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## **Initial thoughts**

I love the world of Skyrim and the Batman universe. Although I'm not an expert of Skyrim lore, I'll try my best with the time I have to blend both franchises together in a believable way. In my writing I'm taking inspiration from some of the videos you sent to me, some of the best Skyrim quests, as well as the DC comic book series *Dark Knights of Steel*.

## **Initial ideas**

- Hoping to create a compelling story that has a clear through-line but with a strong infrastructure of side characters and unexpected narrative development.
- As Arkham Asylum did so skillfully and enticingly, I think it best to directly include notable characters from the Batman universe, but also to subtly reference others as easter eggs or even to have their role be minor but crucial to the plot.
- I think I could communicate this kind of narrative most clearly through chapter outlines.



## Introduction

After a long battle, trying to find somewhere to rest and replenish, the Dragonborn walks through snow for days and eventually finds the remote city of Gothamhold... the place reeks of corruption. One of the first things he stumbles across in this shady city is a crime scene. A woman has been murdered, mutilated and had many of her vital organs removed from her body. She's one of seven women this month that's been found, many more have been reported missing.

Beside the body is a letter addressed to 'The Bat' that reads:

*"I've missed our games, Batman. You've been away in the shade of night for too long. If this letter finds you well then let me confess that I am **not** the killer of this girl. However, I know where he does hide, first go to the den and swallow your purple pride."*

The police officer on the case, Sigurd, is attacked by a gang of Argonians while investigating the crime scene.

"We knew we'd find you by the smell of blood." They say as they attack him.



Fortunately, the Dragonborn is there to save him and eliminate the Argonians.

Sigurd, grateful to the Dragonborn, tells him he fears that this string of murders is connected to the larger crime network that secretly governs the city. He informs the Dragonborn that the only person who'd be able to solve this investigation is the brave warrior, Batman... but he disappeared months ago.

If the Dragonborn were able to find him, the city could be safe once again.

“Whenever we'd needed his help, we'd light a torch in the lantern of the steeple of Ra's's Church. You can start your search there.” Sigurd said.

The Dragonborn is denied entry at Ra's's church, the members of which tell him they don't trust the Batman anymore and don't want to lure him there.

So the Dragonborn considers his options, sneak in, barge in with brute force or use his fire breath to light the torch from the outside... he chooses the latter.

# *Lionhall's Skyrim Mod - Narrative*

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A hooded young man arrives, answering the call of the torch. Unfortunately, not Batman, but instead his pupil, Robin, who tells the Dragonborn that Batman has been missing ever since his surrogate father, Alfwin, was killed.

Robin suggests that they work together on this case, so they decipher the message that was left beside the murder victim.

“‘Shade of the night’? Nightshade. That’s what they use in skooma. They must be talking about the skooma den. We ought to see what’s there.”



## **Chapter One - The Beginning of the Blood Trail**

The Dragonborn and Robin travel to Gothamhold's notorious skooma den, where all the skooma fiends go to drift away into visions for days on end.

At the door, they're confronted by a terrified-looking junkie, who says they can't go in. The Dragonborn says he's there for skooma, but the person at the door doesn't believe him and tells him to drink some skooma to prove it. The Dragonborn considers killing him and barging into the den but recognizes that he'll probably have a lot more skooma fiends to take down if he did that. So instead he drinks the skooma, suffers the effects and is allowed entry into the den.

Inside, all the fiends look wired, frantic and afraid.

"This is really bad." "What will we do?" They say.

In a dark room filled with lit candles is another woman who's been murdered and mutilated... beside her another note.

# *Lionhall's Skyrim Mod - Narrative*



*“Is the Bat really back? I heard through the grapevine that you’d hung up the cowl for good... but I knew that was unlike you. Time to catch the man who’s cutting up these poor girls. Ghastly business... but I’m not just going to hand him over to you on a platter. There’s something that excites me about his work... besides, some of these girls look like they had what was coming to them. You’ll find your next clue on the back of this parchment. Good luck, Batman.”*

On the back of the parchment is a peculiar pattern along with a question mark.

“What are you doing in here?!” One of the skooma fiends cries out. “You’re not supposed to be in the death room!”

All of a sudden the skooma heads turn savage and attack the Dragonborn and Robin, who ultimately prevail in the bloody and violent fight.

