



Figure 1: Concept for Drakkenheim Village and Bathory's Castle  
<http://www.wallchan.com/wallpaper/22782/>

## Level Abstract: The Blood Countess

*The Elder Scrolls V: Skyrim*

Version 1.0

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# Level Abstract

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## Quick Summary

"The Blood Countess" is a single player quest for *The Elder Scrolls V: Skyrim* that players can complete at any point during their adventure. A small girl at Riverwood Bridge asks the Dragonborn to investigate her village named Drakkenheim where children have been disappearing. She asks players to look for a girl she knows named Sarah who has vanished. As players investigate the fate of the missing children they learn of a mysterious Countess named Elizabeth Bathory who has opened a school in her castle which overlooks the village. Players attend a dinner party at the castle where they discover that Bathory, a mage, is using a Blood Stone she discovered beneath her castle to control a small coven of vampires. Players learn the village has sacrificed their children to Bathory for their own safety. In addition, the village intended for the player to be the next sacrifice. Gameplay is centered on the investigation, which players conduct through dialogue and the obtainment of items to infiltrate Bathory's castle. Once in the castle, players are free to explore and investigate the castle on their own or continue their investigation through the interrogation of Bathory and her guests at the dinner party. The quest culminates in the revelation that all the guests at the dinner party are vampires under Bathory's control. The climax is a final battle with the Blood Countess which changes depending upon whether or not players have decided to complete the side quest. When players return to the little girl on the bridge to inform her of her friend's fate, the girl remembers that she is, in fact, Sarah and that she is a ghost and has been dead all along. She thanks the players for their help and gives them her necklace as a token to remember the quest.

## Hook(s)

The hook for "The Blood Countess" quest is the investigation into the disappearance of almost every child in the town of Drakkenheim. It includes the unraveling of a dark mystery that has corrupted the heart of the once prosperous village and incorporates a confrontation with a small coven of vampires as players discover how a mysterious Countess has brought these dark creatures under her control.

## Gameplay Highlights

Some gameplay highlights would include:

- Players interrogate Drakkenheim villagers about the missing children and discover their reluctance to talk.
- Players interrogate Reinhelm, the mayor of Drakkenheim. The Mayor surprises them with his seemingly open answers to player questions and his willingness to help.
- Players uncover Bathory's back-story through the conversation with Artimis Quinn and discover Bathory's ability to attract and control vampires.
- Players catch glimpses of ghosts and hear the sounds of children playing as they travel through the haunted forest.

- Players covertly explore Bathory's castle and discover the Blood Stone, which allows Bathory to use her magic to control the vampires.
- Players interrogate Bathory and uncover the revelation that she has been killing the children and bathing in their blood to maintain her youth.
- Players discover that Mayor Reinhelm has offered up the Dragonborne as a sacrifice to the Blood Countess.
- Players confront Bathory in a final battle, which changes depending upon whether or not the player has completed the side quest.
- Players deliver Sarah's necklace to the little girl back at Riverwood Bridge. They discover that the necklace actually belongs to her and that she had been dead this whole time.

### Setting Summary

<b>Theme</b>	A gothic investigation into the heart of darkness.
<b>Mood</b>	Melancholy
<b>Setting</b>	Drakkenheim Village, located on a small mountainous island located off the northeast shore of Skyrim; as with the rest of <i>Skyrim</i> , the quest takes place in 4E 201.
<b>Time of Day</b>	<i>Skyrim</i> 's day/night cycle
<b>Season</b>	Autumn
<b>Weather</b>	The weather is cold with dark storm clouds forever darkening the journey.

### Mission Difficulty

Position	Difficulty	Reasons
<b>Beginning</b>	3	Players are traveling to designated locations on their map to gather information and eventually obtain an invitation to attend the dinner party from the mayor of Drakkenheim.
<b>Middle</b>	4	The tension and difficulty rises slightly as players investigate Bathory's castle and interrogate her guests, unaware that they have walked into a trap.
<b>End</b>	5-8	If players destroy the Blood Stone and break Bathory's control over her vampires then the vampires at the party will fight with the player against the Blood Countess. However, if the Blood Stone is still intact when players confront Bathory then they will have to defeat Bathory and her vampire hoard.

Scale: 1-10 (1 is Easiest and 10 is Hardest)

### Mission Metrics

<b>Play Time</b>	15 minutes
<b>Critical Path</b>	500 yards
<b>Physical Area</b>	Exterior: 5 cells; Tavern Interior: 15 blocks; Castle Interior: 40 blocks; Underground tunnels & mines 30 blocks

## Characters

Character	Description
<b>Last Dragonborn</b>	The Last Dragonborn is the character controlled by the player in <i>The Elder Scrolls V: Skyrim</i> . The player customizes the physical characteristics of the avatar and shapes his or her personality and morality as they make decisions in the game.
<b>Elizabeth Bathory</b>	The quest designer based Elizabeth Bathory on the actual historical figure of the same name. She is a beautiful but evil woman obsessed with the single-minded pursuit of youth and beauty. She lives in the castle overlooking the village of Drakkenheim. Her discovery of the Blood Stone in the mines beneath her castle, has allowed Bathory to summon and control the minds of a coven of vampire whom she uses to terrorize the village and gain access the blood of children needed to maintain her beauty. Over time, Bathory has slaughtered almost every child in Drakkenheim.
<b>Vampire Party Guests</b>	The guests at Bathory's dinner party are the vampires she holds captive and controls by through the power of the Blood Stone. Periodically Bathory sends her vampires down upon the village to bring back children for their Countess to slaughter so that she may bathe in their blood and maintain her youth. By default, the vampires are enemies of the player, and they will attack once Bathory has revealed her true intentions. However, players have an opportunity to bring the vampires to their side for the final battle by destroying the Blood Stone and breaking Bathory's control over them.
<b>Little Girl at Riverwood (Sarah)</b>	The little girl at Riverwood Bridge says that she has run away from her home in Drakkenheim. She tells the player that she is scared because almost all of the children in her village have gone missing, including a girl she knows named Sarah. The little girl pleads with the Last Dragonborn to travel to Drakkenheim, discover what has happened to the children, and save her sister if possible. At the end of the quest, the little girl reveals that she had forgotten, but she was actually dead all along. She suddenly remembers that she is Sarah. She thanks the Last Drangonborn for helping her to remember her identity, defeating Bathory, and allowing her to find peace in the afterlife.
<b>Mayor Reinhelm</b>	Mayor Reinhelm was once a good man, but like his village of Drakkenheim he has since fallen into a state of disrepair. The village stands as a reflection of the man himself. Reinhelm has sacrificed everything that was once good about him in order to survive. Out of guilt and disgust over what he has become, Reinhelm has turned to alcohol and become a drunk. He spends most of his time at the local tavern attempting drown the cries of the children that haunt him every night. He is not proud of what he has done, but he sees no alternative, and when the Last Dragonborn arrives, he sees an opportunity to make another sacrifice to the Blood Countess in exchange for another year of safety.
<b>Artimis Quinn</b>	Artimis Quinn used to work for Bathory as her handmaiden, but she ran away out of fear when the Countess became obsessed with blood. Artimis is the first character to warn players of the horrors at Bathory's Castle. She also tells players about the Blood Stone and her suspicions that the stone allows Bathory to control her vampire slaves.

