Go back to the royal room	44
Ending 1 (Bad ending) – Killing the Royal Guard in the Wizard's Castle.....	45
Side Quest	47
The books of secrets	47
References	48

Table of Figures

Figure 1: Concept for Terra's Dream [1]	1
Figure 2: Setting Summary	8
Figure 3: Mission Difficulty	8
Figure 4: Mission Metrics	8
Figure 5: Characters	10
Figure 6: Visual Themes	12
Figure 7: Forest [2]	13
Figure 8: Forest 2 [3]	13
Figure 9: Small town. Foggy, abandoned. [1]	14
Figure 10: Small town 2 [4]	14
Figure 11: Small town 3 [5]	14
Figure 12: Cave's entrance [6]	15
Figure 13: Cave's entrance 2 [7]	15
Figure 14: Cave interior [8]	15
Figure 15: Location of the Wizard's Castle. No access through land [9]	16
Figure 16: Wizard's Castle exterior [10]	16
Figure 17: Inn's interior [11]	17
Figure 18: Wizard's Castle interior [12]	18
Figure 19: Wizard's Castle interior 2 [13]	18
Figure 20: Effects that the players' choices have on the ending	20
Figure 21: Terra's Dream map (continues in next figure)	24
Figure 22: Terra's Dream map (rest in previous figure)	25
Figure 23: Players' rewards depending on the quest's ending	26
Figure 24: Level Progression Chart 1	27
Figure 25: Level Progression Chart 2	28
Figure 26: Level progression chart for the good ending	29
Figure 27: First level progression chart for the "not as good" ending	30
Figure 28: First level progression chart for the "not as good" ending	31
Figure 29: The quest starts at Riverwood Bridge	32
Figure 30: Map of the Royal Room	33
Figure 31: Map of the Dream Town	34
Figure 32: Map of the Solitude Cave	35
Figure 33: On their second visit, players go back to the Inn	36
Figure 34: Map of the Dream's Inn	37
Figure 35: On their second visit, players go back to the Inn	38
Figure 36: Map of the Wizard's Castle	39
Figure 37: Map of the Gravity Labyrinth, inside the Wizard's Castle	41
Figure 38: After exiting the Gravity Labyrinth, players face the last challenge of the castle	42
Figure 39: Quest rewards	44

Figure 40: In the second ending, players witness a battle between the Prime Minister and an Assassin . 45
Figure 41: Secondary quest rewards 47

Level Abstract

Quick Summary

Terra's Dream is a single player quest for the first person RPG The Elder Scrolls V: Skyrim. Terra's Dream is an optional quest to the main Skyrim's storyline, which takes place inside the dream of the Prince of a Kingdom known as Terra. A mysterious disease is affecting Terra's ruler, Prince Theodore, who has been sleeping for three days straight. Worried about the Prince's health, Terra's Prime Minister asks the Dragonborn for help. The Prime Minister's plan is to send the Dragonborn to the Prince's dream, where he must find the root of the Prince's illness. The level offers players the chance to use powers and mechanics that defy the laws of nature. In order to succeed, players need to enter the Prince's dream and use a spell that destroys the illusions created by an evil Wizard. All while they traverse an enchanted castle, where gravity changes put the players' puzzle-solving skills to the test.

Hook(s)

Being in a "dream world" where players have to solve puzzles that defy the laws of nature, and which require them to do things such as walking on ceilings, or use spells that destroy the illusions created by an evil Wizard, showing the real form of the dream objects.

Gameplay Highlights

The setting of the game, and the Wizard's powers, allow for some interesting mechanics:

- Seeing the real form of the Dream Town's villagers. After using the Clarity Spell on them, the player realizes that the villagers are just farm animals disguised as people.
- Using the Clarity Spell to reveal hidden passages and hidden objects throughout the level. In the wizard's castle, for example, players can make walls disappear in order to progress.
- In the Wizard's tower, players need to switch gravity, and walk on both the floor and the ceiling, in order to reach the Wizard's chamber.
- Deciding which character to trust at the end, which can lead to two different endings. Gathering information through the dialog and the dream world's environment, in order to make the right choice at the end of the quest.

Setting Summary

Theme	Medieval looking architecture, isolated world surrounded by mountains.
Mood	Foggy. Eerie, dream-like atmosphere.
Setting	Small town, rock cave, a floating castle in ruins, and a medieval Inn.
Time of Day	Midday at the beginning, night inside the dream.
Season	Autumn.
Weather	Cold but not snowy.

Figure 2: Setting Summary

Mission Difficulty (1-10)

Position	Difficulty	Reasons
Beginning (Riverwood Bridge and Royal Room)	1	The beginning of the level takes place at Riverwood Bridge and the Royal Room, where players receive the quest and gather information about their goal. This area only contains dialog and character interaction, so its difficulty is low.
Middle (Dream Town and Cave)	3	After entering the Prince's dream, players interact with the Dream Town's villagers. In the Cave near the Dream Town, players face the first combat challenge of the level. In the Cave players also get the Clarity Spell, which allows them to see the real form of the villagers and to reveal secret passages in the level. The combat in this part serves as a tutorial for later encounters, so the difficulty is intermediate.
End (The Wizard's Castle, and back to the Royal Room)	6	The last part of the level takes place in the Wizard's Castle, where players encounter a small twist on the Clarity Spell mechanic. The castle also introduces "walking on ceilings", the second mechanic of the level, which players have to use to traverse the castle's corridors and labyrinths. Players also encounter some combat challenges of increasing difficulty. In the final chamber of the castle players, encounter who they think is the Wizard. They then need to make a choice, find out who is the real Wizard, and kill him.

Figure 3: Mission Difficulty

Mission Metrics

Play Time	20-35 minutes
Critical Path	In units: 62464 units = 34816 units (outside) + 27648 units (interiors) In feet: 3123 feet = 1740 feet (outside) + 1383 feet (interiors)
Physical Area	Outside: 20480 units * 16348 units = 1024 feet * 817 feet Royal room: 2560 units * 2048 units = 128 feet * 102 feet Inn: 2560 units * 2048 units = 128 feet * 102 feet Cave: 3584 units * 3072 units = 180 feet * 154 feet Tower: 8192 units * 7680 units = 410 feet * 384 feet Total: 419217408units ² = 20960870 feet ²

