

Warning: Text wall ahead, and I'm not a concise person. Oops. TL;DR: If you want more quests, download this mod! If you're worried about what sort of quests you'll be getting: I try and keep them not only lore-friendly, but vanilla friendly (with occasional creative liberty). If you need more detail than that, well, I'm afraid you'll have to read on.

SAINTS AND SINNERS

Assorted Quests of Morrowind

Note: This mod has been cleaned with TES Enchanted Editor and TESAME, and should be safe. I do, however, consider myself a novice in terms of handling the more technical aspects of mod-making; I am a writer first and foremost, and have been trained as such, and there may be errors both in the cleaning process and in the mod itself. If you encounter any, please don't hesitate to reach out.

Note 2: The typos in the screenshots have all been corrected.

[TL;DR]

Current version adds six lore-friendly quests to the game. The quests use a mixture of existing (vanilla) NPCs and custom NPCs. An effort has been made to make the quests as “vanilla-friendly” as possible - meaning that they should integrate seamlessly with the vanilla game. However, an emphasis is being placed on choice and response for several (but not all) quests, in an effort to normalize it within the vanilla game.

DESCRIPTION

The aim of this mod is to add to the number quests to the vanilla game in an effort to hook into existing world-building and character to make the game feel more fleshed out. This means that I primarily work with existing material for the game in terms of established lore, conflicts, character backgrounds, and so on and so forth. However, this also means that I will add new, vanilla-friendly NPCs (I use a namegen for all NPC names) and locations. Additionally, I will add dialogue to

existing NPCs, and in the process I may flesh out their characters (think how Bloodmoon handles its quest-giving NPCs), although I should not my aim here is *not* to make this mod a deeply-character driven series of quests, but rather to provide reasonable, lore-friendly justification for the quests that I implement.

Generally speaking, the quests I will be adding will be small in scope (but with an emphasis on detail), and will hopefully be fairly varied. My aim is to mesh as seamlessly as possible with the vanilla game while still keeping the quests interesting; there may be cases where I overdo things a bit, but I am trying my best to reel that in (see “Current Version” section for more details). To that end, I am open to feedback and criticism on my writing here. I’d also like to again say that I do consider myself a technical novice (there is a list of unimplemented features for quests that you can check out if you have the know-how in implementing them), and will need people to point out any bugs, typos, and so on and so forth.

SOFT COMPATIBILITY HEADING

Anyhow. See the “Current Quests” sections for a list of quests that are currently in the game, and details on how and why I am picking the NPCs that I am. On that note: the NPCs that I’m choosing are pretty, well, not memorable in the vanilla-game; there shouldn’t be many conflicts with this mod.

CURRENT VERSION

The current version is **v0.56** (my version system is totally arbitrary and internal). This version is a minor update of the last major version, **v0.53**; basically, there have been some typo/bug fixes since then. Otherwise, it’s the same as before: this version adds two quests to the game, both feature complete, and both very dialogue heavy (clarification: there is not a ton of reading you have to churn through; however, there are loads of options for completing the quests via dialogue). Two new NPCs have been added, although they are not the quest givers. There are no new locations, but a new “scene” has been added to the game world.

Right now, this means there are six quests that have been added to the game, two locations (a house and a dungeon), nine NPCs, and a handful of custom items.

This version, too, took me a little longer than anticipated, due to the nature of how Morrowind handles skill checks for choices/responses, and by me deciding to make things more difficult because I wanted responses to vary for some of the choices depending on your skill/attribute level. Think *Fallout: New Vegas* style skill-checks, where player dialogue is altered based on your skill level. Granted, I tried to use this sparingly, as I don't know that it ever happens in the vanilla game. In any case, in those instances where it was implemented, it took a good while to get it working in game. It is unclear, at this moment, if I will follow through with this method of handling dialogue, as it does, arguably, branch off from how vanilla handles dialogue slightly. It is likely that I will continue to use it sparingly.

