

# KWF Quest – Finder's Fee

## Characters:

Wikky – yellow khajiit (that's you).  
Ahn-Drei – purple argonian [dead]  
Skaifo – big nord [dead]  
Riif – yellow Khajiit [dead]  
Audun – fox following Wikky after the quest

Ri'zakh – khajiit merchant.  
Ra'zikh – mispronunciation of merchant's name by Wikky.



## Quest Synopsis:

The player is tasked with retrieving ancient treasure from a draugr crypt by a local merchant. In exchange, the merchant will pay the player a finder's fee as a reward. In the crypt, player finds a bunch of dead draugr as well as dead npcs AHN-DREI, SKAIFO, and RIIF. Further in, player finds WIKKY, the last survivor from the group. The player takes Wikky to find the treasure, at which point Wikky, disappointed that the treasure is just a book, lets player take it back to the merchant. Wikky returns to the inn in DRAGON BRIDGE. Player can return to Wikky after getting merchant reward to give him his cut.

## Character Synopsis:

Wikky is a treasure hunter with a thirst for shiny things. Part of a treasure hunting group with Ahn-Drei, Skyfo, and Riif. Overall, a good person. Not a great fighter. Bright, light personality, but after seeing his friends/fellow treasure hunters die in the crypts, he is a bit traumatized and in over his head. Nervous about what's going to come shambling out of the dark at him.



## **Pronunciation Guide (all-caps indicates emphasis):**

Draugr – [DRAW-gurr]  
Wikky -- [WICK-ee]  
Ahn-Drei – [on-DRAY]  
Skyfo – [SKY-foe]  
Riif – [REEF]  
Ri'zakh – [ree-ZOCK]  
Ra'zikh – [rah-ZEEK]  
Mafala [muh-FALL-uh]  
Audun – [OW-dun]  
Faida – [FAY-duh]  
Volskygge – [VOLE-skigg-uh]

## **Recording Lines (once cast):**

- Please record all lines in one file, with your gain low enough to avoid clipping
- Please record at least two (2) takes of each line
- Please leave 15 seconds of silence at the start of your recording
- Please do not do any post-processing with your audio, including removing mistakes/retakes. I can splice takes together that way.
- Please save your audio as a 16-bit WAV.
- If you need recording software, Audacity is a good free option.

## **Payment:**

\$200 flat rate (~150 lines). I'll need your Paypal address for payment.

## **Deadline:**

End of the second week in December (December 14th)

# SCRIPT:

Your lines are HIGHLIGHTED IN YELLOW and may have script direction placed in brackets at the [start of the line]. Multiple lines grouped together are separated by || brackets.

## SCENE 1 – PC Receives quest from RI'ZAKH in Solitude Winking Skeever.

PC [KWF >= 1]: What else do you have for sale?

R: Nothing else currently. But that does not mean Ri'zakh does not have his claws in...other moon sugar pies as well.

PC: Meaning?

R: Hrm... Normally, Ri'zakh does not share this information with just any client, but... Something about you...

-- || [if PC ==Khajiit; KWF == 1] You are khajiit. A khajiit confidently pads alongside you without fear, as your equal and not your servant. ||

-- || [if PC ==Khajiit; KWF >> 1] You are khajiit. Khajiit confidently stand at your back, their heads upturned and eyes devoid of fear. ||

-- || [if PC != Khajiit; KWF == 1] A khajiit strides at your side, as your equal and not your servant. ||

-- || [if PC != Khajiit; KWF >> 1] Khajiit stride at your side, as your equals and not your servants. The genial, look in their eyes, confident and fearless, makes Ri'zakh's heart swell with pride. ||

In this land more than most, where prejudice against our kind runs so deep, that speaks to your character. || You are either a trustworthy person, or you are one who Ri'zakh does not wish to jerk around.

PC: Glad you approve.

