

Skyrim Romance 3.0
DLC Project

FOREWARD

Greetings, Dragonborn. My name is Red and I was the lead writer for the Skyrim Romance 3.0 DLC Project. As you might already know, I was a new addition to the SRM development team. In fact, most of us were. Though we were a small team of strangers with little to no experience with Skyrim modding, we were all fans of Bishop, and we shared a desire to create an amazing new experience with our beloved ranger that everyone could enjoy.

When we sat down together to discuss the direction of this mod, one thing we determined early on was that we wanted to move away from the Dragonborn and Bishop having a purely contentious relationship. In most of Skyrim Romance 3.0, Bishop is overly critical of the Dragonborn's willingness to get involved in Skyrim's problems. We wanted the player to finally experience a side of Bishop who supported the Dragonborn's choices (within reason, of course), and so, while doing our best to stay true to his character, we wrote a Bishop that would reluctantly agree to support the Dragonborn's struggles.

As we worked, our dreams for this project truly outpaced our scope, for we had hopes of expanding upon Skyrim Romance 3.0 in more than just the DLC. After finishing the DLC, we planned to add small dialogue options and idle commentary to much of the World-Eater story arc, as well as flesh out the Bishop/Casavir rivalry, expand upon the Thorn Arc, and explain Neeshka's encounter. There were new scenes in the works as well, such as an origin story for Karnwyr. We intended to clean up many of the idles, add new ones, and update several lines with higher quality recordings. A myriad of technical issues was also being worked out, which would have increased mod stability and smoothed out many mechanics. In our excitement, we often got ahead of ourselves, and yet we managed to stay on track.

After everything we had come through and accomplished only to arrive at cancellation was utterly disappointing for us. But although circumstances prevented us from finishing and releasing this mod, we wanted you, Bishop's loyal fans who were so incredibly patient, to be able to experience what we had prepared for your final journey with Bishop.

To tell you truthfully, I did not volunteer to be a part of this project. I was asked to be involved, and I only reluctantly agreed. Though I was a fan of Bishop, I doubted my ability to work on a team and to capture the voice of a character someone else had written. But when I joined, I resolved to do my best as both a team leader and in writing Bishop. To that end, I don't know if I was successful. I hope that I was. I hope my fellow team members, many of whom I now consider

friends, felt supported and encouraged. It was my privilege to be a part of this with you.

And to you, Dragonborn, I hope you will find this a worthy adventure.

Red

HOW TO READ THE SCRIPT

While I have done my best to supplement the scripts with short quest descriptors so that it is easy to understand where in the DLC each dialogue takes place, the scripts are still in their original format. To experience the smoothest read, there are a few things I should explain.

- DB = Dragonborn, meaning the player.
- The Dragonborn's dialogue options are represented in a 1,2,3 format. Bishop's responses are listed as 1,2,3 to show which dialogue option he is responding to.
- Each 1,2,3 dialogue option is followed by a 1,2,3 dialogue response from Bishop, except in the rare case where his response is the same for every option.
- Idle commentary is just one-liners from Bishop about particular locations or objections.
- There are three types of dialogues starts: forcegreet, callout, and dialogue. Forcegreet is when Bishop forcefully engages the player in dialogue. A callout is a single idle line that he shouts out indicating he wants to talk. And dialogue takes place when the player chooses to speak with Bishop.

Due to the seriousness of both Skyrim DLC story arcs, we decided that both DLCs could only be experienced with Bishop's company if the player had earned Bishop's trust, and thus the SRM 3.0 quest "First Kiss" became a flag for entry into the DLC. At the start of each DLC script, you will find a handful of possible starts depending on your discovery of the quest and your relationship with Bishop.

DAWNGUARD

INTRO

The funny thing about Dawnguard was that no one on the writing team was excited about doing it, and everyone wanted to finish it as fast as possible to move onto Dragonborn, but Dawnguard actually wound up being the larger of the two expansions. The main story had more quests and the faction fork created more variation than we had anticipated. Though there are several places where the story syncs up, there are still many alternate scenes that had to be created based on the player's choice, and the finale was also lengthened significantly as a result.

We batted around several ideas as we considered what potential variables to include and Bishop's reaction to certain choices. Since the DLC shines a light on vampires, should Bishop react to the player if they are one before going into it? What about a werewolf? The more we considered it, the more complex it became, and since it isn't addressed in the main mod, we decided to leave it be. The most significant of these ideas was to make Bishop, who hates Daedra, leave the player's party if they chose to side with the vampires. The player would then have needed to undergo a special quest to draw him back to their side. Early on, however, we decided against it, as we thought it would feel strange for Bishop to abandon the player if they were already married (and especially if they had a son together), though he is still wildly against siding with the vampires.

Finally, to make Bishop a more believable part of the story, we spliced some of Serana's dialogue and created short conversations between her and Bishop to trigger throughout the story.

DAWNGUARD

Because Skyrim is an open world experience, the Dragonborn can come upon the questline by hearing about it from a recruiter or by stumbling upon Fort Dawnguard, so we had to write scenarios for both triggers. In addition to the "First Kiss" variable, here are all of the possible opening scenes.

[Quest Triggered]

Dialogue:

DB: We should hear what the Dawnguard have to say, Bishop. It could be important.

Bishop: Oh, for the love of... really? Don't we have enough problems without looking for more? And vampires? Seriously, vampires?

Bishop: [grumble] Sure, why not? It's not like everything else in Skyrim isn't trying to kill us, let's add VAMPIRES to that list.

Bishop: Are you insane?! [groan]

Bishop: You don't need to answer that. I already know.

1. **DB:** I'll have you at my side. I couldn't be safer.
2. **DB:** Aww, is Bishop scared of being bitten by a vampire?
3. **DB:** Insane? HA! That's the pot calling the kettle black.

1. **Bishop:** [chuckle] Oh, so you're going to use me as your shield, is that right?

Bishop: Those things are a whole other level of dangerous. [sigh] You really don't make things easy on me.

2. **Bishop:** Come on, I'm not adverse to a bit of biting - it's the death by sunlight and drinking blood for all eternity that turns me off.
3. **Bishop:** If the shoe fits...

1. **DB:** I want to help, Bishop.
2. **DB:** Stay close to me then. I'll keep us safe.
3. **DB:** Very funny - still not going to change my mind.

Bishop: [more grumbling followed by resigned sigh] This is a *bad* idea, Ladyship. The Dawnguard can handle themselves.

1. **DB:** They'd be better prepared with us, though.
2. **DB:** Where's your sense of adventure? Did you leave it at the bottom of a tankard?
3. **DB:** So can we. We're going.

1. **Bishop:** [groan] It's *always* us... but I know there's no stopping you when you've made up your mind.
2. **Bishop:** Don't try to insult me. You're not as good at it as you like to think.
3. **Bishop:** [aggravated grumble] Stubborn woman... you'll be the death of me yet.

Bishop: [heavy sigh] Fine. Have it your way. If I end up a vampire, just know you're the first one I'm going to bite.

Bishop: Seriously, though, let's not get bitten. I've worked really hard on not being undead and I'd like to keep it that way.

[End Conversation]

[Enter Fort Dawnguard without Quest Triggered]

[forcegreet] **Bishop:** Whoa, whoa whoa!

Bishop: This is Fort Dawnguard, isn't it? Why didn't you tell me we were going here?

1. **DB:** Because I knew how you'd react! I just want to take a look around.

2. **DB:** Where else would we have been going?

3. **DB:** Stupid isn't a good look for you, Ranger. You knew where we were going.

1. **Bishop:** Just want to take a look, she says. Knew how I'd react, she says. [aggravated sigh] Okay, out with it, Princess. Why are we really here?

2. **Bishop:** [scoffs] Oh, I don't know. Maybe a warm inn with some ale and a nice bed instead of wandering aimlessly! No more. Not this time.

3. **Bishop:** If I did, I would have tossed you over my shoulder and gone the opposite direction! You came here and, as usual, told me nothing.

1. **DB:** I want to join the Dawnguard. They could use our help.

2. **DB:** Don't be so grumpy. We're here now anyway, so let's join them!

3. **DB:** I was going to tell you, and you figured it out anyway. I want to join them.

1. **Bishop:** The Dawnguard can handle themselves just fine. You can't help everyone, Ladyship.

2. **Bishop:** Considering you brought us here without telling me anything, I have every right to be "grumpy".

3. **Bishop:** And *when* would that have been, exactly?

Bishop: Your hips might be distracting *sometimes* but not so much that I would have missed the huge castle right in front of us!

Bishop: This is a *bad* idea. Messing with the spawn of Molag Bal is a death sentence - or worse.

1. **DB:** That's why they need us.

2. **DB:** Oh, okay. I see. Can I just take Karnwyr instead?

3. **DB:** Very well then, leave if you want. I'm going.

1. **Bishop:** [groan] It's *always* us... but I know there's no stopping you when you've made up your mind.
2. **Bishop:** Ha. Ha. Real funny.
3. **Bishop:** [aggravated grumble] Stubborn woman. You'll be the death of me yet.

Bishop: [aggravated mutter] I can't believe I'm even considering this...

Bishop: [heavy sigh] Alright, fine. I'm coming with you. If I end up a vampire, just know you're the first one I'm going to bite.

Bishop: Seriously, though, let's NOT get bitten. I've worked really hard on not being undead and I'd like to keep it that way.

[End Conversation]

[Quest Triggered before First Kiss]

Dialogue:

DB: What do you think of the Dawnguard?

Bishop: What do I think? They're vampire hunters here in Skyrim. We Nords live the simple life - it's not like we're *asking* for trouble.

Bishop: Unless it involves drinking, or getting into fist fights, or hunting giants...or slaying dragons.

1. **DB:** We should find them. They might need our help.
2. **DB:** Sounds like fun. Let's join them!
3. **DB:** Let's head to Fort Dawnguard. We're joining.

Bishop: Wait, what?! Yeah, no. Nuh-uh. Draugr crypts? Fine. Playing fetch for some random fool, okay, at least I'm getting paid for my time.

Bishop: Hunting vampires is where I draw the line. If that's something you want to do, you're on your own.

1. **DB:** What? You're leaving?
2. **DB:** Oh, come on! Where is your sense of adventure? At the bottom of a tankard?
3. **DB:** I didn't take you for a coward.

1. **Bishop:** I never said that. What I said was that I'm not risking my life for someone I barely know.

2. **Bishop:** Don't try to insult me. You're not as good at it as you like to think.

3. **Bishop:** Coward? [scoff] It's not my fault you lack a sense of self-preservation.

Bishop: If you ask me, you could learn a thing or two about staying alive.

Bishop: Let me make this perfectly clear: if you insist on going through with this new hair-brained scheme of yours, don't expect me to stick around.

Bishop: I don't trust you to guard my back. You need to give me a damn good reason to even consider it.

[End Conversation]

[Enter Fort Dawnguard before First Kiss]

[forcegreet] **Bishop:** Whoa, whoa whoa!

Bishop: This is Fort Dawnguard, isn't it? Why didn't you tell me we were going here?

1. **DB:** I just want to take a look around. They practically rebuilt the place.
2. **DB:** Where else would we have been going?
3. **DB:** I wasn't aware I had to. Besides, I thought you already knew.

1. **Bishop:** Yeah, I'm not stupid. You're looking to get more involved than you ought to be.

Bishop: If you're planning to join the Dawnguard, that's your call. You'll just have to do it without me.

2. **Bishop:** Answering my question with another question isn't going to get you anywhere.

Bishop: If your plan is to join the Dawnguard, then I'm sorry to disappoint you, but you'll do it without me.

3. **Bishop:** If I did, I would have stopped at the last village and let you go it alone.

Bishop: If your plan is to join the Dawnguard, you're on your own.

DB: Wait, what? You won't even consider it?

Bishop: There's nothing to consider. We barely know each other, yet you expect me to hunt vampires with you? [scoff]

Bishop: I might be a lot of things, but reckless isn't one of them.

Bishop: Good luck battling your bloodsuckers. When you're done begging for death, you know where to find me.

[Bishop Leaves]

AWAKENING

Upon receiving the quest "Dawnguard", the Dragonborn and Bishop travel to Fort Dawnguard and meet with Isran, as well as a fellow new recruit, Aagmaer. Isran tasks the Dragonborn and Bishop with traveling to Dimhollow Crypt to learn why the vampires are so interested in the area. This bestows the quest "Awakening".

The following conversation takes place upon exiting Fort Dawnguard to travel to Dimhollow Crypt.

[Exit Fort Dawnguard]

Callout:

Bishop: Hold up, Ladyship, let me see that map.

Dialogue:

DB: You wanted to check the map?

Bishop: All right, let's see what we've got here.

Bishop: Dimhollow's on the other side of Skyrim. Will probably take at least a week to get there...

DB: Wait, you mean you're okay with this?

Bishop: [mutter] Like I have a choice?

Bishop: You heard - what was his name, Tolan? - you heard what he said. The Vigilants of Stendarr were wiped out.

Bishop: If these vampires have grown powerful enough, *bold* enough to do that, then, yeah... [deep breath, then grudgingly] You were right. There, I said it.

Bishop: Before you ask, no, I won't say it again. And don't get used to it. Your ego is big enough already, DRAGONBORN.

1. **DB:** I'm surprised you changed your mind. Thank you for that.
2. **DB:** My ego is big? I haven't even seen it since yours came along.
3. **DB:** That's what I've been telling you from the beginning! I'm always right!

1. **Bishop:** [annoyed] No matter how good, how knowledgeable, Isran thinks he is, I doubt he and his "Dawnguard" will fare better than the entire order of the Vigilants.
Bishop: They have what, three people?
2. **Bishop:** [sneering/mocking] Ahaha, very funny, now stop avoiding what I'm saying.
Bishop: You saw the state the Dawnguard's in. Do you really think they're capable of fighting vampires in their current numbers?
4. **Bishop:** Now's not the time to argue that. You saw the so-called "Dawnguard". They'll be slaughtered, just like the Vigilants. Great plan, Ladyship.

1. **DB:** That's why we joined. Dragonborn, remember? More people will join. You'll see.
2. **DB:** Agmaer seemed pretty over-eager...
3. **DB:** You're right. In their current state, the Dawnguard's a joke.

1. **Bishop:** Seeing is believing. [sigh] I guess if you throw enough soldiers at vampires, at least one of the bloodsuckers will get ashed. [under his breath] Hopefully.
2. **Bishop:** Who? The farm boy? He's as good as food - which proves my point.
3. **Bishop:** I'm not laughing. And neither will Isran's people when they see exactly what they're up against.

1. **DB:** You're actually joining the Dawnguard with me, then?
2. **DB:** Getting cold feet? You can still back out, you know.
3. **DB:** Grow a pair, will you? Let's go hunt some vampires.

1. **Bishop:** I'm not 'joining' anything, Princess. I'm only here because *you* asked me to come with you.
2. **Bishop:** Hardly. You need me. Who else would be crazy enough to hunt vampires with you?
3. **Bishop:** Hey! Leave my *balls* out of this. What'd they ever do to you? Never mind. Don't answer that. Vampire hunting it is then.

Bishop: At least you keep things interesting. Let's get moving. You lead, I'll follow and guard your back.
[End Conversation]

BLOODLINE

The Dragonborn and Bishop travel to Dimhollow Crypt where they fight their way through a number of vampires and make their way into the inner sanctum. After a brief puzzle, the Dragonborn must activate an altar that shoots a spike through their hand.

[Idle Commentary]

- Triggers after activating Altar

Bishop: Holy shit! Are you alright? That looked painful...

A sarcophagus then rises out of the ground where the Dragonborn discovers the vampire Serana. The Dragonborn and Serana have a chat, in which she convinces the Dragonborn to return her to her family's home. This will end the quest "Awakening" and begin the quest "Bloodline".

[After Meeting Serana]

[forcegreet] **Bishop:** Are you out of your mind? It's a vampire! Leave *it* and let's forget we ever saw *it*.

1. **DB:** She didn't attack us. Maybe she's not like the others.
2. **DB:** SHE was already left for thousands of years! Have a heart, ranger.
3. **DB:** If she attacks us, we'll end her. Simple as that.