Figure 4: Mission Metrics

Characters

Character	Description
The Dragonborn	The Dragonborn is the main character of Skyrim. He has the soul of a dragon, which gives him incredible powers.
The Prime Minister	The Prime Minister is the right hand of the Prince. The Prime Minister swore to protect the Royal Family and the Kingdom of Terra, so he sees saving the Prince as a personal duty. He is educated and it shows when he speaks, and his eyes show experience and bravery. He is a formidable opponent, which he shows through a muscular body, a serious expression, and an old-fashioned moustache. Hoping to find a warrior that can help the Prince, the Prime Minister goes to the Riverwood Bridge, where several people have seen the Dragonborn before.
Prince Theodore	Prince Theodore was about to become Terra's King, after the recent death of his father. However, the day of the coronation ceremony, the Prince suddenly fell ill. He has been sleeping for three days straight, and Terra's inhabitants are starting to wonder if he will ever wake up. The fate of the kingdom is now on the hands of the Prime Minister, who must find someone to wake him up soon.
*Adam, the Prince's brother	Adam was Prince Theodore's half-brother. Several years ago, Adam ended up in the Kingdom's dungeons after using his mind-reading powers for evil. Some people say that the King himself sent his own son to the dungeons, because he was afraid of what Adam could do with his powers. After a fire in the dungeons the King announced Adam's death, but rumors of Adam's survival quickly spread through Terra.
The Royal Guard	The Royal Guard is the name of the Prince's personal bodyguard. After the Prince falls asleep, she volunteers to enter the Prince's dream and save him. Once inside the Prince's dream, she finds out about a Wizard that is controlling the Prince's mind. Unfortunately, the Wizard defeats her and traps her inside someone else's body. Now she cannot escape the Prince's Dream, and she is waiting for the Dragonborn to rescue her.
The Wizard	A mysterious Wizard has entered the Prince's mind and taken control of the Prince's will. He rests in his floating castle, until the Royal Guard enters the dream and tries to kill him. He quickly overpowers the Royal Guard and traps her inside the body of one his servants. Upon hearing that the Dragonborn is coming to the Prince's dream, the Wizard decides to disguise himself as the Royal Guard. His goal is to trick the Dragonborn with his disguise, and send him into a deathly trap. Although nobody knows where the Wizard comes from, his castle is filled with Adam's banners...
Terra's Treasurer	Players find Terra's treasurer in the Royal Room. Although he says he works for the Prince, his demeanor and words imply that he is actually working for someone else. Terra's Treasurer asks players to help him with a suspicious mission: he wants to collect three books that are inside the Prince's dream, and that contains sensitive information regarding the Prince.

Draugrs	The Draugrs are the most common enemies in Terra's Dream, and the player encounters them in both the Cave and the Wizard's Castle. Their weapons and armor are rustic, and range from rusty axes to small swords and wooden shields. The Draugrs level depends directly on the players' level, so that the encounters do not become overwhelming for inexperienced players.
Wild animals	When players use the Clarity Spell on the Dream Town's villagers, they turn into animals. Some of these animals are aggressive and attack players as soon as they appear on the map. However, they are easy to defeat, and some of them may even run from players when feeling threatened.

Figure 5: Characters

*Adam does not appear in the quest, but characters mention him several times.

Visual Themes

Theme	Description
Royal room	<p>The players visit the Royal Room at the beginning of the quest. The layout and decorations of the room heavily remind of an imperial theme, with banners decorating the walls and gold cutlery laying on the tables. The Prince's servants have closed windows and curtains, so artificial light coming from a fireplace and several candelabras illuminate the room. On normal days, the big windows let natural light come in and illuminate the room.</p> <p>The room follows a simple layout, with a dining area, and two bedrooms. The dining area to the right of the entrance door, and players need to traverse in order to get to the bedrooms. The first bedroom in the Royal Room is for guests and contains two beds; with one of them occupied by the Royal Guard. The second bed is empty, and players can use it to enter the Prince's dream. The decoration of this bedroom is noble, with some bed stands, and expensive tablecloths, but it is not as luxurious as the Royal bedroom. The Royal bedroom is adjacent to the guests' room, and it has a big, ornamented bed in the middle, where the Prince's lays. Right by the bed, there is a big table with several manuscripts and ink, where the Prince usually deals with the matters of the Kingdom.</p>
Exterior (located inside the Prince's dream)	<p>The exterior contains a small medieval town, with four small ruined houses of medium size, a dock, and an Inn in good condition. All of the houses are made of wood, and dead trees and bushes are the only vegetation visible, giving the town an eerie look. A statue decorates the center of the village, and separates the main road into two different paths, one that goes to the Inn, and one that goes to the Cave. Some villagers walk around the statue while mumbling incoherent words, reinforcing the surreal feeling of the town. A small river crosses the town, separating the houses from the cave, by a very narrow and rocky passage. The village is in living in an eternal night, and the sky is of a purple-bluish color.</p>
Solitude Cave	<p>A road connects the Dream Town to the Solitude cave across the river. The cave is dark and empty, except for some mushrooms, which fill the environment with a green light. Some Draugrs populate the Cave's corridors, waiting for the inexperienced adventurers that dear enter the Cave. In the last room, a statue awaits the brave explorers who entered the Cave looking for the Clarity Spell.</p>
Tower	<p>A secondary road next to the Town's Inn connects the Dream Town to the Wizard's Castle. A wall on the road blocks passage to any undesired or unexpected visitors. The Wizard's Castle is located on top of a small mountain, and it floats on thin air, thanks to the Wizard's magic powers. A precipice separates the ground from the tower. Above the gap that separates the castle from the land, players can see several purple spheres, which float as it gravity did not affect them.</p>

**Wizard's Castle
(interior)**

The inside of the castle has a dwemer theme, with ample spaces and big-size objects and ornaments. Most of the castle's green light comes from gas lamps attached to the walls or hanging from the ceiling. The light and the emptiness of the castle give the environment a phantasmagorical feeling, although the players can encounter some Draugrs in the castle's corridors.

Figure 6: Visual Themes

Key Theme References



Figure 7: Forest [\[2\]](#)



Figure 8: Forest 2 [\[3\]](#)



Figure 9: Small town. Foggy, abandoned. [1]



Figure 10: Small town 2 [4]



Figure 11: Small town 3 [5]



Figure 12: Cave's entrance [6]



Figure 13: Cave's entrance 2 [7]

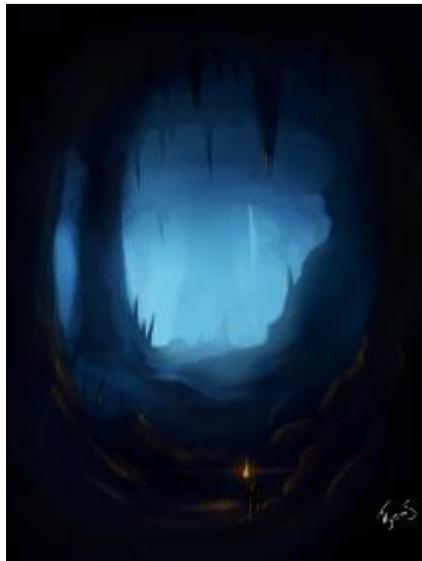


Figure 14: Cave interior [8]



Figure 15: Location of the Wizard's Castle. No access through land [\[9\]](#)



Figure 16: Wizard's Castle exterior [\[10\]](#)



Figure 17: Inn's interior [\[11\]](#)



Figure 18: Wizard's Castle interior [\[12\]](#)



Figure 19: Wizard's Castle interior 2 [\[13\]](#)

Level Summary

Campaign

Context

The level takes place during the first part of *The Elder Scroll's: Skyrim*, right after the King of Terra dies. Terra's Prince has fallen into a deep sleep from which he cannot wake up. After a Royal Guard fails to save the Prince, Terra's Prime Minister turns to the Dragonborn. Promising him a generous reward, the Prime Minister tells the Dragonborn to enter the Prince's dream and find the root of the Prince's mysterious illness.