Later, Robin confesses that he has no idea about what the pattern on the parchment means and so advises the Dragonborn to visit an old friend of The Batman, Saliin, a Khajiit. She might know.

In the meantime, Robin will tell Sigurd about the corpse they found.



## **Chapter 2 - The Holy Heist**

The Dragonborn is warmly welcomed at Saliin's cabin by her and her Khajiit friends, but then when he asks about The Batman, everyone becomes quiet and unresponsive. He shows Saliin the peculiar pattern on the parchment, who thinks for a moment before recognizing it.

“If you want to know what that is, you'll need to grant me a little favor first.”

Saliin then describes an artifact hidden in Ra's's holy catacombs that she wants the Dragonborn to steal. A sigil stone. If he succeeds, she'll tell him what the pattern means.

So the Dragonborn heads off to Ra's's catacombs, the entry of which poses a serious challenge. He uses both stealth and violent precision to get in, but once inside, he travels to its depths and discovers many of Ra's's mages gathered around in a circle performing some kind of ritual.

The high priest, Ra's Al Ghul, enters the ritual scene holding a large circular stone... it's the sigil stone. He places it on a podium





in the center of the circle where all the mages direct their prayers.

They're trying to open an Oblivion Gate!

Before they succeed, the Dragonborn swoops in and steals the sigil stone.

The mages turn on him in an instant, casting all sorts of spells to vanquish the intruder. But to everyone's surprise, the Thalmor bursts in.

"What kind of forbidden ritual are you performing this time, Ra's?" The leader of the Thalmor troop says.

The Dragonborn, however, slips out during the lull in the violence, and then returns to Saliin.

"I can't believe you actually did it and lived to tell the tale!" She declares, "I seriously underestimated you."

She seems to be attracted to the Dragonborn.



She then proceeds to tell the Dragonborn what the pattern on the back of the parchment is referring to. A cavern with a similar stone arrangement on the outside.

## **Chapter 3 - The Penguin's Manor**

The Dragonborn enters the cavern, but to his surprise, it's loaded with booby-trapped puzzles and challenges that he must complete to traverse it.

After narrowly missing a few bolts and spikes, he finally reaches the end of the cavern where he finds all of the missing women that Sigurd mentioned - all murdered, all mutilated, stacked up in a pile - illuminated by a thin sliver of light that spills through a trap door above them.

Resting on the pile of bodies is another note.

*"Oh don't be too hard on yourself, Batman. You would have never gotten to them in time. Well done for getting past my booby traps. You're getting close to the finish line. Now it's time for you to meet the emperor of crookery who sits at the top of the rookery."*

# *Lionhall's Skyrim Mod - Narrative*



The Dragonborn climbs the ladder and goes through the trap door to find himself in a sleazy brothel where all the gangsters of Gothamhold meet.

Initially, the ladies of the place come to adorn him, but the security soon sees him and begins to attack. The Dragonborn takes them out and then heads upstairs.

Through a large set of double doors, he discovers a luxury bedroom where a short fat man lies with two women who are clearly addicted to skooma. This is Oswald, the head of the skooma industry in Gothamhold.

Upon seeing the Dragonborn, he frantically cries out for his security. Unbeknownst to him, they lie in a pool of their own blood downstairs.

The Dragonborn confronts Oswald about the dead women but he says he has nothing to do with them. However, the description of the murderer's handiwork reminds him of an ex-employee - a crazed skooma head called Zsasz who was too wild to work with, so he fired him a long time ago.



The last Oswald heard about Zsasz was that he'd been kidnapped by Waylon the Killer - the leader of the Argonian gang in Gothamhold.

## **Chapter 4 - Confronting Zsasz the Butcher**

On the way to Waylon's hideout, the abandoned bastille, the Dragonborn encounters a peculiar female jester. She says she's been watching him - says she likes him - says he's a lot more handsome than the Batman - says the boss will like him - then she hides behind a bush and disappears out of sight.

The Dragonborn arrives at the abandoned bastille and to his surprise, the Argonian's greet him with respect and invite him in as if they were expecting him.

He's led to a circular space, a gladiator ring - then the gate closes behind him.

Peering over the ledges above him are Argonians eagerly anticipating a battle.

