**For a supporting diagram, map of locations, and a one-pager on the quest, please visit:**

[www.MichielWerring.com/Developing-a-quest](http://www.MichielWerring.com/Developing-a-quest)

# Dialogue Sample: Tracking the Hunters

**(Reference code) CHARACTER: (mood)**

Spoken dialogue by Voice Actor / Subtitles

* **Reference code Player: Starting dialogue options for the player (Script events)**
* **\*Reference code** Player: Unlocked dialogue options for the player (Script events)

Additional notes, such as notes, triggers or conditions.

End topic – Return to base dialogue options

## Dialogue: Kjald

Start: Speaking with the Highreach Hunter: Kjald

**(Greeting X00) KJALD: (generic)**

Here to trade?

* **A01** Player: I’d like to trade (Enter trade menu)
* **A02** Player: You’re a hunter? (removes **A02**, starts quest: **Tracking the Hunters**, adds options **B01**, **B02** to Kjald, adds option **B03** to Lumgol, marks **Ashlorn** and **Tangled Moot Hut** on the world map)

**(A02) KJALD: (boastful, later concerned)**

Well, you must be new to the valley. Everyone knows who Kjald is! You came from Skyrim then? The things I’ve heard from there... Are worrisome.

Note: Kjald lives close to the recently rebuilt tunnels to Skyrim and can so infer the player’s origin.

But you aren’t a soldier, a mercenary perhaps, maybe you can help me? When the empire came here they brought their war with them, and I haven’t been west since. If you go there, find my friends. See if they’re alright.

They’re Orcs, and as good with a bow as Kjald. I’ll give you a quiver of arrows, and one of my better bows for your trouble.

Lumgol set up camp in the Garshakur Forest near the ruins of Ashlorn. Beyond the Orcish watchposts. And Thaz is in Tangled Moot, near the swamp, he’s the only one you’ll find there, the fool likes his solitude.

End topic

* **A03** Player: Nothing for now (Ends interaction)
* **\*B01** Player: If you’re so good with a bow, why don’t you go?

**(B01) KJALD: (defensive)**

And risk running into an Imperial Patrol? Talos watch over me, I’m not meant for slave labor.

Note: Kjald wears an amulet of Talos, and the player may have met with the Imperial slaves, who had fled to Highreach, all being Talos worshippers.

End topic

* **\*B02** Player: Where can I find your friends?

**(B02) KJALD (concerned, repeats)**

Lumgol set up camp in the Garshakur Forest near the ruins of Ashlorn. Beyond the Orcish watchposts. And Thaz is in Tangled Moot, near the swamp, he’s the only one you’ll find there, the fool likes his solitude.

End topic

Condition: B03: Lumgol, Adds option C01 to Kjald

* **\*C01** Player: I found Lumgol, he’s turning a good profit. (Removes **C01**)

**(C01) KJALD: (relieved)**

I should had known, that one manages to get on top of anything. Thank you for your help outlander.

Condition: If C01 and C03 are removed, Kjald immediately starts (D02) KJALD, otherwise immediately starts (D01) KJALD

**(D01) KJALD: (unnerved)**

Any more news?

End topic

Condition: After finding the remains of Thaz and taking the dagger, adds option C03 to Kjald

* **\*C03** Player: Thaz is dead. I found this knife on him. (Removes **C03**)

**(C03) KJALD: (seething)**

This is Elven – Did those Thalmor beasts kill him?!

*I knew these outsiders would be trouble… I’ll…*

Condition: If both C01 and C03 are removed, Kjald immediately starts (D02) KJALD, otherwise immediately starts (D01) KJALD

**(D01) KJALD: (unnerved)**

Any more news?

End topic

**(D02) KJALD: (melancholic)**

**Thank you Outsider. At least I know now Lumgol is safe. Here is the reward I promised you.**

**There is one other thing, Thaz’s mother lives in the woods south of here. Will you tell her what happened to her son? She deserves to know.**

**She’s a powerful witch, perhaps…**

Event: Dialogue finishes. The player can speak to Kjald again with X01 as his new greeting. He remains available as a trader. E01 added to Sgala

**(Greeting X01) KJALD: (melancholic)**

Outlander, it’s you. Here to trade?

## Dialogue: Lumgol

Start: Speaking with the Garshakur Hunter: Lumgol

**(Greeting X02) LUMGOL: (generic)**

Fresh meat and hide, if you got coin.

* **A04** Player: I’d like to trade (Enter trade menu)
* **\*B03** Player: You’re Lumgol? Kjald asked me to check on you (Removes **B03**, completes objective on Lumgol and adds option **C01** to Kjald. Once Thaz is also found dead, prerequisite to **C04** on Lumgol)

**(B03) LUMGOL: (light-hearted)**

Sounds like Kjald, thinks an Orc can’t survive without his handler! I was about to send someone to make sure he hadn’t gotten himself killed trampled beneath an Imperial boot.