The quest starts in Riverwood Bridge, where the players encounter the Prime Minister for the first time. The quest is part of a bigger campaign that involves the fight for power between Terra's legitimate ruler (Prince Theodore), and his brother (Adam). Later in the game, the player can come back to Terra and have a defining role in the fight between Adam and Theodore.

Backstory

The rise of a new kind of magic that gives wizards the ability to manipulate people's minds is starting to worry the Kingdom of Terra. At the same time, a new disease has started affecting people all around the kingdom. The "eternal sleep", as Terra's people call it, can affect anyone during their sleep, and whoever is "infected" never wakes up. Nobody knows what the origin of the disease is, but rumors say that the Prince's brother might have something to do with it. Although he was declared dead years ago, his mind-manipulation powers have clear similarities with the "eternal sleep" disease.

When the Prince falls under the influence of the "eternal sleep", Terra's Prime Minister decides to ask the Dragonborn for help. Reluctant at first, he agrees to enter the Prince's dream and look for the root of the disease. Before starting the quest, the Prime Minister tells the Dragonborn that a Royal Guard entered the Prince's dream a few days ago, but she never returned. The players' mission is to enter the Prince's dream and find the Royal Guard, who has some information regarding the Prince's illness.

The two endings

At the end of the quest, the Wizard tries to trick the player by disguising himself as the Royal Guard. The player then has to make a choice, whether to kill one Royal Guard or the other. Based on the player's decision, the ending of the quest changes.

	Ending 1 (Good ending) Players kill the Wizard as first choice	Ending 2 (Not as good ending) Players kill the Royal Guard as first choice
Events	<ul style="list-style-type: none">• Players go back to the Royal Room and get a reward	<ul style="list-style-type: none">• Players go back to the Royal Room• An Assassin tries to kill players• Players go back to the Dream• Players kill the Wizard• Players go back to the Royal Room and get a reward
Consequences	<ul style="list-style-type: none">• Both the Royal Guard and the Prince wake up	<ul style="list-style-type: none">• The Prince wakes up• The Royal Guard does not wake up
Reward	1000 gold	700 gold

Figure 20: Effects that the players' choices have on the ending

If players kill the real Royal Guard by mistake, and then go back to the Royal Room, the Prime Minister tells them that the Prince has not woken up yet. Midway through the conversation, an assassin enters the room and tries to kill the Dragonborn, but the Prime Minister confronts her and defeats her. The Prime Minister then tells players to go back to the room. He thinks that someone sent the assassin after seeing the Dragonborn was close to finding out the person behind the Prince's illness. The players then go back to the dream, kill the Wizard, and return to the room, where they see that the Prince is awake. Unfortunately, because players made the wrong choice at first and killed the real Royal Guard, the Royal Guard is not awake. Players then talk to the Prime Minister, who still thanks them and gives them a reward, which is not as much as the reward they would receive if they had made the right choice from the start.

If players make the right choice and kill the Wizard, they can then go back to the Royal Room, where they see that both the Prince and the Royal Guard are awake. The Prime Minister thanks them for their bravery, and they receive the maximum reward that they can obtain in the quest.

Regardless of whether players believe the Wizard or not, they get a reward at the end of the quest, and they inform the Prime Minister about Adam's plan.

Aftermath

After the Prince wakes up, the kingdom of Terra then sends a special task force to find out about Morpheus and his plans. Their first mission is to find out who sent the wizard to Terra, and identify the people responsible for spreading the "eternal sleep" disease. In the meantime, Adam has been setting up a plan to control the Prince's mind and take over Terra. The "deep sleep" is just the first step on his plan: once people fall victim to the disease, Adam can control them. Adam's goal is to spread the disease so that he can create an army to conquer Terra.

Later in the game, the player has the chance to go back to Terra. This time, however, a lot more people have the “deep sleep” disease and the Prime Minister asks the Dragonborn to help save Terra again. The Dragonborn has to then find and defeat Adam in the real world. In order to do that, the player needs to first enter the mind of one of Adam’s allies, and collect information that can lead him to Adam’s headquarters.

Objectives

Main Objective

- Travel to the Prince's dream and defeat the evil Wizard
 - Go to the Royal Room.
 - Enter the Prince's dream.
 - Obtain the Clarity spell and find the Royal Guard.
 - Enter the Wizard's Castle and defeat the real Wizard.
 - Players fail the mission if they die during the quest.
 - Players receive a reward regardless of whom they chose to kill.

Breakdown of Objectives

- Travel to the Prince's dream and get the Clarity Spell
 - Enter the Prince's dream.
 - Go to the Solitude Cave.
 - Find the Clarity Spell inside the Cave.
 - Players fail if the Draugrs inside the Cave kill them.
- Meet the Royal Guard.
 - Use the Clarity Spell on the villagers, to see their real form. The villagers' real forms include friendly and aggressive animals.
 - Find the Royal Guard after using the Clarity Spell on one of the villagers inside the Inn.
 - Players fail if the aggressive animals kill them.
- Reach the Wizard's tower.
 - Cross the precipice between the town and the tower.
 - Use the Clarity Spell on the floating spheres, which reveals floating platforms.
 - Walk on the platforms to reach the Wizard's Tower.
- Solve the tower's puzzle.
 - Use the Gravity Portals and the Clarity Spell to solve the castle's puzzles and get to the Wizard's room.
 - Defeat the Draugrs in the castle.
 - Players fails if the Draugrs kill them.
- Find out who the real Wizard is, and kill him.
 - Choose between attacking the Royal Guard in the tower or the Wizard (disguised as the Royal Guard) in the Inn.
 - Ending 1: Kill the Wizard in the Inn.
 - Kill the Wizard in the Inn.
 - Ending 2: Kill the Royal Guard in the castle.
 - Kill the Royal Guard in the castle.
 - Go back to the Royal Room and witness the Assassin's attack.
 - Go back to the Dream and kill the Wizard in the Inn.
 - The players fail if they die while fighting the Wizard/Royal Guard.

- Go back to the Royal Room and get the reward.
 - The players get a smaller reward in Ending 2.

Side Quest objectives

- Get the three secret books
 - Find the first book in the Cave, after getting the Clarity Spell.
 - Find the second book in one of the Inn's rooms.
 - Find the third book inside the Wizard's tower.
 - The players fail the quest if they do not collect all of the three books.

