

COLOUR KEY

- Primary Implement notes
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-

ABECEAN ISLES - STROS M'KAI

MAJOR SIDE QUEST

MS04 - Hidden Heritage

SETUP

Questgiver: [NPC] A'tor Af-Tizra

600 years ago, a fleet of forty ships laden with loot from the Tiberian Conquest set out from Hegathe to the Imperial City. But only thirty-nine arrived. Now, some black-market artifacts emerging on the Isles suggest that the missing ship has at long last been found - but which of the factions within the Isles will get to claim it?

Dramatis Personae

- [NPC] A'tor Af-Tizra - Redguard pirate, male. (Strong, forthright, callous)
 - [NPC] Saban Al-Falla - Redguard commoner, female. (Passionate, pragmatic, pessimistic)
 - [NPC] Manilian Lex - Imperial sailor, male. (Charismatic, intelligent, greedy)
 - [NPC] Zayoud Al-Shifra - Redguard priest of the House of Quills, male. Wears House of Quills robes. (Collected, insightful, patronizing)
 - [NPC] Young Crown/Daika Rajida - Redguard commoner, female. Dressed in yokudan robes as well as a face-obscuring mask. (Enigmatic, quick-witted, conniving)
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[NPC] A'tor Af-Tizra and [NPC] Saban Al-Falla argue on one of the docks in Port Hunding close to A'tor's ship. When the player approaches:

1. (Saban) (already fed up) Do you see no value in preserving our culture? You'd rather see these pieces of history rot away in some nobleman's villa.
2. (A'tor) I'd rather see the blighted things off my ship with gold in my hand. It's cargo, Saban, nothing more.
3. (Saban) It's not! It's a part of your blood as well as mine and you selling it off to the highest bidder is not beside the point. It is in spite of it!
4. (Saban) You will be lucky if I ever rent you an inch of space again!
5. (A'tor) If you don't want to do business with us, we can find another warehouse.
6. (Saban) After saying even / won't take you? You'd have better luck in the atolls!

7. (A'tor) We have a number of contacts across the Isles.
8. (Saban) Uh-huh, and if they're all as soft-hearted as you, you'll only pay triple. I'm going to make sure your men haven't destroyed my warehouse.

[NPC] Saban Al-Falla will make her way to the [Location] Al-Falla Shipping Warehouse where she will inspect the cargo. Until the player speaks to A'tor, Saban will be considered busy.

[NPC] A'tor Af-Tizra will remain where he is. If spoken to by player, he will greet:

9. Well, I suppose you heard all that between me and Saban, right?

9.1. I think the whole port heard you.

9.1.1. Yeah well, Saban's never been very fond of me. But there are some realities that all have to live with. To that point...

9.1.2. You wouldn't happen to be interested in purchasing a collection of salvaged Yokudan artifacts, would you?

9.1.2.1. What?... How much?

9.1.2.1.1. My crew and I found some flotsam southwest of here, did some diving, turns out it was an old Imperial ship carrying a bunch of Yokudan baubles.

9.1.2.1.2. It's valuable stuff, and I'm looking to sell as quick as I can. I'd need to fund my next voyage with it, though. Has to be at least twelve thousand.

9.1.2.1.2.1. Fair enough. I'll take the lot. (Pay 12,000 gold)

9.1.2.1.2.1.1. Deep pockets on ya, must say I'm impressed. Glad you happened by when you did. Here's proof of your ownership.

Enjoy the history. [Remove Gold: 12,000][Give Note: Writ of Ownership]

9.1.2.1.2.1.2. Saban knows more about this stuff than I'll ever know. So I'd recommend talking to her to get a better idea of the collection.

9.1.2.1.2.1.3. She'd probably also know who on this island would be able to afford these things. She owns the Al-Falla shipping warehouse just past the docks. [exit dialogue][Go to MONEYBAGS MERGE]

9.1.2.1.2.2. That's ridiculous! Any way I could lower that price?

9.1.2.1.2.2.1. Sorry, not a chance. I need to get my crew and this bucket to the next port, and keeping a ship in order isn't cheap. Twelve thousand is my lowest price.

9.1.2.1.2.3. That's more than I'm willing to pay.

9.1.2.1.2.3.1. Yeah, can't blame you, there. Not a whole lot of people on Stros M'Kai could walk up and hand you a fortune like that.

9.1.2.1.2.3.2. Maybe you'd like to help me find a buyer, though? Could cut you in a bit. Say two hundred gold?

9.1.2.1.2.3.2.1. **Yeah sure.**

9.1.2.1.2.3.2.1.1. Good to hear it. If you want more information on the artifacts, Saban is your best bet. Assuming she's calmed down a bit.

9.1.2.1.2.3.2.1.2. *She'd probably also know who on this island would be able to afford these things. She owns the Al-Falla shipping warehouse just past the docks. [exit dialogue][Go to **START MERGE**]*

9.1.2.1.2.3.2.2. **No, I don't want to get involved.**

9.1.2.1.2.3.2.2.1. I suppose that makes sense. Well, I'd appreciate if you didn't spread this around, of course. [merge to root]

9.1.2.2. Can't say I'd be interested.

9.1.2.2.1. Alright, then. Can't fault you for being pragmatic.

9.1.2.2.2. *Merge to 9.1.2.1.2.3.2.*

9.2. Sounded like an issue with some cargo?

9.2.1. That's putting it especially lightly, but yes. Some cargo which I need to sell off and she's unhappy with that. Which, speaking of...

9.2.2. *Merge to 9.1.2.*

[START MERGE]

Side. Quest Started: "Hidden Heritage"

<> See Saban Al-Falla to learn more about the Yokudan artifacts.

(Quest Marker above Saban Al-Falla)

A'tor's crew of Abecean pirates have found some ancient Yokudan artifacts they wish to unload quickly. I've been offered a reward if I can find a buyer. Saban Al-Falla seems to have a strong opinion about the artifacts, perhaps she would know who could buy the lot.

[MONEYBAGS MERGE]

This sets the player to the **[MONEYBAGS]** state for the remainder of the quest.