### Visual Themes

Theme	Description
<b>Drakkenheim Village</b>	It is very clear that Drakkenheim Village was once beautiful but has since fallen into disrepair. The geography of Drakkenheim contributes to its overcast skies that often threaten rain. The diffused lighting paints the village in a blue hue. While the buildings are made mostly of wood, the villagers also used stone quarried from the surrounding mountains in some of their other structures such as the old fountain just outside of the tavern.
<b>Tavern</b>	Like the rest of Drakkenheim, The villagers have constructed the tavern and its furnishings out of wood harvested from the mountain forest of the surrounding area. The scene is dark, but filled with the warm, orange glow from the fireplace and candles scattered throughout the tavern.
<b>Haunted Forest</b>	The forest is very dark and mysterious. It is nestled along the mountainside, surrounding the path between Drakkenheim and Bathory's Castle. A curtain of fog and darkness shrouds the evergreen trees. The predominant colors of the scene are variations of blue and grey. Players can see hints of ghostly children between the trees, and the sound of their laughter and play gives the scene an eerie sense of foreboding.
<b>Bathory's Castle Exterior</b>	Bathory's castle is a traditional gothic fortress overlooking Drakkenheim Village below. The castle is made of stone from the mountain, which lends it a very intimidating and scary visage. The castle is dark, illuminated only by the rare candle and what little sun or moonlight makes it through the clouds carpeting the sky overhead.
<b>Bathory's Castle Interior</b>	The interior of Bathory's castle is made of stone. The Blood Countess has decorated her throne room for the dinner party with wooden furniture and accented it with red carpeting. Animal trophies, wooden shields, and other implements of war are hanging from the walls. At the head of the room are steps leading up to a stone dais with Bathory upon her throne. Candelabras strategically positioned throughout the castle bathe the scene in limited but warm light.
<b>Bathory's Castle Mines</b>	Bathory has a secret entrance from her throne room down into the mines beneath her castle where she discovered the Blood Stone that gave her the power to attract and control the vampires. The Blood Countess also used these mines as a torture chamber and a private location to drain the blood of her young victims. It was the location and cold stone of the mines that amplified the screams of the children, which haunted the villagers of Drakkenheim. The mines are claustrophobic and dark, the only light comes from candles in lanterns hanging from wooden supports.



## Key Theme References



Figure 2: Drakkenheim Village Concept Contact Sheet [1]



Figure 3: Tavern Concept Contact Sheet [2]



Figure 4: Haunted Forest Concept Contact Sheet [3]

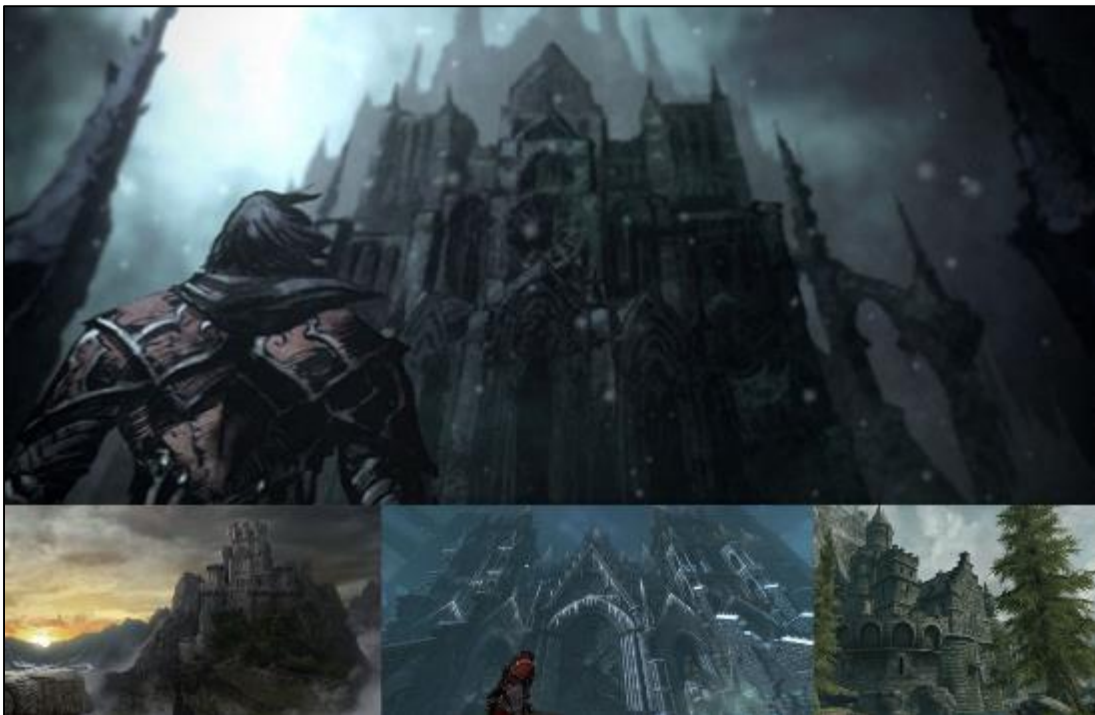


Figure 5: Castle Exterior Concept Contact Sheet [4]





Figure 6: Castle Interior Concept Contact Sheet [5]

