

Quest Document “My Own Death”

Background

An Indoril noble has found out that he is wanted dead by the Morag Tong. To overturn the old trope, he actually wants to die because he believes he has committed a sin that the assassination will wash him clean of, so that he can meet his ancestors in honor. The player helps him meet his death.

Personal Vision

The player stumbles upon an assassin who has lost his writ of execution and is goofy all around. Rumour around Town is that a writ of execution has been placed on the noble. The Noble is freaked out, feels guilty for something and fears he has forsaken his ancestors. He tasks the player with making sure the execution is carried out smoothly to clear his conscience. The player has to find the foolish assassin, find the writ of execution make sure a meeting place is set up, Fetch the final meal of the noble, make sure the deed is carried out and finally make sure the noble is placed inside the family tomb. Reward: the offerings at the altar inside the tomb are up for grabs and the assassin gifts his dagger once the execution has been carried out as he decides a change in job career might be advisable.

Starter: The Assassin, Rumors, the noble, writ of execution

Location: Roa Dyr, Stateman’s Hall, Roa Dyr, Irano Ancestral tomb, Roa Dyr, Warrior’s Hall

Connected NPC’s: Narsan Virian (Assassin), Indoril Irano (Noble)

Journal:

- 3: I have picked up on rumours of a morag tong assassin hiding in town. Might be worth investigating.
- 5: Talking with %Assassin has revealed that the poor fool has lost his honorable writ of execution for his target and the copy he made. Without it he cannot escape the law if the murder is tied to him. He asked me to retrace his steps and find the writ. He is sure he must have lost it between %inn and town entrance in the gutter. Maybe his target %Noble has gotten hold of it.
- 10: %Noble knows his judgement day is near. To atone for his sins he wishes to be cleansed by being honourably executed before meeting his ancestors. He has found the writ of execution that has been placed on his head and wishes for me to find and hand the writ to the assassin.
- 20: I have found the writ of execution. %assassin will be pleased to hear of it.
- 30: The assassin was thrilled that I have gotten hold of his writ. He has however lost his dagger, which his mother gave him when he joined the morag tong. He is almost 100% sure to have lost it when diving off the bridge between the harbour and the
- 40: I have retrieved the %assassins Dagger
- 50: I have helped the %assassin getting ready for his task. He has asked me to check in with %noble to make sure the execution is carried out smoothly.
- 60: %noble has asked for %last meal for his last meal.

- 70: I am supposed to meet the assassin in front of the door to the %nobles' room.
- 80: I have helped %assassin fullfill his writ of excecution.
- 82: %assassin has rewarded me with his dagger. He fears a change in a career might be adviseable. I should go and place the nobles remains besides his ancestors inside %tomb
- 95 (f): I have dealt with the assassin in Roa Dyr. He did not have a honorable writ with him that could point me as to who his target was.
- 96(f): I have dealt with the assassin. I should go look for %noble and bargain for a reward.
- 97(f): The assassin is no more. That should put an end to this mess.
- 98(f): %noble is no more. I should talk with %assasin
- 99(f): %noble has been laid to rest. His death wish fulfilled and laid to rest besides his ancestors.

Scripts:

- TR_m3_writIrano
- TR_m3_NarsanDagger
- TR_IranoFinalRest
- TR_m3_NarsanVirian
- TR_m3_IndorilIrano

Unique Items:

- TR_m3_Urn_Indoril Irano (containers)
- TR_m3_IranoHeirloom (weapons)
- TR_m3_IranoRemains (misc)
- TR_m3_Narsan Dagger (weapons)
- TR_m3_IranoRemains
- TR_m3_writ_Indoril
- TR_m3_writ_Indorilc

Known Issues:

- Other stuff I am sure someone will find

What still has to be done:

Playtesting

Useful commands for playtesting:

coc "Roa Dyr"

player->PositionCell 1029, 803, -640, 45, "Roa Dyr, Statemen's Hall"

player->PositionCell 72379.414063, -217753.953125, 93.767517, 180, "Roa Dyr"

coc "Irano Ancestral tomb"

Short walkthrough:

There are two main starts to the quest. You can get the quest to start with the noble or with the assassin or with the noble. The assassin will ask you to find his writ, Which is hidden beneath a basket above overlooking the harbour. The Indoril will give you the writ to hand to the assassin. After the assassin receives the writ, he will ask you to find his dagger. The Dagger is hidden at the stairs that lead into the canal, below the waterline to the north. Then you are supposed to talk to the noble. The noble wants to get some sweetrolls for his last meal. I have placed some inside the warriors hall. You don't have to get the sweetrolls, you can just talk to the assassin outside the room. After getting the sweetrolls, the noble is ready and asks you to get the assassin. The Assassin then starts the combat. Afterwards pick up the remains from The noble, talk to the assassin to finish that part. Then you can bring the remains to the irano ancestral tomb. Once inside go down the stairs to the right where a named urn is placed. Place the remains inside the urn to finish the quest and receive a final reward.

Changelog v2:

Changed it so the assassin appears outside the door of the noble once you talked to him about wether everything is ready.

Moved the rumours to the Roa Dyr Section and modified its conditions.

Changed the topic "my last meal" to "prepare for my death" as suggested.

Fixed a shitton of typos. Damn thought my English was better ^^ . (Greetings, Journal, Topics: Latest Rumours, most dangerous man in Roa Dyr, my heirloom Dagger, Irano Ancestral tomb, my honourable writ of execution, meet his ancestors, prepare for my death, wanted by the Morag Tong

So apparently, I need a new keyboard because the double spaces are real. Fixed them where I could find them.

Capitalized Morag Tong and Dunmer because apparently I was a filthy outlander that didn't show them the respect they deserve

Emphasized why he thanked the divines. He is a fool afterall.

Kept the enchantment of the dagger as is. He got his brightness from the mother who made the dagger apparently.