1. **Bishop:** Yeah, and *maybe* I'm the High King of Skyrim, and *maybe* you're not completely insane.
2. **Bishop:** I'm not sure if you got this little detail yet, but *vampires eat people. WE... are people!*
3. **Bishop:** At least we agree on something. Finally. Now, is this before or after *IT* bites us?

1. **DB:** We'll keep an eye on her, Bishop.
2. **DB:** What did you think we'd find down here? Kittens and puppies?
3. **DB:** Will you stop acting like I forced you to come here?

1. **Bishop:** [sarcastic] Yeeaahh... *That's* reassuring. It's a *vampire*.
2. **Bishop:** Very funny. We found gargoyles, too... doesn't mean I expected to take one home. Although, I would have preferred that over what we got.
3. **Bishop:** Hey, I didn't want to get involved in this at all.

Bishop: Give me *one* good reason why it should come with us.

DB: She has an Elder Scroll.

Bishop: So we take the scroll and leave the vampire. Simple.

1. **DB:** We need to find out why she has it and what we might be up against.
2. **DB:** 'Simple'? Are you aware of how important an Elder Scroll is?
3. **DB:** You know what would be simple? If you just stopped questioning me.

1. **Bishop:** How? By helping the vampire take the Elder Scroll to more vampires?
2. **Bishop:** [sarcastic] Are you aware of how *dangerous* a vampire is?
3. **Bishop:** [angry] Questioning you has been the *only* thing that has kept us alive so far!

Bishop: Mark my words: this is going to come back to bite us - literally AND figuratively.

DB: It's temporary. We'll take her home and then go from there.

Bishop: [dubious] Nothing is *ever* that simple with you. [resigned] Fine. Let's get this *thing* back where it belongs.
[End Conversation]

Immediately after this conversation with Bishop, a scene would play between Bishop and Serana.

[Bishop and Serana Banter #1]

[to player] **Serana:** Wait, is he talking about me?

[to Serana] **Bishop:** Do you see any other bloodsucking stray around here? Yes, I'm talking about you!

Serana: My name is Serana.

Bishop: I don't care what you call yourself. *People* have names. You? You're just a walking corpse.

Serana: Excuse me?

Bishop: You heard me. I don't trust your kind. The dead belong in the ground.

Serana: Finished?

Bishop: I'm watching you. One wrong move and I put an arrow through your skull.

Serana: Thank you for your kindness. I'll remember it the next time I'm feeling hungry.

Bishop: Try it, and I'll rip your fangs out myself.

[to player] **Bishop:** I'm done here. Let's go.

[End Scene]

At any point in time after meeting Serana, an extra dialogue option will appear on Bishop allowing the Dragonborn to ask him about Serana.

Dialogue:

DB: What do you think of Serana?

[These options won't loop but end after the final response.]

1. **Bishop:** It drinks blood, the sun hates it, and it happens to be armed with a fucking Elder Scroll. What's not to like?
2. **Bishop:** I don't think we're gonna have much in common. In fact, I'd prefer that... thing... to be as far away from me as possible.
3. **Bishop:** I've never really been into the undead.
4. **Bishop:** It's hard for me to trust people *with* a pulse. Do you really think I'll trust someone *without* one?
5. **Bishop:** Will you stop asking me about that thing?! Asking the same question over and over isn't going to make me like it any more.

[Dialogue Option Disappears]

After leaving Dimhollow Crypt, the following scene between Bishop and Serana will play.

[Bishop and Serana Banter #2]

Serana: Ah, it's so good to breathe again!

Serana: Even in this weather, it's better than the cave.

Bishop: Don't get too used to it. I'll put you right back in there if you so much as look at me the wrong way.

Serana: Haha, not going to happen.

[End Scene]

The Dragonborn, Bishop, and Serana travel to the Icewater Jetty on the northwestern shore of Skyrim.

[Idle Commentary]

- Triggers at the Icewater Jetty approach

Bishop: I don't like this.

The trio take the boat across the sea to the small island where Castle Volkihar stands. They are immediately stopped by the new Watchman NPC.

[Castle Volkihar Approach]

[Forcegreet] **Watchman:** Halt!

Watchman: That's far enough, trespassers. You may not come any closer.

DB: We have one of your own. Does that change your mind?

Watchman: One of our own? I see. That changes things.

Watchman: Hmph... Alright, go on then.

Watchman: However, I can only allow one of you in. Your friend will have to wait outside - unless you'd like to send him in your stead.

1. **DB:** Wait, why can't he come with me?
2. **DB:** Oh come on, can't we figure something out here?
3. **DB:** Absolutely not. He comes with me!

1. **Watchman:** You are lucky I'm letting even one of you in.

2. **Watchman:** No. I believe I made myself clear.

3. **Watchman:** Only ONE. I'm not going to repeat myself.

Watchman: Do not test my patience, mortal. Make your choice now.

DB: Alright, I will go alone. Let me talk to him first, please.

Watchman: Alright, but be quick about it. Before I change my mind.

[End Conversation]

The Dragonborn must speak to Bishop to tell him the bad news.

[Bishop Stays Behind]

[forcegreet] **Bishop:** I knew it'd come to this - somehow, I knew. You're not thinking of going in there, are you? Who knows how many vampires are infesting that place!

DB: Serana's not going to let them hurt me.

Bishop: [frustrated sigh] You don't know that. You don't know *anything* about her... Pfft, I miss the days when it was only the village idiots who earned your sympathy.

1. **DB:** We've already come this far, please let's just see this through.
2. **DB:** But that's exactly how we met!
3. **DB:** I appreciate your concern, Bishop, But I'll be fine.

Bishop: [exhausted/restrained] Please - explain to me *why* you *have* to go in there?

1. **DB:** I need to know what the vampires want with an Elder Scroll.
2. **DB:** I'm hoping there's a reward.

1. **Bishop:** Who knows? All you've done so far is help them get it back. [sarcastic] Yeah, you're doing Skyrim a big favor.
2. **Bishop:** What kind of reward could they even give you? If you think they're gonna hand over that scroll... Think again.

Bishop: [sigh] I'm tired of trying to reason with you. Get this dead bitch back to her coffin so we can go. I'm giving you ten minutes, Ladyship. *Ten. Minutes.*

[End Conversation]

The Dragonborn is then escorted into Castle Volkihar where they meet with Lord Harkon and are offered the gift of vampirism. This is where the route splits off in two directions: rejecting vampirism and embracing it.

If the player rejects vampirism, they will find themselves returned to the jetty where Bishop will be waiting for them.

[Rejected Vampirism]

[forcegreet] **Bishop:** There you are. Are you alright?

1. **DB:** No, I don't think so.
2. **DB:** I'm just peachy. Can't you tell by my face?
3. **DB:** We need to leave. Now.

Bishop: I knew letting you walk in there on your own was a mistake. What happened?

1. **DB:** You're right, it was a mistake. Her father offered "his blood" to me.
2. **DB:** Oh, nothing unusual. I was offered some tea, a sweetroll, superior blood...
3. **DB:** Serana's father is a Vampire Lord and he tried to make me into one.

Bishop: [trepidation] Okay... and you didn't accept... right?

1. **DB:** Of course not, Bishop. I wouldn't do something like that.
2. **DB:** Sure, I've always wanted to become a crazed bloodsucker.
3. **DB:** How can you ask me that?! Don't you know me at all?

1. **Bishop:** I know, I'm sorry, Sweetness, but you had me scared for a moment there. I'm happy you're safe and... still yourself.
2. **Bishop:** This isn't a joke, Ladyship. If you would have turned into one of *them*, I... forget it. It doesn't matter.
3. **Bishop:** Well excuse me. I've seen you do so many reckless things that nothing shocks me anymore. [sigh] All that matters is that you're okay.

Bishop: Come on, let's get out of here.

[End Conversation]

A NEW ORDER

If the Dragonborn sided with the Dawnguard, Bishop and the Dragonborn will return to Fort Dawnguard and inform Isran what happened. He will then send them on a recruiting mission. This will end "Bloodline" and bestow "A New Order".

[Begin Quest: A New Order]

Callout:

Bishop: Now this is something I can get on board with.

Dialogue:

DB: Wait, you're still on board with helping the Dawnguard?

Bishop: Sure. All we have to do is find the two people he's looking for. Even though it's probably not as easy as Isran's making it out to be.

1. **DB:** I'm glad we're both on the same page!
2. **DB:** Huh... if I didn't know any better, I'd say you were actually enjoying this!
3. **DB:** Drop the act, Bishop. I know you don't really care about helping them...

1. **Bishop:** [sarcastic] Yeah, yeah... of course we're on the "same page"... We help the Dawnguard get their buddies and we get the hell out of here.
2. **Bishop:** Thankfully, you do know better. [sigh] And after we find these two, we're free to leave the Dawnguard to their own devices.
3. **Bishop:** No, but I care about *you*, and helping US get as far away from the Dawnguard and the vampires as humanly possible.

1. **DB:** It wouldn't kill you to show compassion for another cause.
2. **DB:** Aww, look at who's being Mr. Selfless today!
3. **DB:** Who said we were done helping them after this...?

1. **Bishop:** Showing too much can get you killed, Ladyship. But by all means, lead the way.
2. **Bishop:** [groan] Spare me. Let's just find these two and get it over with...
3. **Bishop:** [sigh] Of course... Why am I not surprised? Well, let's go then. It's not like we have anything else better to do.

[End Conversation]

The Dragonborn and Bishop then travel to find Gunmar and Sorine.

[Idle Commentary]

- Prerequisite: [Completed: Recruit Gunmar]
- After Trigger: [Help Gunmar Defeat the Bear]

Bishop: Looks like we're going hunting, Ladyship. Have to say, I'd much rather fight a bear than a vampire.

[Idle Commentary]

- Prerequisites: [Completed: Speak to Gunmar]

Bishop: Let's hope he hunts vampires better than he does animals.

[Idle Commentary]

- Prerequisite: [Completed: Recruit Sorine]

Bishop: Well, I can't say she's the sharpest tool in the shed, but she'll have to do.

[Idle Commentary]

- Prerequisite: [Completed both Recruit Gunmar and Recruit Sorine Jurard]
- After Trigger: [Return to Isran]

Bishop: These are the people Isran wanted us to find? Beggars can't be choosers, I guess.

The Dragonborn and Bishop return to Fort Dawnguard.

[Idle Commentary]

- Prerequisite: [Completed both Recruit Gunmar and Recruit Sorine Jurard]
- After Trigger: [Return to Isran]
- Additional Conditions:
 - One-time commentary available prior to the completion of "A New Order."
 - The quest must still be active and the following dialogue only triggers once the DB and Bishop go back to the Fort after recruiting the two members.
- Takes place outside of Fort Dawnguard when the player first approaches after recruiting Sorine and Gunmar.

Bishop: Looks like someone got busy renovating while we were away. Does Isran really think wood is going to keep vampires out of the fort?

[Idle Commentary]

- After Isran says, "In the meantime, we're going to get to the bottom of why a vampire showed up here looking for you. Let's go have a little chat with it, shall we?"

Bishop: Not *that* thing again...

THE BLOODSTONE CHALICE

If the Dragonborn sided with the vampires, they will undergo some vampire training and then Lord Harkon will instruct them to meet with Garan Marethi to tell him, "It is time." This will complete the quest, "Bloodline" and bestow the quest "The Bloodstone Chalice".

When the Dragonborn exists the training room, they will be greeted by Bishop, who was escorted inside.

[Begin Quest: The Bloodstone Chalice]

- Exit Harkon's Vampire Lord Training Room.

[forcegreet] **Bishop:** There you are! What the hell is going on?

Bishop: They dragged me in here but wouldn't tell me a thing. Are you alright?

1. **DB:** I'm fine, but I have to tell you something you won't like.
2. **DB:** Never been better! Mm... You smell really...good.
3. **DB:** Oh, I'm more than all right. I feel positively daedric...

Bishop: What does that mean? Just tell me what happened!

Bishop: Wait... What's wrong with your eyes?

1. **DB:** Serana's father offered his blood to me.
2. **DB:** Oh, nothing unusual. I was offered some tea, a sweetroll, superior blood...
3. **DB:** Serana's father is a Vampire Lord and he offered this "gift" to me.

Bishop: [trepidation] Offered *what*? You didn't accept, did you? Please tell me that's not why we're still here.

1. **DB:** I may have. Why? Does that upset you?
2. **DB:** Um... no, of course not. Everything's fine.
3. **DB:** Hell yes, I did. I'm a Vampire Lord now.

1. **Bishop:** You better be joking. That's senseless, even for you.
2. **Bishop:** Stop it. You're lying to me - *gods damn me* - you're lying!
3. **Bishop:** A Vampire... Lord?! Is that supposed to make me feel better?

1. **DB:** I'm sorry, but this was my decision to make.
2. **DB:** I'm still me. I could make use of this power.
3. **DB:** I was a vampire before, Bishop...

1. **Bishop:** YOUR decision?! And you never even thought to consider how I would feel about this?

2. **Bishop:** I don't know that you're still you - you'll have to prove that to me.
3. **Bishop:** That was different! You weren't heeling to some sadistic vampire lord and his cult! You weren't- [frustrated] Forget it.

Bishop: I can't believe you did this. I can't believe I- [frustrated grunt]

Bishop: Let's get out of here. I can't stand being in this place any longer.

DB: Bishop, wait...

Bishop: No, I'm done talking about this. We're fine, Ladyship. Just... give me some time to process this.

[End Conversation]

The Dragonborn then finds Garan and talks to him to receive their mission.

[After Talking to Garan]

- After talking to Garan and getting the "Fill the Bloodstone Chalice" update, Bishop will forcegreet the player.

[forcegreet] **Bishop:** What the hell do you think you're doing?

Bishop: As if being a vampire lord isn't bad enough, we're *working* for them now?

1. **DB:** We need them to trust us.
2. **DB:** Surely, you aren't surprised...
3. **DB:** Are you just going to complain the whole time?

1. **Bishop:** And how far are you willing to go to earn that trust?
2. **Bishop:** Don't you start with that. This is serious.
3. **Bishop:** Every damn step of the way if I might talk some sense into you!

Bishop: They're sending you on an errand to make themselves more powerful!

Bishop: Do you really not see how dangerous this is?

1. **DB:** I don't like it either, but we have no choice.
2. **DB:** Come now, it'll work out - it always works out.
3. **DB:** It will make me more powerful, too.

1. **Bishop:** "We?"
2. **Bishop:** You think you're something special, huh? 'Cause you're the Dragonborn? That's not gonna save you.

3. **Bishop:** Riiight, of course. Because having the soul of a fucking DRAGON isn't enough power for you?!

Bishop: [angry] I didn't sign up for this, Princess.

Bishop: Working for the Dawnguard was bad enough, but at least we were on the side of *killing* vampires. Now you expect me to *help* them?

DB: You're not helping them, Bishop. You're helping me. Please, trust me.

Bishop: [grumbling] You had better know what you're doing. I don't see how this could end in anything *but* disaster.

[End Conversation]

The Dragonborn and Bishop travel to Redwater Den.

[Idle Commentary]

- Triggered after loading into Redwater Den.

Bishop: A Skooma den. Of course, it's a Skooma den. Because working for vampires wasn't shady enough.

The Dragonborn and Bishop fight their way through Redwater Den.

[Idle Commentary]

- Triggered at Redwater Spring approach.

Bishop: [sarcastic] A gurgling spring of blood and bones. *Really*. Who *designed* this silly ass fountain?

The Dragonborn fills the Chalice with Vampiric Blood.

[Idle Commentary]

- Triggered after filling Chalice with vampire blood.

Bishop: [disgust] Is this really what we're doing now? Fetching blood so some ancient creep can drink it?

The Dragonborn must then return to Castle Volkihar. If the player chooses to drink from the Bloodstone Chalice, a one-time special dialogue will trigger.

[First Time Drinking from the Bloodstone Chalice]

[forcegreet] **Bishop:** [disgust/anger] What are you doing? Did you just drink that?

1. **DB:** Yes. I need to be on an even footing with the others.
2. **DB:** Uh... no?
3. **DB:** Of course, I did. I didn't fill this for them. I filled it for me.