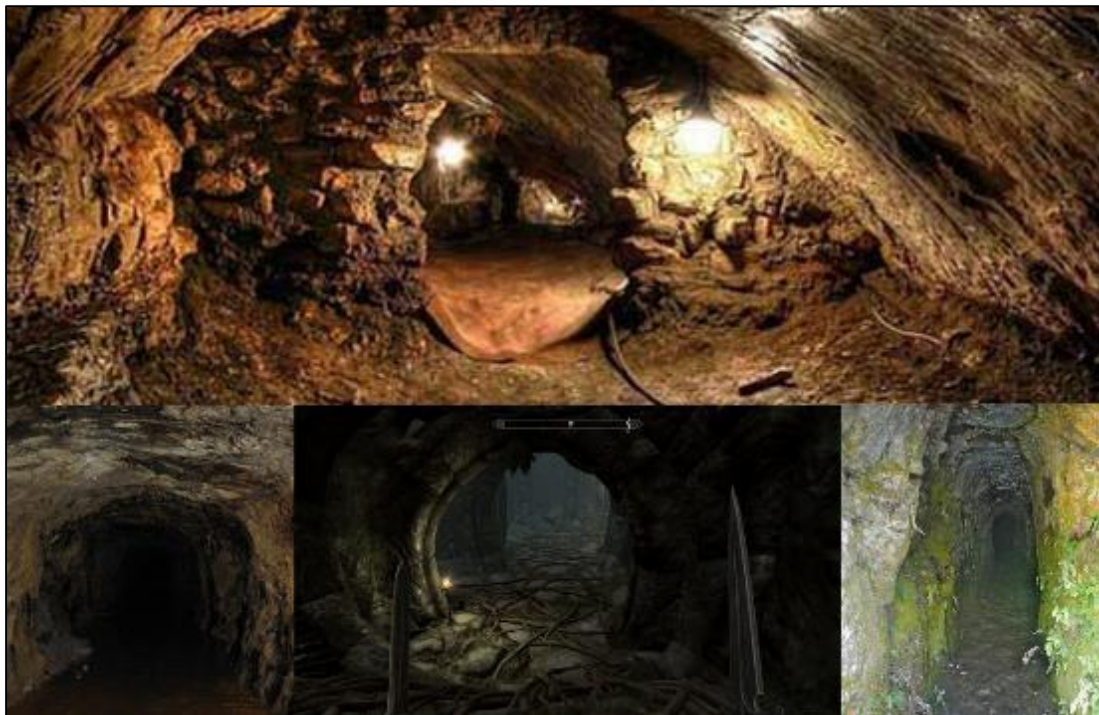


Figure 7: Castle Mines Concept Contact Sheet [6]

## Level Summary

### Campaign

#### Context

The player finds the stand-alone optional “Blood Countess” side quest at Riverwood Bridge and can start it at any point during or after their campaign.

#### Backstory

Drakkenheim was once a prosperous shipping village. It was a popular stop along the trade routes leading into Skyrim, but has since fallen into disrepair due to Countess Elizabeth Bathory’s obsession for blood, and the villager’s willingness to sacrifice their children to satiate that blood lust. Drakkenheim’s downfall began as Artimis Quinn, one of Bathory’s handmaidens, was doing the Countess’ hair. Bathory became dissatisfied with Quinn and slapped her, drawing blood. When Bathory saw the blood on the back of her hand, she rubbed it into the skin and was shocked to find that it made her skin more youthful.

She became obsessed with the power of blood to maintain her youth and beauty and Bathory suspected that it held the key to immortality. Unfortunately, she was having trouble finding a ready supply. As she researched any magic pertaining to blood, she discovered a legend that told of a Blood Stone buried in the mines beneath her castle. The text explained that the Blood Stone was a precious ruby imbued with the power to summon and control vampires. With an army of vampires at her disposal, Bathory was sure she could claim all the blood she needed.

She ordered her servants to search the mines and eventually they discovered the long lost stone. Using the power of the Blood Stone, Bathory summoned vampires from all over Skyrim to join her at Drakkenheim. Bathory used her vampires to terrorize the village and bring her victims she could kill in order to bathe in their blood. Terrified for her life, Artimis Quinn left Bathory’s Castle in search of asylum in Drakkenheim.

Through Artimis the leadership of Drakkenheim learned of Bathory’s vampire army and discovered the fate of the people who have gone missing. At the behest of the village, Mayor Reinhelm offers Bathory a deal. If the village agrees to sacrifice their children to the Blood Countess, then she agrees not to cull the adults in the village. In order to ensure the children of the village would go to Bathory’s castle willingly, Bathory constructed the propaganda that she was forming a school. This ensured that she always had a ready supply of blood. That is, until Drakkenheim itself began to run out of children.

#### Aftermath

At the completion of the mission, players have freed Drakkenheim from the terror of Elizabeth Bathory, but the aftermath is largely dependent upon whether players completed the side quest. If players destroyed the Blood Stone, then they have freed Drakkenheim from the vampire plague. However, if the players did not destroy the Blood Stone, and allowed Mayor Reinhelm to live despite his betrayal, then the Mayor moves into Bathory’s Castle and uses the power of the Blood Stone to raise his own vampire army.

## Objective(s)

- Discover the fate of the children of Drakkenheim Village
  - Interrogate the Drakkenheim villagers as to the fate of the children
  - Locate Mayor Reinhelm
  - Obtain an invitation to Bathory's dinner party
  - Locate Artimis Quinn, Bathory's former handmaiden to learn more of the Countesses backstory
  - Attend Bathory's dinner party
  - Locate and destroy the Blood Stone to break Bathory's control over her vampire slaves
  - Interrogate Bathory as to the fate of the children
  - Survive your encounter with Bathory and her vampire slaves
  - Escape Bathory's Castle
  - Collect Sarah's necklace from the torture chamber beneath the castle
  - Confront Drakkenheim's leadership about their betrayal of you and the sacrifice of their children
  - Return to the little girl at Riverwood Bridge to give her the necklace and inform her of the fate of the children of Drakkenheim

