

# Nicksta1310 Edits

Temples and Templar Orders Quest Pack: TEMPLE1-15

Changes are highlighted in yellow.

## TEMPLE3: Missionary Work

### QuestorOffer [1000]

While we have plenty of hands-on work to do, we must not fail to share the basic teachings of \_\_questgiver\_. We must bring in more who are ready for conversion to our faith. Can you take on a preaching assignment, %pcn?

## TEMPLE4: Dealer of Cursed Items

### RumorsDuringQuest [1005]

A lamp in our house has been producing a weird reddish light and recently my dreams have been plagued by something calling itself a dark servant... Weird stuff.

### RumorsPostSuccess [1007]

Someone named \_shadyt\_ was arrested recently by %crn guards on suspicion of trading cursed items. Ohhh, this rumor makes me hope that local store can refund my defective lamp...

### QuestLogEntry [1010]

\_questgiver\_ wants me to investigate a trader who's suspected of selling cursed items. The trader may have left relevant clues in \_house1\_ located in \_\_house1\_. The local guards' lookout can tell me more about the current situation. I still have =timer\_ days until the trader leaves %crn.

### Message 1011

Hey, %pcn! I have been told about your potential visit by a courier from \_\_questgiver\_.

[You talk with the lookout for a while and the guard presents a small parchment with scribbles written in an unusual Orcish language, presumably belonging to the last "customer", according to the signature.]

We do not have an Orcish specialist here in \_\_house1\_, but there's one from outside of town on his way as we speak. You'll need to wait around 6 hours before we can continue, friend.

## Message 1012

Hey, %pcn! I have been told about your potential visit by a courier **from** \_\_questgiver\_.

[You talk with the lookout for a while and the guard presents a piece of animal skin with **scribbles** written in an unusual Giantish language, presumably belonging to the last "customer", according to what seems to be a **signature**.]

We do not have a Giantish specialist here in \_\_house1\_, but there's one from outside of town on his way as we speak. You'll need to wait around 6 hours before we can continue, friend.

## Message 1021

[You hear distant noises getting closer and closer. It seems like the trader **hired a bunch** of thugs to cover up **evidence**.]

## TEMPLE5: Envoy to the Mages Guild

### QuestorOffer [1000]

Good day, %pcn. My name is \_questgiver\_. You've only recently **become** a part of \_\_questgiver\_, but if you want to be of great help to our holy **order**, we can provide you with a simple, yet very important diplomatic task. Now, we need a new face to bring a package to the Mages Guild. Our enemies may want to sabotage our relationship with the Mages Guild, but since they do not know you, I believe they may not **interfere**. Are **you** available to help us right now?

### QuestComplete [1004]

Good show, %pcn! I will include your name **in** our reports, so that the high priests recognize your dedication to %god when it **is time for promotions**.

## Message 1011

This package will be buried with you, treacherous %ra. Convincing us **that** these sorcerers are actually good is a futile task.

## Message 1019

[You notice someone's precious mineral. Seems like its owner left the gem **in a hurry**.]

Care to grab this treasure?

## TEMPLE6: Dark Champion

### RefuseQuest [1001]

What a shame. \_\_questgiver\_ clergy will need to think about hiring expensive **spellwords and** you will not get glory for yourself. Better to not think about all the poor %crn people being massacred in the meantime...

### Message 1011

[You approach a clean looking noble who seems to be absorbed in inspecting a shining astrolabe. You notice an \_amulet\_ **that** looks exactly the same as the one described by \_questgiver\_]

Do you want to ask the noble for the \_amulet\_ or do you take an opportunity to **steal the item**?

### Message 1014

Hmmm, nice to see you, brave %ra. My name is \_noble\_. Your mission to slay this annoying villain can benefit both %nrn and me.

[After a small conversation where the \_amulet\_ is mentioned **as a source** of protection against the apostate's magic, the noble nods in **agreement**.]