1. **Bishop:** Is that *really* why?
2. **Bishop:** [annoyed] No? So why is there blood dripping down your chin?
3. **Bishop:** I was afraid you'd say that.

Bishop: Wait, what's wrong with your face?

1. **DB:** It was so salty. You wouldn't think it would be so salty...
2. **DB:** That wasn't exactly palatable.
3. **DB:** I can feel the power in my veins!

1. **Bishop:** I can't believe I'm hearing this.
2. **Bishop:** It's *blood*. What did you expect?
3. **Bishop:** That power is *borrowed*.

Bishop: Is this really only about power?

Bishop: [strained] You were already strong enough. I don't want to see you lose yourself to this.

[End Conversation]

PROPHET

Regardless of whether the Dragonborn sided with the Dawnguard or the Vampires, after they turn in with their respective taskmasters, they will find themselves with the new quest "Prophet", though how it plays out differs slightly.

[Dawnguard: Prophet]

Callout:

Bishop: Hey. A moment of your time, Ladyship?

Dialogue:

DB: Yes, of course. What is it?

Bishop: Don't you think we've done enough for these guys? We recruited those two others. They should be able to take it from here, right?

1. **DB:** We can't just abandon them like that, Bishop.
2. **DB:** We're here now, might as well see what's going on.
3. **DB:** I don't trust them with an Elder Scroll, and neither should you.

Bishop: And the *vampire* that just showed up? You know who it is. We were supposed to be done with it.

Bishop: What was even the point of lugging it halfway across Skyrim if it's only going to follow us home like some lost puppy?

1. **DB:** It does seem incredibly risky on her part...
2. **DB:** Aw, I love puppies. Can we keep her? Pretty please?
3. **DB:** At least when a puppy whines, it's more tolerable.

1. **Bishop:** I can't believe Isran even let her in. It's like everyone's going crazy.
2. **Bishop:** Sorry, Ladyship. I'm going to have to pass on blood-sucking puppies.
3. **Bishop:** Well, unlike a puppy, I actually give a damn about what happens to us.

Bishop: Are we really about to get involved with *it* again?

DB: If she risked coming here, whatever she has to say must be important.

Bishop: [groan] Fine. But only because there's a possibility Isran will ash her before the conversation ends.

[End Conversation]

The Dragonborn then talks to Serana, who informs the player that Lord Harkon's true goal is to create a vampire haven by controlling the sun.

[After talking to Serana]

Callout:

Bishop: [alarmed] Dominion over the *sun*? Did I hear that right?

Dialogue:

DB: You heard right.

Bishop: Shit... This is getting complicated.

Bishop: We were supposed to be done with the Dawnguard, but... controlling the sun? Is that even possible?

1. **DB:** With an Elder Scroll, it might be.
2. **DB:** After everything I've seen? Sure, why not!
3. **DB:** I'm not willing to leave it up to chance.

Bishop: Maybe Isran's right. Maybe believing *it* is what's absurd.

DB: I'm not willing to leave it up to chance. Are you?

Bishop: [reluctantly] I guess it's worth investigating. [sigh] If the vampires really have found a way to control the sun, then we can't let that happen.

1. **DB:** I'm glad you understand how important this is.
2. **DB:** So it's "we" now?
3. **DB:** Changed your mind... again?

Bishop: Well, my gold's not on the Dawnguard to resolve this. If we leave it up to them, there won't be a sun anymore.

Bishop: It has to be us. It's the only way it will get done right.

Bishop: What I want to know is... why does *it* have to come with us?

1. **DB:** She's helping us.
2. **DB:** She likes blood, right? Maybe she can just sniff him out.
3. **DB:** Do YOU know where to find a Moth Priest?

Bishop: [exasperated] Let's just go...

[End Conversation]

After talking to Bishop, a scene with Bishop and Serana will trigger.

[Bishop and Serana Banter #3 - Dawnguard]

Serana: I knew you'd miss me.

Bishop: Like a hole in the head.

Bishop: The *last* thing I expected was to see *you* again. I don't know why the Dawnguard didn't shoot you on sight.

Serana: I'd rather not be here either. Trust me.

Serana: But I'm trying to help.

Bishop: We don't *need* your help. One pain in the ass woman was enough to deal with.

Serana: Well, I guess now you have one more.

Serana: Get used to it.

Bishop: You want to help? Go take a sunbath.

Serana: You can't get rid of me that easily.

Serana: Like it or not, I'm coming with you.

Bishop: Fine. But stay out of my way.

[Bishop walks away.]

Serana: (to player) I'm not going to waste my time making sure your friend doesn't get killed.

[Serana walks away.]

[Scene End]

The Dragonborn, Bishop, and Serana investigate the location of the Moth Priest.

[Idle Commentary]

- Triggers after update "Search along the road south of Dragon Bridge"

Bishop: If he's a moth priest, shouldn't we be looking for him at night? [chuckle]

The Dragonborn, Bishop, and Serana head south to find the site of an attack.

[Idle Commentary]

- Triggers approaching the scene of the attack.

Bishop: Looks like vampires ambushed their transport. Poor bastards didn't stand a chance.

The Dragonborn, Bishop, and Serana travel to Forebears' Holdout where they rescue the Moth Priest, who then returns to Fort Dawnguard. The Dragonborn, Bishop, and Serana return to Fort Dawnguard and report back to Isran.

[Vampires: Prophet]

- Triggers after Serana's forcegreet

Callout:

Bishop: Dominion over the *sun*? Did I hear that right?

Dialogue:

DB: You heard right.

Bishop: See, this is exactly what I was afraid of. Nothing good can come from working with vampires.

Bishop: You're not seriously going to help them create "eternal darkness," are you?

1. **DB:** Of course not. This is why we're here: so we can stop them.
2. **DB:** No way! Well, maybe just for the summer...
3. **DB:** I won't do anything to empower Harkon and his court of fools.

1. **Bishop:** [relieved] Good. I admit, you had me worried there for a minute.

2. **Bishop:** What, our Northern sun is too much for your delicate composition?

3. **Bishop:** [sarcastic] Just yourself, right? I won't support turning off the sun even for you.

Bishop: At least you're finally coming to your senses.

Bishop: Well, almost. Why does *it* have to come with us again?

1. **DB:** She's helping us.
2. **DB:** You do realize I'm an "it" now too, right?
3. **DB:** Do YOU know where to find a Moth Priest?

Bishop: [exasperated] Let's just go...

[End Conversation]

After talking to Bishop, a scene with Bishop and Serana will trigger.

[Bishop and Serana Banter #3 - Vampires]

Serana: I knew you'd miss me.

Bishop: Like a hole in the head.

Bishop: Not that I expected we would be sticking around, but if we have to work with your kind, the last thing I want is you haunting us while we do.

Serana: I'm trying to help.

Bishop: We don't need your help. One pain in the ass woman was enough to deal with.

Serana: Well, I guess now you have one more.

Serana: Get used to it.

Bishop: You want to help? Go take a sunbath.

Serana: You can't get rid of me that easily.

Serana: Like it or not, I'm coming with you.

Bishop: Fine. But stay out of my way.

[Bishop walks away.]

Serana: (to player) I'm not going to waste my time making sure your friend doesn't get killed.

[Serana walks away.]

[Scene End]

The Dragonborn, Bishop, and Serana investigate the location of the Moth Priest.

[Idle Commentary]

- Triggers after update "Search along the road south of Dragon Bridge".

Bishop: If he's a moth priest, shouldn't we be looking for him at night? [chuckle]

The Dragonborn, Bishop, and Serana head south to find the site of an attack.

[Idle Commentary]

- Triggers approaching the scene of the attack.

Bishop: Looks like vampires ambushed their transport. Poor bastards didn't stand a chance.

The Dragonborn, Bishop, and Serana travel to Forebears' Holdout.

[Idle Commentary]

- Triggered upon entering Forebears' Holdout and finding the Dawnguard.

Bishop: Is that the Dawnguard? Where did *they* come from? They certainly filled their ranks while we were gone.

The Dragonborn will talk to the Moth Priest and turn him into a thrall. He will return to Castle Volkihar.

[After Talking to the Moth Priest]

[forcegreet]**Bishop:** Doesn't this feel a little strange to you?

DB: What feels strange?

Bishop: The way we've changed sides.

Bishop: We started down this crazy road because you wanted to *help* the Dawnguard, and now we're fighting them?

Bishop: It just feels, I don't know, weird. We were supposed to be helping them, not killing them.

1. **DB:** We're still helping them, and all of Skyrim.
2. **DB:** You saw the state they were in. I'm glad to have changed sides.
3. **DB:** I'm doing what I think is best and they're in my way.

1. **Bishop:** That's what you keep telling me.
2. **Bishop:** Okay, sure, but that wasn't very "loyal" of you, and looks to me like they're getting a lot stronger.
3. **Bishop:** And that's their fault? Last thing they knew, you were on their side.

DB: And your point is...?

Bishop: They do seem to be doing all right for an organization that was almost wiped out.

Bishop: But they only just started recruiting. Where the hell did they find a small army, that armor, and all those weapons?

Bishop: [sigh] Would have been nice to know they had that in their pocket when we first started working with them.

[End Conversation]

The Dragonborn, Bishop, and Serana return to Castle Volkihar to report to Lord Harkon.

CHASING ECHOES

The Dragonborn, Bishop, and Serana speak with the Moth Priest, who reads the Elder Scroll. He sees a vision of Auriel's Bow and learns the first part of a dark prophecy, but says the rest of the prophecy is hidden away in two other Elder Scrolls, which the Dragonborn must obtain.

Serana explains that she thinks her mother, Valerica, might have one of the scrolls, or at least know where its hidden. She explains that her mother went into hiding from her father, and that they can start looking for clues to her whereabouts at Castle Volkihar.

Whether the Dragonborn allied with the Dawnguard or vampires, they will need to do their snooping secretly, and Serana suggests using a forgotten side entrance into the Castle.

[After Talking to Serana]

Callout:

Bishop: Snooping around Castle Volkihar. That's your plan?

Dialogue:

DB: Serana thinks one of the Elder Scrolls might be hidden there.

Bishop: That's just it. If the vampires need these other Elder Scrolls to control the sun, shouldn't we just let them stay lost?

1. **DB:** They may be lost now, but I doubt they will stay that way forever.
2. **DB:** Since when have I ever left a job half-finished?
3. **DB:** Now that Harkon knows he needs them, he'll be looking.

1. **Bishop:** Maybe not forever, but at least a few more centuries is a good bet. By then, it won't be our problem anymore.
2. **Bishop:** Don't get me started on that. Our list of things to do is about as long as Skyrim is wide.
3. **Bishop:** So what? It could take centuries for the bloodsuckers to dig them up.

Bishop: But I know that look in your eye...

Bishop: I guess sneaking around a castle swarming with vampires isn't any more dangerous than what we've already been doing.

Bishop: All right. Lead on.

[End Conversation]

At any point in time after reading the Elder Scroll, a new dialogue option appears when the player talks to Bishop that allows the player to ask Bishop about Auriel's Bow.

[Auriel's Bow]

Dialogue:

DB: Have you ever heard of Auriel's Bow?

Bishop: Heard of it? Yes. Know anything about it? Not really.

Bishop: I know about as much as you do. Whether it actually exists or not, or was really a god's bow, is up for debate.

Bishop: If it *does* exist, it must be powerful. Wouldn't mind having a bow like that in my arsenal.

1. **DB:** If it does exist and we find it, it's yours, Bishop.
2. **DB:** Ha, yeah right. It'll be worth a fortune. We're selling it!
3. **DB:** If it exists, it's mine!

1. **Bishop:** That's sweet, Ladyship, but I'm not holding my breath.

2. **Bishop:** What do you mean "we" are selling it? You're always the one who ends up with all the gold!

3. **Bishop:** [amused] Pfft, you? Figures, only the mighty Dragonborn is worthy of wielding a god's bow.

Bishop: Well, we won't find it standing around talking about it. C'mon, let's go.

[End Conversation]

Once the Dragonborn has spoken with Bishop, the group must travel to Castle Volkihar to find the secret side entrance to the Castle.

[Idle Commentary]

- Triggers upon discovering the secret inlet at Castle Volkihar

Bishop: Of course the secret entrance into the vampire castle is swarming with undead. I guess we know we're in the right place.

[Bishop and Serana Banter #4]

- Triggers upon arriving at the side entrance to Castle Volkihar.

Serana: Castle looks so big from down here. I mean, it's always been big, but, well, even bigger.

Bishop: If I had a septim every time a woman said that to me.

Serana: And I thought my father was the delusional one.

[End Scene]

The Dragonborn, Bishop, and Serana investigate the ruined tower and discover the entrance into the Soul Cairn, a plane of Oblivion where lost souls wander. It is there that Valerica is hiding.

[Idle Commentary]

- Triggers upon opening the Soul Cairn

Bishop: You've got to be kidding me...

Serana explains to the Dragonborn that they must enter the Soul Cairn, but, since it's only a place for the dead, they must either split their soul or become undead.

[Enter the Soul Cairn - Dawnguard]

- Triggers after Serana's forcegreet

Callout:

Bishop: Become a vampire or split your *soul*? Tell me you're not seriously considering this.

Dialogue:

DB: I don't really like my choices either...

Bishop: So you're going to drag us through Oblivion? *That's* your plan?!

1. **DB:** Are you alright with Serana splitting your soul?
2. **DB:** Not us. Only one of us needs to go in there.

1. **Bishop:** I think you already know the answer to that question.
2. **Bishop:** [grumbling] I don't like this...

Bishop: I don't know what's worse: becoming the very thing we're fighting against or weakening your *fucking soul*.

DB: What do you think I should do?

Bishop: [strained/worried] What do *I* think? I think Cyrodiil is nice this time of year. Let's go there and forget this whole thing happened.

1. **DB:** You know I can't do that...
2. **DB:** It'll be so awkward if I bump into someone I put there myself...

3. **DB:** I'm being serious, Bishop.

1. **Bishop:** [desperate] Why not? Why can't you be selfish just *once*?

2. **Bishop:** ...Really? *That's* what you're worried about right now?!

3. **Bishop:** So am I!

Bishop: You don't have to go in there. You don't owe these people anything. You've done enough for Skyrim.

[No Julian] **DB:** This isn't just for Skyrim. It's for you, too.

[If Julian] **DB:** This isn't just for Skyrim. It's for you and our son.

Bishop: [sigh] You're asking me to help you choose between two terrible fates. I could never do that. You'll have to make this choice on your own.

Bishop: [deep sigh] But... Of course, I trust you. I'll be waiting right here for you, I promise.

[Bishop kisses player]

[End Conversation]

[Enter the Soul Cairn - Vampires]

- Triggers after opening the Soul Cairn

Callout:

Bishop: [strained] So you're really going in there?

Dialogue:

DB: This is the only way. I don't have a choice.

Bishop: There's *always* a choice.

Bishop: So you're going to drag us through Oblivion? *That's* your plan?!

DB: Not us. Only one of us needs to go in there.

Bishop: [grumbling] I don't like this...

Bishop: This isn't the usual stroll through a Draugr crypt or hagraven hovel or even *vampire*-infested ruins.

Bishop: You're going into Oblivion, Ladyship, and I can't follow you in there. I can't protect you.

1. **DB:** I'll be alright. Serana will be with me.

2. **DB:** Oh, well in that case, let's just call this whole thing off!

3. **DB:** I'm the Dragonborn, remember? When did I ever need protection?

1. **Bishop:** I don't think it's a good idea trusting that *thing* to watch your back.
2. **Bishop:** If you weren't so damn reckless and always trying to save everyone, you *would!*
3. **Bishop:** Damn your pride! Everyone needs someone watching their back from time to time, *especially* on a Daedric plane.

[No Julian] DB: I have to do this, Bishop. For Skyrim, and for us, too.

[If Julian] DB: I have to do this, Bishop. For Skyrim, and for our son.

Bishop: [sigh] I knew you'd say that. Just... hurry up and find that scroll. I'll be waiting here for you when you get back.

[End Conversation]

After the Dragonborn's conversation with Bishop, a small scene between Bishop and Serana will play.

