

Thieves Guild Questline for Almalexia WIP

a sketch of what could be

BACKGROUND: What's going on with the TG on Mainland

The previous Guild leader, legendary Arnie the Scrib, has retired from the Guild activity and left its HQ in Narsis forever as conditioned by a fragile truce made with the Camonna Tong. Wrong-Eye Lyssa, an Imperial gal, has been chosen as the new Master Thief after presenting her peers and contenders with what was considered the ultimate loot: Vaermina's Skull of Corruption. Under Lyssa's new style of management the Guild is slowly turning more and more ruthless to counter the Camonna Tong. A gang war is about to start. In addition, the Guild faces an internal threat. Wrong-Eye Lyssa has been corrupted by the prized Skull and is steering the Guild towards a disaster. Apart from the fact that she'll be giving orders to mercilessly kill Camonna Tong members, their affiliates and maybe even local law enforcement and innocent bystanders, I'm still not quite certain what's the nature of that disaster. Maybe harnessing the power of the Skull to corrupt the entire city of Narsis.

The player's role in all this will be to defeat the Camonna Tong as well as confronting the 'wrong' Wrong-Eye and taking the Skull from her. Somewhere along the plotline the player is also tasked with finding the retired Arnie the Scrib (living incognito as 'Alomon Juspethe' in Teyn). With Arnie's assistance the Thieves Guild Mainland questline will end with a final 'anti-heist' where the player *returns* there Skull of Corruption to wherever it was stolen from (maybe a Daedric realm).

The Almalexia questline for TG will reflect what's happening with the whole Guild; the last Almalexia quests should make the player question the newly-found ruthlessness of the Guild. Since Almalexia has strong Camonna Tong presence the plot in Almalexia will concentrate mainly on the CT v. TG conflict.

Location of the Guildhall:

The Almalexia HQ is located in one of the city's many theatres. I was thinking [this awesome looking interior cell i3-627-Ind](#) would be perfect. It has all kinds of pretty theatre stage props as well as a shady storage basement. However, it isn't assigned to any exterior cell at the moment.



i3-10 on Local Map #7 would fit it well enough; with only minor window replacements and moving

the entrance one click westward (and maybe upscaling the exterior building a bit). i3-10 currently *has* an interior cell, however - a trader's home - so replacing it altogether could be seen as counterproductive. Thoughts? **Another** location for the guild hall could be the 4 next to i3-10 which doesn't have a cell at all. The interior would be made with the lovely stage prop elements that are present in i3-627-Ind. Personally, I prefer the latter #4 solution:



THE CAST

in Almalexia



Captain **Surru Ruunil**

A quest-giver. Owner of the Ruunil Theatre Company she is in charge of the tiny legal side of the guild's businesses. Her job is to keep the local authorities under the impression that the guild hall is actually a real theater. The player will receive the low-tier quests from her.



Mastermind **Jikhu**

A quest-giver. Jikhu on the other hand is in charge of the Guild illegal businesses and therefore is the *de facto* leader of the Almalexia TG. He will give the player the high-tier Almalexia quests.

[Other guild members include the bounty-clearer **Terentius Nux**, Wood Elf archer **Ilmidriel** (who will give the player one quest), a newly-hired Redguard mercenary **Gargara (Al-Gilane)** to provide the Guild with protection, and finally Ilmidriel's

twin brother **Illigoth** who's currently held hostage against a ransom in an out-of-town cave location by the Camonna Tong.]



not in Almalexia but relevant in the larger scheme of things

Master Thief **Wrong-Eye Lyssa**

The Imperial leader of the Mainland Thieves Guild. The byname Wrong-Eye is obviously due to her other eye being scarred and blind. Rumor has it this was caused by a terribly unsuccessful attempt to cast a constant Night Eye enchantment on the eye. Currently possessed by the Skull of Corruption (or rather: a clone created by the Skull with the real Wrong-Eye dead in a closet somewhere). Resides in Narsis underground.



Alomon Juspethe (a.k.a **Arnie the Scrib**)

A gentleman thief and counterfeiter, legendary author of 'Honor Among Thieves' and a retired Guild leader. Currently resides in Teyn under false name. After returning from retirement he'll help exposing the wrong Wrong-Eye and declaring the player new Master Thief.