Overview Map*

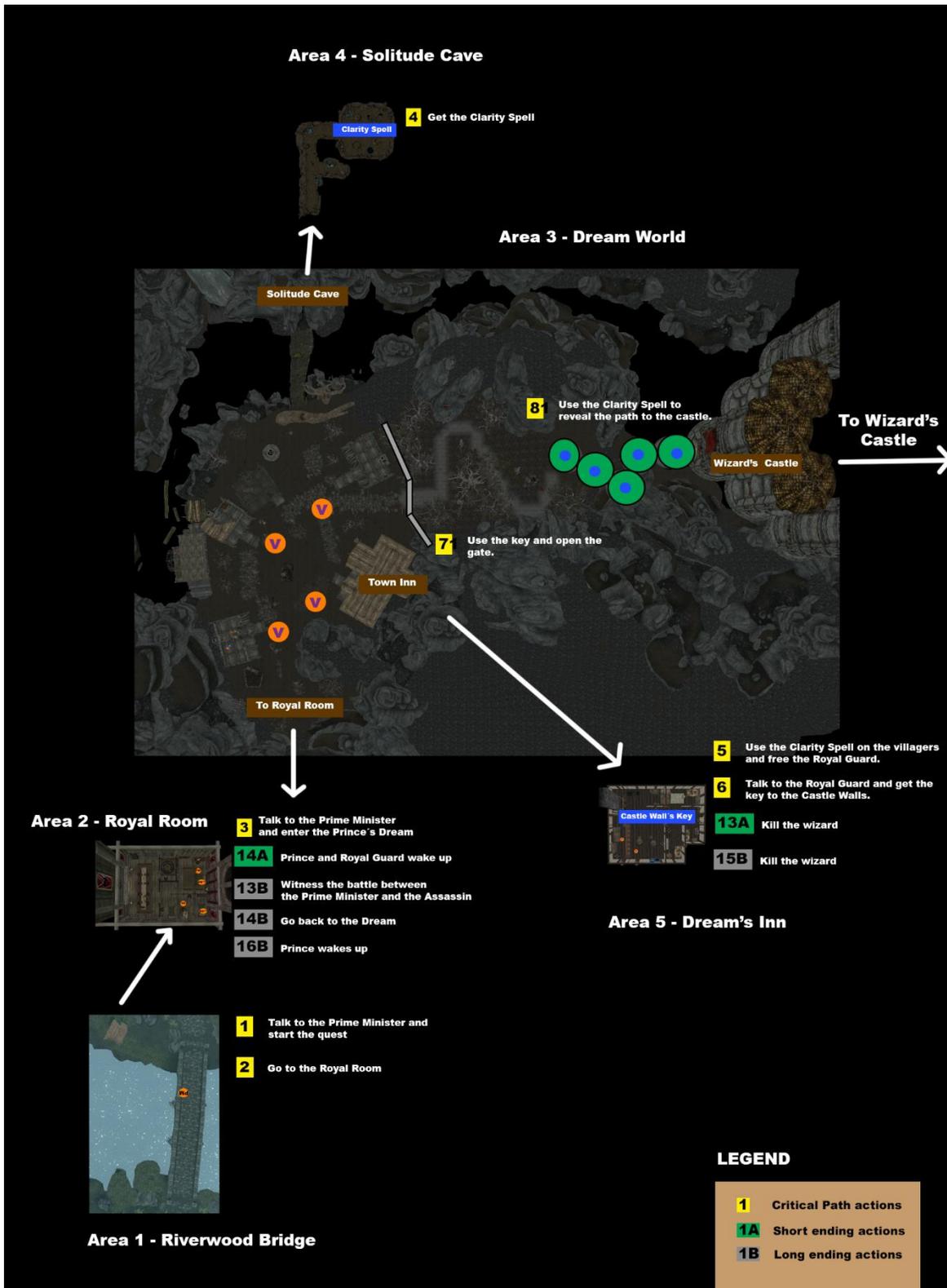


Figure 21: Terra's Dream map (continues in next figure)



Figure 22: Terra's Dream map (rest in previous figure)

*For the full map visit: <https://drive.google.com/file/d/0ByE86px0kG82WE1jWldqRXdhMjg/view>

Level Flow

- 1) The players arrive at Riverwood Bridge and meet the Prime Minister.
- 2) Players accept the quest to save Prince Theodore, and follow the Prime Minister to a portal that sends them to the Royal Room.
- 3) Players arrive at the Royal Room and talk to the Prime Minister, who gives them the quest. They then use one of the beds to enter the Prince's dream.
- 4) Once inside the Prince's dream, players enter the Solitude Cave and get the Clarity Spell.
- 5) The players use the Clarity spell on the villagers to see their real form (WOW moment). One of the villagers turns into the Royal Guard.
- 6) The Royal Guard gives the players the key to open the castle's gates.
- 7) Players open the gate that blocks the path to the Wizard's Castle.
- 8) Players use the Clarity Spell on the floating spheres, revealing the path to the castle (WOW moment).
- 9) Players enter the castle and use the Clarity Spell to reveal secret passages.
- 10) Players find the Gravity Portals, and use them to travel between the floor and the ceiling.
- 11) Players reach the final chamber after completing all of the challenges inside the castle. The Royal Guard is waiting for them in the chamber, and she tells players that the Royal Guard in the Inn is an imposter.

Ending 1 (Good ending)

- 12A) Players believe the Royal Guard in the castle, and go back to the Inn.
- 13A) Players kill the fake Royal Guard in the Inn, aka the Wizard.
- 14A) Players go back to the Inn, where both the Royal Guard and the Prince are awake. Players get a reward after talking to the Prime Minister.

Ending 2 (Not as good ending)

- 12B) Players do not believe the Royal Guard in the castle, and kill her.
- 13B) Players go back to the Royal Room and witness a fight between the Prime Minister and an Assassin.
- 14B) Players go back to the Prince's dream.
- 15B) Players kill the Wizard in the Inn.
- 16B) Players go back to the Royal Room, where only the Prince is awake. They receive a reward from the Prime Minister, which is not as generous as the one they would have received in Ending 1.

	Ending 1 (Good ending) Players kill the Wizard as first choice	Ending 2 (Not as good ending) Players kill the Royal Guard as first choice
Consequences	<ul style="list-style-type: none">• Both the Royal Guard and the Prince wake up.	<ul style="list-style-type: none">• The Prince wakes up.• The Royal Guard does not wake up.
Reward	<ul style="list-style-type: none">• 1000 gold	<ul style="list-style-type: none">• 700 gold

Figure 23: Players' rewards depending on the quest's ending

Level Progression Chart

Time (min)	0:00		0:30		1:00		1:30		2:00		2:30	
Terrain/Objective	Get quest from Royal Guard		Talk to Prime Minister in the Royal Room			Travel to Prince's dream	Find the Solitude Cave					
Opponents												
Challenges			(Optional) Get side quest by talking to Treasurer									
Wow moments												
New Skills/Weapons												
Cinematics												

Legend
1 square = 15 seconds
Riverwood Bridge
Royal Palace
Dream Town
Inn
Cave
New skills/weapons
Wizard's Castle
Challenges
WOW moments

Time (min)	3:00		3:30		4:00		4:30		5:00		5:30		
Terrain/Objective	Get Clarity Spell				Use the Clarity Spell on the villagers to find the Royal Guard								
Opponents	Draugrs				Animals								
Challenges	Easy-medium fight with Draugrs		(Optional) Get first book for the side quest		Easy-medium fight with aggressive animals								
Wow moments					Transform a person into an animal for the first time								
New Skills/Weapons		Clarity Spell											
Cinematics													

