

Nicksta1310 Edits

Temples and Templar Orders Quest Pack: TEMPLEX1-2

Changes are highlighted in yellow.

TEMPLEA1: Blood Sect Infiltration

QuestorOffer [1000]

Arkey be with you, %pcn! We have an urgent situation in %crn with a sect of vampire worshippers. Glorifying the undead is reason enough to condemn these heretics, but their activities also indicate an invisible war against us. Will you avenge the desecrated circle and save innocent lives at the same time, %ra?

RefuseQuest [1001]

Not everyone is made for infiltrating dangerous sects, and you are a living example, %ra!

AcceptQuest [1002]

May Arkey smile upon you! Your first wretched target in this hazy task is _house1_, here in _house1_. Our informant has reported constant activity at night time. He also saw a pale figure with red eyes moving inside last night. Be cautious in your efforts to infiltrate the sect. The cultists may question your intentions and there's a high chance of encountering an actual vampire. I hope you emerge victorious.

QuestComplete [1004]

The blood sect is on the run, thanks to your efforts. We will hunt them down to ensure the safety of the people. __questgiver_ priesthood has something for you, as well!

RumorsDuringQuest[1005]

Some people have gone missing in %crn. Seems like a vampire's work, as usual.

RumorsPostSuccess [1007]

A weird cult in %crn that kidnaps and drains people of their blood has gone into hiding.

QuestorPostSuccess [1008]

Life and the living are indebted to you, %ra!

QuestorPostFailure [1009]

Even more people have gone missing, %ra.

QuestLogEntry [1010]

%qdt:

questgiver requires me to investigate _house1_ in __house1_ for signs of a blood sect. Vampires of some sort can be expected if things get ugly. =timer_ days to go until mission will be marked as a failure.

Message 1011

[Your lies sound very believable to the ears of the patron]

Ohh, you're a new member of our growing lodge. You have come to receive a task from the Ancient One? Do not fear his age and appearance. You must come to _house2_ in __house2_ for an audience. Our small building is merely a meeting club. Good luck!

Message 1012

[You look inside _house1_ and notice different icons, symbols and insignias depicting vampires and blood. Someone also notices you.]

Who are you and what are you doing in _house1_ this night?

Either you will answer my questions or we will throw you outside!

[Do you want to try intimidating the cultist instead of lying about your intentions?]

Message 1013

[You roar at the cultist and your mighty stature really helps with getting much-needed information.]

Hey, easy on me, tough %ra! You need to go to _house3_, in __house3_. Our coordinator will help you with joining our lodge. I hope he accepts your position!

Message 1015

[Your attempt to force the cultist to speak up is a failure. Now, the cultist is hostile and the whole residence is alarmed. A single vampire rushes to the aid of the patron.]

Message 1017

[Your attempt to deceive the patron is an utter failure. Now, the cultist is hostile and the whole residence is alarmed. A single vampire rushes to the aid of the patron.]

Message 1018

After slaying a bloodsucker and searching a **body**, you notice a small parchment with coordinates of **_house4_ in __house4_**. **It's marked as a meeting place for the "embraced"**.

Message 1020

A group of **suspicious** looking robed figures **emerge from the** shadows. They bear the same insignias that you noticed in **_house1_** before.

Message 1021

Someone **was** waiting for you here alone to **avoid attracting** attention from outsiders.

Message 1022

As you enter the luxurious **building, a** tall figure in robes **approaches the** entrance, walking straight to you. **It seems that** this **is the** Ancient One. You talk with him and use all of your charisma to impress the old vampire. This seems to work perfectly. In **the** next minute, **the** Ancient One assigns you **an errand to** deliver sect documents to other important vampires.

Message 1024

As you enter the luxurious **building, a** tall figure in robes **approaches the** entrance, walking straight to you. **It seems that** this **is the** Ancient One. You talk with him and use all of your charisma to impress the old vampire. In response, **the** old vampire **becomes** hostile **towards** you almost immediately. He can see through **your** lies.

Message 1025

You have put a vampire to eternal rest. **Searching the** body **revealed** orders from other higher-ranking members of the sect with names and **precise locations**.

Message 1027

You have put the embraced **vampires to** eternal rest. **Searching** a body **revealed** orders to recruit humans **in the** most populated %crn towns with clear coordinates of sect safehouses.

Message 1028

After **putting the** Ancient **One to** eternal **rest**, you grab **a** pile of documents meant for other important vampires.

TEMPLEA2: Renegade Necromancer

QuestorOffer [1000]

Arkay be with you, %pcn! We **received** a very interesting letter from _necro1_, a renegade necromancer who is willing to join __questgiver_ **for** protection **from %g3 former** allies. Currently, %g1 waits at _house1_ in the __house1_ area. Do you want to partake in escorting a **defector**?

RefuseQuest [1001]

This **is a** dangerous mission against masters **of the** undead, so your choice is reasonable.

AcceptQuest [1002]

Very good, %pcn. Do not waste any precious time, because **_necro1_ will only wait for a week and a half at most before fleeing on %g3 own!** Go to _house1_ in __house1_ and escort **the defector** back here, where we will embrace %g2 as part of __questgiver_. Expect undead **servants to intercept you at** any point. Arkay will guide you, %ra!

QuestComplete [1004]

Impressive work on **guarding _necro1_!** I can only hope that **%g1** will remain **in Arkay's** light and **does** not turn to darkness **in the** future, %pcn.

RumorsPostFailure [1006]

It seems that the Necromancers are relentless in hunting renegades. The poor souls don't have a chance.

QuestorPostSuccess [1008]

Nice to see you, proselyte **protector!**

QuestLogEntry [1010]

questgiver needs my help in **escorting _necro1_,** a renegade necromancer, from _house1_ in __house1_ to temple in __questgiver_. I have only =timer_ days to go.

Message 1011

If the Necromancers sent you, then go away while you still can.

[You **introduce yourself to** _necro1_ and **state** your allegiance **to** __questgiver_]

Whew! **It** is refreshing to see you, %pcn. We need **to leave as** fast as we can.