[Bishop and Serana Banter #4]

- Triggers after conversation with Bishop

Bishop: You better keep her safe in there.

Serana: Of course.

[End Scene]

BEYOND DEATH

The Dragonborn and Serana find Valerica in the Soul Cairn and retrieve the second Elder Scroll, then exit back into Skyrim.

[Begin Quest: Beyond Death]

- Triggers after the player exits the Soul Cairn.

Callout:

Bishop: There you are!

Dialogue:

Bishop: It's about time! You certainly were gone a long time. I was beginning to worry you weren't going to make it back.

Bishop: Are you alright? You don't look any different. Do you feel different?

1. **DB:** [If D soul-split] I'm fine. I was able to retrieve my soul gem.
2. **DB:** [If D vampire] I feel like a vampire... but otherwise, I'm okay.
3. **DB:** [If V] Honestly, it wasn't as bad as I thought it would be.

1. **Bishop:** So you're you again? [big relieved sigh] You have *no* idea what a relief that is.
2. **Bishop:** I know you did what you felt you had to, but you don't have to stay this way. We can find a cure.
3. **Bishop:** Only you would say something so absurd as "Oblivion's not so bad."

Bishop: So, what happened in there, anyway?

1. **DB:** I earned the favor of an undead dragon.
2. **DB:** I rode a horse skeleton wreathed in flames!
3. **DB:** What happens everywhere I go: I killed and pillaged.

1. **Bishop:** [disbelief] A dragon? Geez, they find you everywhere, even in Oblivion...
2. **Bishop:** [baffled] A horse... skeleton- what?
Bishop: See, this is why you need me around. You're too easily distracted. Unless you *had* to ride it.
3. **Bishop:** Why did I even ask? I hope you brought my share.

Bishop: Did you even get what you went in there for?

DB: Yes. We have the Elder Scroll.

Bishop: Good, then let's get out of here. I've been staring at that portal way too long.

[End Conversation]

After the conversation with Bishop, a scene between Bishop and Serana plays.

[Bishop and Serana Banter #5]

- Triggers after conversation with Bishop.

Bishop: You.

Serana: My name is Serana.

Bishop: So you made it.

[to herself] **Serana:** Figured.

[to herself] **Serana:** I got a warmer welcome from my father...

[End Scene]

Provided the Dragonborn has completed the World-Eater story and is in possession of all three Elder Scrolls, they must return to the Moth Priest to have him read all of the scrolls.

If the Dragonborn is aligned with the Dawnguard but chose to become a vampire to enter the Soul Cairn, they must complete the side quest "Rising at Dawn" to cure themselves of vampirism before they can proceed with the Dawnguard quests.

[Begin Quest: Rising at Dawn]

The Dragonborn must follow the quest to cure themselves of vampirism.

[Idle Commentary]

- Triggers after finishing the ritual to become cured

Bishop: I'm glad that's finally over and you're yourself again.

UNSEEN VISIONS

The Dragonborn and Bishop return to Fort Dawnguard or Castle Volkihar to have the Moth Priest read the Elder Scrolls. Unfortunately, he has gone blind and cannot read them. However, he will instruct the Dragonborn on how and where to read them.

[Begin Quest: Unseen Visions]

[forcegreet]**Bishop:** [long sigh of annoyance]

1. **DB:** Uh oh...
2. **DB:** What now?

Bishop: Why is it that every time I think it can't get any worse, the universe tells me to hold its ale?

1. **DB:** Our luck hasn't been great lately.
2. **DB:** You've had ale and didn't share with me? How rude.
3. **DB:** Here we go again...

1. **Bishop:** Our *luck*? Oh no, Ladyship, this goes beyond that.
2. **Bishop:** [Grunts] It would take a lot more than a few stiff drinks to make any of this make sense.
3. **Bishop:** [annoyed] Yes. We're absolutely here again. Haven't you been keeping track?

1. **DB:** Bishop, please calm down.
2. **DB:** [keep listening]

Bishop: Every situation that could get worse, has.

Bishop: The moth priest - the person we went traipsing all over Skyrim to find - has gone *blind*.

Bishop: And not *just* because these things happen, but because he was too excited to do it right!

DB: Well I-

Bishop: But it's fine because, if that wasn't crazy enough...

Bishop: It seems that *anyone* can read an Elder Scroll! So as long as you stuff the right tree-bark up your skirt.

Bishop: Never mind that becoming blind may be the *least* of your worries, let's just gather a flock of moths and crack open three Elder Scrolls.

Bishop: This is *insane*. [exhausted] And the worst part is you just keep going along with it.

1. **DB:** Giving up now would make what we've done meaningless.
2. **DB:** At least the insanity keeps it interesting.
3. **DB:** What, I should just give up when things get difficult? Like you?

1. **Bishop:** Giving up now, you would at least be alive with working eyes - that's not meaningless.
2. **Bishop:** [groan] This isn't interesting. Exploring Dwemer ruins and hunting Forsworn was interesting - this is stressful.
3. **Bishop:** When you keep putting your ass on the line like this? Yes!

Bishop: You could become blind like he is, and you heard what he said: he may never recover. Doesn't that bother you?

1. **DB:** Of course, I'm terrified! But someone has to do it.
2. **DB:** Do you think if I go blind, my hearing will be as good as Karnwyr's?
3. **DB:** I'm not afraid of anything, least of all moths and some dusty scrolls.

Bishop: [sigh] I don't even know why I asked.

Bishop: And before you say it, yeah. I know. "It'll all work out." Seeing is believing. Let's hope you can still do that when this is over.

[End Conversation]

Immediately after this conversation, a brief scene between Bishop and Serana takes place.

[Bishop and Serana Banter #6]

Serana: Is... everything all right here?

Bishop: No, nothing's alright. Go bother someone else.

Serana: [sigh]

[End Scene]

The Dragonborn, Bishop, and Serana travel to the Ancestor Glade, find a draw knife, gather bark, and begin collecting moth swarms.

[Idle Commentary]

- Triggers upon achieving all moth swarms.

Bishop: [amused] You're glowing, Ladyship.

The Dragonborn reads the Elder Scrolls and sees a vision that points the way to Auriel's Bow. The Dragonborn tells Serana that the bow is hiding in Darkfall Cave.

[After reading the Elder Scroll]

- Available after reading the Elder Scroll

Dialogue:

Bishop: Can you... see me?

1. **DB:** Yes, there's not even a residual blur.
2. **DB:** Bishop, is that you? Say something! I'll follow your voice!
3. **DB:** Of course. Not even Dexion went blind immediately.

1. **Bishop:** For now. Let's hope it stays that way.
2. **Bishop:** [unamused] I'm worried that you've gone blind and you're messing with me?
3. **Bishop:** [annoyed] Well excuse me for being concerned about you. You were as pale as snow for a second there.

DB: I'm fine. We did everything we could to prepare.

Bishop: I guess we'll just have to wait and see.

Bishop: Did you at least find out where Auriel's Bow is hidden?

DB: Yes, in a place called Darkfall Cave.

Bishop: Oh, of course it is. I'm sure it's dark and full of things that want to kill us. And on the other side of Skyrim, no doubt.

Bishop: [sigh] After you, Ladyship.

[End Conversation]

Immediately after all the talking, the trio is ambushed by the opposing faction's forces.

[Idle Commentary]

- Triggers during attack

Bishop: How did they even find us?!

TOUCHING THE SKY

Right after the ambush, the quest "Unseen Visions" ends and the Dragonborn is granted the quest "Touching the Sky". The trio then travels to Darkfall Cave.

[Idle Commentary]

- Triggers upon entering Darkfall Cave for the first time

Bishop: I forgot to pack my torch. You have us covered, don't you?
(If the DB casts a light spell)

Bishop: You always come prepared, don't you, Ladyship?
(If the DB uses Vampire's Sight ability/night eye)

Bishop: Pfft. Well, I see you've got *yourself* covered. How exactly is that supposed to help *me*?!

While wandering through Darkfall Cave, a small scene between Bishop and Serana will trigger.

[Bishop and Serana Banter #7]

Serana: I'm no fan of the sun, but it would be better than this.

Bishop: The cave's too dark, the sun's too bright - does this thing ever stop complaining?

[End Scene]

As the trio progresses through Darkfall Cave, they come upon a water slide.

[After underground water slide]

- Triggers after water slide

[forcegreet] **Bishop:** [sputtering] Yep, I'm pretty sure I just inhaled the Sea of Ghosts. Are you alright?

1. **DB:** I'm soaked, but okay. Thank you for asking.
 2. **DB:** You do know you're not supposed to try to breathe underwater, right?
 3. **DB:** I'm fine. It's just water.
-
1. **Bishop:** Your safety will always be my priority, Ladyship.
 2. **Bishop:** [scoffs] It's good to know your snarkiness is waterproof.
 3. **Bishop:** [amused] Just water, huh? Is the Dragonborn immune to drowning?

Bishop: So, before you catch a cold, let's do something about those wet clothes, hm?

1. **DB:** Really, Bishop? Now?
2. **DB:** Sure, did you want Serana to watch or are you forgetting we had an audience?
3. **DB:** You're right, I don't want you to get sick either. You go first.

1. **Bishop:** [chuckle] Do you know me at all? I need some serious relief after all of this.
2. **Bishop:** Well, *it's* not in danger of freezing to death. It can go on without us, we'll catch up.
Bishop: No? Hmph. I *told* you bringing it along would come back to bite us.
3. **Bishop:** Oh, I will... But seeing as we're not alone, let's hold that thought.

Bishop: [playful sigh] We need to keep warm. If we're not stopping, we better get moving.

Bishop: [mumble] Even though I would have preferred to keep warm another way.

[End Conversation]

After this conversation, a small scene between Bishop and Serana plays.

[Bishop and Serana Banter #8]

Serana: And I thought the Soul Cairn was creepy.

Bishop: Shut up.

[End Scene]

[The Camp in Darkfall Cave]

- **[after spotting the Breton's dead body at the camp]**
 - **Bishop:** Well, this isn't reassuring. Hopefully we won't end up like this poor fool here.
- **[if the player pulls the lever behind the tent, revealing a secret passage]**
 - **Bishop:** Good eye, Ladyship.

The Dragonborn, Bishop, and Serana eventually find one of the last of the two snow elves, Knight-Paladin Gelebor. He promises to help the Dragonborn obtain Auriel's Bow if they will slay his brother Vyrthur,

who was corrupted by the Falmer. He hiding in the Inner Sanctum of the Forgotten Vale, and the only way to get there is to fill the Initiate's Ewer at the five Wayshrines.

[After Speaking to Gelebor]

- Triggers after talking to Gelebor and fill the Initiate's Ewer

Dialogue:

Bishop: Snow elves. Can you believe it?

Bishop: They were all supposed to be dead or, at least, nothing but mindless Falmer now.

Bishop: But we find one just hiding out in a cave. How long has he been down here? Centuries?

1. **DB:** He must have been lonely all by himself.
2. **DB:** Don't forget he has a brother somewhere around here.
3. **DB:** Are you seriously feeling sorry for him?

1. **Bishop:** Yeah, even I'd go crazy being isolated that long, but he seems sane.
2. **Bishop:** It doesn't sound like they were all that close - not if he was corrupted by the Falmer.
3. **Bishop:** Just noticing that he's been alone for an age - that would be difficult for anyone.

DB: I suppose.

Bishop: And now he wants us to help him kill his brother.

Bishop: Weird, right? We stumble upon what might be the last two snow elves in existence, and one of them asks us to kill the other.

1. **DB:** He's lost so much already. It's sad he has to lose more.
2. **DB:** I mean, it's not like they were going to repopulate with each other.

Bishop: [thoughtful] He has to be the rarest creature in Skyrim - maybe all of Tamriel.

Bishop: Forget Auriel's Bow, let's take this guy back with us. He'll be worth a fortune.

Bishop: [laughs] What? I'm kidding! Mostly.

[End Conversation]

The Dragonborn, Bishop, and Serana travel the Vale to fill the Initiate's Ewer.

[Filling the Initiate's Ewer 0/5]

- **(After Prelate Sidanyis reveals the Wayshrine of Illumination and the DB fills the first ewer)**
 - **Bishop:** Alright. One down. One. After all of that. [sigh] It's asking too much for this to be easy, isn't it?
 - **Bishop:** Filling a jug with holy water? It's creative, I'll give him that.
 - **Bishop:** I'll need a jug of something else after this trip...
 - **Bishop:** Imagine becoming a ghost only to guard some water.
 - **Bishop:** Why lay your soul to rest when you can guard water instead?

[Idle Commentary]

- Triggers upon entering the Forgotten Vale

Bishop: [groans] How many more of these cursed shrines are left?

Once all shrines have been filled, the trio heads into the Inner Sanctum.

[Idle Commentary]

- Triggered upon entering the Inner Sanctum and seeing the frozen bodies.

Bishop: For Snow Elves, they're not very frost-resistant. Feels like they could bust out of the ice at any moment.

The group progresses through the Inner Sanctum and eventually confronts Vyrthur. They learn that he was turned into a vampire against his will, and that Auriel forsook him as a result. After a battle, he is killed and the Dragonborn claims Auriel's Bow.

[Obtained Auriel's Bow]

- Triggers first time talking to Bishop after claiming Auriel's Bow

Dialogue:

Bishop: He was a vampire. I can't believe his brother never knew.

DB: I still can't wrap my head around it.

Bishop: He created the prophecy centuries ago so that one day he might lure in a vampire of pure blood? For revenge?

Bishop: I can't say I blame him. What happened to him wasn't his fault yet Auri-El forsook him anyway.

Bishop: [bitter] But that's what the gods do - they ruin lives.

DB: Are you alright?

Bishop: I'm *fine*. I'm just glad this is almost over.

Bishop: [sigh] So, Auriel's Bow, huh? It looks impressive.

1. **DB:** As promised, it's yours.

2. **DB:** I can't wait to see how much it's worth.

3. **DB:** Yes, it's beautiful. And all mine now.

1. **Bishop:** Thanks, Ladyship, but you keep it. I don't want anything to do with the gods.

2. **Bishop:** After everything we had to do to get it, it *better* be worth a lot.

3. **Bishop:** [amused] Just don't get it in your head that it'll make you a better shot than me.

Bishop: Come on, let's get out of here.

[End Conversation]

KINDRED JUDGMENT

The quest "Touching the Sky" is completed and "Kindred Judgment" is immediately bestowed. The next step differs depending on whether the Dragonborn sided with the Dawnguard or with the Vampires.

[Dawnguard: Kindred Judgment]

The Dragonborn, Bishop, and Serana return to Fort Dawnguard and update Isran on all that they've learned. They make plans to assault Castle Volkihar to slay Lord Harkon.

[Final Plans]

- Triggers after talking to Isran

Dialogue:

Bishop: Come here, Ladyship. Let's find some place where we can get out of this armor.

DB: But Isran said-

Bishop: Isran said to rest, something we've both done very little of since getting involved with him.

Bishop: If we're going to storm a vampire's castle, we need to be at our best.

1. **DB:** You're right, we should get some rest.
2. **DB:** Maybe a short nap wouldn't hurt...
3. **DB:** I'm fine, but we'll stop if you need a break.

1. **Bishop:** That wasn't so hard, was it?
2. **Bishop:** [amused] A nap? You don't know the meaning of the word.
3. **Bishop:** Fine, I need a break since you're too stubborn to take one.

Bishop: We've crossed a lot of country, fought some tough battles, and now we're going up against a vampire lord. How are you feeling?

1. **DB:** I'm eager to bring justice to that monster.
2. **DB:** Like I might have found my calling.
3. **DB:** Exhausted. I'm ready for this to be over with.

1. **Bishop:** We will, Ladyship.
2. **Bishop:** You mean besides slaying dragons?
3. **Bishop:** Ladyship, if you had listened to me, we wouldn't even be here.

Bishop: I got to admit, even I'm ready to ash that bastard.

Bishop: Sacrificing your daughter for a daedric ritual doesn't sit right with me, even if she *is* a vampire.

1. **DB:** This can't be easy for her.
2. **DB:** Aww, look who's showing compassion for someone other than himself!
3. **DB:** Meddling with daedra is dangerous. She chose this life, so she should know that by now.