Figure 24: Level Progression Chart 1

Time (min)	6:00		6:30		7:00		7:30		8:00		8:30	
Terrain/Objective	Use the Clarity Spell on the villagers to find the Royal Guard		Get the castle's key from the Royal Guard		Travel to the Wizard's Castle		Use the clarity spell to reveal the path to the tower			Solve the first puzzle and use portals for the first time		
Opponents												
Challenges			(Optional) Get the second book for the side quest									
Wow moments							Make the platforms visible using the Clarity Spell			Walk on the ceiling for the first time		
New Skills/Weapons												
Cinematics												

Legend
1 square = 15 seconds
Riverwood Bridge
Royal Palace
Dream Town
Inn
Cave
New skills/weapons
Wizard's Castle
Challenges
WOW moments

Time (min)	9:00		9:30		10:00		10:30		11:00		11:30	
Terrain/Objective	Solve the floor/ceiling puzzle											
Opponents	Easy-medium level Draugrs					Easy-medium level Draugrs				Easy-medium level Draugrs		
Challenges	Use the clarity spell to reveal portals/enemies									(Optional) Get the last book for the side quest	Use the Clarity Spell to reveal portals/enemies	
Wow moments												
New Skills/Weapons												
Cinematics												

Figure 25: Level Progression Chart 2

Ending 1 - Good ending

Time (min)	12:00		12:30		13:00		13:30		14:00		14:30	
Terrain/Objective	Encounter the Royal Guard and decide whom to fight			Fight the Wizard in the Inn			Go back to the Royal Room			Receive reward		
Opponents				Wizard								
Challenges				Easy level fight with the Wizard						(Optional) Complete side quest by talking to Treasurer	(Optional) Talk to the Prince and the Royal Guard	
Wow moments	Players learn about how the Wizard tricked them											
New Skills/Weapons												
Cinematics												

Legend
1 square = 15 seconds
Riverwood Bridge
Royal Palace
Dream Town
Inn
Cave
New skills/weapons
Wizard's Castle
Challenges
WOW moments

Figure 26: Level progression chart for the good ending

Ending 2 - "Not as good" ending

Time (min)	12:00		12:30		13:00		13:30		14:00		14:30	
Terrain/Objective	Encounter the Royal Guard and decide whom to fight			Fight the Royal Guard in the castle			Go back to the Royal Room			Witness the battle between the Assassin and the Prime Minister		
Opponents				Royal Guard						The Assassin		
Challenges				Easy fight against the Royal Guard						Optional) Fight the Assassin		
Wow moments	Players learn about how the Wizard tricked them									Watching the Prime Minister killing the Assassin		
New Skills/Weapons												
Cinematics												

Legend
1 square = 15 seconds
Riverwood Bridge
Royal Palace
Dream Town
Inn
Cave
New skills/weapons
Wizard's Castle
Challenges
WOW moments

Time (min)	15:00		15:30		16:00		16:30		17:00		17:30	
Terrain/Objective	Witness the battle between the Assassin and the Prime Minister		Go back to the Inn				Fight the Wizard in the Inn				Go back to the Royal Room	
Opponents	The Assassin						Wizard					
Challenges	(Optional) Fight the Assassin						Easy level fight with the Wizard					
Wow moments	Watching the Prime Minister killing the Assassin											
New Skills/Weapons												
Cinematics												

Figure 27: First level progression chart for the "not as good" ending

Time (min)	18:00	
Terrain/Objective	Receive reward	
Opponents		
Challenges	(Optional) Complete side quest by talking to Treasurer	(Optional) Talk to the Prince and the Royal Guard
Wow moments		
New Skills/Weapons		
Cinematics		

Legend
1 square = 15 seconds
Riverwood Bridge
Royal Palace
Dream Town
Inn
Cave
New skills/weapons
Wizard's Castle
Challenges
WOW moments

Figure 28: First level progression chart for the "not as good" ending

Detailed Quest Walkthrough

Main Quest

Riverwood Bridge

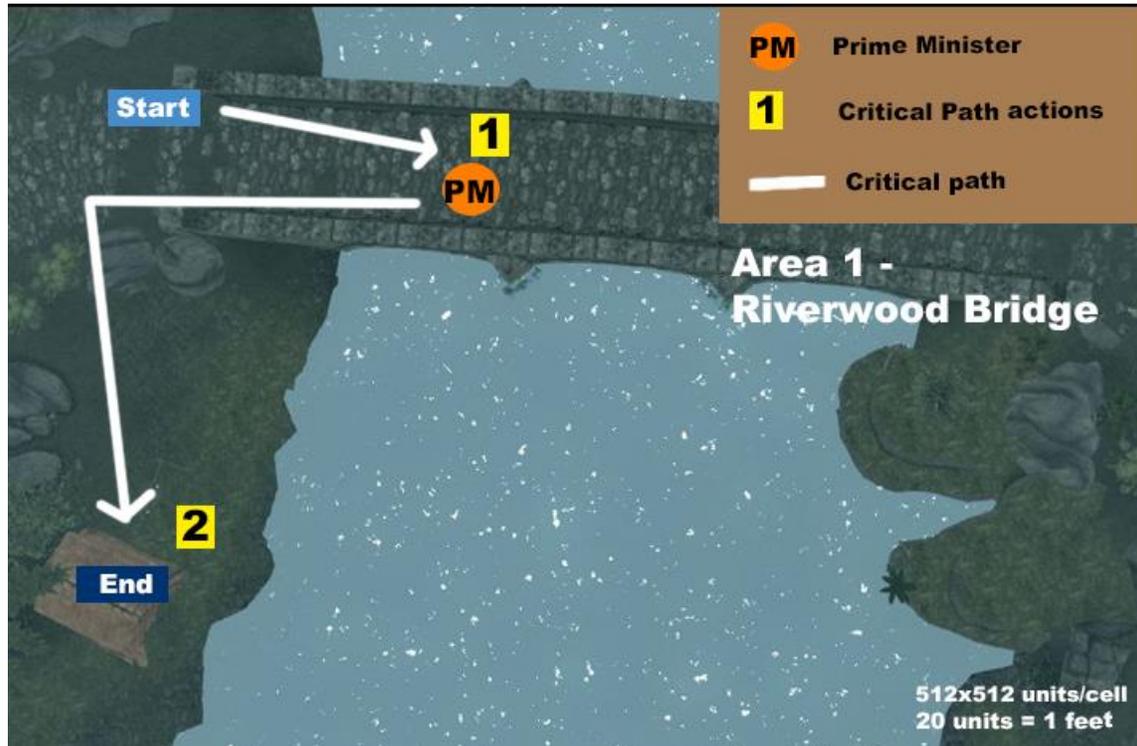


Figure 29: The quest starts at Riverwood Bridge

- 1) The players encounter the Prime Minister at Riverwood Bridge, who tells them that Terra's Prince is in danger. Someone has to enter the Prince's dream and find out why he is not waking up. The Prime Minister has the power to connect people minds, so he can connect the players with the Prince.
- 2) The players follow the Prime Minister to his camp. There, the Prime Minister uses a portal to travel to the Royal Room. The players use the portal afterwards, and arrive at the Royal Room.

