

Quests for Llevari Telsaran

Background:

Llevari Telsaran is ambitious and brutal. She desperately wants a place on the council. When you get rid of Faruna, Llevari wants that empty seat but needs Vaerin's vote and knows he won't give it to her. She has Rathra and Eldale's support, and it is suggested that she has made some kind of deal with Mithras and Dral. She's talented, but no real match for Vaerin. Her right hand mer, Aren Sinn, actually does most of the plotting and also pretty much runs Tel Muthada for her.

Notes:

Her four quests involve undermining Vaerin and using the Temple against him. Only one of the outcomes actually gets her a place on the council, but she is forced to step down shortly afterwards. Most of the quests are actually given to you by Aren Sinn, who wants even more power in Tel Muthada. Llevari should make numerous remarks throughout the questline about how she would prefer a direct approach.

These quests can only be started once Faruna has been removed from the council.

You do not have to have done Vaerin's line to start this line, but doing this line first will cut off Vaerin's 3rd and 4th quests.

The Dunmer boatman from quest **TR_m2_HT_Va5** in claim q1-79-Tel is used in this quest line and should be placed outside Morvil Aralath's shack, just south of the Vallen-Dun eggmine. Please talk to the claimant of that line to coordinate this.

The final quest needs to be done just before the player becomes a councillor. It's possible that they have only one day between finishing the quest and becoming councillor or they miss that opportunity. Perhaps the final quest could be removed from this line and incorporated into the work which handles the player's promotion?

TR_m2_HT_LT1 - House Telvanni: Embarrassing Master Vaerin

Requirements: Faruna removed from council, Rank 4 (Lawman) in House Telvanni

If the player goes to Llevari Telsaran she will ask you to help her undermine Vaerin to force him to vote for her to take Faruna's now empty council seat. She tells you to go to visit Aren Sinn, who actually does all the sneaky planning required. Aren Sinn's first plan is to weaken Vaerin's position by a public humiliation. He plans for Llevari to personally challenge Vaerin in a 'friendly' test of magical skill. The purpose of this is to weaken support for Vaerin so when a move is made against him, he will have less support from the other councillors. Aren Sinn has learnt that whilst Vaerin is extremely powerful in many of the magical disciplines, his alchemy and restoration are quite poor and he relies on his retainer Dilavesa Indalen to assist him with these. Aren therefore plans to have Llevari challenge him in these areas.

He first asks you to travel to Alt Bosara and issue the challenge. Vaerin takes a bit of convincing ("such things are beneath me", etc), but agrees if you make the right dialogue choices. Llevari then needs a way to boost her alchemy skill - Areh Sinn asks you to obtain an enchanted ring from Llevari's uncle, Bilos Telsaran, who lives in the lower tower of Tel Muthada. He makes fun of her a bit and talks about how she shouldn't need such trinkets. If you insult him (through dialogue choices), he refuses to give you the ring and you'll have to pickpocket him, otherwise he'll just give it to you (killing him will piss off Llevari though). Either way, bring the ring back to Llevari. Now Aren tells you that he knows Vaerin will use Dilavesa Indalen to cheat because he can't be seen to be weak. You are told the type of potion required for the competition takes some time to prepare so it must have been made in advance. Aren gives you a spoiled potion and asks you to find and replace the one Dilavesa Indalen will be preparing. The potion will be in a small chest on Dilavesa Indalen's table (to be added by quester - only appears for this section, remember to assign ownership to Dilavesa), so you just need to take the real potion and put the fake in the chest. Report back to Llevari/Aren for a pat on the head (and some gold, no FactionRep).

TR_m2_HT_LT2 - House Telvanni: Covering Your Tracks

Requirements: **TR_m2_HT_LT1** complete

Llevari tells you that the challenge will take place outdoors in Alt Bosara for maximum embarrassment for Vaerin. You don't get to see it though, because Aren wants you to sneak back into Tel Vaerin during the challenge (the second purpose of the challenge was to act as a distraction). You need to plant a book in Dilavesa Indalen's chest that makes him appear to be a temple sympathiser. Then take a letter (from the Temple to Dilavesa, forged by Aren), and show it to someone (Fedura Sendal, the wife of Vaerin's bodyguard?), telling her you intercepted a messenger who was carrying it. When you return to Llevari she will gleefully tell you how her potion caused the slave it was given to to tear apart another with its bare hands, and how the slave who took Vaerin's potion was just paralysed. She also tells you she has received a message telling her that Dilavesa Indalen fled on realising she had been set up. Llevari asks you to find and kill Dilavesa to prevent Vaerin finding anything out. Asking about in Alt Bosara tells you she went south towards Fort Windmoth. you can find her on the road between Verulas Pass and Windmoth. Kill her and return to Llevari, who gives you the enchanted alchemy ring you took from her uncle (+20 alchemy for 30 seconds on use, or something similar) as a reward. Again, no FactionRep. The purpose of this was to make Vaerin paranoid that the Temple are aware of his actions.