# *Lionhall's Skyrim Mod - Narrative*



Waylon the Killer, a huge Argonian, emerges from the darkness and steps onto a platform overlooking the ring where the Dragonborn stands.

With a booming voice, he shouts: “You murdered five of our men. Truly an impressive feat. You’ve been making quite a name for yourself around this town. Well... let’s see if the rumors are true.”

Suddenly, the gates on the other side of the ring open and an armoured Argonian comes charging out with sword in hand and a murderous look in his eye.

It isn’t easy but the Dragonborn defeats the Argonian warrior.

“That one was easy,” Waylon declares, “let’s see how you handle this one.”

Another Argonian comes charging out of the gate, this time with magical abilities which make him even more challenging than the last one... but alas, the Dragonborn prevails.



“So you have skill. Then I don’t suppose the Twins Savage will stand a chance against you.”

Two more Argonians come out of the gate, one armored, wielding two swords, the other a mage. The Dragonborn is nearly overwhelmed, but with a final dragon shout he ultimately beats the twins.

Waylon roars with frustration and impatience and then disappears from the podium. He reappears charging through the gate and then proves to be the Dragonborn’s most formidable opponent in the ring, but nevertheless, the Dragonborn becomes victorious.

Wounded and humbled, Waylon shows his respect and admiration to the Dragonborn, who then elucidates his reason for coming... Zsasz.

Waylon confesses that Zsasz had killed the only Nord woman he had ever loved and so he was keeping him in a cell and torturing him.

# *Lionhall's Skyrim Mod - Narrative*



The Dragonborn is allowed access to the cell where Zsasz is kept and proceeds to interrogate him about the murders.

Zsasz confesses that he's working for the new crime kingpin of Gothamhold. He's a cold man – the coldest, and more powerful than any crime kingpin that has ever been in Gothamhold. He needs organs, lots of them.

When the Dragonborn asks who the kingpin is and where, Zsasz becomes insanely frantic and begins bashing his head off the wall, ultimately killing himself.

The Dragonborn has nowhere to go apart from back to Sigurd to report his findings.

Sigurd is amazed by the detective work of the Dragonborn.

“If anyone could figure out this mess and find the Batman, it's you.”

Sigurd hands a letter to the Dragonborn that was posted to him anonymously.



The Dragonborn opens it and it reads:

*“YOU’LL FIND WHAT YOU’RE SEARCHING FOR AT THE CHURCH.”*

## **Chapter 5 - The Return of Ra’s**

The Dragonborn arrives at the church. Once again, he’s surprised by a welcome from Ra’s’s men instead of violence.

Ra’s appears and tells the Dragonborn that the reason they were trying to open a gate to Oblivion was to cast out a powerful Daedra that had been antagonizing the people of Gothamhold for centuries.

Just then they’re interrupted by a purple smoke that fills the room and puts everyone to sleep.

“Speak of the devil...” an ominous voice echoes through the room.

Then cartwheeling onto the scene is the female jester that the Dragonborn encountered earlier.



# *Lionhall's Skyrim Mod - Narrative*



Just before the Dragonborn passes out, she stands over him and says “Boss, I think we found him.”

Sometime later, the Dragonborn wakes up in the Daedra’s lair – a cave-like place with daedric art engraved in the walls.

Sitting on a throne in front of him with the female jester by his side is the Daedra that Ra’s spoke of.

“You’re probably wondering who I am. Some call me a demon... some call me evil itself... I just think of myself as a joker. All I’m trying to do is have a little fun with these people. Problem is, someone is trying to bury this whole city in ice... and I just can’t have that. This is my playground. They are my play-things. And with the Batman gone, it seems like you may be the only one to stop him. So let’s see if you’ve got what it takes.”

The Daedra, who will now be referred to as the Joker, summons a variety of unusual demons, each one more ferocious than the last. The Dragonborn sleighs each and every one of them.

“Wow, you’re nearly as good as the Batman! I think you could take him.... Victor Freeze is his name. If you want to save this



city, travel to the top of Branhornn Mountain... you'll find him there. Kill him for me, won't you?"

The Joker hands the Dragonborn a daedric flame sword.

## **Chapter 6 - Frozen Heart**

The Dragonborn makes it to the top of Branhornn Mountain after killing many fur-clothed guards who sought to protect Mr Freeze.