Side. Quest Started: "Hidden Heritage"

<> See Saban AI-Falla to learn more about the Yokudan artifacts.

(Quest Marker above Saban AI-Falla)

I've purchased some ancient Yokudan artifacts from a crew of Abecean pirates. Now to find someone who will treat the artifacts properly. Saban AI-Falla seems to have a strong opinion about the artifacts, perhaps she would have an idea.

[NPC] Saban AI-Falla is in the [Location] AI-Falla Shipping Warehouse inspecting the cargo and documenting notes in a ledger. If spoken to during this time, she will greet:

10. Oh, you were at the dock. What can I help you with?

10.1. Who are you?

10.1.1. I'm Saban, I own this warehouse. Rent it out to trading ships to keep valuable cargo while they resupply. I keep it safe and they keep me fed.

10.2. What are you doing?

10.2.1. Just trying to itemize some of this. A'tor's crew got it in here well enough but his manifest is worthless. It lists pots by weight!

10.2.2. If the most I can do to preserve this history is get a list of all of it before it gets sold off piece by piece, so be it.

10.2.2.1. You seem very passionate about this.

10.2.2.1.1. Yeah, well. It's nice to have a hobby. And Stros M'Kai is full of history. You could stick a shovel down almost anywhere and find something.

10.2.2.1.1.1. So what makes these so special?

10.2.2.1.1.1.1. The stuff you normally find around Stros M'Kai has been buried and unburied, beaten by sand and wind for years. But this...

10.2.2.1.1.1.2. A couple of these artifacts have been packed in and preserved in the middle of these crates, untouched by even air for over five hundred years.

10.2.2.1.1.1.3. Just salt water, like a pickled bonefish. They're perfect... relatively. Better than anything I've ever seen from before the third era.

10.3. [If not MONEYBAGS] A'tor has asked me to help him find a buyer for these artifacts.

10.3.1. Just like him, shoving this off on the first person he meets. Well, I hope you'll have more of an open mind. I'll tell you as much as I know.

[Unlocks 10.4. and 10.5.]

10.4. [Unlocked by 10.3. or 10.6.] Can you tell me more about these Yokudan artifacts?

10.4.1. Yes, of course. Already from what I've looked through there's a good variety of things. Pots, tools, weapons, armor, even jewelry.

10.4.2. A'tor says his crew got most of it from a shipwreck, but I don't think they realized just how old it was.

10.4.3. Some of these writings and inscriptions are in True Yoku, which hasn't been spoken for half a millenia, and they're still readable!

10.4.3.1. How much do you think they're worth?

10.4.3.1.1. (beleaguered sigh) Well, they're very valuable to the right buyer. The only people in Port Hunding with the coin and any interest would be the House of Quills.

10.4.3.1.2. I've also heard there's an East Empire Company ship docked in Saintsport. They've definitely got the gold. Might take it all to Cyrodiil, though.

10.4.3.1.3. The ship's called The Trathian. If you're going to talk to them, let me give you this. They probably won't believe you otherwise. [Give Quest Item: Manifest][Triggers MARKET MERGE]

10.4.3.2. What can you tell me about the shipwreck they came from?

10.4.3.2.1. The crew said it was an Imperial ship, and judging by the age of these artifacts it's pre-Empire. I think it may have been part of the Tiberian Conquest fleet.

10.4.3.2.2. They sacked Hegathe almost six hundred years ago, and supposedly one of their ships was lost in a storm heading to Cyrodiil. It seems to make sense.

10.4.3.3. What can you tell me about the writing?

10.4.3.3.1. Some of it is still legible, I've been trying to translate pieces but it's rough. True Yoku is ancient, long out of use even this far back.

10.4.3.3.2. Here's one phrase I've been working on; *Napere sa do mitana tro-mei*. It was painted on one of the pots.

10.4.3.3.3. Seems to mean "to find an island of.." and then it's something like the good way of life or the true place in life. Definitely sounds... aspirational.

10.4.3.3.3.1. You speak ancient Yoku?

10.4.3.3.3.1.1. Not correctly, I'm sure. It's very difficult to know how it was actually pronounced. I'm just taking stabs in the dark based on modern dialects.

10.4.3.3.3.1.2. But still, these could teach us a lot about how True Yoku was actually structured and used on the old continent. [merge to root]

10.5. [Unlocked by 10.3. or 10.6.] Would you be interested in purchasing them?

10.5.1. Me? With what gold? Everything I make goes into keeping this warehouse in order and keeping a roof over my head. I wish I could, but...

10.5.2. This is what I was telling A'tor, most people with the coin to buy all this would to keep it locked away in a private collection or a mansion in Cyrodiil.

10.5.3. But this is Hegathe's history, our history, the history of Hammerfell! To have it rot away, scattered out to the ends of Tamriel is a disgrace.

10.5.3.1. Do you know who on Stros M'Kai would be interested?

10.5.3.1.1. With the amount of money A'tor is asking, there's only a few. The House of Quills would certainly have an interest in returning it to Hegathe.

10.5.3.1.2. I've also heard there's an East Empire Company ship docked in Saintsport. They've definitely got the gold. Might take it all to Cyrodiil, though.

10.5.3.1.3. The ship's called The Trathian. If you're going to talk to them, let me give you this. They probably won't believe you otherwise. [Give Quest Item: Manifest][Triggers MARKET MERGE]

10.5.3.1.3.1. Who do you think would treat it properly?

10.5.3.1.3.1.1. Well, the House of Quills, for all their faults, has a reverence for these sorts of artifacts. And they probably have the wealth to afford it.

10.5.3.1.3.1.1.1. What sort of faults?

10.5.3.1.3.1.1.1.1. They're a rigid bunch. Say they're keeping the traditions of Yokuda alive. But it looks a lot more like singing their praises, most of the time.

10.5.3.1.3.1.1.1.2. They're not bad people, just a bit proud of themselves for my taste.

10.5.3.1.3.1.1.2. Where can I find them?

10.5.3.1.3.1.1.2.1. They operate out of the square of Port Hunding. Near the Temple of Tu'Whacca, you can't miss it. [merge to root]

10.6. [If MONEYBAGS] I've actually already purchased the lot from A'tor.