The Royal Room

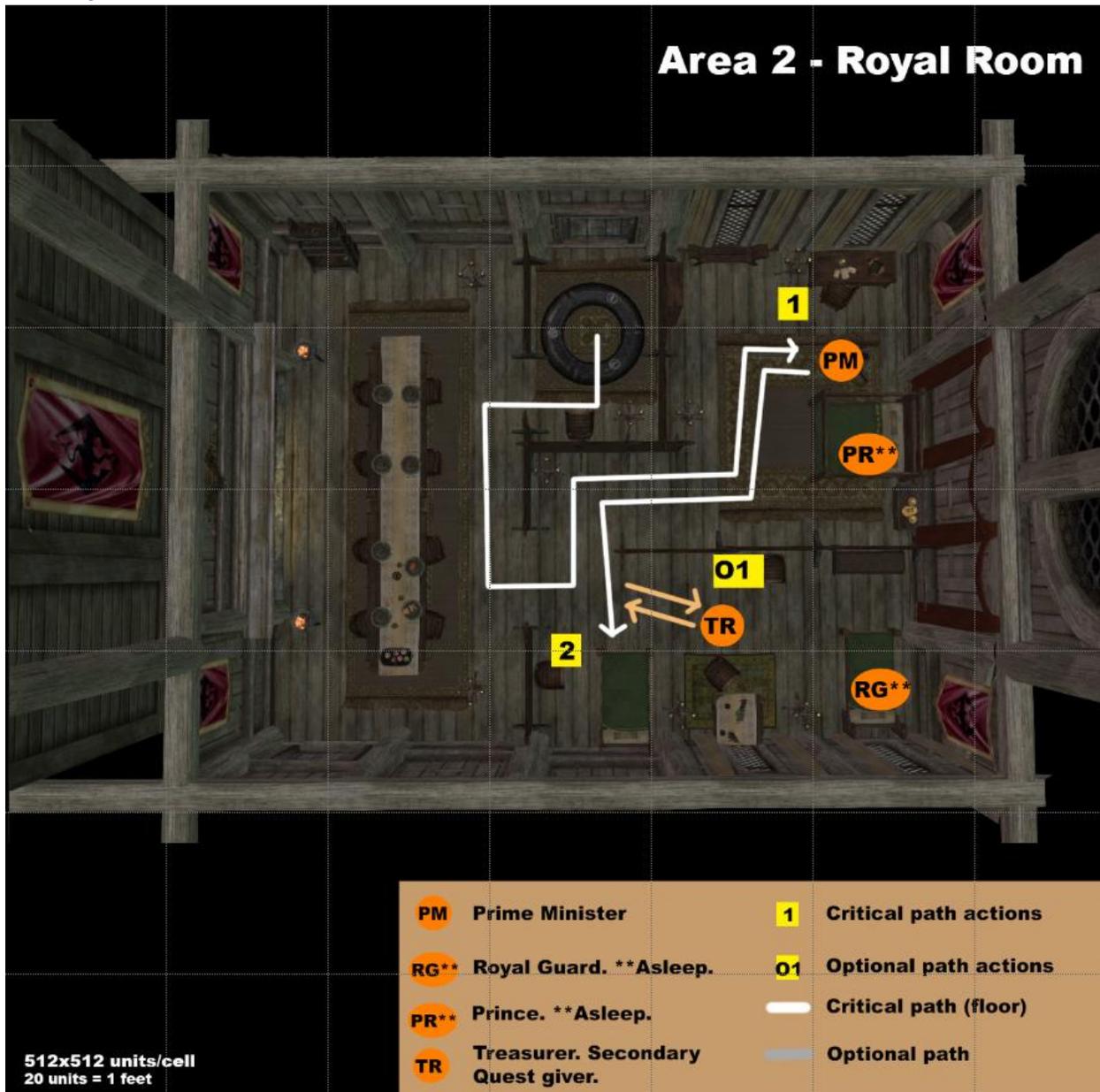


Figure 30: Map of the Royal Room

- 1) Players enter the Royal Room and talk to the Prime Minister again. The Prime Minister tells players that in order to save the Prince; they must enter the Prince's dream. The Prime Minister explains that a Royal Guard, which players can see sleeping in the room, entered the Prince's dream before them, but never came back. The Prime Minister asks the players to find the Royal Guard once they enter the dream.
- 2) The players sleep on the empty bed, and travel to the Prince's dream.

Dream Town – First Visit



Figure 31: Map of the Dream Town

- 1) The players wake up in Prince Theodore's dream.
- 2) The players go to the Solitude Cave to look for the Clarity Spell. On their way to the Cave, players can speak with the villagers. The villagers give some clues, that the players can use when they have to make the choice about which wizard to kill (read step 31).

Optional) The players read the notes pinned to the light posts along the path. The Royal Guard signs these notes, she wrote them before the Wizard defeated her. In them, the Royal Guard says that the Wizard is living in the tower on top of the mountain, and that he is controlling the Prince's mind. The Royal Guard has tried to fight the Wizard, but the Wizard defeated her. The Wizard has transformed her into a villager, and gained control over her mind. The Royal Guard urges the players to find the Clarity Spell. With the spell, players can bring the Royal Guard back to her old self.