R: Yes... So then. A proposal: || Ri'zakh is a merchant, yes? He has many lines of communication, many sources for the buying and selling of his goods. || And while many of those transactions are mundane, some of them are quite remarkable. And it is one such transaction he wishes to speak with you about presently.

PC: I'm listening (Khajiit is listening).

R: Well. Hm. All right. || In the course of his communications, Ri'zakh caught wind of a treasure in Skyrim so ancient as to be almost forgotten, so rare as to be near priceless... || ...and his excitement at the prospect of laying his claws on this treasure absolutely pricked his whiskers.

PC: I can see your whiskers quivering from here.

R: Yes! And evidently, Ri'zakh isn't the only one. He's already lined up a buyer for this treasure – multiple, in fact, for more Septims than you can count.

PC: A buyer? For the treasure you don't currently have?

R: Ehh... Yes, well that's what this one wishes to speak to you about. Khajiit's sources tell him where this treasure is located... || ...and of course, it is in one of the tombs – the crypts that the Nords of this land are so eager to bury themselves within.

PC: And you want me to get it for you. (And you want this one to retrieve it for you.)

R: Hmph. You are sharp. || Alas, Ri'zakh is not built for combat – the last time he was in a combat scenario, all he did was get his throat slit. || But rest assured, if you were to do this for him, he would be sure to compensate you – and your furry companion there – for your efforts. || A finder's fee, yes?

PC [No]: No thanks. Not interested. || R: No? Hmm. This is disappointing. || Ri'zakh will leave this...lucrative door open to you. But it is not known for how long – you are not the only party khajiit has approached with this proposal. || If you change your mind, please speak to him again.

PC [Yes]: Two finder's fees? All right. Where is this treasure? || R: You're on board? Ah, this is a relief. Between you and Ri'zakh, you are not the first party Ri'zakh has sent after this treasure, and the last group, eh... || Well, this one suspects there may be a small issue with their skill, to say the least. || In any case, the treasure is located in the ruins of Volskygge || There is, of course, danger involved. Draugr walk the halls of this crypt and are keen to protect the crypt's belongings at all costs. Be cautious, and be smart. || Khajiit is counting on you, yes? Should you succeed with this task, you could make all of us very, very rich.

## SCENE 2 – PC meets WIKKY deep within Volskygge Depths

[Wikky is alone in a dimly lit room full of dead draugr, standing in front of a locked door, as if he's too nervous to push on any farther.]

Wikky: (idles, on PC approach, facing away from PC):

Wikky: [worried, spoken to yourself]: “Divines, what do I do?”

Wikky: [worried, spoken to yourself]: “Can't go back. Can't see their faces again.”

Wikky: [worried, spoken to yourself]: “\*sigh\* Why me?”

Wikky: [worried, spoken to yourself]: “Can't go forward. I don't stand a chance.”

[jump scared as PC approaches]

Wikky: [cowers] Ahhh!!! Please don't kill me! || [uncovers, turning to player with a bit of relief] ...Oh... You're not one of them. Thank goodness. [as if suddenly unsure] ...Or at least, you don't look like a draugr...

PC: One of the draugr? No, not quite. Name's [PC name]. Who are you?

Wikky: Me? O-oh... I'm Wikky. Glad to see a friendly face down here.

PC: What are you doing here, Wikky?

Wikky: [a bit nervous; don't quite trust the player yet] I'm, uh... E-exploring. Yeah, that's it. I'm just exploring.

PC: This far into a draugr crypt? All by yourself?

Wikky: Well, I had friends, but they... The traps and the draugr got them. It's just me now.

PC: Friends? I think I saw them in the hallways back there. You're all pretty heavily armed for just exploring.

Wikky: Y-yeah... Uhh... Ok, you know what? Not a fan of the situation I'm in, so I might as well come clean. || Me and my friends, we were hired to come here. Some khajiit in Solitude, Ra'zikh or something like that. || Said there's a priceless treasure hidden in this hellhole, and that if we found it, he'd make us rich.

