

EEC Questline

General Background

- 1) Not much is happening because the Governor doesn't support the company
- 2) Bureaucracy and corruption are issues
- 3) Caedan Jorval, Knight Protector of Helnim has been cutting down on corruption. EEC have been helping him, by supplying the troops and stopping other ' indiscretions'.
- 4) Diamond mine and Telvanni egg mine are two main sources of income in Helnim economy
- 6) The Telvanni won't let the EEC into the egg mine

Company Members

Lorus Avius (HQ, office)

Factor

frustrated by lack of support from the governor and general corruption in Helnim
supports Caedan Jorval, Knight Protector of Helnim

Kojan (HQ, downstairs)

Steward and registrar

fairly cheery, busy

Finds-Men (HQ, downstairs)

agent, monitors imports and exports

likes books

moved here from Cyrodil, where he worked for customs and excise
doesn't like Helnim

Zaren Hammebenat (HQ, downstairs)

Merchant

not super enthusiastic about company
grew up in Ashlands, didn't like it

Culenne Mair (HQ, downstairs)

Alchemy expert, checks stuff for contraband
enjoys her job

Erville (HQ, upstairs)

Merchant, clerk

chatty, admires Lorus

Merro Galvix (HQ, upstairs, only after doing Flin Galore)

Agent, deals with the more serious company matters
takes his job very seriously

Melia Floria (warehouse)

Trader, deals with admin at warehouse
busy

Tarus Meritorus (warehouse)

Clerk

bored

Jociel Marinard (Diamond Mine)

Steward, records diamond mine activity
jobsworth, busy, stuck up

Cunus Pompus (Map1, Firewatch)

Merchant
in Firewatch on business

Fabius Varian (Map 1, Veramus Iron Mine)

Merchant

Handling of already-an-EEC-member situation

When you join, if you are EEC member, you get the option to say so. Lorus (or any Factor of an EEC branch) says he will need to check and this will take some time. He only finds out once you have reached the rank of Agent/Negotiator. You are not promoted further.

Ranks

The 7 standard quests here give a total of 24-26 FactionRep points, allowing the player to reach the rank of Steward on this map.

Standard EEC Quests - From Lorus/Melia

TR_m2_AO_FlinGalore –Flin Galore! (given by Lorus Avius)

Lorus tells you that their main agent, Merro Galvix, was sent on an assignment to retrieve some missing Flin from a shipment sent to Tel Mothrivra but has been gone longer than expected. He asks you to travel to the region, suggesting you check the villages in that area. Merro can be found in Adurin-Ouaka in the Andalus Tradehouse. This is the misc quest q2-9-Mis. Merro already rewards you, so Lorus will just thank you when you return. If you have already done this as a misc quest before joining the EEC, Lorus mentions it and you just get the FactionRep then.

FactionRep: 3

TR_m2_EEC_Lorus1 – East Empire Company: Missing Merchandise (given by Lorus Avius/Melia) (requires TR_m2_AO_FlinGalore complete)

Lorus asks you to talk to Melia in the warehouse about some discrepancies in the inventory figures. When asked, Melia says several bottles of Telvanni bug musk have disappeared, but she doesn't know who the culprit is. She tells you the only people with access to the warehouse are her, Tarus Meritorus the clerk, and the occasional hired hand used to carry things. The only recent visitors were sailors bringing in some goods from The Reckless Maiden. Melia can't remember their names, but says they were a Redguard and a Dunmer and suggests you ask the ship's captain. She tells you they were rough types and you should be careful, and if you do have to fight them, don't kill anyone because Lorus disapproves of such things. Tarus will accuse the sailors of theft and insult them if asked about it.

Sjorvan the Wastrel, the captain of The Reckless Maiden, will become insulted if you suggest one of his men may have stolen something. Asking either sailor (Reguard on the deck, Dumner downstairs - both need to be added by the quester) will give you a denial and repeated asking will lead to violence. If you reduce him to X hit points, he will stop fighting and admit that they stole the bug musk, but claim it was Tarus Meritorus's plan and they paid him in return. They return the bug musk to you - the Dunmer will tell you to get it from the Redguard if you fought him, the Reguard will just give it to you.

Confronting Tarus will get you nowhere - he will just point out how untrustworthy sailors are. You can choose to tell Lorus either

- a) It was the sailors, or
- b) It was Tarus and the sailors.