There, to his surprise, he finds Saliin (Catwoman) with Victor Freeze and the stolen sigil stone. With it he plans to forge a Daedra heart as a last ditch attempt to save his wife who has been fatally poisoned by the Thalmor. Up to this point he had been using the organs that Zsasz had been harvesting from the women of Gothamhold to keep her alive. But they were just a temporary solution.

"But why are you freezing the whole of Gothamhold?" The Dragonborn questions.



“If I told you... I’d be just as dead as you’re about to be.” Mr Freeze replies before attacking the Dragonborn with all of his ice magic.

When the Dragonborn finally prevails, Mr Freeze, beaten and humiliated, begs for mercy, saying that he must save his wife from her doom.

He tells the Dragonborn that the mastermind behind all of this can be found at the abandoned mansion.

## **Chapter 7 - The Batman Returns**

On the way to the abandoned mansion, The Dragonborn is ambushed by Oswald (the penguin) and a gang of skooma fiends.

“Saliin told us that you took down the ice guy. Seems like the spot of top dog in this town is up for the taking... and it’s either going to be me or you.”

Suddenly Waylon the Killer (Killer Croc) shows up with a gang of Argonians, followed by Ra’s and a gang of mages.

# *Lionhall's Skyrim Mod - Narrative*



They have a huge gang fight in the street with only one victor.  
The Dragonborn must choose whose side he wants to take.

Later on, after exploring the abandoned mansion, the Dragonborn pulls a lever that leads to some hidden underground caves. There he meets the mastermind behind the chaos of the city... The Batman.

Why is the man who vowed to protect this city the one who's bringing it to its doom?

When his parents were killed by vampires, he wanted nothing more than to purge all vampires from the face of Nirn, but when he became one himself in his adult life, he realized that vampires are an inseparable part of the world. They have been there for millenia and are a crucial part of the world's ecosystem.

After Alfwin was killed, he retreated for a while and meditated on the nature of the world. He began to realize that evil itself is an essential part of life - it cannot be destroyed as he once hoped. The only option you have is to control it, and the only way you can control it is by being at the top of it.



He's got most of the crime world under his control, the last enemy is the Thalmor, and so he's using Victor Freeze's magic power as a way of intimidating the Thalmor into submission.

He hopes that when enough people of Gothamhold freeze to death, the Thalmor will bow down to him, and he will have total control of the city... a necessary evil.

Of course, the Dragonborn cannot stand for this and so fights with The Batman, ultimately winning and claiming the Bat armor and weapons for himself.

## **Chapter 8 - The Final Battle**

Now donning the cloak of the Batman, the Dragonborn reports his discoveries to the Thalmor. Then together, they travel to Branhornn mountain to arrest Mr. Freeze.

When they get there, they discover that Mr. Freeze has implanted the daedra heart into his wife. She rises from her icy slumber, but now with Daedric power.

# *Lionhall's Skyrim Mod - Narrative*



They have an epic showdown. Arrows and bolts are shot, swords are clashed, spells are cast, demons are summoned.

Both Mr. Freeze and his wife, possessed with rage and the desire for revenge, defeat nearly all of the Thalmor. But it is the Dragonborn who ultimately prevails and saves the city of Gothamhold from an endless winter.

## **Resolution**

The Dragonborn returns to the grateful Sigurd (Commissioner Gordon), who says that there's so much more to fix in the city of Gothamhold and that it would be fantastic if the Dragonborn could take the place of the former Batman.



## **Additional Ideas**

That concludes the main story idea. I've tried to allow lots of room for variation of play style, side quests, relationship development and lore. Some of these additional things could include...

- Easter eggs of minor Batman characters scattered throughout Gothamhold as lore and collectables.
- Side quests for each of the gangs (with Robin and Commissioner Gordon too). It could be the case that you can't speak to the bosses of the gangs until a certain amount of side quests have been completed.
- Relationship development - depending on which side quests the player chooses to do, relationships could strengthen or weaken between the Dragonborn and various gangs. Thereby allowing or disallowing access to certain privileges, i.e. weapons, armor, gold etc.
- Depending on who the player chooses to be the leading gang, the conditions of Gothamhold could change. For instance, if the player chooses the Argonians to be in charge, then the streets could be filled with violent Argonians terrorizing the regular people.