**I'm bored to hell with this bauble, anyway. I can give it to you for a small and simple task.** Kill an angry treasure hunter who wants me dead. You must wait around an hour for this nuisance to show up here. **Afterward,** come to me and I'll **give you the** \_amulet\_ for your efforts, %ra.

### Message 1015

Hey, %ra! Out of my way. My target is this sleazy \_noble\_ who hired a thief to steal the ring from the last dig.

[You take steps towards **the** hunter and show a willingness to **kill,** if **necessary**.]

I see. Time for both of you to die!

### Message 1018

Seems like you're from \_\_questgiver\_ or you've **been hired** by %nrn. This does not matter to me. Now you will see the power within me, %pct...

## Message 1021

[The \_amulet\_ starts to produce a bleak light]

## TEMPLE7: Envoy to Fighters Guild

### QuestorOffer [1000]

Nice to see you, %pcn. My name is \_questgiver\_. Your help with solving the problems of \_\_questgiver\_ is becoming more and more valuable to us. I suppose that a new diplomatic mission to the Fighters Guild can be assigned to you. We have important documents that bring a considerable risk to the courier each time we send the package. Are you interested in this mission?

### RefuseQuest [1001]

Someone else will take the package and get the job done, %ra.

### AcceptQuest [1002]

Great. Your task will lead you to \_guild\_, located in \_\_guild\_ nearby. \_merc\_, a Fighters Guild representative, will take your package and that will be all. However, shady criminal lords of the Thieves Guild have their own interest in the package. Expect intruders at any point. \_merc\_ will not test your loyalty. Instead, he needs someone else from \_\_questgiver\_ to accompany you, so brother \_bro\_ will travel too. Pick him up in \_tavern\_ before traveling. I hope you make it in one piece, %ra.

### QuestFail [1003]

You're either a really bad courier or a traitor to \_\_questgiver\_. Our council is losing confidence in you, %pct.

### QuestComplete [1004]

Awesome! I have been anticipating your success, %pcn. Our council will discuss your future with optimism.

### RumorsDuringQuest [1005]

I heard that \_\_questgiver\_ is trying to improve its standing with the Fighters Guild, probably for the sake of getting better and cheaper soldiers for dangerous work.

### RumorsPostFailure [1006]

Everyone in \_\_questgiver\_ is shaming some poor %ra. Some people in the Fighters Guild also seem to be doing the same.

## RumorsPostSuccess [1007]

Mercenaries and clerics of \_\_questgiver\_ have been more active recently. I even noticed some Fighters Guild members visiting the temple for blessings before life threatening missions.

## Message 1010

\_questgiver\_ wants me to deliver a special package to a nearby pick up point in \_guild\_ located in \_\_guild\_ area. Thieves Guild operatives can and will interfere, so I must be prepared. But first, I must accompany \_bro\_ in \_tavern\_ to deliver a package to \_merc\_. I have =timer\_ days in total.

## Message 1011

%pcn,

We know about your affairs with \_\_questgiver\_. \_bro\_ is our hostage in \_house1\_. You must come here with the package and we will discuss your next actions. Be quick or \_bro\_ will suffer.

\_thief\_, Thieves Guild.

## Message 1012

[You notice that \_bro\_ is not in \_tavern\_ at the moment. It is probably best to wait outside, near the entrance.]

## Message 1013

A shady figure in a green cloak silently walks straight to you and holds out a small letter. Your questions are met with silence and a blank smile.

## Message 1014

%qdt:

I must deal with \_thief\_ to rescue local fellow \_bro\_ in \_house1\_ and proceed to the next part of my mission, directly to \_guild\_ in \_\_guild\_.

Still, =timer\_ days to go.

## Message 1015

Come here, %ra. The package you're currently holding in that sack would be very useful to the Thieves Guild in %crn. You give us the package, we release \_bro\_ and your actions will be remembered in a good way.

Or you may try to play a tough one and get yourself killed, hehe.

[Do you choose to give the package to \_thief\_ or fight your way out?]

## Message 1016

Good choice, %pcn. Now you and \_bro\_ can walk free out of \_house1\_. Ohh and before you leave, take this enchanted \_reward2\_ for your cooperation, compliments of the Thieves Guild.