10.6.1. What!? He just sold it off to you there on the docks? The madman! The absolute gall of him... *Tranga Do'abah*... I guess he got what he wanted.

10.6.2. But I hope you coming to me means you have some interest in preserving these artifacts. I'll tell you all I know about them. [Unlocks 10.4., 10.7., and 10.5.]

10.6.2.1. What if I wanted to just keep the lot?

- 10.6.2.1.1. And keep it all where? Rotting away in your private mansion somewhere? You'd be just as bad as all the Imperials who stole it in the first place.
- 10.6.2.1.2. There is no usable armor or weapons here, they're still far too old for that. The only thing you'd possibly be keeping them for is vanity. [merge to root]

10.7. [Unlocked by 10.6.] What if I wanted to give them to you?

10.7.1. What? Why would you just give them to me? I... I don't have the facilities to care for them. And I have a warehouse to run.

**10.7.1.1. Exactly! You could turn this warehouse into a museum.
(Persuasion) [Impossible to Fail]**

10.7.1.1.1. [Success] I... Maybe? A small one, I guess. I have people who rely on me for the warehouse. But it's true that it's rarely full...

10.7.1.1.2. Are you sure about this, though? I'm coming around to it but this is such a huge loss on your part.

10.7.1.1.2.1. I'm sure. This is the right thing to do. (Give Saban the artifacts)

10.7.1.1.2.1.1. I actually don't know what to say except... I'll try to be worthy of the trust you've placed in me.

10.7.1.1.2.1.2. I don't think it'll happen quickly, but... maybe this old place can make a real difference. Come back in a few days. And thank you, truly. [exit dialogue][Go to ANGEL MERGE]

10.7.1.1.2.2. Actually, maybe I should think this through a bit more.

10.7.1.1.2.2.1. Yeah, I think you should. [merge to root]

[MARKET MERGE]

Quest Objective Complete

<x> See Saban Al-Falla to learn more about the Yokudan artifacts.

Quest Objective Updated

<> See if the House of Quills or the East Empire Company will make an offer.

(Quest Markers above Manilian Lex and the House of Quills Leader)

I've been tasked with finding a buyer for some ancient Yokudan artifacts, but it seems the price is too high for Saban Al-Falla. She has directed me to the House of Quills and an East Empire Company vessel known as The Trathian as possible buyers.

If **MONEYBAGS**, then exiting the Al-Falla Shipping Warehouse with this quest objective triggers [SHADYMAN MERGE].

[NPC] Manilian Lex stands aboard his Imperial galley [Location] The Trathian along with several Imperial sailors, docked in Saintsport. If spoken to by player, he will greet:

11. Ahoy! I'm Manilian Lex, captain of this vessel. What brings you aboard?
- 11.1. [If not MONEYBAGS] I'm trying to find a buyer for a collection of salvaged Yokudan artifacts.**
- 11.1.1. Yokudan artifacts? Well, you've piqued my interest. What makes you think I would be interested in them, though?
- 11.1.1.1. They're in good condition, salvaged from a sunken Imperial ship. (Show Manifest)**
- 11.1.1.1.1. Hmm... there are an impressive amount of items here. If they're in good condition they'd be worth a small fortune.
- 11.1.1.1.2. But an imperial vessel carrying Yokudan artifacts? Now, why would that be?
- 11.1.1.1.2.1. Saban Al-Falla thinks they could be from the sacking of Hegathe.**
- 11.1.1.1.2.1.1. Oh, yes! Of course! By the Eight, the histories must've left me somewhere along the way.
- 11.1.1.1.2.1.2. But now that you mention it, many of the artifacts that made it back to Cyrodiil from the original voyage have been scattered to the winds.
- 11.1.1.1.2.1.3. So all of these together could be a very big draw. I think I'd be a fool not to make an offer. [merge to root][Unlocks 11.2., 11.3. and 11.4.][Removes Manilian's quest marker]
- 11.2. [Unlocked by 11.1.1.1.2.1. and 11.4.] What do you plan to do with the artifacts?**
- 11.2.1. Well, of course we'd take them back to Cyrodiil, where they can be cared for and displayed properly.
- 11.2.2. They were bound there to begin with and it's where the most people will be able to appreciate them.
- 11.2.2.1. What about bringing them to Hegathe?**
- 11.2.2.1.1. Hegathe? Why? I don't know if you've been to the mainland, friend, but it's a bit of a mess over there.
- 11.2.2.1.2. There's no central structure, no leadership, just a bunch of old families and factions warring over street corners.
- 11.2.2.1.3. I wouldn't trust them to keep safe in Hegathe, certainly not long term. [merge to root]
- 11.3. [Unlocked by 11.1.1.1.2.1.] What kind of reward could I expect?**
- 11.3.1. Standard finding fee, of course. For something as large as this, I'd say it'd come out to something like five hundred septims.