Solitude Cave

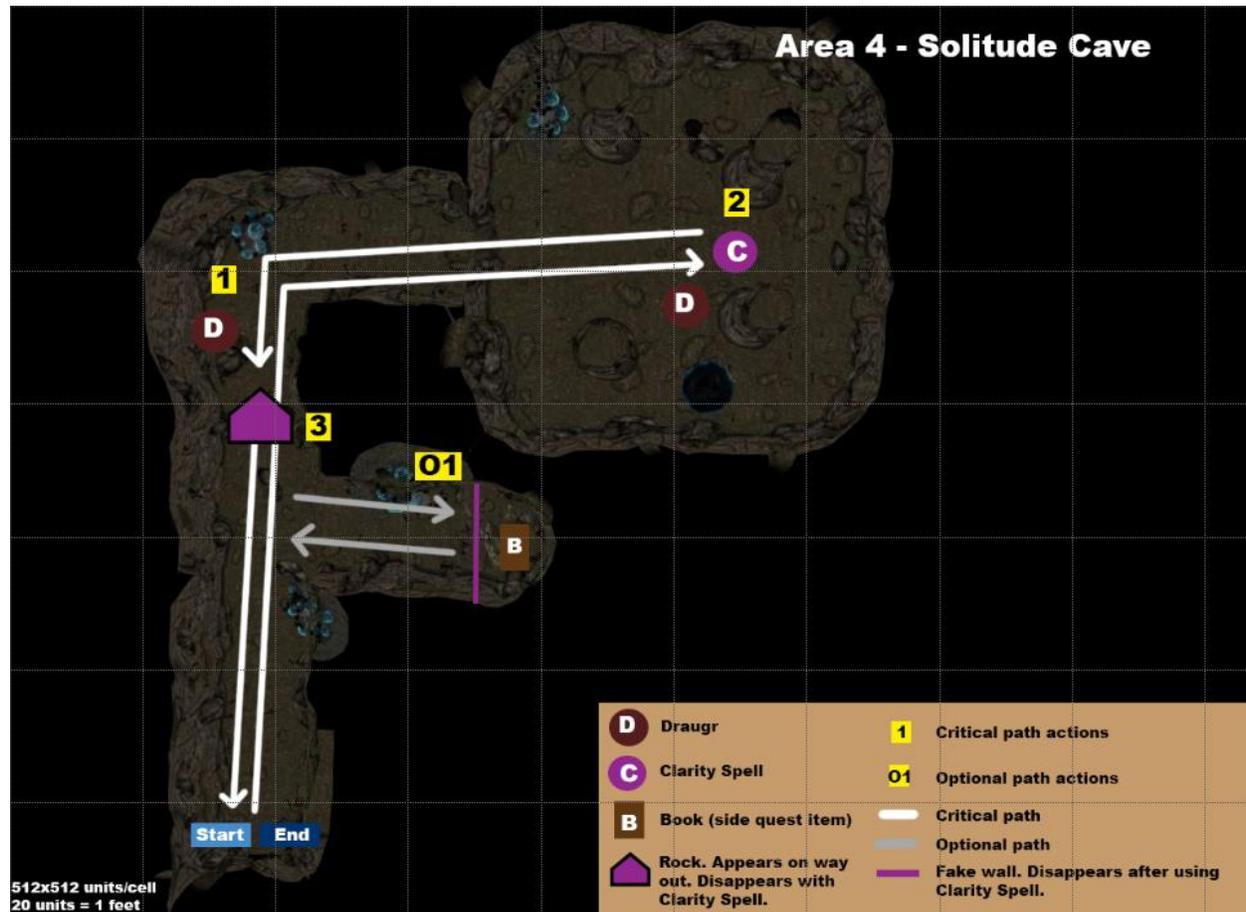


Figure 32: Map of the Solitude Cave

- 1) The players encounter two Draugrs inside the cave and engage in combat.
- 2) The players find the Clarity Spell inside the cave. A prompt explains that players can use the Clarity Spell on any object with a purple glimmer. The Clarity Spell destroys any illusions created by the Wizard, and shows the real form of objects and people.
- 3) To test their newly acquired spell, players need to use it on a rock that has just fallen from the ceiling. The spell reveals that the rock was just an illusion.
- O1) After getting the Clarity Spell, players use it on a wall to reveal a secret passage. There, they find the first book of the secondary quest. The book talks about Adam's royal seal, which is on banners all around the Dream Town.

Dream Town - Second Visit (See [Dream Town - First Visit](#))



Figure 33: On their second visit, players go back to the Inn.

- 3) The players use the Clarity Spell on the town's villagers. Some of them turn into non-aggressive animals, and others turn into aggressive animals that attack the players.
- 4) The players enter the town's Inn.

The Inn - First Visit



Figure 34: Map of the Dream's Inn

- 1) Players find more villagers inside the Inn. One of the villagers turns into the Royal Guard when the players use the spell on him. The others turn into non-aggressive animals.
 - 2) The Royal Guard tells players about the Wizard's Castle, and urges them to go to the castle and defeat the wizard.
- O1) Players inspect the Inn's rooms and find one of the books from the secondary quest. The book talks about how Terra's Kind sent his own son to the dungeons, because he feared Adam would use his powers for evil.

Dream Town - Second Visit (See [Dream Town - First Visit](#))



Figure 35: On their second visit, players go back to the Inn.

- 5) The players use the key on the gate that blocks the path to the tower.
- 6) The players encounter the floating castle, which is too far for them to reach. They also see a series of floating spheres that go from the land to the floating castle's entrance.
- 7) By using the Clarity Spell on the spheres, players reveal a hidden path to the tower. The players enter the Wizard's Castle.

The Wizard's Castle – First part



Figure 36: Map of the Wizard's Castle

- 1) Players enter the castle and see that the first corridor is a dead end. In front of them, there are two torches, a button in front of one of the torches, and a mask attached to a wall. Only one of the torches is on. Players press a button in front of them, which lights the second torch. With both torches lit, the mask on the wall acquires a purple glow, which indicates that players can use the Clarity Spell on it.
- 2) Players use the Clarity Spell on the mask, revealing a secret passage to another room.
- 3) The players encounter two Draugrs, which they can fight. They also find two torches, one of them unlit, and a mask attached to the wall.
- 4) Players look for a button to activate the unlit torch. They find the button in an adjacent room.
- 5) With both torches lit, the mask on the wall acquires a purple glow. Players use the Clarity Spell on the mask to reveal a secret passage. Behind the passage, players see the first Gravity portal

of the level. Gravity Portals allow players to switch between walking on the floor and walking on the ceiling.

- 6) The players use the Gravity Portal to teleport to the ceiling (WOW moment). After they use the portal, players can walk on the ceiling until they find another portal to go back to the floor.
- 7) The players use a portal to go back to the floor, and enter the Gravity Labyrinth.

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The Gravity Labyrinth



Figure 37: Map of the Gravity Labyrinth, inside the Wizard's Castle

- 8) The players use the Clarity Spell on a statue that has a purple glow. The statue turns into a portal, which players can use to go to the ceiling.
- 9) The players follow the path on the ceiling and travel back to the floor through another portal.
- 10) The players use the Clarity Spell on a statue, which turns into a portal. Players can use the portal to travel back to the ceiling.
- 11) The players follow the path on the ceiling, and go back to the floor using a portal.
- 12) The players use the Clarity Spell on the statue on the right, which reveals a lever (L1) that opens the door (D1).
- 13) The players exit the Gravity Labyrinth.
- O1) Players go to the right and enter a portal, which sends them to the ceiling.
- O2) Players follow the path on the ceiling and enter another portal, which sends them back to the floor.
- O3) Players find the last book for the secondary quest, which talks about the dark nature of the Prince's brother, Adam.

The Wizard's Castle – Second part



Figure 38: After exiting the Gravity Labyrinth, players face the last challenge of the castle.

- 14) At the end of the corridor, players see one of the masks that they saw on the first part of the castle. This time, the mask has two torches and both are unlit. Players need to find two buttons to light both torches, so that the mask gets the purple glow.
- 15) Players use the Clarity Spell on a wall, revealing a secret passage. In that passage, they find the first button.
- 16) Players use the Clarity Spell on another wall, revealing a new secret passage. Players need to defeat a Draugr that is guarding the second button of the puzzle.
- 17) After lighting both torches, players can use the Clarity Spell on the mask, which reveals the castle's final chamber.
- 18) To the player's surprise, the Royal Guard is in the room. The Royal Guard tells the players that the person whom they met in the Inn is the real Wizard. The real Wizard disguised himself as the

Royal Guard and tried to trick the players by sending them to the Tower, where he hoped they would die. The Royal Guard then asks the player to go to the Inn and defeat the Wizard. The players then have two choices, either to kill the Wizard in the Inn, or the Royal Guard in the Tower. The players have received several clues up to this point, which indicate that the real wizard is the one in the Inn. Some of the clues include:

- a. The Royal Guard in the Inn is wearing an armor that has Adam's seal on it. Players have learned that Adam is evil, and that he might be behind the Prince's illness.
 - b. The villagers give subtle clues as to whom the real Wizard is.
 - c. The books from the secondary quest give extra.
- 19) The players leave the room using a door on the side.
- 20) Players face a very easy last challenge, with two torches and a mask. They use the Clarity Spell on the mask after lighting both torches, which reveals a shortcut back to the castle's entrance.
- 21) Players exit the castle.