## Message 1017

Ehhh, not a very good choice, %pcn, but at least I can take possessions from your dead bodies.

## Message 1018

[You manage to kill \_thief\_. Now it is time to rescue \_bro\_ and get out of \_house1\_.]

## Message 1019

Dear %pcn, I cannot find the words to express the depth of my gratitude for saving my life from those outlaws! Nevertheless, we must quickly proceed to \_\_guild\_ and meet up with \_merc\_.

# TEMPLE8: Pilgrimage to the Holy Site

## QuestorOffer [1000]

The time has come to renew your faith and loyalty to \_\_questgiver\_. You must travel through %crn to a sacred place for all who value our teachings. Will you commit yourself to this journey?

## RefuseQuest [1001]

Perhaps our clergy's decision to accept you, %pcn, was a mistake.

## AcceptQuest [1002]

Great, my child! Your destination is \_site\_. You will find a high priest performing memorable services for the common folk, spreading our teachings and healing bodies as well as the souls of those desperate for guidance. Visit this place, talk to the pastor and return back to me in =timer\_ days.

## QuestComplete [1004]

Continue your service and you will be well respected in \_\_questgiver\_.

## QuestLogEntry [1010]

%qdt:

I need to travel to \_site\_, located in \_\_site\_, and talk to the local pastor for guidance. I have =timer\_ days for the whole pilgrimage.

## Message 1011

Hmmm, tell me your name, my child.

[You tell \_pastor\_ your name.]

Very well, %pcn. A lot of travelers come to me from different parts of %crn for all sorts of advice. You seem to also be in need of guidance. Come closer and tell me about your past.

[After your story, \_pastor\_ nods and shortly thereafter performs a ritual of blessing. Your spirit feels much better and now you are free to go.]

## Message 1012

It seems like you're well-traveled and your eyes shine with holy passion. Do you want a bracer as a reward for completing pilgrimage?

## TEMPLE9: Prisoner to Oblivion

### QuestorOffer [1000]

I hope you are well in body and spirit, %pcn. One of the most enlightened monks of \_\_questgiver\_, \_monk\_, is missing. We have no clear answers right now, but commoners noticed something emitting darkness and cold in \_monk\_'s residence. Can we count on your help, %pcn?

### RefuseQuest [1001]

Hopefully, our other trusted brother can find \_monk\_, but I have a strange feeling that we have lost him forever.

### AcceptQuest [1002]

%pcn, it is great to hear that such a trusted member of \_\_questgiver\_ will help us. \_monk\_ was in \_house1\_, located in \_\_house1\_, relatively nearby. Investigate \_house1\_ as quickly as possible and if you notice something unusual, consider the situation carefully and exercise your best judgment. Oblivion forces may be involved. I wish I could tell you more, %pcn. %god be with you.

### QuestComplete [1004]

Ohhh, you returned with \_monk\_! This is awesome, but what exactly happened?

[You tell the full story.]

Certainly a difficult choice in this situation, but you rescued \_monk\_ and made it out of \_dung\_ alive, so I cannot blame you. Take this from \_\_questgiver\_ treasury, as a sign of our recognition.

## RumorsDuringQuest [1005]

%pcn, did you hear about \_monk\_? He's been missing for a week. So many folks have disappeared in the past month.

## RumorsPostSuccess [1007]

Some heroic %ra rescued \_monk\_ from who knows where. Probably from yet another dungeon, I guess.

## QuestLogEntry [1010]

%qdt:

\_questgiver\_ wants an investigation of \_house1\_ in \_\_house1\_ for any clues to the whereabouts of \_monk\_. I have =timer\_ days to go.

## Message 1011

Come closer, fleshling, so I can see your face... My name, or your name for that matter, is not important. I know you have come for \_monk\_. The worthless monk would rather die than help me, but now that your sweaty masters are determined to rescue that skin, we can finally reach an agreement. You come with me to a dungeon and help me to slay a rival from Oblivion; then, the monk will live. Do you agree to this proposition, fleshling?