- 11.4. [Unlocked by 11.1.1.1.2.1.] I'd like to take your offer to the owner.
- 11.4.1. Are you sure of it? My funds are a bit limited out here, but I think my offer is very reasonable.
- 11.4.1.1. I'm sure it will be acceptable (Take Manilian's Offer)
- 11.4.1.1.1. Splendid, we'll have to wait till the tides change a bit to sail over and retrieve it, but it'll make for a very warm welcome back home. [Give Quest Item: Manilian's Offer][Go to OFFER MERGE][merge to root]
- 11.4.1.2. In that case, let me talk to some other contacts.
- 11.4.1.2.1. Sure, take your time, but I doubt anyone else on this little island could offer what I'm able to. [merge to root]
- 11.5. [If MONEYBAGS] I'm looking for a buyer for my collection of Yokudan artifacts. (Show Manifest)
- 11.5.1. Your collection, hmm? This is quite impressive. If I might ask, where did you come by all of this? [Unlocks 11.2.]
- 11.5.1.1. Purchased them from a salvage crew who found a sunken Imperial ship.
- 11.5.1.1.1. An Imperial ship carrying Yokudan artifacts? That's an unusual situation...Tiberian Conquest maybe?
- 11.5.1.1.2. If these are from the sacking of Hegathe, they could be incredibly valuable. Most of the original artifacts are scattered to the winds.
- 11.5.1.1.2.1. That's where Saban Al-Falla thinks they came from.
- 11.5.1.1.2.1.1. In Port Hunding? She's a smart girl, no expert but she sees a lot come through that warehouse. If she says it's something special, I believe it.
- 11.5.1.1.2.1.2. In that case, I'd be a fool not to make an offer. And I'm sure you're looking to make a profit off of it in the process, too.
- 11.5.1.1.2.1.3. I'm prepared to offer you... sixteen thousand. I think that's more than fair. [merge to root][Unlocks 11.6.]
- 11.6. [Unlocked by 11.5.1.1.2.1.3.] I've considered your offer.
- 11.6.1. Are you sure of it? My funds are a bit limited out here, but I think my offer is very reasonable.
- 11.6.1.1. It is, and I'd like to accept. (Sell Manilian the artifacts)
- 11.6.1.1.1. Splendid, we'll have to wait till the tides change a bit to sail over and retrieve it, but it'll make for a very warm welcome back home. [Give player 16,000 gold][Go to MONEYBAGS END MERGE][merge to root]
- 11.6.1.2. In that case, let me talk to some other contacts.

11.6.1.2.1. Sure, take your time, but I doubt anyone else on this little island could offer what I'm able to. [merge to root]

[NPC] Zayoud Al-Shifra works within the [Location] House of Quills in Port Hunding. If spoken to by player, he will greet:

12. Ah, Welcome to the House of Quills, *Nudri*. Can I be of aid to you?

12.1. [If not MONEYBAGS] I'm trying to find a buyer for a collection of salvaged Yokudan artifacts.

12.1.1. I commend you, to come here you must have some interest in preserving the remnants of Yokuda. From where were these salvaged?

12.1.1.1. A sunken imperial ship, possibly from the sacking of Hegathe. (Show Manifest)

12.1.1.1.1. Hmm... all of this from the sacking of Hegathe? And you're sure they're in good condition? *Kanga Do-Ruptga*...

12.1.1.1.2. If this is true, this could be the largest reclamation of Yokudan artifacts I've seen in my lifetime. I'm prepared to offer all that I can.

12.1.1.1.3. Unfortunately, what I can offer is rather limited. But I hope returning these to their rightful place is some reward. [merge to root][Unlocks 12.2., 12.3. and 12.4.][Removes Zayoud's quest marker]

12.2. [Unlocked by 12.1.1.1. and 12.5.] What do you plan to do with the artifacts?

12.2.1. The artifacts came from Hegathe, and to Hegathe they should return. Where they shall be cared for and shown as cultural artifacts of our people.

12.2.2. Of course, the House will have to take possession of them here for a short time. To ensure their safe journey to the mainland.

12.2.2.1. Are you sure they'd be safe in Hegathe?

12.2.2.1.1. Ah, yes, it is true that the mainland has been... tumultuous for some time now. But Hegathe has long been an oasis away from that.

12.2.2.1.2. I have no doubt in Hegathe's ability to keep the artifacts safe for many future generations.

12.3. [Unlocked by 12.1.1.1.] What kind of reward could I expect?

12.3.1. After paying, we would have precious little left in the coffers. But for such a large reclaiming... the most I could offer you is three hundred gold.

12.3.2. Perhaps something from our store of magical items as well.

12.4. [Unlocked by 12.1.1.1.] I'd like to take your offer to the owner.

12.4.1. Are you certain? It would not be a great profit but all *raga* would be indebted to you, for returning such treasures of our past.

12.4.1.1. I'm sure it will be enough (Take Zayoud's Offer)

- 12.4.1.1.1. You are performing a great *tang-hi*, a sacrifice for the good of so many. It will not soon be forgotten. [Give Quest Item: Zayoud's Offer][Go to **OFFER MERGE**][merge to root]
- 12.4.1.2. In that case, let me talk to some other contacts.**
- 12.4.1.2.1. Of course, but do keep in mind the people who would most benefit from these visions of the past. [merge to root]
- 12.5. [If MONEYBAGS] I'm looking for a buyer for my collection of Yokudan artifacts. (Show Manifest)**
- 12.5.1. I commend you, to come here you must have some interest in preserving the remnants of Yokuda. From where were these salvaged? [Unlocks 12.2.]
- 12.5.1.1. A sunken imperial ship, possibly from the sacking of Hegathe.**
- 12.5.1.1.1. Hmm... all of this from the sacking of Hegathe? And you're sure they're in good condition? *Kanga Do-Ruptga*...
- 12.5.1.1.2. If this is true, this could be the largest reclamation of Yokudan artifacts I've seen in my lifetime. I'm prepared to offer all that I can.
- 12.5.1.1.3. Though even that is quite limited. The most I could possibly offer you is eleven thousand gold. [Unlocks 12.6.]
- 12.5.1.1.3.1. That's less than what I paid for them.**
- 12.5.1.1.3.1.1. I am sorry, but there is truly no more I can offer you. I hope returning these artifacts to their rightful place is some reward.
- 12.5.1.1.3.1.2. I could also get you something from our stores of magical items, if that would help. [merge to root]
- 12.6. [Unlocked by 12.5.1.1.] I've considered your offer.**
- 12.6.1. Are you certain? It would not be a great profit but all *raga* would be indebted to you, for returning such treasures of our past.
- 12.6.1.1. That is enough, and I accept. (Sell Zayoud the artifacts)**
- 12.6.1.1.1. You are performing a great *tang-hi*, a sacrifice for the good of so many. It will not soon be forgotten. [Give player 11,000 gold][Give player 1 item of choice from **ZAYOUD REWARD LIST**][Go to **MONEYBAGS END MERGE**][exit dialogue]
- 12.6.1.2. In that case, let me talk to some other contacts.**
- 12.6.1.2.1. Of course, but do keep in mind the people who would most benefit from these visions of the past. [merge to root]

[**OFFER MERGE**]

Quest Objective Complete

<x> See if the House of Quills or the Captain of the Trathian will make an offer.

