

# Branching Quest: Loss Adjustment

Writer: Ar

Quest: Loss Adjustment

Summary: A grieving woman is struggling to process her father's death and won't remove his body from the house. A local necromancer has learned of the man's passing and is willing to pay for his fresh corpse to work with.

## Dramatis Personae:

- Gilda: A hunter and recently bereaved Nord woman of around 25. She wears hide gear and lives in a small house on the outskirts of Falkreath.
- Ifilas: A female Dunmer necromancer of around 40, who lives in a cave near Falkreath. She wears dark robes and masquerades as a traveling alchemist.
- Skoric: Deceased. Nord man of around 60. Gilda's father. Generic clothes.
- Valga Vinicia: (Pre-existing NPC)
- Runil: (Pre-existing NPC)

## Assets:

- Gilda's Cabin: [duplicate of the pre-existing shack at Hunter's Rest, placed nearby]
- Ifilas's Cave: [cave frontage built into the mountainside near Halldir's Cairn]
- Skoric's Remains: [body part asset renamed]
- Skoric's Ashes: [existing small urn asset renamed]

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The quest is granted after speaking with Valga Vinicia in Dead Man's Drink in Falkreath. The conversation only occurs during the same hours that Ifilas is inside the inn, according to her schedule.

## **[Valga]**

- 1. [Standard Dialogue]**
- 2. How's business?**
  - 2.1. It'd be better if Gilda showed her face. I've been waiting for her to bring me some fresh venison for days. Even a few rabbits would do!
  - 2.2. It's not like her to miss a delivery. I hope nothing bad's happened. You could check in on her if you have time. She lives just outside town.
    - 2.2.1. I'll see if I can track her down.**
      - 2.2.1.1. Thanks. Try her cabin first. If she's out hunting, her father might know where to find her. [end dialogue] [place quest marker on Gilda's Cabin] [Quest granted: **Loss Adjustment**] [Objective granted: **Find Gilda's Cabin**]

**2.2.2. Maybe later.**

- 2.2.2.1. **[disappointed]** All right. We've always got leeks to keep us going in the meantime. **[end dialogue]** **[quest not granted]**

If the player declines the quest now, it will be available later by speaking with Valga again. If the quest is accepted, Ifilas will force-greet as the player attempts to leave Dead Man's Drink.

**[Ifilas]**

1. Forgive the intrusion, but I was just inside the tavern and couldn't help overhearing. I may have a... proposition for you.

**1.1. Sorry, I'm not looking for anything serious right now.**

- 1.1.1. **[affronted]** Not that kind of proposition! Take your mind out of the marshes. This is a far more gratifying offer. For me, at least. Perhaps you too. **[back to options]**

**1.2. Tell me more.**

- 1.2.1. **[slyly]** Your curiosity is encouraging. As it turns out, I know of poor Gilda and her current situation. The girl's dealing with a family bereavement.
- 1.2.2. I've tried to offer my services in her time of need, but frankly, she refuses to see the opportunity. So disappointing.

**1.2.2.1. What do you mean by "your services?"**

- 1.2.2.1.1. I merely endeavor to help her work through her despair by aiding with removing her father's body.
- 1.2.2.1.2. **[hushed]** Besides, I have a scholarly interest in the concept of mortality. Incredible knowledge can be gained from the recently deceased. **[back to options]**

**1.2.2.2. How well do you know Gilda?**

- 1.2.2.2.1. Oh, I-I'm familiar with her, as a local. I sold her some healing tonics to help her father regain strength. Too little, too late, it seems. **[unlock TONICS]** **[back to options]**

**1.2.2.3. [locked] [TONICS] Tonics? So you're an alchemist?**

- 1.2.2.3.1. In a manner of speaking. I brew and sell a range of concoctions to aid those willing to buy them. Gilda was looking for a miracle cure.
- 1.2.2.3.2. I simply helped... expedite the inevitable. A mercy, one might say. **[back to root]**

**1.3. I'm too busy for this.**

- 1.3.1. Too busy to help out a grieving woman in exchange for a generous reward? Are you sure you won't hear me out?

**1.3.1.1. I'm sure. Goodbye.**

- 1.3.1.1.1. As you wish. **[end dialogue]**

**1.3.1.2. Tell me about this reward.**

- 1.3.1.2.1. **[condescending]** This task requires a more delicate touch than I can offer. Compassion, condolence, that sort of thing. Gilda must move forward and I can assist.

1.3.1.2.2. If you can persuade her to overcome her grief and bring me her father's body, I'll pay handsomely for your time.

**1.3.1.2.2.1. Why do you want his body?**

1.3.1.2.2.1.1. To lay him to rest, of course! No matter Gilda's denial, he can't be left in that house for much longer. He must be cremated or interred, and soon. [\[back to options\]](#)

**1.3.1.2.2.2. That sounds like a decision for Gilda to make.**

1.3.1.2.2.2.1. Quite. I'm sure you'll convince her to make the correct choice. Find me near Halldir's Cairn if you do. [\[end dialogue\]](#)

At the quest marker at Gilda's Cabin near Hunter's Rest, Gilda will be sitting on the floor by the body of her deceased father, who rests on a bedroll. On interacting with her, Gilda will speak.