## Message 1013

While the Daedra is killed, at least for now, \_monk\_'s fate is sealed and my task is over.

## Message 1014

Good answer, fleshling. I have some "personal matters" at the palace in \_\_palace\_ for now. Meet me there as quick as you can; then, we begin.

## Message 1015

%qdt:

Something unexpected happened. A Daedra Lord wants to take me to an unmarked dungeon to slay a Daedric rival, but visiting the palace in \_\_palace\_ is my vital next step. Still, =timer\_ days to go.

## Message 1016

[Just after you step into the palace, the mighty Daedra Lord notices your presence and swiftly moves nearby.] Great. Now we will move into \_\_dung\_ and you WILL assist me.

## Message 1017

Keep moving, fleshling. I will wait here and cover the entrance, so nobody will enter.



## Message 1018

Well done. Of course, \_monk\_ will be free from my pocket realm. Now I must go, fleshling.

## Message 1019

Ohhh, I'm alive! You're a true hero, %ra. But we need to move out of this bleak place and return to \_\_questgiver\_, so i can talk with \_questgiver\_.

## Message 1020

\_monk\_'s fate is sealed and my task is over by now.

## Message 1021

Arrggghh, %ra, do you really want to waste your life on a petty feud from a sleazy schemer?

# TEMPLE10: Persistent Ghost

## QuestorOffer [1000]

%pcn, \_\_questgiver\_ got a haunted house problem in \_\_house1\_. One of our priests already tried to banish the ghost, but the immaterial being reappeared shortly after each exorcism. Our scholars believe that investigating events prior to the haunting may be the best solution. Can we count you in?

## AcceptQuest [1002]

Awesome! First, you must calm the ghost down by any means you deem necessary. I can recommend casting the Wisdom spell in \_mage\_ for distant communion, but the choice is yours. After you deal with the ghost, return to me and report your findings. \_\_questgiver\_ council will provide you with the final task afterwards. Good luck and %god be with you!

## QuestComplete [1004]

Your work has satisfied the needs of \_\_questgiver\_. Whether your choices satisfy your conscience is another question.

## RumorsDuringQuest [1005]

\_house1\_ in \_\_house1\_ is haunted and the current owners cannot do a damn thing about the ghost, it seems.

## RumorsPostFailure [1006]

\_house1\_ in \_\_house1\_ was abandoned by the owners and nobody is willing to take the place. Even thieves and burglars are avoiding it.

## QuestorPostFailure [1009]

You **did a** poor job **with that ghost in the last** investigation, %ra.

## QuestLogEntry [1010]

%qdt:

I need to **calm the ghost in \_house1\_, located in \_\_house1\_**. How **I do** this is up to **me**. I probably **need to cast a Wisdom spell in \_mage\_ for distant pacification**. **Alternatively, I could find a special item relevant to the ghost's past life**. My time is limited to =timer\_ days.

## Message 1011

For some reason, **touching the weird** looking symbol you **found in** this residence calmed the ghost down. Time for a real investigation to begin.

## Message 1012

**You sense that the distant communion has made the** previously furious **ghost more willing to talk**. Time **for a real** investigation to begin.

## Message 1013

**The restless spirit's hold over the residence grows tighter with each strike. Maybe persuasion really is the best solution!**

## Message 1014

You have slain the ghost, but this is only a temporary solution **and the spirit** will return **eventually**. Consider your task as a failure.

## Message 1015

The pacified ghost talks freely, **but it's difficult to know where one sentence ends and another begins**. **Listening carefully, you notice** remarks about a cursed item that does not allow a spirit to leave the physical world. **You also notice a name, \_suspect\_, along with the words "nearby stranger" and "reckless binder."**

## Message 1017

**[You report your findings to the Temple Missionary, who consults with fellow priests for a few minutes, then turns to you.]**

%pcn, **\_suspect\_** is the name of a local artist who also **dabbles in** magical arts. We know about **%g2 from a bookseller** who provided %g2 with arcane tomes. Talk to %g2 and **free the spirit from the physical world by whatever means necessary**. Your suspect **is currently** in **\_house2\_**. When you **complete the task**, find me in **\_temple\_**.