Ending 1 (Good ending) – Killing the Wizard in the Inn

- 1) The players go to the Inn and confront the real Wizard.
- 2) Players kill the real Wizard.

Go back to the royal room

- 3) The players go back to the bed where they started. They get teleported to the Royal Room.
- 4) The players talk to the Prime Minister, which gives them a monetary reward and thanks them for their bravery. The Prince and the Royal Guard are both awake.

Action	Killed the Wizard in the Inn	Killed the Royal Guard in the tower
Reward	700 coins	1000 coins
Effect	The Prince and the Royal Guard are awake	The Prince and the Royal Guard remain asleep.

Figure 39: Quest rewards

Ending 1 (Bad ending) – Killing the Royal Guard in the Wizard's Castle

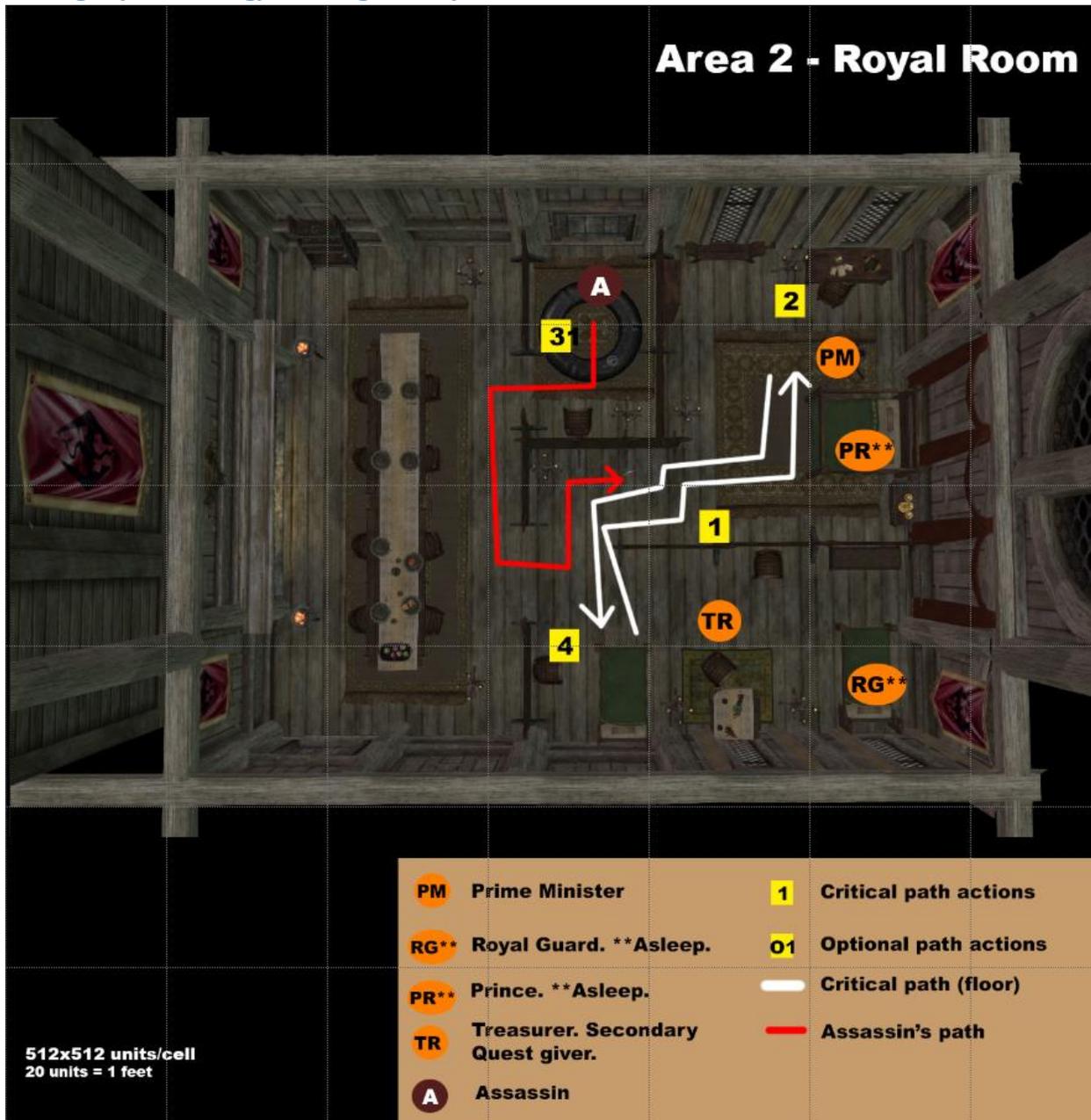


Figure 40: In the second ending, players witness a battle between the Prime Minister and an Assassin

- 1) Players kill the Royal Guard in the castle and go back to the Royal Room.
- 2) Players talk to the Prime Minister, who informs them that they have failed their mission, since the Prince is still sleeping.
- 3) While the Prime is talking, an Assassin accesses the Royal Room through the portal, and a battle between the Prime Minister and the Assassin ensues. The Prime Minister kills the Assassin without difficulty.

- 4) The Prime Minister says that the player was the real target of the Assassin. The Prime Minister someone sent the Assassin to kill the Dragonborn, because that someone thought the Dragonborn was close to discovering the truth. The Prime Minister then urges players to go back to the Dream and find the person who sent the Assassin, since that person must be behind the Prince's illness. Players then go back to the Dream and kill the Wizard in the Inn. Afterwards, they return to the Royal Room where the Prime Minister gives them a reward.

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Side Quest

The books of secrets

- S1) The players can talk to Terra's Treasurer the first time they enter the room. Unbeknownst to the Prince, Terra's Treasurer is one of Adam's servants. Knowing that the players are going to enter the Prince's dream, the Treasurer offers them money in exchange for three books that are located somewhere in the Prince's dream.
- S2) The players find the first book in [the Cave](#), after obtaining the Clarity Spell. The players can shoot the wall S2, which disappears, revealing a small room with the first book.
- S3) The players can find the second book in [the Inn](#), laying on a table in one of the rooms.
- S4) The last book is in the [Gravity Labyrinth](#), inside the Wizard's Castle.
- S5) Once the quest is over the players can go back to the Royal Room. There, they can choose between giving the books to the treasurer or betraying him and giving the books to the Prince. The Treasurer offers the player 100 coins if they return the books to him, while the Prince offers them 60 coins. The players must decide if they want to do the right thing and get less money, or do the wrong thing and get a bigger reward.

Action	Give books to Prince	Give books to Prime Minister
Reward	60 coins	100 coins

Figure 41: Secondary quest rewards

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