Moving on: both quest-giving NPCs are vanilla NPCs. One of the NPCs, Bolrin, has two vanilla quests attached to him, but this quest should not interfere or detract from you performing those quests for him; if anything, it may add. The other NPC, as has been common thus far, has no attached quests. However, the quests are linked; you can only get one quest by starting the other, although the first quest does not have to be completed to obtain/finish the second one.

This update is smaller in scope than 0.4. There is still quite a bit of detail, but it is mostly in regards to the dialogue. Again, for one of the quests, you have several options: skill checks will help you solve the quest, but you can also use the persuasion menu, too: so admiration, intimidation, taunting, and bribery will still work (yes, even taunting, if done in the right context). You can also, of course, just find the items/things you need without engaging in a ton of dialogue if you so choose, although that will be difficult.

These quests are small in scope, but the idea with this much detail in the dialogue is to make it so that different characters (for people who either role play or play the game in a meta way) will have different interactions within these quests. This

shouldn't really be something you notice, but I think it will be a neat feature if I can carry it through with future quests.

Important (for me!): no unimplemented features in these two quests. My calls for help remain the same, and everything functions as it should, but these quests are ready to go, barring any typos/bugs I missed.

PHILOSOPHY AND UPDATE GOALS

A little primer for how I decide which quests to make and whatnot: my current plan is to go through the "little advice" section that each generic, vanilla class can give you that points to an NPC who "really knows their stuff." I am then assigning the NPCs mentioned in this dialogue unique quests through which you'll receive various rewards. The reason: in a recent playthrough, I was disappointed to learn that the NPCs that are mentioned in this dialogue have no unique dialogue or quests after seeking them out - hence this mod. I feel like it will be a natural and unobtrusive way to integrate quests into the game. My original intention was to open up unique training with these NPCs (as in *Oblivion*), but I don't know how to do that (or if the engine allows for it), and the narratives have diverged from that anyways.

The philosophy for the quest writing is simple: to be lore-friendly but, even more importantly, to be *vanilla* friendly. I think it's important distinction: it is possible to add quests that adhere to the established lore of TES, but have that same quest not mesh well with the vanilla game due to it having an "epic" scope, some world-shattering event, or having dialogue that is anachronistic or tonally inconsistent with the vanilla game. Clarification: I am not bashing any quest mod out there, and have enormous respect for the amount of work that goes into any quest mod, lore/vanilla friendly or otherwise; this is simply my preference for mods in my own game, and thus my preference in creating mods for this game.

In any case, I am to keep the writing for this mod consistent with the vanilla game's writing *as much as possible*. There may be a few instances where I take some creative

liberties (such as making some of the quests very skill-check heavy), and I may not always hit the mark (in which case feedback is very much appreciated). The goal, then, is to make the writing fit in and mesh rather than to just ape what the original game is; these quests should feel like a logical expansion of the vanilla game, and make it feature side-quests that are similar in scope but perhaps more varied, with the possibility for the quests to play out slightly differently depending on your character.

Expect every update to have *at least* two new quests. Their scope, and attached locations and items, may vary.

FUTURE PLANS

The next few quests will probably be similar in scope and design to the updated ones. Expect more to do in Molag Mar: I stumbled across some dialogue while testing this out that would make for an excellent quest. Again, nothing major: Bethesda seemed to mostly intend this place to be a haven in a wasteland, a pitstop to more important locations, and I'm going to keep that intact (tangentially related: I do like the idea that a lot of mods have, though, in making the place seem more fortified; however, I don't like the grand, sweeping quests they include. I may take a crack at making some minor, lore-friendly additions to the town).

Otherwise, I'll be hitting the "little advice" NPCs. Ian from Ebonheart is on the list, although I don't have the specifics of his quest ironed out yet.

Oh. One of the quest-givers from this mod may receive more quests in the future. We'll see.

INCLUDED QUESTS

Witch Hunt (WH)

This quest is received from the Ordinator Melvure Rindu in the Vivec Hall of Justice. Ask her about "my trade."