## Message 1018

Dear %ra,

Forgive me for this letter and all the problems I caused to \_\_questgiver\_, but this cursed item is of paramount importance to my arcane project. If you're on your way to my residence, then I beg you to listen to my words when we actually meet in the flesh.

\_suspect\_

## Message 1019

An old postman walks straight to you and gives you a dusty parchment without saying anything.

## Message 1020

%qdt:

I got a strange letter from \_suspect\_, where %g1 begs me not to judge %g2 too quickly. My destination is \_house2\_. Hmm, still =timer\_ days to go.

## Message 1023

Hello, %pcn! Let me set the record straight with you: my last arcane project had strong ties with necromantic knowledge and required a cursed item to perform a ritual, but I had mostly good intentions with the project. I lost my child a half year ago and all this time my only wish is to hear the voice of my angel one more time...

Unfortunately, the ritual failed its purpose and a different spirit was bound to physical reality. You can let me dispel this cursed item so that I can free the spirit and try the ritual again. Or... umm, I won't stop you if you choose to destroy the cursed item and turn me in, but I beg you not to do so.

[Do you want to destroy the cursed item or trust \_suspect\_ to use it peacefully?]

## Message 1024

[You destroy the cursed item swiftly. \_suspect\_'s head lowers in resignation.]

I will still have my memories and my devoted heart. If you see fit to have me punished, then I will be here.

## Message 1025

[You pick up the cursed item for a moment and then hand it back to %g2.]

Ohhh, thank you! Take this as a sign of my appreciation. %god bless you.

## Message 1027

Ohh, my child! It is me, \_questgiver\_, and I wanted to let you know that the ghost is no longer a problem. Good work. Only one thing is bugging me... Is \_suspect\_ performing dangerous rituals?

# TEMPLE11: Crimson Raid

## QuestorOffer [1000]

%pcn, you may not be aware of the rumors in \_\_questgiver\_\_, but we need your help and very soon. A formerly cautious sect of vampires has grown desperate for blood and plans to capture a hamlet this week for a mass feeding.

\_\_questgiver\_\_'s militia has already dispatched defenders, but your help as a trusted member and skilled soldier in your own right may tip the balance.

Do you agree to help us?

## AcceptQuest [1002]

Very good. Now travel to \_\_hamlet\_\_ as fast as you can and talk to the local commander in \_\_hamlet\_\_. \_leader\_ will provide an update on the situation.

## QuestComplete [1004]

It seems that the bloodsuckers are leaving with nothing and losing plenty. Great job with helping us, %ra. \_\_questgiver\_\_'s treasurer provided me with spare resources that I will gladly share with you.

## RumorsDuringQuest [1005]

A group of starving vampires is about to raid \_\_hamlet\_\_!

## RumorsPostFailure [1006]

The future of \_\_hamlet\_\_ is unknown, but many villagers have fled!

## RumorsPostSuccess [1007]

\_\_questgiver\_\_ came to the defense of \_\_hamlet\_\_ and drove off a vampire raid.

## QuestLogEntry [1010]

%qdt:

My task is to travel to \_\_hamlet\_\_ and talk with \_leader\_ at \_\_hamlet\_\_ about the current situation. I need to prepare for heavy resistance. My time is limited to =timer\_ days.

## Message 1012

Really nice to see you, %ra. I was expecting you sooner, but this is alright. The vampires are already on the move, so I prepared a line of defense for \_\_hamlet\_\_.

By the way, our scout team has just returned to the field tents. We can deploy them to the line of defense immediately or they can search the tents for some potions to aid your personal combat. There's not enough time for both.

[Do you prefer a stronger line of defense for \_\_hamlet\_\_ or more supplies for yourself?]

## Message 1015

[You and \_leader\_ notice an ancient vampire in the distance conjuring dark and thick clouds above their heads. It seems that the bloodsuckers were prepared for a desperate charge in broad daylight.]

