# Merge notes

## Interior edits

### Fauler’s Philters

* Delete all four spoiled potions.
* Remove the guard.

### Andothren (0, -17)

* Remove the hlaalu\_loaddoor\_ 02 at (180.805, -133679.828, 468.222).
* Remove the barrel\_01\_empty at (5315.435, -131949.594, 89.371).

### Nevusa Falen: Alchemist

* Remove the guard.
* Remove the T\_MwDe\_FurnM\_Ds1Pos at (4123.441, 3802.023, 15458.339).
* Remove the in\_hlaalu\_door at (4160, 4416, 15552).

## Dialogue edits

* All probability filters for “latest rumors” filtered for Andothren need to be recalculated to accommodate for the new rumor. The new rumor should be kept within the 50 ≤ Random100 < 60 span to align with the “little advice” topic.
* The response to “little advice” that mentions Nevusa Falen should check that she is alive, since you may end up killing her during this quest (not advised).

## Object edits

I edited these in the quest esp, but if these edits should rather be done in the section file, please note the following changes.

### Hemmette Fauler

* Change script to new script named TR\_m4\_NPC\_Hemmette\_Fauler.
* Set Fight to 0.
* Remove all potions in inventory except the Fortify Strength, Frost Shield, and Rising Force potions.

### Nevusa Falen

* Change script to new script named TR\_m4\_NPC\_Nevusa\_Falen.

## Other notes

* I have added two new curses, TR\_m4\_Ando\_IncreasePrice and TR\_m4\_Ando\_ReducePrice in order to modify the prices of the merchants. Since there are other quests needing this (reported in the bug tracker), these or similar spells should be moved to Tamriel\_Data and the IDs be updated accordingly.
* It seems to be difficult for NPCs to returning from the path grad node at (4105, 4405, 15685) in *Andothren, Nevusa Falen: Alchemist*, due to a chair partially blocking the way (the NPC tends to walk behind the wall (*sic!*)). Adjusting the node may work (I have not tried). Otherwise, is it really necessary for the path grid to go all the way to the bed?