A small - but detailed - quest to hunt down a witch and daedra worshiper living somewhere in the West Gash Region. Following the "little advice" from the Witchhunter class should lead you to who you need to speak to to start this quest, although that isn't strictly necessary.

Talking Shop with Fenas Madach

The following quests are all received from the NPC Fenas Madach in Gnosis after talking to him about "my trade" and then "shop."

Ancestor Ring (TT01)

Steal a ring from a temple priest. Simple, narratively bare, but with tons of options for completion. Short version: if you think you can beat the quest in a certain way, you probably can.

Thrassian Helm (TT02)

Steal an artifact from a Telvanni wizard's tower. The lore underpinnings of this quest feel undercooked to me, and may need another pass, but ultimately shouldn't detract from the game - there's plenty of vanilla quests that simply throw a named item at you. A lot simpler in terms of how you can complete the quest, but of course you get the fun of breaking into a wizard's tower (not saying which one, though).

Skooma Trade (TT03)

Move in on the Camonna Tong's skooma trading business in the Ascadian Isles - or at least try and cripple them. Find one of their core suppliers and dig up some evidence of their connection.

Mercantilism: Skin-Flin (SF)

This quest is received from Bolrin in the East Empire Company Hall in Ebonheart. You need to speak to him about "my trade" and then choose the topic "for hire." Accepting this quest allows you to start the next quest, Mercantilism: Discreet Business.

Typically a savvy and resourceful merchant, Bolrin has curiously sent a small trade caravan loaded with flin by guar to Molag Mar. It has been some time, though, and he has not heard back from them yet. He needs you to go to Molag Mar and see if you can find out what happened. While there, he encourages you to talk to his acquaintance, Vasesius Viciulus.

(Note: when you find the caravan, make sure you get a Journal update before leaving; it is activation specific.)

Mercantilism: Discreet Business (WYK)

This quest can only be started by accepting the quest Mercantilism: Skin-Flin from Bolrin. The quest starts by talking to Vasesius Viciulus and selecting the topic "Bolrin." This quest can be completed independently of Mercantilism: Skin-Flin.

Unscrupulous merchant and occasional associate of Bolrin, Vasesius Viciulus needs help dealing with some discreet business, which he will fill you in if you come recommended from someone he knows. He's having some issues working out payment with a Bosmer he contracts with, and also needs you to obtain some difficult-to-come by items.

(Note: this is where the bulk of the dialogue options/variety have gone for the 0.53 update.)

KNOWN ISSUES/CALLS FOR HELP

Note that in my testing, these mods are bug free, but I am one person and cannot guarantee that. This section lists features that didn't make it in - but that I would like to have in - because I don't have the technical know-how.

Second note: spoilers. If you don't have any CS/scripting knowledge, and just want to play the mod, you don't need any of this.

- [WH] Melvure Rindu won't offer you training upon quest completion, as intended. No idea if this is possible or not. She still gives you gold, though.
- [WH] Killing Valana Romoran before starting the quest will still give you a quest update in your journal. Will likely need to attach a script to her to achieve the desired result.

- [TT01] There is dialogue with a certain Legion officer for reporting Fenas Madach for having you steal the ring. If the right conditions are met, the officer will say that they'll have him arrested, but that won't happen.
- [TT02] My intention was to have the Thrassian Helm give you a random disease (if it hasn't given you one already) when you put it on, which would make it go in-line with all of the "don't put it on" dialogue. Again, scripting idiot here, so that doesn't happen. It does make you half-blind, though.
- [TT03] Dialogue and journal entry text exists that suggests you can reason with the smugglers in this mod. You can't. I don't know how to implement it. My original thought was to pilfer some of the Dagoth Gares' scripting to have a force greeting with you, but then I realized I don't know where to go from there, and that'd happen every time you walked in (even outside of the quest), so that's on hold for right now.
- [TT03] Nobody from the Camonna Tong gets arrested if you complete the quest, as dialogue suggests. See above about being a scripting idiot. EDIT: I've taken some time to learn about scripting. It's still not much, but it's getting better! Expect these sort of issues to be ironed out in the future.