1. **Bishop:** She made her choice.
2. **Bishop:** That's not what this is.
3. **Bishop:** From the sound of it, she doesn't seem to regret it.

[If Julian] Bishop: Still, killing your own father? I suppose that gives us one thing in common.

Bishop: Anyway, I've had enough talk of vampires - that's not how I want to spend our time together.

1. **DB:** What did you have in mind?
2. **DB:** Should we stay up and keep talking about our feelings?
3. **DB:** Didn't you say we should rest?

1. **Bishop:** Finishing what we started in Darkfall Cave.
2. **Bishop:** Oh, I don't plan on talking...
3. **Bishop:** Eventually. I had something else in mind first.

1. **DB:** I was thinking the same thing...
2. **DB:** I'm kind of tired actually...

1. **Bishop:** Then let's not waste any more time.
2. **Bishop:** Oh, trust me. You'll sleep well tonight.

DB: Wait, I want to tell you something...

Bishop: [leery] Okay.

DB: I appreciate you standing beside me through all of this.

Bishop: Well, you were right about how bad this is. They want to take our *sun* from us. We have to stop that from happening.

DB: I couldn't have done this alone. Tomorrow, no matter what happens, I-

Bishop: Hey, tomorrow is going to be fine. We'll both be fine.

Bishop: We survive because we watch each other's backs, and I'll be with you every step, Ladyship. I won't let anything happen to you.

DB: I won't let anything happen to you either.

Bishop: I know, now come here.

[Bishop kisses Dragonborn]
[End Conversation]

The Dragonborn, Bishop, and Serana travel to Castle Volkihar and, together with the Dawnguard, fight the vampires. Eventually, the Dragonborn will confront and slay Lord Harkon. Once he is dead, Isran will enter and make a speech. Serana will agree to remain with the Dawnguard, and Isran approves.

[Completed 'Slay Harkon']

- Available after finishing Kindred Judgment and Isran's speech.

Dialogue:

Bishop: I think I'm with Isran on this. She did the right thing, even though it meant turning on her own kind.

DB: Admit it, you like her!

Bishop: Don't get carried away. She's still a vampire. Okay, maybe she's not so bad, but that doesn't make us friends.

Bishop: I'm ready to put all of this behind us, including her.

Bishop: I don't know how you do it, Ladyship. Saving the world, all that weight on your shoulders.

1. **DB:** Knowing that I've made a positive impact helps.
2. **DB:** I lift! A lot. I started out with bags of flour.
3. **DB:** I just deal with it. Not much else to it.

1. **Bishop:** Positive impact? You saved the sun, woman! The world would be covered in darkness if not for you.
2. **Bishop:** From lifting bags of flour to saving the sun. You know few people can boast that leap, don't you?
3. **Bishop:** [amused] Ah, and she's humble, too.

DB: Impressed?

Bishop: [groan] I need a drink. Come on, let's get out of here.

Bishop: Oh! And the next time some monster-slaying guild starts recruiting? We're *not* getting involved, so don't get any ideas.

DB: Whatever you say.

Bishop: I mean it.

DB: I know you do.

Bishop: And you're just...going to do whatever you want, aren't you?
Of course you are...

Bishop: [scoff] Wipe that smile off your face. [playful] You're lucky
I think you're cute.

[End Conversation]

Immediately after this conversation, a small scene will trigger
between Bishop and Serana.

[Bishop and Serana Banter #9-A]

Bishop: Oh, and Serana?

Serana: Yes?

Bishop: You did all right. For a vampire.

Serana: [laughs]

Serana: I was going to say the same thing to you.

Serana: Good luck out there.

Bishop: [scoff] Don't push it.

[End Scene]

[Vampire: Kindred Judgment]

If the Dragonborn sided with the vampires, they will only have the
dialogue with Serana before preparing to mount an assault on Castle
Volkihar.

[Final Plans]

- Triggers after talking to Serana

Dialogue:

[No Julian] Bishop: Well, are you ready to bite the hand that fed you?

[If Julian] Bishop: So, we're killing her father, huh? I suppose that
gives us one thing in common. Are you ready?

DB: Harkon knew this was coming.

Bishop: We all did. Still, I doubt that makes things easier for your
friend.

DB: What do you mean?

Bishop: She just learned her own father was planning to sacrifice her in some ritual. As if it was the first time.

Bishop: I overheard you two talking about how she became a vampire.

Bishop: Didn't catch all of the details, but it sounded... bad.

1. **DB:** I can't imagine submitting to something like that.

2. **DB:** Yeah, I think I'll take my powers without Molag Bal's personal blessing.

Bishop: So, you didn't go through what she did?

1. **DB:** No, of course not!

2. **DB:** It was bad enough I had to let a creepy old guy bite me.

3. **DB:** What kind of question is that? No!

1. **Bishop:** [relief] I didn't think you would, but I had to know for sure.

2. **Bishop:** Don't put that image in my head. I don't even want to think about that.

3. **Bishop:** I just wanted to be sure!

Bishop: Every fiber of my being loathes what you've *accepted*, but...

Bishop: [softly] I'm glad you weren't hurt.

DB: I know it's been hard for you. You don't approve of what I've done.

Bishop: That's an understatement.

DB: But I appreciate you standing beside me through all of it.

Bishop: Of course, I'm still here. I may be angry, Ladyship, but I care about you. That's not going to change.

Bishop: C'mon. Let's go kill that bastard and end this.

[End Conversation]

The Dragonborn, Bishop, and Serana attack Castle Volkihar and slay Lord Harkon. Once he is dead, Garan will enter and make a speech.

[Completed 'Slay Harkon']

- Available after finishing Kindred Judgment and Garan's speech

Bishop: [relief] It's over. It's finally over with!

Bishop: Harkon doesn't get a chance to enact some damned prophecy and all of Skyrim is free of his thirst for domination.

Bishop: Now we can cross 'vampire slaying' off our list.

DB: Let's find an inn and celebrate with that ale you talked about.

Bishop: I wouldn't mind a few tankards. Maybe a barrel or two...

Bishop: [weary] Wait, Ladyship. We need to talk.

1. **DB:** Of course. What's on your mind?
2. **DB:** That's a switch.
3. **DB:** You need to talk? Oh, this should be good.

Bishop: We might've come this far, but I'm not used to having the weight of Nirn on my shoulders, like you are.

1. **DB:** I wouldn't say I'm used to it. That's just how it's been.
2. **DB:** Just keep building those muscles of yours and it'll get easier.
3. **DB:** Please, don't be so dramatic about it.

1. **Bishop:** You act like you're used to it, forging ahead without a single thought about your safety. Or mine. As usual.
2. **Bishop:** [half-laugh] You know I can carry you, right? [mutter] Build muscle...
3. **Bishop:** You're seriously already picking a fight?

DB: What is this really about, Bishop?

Bishop: Now that the danger's passed, it's hitting me all at once.

Bishop: It was heavy, okay? Almost losing the sun, delving into Oblivion, fighting vampire lords, you becoming one of them.

1. **DB:** I understand that.
2. **DB:** We fought fire with fire and won, you know.
3. **DB:** No need to repeat yourself.

1. **Bishop:** [guilt] I know you do, Ladyship.
2. **Bishop:** You say that like there was no other way.
3. **Bishop:** I wouldn't have to if you would've heard me out.

DB: Can we not move past this?

Bishop: I know you made that choice for a reason, but you didn't even talk to me first. Even though you're still you, you're one of them now.

Bishop: It changes things. Maybe just small things. Maybe everything. I need time to think.

DB: To think? What are you saying?

Bishop: I'm willing to tolerate this disease for now, but it's a lot to take in, and *talking* is not gonna help me accept everything that's happened.

Bishop: Just... [defeated] I need some time by myself.

[Bishop leaves the party.]
[End Conversation]

Immediately after this conversation, a small scene will trigger between Bishop and Serana.

[Bishop and Serana Banter #9-B]

Serana: Wait...

Serana: I thought you were happy together.

Bishop: We were.

Serana: I'm sorry.

Bishop: Don't.

[End Scene]

The Dawnguard DLC questline is now complete, but there's a little bit more for the Dragonborn and Bishop!

FINALE

At the completion of "Kindred Judgment", a final quest called "Finale" is automatically granted. The finale starts off a bit differently depending on whether the Dragonborn sided with the Dawnguard or the Vampires.

[Dawnguard]

[Quest Stages]

- Leave Castle Volkihar and return to Skyrim.
- Talk to Bishop in the morning.

Dialogue:

Bishop: It's good to be under an open sky again.

1. **DB:** I can't imagine a world without this view.
2. **DB:** It's good that we still have a sun, you mean.
3. **DB:** Eh, it's all right, I guess.

1. **Bishop:** Neither can I. It was all worth it, in the end.
2. **Bishop:** That, too. You're not fishing for gratitude, are you?
3. **Bishop:** You're starting to sound like Serana.

DB: Hey, I have a great idea!

Bishop: Oh, no... No more great ideas for a while, okay?

1. **DB:** You'll like this one, I promise.
2. **DB:** You're not afraid of my suggestions, are you?
3. **DB:** Not up for a challenge anymore? Don't tell me you're turning into a milk drinker.

1. **Bishop:** Oh, will I? [chuckle] Well if it's what I'm hoping you're thinking, this should be interesting...
2. **Bishop:** From you? Terrified.
3. **Bishop:** Hey, as long as it has nothing to do with slaying dragons and especially hunting vampires, I'm all ears.

1. **[If Julian] DB:** We should go camping! As a family.

Bishop: [surprised] What? Camping? [pause] Of all the things I expected to hear, that wasn't one of them.

DB: After everything we've been through, I just want to be with my son and husband.

Bishop: [happy] Sweetheart, that sounds perfect. I know just the place - he'll love it.

[TELEPORT TO CAMPSITE]

2. **[No Julian] DB:** I'd like to find a nice, quiet place to camp - just the two of us.

Bishop: [surprise] Camping? I- [pause] It's been a long time since I've had you to myself. That sounds perfect, Ladyship.

Bishop: And I know just the place. Follow me.

[TELEPORT TO CAMPSITE]

3. **DB:** Are there any taverns nearby? We should finally get that drink. I want to celebrate.

Bishop: [laughs] Stole the words right out of my mouth.

Bishop: But if we're going to celebrate, the food should be plentiful, the beds comfy, and - most importantly - the ale should be high quality.

Bishop: Solitude isn't too far from here. Come on.

[TELEPORT TO INN]

4. **DB:** Let's forget about the vampires and go back to the simple life.

Bishop: The simple life, she says. And what's that exactly?

DB: Slaying dragons and finding the locals' lost trinkets.

Bishop: [laughs] Is that right? Yeah, I think that suits me just fine.

Bishop: Well, c'mon, Ladyship. Let's go find a dragon.

[END QUEST]

[Vampire]

[Quest Stages]

- Give Bishop a day to cool down. [Wait 24 hours.]
- Find and talk to Bishop.

Dialogue:

Bishop: So, you found me.

1. **DB:** I'll always come for you, Bishop.
2. **DB:** You don't exactly make it difficult.
3. **DB:** I did. Are you done sulking?

1. **Bishop:** You will, will you? [chuckles] You're making it hard to stay mad at you.
2. **Bishop:** Oh, well next time I'll be sure to do my drinking in a place you're not likely to go, like a temple... or Fort Dawnguard.
3. **Bishop:** [wry] I missed you, too, Princess.

1. **DB:** I know I wasn't very fair to you. I want to make it up to you.

Bishop: [skeptical] Make it up to me? How exactly do you plan to do that? You know there's only one thing that would make this better.

Bishop: Oh, don't give me that look... You offered to make it up to me!

1. **DB:** I had an idea while you were gone - a great idea.

Bishop: Oh no, no, no. I don't think I'm ready for any more of your *great ideas*. That's what got us into that nightmare in the first place.

Bishop: In fact, I have an idea. For the next week, let's not do any thinking. At all.

1. **[If Julian] DB:** We should go camping! As a family.

Bishop: I don't know - exposing Julian to this? I know you did it for him, but how do we explain his mother's a vampire now?

DB: We're still a family, Bishop. And I'd never do anything to put him in danger.

Bishop: [happy] Yeah, we are. All right, sweetheart, let's go camping. I know just the place - he'll love it.

[TELEPORT TO CAMPSITE]

2. **[No Julian] DB:** I'd like to find a nice, quiet place to camp - just the two of us.

Bishop: [surprise] Camping? I- [pause] It's been a long time since I've had you to myself. That sounds perfect, Ladyship.

Bishop: And I know just the place. Follow me.

[TELEPORT TO CAMPSITE]

2. **DB:** Drinking, of course!

Bishop: [amused] Can you even get drunk now? I guess there's only one way to find out. But not here...

Bishop: If we're going to celebrate, we need better ale. Solitude isn't far. Come on...

[JUMP TO DRUNKEN SHENANIGANS]

3. **DB:** You said to give you space and I did. It's time to move on.

Bishop: [scoff, quiet] Move on. [sigh] Yeah.

Bishop: [takes a drink] Yeah, I'm good. Let's get back to whatever it was we were doing before.

DB: Slaying dragons and hunting down the locals' lost trinkets?

Bishop: [amused] Is that what we were doing? We've got to find better ways to spend our time, Ladyship.

1. **DB:** As long as I'm with you, I don't mind what we do.

2. **DB:** I could see if there's a werewolf-slaying society recruiting.

1. **Bishop:** [happy] Is that right?

2. **Bishop:** And what a team we would be.

Bishop: C'mon, Ladyship. These *priceless heirlooms* and untuned lutes won't rescue themselves.

[END QUEST]

[Camping Trip]

- Scene opens with Bishop and the Dragonborn sitting together around a fire with a large tent off to the side, a cook pot, and a stack of firewood. Karnwyr sleeps off to the other side. If this is a FAMILY camping trip, then Julian and Eira will be sleeping together by the campfire.

[If Julian, Open Here]

Bishop: [quietly] Can't believe he's asleep already. He must have been exhausted.

1. **DB:** It was all that troll-slaying with Eira.

2. **DB:** He was just full from that big dinner. Nice kill, by the way.

3. **DB:** Of course he's exhausted. You made us hike all the way up here.

1. **Bishop:** Yeah, I saw you were playing the troll. [chuckle] How does it feel to be Skyrim's savior and slain by your very son?

2. **Bishop:** That buck was massive. We'll have venison for weeks.

3. **Bishop:** Yeah, but tell me this view wasn't worth it.

Bishop: Honestly, I think Julian's just happy to see his mom. His face lit up when he saw you.

1. **DB:** You and Julian are the most important people in my life.

2. **DB:** And his pa! He was happy to see both of us.

3. **DB:** I missed him so much.

1. **Bishop:** You and Julian are everything to me.

2. **Bishop:** I'm happy to see him, too. I miss him when we leave.

3. **Bishop:** I did too, Sweetness.

Bishop: Sometimes, I wish we could take him with us.

Bishop: But then we get into this mess with vampires and... I can't breathe when I think of what could've happened to him.

DB: I couldn't bear anything happening to him.

Bishop: And that's why we fight to make Skyrim safe. For him.

Bishop: I just wish that didn't mean spending so much time apart.

DB: So do I.

Bishop: I know, Sweetheart. Come here.

[Animation Break]

[If No Julian, Open Here]

Bishop: Ah, there's nothing like a hot meal after a long hike.

1. **DB:** It was delicious! Nice kill, by the way.
2. **DB:** I am a spectacular cook, I know.
3. **DB:** I can't believe you made us hike all the way up here.

1. **Bishop:** That buck was massive. We'll have venison for weeks.
2. **Bishop:** [chuckle] Hey, don't forget who shot the damn beast!
3. **Bishop:** Yeah, but tell me this view wasn't worth it.

DB: So, how did you find this place?

Bishop: I scouted this pass about a year before we met, following tracks, looking for something to eat. Found this spot and had to stop for the night.

1. **DB:** I can see why. It's beautiful up here.
2. **DB:** It definitely beats any stuffy inn.
3. **DB:** But did you really have to make me hike all the way up here?