If you choose b), Lorus asks for proof. Since you don't have any, he says he will investigate and Tarus will give an unfriendly greeting from now on. Similarly, you can tell Melia either option. If you choose b), she tells you she doesn't really trust Tarus anyway.

Having returned the bug musk, Lorus rewards you with 100 gold.

FactionRep: 4

TR_m2_EEC_Lorus2 – East Empire Company: Stamping out Corruption (given by Lorus Avius / Melia) (requires TR_m2_EEC_Lorus1 complete, rank: Clerk)

Lorus will tell you that Melia is concerned about Tarus Meritorus and asks you to investigate. Melia tells you she is convinced that Tarus is stealing from the company, but she has no proof. She says

she has seen him in the upstairs storage rooms when he has no reason to be there. Poking around in one of them, you find a scrap of paper that is half of a note to Tarus. It mentions a meeting at the lighthouse. Showing it to Tarus makes him angry and he tells you not to poke your noses into other people's business, saying it was just an arrangement for a meeting between friends.

Hopefully the player should figure it out themselves, but if they don't Melia asks them to go and check the lighthouse. Asking Erdgolf the Sea-Weary, the lighthouse keeper, about it gives you an explanation if you up his disposition a bit - he's paid to keep crates of goods in the lighthouse and not say anything. Different people drop them off and collect them. He doesn't know their names, but none of them match Tarus's description. You can threaten him (requires certain stats, not sure what) or just bribe him to tell you that they are dropping off some goods tonight.

If it's already night, you need to wait one hour. Otherwise, you come back when it's dark. Talk to Erdgolf and he will tell you that he can hear them outside now and recommends you hide on the outside stairs. Outside, there are several crates, 2 dark elves and Tarus (but only if you didn't ask him about the note). You now have 2 options:

1) Run out of the front door or drop down so they see you. They will attack. One of the Dunmer has a letter from Tarus on his body explaining when they should collect goods that he has stolen from the warehouse. Taking this letter back to Lorus will get you a reward (to be set), but this is a lot less if Tarus was there and you killed him.

2) Go out onto the outside stairs. If you drop down at any point, it will be the same as 1, but if you hang around on the stairs, you can watch them wander around for a bit and then go back down the path (they disable when they leave the cell). If you look in some of the crates, you get a journal update telling you these are items from the EEC warehouse and you should take some to Lorus as proof. Lorus thanks you for being subtle and says he will inform the guards of the smuggling - you get a decent reward (to be set).

The crates disable once you complete the quest. Tarus doesn't appear in the warehouse again.

FactionRep: 4

TR_m2_EEC_Lorus3 – East Empire Company: Helnim Egg Mine (given by Lorus Avius)
(requires TR_m2_EEC_Lorus2 complete, Rank: Steward)

Lorus tells you that the Telvanni are preventing the EEC inspector, Jociel Marinard, from inspecting the Helnim Egg Mine and collecting the appropriate levies. He wants you to convince them to let Jociel in. The egg mine guards tell you you have to discuss it with the Telvanni administrator (Vyhlathri Ashara) in Tel Narrusa, who successively gives you several excuses why they can't possibly let him in at the moment:

1) An aggressive Kwama warrior is in the sorting area and it would be too dangerous to let the inspector in. He also refuses to let you in, so you have to sneak past the guard, enter the mine, and kill the kwama warrior.

2) Vyhlathri tells you he doesn't personally have authority to allow the EEC to enter (an obvious lie) and the matter must be dealt with by Narrusa Darythi himself. Of course, Narrusa is mad and can't be made to discuss it properly: asking will result in complete nonsense responses. With no way of getting Narrusa's permission, the player has to manipulate Vyhlathri by taking advantage of his pride (EEC members will suggest this if asked). Through dialogue, the player gets Vyhlathri to admit that he runs the Telvanni area of Helnim and has supreme power over everything (should involve disposition requirement). He'll then grudgingly admit that Narrusa's permission is not required.

[If Narrusa is dead, you don't need to do this part.]

3) The Telvanni demand a formal request from the Governor to resolve the dispute. Of course, they are putting pressure on him to say no, so you must convince or trick him. Going straight to the Governor will get you a refusal: he'll talk about "partnerships with the Telvanni" and "mutual trust", and waffle for a while before saying he won't do it. Lorus will suggest you talk to Kojan, who has an idea to bury it in bureaucracy. Kojan will give you a bundle of paperwork (maybe a book mesh?), all of which needs to be officially signed off by the Governor (of course, most of it doesn't really) with the request letter to the Telvanni somewhere in the middle - these documents must be seriously dry and boring. The Governor will complain about it and tell you that paperwork is beneath him, but if you choose the right dialogue options, he'll agree. If you asked him about it earlier, he will be suspicious and will refuse (see below). He reads out the start of the first document, but finds it so tedious that he then just stamps them all with his seal. You can then take the signed letter of request back to Vyhlothri, who is angry, but accepts it. Take the signed papers back to Kojan for a disposition increase if you want.