[**The smell** of rotten meat **precedes the** infernal roar of undead servants **approaching**]

Damn! Prepare **to defend yourself.** I will help.

Message 1013

[After the living dead almost killed both of you, something unusual happened. The creatures turned around and wandered aimlessly in random directions.]

It seems that the Necromancers have lost control over their servants. This can happen when they send out too many at once. It will take some time to regain control. I hope that we're in ____questgiver_ by then.

Message 1015

In a last-ditch effort to cover up their dirty secrets, the Necromancers have hired living thugs to chase both of you after a day.

TEMPLED1: Corrupter of Beauty

QuestorOffer [1000]

Blessings of Dibella upon you, %pcn. We are in dire need of someone capable of dispatching a dangerous Daedra corrupting people in _house1_. We have already lost a couple of temple mercenaries, who are now servants of the seductress they were hired to slay. Can we entrust you with this urgent mission?

AcceptQuest [1002]

Proceed to _house1_ located in __house1_ area with this small _symbol_ allowing you to summon an Iron Atronach to aid you in the confrontation. Beware of both the charmed warriors and their mistress wielding infernal powers. Be back in =timer_ days or we will consider your task a failure. I can only hope for both your safety and freedom of thought.

QuestComplete [1004]

Great work with restoring stability and Dibella's graceful hand over __house1_. Thankfully, other people in town were unaffected by the daedra's charms, as far as we know. Hopefully, both the _reward2_ and the gold coins will compensate for your efforts.

RumorsPostFailure[1006]

__house1_ has seen much better days, especially after recent bloodshed.

Message 1011

While the symbol almost immediately crumbles to dust, a friendly Iron Atronach materializes nearby.

Message 1012

Two dangerous and charmed warriors will **protect the seductress** at all costs. Better to finish them quickly.

Message 1013

The creature of Oblivion **fortifies herself** to **wreak** havoc upon you.

Message 1014

With the death **of a** deadly **seductress**, your task is almost finished.

TEMPLED2: Lost Collection of Temple

QuestorOffer [1000]

We have **some** really interesting news this day, %pcn. **A few sacred items from our once lost collection have resurfaced. Unfortunately, they're in the hands of some robbers** who plan to sell them to the highest bidder on the black market.

With the help of court officials, the clergy of Dibella **seeks to apprehend the** criminals and retrieve the items. Can we **count on** you for this work, %pcn?

RefuseQuest [1001]

Hmm. It seems that the beauty and history of Dibella **mean little to** you.

AcceptQuest [1002]

Good. Now, listen carefully. Your **task begins at** _house1_, **a local** gambling house, where at least one member of **the** gang will be residing. Try to **get the** locations of other members and search **for the** two rumored items of interest. Try to be here **within** =timer_ days, before **we disavow the items to save face.**

Note to mod author: I changed the meaning of the last sentence, because it appears that the quest timer keeps running after the player has obtained the lost items. Therefore, there would need to be a reason why the player could still fail the quest on the way back to the questgiver.

QuestComplete [1004]

Marvellous! **Here is your** reward in gold and personal thanks from **a noble patron of Dibella's House.**

RumorsDuringQuest [1005]

A gang of robbers **are planning an auction in who knows where for some items that they claim are sacred to Dibella.**

RumorsPostFailure [1006]

Some gang of robbers left %crn with a large sum of gold after a secret auction.

RumorsPostSuccess [1007]

__questgiver_ retrieved some items that were stolen from their temple collection.

QuestorPostFailure [1009]

We lost more than enough for your lack of dedication!

QuestLogEntry [1010]

%qdt:

A local house, _house1_, is my first location of interest. I must search for a member of the gang and get all information about other members. My time is limited to =timer_ days.

Message 1011

A burly bouncer approaches you after entering _house1_. He tells you about the simple rules of the gambling house: no fights, no theft and no questioning of the rules above. Afterwards, the bouncer and other lookouts start to watch over you.

Message 1012

You approach a man covered in dirt, looking like someone from a recent raid or robbery. The man in question responds with an invitation to a friendly game of cards. After playing for a couple of games, the suspect is much more talkative. Do you want to intimidate the suspect instead of lying about your intentions?

Message 1013

After you present yourself as an agent of %crn court and talk about potential punishment for stealing __questgiver_ property, the robber cracks. He tells you about __site1_ as a place where members of the gang are currently hiding from court. Afterwards, the robber walks outside in fear.

Message 1015

Your words do not make the right impression and the robber stands untouched. Your persistent efforts to allay suspicion only make matters worse and the robber alerts the guards to your position.

Message 1016

The gang member's backpack has all the answers you need. __site1_ is the current hideout of the gang!

Message 1017

After you present yourself as a new member of the gang and successfully cover your history as a thug **for a** local crime baron, the robber starts to believe you. He tells you about **__site1__** as a place where members of the gang **are currently** hiding from the court. Afterwards, the robber walks outside to a nearby tavern.

Message 1018

Your presence here **is quickly noticed and clearly unwelcome**. Better to prepare for **bloodshed**.

Message 1019

You find the sacred **_part1_** on one of the gang members. You also find a small parchment with a list of errands for the rest of the gang to complete outside of **_site1_**. **The second group probably has the other sacred item and it won't take them long to complete these errands, so they** will return soon.

Message 1022

A precious **_part2_** almost falls from the hands of the last **gangster**.

TEMPLEJ1: Defective Arcane Construct

QuestorOffer [1000]

May Julianos inspire you to prevail, %pcn. **The quiet life of our respected School has been rudely interrupted by a failed experiment that broke out into the community. Our** relations with %crn court **have become** a little bit more complicated, to say the least.

Our temple smith was trying to construct an elemental night watch to prevent intrusion and theft, but the creature couldn't tell the difference between a thief and a treasurer. **We already lost a few people trying to contain it, because it can** summon wild animals to its aid.

Do you want to help **__questgiver_** **and the** people of %crn with the destruction **of a** malfunctioning construct?

