

Ashamul:

- Removing the Guard: While this is a nice quest, it presupposes existence of a Guar Thief mentioned in some other dialogues and questlines. If we keep the Guar Farm, we should keep this one as well. [Investigate and keep if possible.](#)
- The Dwemer staff: Is MG involvement in this reasonable? If so, keep as it is also quite fun. [Investigate and keep if possible.](#)

Bahrammu:

Ok, this place may get cut. So far it has only two quests.

- The Price of Whickweat: This is another of the series of tedious tasks with no payoff at all. [Cut.](#)
- Widow and the Sea: Apparently given to you by some widow living in a cave dwelling outside of the village. As it is touchy nice quest, I would [keep it.](#)

Bal Oyra:

Ok this place will definitely go, but some of its quests are not that bad.

- Fast and Furious: [Relocate to some other keep, if you desire.](#)
- A sweet Deal: I do not really care. [Relocate to some other location, if you desire.](#)
- Muskflies in Bal Oyra: I actually liked this quest, unlike many other TR members. Perhaps relocate to some Musk farm and make some treacherous Khajiit slave causing the havoc by burning the musk with some herbs as a revenge on his masters. This way player would have an option to cover the slave from prosecution. [Relocate.](#)

Firewatch:

- Clannfear in Firewatch: I am quite indifferant to this one.
- Gummidge: This is supposed to be funny, but it is only frustrating. [Cut.](#)
- Highway robbery: The quest was a big mess of illogical ly behaving characters and unfunctional scripts, so I rather cut it out of map 1 release not to cause confusion. [Remove all traces of it.](#)

Gah Sadrith:

Ok, I will be slightly biased here as I did those quests. If Mistress Eldale ends up being removed most of these quests will lose sense, as their sole purpose was making this NPC less hostile to the player (she had like 10 disposition to him for the start).

- Telvanni Manners, Duel of Riddles: If they make any sense, you can use them for other NPCs, otherwise cut.
- Fiancee Lost, Gah Sadrith Inquisition, Search for a Perfect Sword: These intertwined quests involve some rather complex plots and investigation are if are still OK from the lore point of view would be good to keep. The final reward is one fucking Imba sword and most powerfull weapon in map 1, but originally the clues to its location were more vague and key to the chest hidden behind the crates and reachable only by use of detect key and teleknesis.

Than a reviewer said this was too hardcore and now it is conveniently placed in the skeletons hand.

Llothanis:

- A Beleagured Pilgrim: Escort quests can be kind of frustrating, but are good opportunity to introduce some wilderness and bandits, so I would say: [Keep it](#).
- A sumggler found: Check for lore and functionality and [keep](#) if possible.
- A Tailor in Need; This is how fetch quets could look like. At least it contains some thinking on part of the player. If it still fits the new purpose of Llothanis, [keep it](#).
- Temple Propaganda: Not sure if the plot makes any sense. I am indifferent to this one.
- The Prince of Plots: If it makes sense lorewise, I would [keep it](#).

Port Telvannis:

Most of these places do not seem to fit into Port Telvannis, but eventually could be relocated.

- A disobedient husband: OK, the premise of this is pretty silly. Is this how we want to portray Telvanni? But from a gaming point of view I am indifferent to this one.
- Ninety-nine percent inspiration: No harm in [keeping](#).
- Dreugh Greaves: I like this quest and it introduces nice dwemer ruin. I would say [keep](#) it.
- Hunting an Ogrim: Original idea and mechanics. [Keep](#) if possible.
- Noises off: Why not [keep](#).
- Lost in Translation: Original idea, believable plot. [Keep](#).
- Pack RATS!!!: I need to playtest this one once more, but I think it is a nice lighthearted quest and worthy of [keeping](#).
- Slave Trade: Again, from a gaming point of view there is no reason not to [keep](#) this one.
- Intrigue in Port Telvannis: This is quite intriguing. I have never fully playtested this quest, but am afraid that like most Starcrunch – made quest it will not be properly functional.

Ranyon-Ruhn:

- Alchemical Slander: Apparently fetching a random item and showing it to a random guy is enough to convince him of any crime in Morrowind. [Rewrite to be more realistic](#).
- Romance in Ranyon-Ruhn: Generic quests with not much romance in it actually, but quite OK. Worth of [keeping](#).
- A drunken knight: This one is good. It would be good to [keep](#) it.

Sadas Plantation:

Gone be this dull place and its quests.

Sarvanni:

Two boring fetch quests. Good for some initial income.

Tel Ouada:

- Kill or be killed: This one is quite good. [Keep](#).
- Running into trouble: Generally acceptable premise, but may need some adjustments. [Keep or improve](#).
- A Coldhabour Keelhaul: Needs additional testing but otherwise is OK. [Keep](#).
- Ninari Dorvayn's secret: This one never made a sense to me and the motivations of the characters remain obscure to me. I would prefer [removing](#) it, but if it says or is repurposed slightly I am fine with it.

Wilderness:

- Chasing the smugglers: Could use some spice, but basically OK. [Keep or improve](#).
- The Coward and the Tomb: Very good one. [Keep](#).
- Killing the messenger: I have not fully tested this quests, but I am not sure if its premise is compatible with the new direction we want for Telvanni. I am all in favor of [removing it](#).
- Don't give drink to Miners: This one is quite original, believable and very well implemented. I would [keep it](#).
- Mudlap and the Mosslog: This one is a really old crazy quest. I need to playtest it once more, but would [keep](#) it just as a bizzare easter egg.
- Escort to Tel Ouada: Generic escort quest. Could use some additional spice. [Keep or improve](#).
- Woebringer: Yet another naked Nord quest (sigh). May need some playtesting. Quests that require you to fetch some generic (non-unique) item tend to generate problems. Why does an escaped slave require that you bring a green robe and will not accept any other clothing? Quite a strange situation to have such stylistic demands. But otherwise I am fine with it. [Keep or improve](#).