

## Helnim Miscellaneous Quests

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### **Alchemic Errand**

Goren Daranith [Helnim, Daranith Residence] is sick. His dialog reflects this as he often coughs. Goren will ask the player to go to Cyertil [Helnim, Cyertil: Apothecary] to fetch a cure disease potion for him. Goren gives 100 gold, you can keep the change. Go to Cyertil, you will note there is mysterious masked NPC near the door, get the potion. The player will be confronted by [mysterious NPC]. This NPC is masked, and forcegreet.

The NPC will shortly tell the player: "Go to Goren. Give him this potion. Here's the gold." The NPC gives the player "Suspicious Potion" (it is poisoned) and some gold.

- A. Give the real cure disease potion to Goren.
- B. Give the poisoned potion. Goren dies.

The player will have absolutely no clue as to who, what and why.  
If the player drinks the potion themselves, they die.

### **Big Profit**

Feravil Meran [Helnim, Diamond Mine] wants a beer. Talk to him and he will promiss something worthwhile if the player will fetch him a beer. Return to Feravil with a beer and he will give the player a diamond.

- A. Report this to the guards, give them the diamond, Feravil will be found in the Helnim jail.
- B. Walk away.

### **Complicated Competition**

The Telvanni district of Helnim has both an Alchemist [Nisirel] and a Healer [Drithnil Virith].

Talking to Drithnil will start the quest off. Drithnil is annoyed with Nisirel; she has been coming to his shop often lately trying to make conversation. Drithnil suspects she is planning to steal some of his alchemic formulas, he wants the player to confront her.

Confronting Nisirel, she will vehemently denie planning anything like that, but she will refuse to explain why she keeps going over to Drithnil's shop. Go back to Drithnil. He doesn't believe Nisirel and wants the player to check out her store for clues. For some reason Nisirel is gone out of town for a day.

Go to her shop, you will find her diary upstairs. After reading it the player will learn that Nisirel is infatuated with Drithnil, but has difficulty expressing her feelings (or something like that :P). This prompts a journal update!

However, upon leaving her shop, the player will be met by Ervul Dranoth, the enchanter. He will forcegreet the player and explain that he already knows about Nisirel's love for Drithnil, and that he anticipates Drithnil would be willing to kill her if he thought she were planning a theft. Ervul prefers the latter to happen, because he owes Nisirel a lot of money.

- A. [Lie] Tell Drithnil that Nisirel was planning a theft. He will arrange for Nisirel to be killed (the player will find her corpse and a clannfear in her shop). Both Drithnil and Ervul will reward.
- B. Tell Drithnil the truth. He is pleasantly surprised. Drithnil and Nisirel will enter in a relationship, Drithnil will give a greater reward then he would have for A. Ervul will get a big Disp. drop.

### **Gathering Intelligence**

Dremil Seniran [the jeweler in Helnim] has unspecified connections to the blades. He will never explicitly say this; he will never explicitly say anything, but his quests are along the lines of what an agent might do.

These quests require a high dispositon.

If the player is a member of the Blades, he could hint cryptically that he was a Blade when he gave you the quests (references to the Emporer or somesuch) and then explicitly tell you once you'd completed them all.

#### **1. Message for Areanne Vera [Helnim, Crystal Flower Inn]**

Dremil Seniran has an urgent message for Areanne Vera. He can't leave the shop for risk of theft, etc... The message is something about the recent supply of [jewelry] that arrived. It said in such a way that it might as well just be Dremil reminding Areanne that her order has arrived.

Tell Areanne Vera the message, return to Dremil, he will give you an expensive ring.

**2. Drop Off.** Dremil has a sealed package for the player to take. He explains it's an expensive rare item, and he's afraid organized crime will try to steal it from him. He asks the player to hide it for him. The player cannot open the sealed package. The player has to go to [Helnim, North-Western Storage Tower] and place the sealed package in the "Wooden Chest" at the top of the tower. (There is only one wooden chest).