RefuseQuest [1001]

The Knights **Mentor will** get more work then, **but they're already so** busy with other tasks, sadly.

AcceptQuest [1002]

Your willingness to help **__questgiver_** is always welcome, my child, but you need to be well prepared for the upcoming task. **The construct is in the form of an enchanted Iron Atronach with the power to fortify itself and teleport wild animals to its location, so you need to destroy it quickly before superior numbers overwhelm you. Fortunately, it is currently recharging in _house1_, away from the** needless eyes of commoners. At least moderately strong magical attacks will make your life easier, but poison and shock are **better suited for** other opponents. Good luck!

QuestComplete [1004]

Your accomplishment saved us from many legal troubles, %pcn. Take these items as a gift from the temple smith himself as a sign of our recognition.

RumorsPostFailure [1006]

__questgiver_ has been wreaking havoc around _house1_ in __house1_.

QuestLogEntry [1010]

%qdt:

questgiver required me to destroy a malfunctioning construct at _house1_ located in __house1_ area. My time is limited to =timer_ days in total.

Message 1011

Guards loyal to Julianos briefed you outside on the current situation. The construct was motionless, judging by recent activity in _house1_. Suddenly, after you enter the building and close the door, loud noises and bright lights start to fill the residence. You need to be done with the task as quickly as possible.

Message 1012

Everything gradually returns to normal after the construct is torn apart. The remaining animals become confused about their new surroundings and flee from _house1_. Your job here is done.

Message 1014

The magical construct reacts to your strike by fortifying its defenses. You need to finish tearing it apart as quickly as you possibly can.

TEMPLEJ2: A Mind Swap

QuestorOffer [1000]

Welcome, %pcn. __questgiver_ would appreciate your help with an embarrassing situation. One of our mystics has been conducting a magical experiment with entering the minds of intelligent beings to experience their memories. While most such experiments have been safe and yielded interesting results, our monk misspoke the incantation last time and ended up fusing his conscious mind with a harpy, swapping memories and falling into a deep stupor. The harpy escaped in a state of confusion.

We know one way to restore his memory and mind for sure, but this requires the assistance of a rather skilled member of the temple.

Will you save our troubled brother and help __questgiver_ save face?

RefuseQuest [1001]

The ideals of comradeship seem to be alien to you, %ra. I hope that you will help others more in the future.

AcceptQuest [1002]

Take this _part1_ and _part2_ with you. You will need to use the _part1_ on the monk and the _part2_ on the harpy, before doing anything else. Applying both alchemical liquids will defuse the shared consciousness, so you can safely break the memory link between the two subjects without destroying minds in the process.

There are two ways to break the link: the first option is to kill the harpy; the second is to persuade the harpy to speak the reverse incantation. Persuasion is possible with the help of the Tongues spell or by sufficient knowledge of the Harpy language. How you approach the task is up to you, %pcn.

The monk is located at _house1_ in __house1_, while the Harpy went to the dreadful __grave_. I can only wish you the best of luck in your task.

QuestComplete [1004]

By helping the poor monk and successfully dealing with a sensitive matter for __questgiver_ you have earned the trust of our clergy. We look forward to working with you in the future.

RumorsDuringQuest [1005]

A __questgiver_ mystic seems to be in some kind of coma.

QuestorPostSuccess [1008]

The monk from the previous task sends hearty greetings to you, %pcn.

QuestorPostFailure [1009]

We need to stop experiments with memory transferring, eh.

QuestLogEntry [1010]

__questgiver_ requires me to use _part1_ on a monk at _house1_ located in __house1_ area and to use _part2_ on harpy in __grave_ area in any order I wish. Afterwards, I must either kill the harpy or deal peacefully with sufficient language knowledge or with Tongues spell. I'm limited to =timer_ days.

Message 1011

The monk appears to be catatonic. He does not respond in any visible way to your actions.

The best way to help the poor fellow is to use the _part1_ on him to start defusing the mind link.

Message 1012

Using the __part1__ on the mystic has made the monk more responsive, but he still cannot talk properly. You need to travel to __grave__ to untangle the mind link.

Message 1013

Just after you enter __grave__ a savage harpy starts to fly straight to you. The harpy looks rather exhausted. You should not kill the creature at this time.

Message 1014

By applying __part2__ on the harpy, you have been able to temporarily pacify the creature and partially untangle the mind link.

Now, you need to travel to __house1__ to complete the process, if you haven't done so already.

Message 1015

The mind link is untangled. Your only remaining part of the task is to deal with the harpy, either by slaying the creature or by using language knowledge to resolve the matter peacefully.

Message 1017

By talking with the harpy using your knowledge of her own language, the creature quickly agrees to sever the mind link in exchange for leaving __grave__ and civilized parts of %crn peacefully.

Message 1018

%qdt:

Return to __questgiver__ in __questgiver__ to report success with reversing the mind swap.

Message 1019

By casting the Tongues spell, you manage to speak to the harpy in her language. The creature quickly agrees to sever the mind link in exchange for leaving __grave__ and civilized parts of %crn peacefully.

Message 1020

You made a big mistake by killing the harpy without defusing their minds first.

Message 1021

You manage to forcefully sever the link between the monk and the harpy by slaying the savage creature.

TEMPLEK1: Traveller's Demise

QuestorOffer [1000]

May Kynareth bless you, %pcn. We have a problem at the moment. A wandering group of bandits have murdered travellers all across the roads and tracts of %crn. Kynareth is the sacred protector of travellers and couriers, so we're obliged to help in this situation.

Do you want to partake in this task?

RefuseQuest [1001]

We have plenty of determined and willful members, so not as big a deal as it can be.

AcceptQuest [1002]

Great! Your first step is to meet our informant in _tavern_, located in __tavern_. We have received word that a group of travellers resting nearby is the most likely target of the bandits. The leader of these criminals has forged some sort of unholy alliance with a group of monsters, so expect heavy opposition. Your goal is to ensure the safety of the travellers at all costs. You have =timer_ days. Best of luck in your task, %ra.

QuestComplete [1004]

Your diligent attention to the safety of innocent people brings honour to __questgiver_. My personal congratulations, %pcn!