Quest Objective Updated

<> Return to A'tor and present the offer.

(Quest Marker above A'tor Af-Tizra, if a quest marker is still active above Zayoud or Manilian, it becomes an optional quest marker)

I've found a buyer for A'tor's haul of Yokudan artifacts. Now to see if it's an offer he'll actually accept.

Receiving this quest objective triggers [SHADYMAN MERGE].

[SHADYMAN MERGE]

Shortly after the player receives an offer note, purchases the lot and meets with Saban, or leaves after meeting the second party, a Shady-looking Redguard will spawn behind the player and walk sort of through them, "bumping into them" in effect and apologizing in a bark as they walk off:

13. (Shady-looking Redguard) Sorry. Wasn't looking where I was going.

This places [Note] A Better Offer in their inventory. The note reads:

"We have a better offer. Meet us in the Sea Cave on the west shore of Stros M'Kai, just north of the Dwemer ruin. And toss this note into the sea."

Reading the note gives the player the Optional Quest objective below. If the player follows the shady-looking redguard, they are considered busy and will lead the player to the Secluded Sea Cave, disappearing in the load transition to enter the cave.

Optional Quest Objective Added

<> Meet the mysterious group and hear their offer.

(Quest Marker above the entrance to the Secluded Sea Cave)

Within the [Location] Secluded Sea Cave, it seems entirely empty. Upon reaching a dead end with some abandoned camping supplies, [NPC] Young Crown appears behind the player, blocking their exit. She is flanked by four other Young Crowns, two fighters and two spellcasters, all wearing masks. She will forcegreet:

14. Thank you for meeting with us. There is more to this story than you've been told.

14.1. Who are you?

14.1.1. We represent a passionate group of Redguard who wish to see Hammerfell flourish, independently.

14.1.2. Able to defend itself against the Empire, and the Dominion, and crawl out from under the heel of mainland nobles only out to fatten their purses.

14.1.3. A true, yoku Hammerfell.

14.1.3.1. Alright, but who am I speaking to?

14.1.3.1.1. Who I am is not important. We must keep our identities hidden so as to remain safe.

14.1.3.1.1.1. But you clearly know who I am. Isn't it only fair?
(Persuade) [Impossible to Fail]

14.1.3.1.1.1.1. **[Success]** If you must... my name is Daika. Daika Rajida. There, now we stand on equal ground. I hope that is satisfactory for you. [\[unlock dialogue 14.1.3.4.\]](#)[\[Change NPC Name: Young Crown to Daika Rajida\]](#)[\[merge to submenu 14.1.3.x.\]](#)

14.1.3.2. What makes a true, yoku Hammerfell?

14.1.3.2.1. A free Hammerfell. A Hammerfell that stands in concert with the legacy of the *Ra Gada*. The original settlers of the Alik'r.

14.1.3.2.2. They were no nobles, no merchants. Low class warriors and slaves who rejected their *tomba* masters in Yokuda and destroyed them.

14.1.3.2.3. They came to that place to build a new system, free of masters. Not trade one servitude for another, and call it noble. [\[merge to submenu 14.1.3.x.\]](#)

14.1.3.3. What do you call yourselves?

14.1.3.3.1. We have been called Young Crowns, and have taken that name in spite of itself. It was used for us by the *shira*, the nobles of the mainland.

14.1.3.3.2. But we are not Crowns, for we were not born nobles. And despite our birth, we are not Forebears. Not as they are today.

14.1.3.3.2.1. What are Crowns and Forebears?

14.1.3.3.2.1.1. An old feud that's long since lost its meaning. When Nedes came to the Alik'r from the east, they thought of all *Raga* as only for or against them.

14.1.3.3.2.1.2. Those who rejected them, they called Crowns. And those who welcomed their subjugation, they called Forebears.

14.1.3.3.2.1.3. Years passed, and those names became titles, badges worn by Redguard to pit themselves against each other. Which the empire excelled at exploiting.

14.1.3.3.2.1.4. But now the Empire has gone, and the warring has not. They were free and happy to abandon all of Hammerfell, but their stain remains. [\[merge to submenu 14.1.3.x.\]](#)

14.1.3.4. [\[Unlocked by 14.1.3.1.1.1.\]](#) And what does all of this mean for you, Daika?

- 14.1.3.4.1. For me? I, uh... I was born poor. Born into a family in servitude to a noble. The Young Crowns were the first people to tell me I deserve freedom.
- 14.1.3.4.2. Most Crowns on the mainland hate the Empire, but it's only because they think they can do the same job better. Cheaper. More efficiently.
- 14.1.3.4.3. The roles are set to them. Where you are is where you're supposed to be. And Forebears fight Crowns, then roll over for the east in the same breath.
- 14.1.3.4.4. To be a Young Crown is to be something outside of that. To me, it's the only thing that makes sense. [\[merge to root\]](#)

14.2. What's with the secrecy?

- 14.2.1. Even here, we cannot be too careful. On the mainland, the Young Crowns are well known, and not always in the best of light.
- 14.2.2. The eyes and hears of the mainland noble families span wide, and we have made enemies of quite a few of them.

14.2.2.1. The masks are a bit much.

- 14.2.2.1.1. Why? Think we'd be mistaken as a travelling circus troupe? Good. The masks serve a purpose, a purpose that is needed. [\[merge to root\]](#)

14.3. [\[If not MONEYBAGS\]](#) You said you had an offer for the salvaged artifacts.

- 14.3.1. Yes, of course. We'd like to take the Yokudan artifacts A'tor's crew recently salvaged into our possession.
- 14.3.2. Due to recent setbacks on the mainland we can't offer too much, but we are prepared to offer you an additional three hundred gold as payment. [\[unlock dialogue 14.5. and 14.6.\]](#)

14.4. [\[If MONEYBAGS\]](#) You said you had a better offer for the artifacts I've purchased.