PC [KWF == 0]: He sent me too.

PC [KWF > 0]: We're here for the treasure too.

**Wikky:** Really? Hm... What would you say to joining forces and going to grab the treasure together? || Gotta figure we stand a better chance of seeing daylight again if we work together, right?

PC: [KWF == 0] You want to come with me?

PC: [KWF == 1] You want to come with us?

**Wikky:**[happy/eager; you're making a sales pitch here] I mean, sure! Keep the draugr at bay, navigate the traps, find the treasure, split it down the middle, right? || Both of us could make out like bandits! –Err, so to speak.

PC1: Sounds fair enough. Let's see what's up ahead.

**Wikky:** Great! I'll tell you, I'm lucky you strolled along. My friends, Divines bless them, they weren't the best with their weapons. || Riif, I swear that cat had wet paws or something, the way his sword kept slipping out of his claws. Would have been funny in different circumstances. || Anyways, yeah! Lead the way.

PC2 [KWF ==0]: You can come with me, but the treasure is mine.

**Wikky** [disappointed]: O-oh. Y-yeah, sure... Of course. You know, after everything that's happened, I kinda just want to see daylight, feel Skyrim's arctic wind blow through my whiskers again. || You get me that much, I guess I can call it a win.

PC2 [KWF == 1]: You can come with us, but the treasure is ours.

**Wikky:** [same as above, no need to re-record] O-oh. Y-yeah, sure... Of course. You know, after everything that's happened, I kinda just want to see daylight, feel Skyrim's arctic wind blow through my whiskers again. || You get me that much, I guess I can call it a win.

PC3: You'll just slow me down.

**Wikky:** [persuading like your life depends on it]: No, no. That's not true! I promise! You'll see! I can pull my weight. Please, just don't leave me here!

PC: Fine. Just stay out of the way.

**Wikky:** You got it. I'll watch your back, make sure no one sneaks up on you. Lead the way!

PC4: Better idea: I'll just kill you now and take the treasure for myself. [Attack]

**Wikky:** [panicking]: W-what?!? W-wait! Please, don't kill me! Please!

[goodbye] → start scene + combat, flag scene not to interrupt with combat.

Scene: "W-wait! Please, don't kill me! Please!"

Wikky is fighting back during this scene. It should be high energy, because you're in combat already.

**SCENE 3 – PC has defeated draugr boss and reached treasure. WIKKY runs ahead to inspect it while PC loots boss. Up ahead, treasure book stands on pedestal in front of WIKKY.**

**Wikky:** [relieved] \*phew\* What a fight. Thought we were dead for a second there. – Hey, i-is that...?

[Wikky runs ahead]

**Wikky:** I think this is it! Has to be. No other reason that big draugr would have been guarding it. But... It's just a book?

PC: What's wrong?

**Wikky:** [confused] The treasure... It's just a book? That can't be right, right?

PC: It is a strange treasure for sure, but if that's what Ri'zakh sent us for...

**Wikky:** [growing exasperation]: But... It's a book! It's just a book! How can a book be priceless? A book?!? || I can't even read! What am I gonna do with a book?!? How is a book gonna make me rich?

PC: Ri'zakh said he already had buyers lined up for it.

**Wikky:** [sad, spoken more to yourself than the player]: My friends... They all died for this thing... They all died for a book... It's like Mafala herself has stabbed me in the heart. [goodbye → Wikky moves to dungeon exit while player loots book/dungeon spoils]

## **SCENE 4 – PC picks up book. WIKKY forcegreet as PC goes toward exit to leave.**

**Wikky:** [reserved, disappointed about treasure]: So, that's it then. I can smell a draft through here. Fresh air, from the outside.

PC: Must be a way out.

**Wikky:** Right. Listen, about the treasure... || I'm... I'm glad we found it. Even if it is just a dumb book. It...hardly seems fair to lose Ahn-Drei, Skaifo, and Riif for a few pages of paper.