1. **Bishop:** It's not the Ancestor Glade, but I figured you'd like it.
2. **Bishop:** The open space makes up for the lack of ale, doesn't it?
3. **Bishop:** Oh, quit whining. You've hiked worse looking for Word Walls.

Bishop: I've wanted to bring you up here for a long time. I'm glad I could finally show it to you.

Bishop: For a moment back there, I wasn't sure I would be able to. When you went into that Soul Cairn, all I could think was-

1. **DB:** Shh, don't. It's alright. I'm right here.
2. **DB:** This trip is about moving forward, Bishop.

1. **Bishop:** [sigh] You are... and that's what matters. I'm sorry. We're together and here to relax. So, come here, Ladyship.
2. **Bishop:** [frustrated] I know, you're right. I'm sorry. We're not here to talk about that. This trip is about us, so come here.

[Animation Break]

[Both Scenes Converge Here]

Bishop: I think this is exactly what we needed after everything we've been through.

1. **DB:** It's so peaceful up here.
2. **DB:** The stars are so bright.
3. **DB:** I love the smell of the pines.

Bishop: This reminds me of my ranging days, before I met you. The pines, the stars - the quiet, mostly.

Bishop: Sometimes a job would take me so deep into the wilderness that I felt like I was the only one alive in all of Skyrim.

1. **DB:** I can't decide if that sounds scary or wonderful.
2. **DB:** Only one left alive? You must've been bored.
3. **DB:** You're not getting nostalgic on me, are you?

1. **Bishop:** [chuckle] A bit of both, if I'm being honest.
2. **Bishop:** [laugh] There's nothing wrong with breathers every now and then.
3. **Bishop:** Nostalgia implies fondness, Ladyship - not something I feel about my life before I met you.

DB: What kinds of jobs did you do?

Bishop: Anything I could get. Tracking, mostly, but occasionally an interesting job came along.

Bishop: Years ago, I was hired by the Thane of Falkreath to figure out why the rivers were empty. He swore there had been no overfishing.

Bishop: I scouted for two new moons, and do you know what I found?

1. **DB:** What?
2. **DB:** They'd been overfishing?
3. **DB:** Just spit it out.

Bishop: There were no wolves in the woods.

1. **DB:** Wolves? What does that have to do with the river?
2. **DB:** ...Aaaaaand?
3. **DB:** That doesn't sound like a problem to me.

Bishop: Without wolves to hunt the elk, the elks grew out of control and kept eating until there were no new trees growing.

Bishop: Eventually, the beavers left. No beavers mean no dams, which cuts down the number of fish.

Bishop: It also weakened the soil and thinned the riverbanks, changing their course. Not to mention the loss of certain birds and other prey.

Bishop: Falkreath's forest was breaking down.

DB: All because the wolves were gone?

Bishop: It turned out that a few years before all of this started, the wolves had gotten bold, hunting too close to settlements.

Bishop: So the Thane had them hunted out of Falkreath Hold.

Bishop: Predators are important to the balance of things, Ladyship. The solution was simple: bring back the wolves.

1. **DB:** That's incredible, Bishop. I had no idea.
2. **DB:** I bet Karnwyr had a good time hunting elk.
3. **DB:** Of course that would be your solution.

1. **Bishop:** I just read the signs in front of me. I grew up in the woods. I learned the natural order of things.
2. **Bishop:** Too good a time, in fact. Where do you think Falkreath got all those antlers they hang everywhere?
3. **Bishop:** The *right* solution, you mean?

1. **DB:** Is Falkreath back to normal now?
2. **DB:** So, you defeated the elk army and saved the forest? So brave!
3. **DB:** I suppose being the wolf-whisperer is your thing?

1. **Bishop:** It's getting there. It takes years to fix that kind of damage.
2. **Bishop:** Hey, without me, Falkreath would look very different.
3. **Bishop:** It's thanks to my 'thing' that we're able to enjoy our camping trip now.

1. **DB:** Do you ever miss ranging?
2. **DB:** Pining for the days when it was just you and Karnwyr?
3. **DB:** Don't tell me you'd rather go all lone wolf again.

Bishop: [amused] What, instead of dragon-slaying with you? No, Ladyship. There's nowhere I'd rather be.

[IF JULIAN]

DB: Bishop? I love you.

Bishop: I love you too, Sweetheart. Now let's get some sleep. I'm sure Julian will be slaying trolls again in the morning, and it's my turn to die.

[NO JULIAN]

DB: Good. Because I like having you around.

Bishop: [chuckles] So do I. Now, let's put those words into action, shall we?

[End Scene with Fade to Black]

[Drunken Shenanigans]

- Scene opens with Bishop and the Dragonborn standing at the bar in Solitude.

Bishop: Finally, time for a good pint and to forget about this mess.

Bishop: The only good thing about Solitude is its alcohol!

Bishop: Come on, Ladyship, have a drink with me. Mead or ale?

1. **DB:** Mead, of course!
2. **DB:** I could go for some ale.
3. **DB:** Actually, it's been a while since I had a glass of wine.
4. **DB:** Water.

1. **Bishop:** That's the spirit!
2. **Bishop:** A woman after my own heart.
3. **Bishop:** Wine for the lady.
4. **Bishop:** Oh, come on, Ladyship. If vampires can't kill you, neither will having a drink. Besides, this was your idea...

Bishop: Find a table while I get us a drink.

- Quest Update: Find a table and wait for Bishop.

[Player takes the designated seat. A moment later, Bishop appears and sits down.]

Bishop: I say we make a toast. What should we toast to?

1. **DB:** To our long, prosperous lives.
2. **DB:** To our victories and triumphs.
3. **DB:** To the deaths of our enemies.

1. **Bishop:** Very well. May we live long, prosperous lives.
2. **Bishop:** Victories and triumphs.
3. **Bishop:** [laughs] And many more to come.

[Animation Break]

Bishop: Aah, I needed that...

1. **DB:** This is stronger than I thought it'd be...
2. **DB:** Oo, that hit the spot!
3. **DB:** There, I've had my fill.

1. **Bishop:** Ha, has it really been that long since you've had a drink?
2. **Bishop:** Good, 'cause I already ordered another.
3. **Bishop:** You've had your fill? After one sip? Come on, I said have a drink with me, not a sip.

1. **DB:** You are such a bad influence.
2. **DB:** You are a pain in the ass, you know that?

1. **Bishop:** Nuh-uh, Princess... I'm a good influence. And after a few more of these I'm sure you'll agree. [chuckle]

2. **Bishop:** [scoffs] Welcome to *my* world...

Bishop: Now, drink up. We're finally blowing off some steam and I plan to make that last for as long as we can.

1. **DB:** Bishop, I'm glad you stayed at my side through all this.

2. **DB:** You really came through for me in all this madness.

Bishop: You make it hard sometimes, Ladyship, I won't lie. But I wouldn't have done it if I didn't think it was worth it - or you, were worth it.

DB: I know, and I-

Bishop: No, stop. We're not here to talk about that. We're here to have a drink, to have fun. Together.

Bishop: Cheers.

[Animation Break]

Bishop: Look, we have to keep the conversation light, otherwise it stops being fun and we'll just get depressed.

DB: All right, then what should we talk about?

Bishop: Something ridiculous. [thoughtful] Let's see...

Bishop: All right, what's the worst line you've heard from an admirer?

1. **DB:** Hmm, I can't say I've heard anything like that.

2. **DB:** Worst? That's easy. The view of your lovely hips alone is worth-

3. **DB:** You wanna lip wrestle with me, do yeh? I know you do!

1. **Bishop:** [disbelief] Are you... what? You're messing with me, right?

Bishop: Never mind.

2. **Bishop:** Yeah, yeah, very funny.

3. **Bishop:** Oh, those morons. I almost forgot about them.

DB: What about you?

Bishop: [laughs] Fus Ro Dah?

1. **DB:** You think I'm flirting when I shout?

2. **DB:** Come on, you find my shouting sexy. I know you do.

3. **DB:** Oh, really? How about I say it right now?

Bishop: I'm kidding!

Bishop: All right, all right. The worst, let me think...

Bishop: [mocking] I make a good belly warmer.

1. **DB:** That girl at The Bannered Mare, she said that.
2. **DB:** Wait, wasn't it that tavern wench in Whiterun who said that to you?

Bishop: Yeah, that was her. Neeshka.

DB: Are you finally going to tell me what happened with her?

Bishop: [groan, reluctant] For that, I'm going to need another drink and you're going to drink with me.

1. **DB:** Maybe one more.
2. **DB:** What are you so scared of?
3. **DB:** On second thought...

1. **Bishop:** Attagirl.
2. **Bishop:** [laughs] I'm not scared.
3. **Bishop:** Too late for second thoughts. You started this and you'll damn well finish it.

Bishop: Barkeep! Another round.

[Animation Break]

Bishop: That hits the spot.

1. **DB:** Mhm. You were going to tell me about Neeshka?
2. **DB:** Don't try to distract me. You were saying?
3. **DB:** Yeah, yeah, now start talking.

Bishop: [sigh] Fiiiiine.

Bishop: She was a thief in Falkreath - not guilded, mind you, but she eked out a decent living. I was in need of a thief, so I hired her.

DB: ...And?

Bishop: *And* she finished the job, but got herself into trouble doing it. So, she hired *me*.

DB: To do what?

Bishop: To get her out of Falkreath. What else?

1. **DB:** She seemed awfully attached for that to be all.
2. **DB:** You don't expect me to believe that's the end of the story, do you?
3. **DB:** You tell me what else!

Bishop: [chuckles] Look, I told her it was just business. She got attached, so I left.

1. **DB:** You slept with her, didn't you?
2. **DB:** And by attached, you mean her hips to yours?
3. **DB:** You fucked the flea.

Bishop: She told me it would be meaningless for her, too, but that was a lie. I should have known.

Bishop: Why? [amused] Are you jealous, Ladyship?

1. **DB:** Don't accuse me of that.
2. **DB:** What? Noooooo!
3. **DB:** Of that shameless wench? Of course not.

Bishop: You're blushing! You've been thinking about her all this time.

1. **DB:** All right, maybe a little jealous.
2. **DB:** No, no, it's a little warm in here is all!
3. **DB:** Don't flatter yourself. It's the alcohol, not you.

1. **Bishop:** I knew it.
2. **Bishop:** Getting all hot and bothered, are we?
3. **Bishop:** Yeah, the alcohol, sure.

Bishop: [laughs] You have no reason to be jealous of that flea. Don't worry about her.

1. **DB:** Why didn't you just tell me?
2. **DB:** Oh, please. You're enjoying this.
3. **DB:** Shut it. This isn't entertaining.

1. **Bishop:** [sly] Because I liked watching you get all flustered not knowing.
2. **Bishop:** Damn right, I am.
3. **Bishop:** Damn right, it is!

DB: Ugh, you're insufferable.

Bishop: Yeah? [suggestive] I'm beginning to think that's what you like about me.

1. **DB:** There must be some reason for it.
2. **DB:** Oh, really? Want to hear about my exes?
3. **DB:** You're an idiot.

1. **Bishop:** [chuckle]
2. **Bishop:** No, I don't, and she was not an ex. She hasn't crossed my mind in ages. Let's have another drink.
3. **Bishop:** [laughs] I hit the target, did I?

Bishop: To you, Ladyship.

[Animation Break]

1. **DB:** I think I'm done for now.

Bishop: Done? But we've only started. Wasn't this your idea?

1. **DB:** You're right, I'm sorry. I just don't want a hangover.

Bishop: There're remedies for that. Got any oysters or sabre cat eyes? You'll be fine. I've seen what you can handle.

DB: Bishop, please.

Bishop: All right, let's get you to bed then, Ladyship.

[End Scene with Fade to Black]

2. **DB:** I already know I am going to be feeling this tomorrow.

Bishop: All right, let's get you to bed then, Ladyship.

[End Scene with Fade to Black]

3. **DB:** I'd like to find a place to relax with you instead...

Bishop: Ah. Are you thirsting for something other than drink, Ladyship?

DB: Are you too drunk to dazzle me?

Bishop: Off this honey-water? You know the answer to that.

Bishop: Come on, let's find somewhere more private.

[End Scene with Fade to Black]

2. **DB:** Man, I could use another!

Bishop: That's amazing, I can, too. Barkeep? Just bring the barrel.

[Animation Break]

Bishop: [contented sigh] This sure beats wandering old crypts.

1. **DB:** Mm. Ess gettin' to me. M' legs'r warm.

2. **DB:** Gah, these drinks'r pathetic. Is there anythin' stronger here?

1. **Bishop:** [amused] Already? I thought it'd take a little more than that. You okay?

2. **Bishop:** Honey, you're slurring.

DB: I'm prefectly fine!

Bishop: Really...? Name all of the months backwards.

1. **DB:** I... Uh... I don't feel so good...

2. **DB:** Evenin'... Dusk... Fff-ssssomethin'... Dragons... Wait... What was the question?

3. **DB:** F'wat a schupid question!

Bishop: [chuckles] Let's get you to bed.

[End Scene with Fade to Black]

[The End]

IDLE DIALOGUE

General:

1. [Upon receiving Dawnguard quest] **Bishop:** Dragons, a Civil War, and now vampires? What isn't trying to destroy Skyrim?

Dimhollow Crypt:

1. **Bishop:** I've never seen ruins like these before - must be ancient.
2. **Bishop:** Something's watching us. Keep on your toes, Ladyship.

Castle Volkihar:

1. **Bishop:** Smells like someone turned over a graveyard in here.
2. **Bishop:** You'd think immortals could find the time to clean. Morthal's swamps aren't this filthy.
3. **Bishop:** This castle is full of nothing but a bunch of bloodsuckers pretending to be lords of a rotting kingdom.

Fort Dawnguard Exterior:

1. **Bishop:** Y'know, the Dawnguard aren't exactly discrete... Harassing strangers to join them? They're practically begging for the vampires to attack.
2. **Bishop:** Their fortifications need work - barricades, traps, murder holes - or they'll never keep the vampires out.
3. **Bishop:** Think they're depending on the walls to keep the bad guys out, but when has that ever worked?

Fort Dawnguard Interior:

1. **Bishop:** This place is hurting for more than just recruits. Equipment, supplies, furniture - what *don't* they need?
2. **Bishop:** The Dawnguard have a lot left to do before they can stand on their own.
3. **Bishop:** For a broken order, they sure have come a long way.

Ancestor Glade:

1. **Bishop:** This place really is something else, huh?
2. **Bishop:** Wilderness untouched... the way it should be.

Darkfall Cave:

1. **Bishop:** *Mara's teeth*, it's dark in here.
2. **Bishop:** Watch your step.
3. **Bishop:** (encountering chaurus) Can you believe people eat these things?
4. **Bishop:** I hate these Falmer dens - feels like we're going around in circles!

Forgotten Vale:

1. **Bishop:** We might be the first people to set foot here in centuries.
2. **Bishop:** Just thinking about running all over this vale is making me exhausted.
3. **Bishop:** Can you imagine the secrets buried in this ice?
4. **Bishop:** The air is so crisp and clear here.

Inner Sanctum:

1. **Bishop:** This room gives me the shivers... and not just from the cold.
2. **Bishop:** Not exactly the prettiest statues...
3. **Bishop:** Stay close, Ladyship.

[DAWNGUARD DLC End]

DRAGONBORN

INTRO

The Dragonborn main story is actually quite short. The bulk of the DLC was in the new location and all of the side quest content that came with it. The original lead writer for the Skyrim Romance 3.0 DLC Project had big plans for Dragonborn that would make it a much larger and more compelling DLC, including a parallel story arc with all new characters, but that was scrapped when she left the project. As it stands now, it's a rather small expansion, and so we planned to pad it with extra commentary for all of the major side quests. Unfortunately, Dragonborn remains unfinished. Though we managed to complete the main story content, it was never edited or finalized, and the side quest commentary, idle dialogue, and finale are incomplete.

Still, I hope you will enjoy this rough draft.

DRAGONBORN

Like Dawnguard, there are two ways to access this questline. The player can be ambushed by Miraak's cultists or simply take the boat to Solstheim. Plus, there was the "First Kiss" variable to consider as we constructed the beginning. Here are the possible openings for "Dragonborn".