- 14.4.1. Of course, we've been keeping an eye on the movement of these artifacts, and are prepared to make an offer.
- 14.4.2. We can provide you with fourteen thousand gold. I know it's not a huge profit on the investment, but know your contribution will help all true *Raga*. [\[unlock dialogue 14.5. and 14.7.\]](#)

14.5. [\[Unlocked by 14.3. and 14.4.\]](#) Why do you want these artifacts?

- 14.5.1. We are interested in preserving Yoku culture, and keeping it in the hands of true *Raga* who would care for it.
- 14.5.2. We intend to ensure the artifacts reach the mainland safely, and are sold to trusted collectors. Experts who will treat them with respect.
- 14.5.3. The profits will then fuel our activities on the mainland. Our *Ne Ajcea*. [\[triggers OPT MERGE\]](#)

14.5.3.1. What kind of activities?

- 14.5.3.1.1. Well, of course you understand that for us to use such secrecy, many of our actions are... disruptive.

- 14.5.3.1.2. There is little law in the Alik'r, but what is there is largely concentrated in the hands of the rich.
- 14.5.3.1.3. We provide some loosening of their grip. By feeding the poor, and being a haven for petty criminals or the unjustly accused.

14.5.3.1.3.1. Do these activities ever get violent?

- 14.5.3.1.3.1.1. There's always the risk. Hunters come looking for bounties, and slavers for slaves. We do not invite it but are prepared to defend ourselves.

14.5.3.2. What kind of experts would you sell to?

- 14.5.3.2.1. Independent researchers. Archeologists. True *Raga* who know where we came from, and how it can show us where to go. [merge to submenu 14.3.3.x.]

14.5.3.3. What is Ne Ajcea?

- 14.5.3.3.1. It is an old phrase, in old Yoku. Possibly true yoku, we can't really be sure. But it means against the downward spiral. An apt description of our cause. [merge to submenu 14.3.3.x.]

14.6. [Unlocked by 14.3.] I'd like to take your offer to the owner.

- 14.6.1. And I'm honored to give it to you. I wish we could offer a better return on the crew's work, but this will have to do for now.

14.6.1.1. I'm sure it won't be an issue. (Take Young Crowns' Offer)

- 14.6.1.1.1. We and the true *Raga* of the mainland will remember this service for a long time to come. *Ne Ajcea*. [Give Quest Item: Young Crowns' Offer][Go to OFFER MERGE][merge to root]

14.6.1.2. In that case, let me talk to some other contacts.

- 14.6.1.2.1. Feel free, but do not forget that history is useless if it is not properly honored. [merge to root]

14.7. [Unlocked by 14.4.] I've considered your offer.

- 14.7.1. And how have you found it? Our situation stops us from offering more, but I hope our mission has inspired you to look past that.

14.7.1.1. It has, and I accept. (Take Young Crowns' Offer)

- 14.7.1.1.1. We and the true *Raga* of the mainland will remember this service for a long time to come. *Ne Ajcea*. [Give player 14,000 gold][Go to MONEYBAGS END MERGE][Disable CROWNS ATTACK][exit dialogue]

14.7.1.2. In that case, let me talk to some other contacts.

- 14.7.1.2.1. Feel free, but do not forget that history is useless if it is not properly honored. [merge to root]

[OPT MERGE]

Optional Quest Objective Complete

<x> Meet the mysterious group and hear their offer.

[NPC] A'tor Af-Tizra can be found at the docks in Port Hunding. If spoken to he will greet:

15. Have you had any luck?

15.1. Yes, I think I have a buyer.

15.1.1. Oh, alright then. Who do you think I should sell to?

15.1.1.1. The House of Quills [Present Zayoud's Offer]

15.1.1.1.1. [Remove Quest Item: Zayoud's Offer] This is... this is an insult! I can't run a voyage on this! I can barely run a skeleton crew! I cannot accept this.

15.1.1.1.1.1. But think of the gift you would be bringing to Hammerfell. (Persuasion) [Hard]

15.1.1.1.1.1.1. [Success] (dejected sigh) I guess so, if this is who's buying. This is better than nothing. And sure, good of all Hammerfell... why not?

15.1.1.1.1.1.2. I suppose you deserve what we agreed on. Here. You should probably head back to the House of Quills, I'm sure they'll have a better reward for you. [Give Player 200 gold][Remove all Quest Items relating to this quest from player's inventory][exit dialogue][Go to QUILL MERGE]

15.1.1.1.1.1.3. [Failure] You sound just like Saban. It's insanity! What good is this salvage to me if I can't pay my crew with it? Find someone else. [merge to submenu 15.1.1.1.1.x.]

15.1.1.1.1.2. Your name could be in the histories! (Persuasion)

15.1.1.1.1.2.1. [Auto-Failure] I'm not interested in that! I can't pay my crew in history and I can't sail a ship on fame. Find someone who will pay in gold. [merge to submenu 15.1.1.1.1.x.]

15.1.1.1.1.3. The House of Quills will take the artifacts back where they belong. (Persuasion)

15.1.1.1.1.3.1. Same check and results as 15.1.1.1.1.

15.1.1.1.1.4. Think of your legacy. What you leave behind for the next generation. (Persuasion)

15.1.1.1.1.4.1. [Auto-Failure] Do I seem like a man who's overly concerned with his legacy? I'm a sailor. I've gotta keep a ship and crew alive.

I don't need to do more than that. [merge to submenu 15.1.1.1.x.]

15.1.1.2. The Captain of the Trathian. [Present Manilian's Offer]

15.1.1.2.1. [Remove Quest Item: Manilian's Offer] Hmm, I'm not so sure. This is a middling offer, enough to sail by but hardly matches up to the worth of this salvage.

15.1.1.2.1.1. Manilian will take the lot to Cryodiil, where it will be safest. (Persuasion) [Very Easy]

15.1.1.2.1.1.1. [Success] You're right on that front, and I suppose there's no good in wavering about it. I'll accept.

