

Misc Task: New Material

Writer: Ar

Quest Title: New Material

Type of Quest: Miscellaneous Task/Fetch

Summary: The player is asked to help inspire a bard to create a new song. They're tasked with retrieving a unique lute and providing the bard with the details of their latest adventures.

Dramatis Personae:

Karita (pre-existing NPC)

Emilus Deceased ex-member of the Bards College. Died in prison in his mid-twenties and remains furious about it.

Assets:

Lute of Versification [existing lute renamed, worth 500 gold]

The quest is granted by speaking to Karita the bard at Windpeak Inn in Dawnstar.

[Karita]

1. [Standard Dialogue]

2. What's it like being a bard here?

2.1. Well, I have good days and bad days. Usually depends on the audience. Mind you, even they're growing tired of my music.

2.2. Of course, I still pull in quite the crowd... but I'm starting to think that's due to a lack of alternative entertainment around here.

2.2.1. What kind of music do you play?

2.2.1.1. [proudly] [if Dragonslayer is not completed] I do a powerful rendition of Ragnar the Red and a smooth serenade of The Dragonborn Comes. [back to options]

2.2.1.2. [if Dragonslayer is complete] Then, of course, there's Tale of the Tongues. That one's quite popular at the moment. [back to options]

2.2.2. Can't you just play something new?

2.2.2.1. I'd love to. Only, it's not that easy. What with keeping an eye on my father's well-being and all, it's hard to get inspired.

2.2.2.2. [despondent] Besides, I'm no adventurer. New songs require new source material. Not likely to find that around here any time soon. [back to options]

2.2.3. There are worse problems to have.

2.2.3.1. [irritated] You're right. That's why I need to expand my routine. A bard's job is to whisk people away from the woes of their daily lives through music.

2.2.3.2. Unfortunately, I'm struggling with that part. I could use some inspiration. A new instrument, even... but that'd be tricky. Perhaps impossible.

2.2.3.3. [hopeful] Maybe you could help, you look like a daring sort. Who knows, a new song or two might even help to lift my father's spirits.

2.2.3.3.1. How can I help?

2.2.3.3.1.1. [conspiratorial] According to an old legend, a powerful lute was stolen from the Bards College some years back. It's thought to be somewhere in Eastmarch.

2.2.3.3.1.2. If you come across it, I'll gladly reward you. That lute will help me compose a new song, inspired by your bold and brave adventures.

2.2.3.3.1.3. Of course, you'll need to have some new adventures to share with me, but I'm sure that won't be a problem. [back to options]

2.2.3.3.2. What can I do to inspire you?

2.2.3.3.2.1. [wistful] Well, I've always wondered what it'd be like to travel. Or to climb the seven thousand steps. I don't know, slay a dragon, talk to a Daedra?

2.2.3.3.2.2. Getting hold of a long-lost lute for me would be especially exciting. It's thought to be somewhere in Eastmarch, if you're going that way. [end dialogue]
[Misc quest objective granted: **Find the Lute of Versification**] [Misc quest objective granted: **Gather Inspiring New Material For Karita (0/3)**] [place quest marker on Abandoned Prison]

2.2.3.3.3. Maybe later.

2.2.3.3.3.1. [disappointed] Oh. Well, I'll be here if you change your mind. [end dialogue]

At the QUEST MARKER in the Abandoned Prison, the player will encounter hostile ghosts. Upon killing one of the ghosts, the **Misc quest objective Gather Inspiring New Material For Karita** will update to (1/3). The player will discover the Lute of Versification in one of the guard rooms inside the prison. On attempting to loot the lute, the ghost of EMILUS will appear and force-greet the player.

[Emilus]

1. [angrily] You! What do you think you're doing?

1.1. Ghosts can talk?

1.1.1. [sarcastic] Yes, funny how we tend to do that when we're not being hacked at or fired at from afar. You'd be surprised at how conversant one remains in undeath.

1.1.2. Admittedly, it's been quite some time since anyone worth speaking to graced us with their presence. I don't suppose that's about to start now.
[\[back to options\]](#)

1.2. Who are you?

- 1.2.1. **[condescending]** A delightfully original question. I'm truly shocked that you asked. Still, at least you're inquisitive. I am Emilus, bard, poet and libertine.
- 1.2.2. I was once renowned across this land for my talent, musicality and sensual prowess. Neither maiden nor smith could resist my raw charm.
- 1.2.3. **[confidently]** With that lute at my back and my astonishing charisma, I'd deliver night after night of passionate performances in both taverns and bedrooms alike.
- 1.2.4. **[in disbelief]** To think of all that skill being squandered in a filthy hovel such as this... enrages me at every moment. [\[back to options\]](#)

1.3. Just retrieving some stolen goods.

- 1.3.1. Is that so? Has it occurred to you that in your virtuous quest, you are in fact, stealing those goods from me? Such arrogance.

1.3.1.1. Is this lute actually yours?

- 1.3.1.1.1. In a manner of speaking. Let's just say it came into my rightful possession after those buffoons at the College ejected me from their institution.
- 1.3.1.1.2. **[matter-of-fact]** Their loss was my gain. This lute brought me fame and fortune, right up until my untimely demise.

1.3.1.1.2.1. What happened to you?

- 1.3.1.1.2.1.1. **[annoyed]** A night of wine-addled debauchery in Windhelm landed me in this gods-forsaken prison. Little did I know I'd end up an eternal resident.
- 1.3.1.1.2.1.2. Whilst the flooding eventually did for the rest of my cursed cellmates, I met a far less dignified end on the night of my arrest.
- 1.3.1.1.2.1.3. **[aggravated]** Thrown to the floor by those damned guards, I choked to death on my own drunken vomit. A truly pathetic and infuriating end. [\[back to options\]](#)

1.3.1.2. What's a ghost going to do with a lute?

- 1.3.1.2.1. **[insulted]** I don't see how that's any of your concern. Perhaps I love to serenade the other shades that roam these halls.
- 1.3.1.2.2. Perhaps I'm figuring out how best to haunt it and escape this hole. Either way, the lute belongs to me now, and I say you can't have it!