I’m fine, better than fine: The war pays me good money.

End topic

* **A05** Player: Goodbye (Ends interaction)

After Thaz is found dead, Option C04 added to Lumgol

* **\*C04** Player: Thaz is dead, killed with an Elven knife. (Removes **C04**, exchanges **F04** with **F05** in the future.)

**(C04) LUMGOL: (seething)**

Putrid Altmer! I told him it was a bad idea to go close to the ruins.

He was a good friend, and he is owed a blood price.

I’ll finish here and go for him. And no elf will get in **my** way!

Event: Dialogue finishes, Lumgol is disabled on unload until the quest is completed, marking his journey south.

Condition: Once the quest is completed, Lumgol spawns again with option F04 added to his conversation tree:

* **\*E04** Player:I helped Sgala track down the murderer, he’s dead. (Removes **E04)**

Condition: If the player has not used C04 during Part I, continue to F04. If C04 was used, go to F05

**(F04) LUMGOL: (low-Spirited)**

The killer, dead? I hope you made him suffer for what he’d done. I might go there myself, square their debt with Thaz some more.

Event: Dialogue finishes.

**(F05) LUMGOL: (satisfied, smug)**

I caught three of them on their way to the keep. I can live happily with four dead for our Thaz… Consider the blood price paid, have one of these.

Event: An Elven Helmet is added to the player inventory, conversation ends.

## Dialogue: Sgala

Note: Sgala’s Mainquest dialogue and default vendor dialogue are handled by multiple developer, and are not listed here.

Condition: Speaking with Witchdoctor Sgala at E01 temporarily overwrites her standard dialogue tree.

**(Greeting E01) SGALA: (concerned)**

**You have a grim look, you’re here for me?**

* \***E02** Player: Skald asked me to find you, your son was murdered. (Disables **E02**, enables **E03**)

**(E02) SGALA: (vexed)**

**Thaz? Found him near the swamp, did you?**

I told him not to go… What did you find?

* \***E03** Player: This knife was used in the killing. (Disables **E03**, removes Elven dagger from player inventory, enables **E04** once the player has at least one Dragon’s Tongue and at least one Mora Tapinella.)

**(E03) SGALA: (vexed)**

**The knife, show it to me!**

This stinks of Altmer! It was on him? Used to kill my boy!

You, go out in the woods. Find me Dragon’s Tongue by the water, and Mora Tapinella from a dead *tree trunk. Help me avenge my son, and I will give you the means to sl*ay all cowards!

Event: Dialogue finishes. Sgala’s dialogue tree now returns to normal, and dialogue options regarding this quest are now added to her default dialogue tree.

* \***E04** Player: I have the ingredients you asked for.

**(E04) SGALA: (riled)**

**These will do, and enough leftover for a poison…**

Tonight, I will see what happened, I will see who killed my boy. And tomorrow, I will ask of you to kill them.

Condition: The next morning, the questlog updates to speak with Sgala. **E05** temporarily overwrites all other dialogue options

**(E05 Greeting) SGALA: (furious)**

**My boy! In my dream, I saw him and the elf swine…**

Scout Corenar they call him, he came from their camp and killed my boy!

Find him, then slit his throat with his own blade! He stays beneath an arch of stone, not far from Thaz’s hut.

Event: Player is given a poison and a named Elf dagger with Soul Tap, creates a unique soul gem if used to kill Corenar. Corenar and his cronies spawn into a Thalmor camp, replacing the usual guards (which may already be killed)

Condition: Once Corenar is killed without his dagger, option F01 is added to Sgala

Condition: Once Corenar is killed with his dagger, option F02 is is added to Sgala

* **\*F01** Player: The murderer will trouble you no more, he’s dead. (Disables **F01**, replaces dagger with fear enchantment dagger, also rewards Tangled Moot Hut key.)

**(F01) SGALA: (disappointed)**

Dead, but no soul gem… You let him go.

I suppose killing him is all that matters, you made him pay the blood price. Keep the blade, I’ve changed its properties so it may be of more use to you…

Continue to (F03)

* **\*F02** Player: The scout is dead, and I have his soul. (Disables **F02**, replaces dagger with greater fear enchantment dagger, removes Soul Gem, also rewards Tangled Moot Hut key.)

**(F02) SGALA: (angered, then eager)**

He took my boy, and he killed him without honor…

I will make sure what’s left of him suffers for an eternity. You made him pay his blood price, and I will make him pay for his life. Keep the blade, I’ve changed its properties so it may be of more use to you…

Continue to (F03)

**(F03) SGALA: (downcast)**

And take this, it’s the key to Thaz’s home. I’m too old to make that journey again.

Leave a mother to her grief.

Quest Completed, Lumgol, if previously disabled, is enabled back at his camp, option F04 is added to Lumgol