THE QUEST LINE

note: everything is debatable

TR_m4_TG_Surru0 *The Oldest Trick in the Book*

A local jewel merchant has failed to pay the protection money he owes to the Guild. Instead, he has opted to pay the Camonna Tong. Surru Ruunil sends the player to teach them a lesson and show that the Tong can't protect them from the Guild. The merchant has a set of their most prized gems

hidden somewhere in their shop and you are to steal them. Another member was sent to do the job before but failed to locate them. Surru Ruunil suggests that the jewels are likely to be hidden in an outsideofthebox way. They're inside a book.

- thanks to rot for this simple yet innovative idea

TR_m4_TG_Surru1 *Not One for Speeches*

The local Dunmer nobility as well as the wealthy Camonna Tong affiliates have been pressuring the Imperial officials in Almalexia to enforce the law more strongly especially with the Thieves Guild. These critics claim that the Imperial Guard being biased: deliberately looking the other way when it comes to TG. Afraid to be seen as playing favorites the Imperial commandant in Almalexia, **Symmon Colovithus**, has announced that he'll be holding a public speech for the concerned citizenry in which he's rumored to declare a strong anti-TG policy. This war-on-TG-crime would be a bad, bad thing for the Guild.

You are to sabotage the speech and hinder Colovithus' efforts to enforce this aggressive, new policy.

Surru Ruunil has devised a cunning plan. Symmon Colovithus is known to be a bad public speaker; always delivering them by reading straight from the parchment. He'll have the speech written down from his dictation by one of his subordinates who'll then edit it for him and deliver it to him on set on the big day. Your job is to find the courier/scribe responsible for delivering the speech and persuade him to give you the job. This shouldn't be too difficult.

After acquiring Colovithus' written down speech there are three things you can do. Symmon Colovithus will be waiting for it on location in Townsquare X, and you can deliver it to him like you told the courier. This'll of course fail the quest. You can also choose not to deliver it to him at all, but go to the square and witness the awkward silence of not-having-a-speech-prepared. This'll complete the quest, but doesn't do enough harm to the Guard from the Guild's point of view. The third option is that you replace the speech with something else entirely: a Temple-banned passage from the [Real Barenziah](#) -- a badly-written, raunchy piece of erotic literature featured in Daggerfall. Surru Ruunil will tell you of a book merchant in Almalexia who's known for selling this illegal scribble "under-the-counter". You can purchase the censored page from them and then go ahead and give it to Symmon Colovithus. He will then begin to read it out loud in a humorously serious manner before realising his career is over:

"Friends, Dark elves, countrymen;

She was facing the wall but she could feel the stares of the other patrons. A hush had fallen over the place. Even the bard had stilled. She felt both nausea and a hot burning desire. Her hands released his... wha-?"

...which will not only ruin his speech and reputation but will also get him into trouble with the Temple law. Succeeding in this quest will give the Imperial Guard something else to think about instead of the Thieves Guild since Symmon Colovithus will most likely be jailed by the Ordinators.

Upon **completing** the quest you'll be given a modest reward of gold (a slightly bigger if you completed it by giving Symmon Colovithus the Real Barenziah page). Surru will mention that thanks to you the Imperial Guard will not be that big a threat to the Guild, and that the Guild can now concentrate more on the Camonna Tong. If you **fail** the quest it'll have consequences. An Imperial Guard NPC or two will spawn patrolling outside the guildhall making it hard for players with bounties on their head enter the guildhall to have those bounties cleared.

TR_m4_TG_Surru2 *Acquiring Ordinator Armor*

The player is sent to acquire three sets of High Ordinator armor (meaning 3 times helmet + 3 times cuirass). The questgiver will tell the player that the place where one would most certainly find the armor laying around would be the armory in the Ordinator Fortress. Of course, it doesn't matter where the armors are from. The armors will be used in a subsequent quest.

TR_m4_TG_Surru3 *The Exchange*

When talking to Surru Ruunil she'll guide you to **Ilmidriel**.

Ilmidriel will tell you that she's been contacted by the Camonna Tong about her brother **Illigoth** whom they've as hostage. They've informed her that his held in an out-of-town cave location and that they're willing to ransom him for a ridiculous amount of gold. You are to travel with Ilmidriel to the cave to free Illigoth. However, she has no intention of paying any money to the Tong.