RumorsDuringQuest [1005]

A group of bandits are terrorising unprepared travelers in %crn.

RumorsPostFailure [1006]

A poor group of travelers were slaughtered in __tavern_.

QuestorPostSuccess [1008]

Nice to see you, %pcn. That group of bandits from your previous task has dissolved by now, if you are interested.

QuestLogEntry [1010]

%qdt:

The first part of __questgiver_ task is to visit _tavern_ in the __tavern_ area to contact the Temple informant. Other details will be uncovered later, but ultimately the safety of travelers and liquidation of bandits is my end-goal. I have =timer_ days for the whole affair.

Message 1011

You came just at the right time, %ra. The travelers in question are relatively skilled adventurers and treasure hunters, so the bandits have been preparing for a fight carefully over time. I can guess that battle will erupt pretty soon, because the outlaws have been more and more active in the past day. One thing you can do to even the odds is to search _tavern_ for a local patron who bears a symbol of summoning. It has the power to call an iron atronach for help. Unfortunately, the patron himself is a rather paranoid man.

I can only hope for __questgiver_ and your victory.

Message 1012

[You talk with the resident about bandits and his magical symbol. While reluctant at first to provide such an item, he agrees after you mentioned __questgiver_ and the importance of your task.]

Message 1013

[You talk with the resident about bandits and his magical symbol. Your words and how you present your mission had little effect on the resident. However, the patron agrees to provide the magical symbol for 200 gold coins.]

Do you want to pay for potential help?

Message 1014

You pay 200 gold for the symbol of summoning.

Message 1016

[A very scared patron walks straight to you and asks about the current situation with the bandits.]

Ohh, I hope the adventurers will survive. I could help you with a _potion_ for a small fee. Reducing the price to 40 gold is fine for me, because I would love to see the bandits kicked out of _tavern_!

[Do you agree to pay 40 gold coins?]

Message 1017

Take the _potion_ then! I hope you will prevail.

Message 1018

Well, I offered the choice, but it's your decision. I hope you will prevail.

Message 1019

You hear loudly marching people, presumably bandits, along with adventurers getting ready for a bloodbath. It won't be long before the showdown outside of _tavern_.

Message 1020

With the death of most **adventurers, the** bandits **were** able to rout **the** defense of **_tavern_** and your mission failed.

Message 1021

The valiant determination **of the** defenders forced the leader of **the** band to enter combat with **a monstrous ally**.

Message 1022

With the death of the leader and monstrous **ally, the** attackers are severely weakened and decide to retreat. Your mission is a success.

Message 1024

It seems that the symbol is working as intended.

TEMPLEK2: Spirit of Disease

QuestorOffer [1000]

Hello, %pcn! It is nice to see you in **__questgiver_**. The clergy **are concerned about** recent cases of poisoning and diseases in the **__house1_** area. Both local healers and priests **were confused about the cause at first, but we have since learned that it's a spirit emitting a poisonous aura**.

Do you want to slay **the toxic spirit**?

AcceptQuest [1002]

Before you begin, consider visiting our trusted healer, _apot_, in __apot_ to obtain a magical item with curing capabilities. Your first destination is **_house1_ in __house1_**. Talk **to** the priest **inside**. **He** will provide you with **the spirit's location and any other details you will need for the task**. Stay healthy, %ra and Kynareth will guide your path.

QuestComplete [1004]

Greetings, %pcn! Your work in **__house1_** **was spectacular. Everyone who got sick is** healthy once again. **I hope** **_reward_** gold pieces will make your day brighter as well **as a** precious **_reward2_**.

RumorsDuringQuest [1005]

__house1_ residents got more cases of yellow fever **than** anybody in %crn!

RumorsPostSuccess [1007]

__house1_ residents **are cheering for an** unnamed %ra **who destroyed a** poisonous spirit.

QuestorPostSuccess [1008]

Nice to see you, %pcn. Good work in dealing with the health problem caused by unholy spirit.

Message 1011

I've been expecting you, %pcn. My name is _apot_. This _help_ infused with curing power is now yours, but remember one thing: you can use this particular magical item only once. Still, it will cure you of any known disease in a second.

Message 1012

The _help_ is definitely working and you feel much better.

Message 1013

Hey, %ra, you're probably the one who __questgiver_ sent. So... The source of our problems lies in __dung_ and the spirit in question was summoned by a former healer of Kynareth, who turned to the side of Evil.

On the plus side, both the summoned spirit and renegade healer will be somewhere near the entrance, so you should find them rather easily.

Strike them quickly and do not succumb to disease!

Message 1015

The air in this place smells so bad that it's hard to breathe. Better to stay alert at all times.

Message 1016

You feel much worse now. Something seems to affect your skin and lungs. The air is even harder to breathe.

Message 1017

You feel bad for a couple of minutes, but your body seems to resist the effects of the disease.

Message 1018

Suddenly, you feel much worse. Something seems to affect your skin and lungs. This dungeon is a hazardous place.

Message 1019

The renegade healer and polluting spirit are in your line of sight. While the healer's skin looks extremely unhealthy, you notice a burning passion in the apostate's eyes.

Message 1020

You did a great job with helping **the** __house1_ residents by ridding %crn **of a** disease carrier.

Message 1021

%qdt:

My job is done. I need **to visit** __questgiver_ in __questgiver_.

=timer_ days are left for reporting back.

Message 1022

You feel like breathing more of this air **would make a hill giant sick**, but nothing bad happens.

TEMPLER1: A **Cursed** Patron

QuestorOffer [1000]

Greetings, %pcn! **An enemy** of __questgiver_ hired a magician to perform a dark ritual. Now one of **Mara's believers nearby** attacks everybody who enters the residence and mumbles names of Daedra princes loudly.

Do you want to **lift a curse from** a poor patron?

AcceptQuest [1002]

That's the spirit, %pcn! You need to go in _house1_, here in __house1_ and then either use **the Spell Drain spell** to leech magical contamination **from the** patron, or activate a ring from **the** magician who **cursed the** patron in question.