If you chose the incorrect dialogue options or asked him about it prematurely, the Governor will always refuse from then on. Lorus, being very proper and not wanted to suggest you do anything illegal, suggests you ask Merro Galvix. Merro then suggests you steal the Governor's seal (Merro does most of the dirty work for the EEC here) and sign it yourself. Search the Governor's quarters to find his seal (use a ring mesh), which is on the writing table upstairs (to be added by quester). You stamp the letter by activating it in the inventory screen. Then proceed as above.

(Throughout this quest, dialogue should hint strongly that the Governor is being bribed or blackmailed by the Telvanni, but not explicitly state it.)

After you solve all three problems, Vyhlothri reluctantly agrees to give Jociel access to the mine from now on - he gives you a key to give to Jociel. Go back to Lorus for 400 gold and a pat on the back.

FactionRep: 4

Note: via the Helnim Gambit, it's possible that the player is the big cheese Telvanni in Helnim (check for rank Master or the relevant Helnim Gambit journal index). In this case, Vyhlothri lets you straight in (gives you the key), but you still have to kill the kwama warrior.

Just to clarify: you aren't taking over the egg mine, just inspecting it. The EEC collects taxes on the export of kwama eggs so they need to know how much is being produced.

Standard EEC Quests - From Culenne

TR_m2_EEC_Cule1 – East Empire Company: Investigate Sale of Dwemer Artifacts (given by Culenne Mair)

Culenne asks you to investigate rumours that Vodunius Harmevis is selling dwemer artifacts. He will deny this, but upping his disposition will get him to admit it, allowing you to barter for them. Alternatively, you can steal one from a crate downstairs (to be added by quester). Once you have one, you bring it to Culenne to inspect it. She thinks it looks suspicious and asks you to ask Octavius Mariss at the Archeological Society. He tells you they are fakes made from clay weighted with stone. You are told to return and tell Vodunius Harmevis to stop this. He readily admits his guilt and if you want you can threaten to send him to prison if he doesn't pay you 50 septims. If your speechcraft is 55 or above, he believes you and gives you the money, otherwise he calls your bluff. When you return to Culenne, you can tell her that Vodunius donated the money, or you can omit to mention it. Either way, she will thank you and reward you with another 50 septims.

FactionRep: 4

TR_m2_EEC_Cule2 – East Empire Company: Miner Problems (given by **Culenne Mair**)
(requires TR_m2_EEC_Cule1 complete)

Culenne asks you to go and see Jociel Marinard in the diamond mine. She wants you to collect some samples for quality inspection. When you arrive, Jociel tells you about a problem with one of the miners and asks you to help him. [Miner] (either Marvus Termian or a new one to be added by the quester) says he has been poisoned and needs a potion of cure poison as soon as possible. If you ask Jociel, he gives you 20 gold to go and buy a potion. When you return and give the potion to [Miner], he tells you he thinks he was poisoned by Sandol, calling him "shifty looking". Asking any of the other miners about this gives the response that [Miner] is an idiot and ate some raw mushrooms earlier, which is why he was ill. If you return to [Miner], he will deny having eaten any mushrooms, but will accuse Sandol of stealing diamonds by eating them. Sandol will deny this and say it is ridiculous. He explains that [Miner] is always accusing him of things, but he doesn't know why. [Miner] will only say that Sandol is "out to get him" and "not to be trusted". All the other miners tell you it's none of their business. At this point, you can tell Jociel several things:

- a) Don't mention it. Jociel will just thank you for buying the potion.
- b) Report Sandol for stealing diamonds and poisoning [Miner]. Sandol will refuse to speak to you and Jociel will lose disposition when you return for wasting his time. [Miner] will give you some Hackle-Lo leaf.
- c) Report [Miner] for lying and wasting your time. Sandol will thank you and give you some trama root, [Miner] will not talk to you.
- d) Tell him about the situation, but don't take a side. Lose disposition with both [Miner] and Sandol. In any case, Jociel will give you the diamond samples for Culenne. She will thank you and reward you with 50gp.