## Message 1016

[You see the hunger on their faces as they sprint towards their prey. The brave defenders fear the worst.]

## Message 1017

[The vampire horde refuses to back down, even as reinforcements arrive to defend \_\_hamlet\_.]

## Message 1018

[In a last-ditch effort, the ancient vampire throws himself into battle.]

## Message 1019

[The death of the ancient one has all but ended the raid on \_\_hamlet\_. The other vampires retreat in savage despair for any underground sanctuary they can find.]

# TEMPLE12: Scrying Device for Mystic

## QuestorOffer [1000]

%pcn, I was hoping to meet a devotee as respected and accomplished as you for a vital mission. We need a courier to deliver a scrying device to a mystic who is stationed in a secluded dungeon. The mystic in question delves in visions of the future, but the previous device broke sooner than expected, so we're out of contact right now. Do you agree to help us?

## RefuseQuest [1001]

Well, we have a couple more worthy candidates, but I was counting on you.

## AcceptQuest [1002]

Your willingness to serve \_\_questgiver\_ honors your reputation. The first thing that you must do is traverse %crn towards \_house1\_ in \_\_house1\_. Grab the replacement device from our Temple tinker, \_tinker\_, and check that it's working properly. Afterwards, you must delve into \_\_dung\_ and deliver the device to our seer. You may encounter \*slight\* resistance from a local cult of renegade sorcerers, who want the scrying item for their own purposes. Stay alert and %god be with you.

## QuestComplete [1004]

Thank you. Everything works as intended and the mystic is happy. It seems that you are destined for a greater role in \_\_questgiver\_ one day, %pcn.

## RumorsDuringQuest [1005]

\_\_questgiver\_ and a group of renegade sorcerers are waging a small war over a small scarab. Ha!

## RumorsPostFailure [1006]

\_\_questgiver\_ lost a scrying orb and now they're negotiating with the Fighters Guild to hunt some weird cult down.

## RumorsPostSuccess [1007]

Some cultists have gone into hiding among the villagers after failing to seize a scrying orb from \_\_questgiver\_.

## Message 1011

I have been expecting you, %pcn. My name is \_tinker\_. This scarab should be working properly and hopefully that mystic in \_\_dung\_ will be happy along with \_\_questgiver\_. I spent the last day on this little bastard!

## Message 1012

I have been expecting you, %pcn. My name is \_tinker\_. The scarab is working for the most part, but you should check it one more time. I can only hope for the correct calibration!

## Message 1013

The \_pala1\_ seems to be in working condition and you can hear the voice of \_questgiver\_ asking about technical parameters of the device. You check all of them and the work of \_tinker\_ seems to be flawless.

## Message 1015

The \_pala2\_ seems to be in working condition and you can hear the voice of \_questgiver\_ asking about technical parameters of the device. You check some of them and notice a weird disturbance. It seems that the device is not working properly.

## Message 1016

%qdt:

\_pala2\_ is not working properly. I need to go back to \_tinker\_ and ask him to fix it. Afterward, I must go into \_\_dung\_ and give \_pala2\_ to the mystic. =timer\_ days are still left.

## Message 1017

The defective device has attracted members of a hostile cult who are willing to spill blood for the item in any condition.

## Message 1018

Damn me, %pcn! Sorry for the inconvenience.

[\_tinker\_ quickly replaces a couple of shining stones in the scarab and turns a small detail upside down.]

Here we go! Also, take this as a small compensation for the trouble. Luck be with you, %ra.

## Message 1019

You suspect that you're being followed. As you turn around, the cultists draw their weapons and clearly intend to use them.

## Message 1020

Two more members of the murderous cult have been following you. Their attitude is not improving.

## Message 1021

Ohhh, you're from \_\_questgiver\_. You have a delivery, I assume.

[You give the device to the mystic and everything seems to work perfectly.]

I have a lot to tell and share with \_questgiver\_, but your important work is done. I hope nothing will spoil your path back.