How **you find the magic** user is up to you, but remember: you have only 1 day left for the whole thing.

Best of luck, brave %ra!

RumorsDuringQuest [1005]

Nobody in __questgiver_ **expected** one of the most trusted patrons in __house1_ to become a raving lunatic.

QuestorPostFailure [1009]

Because of your incompetence, __questgiver_ almost **resorted** to force during **the last** violent outburst of _patron_.

QuestLogEntry [1010]

%qdt:

questgiver needs to lift a curse from a patron, who's living in _house1_ either by casting Spell Drain or by using a ring from the magician who cursed the victim in the first place.

I have no coordinates of the magician, but he may already be searching for me.

I have only =timer_ days.

Message 1011

"After you finish %pcn, move back to _house2_ to grab a poison vial. This believer of Mara needs to be dead in 3 days. Any evidence against us means big trouble. Image of %pcn is here as well for your convenience."

magician note

to YOU, partner

Message 1012

A burly fellow in a green robe looks at some paper in his left hand after seeing your face. He quickly approaches you, wielding a sharp dagger in his right hand.

Message 1013

You found a parchment on the hired thug's body with interesting information that might help you in locating the magician.

Message 1014

%qdt:

The magician with the bewitching ring I need is located in _house2_.

Message 1015

Without further ado, the magician chanted some infernal mantras and a daedroth was summoned the same minute. Time to end the life of this adept of dark arts.

Message 1016

By slaying the vile mage, you did a good job for __questgiver_. The only thing left for you is to use the ring from the dead mage to lift the curse from the patron.

Message 1017

The ring shines brightly. The patron has stopped chanting daedric names, but the aggression is persisting, for now.

Message 1018

You feel a surge of energy in your hands. The patron has stopped chanting daedric names, but the aggression is persisting, for now.

Message 1019

Without the power of the curse to drive his anger, _patron_ is exhausted and barely able to walk.

Message 1020

Thank you for allowing me to regain my lost coherence and sanity. I'm sorry for all of the problems I caused previously. I hope __questgiver_ will forgive me.

Message 1021

You made a big mistake. _questgiver_ will be angry at you.

TEMPLER2: Protector of Benevolence

QuestorOffer [1000]

Your history of service to __questgiver_ is impressive for a relatively new member, so I hope that bodyguard duty to our priestess is important to you, %pcn. The templar who previously volunteered was injured, so we need a replacement.

Do you want to be a Protector of Benevolence, %ra?

AcceptQuest [1002]

Now you must meet with _priest_ in _house1_ and proceed to the location she chooses. When both of you arrive and she starts to preach, watch closely for anything weird or out-of-place. We do not know what will happen, but members of the Dark Brotherhood are likely to interfere.

Good luck with your duties, %ra.

QuestComplete [1004]

priest reported back shortly before you and she is more than satisfied with your performance. I can only hope for more %ra's like you in __questgiver_!

RumorsPostFailure [1006]

__questgiver_ laments the death of _priest_ at the hands of Dark Brotherhood assassins.

QuestorPostFailure [1009]

Your incompetence is difficult to forget, %pcn.

Message 1011

A visibly intoxicated thug barely walks towards you and starts boasting that the Dark Brotherhood is after both you and _priest_.

After you walk away, the drunk pulls a short sword and takes a sluggish swing in the general direction of your throat.

Time to dispose of trash.

Message 1012

The burglar that you just killed was apparently a Dark Brotherhood agent, albeit an amateur one. It's likely that more sober and competent examples will try to stop the priestess sooner or later. You also wonder who targeted _priest_ and how much the client paid for an important __questgiver_ person...

Message 1013

I've been expecting you, %ra. We need to go to _dest1_ in __dest1_. This is a local gathering place for the noble and rich who want to strengthen political bonds with __questgiver_ and Mara herself.

Let's go already!

Message 1014

%qdt:

I need to escort _priest_ to _dest1_, located in __dest1_ area.

Message 1015

Hired killers were expecting your arrival in the place marked by _priest_. Two tall and well-equipped assassins want your blood.

Message 1016

I've been expecting you, %ra. We need to go to _dest2_ in __dest2_. This is a gathering place for commoners and a local elder who want to strengthen spiritual bonds with __questgiver_ and Mara herself.

Let's go already!

Message 1017

%qdt:

I need to escort _priest_ to _dest2_, located in __dest2_ area.

Message 1018

I've been expecting you, %ra. We need to go to _dest3_ in __dest3_. This is a local gathering place for couriers and merchants who want to provide the best goods for __questgiver_ and help our clergy.

Let's go already!

Message 1019

%qdt:

I need to escort _priest_ to _dest3_, located in __dest3_ area.

Message 1020

You've come to the right place. The priestess begins preaching while entrusting you to watch over surroundings and prevent any possible assassination attempt.

Message 1021

Servants of the building owners give cups of wine to everybody in the hall. Suddenly, _priest_ feels unwell and struggles to breathe. One of the servants walks away in the shadows, never to be seen again. This is Dark Brotherhood work for sure.

Do you believe that you can treat the priestess with your medical skills? If not, you could try searching the crowd for other agents of the Dark Brotherhood who may carry an antidote.

Message 1022

Your medical skills helped you to decrease the poison's toxicity. _priest_ will live another day.

Message 1023

By using your knowledge of disguise, you noticed some distinct marks on the back of another servant, who cracks under pressure.

The antidote is yours!

Message 1024

Your weak efforts to save _priest_ have ended with her death. Your task is a failure.

Message 1025

Luckily for you, the assassins underestimated the endurance of _priest_. She slowly recovers from the poison on her own.

Message 1026

You've been a great help, %pcn. From now on, I will return to __questgiver_ with temple guards. Mara will protect your path back.

TEMPLES1: Imprisoned Templar

QuestorOffer [1000]

May Stendarr guide your path, %pcn. Our clergy have lost contact with our trusted veteran, who was last seen near the entrance of __dung__. He was tracking down a necromancer who has been experimenting with both living and dead subjects, so to speak. __dung__ is a laboratory for a vile mage, so expect heavy resistance.