## Overview Map

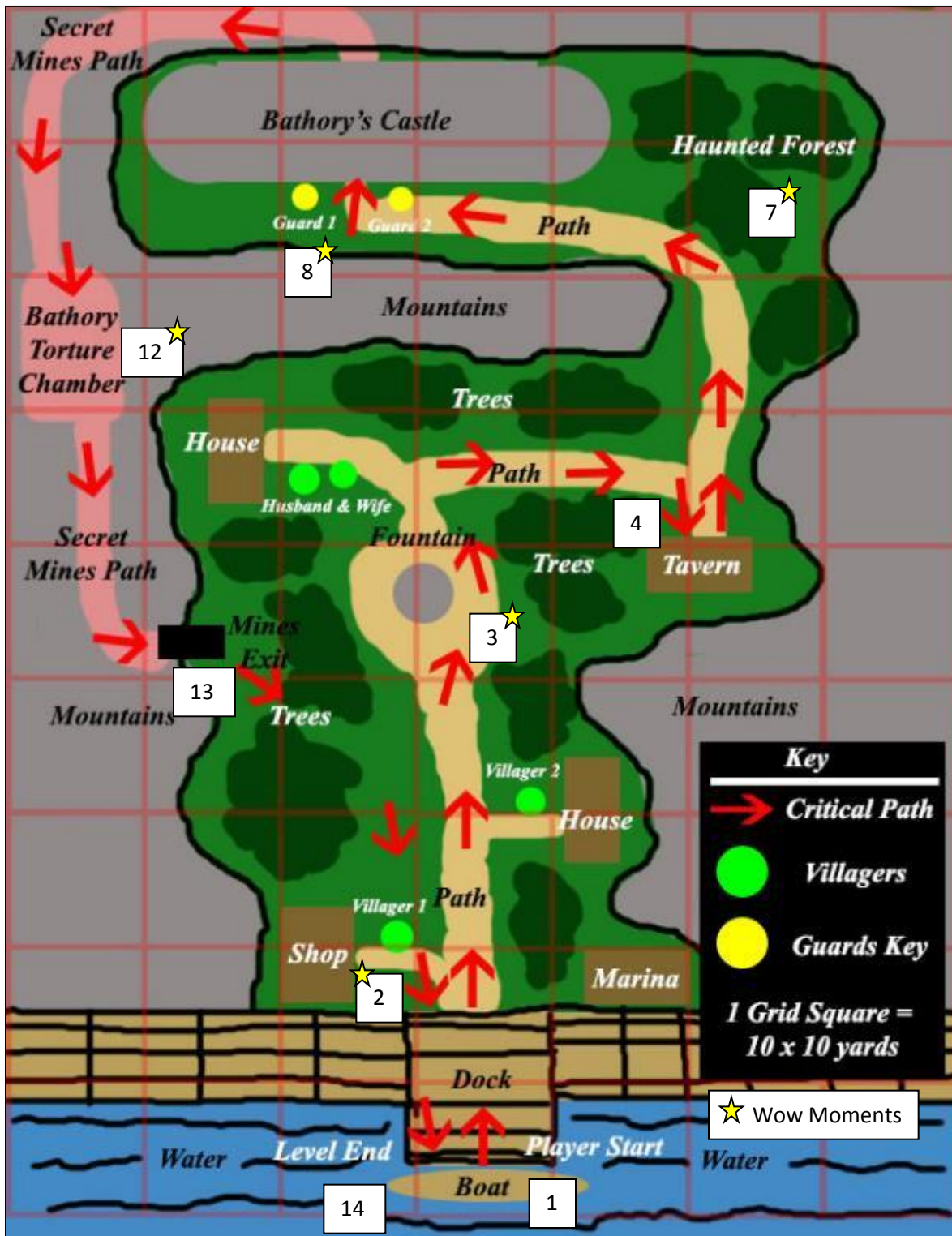


Figure 8: Exterior Level Overview Map





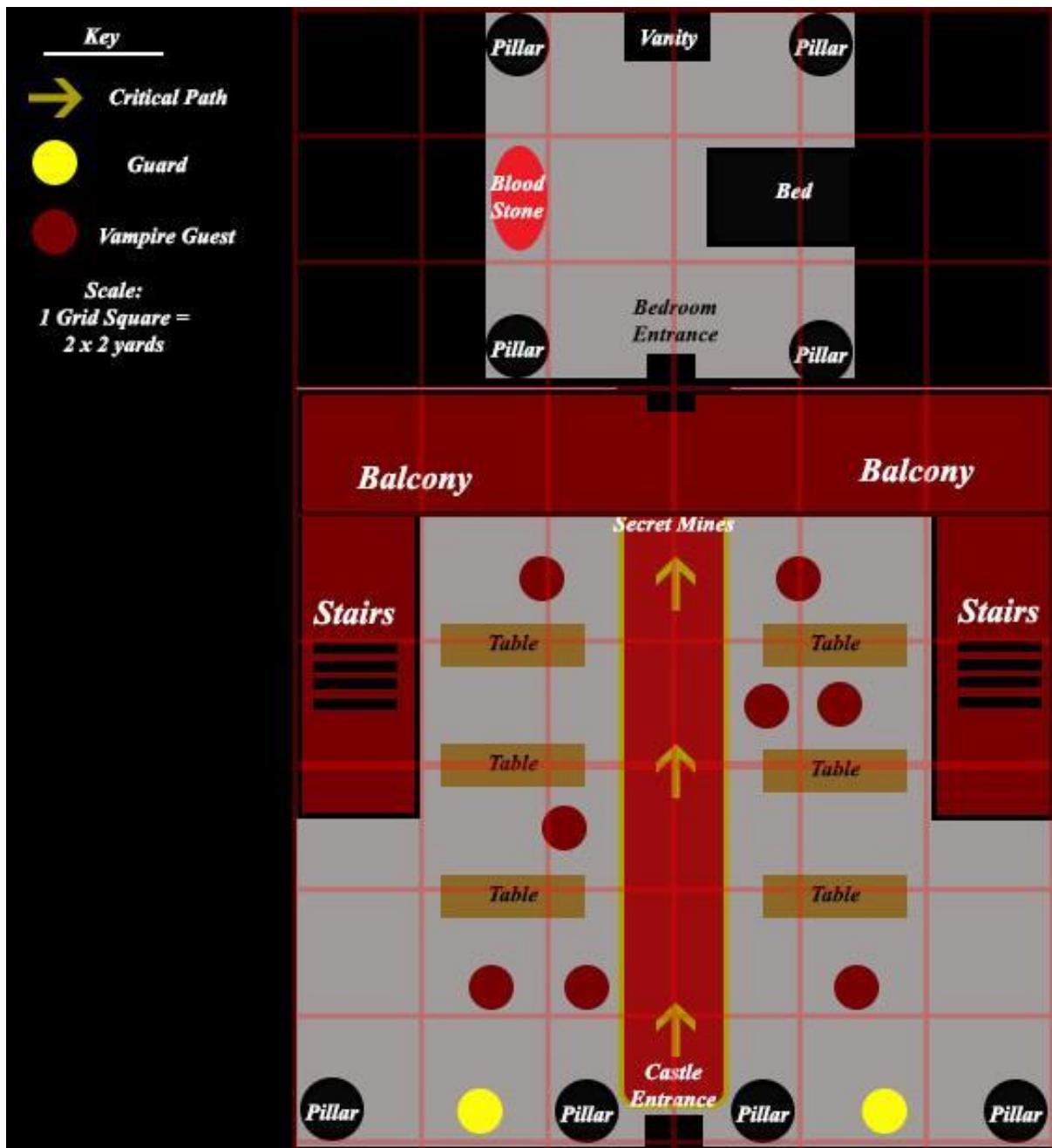


Figure 10: Bathory's Castle Interior Overview



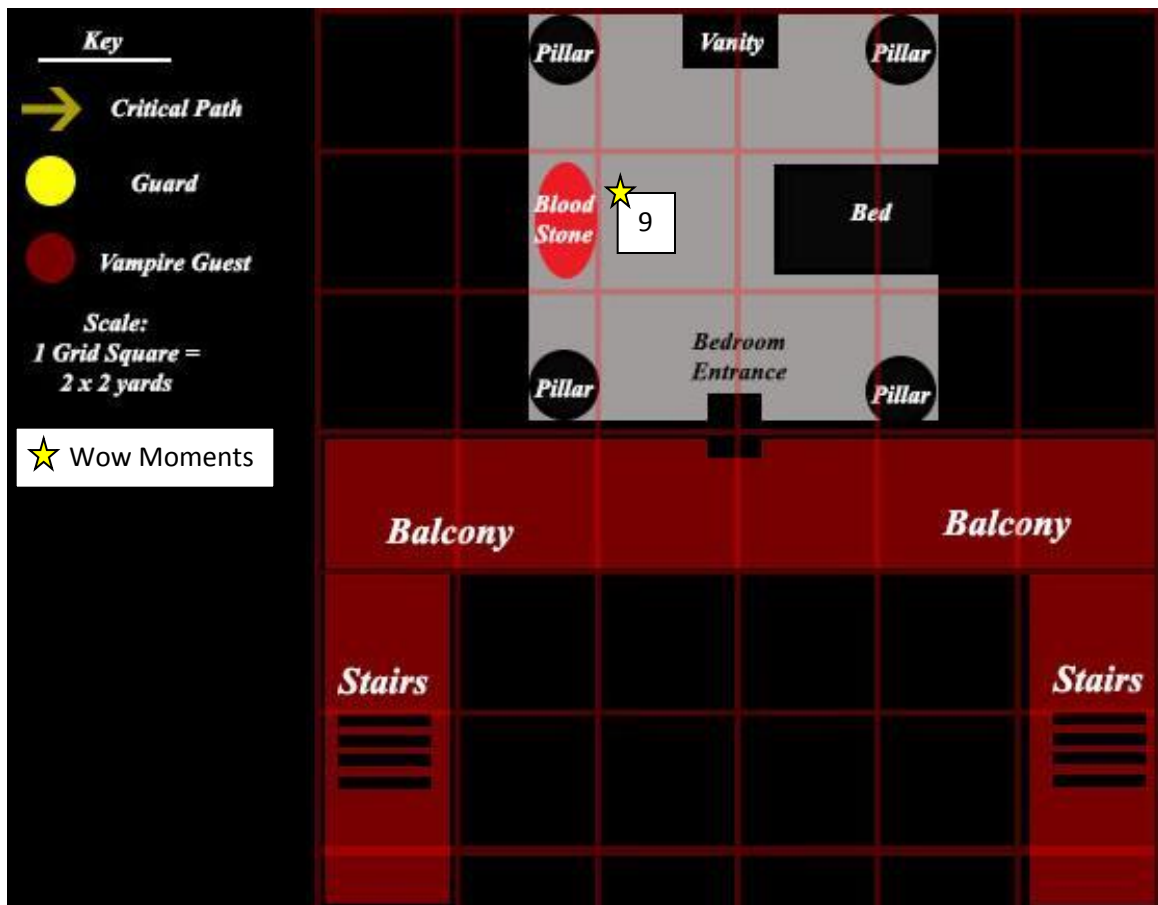


Figure 11: Bathory's Castle Interior 2nd Floor

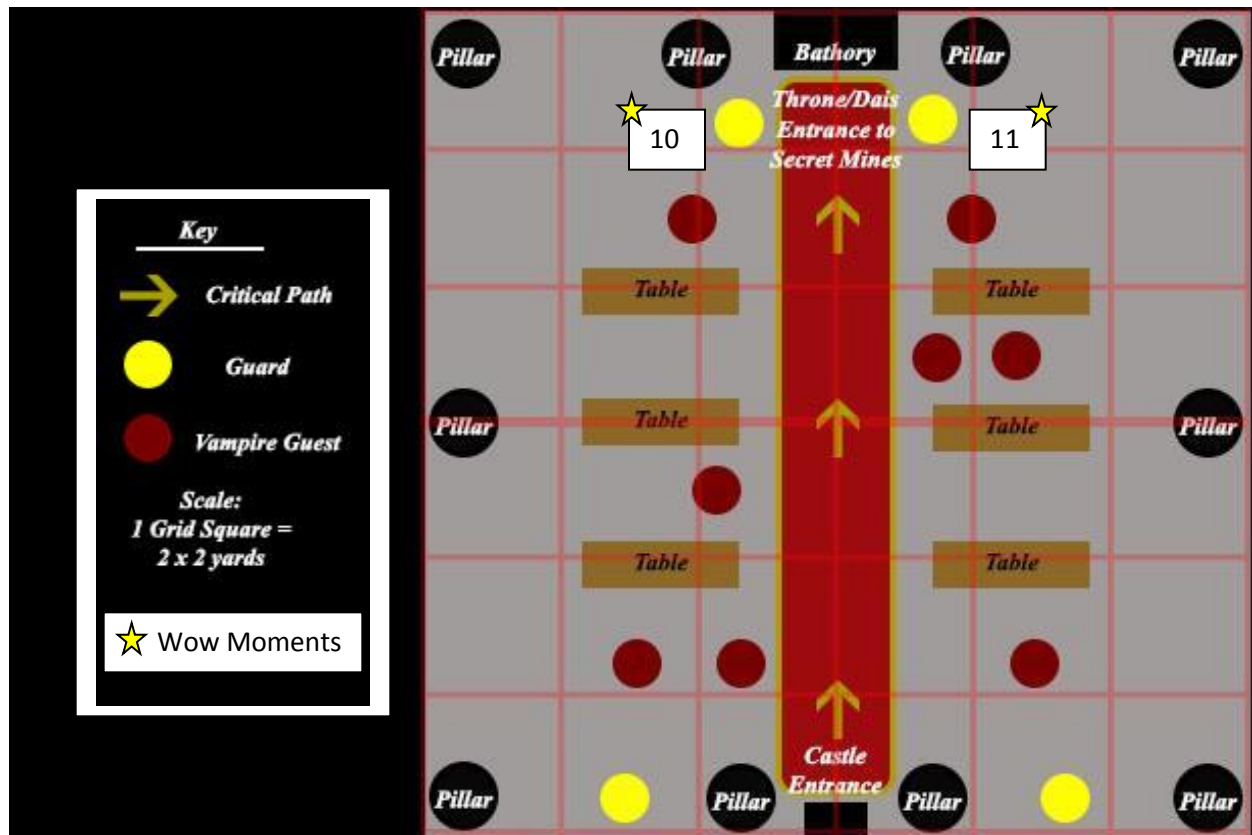


Figure 12: Bathory's Castle Interior 1st Floor

## Level Flow

### Flow Summary

#### Visual Reference: Drakkenheim Village

1. Players arrive to the village of Drakkenheim.
2. Players encounter villagers who refuse to talk, and tell the players they must speak with the Mayor at the Tavern. (WOW Moment)
3. Players witness with the current state of the village. (WOW Moment)

#### Visual Reference: Tavern

4. Players discover the Tavern.