Luckily Ilmdriel knows the layout of the place where Illigoth is held and has devised a plan to free his brother for free. The cave where Illigoth is held has a "main hall", so to speak, as well as a "balcony" looking down at the "main hall". You are to approach the Tong members in the "main hall" as if you were there to deliver the money. Ilmidriel will be on the "balcony" with her bow and arrow, ready to shoot down at the Tong on a code word. You will then engage in an "hostage first / money first" negotiation with the Tong which will escalate in a fight if you don't agree to pay them or fail miserably, or then manage to convince them letting Illigoth walk behind you before giving them the money / fighting them.

Completing this quest with Illigoth alive will earn you a reputation bonus within the Guild. Ilmidriel will also reward you with special Arrows of Defusing (paralyze 3 secs + calm 5 secs On Strike). Illigoth will also act as a thief service. Handy. **Failing** means that either Ilmidriel or Illigoth or both have died.

TR_m4_TG_Surru4 *The Masquerade*

It's now for the Guild to strike back. Using the Ordinator Armor you acquired during a previous quests you and two other Guild members (Terentius and Gargara) will disguise as the law and enter a Camonna Tong cargo ship that's being unloaded by the docks. On the ship there'll be a high-ranking Camonna Tong member observing the unloading. Under the pretence of Ordinator investigation you are to tell him to escort you into the cargo hold. There the three of you will jump him, knock him out and stuff him in one of the ship's crates. After that you'll declare to the crew that some of the cargo will be confiscated. You are then to return to report of you success while Terentius and Gargara will carry the crate back to the guildhall.

The Camonna Tong member will be held a prisoner in the theatre basement. [At some later stage of the quest line you'll be told to extract information (on Almalexia's CT operations and the whereabouts/weaknesses of their leaders) from him by any means necessary (shady even by the Guild's standards). After the information has been extracted an order arrives from Narsis telling the Almalexia branch to get rid of the prisoner by killing him (even shadier).]

TR_m4_TG_Jikhu1 *Finding Arnie the Scrib*

Jikhu tasks the player with finding the retired ex-leader of the Thieves Guild, the legendary Arnie the Scrib, and persuade him to return to help the TG with an upcoming job (something to do with Narsis branch). Jikhu tells that they have considerable reason to believe that Arnie's spending his

retirement days in Teyn. He also tells the player that they already sent another guild member-- Rowdy Rilmas--to talk with Arnie, but he never came back.

Arnie the Scrib - under alias Alomon Juspethe - will challenge you to steal a kiss from one of the NPCs upstairs in the tradehouse he's staying to convince him to return from retirement. For extra measure you can also free Rowdy Rilmas from Fort Ancylis jail where his held.

TR_m4_TG_Jikhu2 *Good Thief, Bad Thief*

A quest involving interrogating the CT member you kidnapped earlier as well as getting an order to kill him; maybe even delivering his ear or something to a Camonna Tong bar as a message. Meant to test the player's ethics. Both killing and not killing the prisoner should yield different "rewards" which I haven't come up with yet.

TR_m4_TG_Jikhu3 *Breaking the Fourth Wall*

An infiltration to a Camonna Tong-run theatre ([i3-46-Ind](#)) through the sewers. You are to enter the stage and, posing as an acrobat/actor assassinate an Almalexia CT leader who's sitting in the audience. Since this is the Thieves Guild, not Morag Tong or Dark Brotherhood, the player should be given an option not to kill him: maybe just leave a note on his seat saying "The Thieves Guild says hi." or something. The quest will complete the Almalexia questline.

From here on it's all scribble (not related to the Almalexia questline; these are rough, simplistic outlines of what could be the final TG mainquest missions):

TR_m4_TG_Arnie1 *Wrong Wrong-Eye?*

Find proof that Wrong-Eye is evil. Uncover whatever her plot is. Confront and defeat her.

TR_m4_TG_Arnie2 *The Anti-Heist*

With the demise of false Wrong-Eye the Guild is now left with the Skull of Corruption. Both Alomon Juspethe and Jikhu will tell the player that they should return it. An 'anti-heist' is needed where you enter the Quagmire realm and return the Skull to its place of origin without getting caught. After returning from the Daedroth's realm Alomon Juspethe proclaims the player Master Thief.