Do you want to be a hero and stand for Stendarr ideals, %ra?

RefuseQuest [1001]

Ahhh, yet another coward who does not want to help a __questgiver__ brother in need.

AcceptQuest [1002]

We will mark __dung__ on your map. Rescue the templar and bring him to us, while keeping yourself alive and healthy. The necromancer in question could manifest as a mortal magician, an undead lich or even a mighty vampire ancient. Stay alert at all times!

QuestComplete [1004]

Instead of the usual reward for service, __questgiver__ priesthood agreed to give you both a healing _reward_ and _reward2_ to ensure your safety even in dire situations.

We're indebted to you, %pcn.

RumorsDuringQuest [1005]

__questgiver__ is trying to find a lost veteran.

QuestorPostFailure [1009]

You left our templar to die in a necromancer's hideout. Be quick about your business.

Message 1011

This place has a strong feeling of magical presence along with a noticeable sulfurous smell.

Message 1012

Two small Imps appear near you and before they start to attack, you speak in their native language, telling them that you're one of the necromancer's human guards who got lost. Confused, and fearing that their master will punish them, the Imps allow you to continue your journey to the captive.

Message 1013

Two small Imps appear nearby and start attacking with the help of a multitude of hostile charms.

Message 1014

A severely weakened and exhausted man looks at you and silently nods as you help him to stand up. Now you need to exit this unholy place as fast as you can.

Message 1015

Something powerful teleports behind your back. Judging by the strong atmosphere of dread, it seems that the necromancer has found you, at last.

Message 1016

Both you and the templar can breathe freely after the oppressive magician is defeated and your task is fulfilled, at last.

TEMPLES2: Blessed Garden

QuestorOffer [1000]

It seems that Stendarr has guided you to his temple this day for work, %pcn. Well, we have a rather interesting task at hand for you. Today's problem is related to a healer who supplies the temple with different herbs and ingredients from her garden. She cannot harvest everything we need in the required time. She wants the temple to provide three ingredients for creating fertilizer, so that __questgiver__ supplies will be produced next week.

Can we count on your help?

RefuseQuest [1001]

This is a relatively unheroic and slightly boring task, but necessary for the temple's prosperity, nevertheless.

AcceptQuest [1002]

Great! Now take this _part1_, _part2_, and _part3_ with you. Go to _house1_ in __house1_ and find _healer_ inside. Follow her instructions to complete a task with these ingredients.

Stendarr will guide your path, my child.

QuestComplete [1004]

It's good to hear that the garden has been restored and the required herbs are being produced for __questgiver__ as we speak. Work that well done is well paid here, %ra.

Message 1011

Hello. You're from __questgiver_? Well, let me provide instructions on how to use the ingredients in your backpack. _part1_ needs to be added to the pot first, then you need to wait for an hour. _part2_ must be used afterwards. Then, you need to wait for three hours, but this is the hardest part, because the smell of the mixture usually attracts wild animals. Only then, _part3_ can be added to finally create the magical fertilizer that I have been using to preserve the healing plants.

I will be right here, waiting for your results. Good luck and Stendarr be with you.

Message 1014

The second ingredient is added to the alchemical pot. The whole mixture has a very strong, but blunt aroma.

Message 1015

Wild animals are approaching the source of the aroma.

Message 1016

You notice that the smell is subsiding and the texture has changed. It is time to add _part3_ at last.

TEMPLET1: Visions of the Past

QuestorOffer [1000]

Welcome, Trusted One. Our vast repository of knowledge lacks some details on important aspects of past events that cannot be recalled by living witnesses. The only feasible way to recover these fragments is to use the scrying effects of a special potion. Receipt of the mixture is a secret that's granted only to trusted servants of Akatosh.

Do you want to help us in creating the special mixture?

RefuseQuest [1001]

Not everyone is so interested in events of the past as older servants of Akatosh, I suppose.

AcceptQuest [1002]

You will need to obtain three special ingredients to make the potion. The first ingredient is located here in __house1_, locked in _house1_ alchemist storeroom. The second part of the mixture is in _magery_ possession. Getting both should be relatively easy with precious gems that Akatosh clergy will provide to you and Temple reputation. The last ingredient was stolen by a group of giants. They went to the __dung_ area.

After you acquired the ingredients, return to __questgiver_ and talk to our historian. You may be able to help us with recording past events as well, but that's for the historian to decide. Good luck and Akatosh be with you.

QuestComplete [1004]

%pcn, you're an exemplar to other followers of Akatosh and we're glad that you agreed to help us in the first place. Your service will be rewarded many times.

RumorsPostSuccess [1007]

The Historical Society of %crn was impressed by newly found information in regard to __questgiver_ past events. We certainly live in interesting times...

QuestorPostSuccess [1008]

Akatosh be with you, %pcn. What do you want to know?

QuestLogEntry [1010]

%qdt:

questgiver needs three parts of alchemical ingredients for scrying potion: The first ingredient can be acquired in _house1_, here in __house1_. I need to talk with a local alchemist. The second ingredient is in _magery_, located in __magery_. In this case, a guild trader is the current possessor. Last ingredient located in the __dung_ area, guarded by three giants. Afterward I need to return and talk with _histor_. My time left for this search is around =timer_ days.

Message 1011

Greetings, %pcn. I believe you're the one responsible for gathering the ingredients for __questgiver_ scrying mixture. Well, I've been talking to the Temple representative and negotiated the exact payment for the Nigredo Salts required for the potion.

Do you have the diamond from the Temple?

Message 1013

That's weird. _questgiver_ seems to be quite forgetful at the moment. Well, there is another way that you can pay me instead. One of _house1_ visitors stole a rare pearl that is more than a costly trinket to me. Find the thief and retrieve the pearl by any means necessary.

Message 1014

[The desperate looking mage is clearly embarrassed, but shows no signs of hostility.]

My apologies for stealing this pearl from an alchemist. I had no money to pay for it, but pearls like these are the only thing that allow me to meditate, as strange as it sounds.

