

Fighters Guild:

- The Running of the Bullies: Neat and atmospheric quests. May need a checkup of the script, there used to be some issues as far as I remember. **Check and keep.**
- Muscle Green-Eyes: This quest struck me as a little bit odd and unfitting for FG. You should not do any investigation, enforce law or mug honorable citizens, which have not been yet found guilty of any crime. I would say: **Cut.**
- Manzirache: This fits much better with FIG and includes some nice exploration. Very simple and yet rewarding. **Keep it.**
- Helping Jana Livia: With Bal Oyra getting scrapped this might need some location. There were also some bugs with the script. Jana did not return to her shop. However it is quite refreshing and fitting quest. **Fix and keep.**
- Find Mashug gro-Dugal: This is one of my favorite. Original, funny fitting. **Keep.**
- Bounty on Jalian: Generic bounty quest. Perhaps at least make the location or outlaws more interesting to fight. Otherwise I do not see any major issue. **Keep.**
- Guar Duty: This is again slightly more original and entertaining. However its fate depends on the fate of the Guar Farm. I am not sure about this one.
- Coladia Nelus' Stalker: This is fun and original in itself, but it connects to Mashug gro-Dugal quest. **Keep.**

House Telvanni

Redo from scratch. No big harm done.

Master Mithras' Quests

I am not sure about this one.

Imperial Cult

Do we really need this? No big harm if the whole plotline is cut.

Mages Guild

- Black Roses for Banviris: Seriously? Boring fetch quest. **Cut.**
- Eyestars for Banviris: Seriously again? Slightly less Boring fetch quest. I know some folks

think that it is realistic that player gets to do boring chores before advancing, but let me remind you of something. We are trying to mod for Fantasy Game and in fantasy games fun >> realism. **Cut.**

- Head in the Clouds: Takes place in Bal Oyra, but other than that is original fun little quest. **Repurpose and keep.**
- The Ring of Ineptitude: Another fetch quest, little bit of undead fighting involved. At least give player some background and motivation on this task and provide some sort of payoff (other than that in Stopping the TG quest).
- Herne's Soul: Boring delivery quest with silly plot behind it. **Cut mercilessly.**
- Necromancer in Midannecne: Boring bounty quest. Needs some more background again.
- Theft of a Herne's Soul: Silly plot and pointless conflict with TG. **Cut mercilessly.**
- Stopping the Thieves Guild: **No. Just no.**

Tribunal Temple

I would frankly not include this at all. If it is included, rewrite it to reflect the difficulties of temple activities on Telvanni territory. Leave out the Daedric cultists and imperials if possible.

Thieves Guild

Nothing but series of boring and impossible quests. Even when I used console to boost my sneak and attributes it was simply impossible to steal most of the items. I would prefer some series of thefts leading to a grand heist in the end (talk a guard in the inn into revealing some information, steal the key from a clerk, hire some people, get equipment, rob the census and excise office or something along this line...)

An evaluation of misc. Quests will follow.