**[if PC agreed to share]**

**Wikky:** But if you take that book back to Ra'zikh, and we can make our fortune, then... Then maybe their deaths will have meant something.

PC: You're going to trust me to take the book back?

**Wikky:** I mean, I wouldn't be standing here now if not for you. I think that speaks to your trustworthiness. Not like I'd be able to take it from you even if I wanted to anyway. || So here it is: I need some time to process this. I'm going to head back to Dragon Bridge. Do some thinking at the inn. || I...hope to see you there, after you've gotten our reward from Ra'zikh. And if not... || Well, I guess I just hope to see you there.

**[if PC brought Wikky but did not agree to share]**

**Wikky:** I... I know you said you wouldn't share the payment for returning that thing to Ra'zikh, but... \*sigh\* You know, I lost all my friends in this place. || I have nothing left at this point, and... If I leave this place empty-clawed, I don't know if I can forgive myself. I really don't. || Take it, and take it back to Ra'zikh and get your reward. And after that, if you feel like sharing and giving me something to remember my friends by, come find me. || I'll be at the inn in Dragon Bridge. ...No worries either way.

**[if PC said Wikky would just slow them down]**

**Wikky:** But we did it. [a bit more chipper] And I think you and me made a pretty good team back there, don't you? Didn't hold you back nearly as much as you thought I would, huh?

PC: We got the job done.

**Wikky:** [proud of yourself] I might even have saved your life somewhere in there, hm?

PC: Don't get too carried away.

Wikky: [disappointed] O-oh. Well... Anyway, I... I have a lot to think about. With my friends all...gone, I don't really know what my next step is. || You take the book back to Ra'zikh, all right? Get that reward. And... If you feel like sharing it, come find me. I'm heading back to the inn in Dragon Bridge for now.

PC: Stay safe.

Wikky: Thanks, friend. (Alt: Thanks, friends. if KWFFollowersActive >0)

## SCENE 5 – Returning the book to RI'ZAKH

R: Hello, friend. How do you fare this day? Any updates on our ancient treasure?

PC: Yes. I have it here.

R: Do you now? Hm. Let Ri'zakh see. || [reading book, captivated] ... || [flipping page] Hmph. Gorgeous. A work of art. Khajiit sees what his buyers see in it. Oh, yes...

PC: And about my payment?

R: [snapping back to attention] Ah. Yes. Of course. Ri'zakh is a cat of his word. || A generous finder's fee for you.||

[if NO KWF] May you put it to good use, yes?

[if KWF >= 1; Bik prim] And one for your muscle-bound enforcer as well.

[if KWF >= 1; Mak prim] And one as well for your lovely comrade, who has steeled determination in her eyes.

[if KWF >= 1; Nak prim] And one for your diminutive comrade with fire in his palms as well.

[if KWF >= 1; Sariq prim] And one as well for your comrade, whose scowl most certainly does not make khajiit fear for his safety.

PC [speech check]: Actually, there was a survivor from the previous group who helped me too. Wikky.

R: This one sees. [speech check in fragment – add speech skill to get rand int] ||

[PASS] Well, it will cut into khajiit's profit a bit, but... Fair is fair, he supposes. ||

Here. In the interest of our continued partnership, yes?

[FAIL] Alas, Ri'zakh is running a business here. Margins are tight. Too tight for charity. || This cat, Wikky... You ask for his cut of the profit? || Let him be paid in all the sunrises and sunsets, the rainy days and snow flurries he will yet experience going forward, thanks to your actions. || That is his cut.

PC: Thank you, Ri'zakh. Pleasure doing business with you.

R: Kha'jay krimir iso jer, trevan. Moons smile upon you.

## SCENE 6 – Dragon Bridge Inn. PC approaches WIKKY, who is sandboxing around the inn.

Wikky: Oh, whoa. It's you.

PC: What? You said this is where you would be.