Also, take this small sum of gold for the trouble. %god be with you.

Message 1015

[The desperate looking mage denies any wrongdoing and becomes hostile when you press him.]

I was hoping for a different outcome, but if you want to take the pearl by force, so be it!

Message 1016

[Searching the corpse of the thief reveals a big and brightly shining pearl]

Message 1018

Hello, %pcn! You're from __questgiver_ as I can see. Right now I'm working on a curing mixture for the Mages Guild and the recipe specifies either a sapphire or "albedo acids". The Akatosh Chantry agreed to provide a sapphire, so this is my price for the ingredient that the Temple mixers will need.

[Instead of giving "albedo acids" you use your restoration mastery to provide an alternative for the missing part in the mixture]

Well, in that case, your knowledge is payment enough. Take this small sack. Everything should be in its place!

[The second ingredient is with you]

Message 1019

Hello, %pcn! You're from __questgiver_ as I can see. Right now I'm working on a curing mixture for the Mages Guild and the recipe specifies either a sapphire or "albedo acids". The Akatosh Chantry agreed to provide a sapphire, so this is my price for the ingredient that the Temple mixers will need.

[You give the sapphire as your only option]

Great! Take this small sack. Everything should be in its place!

[The second ingredient is with you]

Message 1020

Hey, %ra! We've been watching you gather rare ingredients for __questgiver_ from _magery_. We also need them, so you better hand all you got so far over to us!

[You refuse to do so and the armed bandits rush to kill you]

Message 1021

You can see a large sack on the body of the last hill giant. After grabbing it and opening you can smell a relatively sweet aroma. Words on the sack say: "Xanthosis Dust".

[The third ingredient is with you]

Message 1022

All three parts of the scrying potion are with you. Time to head back to __questgiver_ and talk with _histor_, Temple historian.

Message 1024

[The historian quickly approaches you near the entrance]

Your help in gathering all parts of the scrying potion is immense, %ra. Akatosh will remember you.

[_histor_ mixes the ingredients and concocts a bright shining bottle with purple liquid. Afterwards, _histor_ looks to you and says the following:]

Drink this potion and experience visions of the past.

[By drinking the liquid you enter a state of trance, while seeing the foundation of __questgiver_ sites in %crn. The historian is positively impressed by your visions and record them in a journal.]

Now report back to _questgiver_.

Message 1025

[The historian quickly approaches you near the entrance]

Your help in gathering all parts of the scrying potion is immense, %ra. Akatosh will remember you.

[_histor_ mixes the ingredients and concocts a bright shining bottle with purple liquid. Afterwards, _histor_ looks to you and says the following:]

Hmmm, your part in this task is done. We will find other candidates for tasting and describing visions.

Now report back to _questgiver_.

TEMPLET2: Taming of Dragonlings

QuestorOffer [1000]

Thank Akatosh you're here, %pcn, for there is no time like the present to honour the Great Dragon. Unlike most of Tamriel, we devote ourselves to preserving the divine descendants, as challenging as it may be at times.

Two dragonlings have escaped from Holy Grove and migrated to different locations. Our attempts to pacify them to date have failed.

Will you partake in our effort to return the dragonlings?

RefuseQuest [1001]

They will surely die at the hands of the fearful and ignorant, then. It saddens me that you may be no better than the heathens, %ra.

AcceptQuest [1002]

Take these two magical symbols with you. They're powerful and can pacify even an enraged dragon, but they can only be used once and their effectiveness is far from guaranteed. Each of them seems to be linked with the user's spirit or mind, respectively. If you run out of symbols and at least one dragonling is still resisting pacification, you could still tame the creature with the Tame spell. You must go to _house1_ in __house1_ for the first dragonling. We're still searching for the other one, so we will send you a letter when we learn more.

One important thing: do not misuse the symbols as the enchantment inside them can have unusual effects.

Akatosh will protect your path, %pcn.

QuestComplete [1004]

The monks stationed in Holy Grove have witnessed the two dragonlings once again and cheer for your health and your future. Akatosh blessings be upon you.

RumorsDuringQuest [1005]

Ferocious dragonlings from __questgiver_ are roaming freely in %crn once again.

RumorsPostFailure [1006]

Those dragonlings that escaped from __questgiver_ are now trophies for a bunch of lucky mercenaries.

RumorsPostSuccess [1007]

Some brave %ra actually pacified the escaped dragonlings.

QuestorPostSuccess [1008]

I will gladly answer your questions, %pcn, for saving the children of Akatosh!

QuestorPostFailure [1009]

You left the poor creatures to die. Akatosh is disappointed with you, my child.

QuestLogEntry [1010]

%qdt:

questgiver provided me with the task to pacify two dragonlings with either magical symbols or with help of a Tame spell. The first one is located in _house1_, in __house1_ area. The location of the second creature will be provided to me in a letter. I have =timer_ days left.

Message 1011

Do you want to use the magic symbol to pacify a beast? If not, you could try harnessing the power inside for personal desires, despite __questgiver_ warnings.

Message 1012

You choose to use the power of the symbol for personal gain. You feel a surge of mystical energy nearby that conjures a potion for you. Unfortunately, a dragonling was caught in the surge and died. You failed to save the beast.

Message 1015

Your powerful mind maintains the link with the symbol and the dragonling is finally calming down.

Message 1016

Your dull mind could not maintain the link with the symbol and nothing happens.

Message 1017

Your heroic spirit maintains the link with the symbol and the dragonling is finally calming down.

Message 1018

Your unworthy spirit could not maintain the link with the symbol and nothing happens.

Message 1019

Having cast the Tame spell, you observe the dragonling's fury supplanted by drowsiness.

Message 1020

Just after you finished pacifying the dragonling, an Order of the Hour templar entered the building. He quickly thanked you for assisting in a difficult task and assured you that a letter should be on its way to you.

Message 1021

Your attempt to kill the dragonling unsurprisingly made the creature panic.