## Message 1023

As you blindly stumble upon the floor, you find a colorful \_potion\_!

## Message 1024

An assassin emerges in yet another effort to strike a blow for the cult. Now that you no longer have the device, perhaps a few more casualties will force them into hiding.

# TEMPLE13: Induced Madness

## QuestorOffer [1000]

%pcn, I hope you will help us with an important case that requires our prompt intervention. The authorities of %crn called on us to eliminate a Daedra cult. We sent a detachment of templars from \_\_questgiver\_ to carry out the order, but something went very wrong and the cultists managed to corrupt their minds, somehow. The detachment ceased to obey orders, went to \_\_village\_ and locked themselves in a house. Their sanity deteriorates every hour and soon there will be a disaster. Only special spells dealing with the unholy presence of daedras or undead can save our templars from damnation. Are you ready to help us hush up the scandal?

## AcceptQuest [1002]

Excellent! Before going to \_\_village\_, you should learn a Mystical spell that banishes the Daedra or the undead. Otherwise, you will have no choice but to kill our templars, assuming that the authorities don't execute them first. We have negotiated with a squad of the %crn militia to wait for an "agent" from the \_\_questgiver\_, which is you. Meet the soldiers at \_village\_ for further instructions. And remember that preserving our reputation is your primary task, but do what you can for the templars. Good luck!

## QuestLogEntry [1010]

%qdt:

I need to go into \_\_village\_ to meet up with a squad of %crn soldiers in the \_village\_ to deal with uncontrollable templars. The clergy from \_\_questgiver\_ also advised me to learn Banish Daedra spell or Holy Touch spell to have the best chance of saving the templars' lives and souls. My time is limited to =timer\_ days.

## Message 1011

Ohh, you must be the agent from \_\_questgiver\_. Let's get down to business right away. We're preparing an ambush from the wilderness nearby as a last resort. The lives of your tormented brothers are in your hands, for now. Our scout will lure the templars out of \_village\_ in one hour, then you will have your chance. Work quickly when the time comes. If you can disenchant the Templars, great. If you kill them and relieve us of the headache, that's great as well. How to solve the problem depends only on you. But if your plan fails, then we will kill the temple agents to make sure the Law of %crn is preserved, no matter the cost.

## Message 1013

Your absence from your mission will have its consequences.

## Message 1015

The templars have come to their senses and are shocked at the damage they have caused in the meantime. They will be fine in a few hours. Your job here is done. Time to head back to \_\_questgiver\_ for reward and debriefing in \_\_questgiver\_.

## Message 1017

The soldiers have run out of patience and seized the opportunity to launch their ambush.

## Message 1018

A pity that it came to this. Daedra worshippers can be unpredictable adversaries. You should return, agent. Your work here is finished. Pass on my condolences to \_\_questgiver\_.



## Message 1020

We have lost many good people, but the problem has been resolved. Here's your reward, %pcn. I will arrange the memorial service.

## TEMPLE14: A Delivery of Books

### QuestorOffer [1000]

Welcome to our temple, %pcf. You are not one of us, but we can entrust you with a small assignment of minimal consequence. This is a delivery of books for neophytes. Are you interested in serving \_\_questgiver\_ as a courier?

### AcceptQuest [1002]

Good. These two books contain the words of the Saint that the novices must learn. One of them lives in \_house\_, and the other has rented a room in the \_tavern\_. You will receive small offerings from them as a sign that you have delivered the books to the right people.

## TEMPLE15: Icons for Ceremony

### AcceptQuest [1002]

Note to mod author: check this message in-game to see how it looks with the literal place names. There could be a redundant “the” or “a” beforehand.

## Message 1011

You speak to a priest from another region and talk about the mission of your temple. After that, you smoothly move on to a conversation about the need for a ceremonial icon in a local church. The priest proudly gives the icon to you and blesses it.

## Message 1012

You speak to a priest from another region and talk about the mission of your temple. The conversation goes well at first, but the priest calmly and gently changes the subject when you say that the local temple needs an icon for the celebration. You leave with nothing.