3. Special delivery. Dremil tells the player he ordered a [cake/bread/cookies]. He wants the player to go to [Helnim, Helnim hall]. Go to the cooking place and find Hurgun gro-Martag. He will give the player a [cake/bread/cookie] to take back to Dremil. (It's likely there's an item of importance inside it).

### **Dwemer Dealings**

Aarlen Lleranoh is a pawnbroker in Helnim. He is also secretly a smuggler of dwemer goods (see his basement). If he has a high enough disposition, he will ask the player to help him with a delivery of "delicate goods". Player gets some dwemer stuff.

The player has to take the goods to Mirabelle over in the Helnim slums.

A. Bring the goods to Mirabelle.

B. The player can talk to any guard and try to report Lleranoh. Imperial Guards will direct the player to Caeden Jorval. Give Jorval the goods and he will have Lleranoh and Mirabelle arrested. (Lleranoh will have escaped but Mirabelle will be jailed).

If A. Aarlen Lleranoh is happy with the successful delivery, and rewards the player with something dwemer. Now Aarlen wants the player to deliver a message to one of his clients; "Afernil Laano" in [Helnim, Crystal Flower Inn]. He's Hlaalu.

The player can now

1. Deliver the message, go back and get the reward. Lleranoh is confident he will soon be able to move to Hlaalu lands and kick back.

2. Go to a Telvanni guard and rat them out. The guards are infuriated at Hlaalu encroaching on their territory and will arrange for Laano and Lleranoh to be removed. They will direct the player to a relevant Telvanni official for a reward.

### **A book for a book**

Finds-Men, one of the EEC employees, bemoans the lack of quality goods in Helnim and paints a very rosy picture of Cyrodiil, but becomes very awkward if you ask him why he left. After a bit of rambling, he asks you to go and get him a book from Edheldur the bookseller, who lives in the Rookery/tower thing.

He gives you 60 gold to cover the cost. Edheldur will know Finds-Men and will poke a bit of fun at him for being grumpy (make it a little humorous, but not silly). He'll then recommend three books:

one cheap (25),  
one reasonably priced (50),  
and one expensive (75),

all of which you can buy the normal way (makes sure Edheldur has them). If you return with the cheap one, Finds-Men will complain he's read it before: slight disposition drop and keep the change. If you return with the reasonably priced one, he's still grumpy, but satisfied: keep the change. If you return with the expensive one, he's pleasantly surprised and gives you another book in return (quester's choice, nothing special).

### **Literary Critic**

Cyria Flavius, wife of the governor Contumacious Flavius, is an intelligent woman of quality, and as such, hates Helnim. She is not able to be bribed, and as such, her trust must be gained through showing a kind deed.

Cyria is bored, so she has a deal to get new books from Cyrodiil sent to her on a monthly basis, but she has to send them back. The player will get this topic by speaking with Conjur, the head of servants.

There has been a delay and Cyria is afraid she won't be able to finish the book before she has to send it back. She will give you her official seal as proof you are her designated courier.

Go to Firewatch (not Helnim!), get the book, return to Cyria.

**Deep Conversation**

[Requires Literary Critic to have been completed]

Cyria has a son, Darran Flavius, he is in the Dzurán section of Kemel-Ze on an expedition. But he hasn't written back as of late, Cyria is worried.

Cyria wants the player to deliver a letter to Darran, and ask him to send a message back with you. The player gets a sealed letter (which they can open and reseal).

Go to Kemel-Ze, find Darran. Upon handing him the letter, he will mumble some short answers to some things asked by his mother Cyria. He will remark that he is happy to read how his mother is faring, though he expresses little actual interest in her concerns. He'll ask if there's anything else you need from him, and you can mention that his mother is desperate to hear from him, and if he would be so kind as to write a response so you can take it back with you.

He'll tell you he'll have written one in a couple of hours (5 hours should work).

Taking back the letter to Cyria will result in a disposition increase for both Darran and Cyria, and Cyria will reward you with some gold or an enchanted amulet.

For expanded versions:

<http://tamriel-rebuilt.org/forum/viewtopic.php?t=20488&start=40>