

EEC Questline

Stuff I have gleamed from current dialogue:

- 1) Not much is happening because the Governor doesn't support the company
- 2) Bureaucracy and corruption are issues
- 3) Caedan Jorval, Knight Protector of Helnim has been cutting down on corruption. EEC have been helping him, by supplying the troops and stopping other ' indiscretions'.
- 4) Diamond mine and Telvanni egg mine are two main sources of income in Helnim economy
- 6) The Telvanni won't let the EEC into the egg mine

Company Members

Lorus Avius (HQ, office)

Factor

frustrated by lack of support from the governor and general corruption in Helnim
supports Caedan Jorval, Knight Protector of Helnim

Kojan (HQ, downstairs)

Steward and registrar

fairly cheery, busy

Hides-Men (HQ, downstairs)

agent, monitors imports and exports

likes books

moved here from Cyrodil, where he worked for customs and excise
doesn't like Helnim

Zaren Hammebenat (HQ, downstairs)

Merchant

not super enthusiastic about company
grew up in Ashlands, didn't like it

Culenne Mair (HQ, downstairs)

Alchemy expert, checks stuff for contraband
enjoys her job

Erville (HQ, upstairs)

Merchant, clerk

chatty, admires Lorus

Merro Galvix (HQ, upstairs, only after doing Flin Galore)

Agent, deals with the more serious company matters
takes his job very seriously

Melia Floria (warehouse)

Trader, deals with admin at warehouse
busy

Tarus Meritorus (warehouse)

Clerk

bored

Jociel Marinard (Diamond Mine)
Steward, records diamond mine activity
jobsworth, busy, stuck up

Cunus Pompus (Map1, Firewatch)
Merchant
in Firewatch on business

Fabius Varian (Map 1, Veramus Iron Mine)
Merchant

Handling of already-an-EEC-member situation

When you join, if you are EEC member, you get option to say so. Lorus says he will need to check and this will take some time. He only finds out once you have reached the highest rank possible (Officer). You are not promoted further.

Quest ideas (in no particular order):

Missing Merchandise (given by **Lorus Avius**)

Lorus asks you to talk to Melia in the warehouse about some discrepancies in the inventory figures. When asked, Melia says several bottles of Telvanni bug musk have disappeared, but she doesn't know who the culprit is. She tells you the only people with access to the warehouse are her, Tarus Meritorus the clerk, and the occasional hired hand used to carry things. The only recent visitors were sailors bringing in some goods from The Reckless Maiden. Melia can't remember their names, but says they were a Redguard and a Dunmer and suggests you ask the ship's captain. Tarus will accuse the sailors of theft and insult them if asked about it.

Sjorvan the Wastrel, the captain of The Reckless Maiden, will become insulted if you suggest one of his men may have stolen something. Asking either sailor (Redguard on the deck, Dunmer downstairs - both need to be added by the quester) will give you a denial and repeated asking will lead to violence. If you reduce him to X hit points, he will stop fighting and admit that they stole the bug musk, but claim it was Tarus Meritorus's plan and they paid him in return. They return the bug musk to you - the Dunmer will tell you to get it from the Redguard if you fought him, the Redguard will just give it to you.

Confronting Tarus will get you nowhere - he will just point out how untrustworthy sailors are. You can choose to tell Lorus either

- a) It was the sailors, or
- b) It was Tarus and the sailors.

If you choose b), Lorus asks for proof. Since you don't have any, he says he will investigate, but nothing happens except getting a new unfriendly response from Tarus. Similarly, you can tell Melia either option. If you choose b), she tells you she doesn't really trust Tarus anyway.

Having returned the bug musk, Lorus rewards you with 100 gold and some FactionRep.

Flin Galore! (given by **Lorus Avius**)

Lorus tells you that their main agent, Merro Galvix, was sent on an assignment to retrieve some missing Flin from a shipment sent to Tel Mothrivra but has been gone longer than expected. He asks you to travel to the region, suggesting you check the villages in that area. Merro can be found in Adurin-Ouaka in the Andalus Tradehouse. This is the misc quest q2-9-Mis. Merro already rewards you, so Lorus will just thank you when you return, giving FactionRep.

Investigate Sale of Dwemer Artifacts (given by **Culenne Mair**)

Culenne asks you to investigate rumours that Vodunius Harmevus is selling dwemer artifacts. He will deny this, but upping his disposition will get him to admit it, allowing you to barter for them. Alternatively, you can steal one from a crate downstairs. Once you have one, you bring it to Culenne to inspect it. She thinks it looks suspicious and asks you to ask Octavius Mariss at the Archeological Society. He tells you they are fakes made from clay weighted with stone. You are told to return and tell Vodunius Harmevus to stop this. He readily admits his guilt and if you want you can threaten to send him to prison if he doesn't pay you 50 septims. If your speechcraft is 55 or above, he believes you and gives you the money, otherwise he calls your bluff. When you return to Culenne, you can tell her that Vodunius donated the money, or you can omit to mention it. Either way, she will thank you and reward you with another 50 septims and some FactionRep.

Miner Problems (given by **Culenne Mair**)

Culenne asks you to go and see Jociel Marinard in the diamond mine. She wants you to collect some samples for quality inspection. When you arrive, Jociel tells you about a problem with one of the miners and asks you to help him. [Miner] (either Marvus Termian or a new one to be added by the quester) says he has been poisoned and needs a potion of cure poison as soon as possible. If you ask Jociel, he gives you 20 gold to go and buy a potion. When you return and give the potion to [Miner], he tells you he thinks he was poisoned by Sandol, calling him "shifty looking". Asking any of the other miners about this gives the response that [Miner] is an idiot and ate some raw mushrooms earlier, which is why he was ill. If you return to [Miner], he will deny having eaten any mushrooms, but will accuse Sandol of stealing diamonds by eating them. Sandol will deny this and say it is ridiculous. He explains that [Miner] is always accusing him of things, but he doesn't know why. [Miner] will only say that Sandol is "out to get him" and "not to be trusted". All the other miners tell you it's none of their business. At this point, you can tell Jociel several things:

- a) Don't mention it. Jociel will just thank you for buying the potion.
- b) Report Sandol for stealing diamonds and poisoning [Miner]. Sandol will refuse to speak to you and Jociel will lose disposition when you return for wasting his time. [Miner] will give you some Hackle-Lo leaf.
- c) Report [Miner] for lying and wasting your time. Sandol will thank you and give you some trama root, [Miner] will not talk to you.
- d) Tell him about the situation, but don't take a side. Lose disposition with both [Miner] and Sandol. In any case, Jociel will give you the diamond samples for Culenne. She will thank you and reward you with 50gp.

Other ideas:

- Something involving smugglers and Saravil's Hangout?
- Issues with the Telvanni egg mine (Kapid-Namisat egg mine, Jociel Marinard says they don't let him in)
- Some quests from Merro
- A follow-up quest to prove Tarus's treachery.