Message 1023

Dear %pcn,

Greetings from _questgiver_. We have learned that the other dragonling is in __house2_ area. The fearful townsfolk have hired a group of mercenaries to hunt it down. Be very cautious and prepare for potential bloodshed.

Message 1024

A well dressed member of __questgiver_ approaches you and hands over a clean looking parchment. It seems that they located the second beast.

Message 1025

%qdt:

__questgiver_ located the last creature in __house2_ area. A group of mercenaries seems to be on the move to the same location as me with a clear intent to kill the dragonling. Still =timer_ days for the whole thing.

Message 1026

Get out of our way, %ra! We have a contract to kill the beast and we're getting well paid.

[You explain that the creature is protected by __questgiver_ and where it came from]

Heckin' bullshit, %ra! If you do not go out of the way we will kill you along with the creature and make this as "unfortunate incident".

[You refuse to budge and the bloodbath begins!]

Message 1027

The creature calmly behaves itself. You feel like your dangerous work is mostly done.

Message 1029

You choose to use the power of the symbol for personal gain. You feel a surge of mystical energy nearby that conjures an enchanted item for you. Unfortunately, a dragonling was caught in the surge and died. You failed to save the beast.

Message 1030

You choose to use the power of the symbol for personal gain. You feel a surge of mystical energy around you that transforms nearby items into piles of gold coins. Unfortunately, a dragonling was caught in the surge and died. You failed to save the beast.

Message 1031

You choose to use the power of the symbol for personal gain. A brightly colored book materializes near your feet. It's clearly marked as someone else's property. The dragonling was unaffected by the surge of mystical energy. The book's previous owner will perceive you as a thief.

TEMPLEZ1: Countryside Contract

QuestorOffer [1000]

Zenithar blesses your work whenever it may be, %pcn. A rural shrine that's well acquainted with us has been running out of supplies due to recent holidays and celebrations, so we need to resupply the shrine with the help of a caravan.

Bandits in %crn do not pay much attention to religion, so we expect at least one band to wait in the shadows to ambush.

Do you want to be hired as part of the caravan guards team?

RefuseQuest [1001]

We will find the right man for the task anyway, %pcn.

AcceptQuest [1002]

Great! Now go to _general_ here in __general_ and meet up with two other members of the team. You will be moving to a rural area as soon as possible, so prepare accordingly.

Talk to the local priest at __shrine_ and wait until the transaction is completed. Repel bandits or any other danger to the safety of the shrine. You have 8 days for the whole affair.

QuestComplete [1004]

This is the usual fee for completing escort missions for __questgiver_. And I must say that the whole operation would have failed, if not for your bravery.

QuestorPostSuccess [1008]

Welcome back, %pcn!

QuestLogEntry [1010]

%qdt:

questgiver requires me to go in _general_ here at __general_ and meet up with two other guards. We will go to __shrine_ as fast as we can. I must talk to the local priest there and stand guard during the transaction. My time is limited to =timer_ days.

Message 1011

You talk to both guards and agree on formal roles. The caravan will be moving to __shrine_ with the whole team. It is advised to move as quickly as possible.

Message 1012

The caravan reached its destination. The local priest and head of the shrine, `_priest_`, greets everyone briefly and starts making arrangements with the caravan master.

They estimate that you and two other guards will need to wait for three hours at most.

Message 1013

A local group of bandits emboldened by superior numbers decide to attack the caravan and everyone guarding it.

Message 1014

A wandering group of monsters attracted to the unusual activity in `_shrine_` and emboldened by superior numbers decide to plunder the caravan for reasons known only to them.

Message 1015

The shrine is finally safe and resupplied. You may report back to `_questgiver_` for your hard-earned reward.

TEMPLE22: Returning of Secret Canvas

QuestorOffer [1000]

Ohhh, nice to see you this time of day, %pcn. We have some sensitive business in `_questgiver_`: a group of orc raiders under the command of a strong warlord destroyed an important caravan and stole everything they deemed worthy of stealing. Among many other goods from the caravan, the orcs stole a record of trade secrets encrypted in a rather bad painting.

A small squad from the Knights of Iron is already en route, but we need someone who can support the operation with the help of a magical item.

Can we count you in?

Note to mod author: “fire support” is a modern military term that generally refers to an artillery barrage or an airstrike, so I took it out.

AcceptQuest [1002]

Thank you for agreeing, %pcn. Take this `_magic_` infused with the ability to create a protective shield at will. Of course, you're free to use anything you want to support our templars, but the orcs are numerous, savage and do not intend to give up in combat, so it is advised to keep your distance from the pack and fight the enemies individually. When you're ready, meet up with the other templars in `_keep_`. We suspect that the enemy leader has the painting, so keep fighting until the orc warlord shows up. Slay the commander and pick up the painting from the corpse. Our templars can only wait up to 8 days before they will enter combat.

I can only wish you the best of luck, %ra. Zenithar will protect you.

QuestComplete [1004]

We already know about your success, %pcn. This magic _reward2_ along with the gold fee is yours.

RumorsDuringQuest [1005]

The forces of __questgiver_ and a rather strong orc warlord are gathering near __keep_.

QuestorPostSuccess [1008]

We can resume trade in %crn with the success of the recent retrieval operation.

QuestorPostFailure [1009]

Ugh. Both the Resolution and our partners will lose a large amount of profits due to lost documentation.

Message 1011

The other templars give you a sign to move closer. The leader of the group tells everyone about the approximate number of orcs and then commands __questgiver_ forces to finally attack the orc encampment.

Message 1012

The first wave of orcs approach, determined to crush the templars.

Message 1013

More experienced orc raiders join the battle.

Message 1014

Just as the field of __keep_ was calming down, the remaining orc forces storm in to aid their comrades.

Message 1015

The leader of the orcs is about to enter __keep_ by himself. Be ready for the final showdown!

Message 1016

Routed and demoralized, the remaining orcs flee with nothing.

You find the _quest_ in the orc warlord's rather large backpack, so your mission is a success.

Message 1017

Reporting back to __questgiver_, located in __questgiver_, is the final part of the task.