15.1.1.2.1.1.2. You should head back to the Trathian and let them know, I'm sure they'll have a better reward for you. [Give Player 200 gold][Remove all Quest Items relating to this quest from player's inventory][exit dialogue][Go to IMP MERGE]

15.1.1.2.1.1.3. [Failure] I don't know, it just doesn't sit right to me. See who else has an offer around the island. [merge to submenu 15.1.1.2.1.x.]

15.1.1.2.1.2. No one else on Stros M'kai is going to give you an offer like that. (Persuasion)

15.1.1.2.1.2.1. Same check and results as 15.1.1.2.1.1.

15.1.1.2.1.3. The lot belongs in Cyrodiil, where it was headed to begin with. (Persuasion)

15.1.1.2.1.3.1. Same check and results as 15.1.1.2.1.1.

15.1.1.3. The Young Crowns [Present Young Crowns' Offer]

15.1.1.3.1. [Remove Quest Item: Young Crowns' Offer] Ah... alright. This is hardly enough, I'll be honest. It'll be a lean voyage. But for this, I understand that sacrifices must be made. [Give Player 200 gold]

15.1.1.3.2. You should head back and let the group know I've accepted. I'm sure they'll be very appreciative. *Ne ajcea.* [Remove all Quest Items relating to this quest from player's inventory][exit dialogue][Go to CROWN MERGE]

15.1.1.4. Wait, I want to ask around some more.

15.1.1.4.1. I'd appreciate that. It'd be nice to leave port with enough funding for my next voyage before too long. [Merge to root]

15.2. Actually, I think you should take it all to your next port. Sell it there.

15.2.1. You're sure about that? Not a single soul on this island worth selling to?

15.2.1.1. I'm sure. No one on Stros M'Kai will give you a fair deal.

15.2.1.1.1. That's a very honest assessment. Can't say I'm not disappointed, but I'm also not surprised.

15.2.1.1.2. Sailing at a loss will be tough for a bit. But maybe we'll have more luck elsewhere. Here, you've more than earned this. For your trouble. [Give Player 350 gold][Give leveled piece of yoku pirate gear][Remove all Quest Items relating to this quest from player's inventory][exit dialogue][Go to **SEND MERGE**]

15.2.1.2. Maybe not. I could ask around some more.

15.2.1.2.1. I'd appreciate that. It'd be nice to leave port with enough funding for my next voyage before too long. [Merge to root]

[**QUILL MERGE**]

Quest Objective Complete

<x> Return to A'tor and present the offer.

Quest Objective Updated

<> Let the House of Quills know A'tor has accepted.

(**Quest Marker above Zayoud Al-Shifra**)

A'tor has accepted the House of Quills' offer to purchase the artifacts. I should return to them and let them know.

[**NPC**] **Zayoud Al-Shifra** is within the [**Location**] **House of Quills**. If spoken to by player, he will greet:

16. Greetings, *nudri*. Do you have news?

16.1. The owner has accepted your offer.

16.1.1. *Ra Ruptga no shira...* I'm sorry, I'm almost speechless. I can not stress enough what a gift this is to all of Hammerfell.

16.1.2. Here. I wish I had more to give, but this is all I can do to show my gratitude. Thank you. [Give player 200 gold][Give player 1 item of choice from **ZAYOUD REWARD LIST**][exit dialogue][Go to **END MERGE**]

[**IMP MERGE**]

Quest Objective Complete

<x> Return to A'tor and present the offer.

Quest Objective Updated

<> Let Manilian Lex know A'tor has accepted.

(**Quest Marker above Manilian Lex**)

A'tor has accepted the Manilian Lex's offer to purchase the artifacts. I should return to him and let him know.

[**NPC**] **Manilian Lex** stands aboard [**Location**] **The Trathian**. If spoken to by the player, he will greet:

17. Ahoy, there. Good news, I hope?

17.1. The owner has accepted your offer.

- 17.1.1. Smart man! Glad to see someone appreciates a solid offer on this rock. And coincidentally, I have those five hundred septims set aside for you.
- 17.1.1.1. Sounds good to me. Safe travels.**
- 17.1.1.1.1. Of course. Thank you, friend. Now all of Tamriel will get to see these fine treasures. [Give player 500 gold][exit dialogue][Go to **END MERGE**]
- 17.1.1.2. Don't you think such a rare opportunity is worth a bit more? (Persuasion) [Very Hard]**
- 17.1.1.2.1. [**Success**] You have a sharp eye on you. The kind of sharp they don't just teach. Alright, eleven hundred, and that's taking my brandy budget for the month. [Give player 1,100 gold]
- 17.1.1.2.2. [**Failure**] I don't think so, actually. Five hundred should be plenty. [merge to submenu 17.1.1.x.]

[**CROWN MERGE**]

Quest Objective Complete

<x> Return to A'tor and present the offer.

Quest Objective Updated

<> Let the Young Crowns know A'tor has accepted.

(**Quest Marker above Young Crown/Daika Rajida**)

A'tor has accepted the Young Crowns' offer to purchase the artifacts. I should return to them and let them know.

Receiving this quest objective disables [**CROWNS ATTACK**].

[**NPC**] **Young Crown** will be standing within the [**Location**] **Secluded Sea Cave**. If spoken to by the player, she will greet:

18. Welcome back. I hope our offer has gone over well?

18.1. It has, A'tor has accepted your offer.

18.1.1. I cannot thank you enough. This is a proud day for all *Raga*, to have such incredible treasures to remind us of our past.

18.1.2. We must depart soon and bring them to the mainland, but if our paths cross again there, I would be proud to call you friend. *Ne Ajcea*. [Give player 300 gold][exit dialogue][Go to **END MERGE**]

24 hours after receiving the gold, at the next instance of 0600 hours, the Young Crowns will depart the sea cave and despawn, restoring the cave's natural inhabitants.

[**END MERGE**]

Side. Quest Complete: "Hidden Heritage"

I've helped a pirate crew sell a collection of 600 year old salvaged Yokudan artifacts. The impact of my decision will be for history to decide.

