

The Exile

A Questing and Dialogue Showcase by razenmaeher

Hello Dear People,

That have to read this. I am a german bachelor student, with quite some free time on my hands. I have been following the Project Tamriel Rebuilt for quite some time and have finally decided, that I would like to contribute to the overall effort of releasing mainland Morrowind. As a Result, I have decided to hand in a quest showcase to show of some of my skills.

Mind you, these quests are a result of a weeks' worth of work, next to real life, and I have not put too much thought into Character design, Lore and Balance. Because of this, please do not read too much into interior Design or Dialogue that doesn't fit the mood, that the project is going for, as I could have done all that a lot better. It will become obvious, that a lot of the story of the quest rely on a story you might have heard elsewhere and is not very original. This showcase contains 4 quests, that are supposed to show different skill sets. The first is to show that I know my way around the construction set and am able to create simple fetch quests. The second is to show I know how to handle simple scripts to update the journal. The Third is a lot more elaborate and should showcase handling longer scripts to create more immersion. The final Quest is to show I can create quests with alternate endings that rely on killing NPCs.

Installation:

Extract zip into data files directory. Make sure to load the esp. This quest runs with the current official tamriel rebuilt release So PT_Data and TR_mainland need to be installed as well for it to work!!

Ways to start the quests

- Check in with Rilvin who wants to get rid of all these distractions. (Q2 -> Q1 -> Q3 -> Q2 ->Q4)
- Randomly find one of the gems, ask mages who direct you towards Rilvin (Q3 -> Q2 -> Q1 ->Q3 -> Q2 -> Q4)
- Find the exile in his Hut (Q1 -> Q3 -> Q4)

Quest 1: The Exile Hungers

This quest sets you on a path to become the friend of the Exile Nefarian Nelos, who resides in a Hut on the Island north of Necrom (cell: Sacred lands 43:-6). It showcases, simple item checks for quest progression, The use of the choice function, The use of Itemchecks, And custom quest rewards such as a unique Spell and a unique Potion.

Quest giver: Nefarian Nelos, Nefarian Nelos' Exile

Walkthrough:

1. Talk to Nefarian about work
2. Bring Nefarian 1 Trama Root, 5 Saltrice and 1 kwama cuttle Reward: extravagant ring
3. Bring Nefarian 1 void, 1 frost and 1 fire salt
4. Bring Nefarian 1 Journeyman Mortar and Pestle Reward: Unique Potion
5. Bring Nefarian 1 diamond, 1 Emerald and 1 Ruby: Reward Unique Spell (You have to remind him of his oversight not to give you a reward before he spits out this one)

Quest 2: The Exiled Mage (optional)

This quest is given by Rilvin Dral. The Archmagister of House Telvanni cannot handle all these distractions and thus sends you on a journey to find a Person he has exiled previously and figure out whether they are up to any mischief. It showcases, Journal updates through the script function upon visiting a

Quest giver: Rilvin Dral, The archmagister

Walkthrough:

1. Talk to Rilvin about all these distractions
2. Check in with Nefarian (see Quest 1) and see how he is doing.
3. Return to Rilvin
4. Return to Nefarian to become his "friend"
5. Finish quests 1 (unless you already did) and 3 for Nefarian
6. Report back to Rilvin

Quest 3: In pursuit of infinite power

With this quest I went kind of crazy. Basically, you are sent to gather 6 gems of infinity to create this uber powerful artefact to help Nefarian escape his Exile. It showcases the use of scripts to reveal a hidden trap door, the use of script to send box messages and to update the journal. The use of a unique creature NPC, the use of custom-made items with powerful enchantments and not so original names (Hell everyone likes the one or the other easter egg). Yes, I know, some if not most of these locations are part of another quest, but these were memorable for me in a way, thus I would like to include them in this showcase as I am not looking to have this quest implemented in TR anyways. It is just to showcase some of my abilities and to prove to you that I am capable and willing to join the team. Be aware, this quest is supposed to be difficult, with little to no guidance, where the player has to figure out most of the stuff for himself.

Walkthrough:

1. After finishing Quest 1, or finding one of the Infinity gems on your own talk to Nefarian about his proposal or about The Infinity Gems
2. Seek the Spider in the hidden basement of the Hut to learn about which Infinity stone you should collect next and in what cell it is.
 - a. Gem of Reality: "Bisandryon, Private Study", in a Lockbox.
 - b. Gem of Soul: "Massulahibernanit Chasm", Azuras bossom
 - c. Gem of Time: "Dun Akafell, Forgotten Vaults, Upper Floor"
 - d. Gem of Space: "Urlis Rock" on top, overlooking the seas
 - e. Gem of Power: "Kharalambos Ruin", Look to the statue
 - f. Gem of Mind: "Ruinous Keep, Great Hall" On the Lich.
3. After collecting all the Gems talk to Nefarian about The Infinity Gems and learn the location of the gauntlet
4. Travel to "Kemel-Ze, skywatch gallery" to recover the gauntlet from the shaft of the observatorium
5. Return to Nefarian to return in all the gems and gain the Infinity gauntlet.

Quest 4: The Endgame

This is the final quest that gets unlocked after finishing the hunt for infinite power or Quest 2. It is basically the showdown between Rilvin and Nefarian, where you have to kill either one of them. If

you decide to kill Nefarian Rilvin will be pleased, but if you decide to kill Rilvin, Nefarian will later use the Infinity gauntlet to make himself become just like Rilvin, take his place and no one will notice the difference except of course yourself. In this quest I handle both options differently. When you kill Nefarian, a script handles the journal updating. If you decide to kill Rilvin, a simple check in the dialogue will check for the dead NPC

Walkthrough:

1. Talk to Nefarian about his plan
2. (Optional) Rat him out to Rilvin
3. (Optional) Kill Nefarian and return to Rilvin for your reward
4. Kill Rilvin in his chamber
5. Talk to Nefarian, who will take Rilvins place from noon.

Conclusion:

I hope this showcase was sufficient enough to demonstrate my skill set. I would personally love to become a part of the team and certainly hope that you think so too after playing through these quests. I had a ton of fun designing everything and trying to iron out some bugs. If there are certain things you wish to point out, if you are stuck on any of the quests or If you have general pointers where I may have breached the general protocol I would really like any feedback you can give me. Thanks for all the previous hard work and I hope I get to work together with you guys soon.

-razenmaeher

Useful Console Commands for testing:

coc "Nefarian Nelos' Exile"

Player->additem "ingred_trama_root_01" 1

Player->additem "ingred_saltrice_01" 5

Player->additem "ingred_kwama_cuttle_01" 1

Player->additem "ingred_void_salts_01" 1

Player->additem "ingred_frost_salts_01" 1

Player->additem "ingred_fire_salts_01" 1

Player->additem "apparatus_j_mortar_01" 1

Player->additem "ingred_emerald_01" 1

Player->additem "ingred_ruby_01" 1

Player->additem "ingred_diamond_01" 1

coc "Bisandryon, Private Study"

coc "Massulahibernanit Chasm"

coc "Dun Akafell, Forgotten Vault, Upper Floor"

coc "Urlis Rock"

coc "Kharalambos Ruin"

coc "Ruinous Keep, Great Hall"

coc "Kemel-Ze, skywatch gallery"

coc "Port Telvannis, Tel Thenim: Archmagister's Chamber"