TR_m2_HT_LT3 - House Telvanni: Collecting Evidence

Requirements: **TR_m2_HT_LT2** complete

Aren Sinn now needs you to accumulate evidence implicating Vaerin in some recent attacks against the Temple. He asks you to travel south of Marog to Morvil Aralath's shack (it's near a bridge) and locate a Dunmer (this is the boatman from **TR_m2_HT_Va5** from claim q1-79-Tel , please coordinate this with the claimant of that line). You must kill the Dunmer (make him a semi-decent fighter, but not amazing) and remove a scroll from his body, which gives details explaining that Hlethran Androsi was to be sold to a Dres slave trader and was never a member of the Boethian Cult (again, see q1-79-Tel for details of this). It doesn't directly implicate Vaerin, but shows clear Telvanni involvement. Aren then asks you to sneak into Tel Vaerin and locate some documents implicating Vaerin directly. He doesn't know where they might be, but suggests bullying a slave into telling you. If you get their disposition high enough, the slave in Tel Vaerin (to be added by the quester) tells you that Vaerin's sister, Varasi Vaerin, often keeps papers for the master. The ledger you want is in a small chest on a shelf (replace the existing one with a new one). Also, increase Varasi Vaerin's fight value so she attacks if you get caught stealing. When you have both the papers, take them back to Aren. The reward is some gems, but no FactionRep.

(starting this mission prevents you from doing **TR_m2_HT_Va5** in claim q1-79-Tel)

The final quest could be delayed for some time. It requires the player to be in a position to join the council, only needing one more vote. Aren Sinn will explain that the plan will only give Llevari a very short time between tricking Vaerin and him discovering the plot, so she must be sure of all the other councillors' support. Hopefully, this will hint to the player that they also have to get their shit in order before they can do this quest.

I am still unsure as to whether this final quest should be part of this claim or part of the work that will be done to handle the player's promotion to councillor.

TR_m2_HT_LT4 - House Telvanni: Tricking Master Vaerin

Requirements: **TR_m2_HT_LT2** complete, Rank 7 (Wizard) in House Telvanni, Helnim Gambit complete, player has 4 votes from: Mithras, Rathra, Eldale, and Dral.

You now need to orchestrate a fake Temple envoy to Vaerin. You need to obtain two full sets of Indoril armour and a Temple robe (necrom exquisite robe). Aren Sinn has arranged for a real Temple envoy to visit and they are about to enter the town. You must go along the road to the south east of Tel Muthada, ambush them, and then steal their equipment. Once all three are dead (very hard fight), three of Llevari's retainers appear (will have to see if it is possible to do the teleport spell effects with them still disabled) and one forcegreet you. They take the equipment and tell you to meet them on the highest platform of Alt Bosara, then they bugged off again. When you arrive at the platform (the one with the guard and door leading to Tel Vaerin), talk to them and they will go inside with you (use AltTravel if following looks stupid). They tell Vaerin that all the weight of the Temple is coming down on him and show him the proof. Vaerin gets pissed and tries to kill them to stop them returning to Necrom, but they teleport away.

You now have the opportunity to do three things:

A) Follow Aren Sinn's plan. Tell Vaerin that you know where the Temple envoy have gone and he can still catch them if he's quick. However, you will only tell him if he agrees to give Llevari his vote. He (very reluctantly, with lots of cursing) agrees and then teleports away. Llevari becomes a councillor, but a day later she steps down and Vaerin reappears in Tel Vaerin. Rumours will tell you that Vaerin appeared in Tel Muthada and confronted Llevari, but give no specifics. Llevari's dialogue becomes very strange after this and she doesn't recognise you - she's basically been tortured or something horrible - you never find out, but she's out of the picture for now and Aren Sinn still runs Tel Muthada. If you speak with Vaerin, he can be goaded into attacking you - if you get him below 25% health, he will submit and give you his vote.

B) Serve your own needs. Make the same threat, but instead only give him the location if he agrees to sponsor you to join the council. Again, he's angry, but agrees and teleports away. After a day, if you haven't been promoted you've screwed up and lost your chance - this will be made very clear. If you have been promoted, you are attacked by an assassin sent by Vaerin (pretty hard fight) and you also get some pretty angry dialogue from Vaerin, but nothing else happens. Llevari refuses to speak to you.

C) Reveal Llevari's plan to him. He is suspicious of your actions and tells you that if you return to him with the robe of the 'temple representative', he will agree to sponsor you. You can find the three retainers back at Tel Bosara. If you do this, he praises your ingenuity and agrees to give you his vote, but is still very suspicious of you. Llevari refuses to speak to you.