Wikky: Well sure, but... I don't know, I figured once you left with that book, that'd be the last I'd see of you. || [slightly hesitant/unsure] What, uh... What are you doing here?

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PC [if haven't returned book]: Just checking up on you.

Wikky: Ah. Well, thanks for that. Still breathing, you know? It's too quiet without the rest of the guys here, but... I'm still alive. || You get that book back to Ra'zikh yet?

PC: Not yet. Heading that way soon.

Wikky: Hmph. Well you let me know how things go when you do. That cat talked his 'treasure' up a lot when he sent us out after it, so don't let him short-change you.

PC: Will do.

Wikky: All right. I'll be here then. Stay safe on the road.

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PC [if returned book]: I returned the book to Ri'zakh. I'm here with your share of the reward.

Wikky: [confused/shocked] Wait, really?

PC: Unless you don't want it.

Wikky: [stammering at first, as if recovering from a mistake] Yeah, no! I mean, I'm just surprised, is all. How much did you get for it?

PC: 7500 Septims // 15,000 Septims. // 22,000 Septims. [Separate topics for if PC cleared the speech check for the extra gold or not and if PC had a KWF follower with them]

Wikky: [wanting to ask without sounding greedy] Wow. That's a lot of gold. Aaaand my share is....

PC: 3750 // 5,000. // 7,000.

**Wikky:** Huh. Sounds fair. || [grateful but a bit deflated] I, uh... Thank you, my friend. This doesn't bring back Ahn-Drei and the others, but it softens the blow of losing them a bit. ||

**Wikky** [if player doesn't have enough gold]: ...What? You...don't have it? What, did you already spend it? Or... || Eh. Don't worry about it. I'm not gonna give you a hard time. I'll be here, so you can stop by whenever, all right?

PC: What's the plan for you now?

Wikky: Hm. Don't know. Might try to get out of Skyrim? Not sure where I'd go, but...this money ensures I can get there in one piece at least. Thank you.

PC: Sure thing, Wikky. Take care of yourself.

**Wikky:** Will do, friend.

**Secondary Conversation** – PC notices a small fox following Wikky around the inn.

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Player: "What's with the fox?"

**Wikky:** Hm? Oh, him? || Ran across him on the way back here from Volskygge. He looked hungry, so I gave him a bit of the cheese we found in the tomb. Hasn't left my side since."

Player: Wikky, that cheese was probably hundreds of years old.

**Wikky:** Well, he seemed to like it. Hasn't dropped dead yet, in any case. His name's Audun, by the way.

Player: You named the fox?

**Wikky:** No, he told me.

Player: ...The fox told you his name. You speak fox?

**Wikky:** A bit. Enough to get his name anyway.

Player. ...Huh. Well, I'm glad you made a new friend.

**Wikky:** [with a bit of contented pride] I seem to do that.

Player: I'm surprised they let you bring a fox in here.

Wikky: Ah, Faida's all right. She thought Audun was cute. Audun didn't like being called cute, but it got him in the door, so \*shrugs\* Here we are. || Gonna see if I can't get him set up with a little bit of meat scraps here in a bit, if Faida's feeling generous.

Player: Good luck.

Wikky: Thanks.

## Conversations while following PC:

PC: Tell me a bit about your friends back there.

**Wikky:** My friends? I'm still kind of in shock that they're...gone. Hard to even say it. We've known each other for years. || Ahn-drei and me, we were like brothers. Nicest argonian you'll meet this side of Black Marsh. || And Skai, he was like a father to me, after my actual father wandered off on a skooma bender and never came back. || Riif was a little...eccentric, but I loved him for it. || ...I'm gonna miss them.

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PC: So you and your crew, you were, what, adventurers? Crypt divers?

**Wikky:** Yeah, I guess so. We had just recently gotten into the crypt exploring business. Figured there'd be some Septims in recovering ancient artifacts. || Skyrim's full of tombs, right?