[SEND MERGE]

Side. Quest Complete: "Hidden Heritage"

I've told A'tor to take his salvaged Yokudan artifacts with him to the next port. No one on Stros M'Kai is worth selling to. The impact of my decision will be for history to decide.

[MONEYBAGS END MERGE]

Side. Quest Complete: "Hidden Heritage"

I've purchased and resold a collection of 600 year old salvaged Yokudan artifacts. The impact of my decision will be for history to decide.

24 hours after triggering any end merge, at the next instance of 0600 hours, the crates of artifacts will disappear from the Al-Falla Shipping Warehouse.

[ANGEL MERGE]

Side. Quest Complete: "Hidden Heritage"

I've purchased a collection of 600 year old salvaged Yokudan artifacts, and gifted them to Saban Al-Falla to create a museum. The impact of my decision will be for history to decide.

Receiving this quest objective disables [CROWNS ATTACK].

24 hours after triggering the Angel Merge, at the next instance of 0600 hours, the crates of artifacts will have moved around the Al-Falla Shipping Warehouse. Saban seems to have set up a corner of the place to act as a small showcase, while the rest of it still acts as a warehouse.

[NPC] Saban Al-Falla is in there during the day. If spoken to, she will greet:

19. Welcome back! I've done a lot of work since you left, just rearranging stuff and getting good use from the space.
20. It's really dawned on me that I'm doing this, and I can't thank you enough. It's... like a dream. I've even started to get requests from researchers!
21. It's really helping people...and it's only just starting!
 - 21.1. **I'm happy I could do this for you, Saban.**
 - 21.1.1. It really is an incredible thing you've done. And to that end, I have something for you...
 - 21.1.2. It's not much, just a symbolic thing, really. But it was the best I could think of to make it feel... more real. [Give Note: Director's Certification]
 - 21.1.3. So go ahead and have a look around, *Director*. This is your victory, too.
[exit dialogue]

[CROWNS ATTACK]

If the player has ended the quest without selling the artifacts to the Young Crowns (or giving them to Saban), **six Young Crowns**, three fighters and three spellcasters, all wearing masks, will

await and attack the player outside of Bthzark on Stros M'kai. As well, if the player enters the [Secluded Sea Cave](#) they will find it empty, save for a [\[Note\] A Friendly Reminder](#).

FAILSAFES

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NPC DOCUMENTS

- [\[NPC\] A'tor Af-Tizra](#) -
 - [\[NPC\] Saban Al-Falla](#) -
 - [\[NPC\] Manilian Lex](#) -
 - [\[NPC\] Zayoud Al-Shifra](#) -
 - [\[NPC\] Young Crown/Daika Rajida](#) -
-

ASSETS

- [\[Location\] Al-Falla Shipping Warehouse](#) is a fairly standard building near the docks in Port Hunding. Inside is a largely empty warehouse. Large stacks of crates, barrels, rope, canvas, and other nautical paraphernalia and cargo line the walls. Towards the back is an isolated island of cargo that is clearly the lot. Some crates are cracked open, exposing the yokudan treasures inside.
- [\[Location\] The Trathian](#) is an Imperial galley docked in Saintsport.
- [\[Location\] House of Quills](#) is a building in Port Hunding, which outwardly looks fairly standard for the port town. Inside.
- [\[Location\] Secluded Sea Cave](#) is a small cave on the West coast of Stros M'kai, just north of the main structure of the dwemer ruin hidden in the cliffside.
- [\[Quest Item\] Manifest](#) is modeled as a note or scroll.
- [\[Quest Item\] Zayoud's Offer](#) is modeled as a note or scroll.
- [\[Quest Item\] Manilian's Offer](#) is modeled as a note or scroll.
- [\[Quest Item\] Young Crowns' Offer](#) is modeled as a note or scroll.
- [\[Note\] A Friendly Reminder](#) reads: "You've made a terrible mistake."
- [\[Note\] Director's Certification](#) reads:

"This document hereby certifies [PLAYER NAME] as acting Director of the Al-Falla Historical Society, in recognition for their amazing contributions to archeology and Yokudan studies. This position comes with all of the prestige, honor, and responsibility due to such a momentous achievement.

Saban Al-Falla

Founder of the Al-Falla Historical Society"

[ZAYOUD REWARD LIST]

I have listed some suggestions but should be a choice of 3-5 enchanted items

- Yoku Iron Sword of Flames
- Yoku Iron Mace of Soul Snare
- House of Quills Robes (magicka regen)
- Ruby Gold ring of Merchantry (better prices)
- Yoku shoes of Waterwalking

Initial Feedback (Enodoc - Assistant Director, Quests and Writing)

This is coming along nicely! I've been having a look around to see if we could introduce a bit more activity than just "go to <x>, talk to <y>", and I came across an old post by Deeza which has the opening hook as the player finding one of the items in bandit loot, suggesting the items are trickling into the market rather than being brought into the isles as a job lot, and you need to go to an appraiser of rare curios to find out its value, which brings you to the attention of the various factions.

This would essentially give the quest a bit more of a slow-burn start, before things start kicking off. As with Saban here, you first get directed to the House of Quills, who have the original shipping manifest for the Imperial fleet and confirm that as the source of the treasure, and then the other factions either approach you (Young Crowns) or the appraiser (EEC) rather than you going to find them. There was also a fourth faction in this pitch (not counting the pirates) - a Dominion privateer who knows the location of the pirates that found the hoard, who was introduced one way or another as someone who found a similar item to you.

If you want to pick up any (or none) of these ideas, that's entirely up to you, just trying to build in a bit more activity into this quest overall. Also, if you want to re-introduce any of the ideas from your initial pitch based on a conflict between some or all the factions (which you initially placed at the wreck), we could do that instead here at the pirate base if we bung that out on one of the new atolls, for example. Again, up to you what that involves, whether all the treasure is there and you're going to find it, or if you're just going there because they know the location of the wreck, and/or also whether or not the pirates are a friendly faction.