

Project: Quest Mod – The Elder Scrolls V: Skyrim
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The Return Of Helmdall

Quest Design Document



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1 Introduction

This quest is about the heir of a famous warrior, Helm Helmdallsson. Helmdall was known for his honor and glory in many battles at the side of many great Jarls. In peaceful times, he aided in raising his child Helm with his wife, but never succeeded to be more than a grand image on which Helm projected all his dreams.

When the old man died, Helm was already on the path to becoming a warrior like his father, but lacked his edge. This changed: On his very funeral Helm swore to not let his weakness overcome him and become a local legend in his eager pursuit of grandness.

As he stands on the walls of Whiterun, he seeks advice from the stars on how to continue on his current path in life. When the dragonborn approaches him, he sees it as a sign of fate: They must launch on an adventure together. He chooses the dungeon in which his father died. A choice about the premise with which they enter the dungeon will affect the story ending.

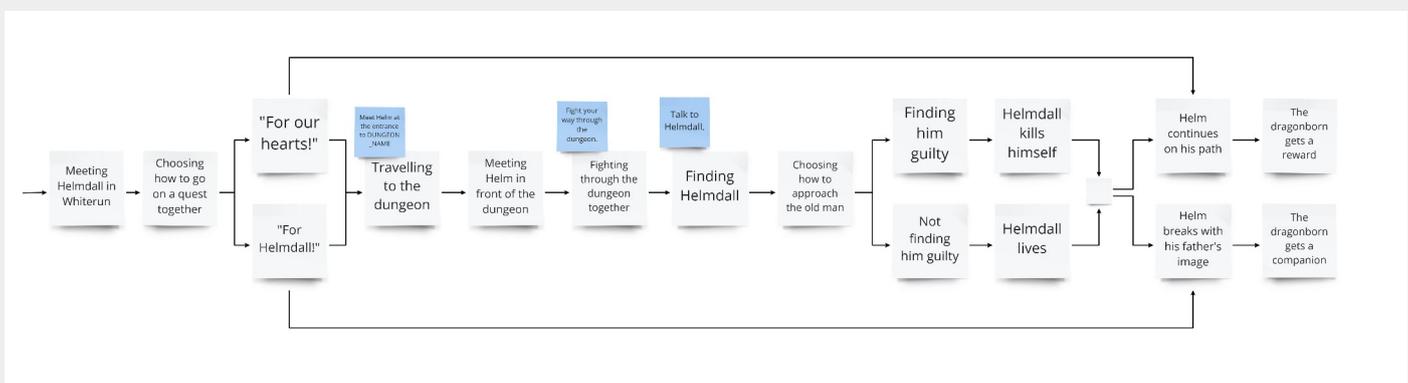
After having passed through said dungeon, the pair uncovers that Helmdall is still alive, hiding down here. In a confrontation Helm learns that his father meant to enable his sons rise by the means of his death, uncoupling him from his fate. Helm rightly claims that by faking his death, he coupled his „helping-disease“ even stronger.

In a final choice, the player may influence whether Helmdall will jump into suicide or not. The earlier choice will influence whether Helm will give up his life pursuit or not.

1.1 Quick Info

Game	The Elder Scrolls V: Skyrim
Name	The Return of Helmdall
Place in Campaign	After „The Way of the Voice“
Difficulty	Medium
Mechanics	Companion, Fighting, Choices
NPCs, Voiceover	Has NPCs, but no voiceover
Themes	Rising High, Father vs. Son
Estimated Playtime	ca. 20min.

1.2 Event/Goal Graphs



1.3 Event/Space Layout

TBD

2 Chain of Events/Goals

Note: Dialogue in which red lines with ## at the beginning appear is to be concretized yet by a writer.

2.1 The Return Of Helmdall

Gameplay - Exploration

Wandering around in WHITERUN, the DRAGONBORN finds HELM near the city's walls and approaches him.

Scene

HELM is presented as an aspiring, honorable warrior with a stark strive for fulfilling the ways his father, HELMDALL, showed him. Currently he is unsure what to do. Upon learning the DRAGONBORN being a dragonborn, he is astonished and sees this meeting as a sign of the gods. He asks the DRAGONBORN to embark on a quest together.

The DRAGONBORN can refuse and pick up the quest later. → **END**

When the DRAGONBORN accepts, he can choose between two sayings initiating the quest:

1. „For our hearts!“ → **set flag CHOICE_HELM_HEARTS to TRUE**
2. „For Helmdall!“ → **set flag CHOICE_HELM_HEARTS to FALSE**

Quest Log Update: New Quest „The Return of Helmdall“, new goal „Meet Helm at the entrance to DUNGEON_NAME.“

Set HELM move to waypoint DUNGEON_NAME_ENTRANCE.

Gameplay - Exploration

The DRAGONBORN travels to DUNGEON_NAME and finds HELM standing in front of it. The DRAGONBORN approaches him.

Scene

HELM greets the DRAGONBORN and asks them about their stance towards honor and a purpose-led life. The DRAGONBORN can choose between inconsequential choices with different dialogue flows. The pair decides to enter.

Gameplay - Exploration & Fighting

Set HELM status to companion.

Quest Log Update: Replacing goal „Fight your way through the dungeon together with Helm.“

HELM and DRAGONBORN fight through various stages of DUNGEON_NAME. At three points, HELM speaks a flavor line.

Upon entering the last and main room, the pair exits the dungeon and finds HELMDALL in a secluded, lowered glade with secret stairs leading up to a mountain pass. HELM and HELMDALL react with lines to the event.

Quest Log Update: Replacing goal „Talk to Helmdall.“

The DRAGONBORN approaches Helmdall.

Remove HELM companion status.

Scene

After initial confused and angry words by HELM, HELMDALL explains that he meant to help HELM's development by faking his death. There is an argument about whether that was right. The DRAGONBORN can choose how to think about the situation:

1. Finding HELMDALL guilty

In this case, HELMDALL will conclude that the warrior's death is the only viable solution. HELM can respect this twisted way. There is a goodbye moment and even though the DRAGONBORN may try in a decision, it won't affect the outcome.

2. Not finding him guilty

In this case father and son will continue to have a bitter relation with the HELMDALL choosing exile in Morrowind and both agreeing to never meet again.

IF CHOICE_HELM_HEARTS = TRUE

HELM got here with the premise of doing this for himself, for his soul, and being a part of society. Thus his thoughts about whether he wants to continue what he's doing picks up that thread more easily and strongly - in his inner he decides to remain on his path and grow beyond what his father did. HELM tells the DRAGONBORN they may go on another quest with him anytime.

Set HELM can now be a companion anytime.

→ **END**

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HELM feels the full weight of his father on his own life. He decides to throw this away and symbolically gives his helmet and sword to the DRAGONBORN.

Move HELM_HELMET and HELM_SWORD from HELM to DRAGONBORN.

→ **END**

Note: In this scene, there may be different paths through both stages depending on the other, to confuse the mirrored outcome.