5. Mayor Reinhelm claims the children are fine and are attending school at Bathory's Castle. The Mayor gives players an invitation to a dinner party at the castle so they can see for themselves.
6. Artimis Quinn provides players with invaluable backstory and tells them to destroy the Blood Stone in Bathory's bedroom to break her control over the vampires. (WOW Moment)

**Visual Reference: Haunted Forest**

7. Players pass through the Haunted Forest. (WOW Moment)

**Visual Reference: Bathory's Castle Exterior**

8. Players must present the guards with the dinner invitation to enter Bathory's Castle. (WOW Moment)

**Visual Reference: Bathory's Castle Interior**

9. Players enter the Throne Room to see a dinner party. Bathory sits upon her throne presiding over the whole affair. If players wish to continue the side quest, they can sneak upstairs and destroy the Blood Stone, breaking Bathory's hold over the vampires. (WOW Moment)
10. Players go up to Bathory and confront her about the missing children. The conversation quickly devolves into a boss battle where players must defeat Bathory and her protectors. (WOW Moment)
11. Bathory's throne slides to the side, revealing a secret entrance to the mines beneath the castle. (WOW Moment)

**Visual Reference: Castle Mines**

12. Players travel through the mines until they come upon a torture chamber where they find the necklace they must return it to the little girl at Riverwood Bridge. (WOW Moment)
13. Players exit the mines and return to the boat and travel back to Riverwood.
14. Players get on the boat and return to Riverwood.