FactionRep: 3

Standard EEC Quests - From Zaren Hammebenat

TR_m2_EEC_Zare1 – East Empire Company: Business as Usual (given by **Zaren Hammebenat**)

Zaren Hammebenat wants a package collected from Hlavesa Llenim. He gives you the payment of 50 septims and tells you that Hlavesa is staying in the Glass Goblet in Tel Mothrivra. Asking the barman will tell you Hlavesa has a room downstairs. When you find him, he tells you that he needs a small favour before he'll give you the package. His guar (the one outside) has been ill and Seris Athyon, Tel Mothrivra's local magic supplies woman refuses to sell him a potion of cure disease. He asks you to either cure the guar yourself, or convince Seris Athyon to sell you a potion.

You can cure the guar yourself with a cure common disease spell or just give Hlavesa any normal cure disease potion you have. If you talk to Seris Athyon, she tells you that Hlavesa was very rude to her. You can apologise on behalf of Hlavesa (although if you ask him he will just be rude about her), which lets you buy a potion from her, or you can apologise and promise that Hlavesa will give her lower prices in future (a lie), in which case she will give you the potion for free, but next time you speak with her you get a big disposition drop.

Anyway, after you've cured the guar, Hlavesa will sell you the package for the agreed 50 gold. Take it back to Zaren without opening it for a small reward (a bottle of Cyrodiilic Brandy). If you choose to open it, you find some unique expensive pants inside. Returning to Zaren, you can attempt to lie and say the package ripped open during the journey. If your speechcraft is high enough, he believes you and gives you the brandy, otherwise he is angry and refuses to give you any reward.

FactionRep: 4 if you didn't open the package or got away with it, 2 if you did open the package and got caught

Additional EEC Quests - From Merro Galvix

These are not really part of the EEC line and are more to do with Helnim than anything else. It's just here to give a bit of flavour to the EEC's involvement in Helnim.

TR_m2_EEC_Mero1 – East Empire Company: A Matter of No Concern (given by **Merro Galvix**) (requires TR_m2_AO_FlinGalore complete, rank Steward)

Merro asks you to deliver a note to Caedan Jorval in the Militia Headquarters. He asks you not to speak to anyone else about this. The note reads as follows:

"You have the aid of the East Empire Company in the matter we discussed previously. The Governor will remain unaware. -MG"

Take this to Caedan Jorval and he will thank you and tell you he appreciates the East empire Company's assistance. You can then go back to Merro, who will thank you. If you are rank Agent or above, he will offer you a further quest (see below), otherwise he will hint at later work when you are a higher rank.

If you want you can tell the Governor, who takes the note and gives you an exquisite ring in return ('a bauble for your troubles'). Returning to Merro after that gets a very angry response and prevents you from doing the later quest for Merro.

This is not a real quest, but a test of your loyalty by the company.

FactionRep: none

TR_m2_EEC_Mero2 – East Empire Company: A Matter of Some Concern (given by **Merro Galvix**)

(requires TR_m2_EEC_Mero1 complete and didn't betray Merro, Rank: Agent)

Merro confides in you that the EEC are supporting Caeden Jorval's attempts to reduce corruption in Helnim and clean up the city, but they don't have the official permission of the Governor, so everything is being done on the sly. At the moment their aid is mostly coming in the form of cheap supplies for the Helnim militia shipped in from Cyrodiil. However, the last merchant was intercepted by the Fort Windmoth soldiers, who are in the pay of the Telvanni. This time arrangements have been made in Cyrodiil so that Legion troops cannot legally confiscate the goods, but Caeden Jorval has heard that a 'bandit' attack will be staged on the boat as it passes the coast east of Alt Bosara. Merro tells you to meet two of Caeden Jorval's men on the coast at the mouth of the river there. When you arrive they'll be fighting two bandits (they will lose without the player's help). The boat will be a short distance out to sea with another two bandits and a boat guard on it. Kill all the bandits (should be fairly hard) and talk to the ship's captain before reporting back to Merro. Merro will thank you and give you an enchanted short sword (light restore fatigue enchantment) as a reward.

FactionRep: none

The ship will need to be placed by the quester and scripted to only appear for this quest. The interior will not be accessible (stuck door or something), but the cabin will be, so that interior will need making.

[Currently, you shouldn't be able to reach the rank required to start this quest with only the Map 2 quests. However, I would like this quest to be quite hard, so I've left it like this. Of course, this is completely up for discussion.]