**1.3.1.2.2.1. Please let me give it a better life. (Persuade)
[hard]**

1.3.1.2.2.1.1. [failure] Not a chance. Now, it's your turn to die here! [end dialogue] [start combat]

1.3.1.2.2.1.2. [success] Well I-I suppose I don't need it as often as I used to. Fine. Take it. Use it to sing songs of my talent and generosity in undeath! [end dialogue] [add Lute of Versification to inventory] [Misc quest objective completed: **Find the Lute of Versification**] [Misc quest objective granted: **Bring the lute to Karita**] [Misc quest objective **Gather Inspiring New Material For Karita** to update to (2/3)]

1.3.1.2.2.2. I'm taking the lute. (Intimidate) [hard]

1.3.1.2.2.2.1. [failure] Not a chance. Now, it's your turn to die here! [end dialogue] [start combat]

1.3.1.2.2.2.2. [success] Well I-I suppose I don't need it as often as I used to. Fine. Take it. Use it to sing songs of my talent and generosity in undeath! [end dialogue] [add Lute of Versification to inventory] [Misc quest objective completed: **Find the Lute of Versification**] [Misc quest objective granted: **Bring the lute to Karita**] [Misc quest objective **Gather Inspiring New Material For Karita** to update to (2/3)]

1.3.1.3. I don't have time for this.

1.3.1.3.1. [sneering] Well then, allow me to bring you to a swift and painful end. I think I'll inhabit your corpse and finally make it out of here. Now, die! [end dialogue] [start combat]

If the player chooses any of the options that lead to combat with Emilus, they will have to fight him to the death. Upon looting his corpse, the player receives the lute [add Lute of Versification to inventory]. Objectives will then update: [Misc. quest objective completed: **Find the Lute of Versification**] [Misc quest objective granted: **Bring the lute to Karita**] [Misc quest objective **Gather Inspiring New Material For Karita** to update to (2/3)]. Any of the following player actions will cause [Misc quest objective completed: **Gather Inspiring New Material For Karita (3/3)**].

- Use a Shout (if the player has completed Dragon Rising)
- Kill a dragon or giant
- Visit High Hrothgar, Blackreach, Eldergleam Sanctuary or the Shrine of Azura

On returning to Dawnstar, the following new dialogue will be available with Karita.

[Karita]

1. [excitedly] You're back! Don't suppose you managed to find that lute I told you about?

1.1. Actually, I've got it right here. (Give Lute of Versification)

1.1.1. You really found it? I-I can't believe it! This lute was thought to be lost to the ages! It must have been difficult to track down.

1.1.1.1. It was hidden in a haunted prison not far from Windhelm.

1.1.1.1.1. [in disbelief] What? That sounds terrifying. Wait, haunted? As in actual ghosts? I'm amazed you escaped with your life. [back to options]

1.1.1.2. No problem. All in a day's work.

1.1.1.2.1. Well, I'm grateful. Besides, I want to know more about your latest adventures so I can start composing that new song.

1.1.1.2.1.1. How will a lute help you compose a new song?

1.1.1.2.1.1.1. This is no ordinary lute, friend. It's fabled amongst us bards, and supposedly imbued with potent magic that stimulates creativity... and libido.

1.1.1.2.1.1.2. [secretive] I highly doubt that part is true though. Anyway, inspire me with tales of your journey to find it. [back to options]

1.1.1.2.1.2. Well, I discovered and killed some ghosts. Even had a conversation with one.

1.1.1.2.1.2.1. What did it say? Actually no, don't tell me. I don't want to be cursed with such morbid knowledge.

1.1.1.2.1.2.2. Still, it's incredible! I didn't even know ghosts could be slain for a second time. What else have you been doing? [back to options]

1.1.1.2.1.3. I've explored some legendary locations and fought fearsome beasts with my voice.

1.1.1.2.1.3.1. [astonished] You make it sound like an everyday occurrence! Well, I've definitely got some great new material to work with now.

1.1.1.2.1.3.2. [warmly] Thanks, friend. I've got an idea for that song already. Here. It's not much, but your bravery must be rewarded. I won't forget this. [end dialogue] [remove Lute of Versification from player inventory] [add 200 gold] [Misc quest objective completed: Bring the lute to Karita]

1.2. Sorry, I couldn't find it. (Lie)

1.2.1. [disappointed] Oh. I guess it probably is just a myth. Thanks for trying though. I bet you've got a few new stories to tell me anyway.

1.2.1.1. Well, I discovered and killed some ghosts. Even had a conversation with one.

- 1.2.1.1.1. What did it say? Actually no, don't tell me. I don't want to be cursed with such morbid knowledge.
 - 1.2.1.1.2. Still, it's incredible! I didn't even know ghosts could be slain for a second time. What else have you been doing?
- 1.2.1.2. I've explored some legendary locations and fought fearsome beasts with my voice.**
- 1.2.1.2.1. [astonished] You make it sound like an everyday occurrence! Well, I'm disappointed about the lute, but you've certainly given me some great new material.
 - 1.2.1.2.2. Thanks, adventurer. I've got to go write some of this down. I won't forget this. [end dialogue] [Misc quest objective failed: Bring the lute to Karita]

At the end of the quest, the player will either have a reward of 200 gold or the Lute of Versification in their inventory if they choose to lie to Karita.