## Level Progression Chart

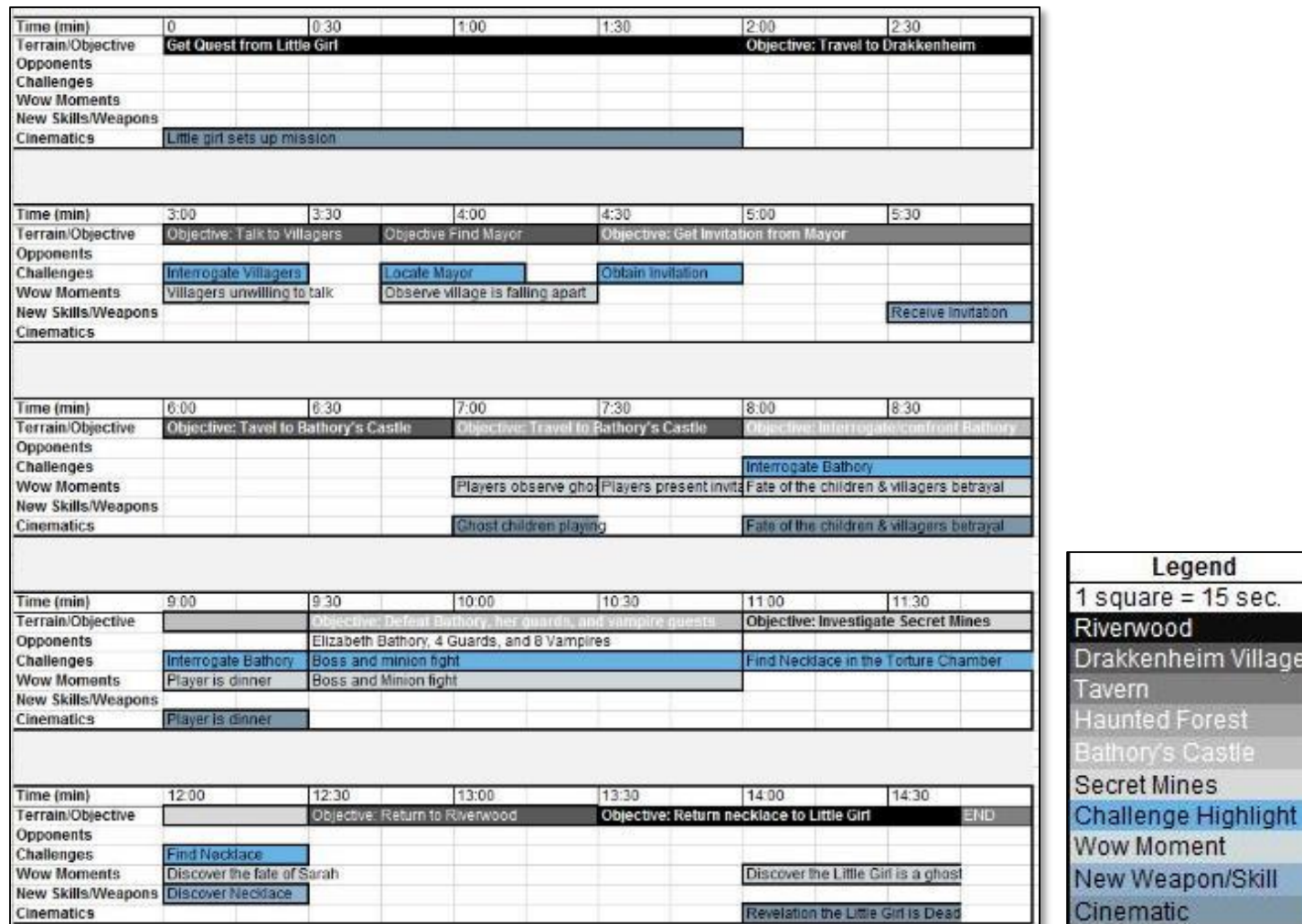


Figure 13: Level Progression Chart

## Quest Descriptions

### Main Quest

#### ACT I

- 1) Players meet a sad little girl on Riverwood Bridge. She explains that she ran away from her home in Drakkenheim Village because she was afraid for her life. She tells players that the children of her village have been disappearing and she does not know what has happened to them. (exposition, main character)
- 2) The little girl reveals that Sarah, a girl she knew, disappeared and begs the player to find out what happened to her. She tells players that they will recognize Sarah by a distinctive necklace she wears. (dramatic premise/situation)
- 3) Players arrive at the village of Drakkenheim by boat.
- 4) Players encounter the villagers and are surprised at their unwillingness to answer any questions or offer any help in regards to their missing children. The villagers tell the players that if they want to know anything about the children they will need to speak with the Mayor who is usually in the Tavern. These conversations make the player very uneasy. This foreshadows the dark secret the village is protecting. (obstacle, plot point 1)

#### ACT II

- 5) As players travel through the village, they notice how this once prosperous town has fallen into disrepair. The fountain at the center of town will serve as an important landmark for when players exit the mines at the end of the level.
- 6) Players find Mayor Reinhelm in the Tavern and ask him about the missing children. The Mayor claims that nothing is wrong and the children are fine. They are all attending school at Bathory's Castle up in the Mountains. When players express their skepticism, the Mayor offers players an invitation to the dinner party currently taking place at the castle so that they may see for themselves. The Mayor gives players the invitation. (main character, obstacle)
- 7) On the way to Bathory's Castle, players pass by the haunted forest. From within the forest they can catch glimpses of the ghosts of children playing and hear the sound of their laughter. These are the restless spirits of Bathory's victims. The haunted forest is symbolic of the lasting scars left by Bathory and serves as a reminder to the villagers of their sins. In addition, it foreshadows the existence of another restless spirit that players discover later. (dramatic situation, plot point 2)

#### ACT III

- 8) Bathory's Castle is an imposing fortress up close. Players must present the guards with the invitation they got from the Mayor in order to enter. (obstacle)
- 9) Players enter the Throne Room to see a dinner party. Bathory sits upon her throne presiding over the whole affair.

- 10) Players go up to Bathory and confront her about the missing children. (first culmination)
- 11) As the interrogation progresses, players discover the party guests have begun to surround them. (midpoint)
- 12) Eventually Bathory says that it is time for dinner. When players ask, "What's on the menu?" Bathory answers, "You!" The party guests reveal they are vampires. (dramatic situation)
- 13) Bathory explains that the Mayor has offered Bathory the player as a sacrifice for the continued safety of the adults in the village. She explains she has been killing the children and bathing in their blood to maintain her youth and beauty. She also details the deal she made with the town. She spares their lives in exchange for the lives and blood of their children. (inciting incident)
- 14) If players did not destroy the Blood Stone, then they must defeat Bathory, her four guards, and her eight vampires. However, if players have broken her hold on the vampires, then they will help the player defeat Bathory and her guards. (obstacle, climax)
- 15) After Bathory's defeat, the throne slides to the side, revealing a secret entrance to the mines beneath the castle.
- 16) Players travel through the mines until they come upon a torture chamber. On a table in the chamber, players discover a human heart with the necklace beside it. They take the necklace to return it to the little girl at Riverwood Bridge. (dramatic situation, plot point 3)

#### **ACT IV**

- 17) Players exit the mines and see the town fountain, which gives them a sense of geography.
- 18) Players return to the Tavern and confront Mayor Reinhelm about his betrayal. Players choose to either exercise mercy or kill the mayor, and possibly everyone in the village for their betrayal and the willing sacrifice of their children to save their own lives. (falling action, plot point 4)

#### **ACT V**

- 19) Players get on the boat and return to Riverwood.
- 20) The player gives the necklace to the little girl on the bridge and explains that Sarah is dead. (dramatic situation)
- 21) As the little girl takes the necklace, she transforms into a ghost and reveals that she now remembers whom she is. She tells players that she *is* Sarah, and that she had forgotten that she was dead. She thanks the players for ending Bathory's reign of terror and for bringing her spirit peace. She offers players the necklace as a token of her gratitude. The little girl then vanishes. (denouement)

### **Side Quest**

#### **ACT I**

- S1) To initiate the side quest, players must speak with Artimis Quinn, Bathory's former handmaiden, who will inform them of the horrors she has witnessed, and that Bathory has been controlling vampires with a Blood Stone. This foreshadows the identities of the guests at Bathory's party. (main character, exposition)

- S2) She tells players that they can break Bathory's control over the vampires by destroying the stone, which Bathory keeps in her bedroom located on the second floor. Artimis gives players a key they can use to unlock the door to Bathory's bedroom. (dramatic premise/situation)

## **ACT II**

- S3) If players wish to continue the side quest, they can sneak upstairs and use the key Artimis gave them to enter Bathory's bedroom. Players destroy the Blood Stone, and break her hold over the vampires. (midpoint)

## **ACT III**

- S4) If players did not destroy the Blood Stone, then they must defeat Bathory, her guards, and her vampires. However, if players have broken her hold on the vampires, then they will help the player defeat Bathory and her guards. (climax)

## References

Figure 1: Concept for Drakkenheim Village and Bathory's Castle:

<http://www.wallchan.com/wallpaper/22782/>

Figure 2: Drakkenheim Village Concept Contact Sheet [1]

Drakkenheim Village Top Image:

[http://fc06.deviantart.net/fs70/i/2011/219/8/5/scary\\_town\\_by\\_peterconcept-d45tco0.jpg](http://fc06.deviantart.net/fs70/i/2011/219/8/5/scary_town_by_peterconcept-d45tco0.jpg)

Drakkenheim Village Lower Left Side Image: [http://www.art-spire.com/wp-](http://www.art-spire.com/wp-content/gallery/2013/Janvier_2013/31-01-13_Flavio_Bolla/Flavio_Bolla_03.jpg)

[content/gallery/2013/Janvier\\_2013/31-01-13\\_Flavio\\_Bolla/Flavio\\_Bolla\\_03.jpg](http://www.art-spire.com/wp-content/gallery/2013/Janvier_2013/31-01-13_Flavio_Bolla/Flavio_Bolla_03.jpg)

Drakkenheim Village Bottom Center Image: [http://www.deviantart.com/art/fountain-](http://www.deviantart.com/art/fountain-410645911)

[410645911](http://www.deviantart.com/art/fountain-410645911)

Drakkenheim Village Lower Right Side Image: [http://www.deviantart.com/art/Haunted-Village-](http://www.deviantart.com/art/Haunted-Village-416252907)

[416252907](http://www.deviantart.com/art/Haunted-Village-416252907)

Figure 3: Tavern Concept Contact Sheet [2]

Tavern Left Side Image: <http://www.deviantart.com/art/Strange-tavern-362713528>

Tavern Upper Right Side Image: <http://www.deviantart.com/art/The-Tavern-356542804>

Tavern Middle Right Side Image: <http://www.deviantart.com/art/Old-Tavern-243703777>

Tavern Lower Right Side Image:

[http://img2.wikia.nocookie.net/\\_cb20111118005449/reclaimingsancretor/images/c/c8/Foxtail\\_Tavern\\_Interior.JPG](http://img2.wikia.nocookie.net/_cb20111118005449/reclaimingsancretor/images/c/c8/Foxtail_Tavern_Interior.JPG)

Figure 4: Haunted Forest Concept Contact Sheet [3]

Haunted Forest Top Image: <http://www.deviantart.com/art/Dark-Forest-385515280>

Haunted Forest Lower Left Side Image: [http://www.deviantart.com/art/Lostchildren-Scene-](http://www.deviantart.com/art/Lostchildren-Scene-Forest-110314882)

[Forest-110314882](http://www.deviantart.com/art/Lostchildren-Scene-Forest-110314882)

Haunted Forest Lower Center Image: [http://furimmerundewig.deviantart.com/art/Haunted-](http://furimmerundewig.deviantart.com/art/Haunted-344487850)

[344487850](http://furimmerundewig.deviantart.com/art/Haunted-344487850)

Haunted Forest Lower Right Side Image: [http://www.deviantart.com/art/Come-With-Me-](http://www.deviantart.com/art/Come-With-Me-430913527)

[430913527](http://www.deviantart.com/art/Come-With-Me-430913527)

Figure 5: Castle Exterior Concept Contact Sheet [4]

Castle Exterior Top Image: [http://www.relyonhorror.com/wp-](http://www.relyonhorror.com/wp-content/uploads/2012/05/castle2.jpg)

[content/uploads/2012/05/castle2.jpg](http://www.relyonhorror.com/wp-content/uploads/2012/05/castle2.jpg)



Castle Exterior Lower Left Side Image: <http://www.deviantart.com/art/The-Mountain-Castle-279348896>

Castle Exterior Lower Center Image: [http://www.digitaltrends.com/wp-content/uploads/2010/06/Castle\\_Courtyard.jpg](http://www.digitaltrends.com/wp-content/uploads/2010/06/Castle_Courtyard.jpg)

Castle Exterior Lower Right Side Image: <http://static-4.nexusmods.com/15/mods/110/images/26835-1-1352828831.jpg>

Figure 6: Castle Interior Concept Contact Sheet [5]

Castle Interior Top Image: <http://wallpaperpassion.com/upload1/40059/castlevania-lords-of-shadow-2-wallpaper.jpg>

Castle Interior Lower Left Side Image: <http://koketo.deviantart.com/art/3d-castle-interior-188712193>

Castle Interior Lower Center Image: <http://krum-game.com/images/CastleInterior.jpg>

Castle Interior Lower Right Side Image:  
[http://img1.wikia.nocookie.net/\\_cb20130314054957/castlevania/images/9/91/Judgment-Throne\\_Room.jpg](http://img1.wikia.nocookie.net/_cb20130314054957/castlevania/images/9/91/Judgment-Throne_Room.jpg)

Figure 7: Castle Mines Concept Contact Sheet [6]

Castle Mines Lower Right Side Image: <http://media-cdn.tripadvisor.com/media/photo-s/02/35/a0/6c/old-gold-mine-tunnel.jpg>

Castle Mines Lower Left Side Image: [http://cdn2-b.examiner.com/sites/default/files/styles/image\\_content\\_width/hash/ac/ec/acecb566956f1248c5f467c1236904bf.jpg?itok=N\\_PG9FUE](http://cdn2-b.examiner.com/sites/default/files/styles/image_content_width/hash/ac/ec/acecb566956f1248c5f467c1236904bf.jpg?itok=N_PG9FUE)

Castle Mines Top Image:  
[http://2.bp.blogspot.com/\\_oV2wLd5EjD4/SYg5AGuvlil/AAAAAAAAD48/M9AdN4y3ZD8/s1600-h/4.jpg](http://2.bp.blogspot.com/_oV2wLd5EjD4/SYg5AGuvlil/AAAAAAAAD48/M9AdN4y3ZD8/s1600-h/4.jpg)

Castle Mines Lower Center Image: [http://1.bp.blogspot.com/-nQ0j2S-OaCM/TtNMMtANz\\_I/AAAAAAAAAvA/sb6EJVRtCLk/s1600/Skyrim+tunnel.jpg](http://1.bp.blogspot.com/-nQ0j2S-OaCM/TtNMMtANz_I/AAAAAAAAAvA/sb6EJVRtCLk/s1600/Skyrim+tunnel.jpg)