PC: And draugr too.

**Wikky:** So I've smelled. || \*sigh\* I really didn't think they'd be so hard to kill, you know? They're technically already dead, right?

PC: Hard to kill something that isn't alive.

**Wikky:** I...guess you have a point there. Huh. [Note: NOT "huh?" It's like "Huh. I never thought about it that way"]

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PC: You ever seen combat before?

**Wikky:** Erm... A bit. Not a lot. ...Not enough, apparently. || \*sigh\*

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PC: You don't speak like most of the other khajiit I've spoken to. [If PC khajiit == This one notices you speak rather uniquely for a khajiit.]

**Wikky:** Yeah? Well, I'm not from Elsweyr. Born in Skyrim, raised by Bretons. About as non-khajiiti as you can get and still have fur. || In fact, Wikky's actually not even my real name -- parents originally named me after their favorite drink. Wikky's a nickname my friends gave me, just kinda stuck.

## Idles while following:

“Thought I was gonna die in this place. [as an afterthought] Still might.”

“Glad you found me. Things were looking a little bleak.”

[If KWF > 0] You all look like you know how to handle yourselves in combat, huh?

[If KWF == 0] You look like you’ve seen your share of combat, huh?

“This isn’t so bad.”

“This is a nightmare.”

“Be nice if the draugr just stayed asleep, wouldn’t it?”

“Hmph. All these hallways are starting to look the exact same.”

“\*sigh Ahn-Drei...”

“Saw something like this up above. Gotta turn all the dials to the right animal, or else the door won’t open. Weird, right?”

“Hm. Don’t think that was right. You sure know what you’re doing?”

“Looks like that did it. Nicely done! You know, I’m something of a puzzle-solver myself. Friends never gave me much credit for it, but still.”

## **Hellos while following:**

[friendly] “Hey there.”

“Hey, don’t tell anyone, but this is the first draugr crypt I’ve ever been in. Gonna be the last too. Hmph.”

“Yes?”

“What is it?”

“We good?”

“Smells really draugr-y in here, don’t you think?”

“Glad my eyes are built for the dark.”

## **Goodbyes while following:**

“Don’t leave me behind, all right?”

“Be careful.”

“I’m with you.”

“I’ve got your back.”

“Lead the way.”

## Combat sounds:

TIP FOR COMBAT SOUNDS: You CANNOT overdo the energy. If you're not sweaty and tired after these, you didn't go hard enough. Just be careful to avoid peaking out your waveforms.

**Attack** [x3-5]: Sounds of quick exertion, as if swinging a sword or stabbing at something

**Power Attack** [x3]: Drawn out sounds of heavy exertion, as if really putting your whole body behind a heavy weapon swing.

**Hit** [x3-5]: Grunts of pain, impact noises, as if being struck, slashed, or stabbed.

- Augh! Ough! Kaghht! –Mmng!

**Death** [x3]: Death rattles, the juicer/bloodier, the better, beginning with an impact sound.

Tips: 1) if you can get some saliva or phlegm in the back of your throat and sort of hiss/gargle it with your sound, that helps it sound bloodier.

2) It helps to really act out the dying process. Fall to a knee and then go down. Groan, gargle your blood, and die.

**Taunt: be quick and vicious with these. They're in the midst of battle, between weapon strikes**

"Gonna put you back to sleep."

"You're not so scary."

"I can see right through you."

"Gonna knock the rest of your teeth out!"

"You smell, and you should be ashamed!"

"Should've stayed in your coffin!"

## Detection Sounds:

**Normal → Combat** [yelled at the start of combat]

“Draugr!”

“Dead nord!”

“We’ve got company.”

“Time to fight!”

“Get ready!”

**Combat → Normal** [spoken as combat ends]

“Still alive – thank the Divines.”

“Easy enough.”

“Still breathing. You all right?”

“We’ve extinguished their eyes.”

“They should have stayed asleep.”