[Quest Triggered]

- Triggers after defeating Miraak's cultists and finding Cultist's Orders on their bodies.

Callout:

Bishop: Find anything?

Dialogue:

DB: I found these orders on them. Take a look.

Bishop: [muttering] "Board the vessel Northern Maiden... Take it to Windhelm... Kill the False Dragonborn before she reaches Solstheim."

Bishop: But why would you go to Solstheim, anyway? Apart from tracking down the people trying to kill you.

Bishop: And why do they think you're the *False* Dragonborn? After everything you've done, how could you be anything else?

Bishop: "Return with word of your success, and Miraak shall be most pleased."

Bishop: Miraak? Who the fuck is Miraak?

1. **DB:** Can I count on you to help me find out?
2. **DB:** Assassination attempts, love notes - clearly an admirer.
3. **DB:** Whoever it is, they're dead. We're going to Solstheim.

1. **Bishop:** Of course, I will. Just remember you'll owe me again, Princess. And before you ask, yes, I'm keeping count.
2. **Bishop:** Ugh, and that look in your eye is telling me you actually want to say your thanks in person.
3. **Bishop:** You just want to go confront them without learning what we can about them first?

1. **DB:** Thank you, Bishop. I appreciate this.
2. **DB:** It's common courtesy to kill a man yourself.
3. **DB:** Do you have any better ideas? They're not going to stop hunting me.

1. **Bishop:** [annoyed/irritated sigh]
2. **Bishop:** I agree with you, but this Miraak doesn't seem to think so. Or maybe does...
3. **Bishop:** And what if that is exactly what they want you to think?

Bishop: Tell me you've realized that this could be a trap... You haven, haven't you? But you don't care, do you? Of course, you don't.

Bishop: Well, improvising is usually our strength.

1. **DB:** Exactly. To Solstheim.
2. **DB:** This'll be fun! All those Nordic sea shanties - got any to teach me?
3. **DB:** Not yet. We need to prepare before we go.

1. **Bishop:** Alright then, lead the way.
2. **Bishop:** [amused] The *only* thing that will be fun for me, Princess, is throwing you overboard if you mention "sea shanties" again.
3. **Bishop:** Alright then, lead the way.

[End Conversation]

[If Cultists' Orders before First Kiss]

Callout:

Bishop: Find anything?

Dialogue:

DB: I found these orders on them. Take a look.

Bishop: [muttering] "Board the vessel Northern Maiden... Take it to Windhelm... Kill the False Dragonborn before she reaches Solstheim."

Bishop: But why would you go to Solstheim, anyway? Apart from tracking down the people trying to kill you.

Bishop: And why do they think you're the *False* Dragonborn? After everything you've done, how could you be anything else?

Bishop: "Return with word of your success, and Miraak shall be most pleased."

Bishop: Miraak? Who the fuck is Miraak?

1. **DB:** I have no idea.
2. **DB:** Assassination attempts, love notes - clearly an admirer.
3. **DB:** Whoever it is, they're looking to die.

Bishop: They seem to have a problem with you being the Dragonborn, but they don't have the guts to face you themselves.

1. **DB:** You think that's the last of these attacks?
2. **DB:** Oh, am I not supposed to worry then?

Bishop: No, I'm not saying that. Only that they underestimated you and, until he comes to Skyrim himself, it'll stay that way.

DB: We could always go to Solstheim and make them stop.

Bishop: Pfft, no need for that. If they come after you again, we'll deal with them the same way we dealt with the ones before.

Bishop: Don't worry about them, Ladyship. They're out of your league.
[End Conversation]

[If Northern Maiden before Cultists' Orders]

[forcegreet] **Bishop:** Whoa, hold up, Ladyship - a boat? You didn't tell me we'd be sailing anywhere.

1. **DB:** We need to go to Solstheim. I'm sorry, I forgot to tell you!
2. **DB:** Why? Not scared of the water, are you?
3. **DB:** Yep. Are you coming or not?

1. **Bishop:** You *forgot* to tell me? I've been with you all this time! How can you forget something like that?

Bishop: When were you planning on telling me? You didn't think I'd notice at some point that we're not in Skyrim anymore?

Bishop: I'm not going anywhere until you tell me what's going on.

2. **Bishop:** Hmph. Very funny. Now if the jester act is over, would you mind telling me what we're actually doing here?

3. **Bishop:** I'm not going *anywhere* until you tell me what's going on.

DB: Someone from Solstheim named Miraak sent people to kill me.

Bishop: Wait, what? And you're only telling me this now? We really need to discuss your timing, Ladyship.

Bishop: So, what bunch of bandits did you piss off this time?

1. **DB:** None. They called me the False Dragonborn.
2. **DB:** From Solstheim? None!
3. **DB:** People tried to kill me and that's all you have to say?

1. **Bishop:** False Dragonborn...? You're gonna let that get to you?

2. **Bishop:** Crazier things have happened from you sticking your pretty, little nose where it doesn't belong.

3. **Bishop:** In all the time I've known you, this isn't exactly something new.

DB: I found these orders on them. Take a look.

Bishop: [muttering] "Board the vessel Northern Maiden... Take it to Windhelm... Kill the False Dragonborn before she reaches Solstheim."

Bishop: But why would you go to Solstheim, anyway? Apart from tracking down the people trying to kill you.

Bishop: And why do they think you're the *False Dragonborn*? After everything you've done, how could you be anything else?

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1. **DB:** Thank you, Bishop. I appreciate this.
2. **DB:** It's common courtesy to kill a man yourself.
3. **DB:** Do you have any better ideas? They're not going to stop hunting me.

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2. **Bishop:** I agree with you, but this Miraak doesn't seem to think so. Or maybe does...
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2. **Bishop:** [amused] The *only* thing that will be fun for me, Princess, is throwing you overboard if you mention "sea shanties" again.
3. **Bishop:** Alright then, lead the way.

[End Conversation]

[If Northern Maiden before First Kiss]

- Triggers upon approaching the Northern Maiden

[forcegreet] **Bishop:** Whoa, hold your horses, Ladyship. You're not planning to board that boat, are you?

1. **DB:** We need to go to Solstheim - I'm sorry, I forgot to tell you!
2. **DB:** Why? Is the big, bad ranger scared of the water?

3. **DB:** Yep. Are you coming or not?

1. **Bishop:** I think you mean you need to go to Solstheim. Sorry, Princess, but I wouldn't travel to that wasteland under the best of circumstances.

Bishop: And not with someone I barely know, either.

2. **Bishop:** [drawn out] No. But this 'big, bad ranger' has no intention of going to a foreign land with someone he barely knows.

3. **Bishop:** What? No! Of course I'm not coming.

Bishop: No offense, Ladyship, but we just met. I'm not crossing borders for someone I barely know and especially not to that volcanic ash-heap.

Bishop: Call me old fashioned, but as fun as it is to follow you around like a lost puppy, that's just not my thing.

DB: So that's it?

Bishop: For now, yeah. If you want to go back to exploring Skyrim, you know where to find me.

Bishop: Good luck, Princess.

[Bishop leaves the party.]

[End Conversation]

Regardless of how the Dragonborn begins the quest, they will wind up traveling to Solstheim. They will arrive on Raven Rock where they will immediately be greeted by a Dunmer named Adril Arano who is less than welcoming.

[Idle Commentary]

- Triggers after talking to Adril Arano in Raven Rock

Bishop: Good to see we get the usual welcome committee even in Morrowind.

The Dragonborn can obtain the objecting to investigate the Earth stone by learning of it from Adril Arano or walking right up to it.

[All-Maker Stones]

- Triggers the first time a player touches any All-Maker Stone before liberating it

Bishop: Ladyship? What are you doing?

Bishop: Did you suddenly feel up to some manual labor?

Bishop: Are you even listening to me?

Bishop: You're not even under a trance right now, are you?

Bishop: All right, let me know when you're done.

- Triggers after waking from the trance the first time

Bishop: What in Oblivion possessed you to do that?

1. **DB:** You know I can't resist pushing buttons or touching shiny objects.
2. **DB:** I just wanted to see what would happen.

Bishop: [exasperated] We really need to work on your impulse control.

- Triggers for subsequent corrupted All-Maker Stone interactions

Bishop: Are you really going to do this again?

Bishop: Ladyship, I'm starting to question your intelligence.

Bishop: Seriously? You're *still* falling for that?

Bishop: STOP. TOUCHING. IT.

If the Dragonborn investigates the Earth Stone, they will meet Neloth, who will direct them to visit the Temple of Miraak. Otherwise, they can learn of the Temple by asking around Raven Rock for more information about Miraak. Either way, they must then head to the Temple of Miraak.

[Idle Commentary]

- Triggers at the start of the Temple of Miraak approach

Bishop: Look at all the bones. And I thought Skyrim had a dragon problem. Where did they all come from? How long have they been here?

[Idle Commentary]

- Triggers further up the Temple of Miraak approach

Bishop: What are all these people doing here? And what's wrong with them? They're completely out of it, like they're under some kind of spell.

TEMPLE OF MIRAAK

At the entrance to the Temple of Miraak, the Dragonborn will encounter Frea, the only person who is not in a trance. She explains that all the slaves are people from her village and that she is there to free them or avenge them. She will join the Dragonborn and Bishop in the Temple.

[Begin Quest: The Temple of Miraak]

- Triggers after talking to Frea

Callout:

Bishop: Here we go again, following a complete stranger into a ruined temple of a thousand-year-old dead guy.

Dialogue:

DB: I thought you supported finding out who is after me.

Bishop: I do, Ladyship. I'm just pointing out how all of our adventures seem to start off the same way.

1. **DB:** Our adversaries certainly seem to have figured out the best way to bait us.
 2. **DB:** Noted. I'll try to make the next assassination attempt more entertaining for you.
 3. **DB:** Stop complaining. They aren't all temples with dead guys, some have bandits.
-
1. **Bishop:** To bait *you*, you mean.
 2. **Bishop:** [grumble] You know that's not what I... It's not about... Just forget it, okay.
 3. **Bishop:** [laughs] Or hagravens or trolls or any other manner of creature that wants to kill us. Same thing.

Bishop: *I'm* usually the voice of reason telling you to stay out of these places...

DB: But you think we should go into this one?

Bishop: This one is different. They started it when they came after you, and we're damn well going to finish it.

[End Conversation]

The Dragonborn, Bishop, and Frea will enter the Temple of Miraak and begin exploring.

[Idle Commentary]

- Triggers after killing the Gatekeeper and opening the secret door.

Bishop: How many secret doors does this dungeon have?

[Idle Commentary]

- Triggers upon reaching the brazier room.

Bishop: [awe] Would you look at that...

[Idle Commentary]

- Triggers after killing the Draugr Overlord and approaching the statue.

Bishop: Is that a statue of... Hermaeus Mora?

Eventually, the group will come upon a small chamber with a Black Book resting on a pedestal.

[The Black Book]

- Triggers after Quest Update: Read the Book

[Forcegreet] **Bishop:** I don't know about this, Ladyship. That book looks all wrong. *Feels* wrong.

1. **DB:** I agree. There's something really off about it.
2. **DB:** It's probably just Miraak's secret journal.
3. **DB:** What gave it away? Frea's ominous warning or all the fire beneath it?

1. **Bishop:** Whoever built this temple went to an awful lot of trouble to hide this thing.
2. **Bishop:** I doubt he left behind a diary detailing his nefarious plans, if that's what you're implying.
3. **Bishop:** How about all the trouble it took to find it or the cover that looks like spilled ink? Take your pick.

DB: What do you think? Should I read it? It's just a book.

Bishop: [sarcastic] Yeah, and no harm ever came from reading a book, right?

Bishop: But this temple was our only lead and I don't see any other way to get answers.

Bishop: Just be *careful*, all right?

[End Conversation]

FATE OF THE SKAAL

Upon reading the Black Book, the Dragonborn is transported in a vision-like trance to Apocrypha where they meet Miraak. He instantly stuns them, hints that he is also Dragonborn, and all but declares his intent to conquer Solstheim before flying away. The trance ends and the Dragonborn is back in the Temple of Miraak.

Frea will immediately ask what happened and, worried what this means for her people, will request the Dragonborn meets with her father.

[Begin Quest: The Fate of Skaal]

- Triggers after conversation with Frea

[forcegreet] **Bishop:** I thought I lost you for a second there. Are you okay?

DB: I went somewhere else, somewhere terrible. I saw Miraak.

Bishop: What happened? What does he want with you?

1. **DB:** He lured me here to kill me, Bishop. I think he might be Dragonborn.
2. **DB:** He seems to think he's a more powerful Dragonborn than I am.

Bishop: [taken aback] Dragonborn? How is that possible? I thought you were the only one.

1. **DB:** I thought so, too.
2. **DB:** I'm the Last, so I took that to mean the others were dead.
3. **DB:** Apparently not.

Bishop: If he knows you're both Dragonborn, why does he want to kill you?

DB: He didn't say, but he wants to control Solstheim, like he controls its people.

Bishop: So he's a madman on a power trip. Great. Hopefully Frea's father can shed more light on it.

Bishop: But are you sure you're alright? You seem a little... unsteady.

1. **DB:** I'm fine, he only immobilized me.
2. **DB:** He just took a cheap shot, that's all.
3. **DB:** He struck me as I teleported in like a coward.

1. **Bishop:** *Only?* It takes a lot of power to do even that much.
2. **Bishop:** Oh, so it's just your ego that's bruised. Still, he has to be pretty powerful to pull that off.
3. **Bishop:** Seems like you're just pissed off he got the first hit.

DB: We have to find out how he got so powerful.

Bishop: [scoffs] Why? So you can get that power, too?

1. **DB:** Of course not, but I have to know what I'm up against.
2. **DB:** Are you implying I'm not powerful enough as is?
3. **DB:** Yes. Do you have a problem with that?

1. **Bishop:** Nothing you can't already handle. You were blindsided this time. It won't happen again.
2. **Bishop:** *No*, I think you're plenty powerful. You know that.
3. **Bishop:** [sighs] You already know the answer to that...

Bishop: Come on. Frea is waiting for us.

[End Conversation]

The Dragonborn and Bishop leave the Temple of Miraak and follow Frea to the Skaal Village where they meet Frea's father, Storn Crag-Strider, who tells the tale of Miraak, the First Dragonborn, and his fate. He uncovers the player's identity as the Last Dragonborn and hopes they will save his people. He feels the only way to do that is to follow in Miraak's footsteps and learn what he learned, so he points the way to Searing's Watch where a Word Wall awaits.

[Idle Commentary]

- Triggers after talking to Storn and being sent to Saering's Watch.

Bishop: [sarcastic] One Dragonborn with this power nearly wiped us out, so let's get another one.

The Dragonborn and Bishop head to Saering's Watch, fight a dragon, and learn the first word of the Bend Will shout.

[Idle Commentary]

- Triggers after the player learns the first word of the Bend Will shout.

Bishop: Bend Will? *Really?* [heavy sigh] That's the last weapon you need in your arsenal...

[Idle Commentary]

- Triggers the first time Miraak shows up to steal a dragon soul.

Bishop: What, who was that? Was *that* Miraak? What a piece of shit.

After learning the first word of the new shout, the Dragonborn and Bishop must go to the Wind Stone and use the shout to help free the Skaal villagers, defeat a lurker, and then return to the Skaal Village to speak with Storn.

Storn will then task the Dragonborn with cleansing all of the All-Maker Stones around Solstheim to weaken Miraak, and also point them toward Neloth, the Dunmer they might or might not have already met at the Earth Stone, who is in possession of another Black Book.

[After Talking to Storn]

- Triggers after talking to Storn and receiving the quests Cleansing the Stones and The Path of Knowledge.

[forcegreet] **Bishop:** So, this Black Book isn't Miraak's, but it's connected to him. Is that really all this shaman knows?

DB: He also told us Miraak was a priest who served the dragons.

Bishop: [sarcastic] Yes, then he betrayed them and was almost killed, but somehow he survived. I heard. But if that's true, where has he been all this time?

DB: Wherever he's been hiding, I don't think it's in Tamriel.

Bishop: What do you mean? What exactly did you see when you read that book?

1. **DB:** The sky was sickly green and the air was so still...
2. **DB:** I have one word for you: books. Books piled into tall towers!
3. **DB:** There were wicked-looking creatures I've never seen before.

1. **Bishop:** I've heard similar descriptions of the Black Marsh, but I'm guessing you weren't in a swamp.
2. **Bishop:** And I have one word for you: library. Although towers made of books are definitely something new.
3. **Bishop:** There are a lot of those right here on Solstheim, but I see your point.

DB: He also rode on a dragon.

[If Alduin's Dead] **Bishop:** Am I supposed to be impressed? Even you've done that before.

[If Alduin's Alive] **Bishop:** Damn, how come you've never tried that? It would've saved us a lot of time.

Bishop: [sigh] So basically the old man doesn't know anything. He's just sending us to someone else.

1. **DB:** It's a promising lead.
2. **DB:** Yeah, but this is the kind of runaround we're used to.
3. **DB:** This Dunmer is probably as clueless as the Nord.

1. **Bishop:** It's our *only* lead. "Promising" is pushing it.
2. **Bishop:** Doesn't mean I have to like it.
3. **Bishop:** He had better have more to say than just repeating legends.

DB: Don't forget we also have to cleanse the All-Maker Stones, too.

Bishop: Damn it, we have to do all of them? I guess we should. Let's get this over with.

[End Conversation]

CLEANSING THE STONES

This quest can be completed at leisure, but must be finished in order to progress the end of the quest "Gardener of Men".

[Idle Commentary]

- Each one triggers after clearing a Stone
 - **[Beast] Bishop:** Does every single one of these have a monster inside it?
 - **[Sun] Bishop:** I can't believe all of these people are being controlled...
 - **[Earth] Bishop:** What's with all the chanting they were doing?
 - **[Water] Bishop:** I guess this is worth it to free all these people.

[Quest Complete] Bishop: Finally, that's over with.

THE PATH OF KNOWLEDGE

The Dragonborn and Bishop travel to Tel Mithryn and meet Neloth. After a lengthy discussion, they learn that these Black Books belong to Hermaeus Mora, not Miraak. He reveals that he knows the location of another one in a nearby Dwemer ruin and suggests everyone goes there to find it.

[Begin Quest: The Path of Knowledge]

[forcegreet] **Bishop:** I should have known a Daedric Prince was behind this after seeing that statue in Miraak's Temple.

Bishop: How much do you know about Hermaeus Mora, Ladyship?

1. **DB:** Only that he's the Daedric prince of knowledge.
2. **DB:** Enough. He's a disgusting mass of tentacles and eyes.
3. **DB:** He is the keeper of knowledge, including dark secrets and great power.

Bishop: And he'll do *anything* to gain more knowledge.

DB: If he's connected to this, then he must know how Miraak got his power.

Bishop: He probably gave it to him. No wonder Miraak's so powerful. Although I have to disagree with this Wizard.

Bishop: Two power-mad Dragonborn is *not* interesting. Not even a little bit.

[End Conversation]

The Dragonborn and Bishop follow Neloth to Nchardak.

[Idle Commentary]

- Triggers on Nchardak approach

Bishop: This ruin looks mostly underwater... I don't want to swim through an entire Dwemer ruin - they're bad enough on foot.

The group fights their way inside and finds the Black Book trapped beneath glass. Neloth seems to have a plan to release it.

[Idle Commentary]

- Triggers in the Reading Room after Neloth says, "Follow me."

Bishop: We're not even going to *try* to break the glass, are we? You know, maybe it should just stay under there.

Releasing the Black Book requires completing a rather linear puzzle through flooded Dwemer ruins while Neloth constantly bosses the Dragonborn around.

[Idle Commentary]

- Triggers throughout Nchardak while puzzle solving
 - **Bishop:** Did I ever tell you I don't like it when rooms fill with water?
 - **Bishop:** You think he plans to hold our hand through this whole dungeon?
 - **Bishop:** Does he think we're stupid or something? Wait, don't answer that.
 - **Bishop:** *Oblivion*, does this guy ever stop talking?

THE GARDENER OF MEN

Once the Black Book is released, "The Path of Knowledge" ends and the quest "The Gardener of Men" begins.

[Begin Quest: The Gardener of Men]

[forcegreet] **Bishop:** I know you have to read that book, but remember: you're dealing with a Daedric Prince.

Bishop: There's no telling what kind of bargain he may try to strike.

Bishop: Deals with Daedric Princes are never what you think they are, and they're not worth whatever you have to sacrifice.

1. **DB:** I understand. I won't make any bargain I don't have to.
2. **DB:** So sacrificing my soul for a mountain of sweet rolls is off the table then?
3. **DB:** I'll be the judge of that, thank you.

Bishop: I mean it, Ladyship. What if you see Miraak in there again? Can he kill you while you're in there?

1. **DB:** I don't know. I don't think so.
2. **DB:** If that cheap-shot drama queen tries it, I'll kick his ass.
3. **DB:** He's welcome to try. I'll show him just how powerful I really am.

Bishop: Just be careful. You know I'd follow you if I could.

[Bishop waits nearby.]

[End Conversation]

The Dragonborn reads the Black Book and finds themselves in Apocrypha once more, this time fighting their way across the plane.

[Idle Commentary]

- Triggers if the Dragonborn dies while in Apocrypha

Bishop: Are you alright, Ladyship? You're not going back in there, are you?

After fighting through Apocrypha's many chapters, the Dragonborn will meet Hermaeus Mora, who will strike a bargain with them. He will grant the second word of the Bend Will shout and one of three Shout-enhancing powers, but he will ask that they deliver to him the secrets Skaal in exchange for the third word, without which the Dragonborn can never hope to face Miraak. Once the Dragonborn upgrades the Shout of their choice, they will be returned to Nchardak.

Neloth will immediately want to know what happened and then depart for Tel Mithryn.

[After talking to Neloth]

- Triggers after returning to Apocrypha and talking to Neloth

Callout:

Bishop: Hey, what happened in there?

Dialogue:

Bishop: You look like you're okay. Did you learn anything?

1. **DB:** It wasn't easy, but I managed.
2. **DB:** I didn't realize being the Dragonborn would involve so much reading...
3. **DB:** I killed the librarians and looted the place.

Bishop: What about Miraak? I guess it's too much to hope you already killed him.

1. **DB:** Not Miraak, but I met Hermaeus Mora.
2. **DB:** Ole Tentacles wanted to have a very... slow... chat.

Bishop: I heard you tell the Dunmer. Sounds like he was in a generous mood considering you raided his place.

Bishop: But I guess he *is* a Daedric Prince, and they're all crazy.

DB: I think he wanted me to take Miraak's place, in service to him.

Bishop: [scoff] As if that'll ever happen. You're smarter than that.

Bishop: If you're recovered, let's head back to the Skaal. Hopefully they feel up to sharing old secrets.

[End Conversation]

The Dragonborn and Bishop return to the Skaal Village and speak to Storn, explaining what is required of him. At this point, the quest "Cleansing the Stones" must be completed in order to progress.

Upon reading the Black Book, Storn will be impaled by Hermaeus Mora's tentacles and his secrets sucked out of him, killing him. Honoring your bargain, Hermaeus Mora will grant the Dragonborn the final word of the Bend Will shout and depart.

Devastated, Frea will hold her father and urge the Dragonborn to kill Miraak.

[After Storn is killed]

- Triggers after Hermaeus Mora kills Storn and grants the final shout

[forcegreet] **Bishop:** [freaked out] What the *fuck* was that? He's dead!
Bishop: Hermaeus Mora didn't just want his secrets, he took them! Sucked them right out of him! Did you know that would happen? Did you let it?

1. **DB:** No, of course not! I feel so deceived.
2. **DB:** He said he wanted his secrets, not that he would kill him.
3. **DB:** He gave his life willingly. He knew what had to be done.

1. **Bishop:** This is what happens when you mess with a Daedric prince. I *warned* you this could happen.
2. **Bishop:** Well, you're lucky his daughter was so quick to forgive you.
3. **Bishop:** You can't just barter with people's lives like that! What gives you the right?

1. **DB:** I'm sorry...
2. **DB:** It wasn't what I wanted, just what happened.
3. **DB:** I made a choice and I'll live with it.

Bishop: I told you to be careful about bargains with Daedric princes. He's trying to trick you into serving him the way Miraak used to.

Bishop: And now you have to go back in there without any allies.

1. **DB:** I wish you could come with me.
2. **DB:** I mastered Apocrypha once, I'll do it again.
3. **DB:** I'll be fine. Miraak doesn't stand a chance.

1. **Bishop:** So do I.
2. **Bishop:** Don't get cocky in Oblivion, Princess - that's when it'll kill you.
3. **Bishop:** I hope you're right.

Bishop: I swear, it's like every dremora in Oblivion wants a piece of you.

Bishop: Time to finish what you started. I'll be waiting right here.

[Bishop waits nearby.]

[Conversation End]

AT THE SUMMIT OF APOCRYPHA

As "The Gardener of Men" ends and "At the Summit of Apocrypha" begins, the Dragonborn must read the Black Book to return to Apocrypha. After fighting their way through the plane, they come face-to-face with Miraak and battle him until Hermaeus Mora shows up, finishes him off, and assumes the Dragonborn is now working for him.

After looting the joint, the Dragonborn returns to Skaal Village where Bishop is waiting.

[Begin Quest: At the Summit of Apocrypha]

[forcegreet] **Bishop:** So, it's over? Miraak is dead?

1. **DB:** It's over with, thank the gods.
2. **DB:** The Last Dragonborn has slain the First. Poetic, right?
3. **DB:** He's nothing but bones in Apocrypha now.

1. **Bishop:** Don't thank the gods, Ladyship. They didn't do this. You did.
2. **Bishop:** Save it for the bards, Ladyship.
3. **Bishop:** Good. It's what he deserves.

Bishop: And what about Hermaeus Mora? I'm sure he tried to recruit you. Did you let him?

1. **DB:** He tried, but I'll never serve that monster.
2. **DB:** I just let everyone assume what they will and do what I want.
3. **DB:** He tempted me. All of that knowledge and power...

1. **Bishop:** I know you wouldn't. You're better than that.
2. **Bishop:** Yeah, that sounds like you...
3. **Bishop:** Don't be a fool, Ladyship. He will only use you and betray you just like he did to Miraak.

Bishop: [sigh] Well, I can't say I'm excited a Daedric prince is shadowing you, but I'm relieved the danger's passed.

DB: I'm not sure that'll ever be true.

Bishop: A guy can dream, can't he?

Bishop: Listen, I think I'm finally getting used to breathing ash, which is probably a sign to get out of here...

Bishop: But if you want to do any more exploring before we go back home, I'll join you.

1. **DB:** No, I'm more than ready to go home.
2. **DB:** Then let's see what other adventure Solstheim has to offer.

1. **Bishop:** I was hoping you'd say that. If we hurry, we can probably sail out of here by morning.
 2. **Bishop:** I thought you might say that. Lead the way, Princess.
- [End Conversation]**

The Dragonborn DLC questline is now complete, but there's a little bit more for the Dragonborn and Bishop!

FINALE

The finale was never finished, but here is the first part of it.

[Finale]

- Quest auto-bestowed upon returning to Skyrim

[Objective: Talk to Bishop]

Dialogue:

Bishop: [deep inhale] It's good to be back in Skyrim.

1. **DB:** I'm glad to be home, too, but I never thought you would miss it.
2. **DB:** Solstheim was growing on me - ash storms, jumping bugs, rapid pygmy's...
3. **DB:** Why? It's the same here as everywhere else.

1. **Bishop:** I may not have a lot of Nordic pride, but home is home.
2. **Bishop:** Stop, just stop. You're bringing up things I'd rather forget.
3. **Bishop:** Well, not *exactly* the same...

Bishop: Hey, there's somewhere I'd like to take you. You up for a little trip?

1. **DB:** Of course!
2. **DB:** Not yet. There are some things I need to deal with first.

1. **Bishop:** Follow me, Ladyship.
[TELEPORT TO SNOW CAVE]
2. **Bishop:** Just let me know when you're ready.
[Unlock Trip Dialogue]

[Trip Dialogue]

- Available after talking to Bishop and delaying his trip.

DB: I'm ready to go on that trip.

Bishop: Follow me, Ladyship.
[TELEPORT TO SNOW CAVE]

[Snow Cave]

- Scene opens with Bishop and the Dragonborn arriving at a snowy cave in Eastmarch near Kynesgrove. There is a hole in the ceiling to let in light and snow, and a bunch of snowberry bushes clustered beneath it. There is a campsite already set up on one side, and a small, frozen pond on the other.

[forcegreet] **Bishop:** Well, here we are.

1. **DB:** It's beautiful, Bishop, but where are we?
2. **DB:** Bishop... did you bring me to a bandit cave?
3. **DB:** What the hell are we doing here?

Bishop: I found this place years ago when I was ranging for the people of Kynesgrove. I got caught in a blizzard and sheltered here.

Bishop: The snow was so thick, I was stuck here for days. Even Karnwyr didn't venture out at first.

DB: How did you survive?

Bishop: I'll show you. C'mere...

[Dialogue ends. Bishop walks to snowberry bushes. When approached, Bishop forcegreets the player,]

[forcegreet] **Bishop:** Look. Snowberries. Thanks to that opening, they can grow here.

Bishop: I was able to keep the wood dry in that hovel, kept a fire going for warmth, melted snow to drink...

Bishop: ...and ate snowberries for three days. [chuckle] After that, Karnwyr went hunting and came back with his kill.

1. **DB:** Wow, how perfect! You're lucky to have found this place.
2. **DB:** Shivering Bishop huddled in a corner eating snowberries... That's adorable!
3. **DB:** The hovel traps the heat, the opening releases the smoke - nice setup.

1. **Bishop:** You don't know the half of it. I almost didn't find it, what with that outcropping shielding the entrance and all the snow.

Bishop: But you're right. It's the perfect shelter.

2. **Bishop:** That's not adorable, Ladyship, it's survival. And this cave made it easy.
3. **Bishop:** Exactly. And because of that outcropping, this cave is hidden from view on all but the canyon side.

Bishop: So, I stored some supplies in the back, and whenever the weather got bad, I would hide out here to wait it out.

Bishop: Sometimes, I would come here just to get away. It's peaceful, with only the sound of wind and snow, and the air is sharp and clear.

1. **DB:** It gives you clarity.
2. **DB:** Don't forget the most important part: snowberries!
3. **DB:** Why does a man who lives in the woods need to get away?

1. **Bishop:** Exactly. The cold and quiet have a way of putting everything into perspective.

2. **Bishop:** Not my favorite thing about this spot, but I had a feeling it might be yours.
3. **Bishop:** I *work* in the woods, I don't *live* in them. [softly] Mostly.

Bishop: Anyway, I brought you up here because I thought you would like it after the ash and gloom of Solstheim.

1. **DB:** I love it! I'm glad you brought me here.
2. **DB:** It wasn't that gloomy!
3. **DB:** Well, anything is better than Solstheim.

1. **Bishop:** Good. It's one of my favorite places in Skyrim and I wanted to share it with you.
2. **Bishop:** Ha, but you can't argue about the ash.
3. **Bishop:** Can't argue with that.

Bishop: Now, I know it's cold up here even by Nord standards, so if you get cold, just let me know... I'll keep you warm.

1. **DB:** Oh? And how do you plan to do that?
2. **DB:** Oh, my hero! That's why you really brought me up here, isn't it?
3. **DB:** Don't even think about it, Ranger.

1. **Bishop:** [husky] I'd rather just show you.
2. **Bishop:** I don't need a snow cave to seduce you, Ladyship, but I can't say it wasn't a fantasy.
3. **Bishop:** [amused] Too late for that, Ladyship.

Bishop: But first, we need to get ready for nightfall. Can you help get camp set up while I skin the conies we caught on the way up?

[Dialogue ends. Bishop sits nearby and begins working.]

...

And there the finale ends. The plan was for the Dragonborn and Bishop to have snowberry-glazed conies for dinner and a fun, flirty, light-hearted evening. I hope you will be able to imagine it for yourself!

[DRAGONBORN DLC End]

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