**[Gilda]**

1. [\[upset\]](#) I'm sorry, I'm really not in the mood for visitors. I-I need to look after my father. He's so cold. I need to keep him warm.

**1.1. Are you all right?**

1.1.1. [\[panicky\]](#) If I sit here, if I don't leave him again... everything will go back to how it was. It has to. I shouldn't have gone. I thought food might help.

1.1.2. I shouldn't have left him. He was all alone. I-I don't know what I'm supposed to do. I can't leave him now, he needs me. [\[back to options\]](#)

**1.2. Valga's worried about you.**

1.2.1. [\[worried\]](#) Valga? Oh. I'm supposed to bring her some venison. Well, she'll have to wait. I've got to get a fire going, and find some furs, he needs to get warm. [\[back to options\]](#)

**1.3. I think your father's dead.**

1.3.1. I knew he was sick, but I never thought it was this bad. The healing tonic I bought from that alchemist should've helped him! She said it would!

1.3.2. [\[desperate\]](#) What do I even do now? I'm entirely alone. Maybe if I just stay here with him. He can stay in bed. He'd want us to stick together, always!

**1.3.2.1. I know it's hard, but you need to let him go.**

1.3.2.1.1. [\[sad\]](#) I can't! I don't know how. He's my father, do you understand? I've got no one else! How do I let go of the one person I love most? [\[back to options\]](#)

**1.3.2.2. He'll always be part of who you are. But he needs a proper resting place.**

1.3.2.2.1. You're right. I know you're right. It's just... I can't do it. Will you take him to Runil in Falkreath? Please?

**1.3.2.2.1.1. Of course. Try to get some rest.**

1.3.2.2.1.1.1. Thank you. I'll just close my eyes for a moment. I don't think I can watch him leave. [\[end dialogue\]](#) [\[go to GILDA BRANCH\]](#)

**1.3.2.2.1.2. I think you should be the one to do that.**

1.3.2.2.1.2.1. **[pleading]** Please! I know it's a lot to ask, but I have no one else. Please, just... take him before I change my mind. **[end dialogue] [go to GILDA BRANCH]**

**1.3.2.3. You can't just keep him here forever.**

1.3.2.3.1. **[defensive]** Why not? He's my father! You sound just like that alchemist. She came around here yesterday, trying to tell me what to do with him!

**1.3.2.3.1.1. I think she's just trying to help.**

1.3.2.3.1.1.1. I suppose she was quite persistent in selling me those potions. Maybe you're right. She offered to take care of him for me, after all.

1.3.2.3.1.1.2. If you're really sure about her, then would you take him to her? Please, I just...I can't bring myself to do it.

**1.3.2.3.1.1.2.1. Of course. Try to get some rest.**

1.3.2.3.1.1.2.1.1. **Thank you. I'll just close my eyes for a moment. I don't think I can watch him leave. [end dialogue] [place map marker on Ifilas's Cave] [go to IFILAS BRANCH]**

**[GILDA BRANCH]**

If the player ignores Ifilas's offer and chooses to help Gilda: **[add Skoric's Remains to inventory] [Objective complete: Find Gilda's Cabin]**. A new objective will be shown: **[Objective granted: Take care of Skoric's remains]**.

**Quest objective:**

**<>Take care of Skoric's remains**

*I've agreed to help Gilda by taking her father's body to the Hall of the Dead in Falkreath. It's a heavy burden, but she needs help to move forward.*

On looting Skoric's corpse, his body will be added to the player's inventory and will over-encumber them. Upon entering the Hall of the Dead, where the following dialogue with Runil will be available.

**[Runil]**

**1. [Standard Dialogue]**

**2. Can you help me take care of Skoric's body? (Remove Skoric's Remains)**

2.1. **[shocked]** Oh! This is most unorthodox! What happened to this man? I won't be a party to any criminality, I'll have you know!

**2.1.1. I didn't kill him if that's what you're thinking.**

2.1.1.1. Well, that's good to hear. I suppose a killer wouldn't go to the trouble of bringing their victim to the Hall of the Dead. Tell me of the deceased. [\[back to options\]](#)

**2.1.2. He's Gilda's father. He died a couple of days ago.**

2.1.2.1. [\[kindly\]](#) The huntress? Poor girl. She must be in real distress to entrust her father's remains to another. No offense.

2.1.2.2. Very well. Usually, I'd offer a burial and service of remembrance here in the graveyard.

2.1.2.3. [\[pensive\]](#) However, at such short notice, and with the deceased's current... condition, I recommend he be cremated and you can return his ashes to Gilda.

**2.1.2.3.1. I didn't think to ask Gilda about this.**

2.1.2.3.1.1. [\[matter-of-fact\]](#) Well, I'm afraid this is the best I can offer. If left much longer, his decomposition will begin in earnest. [\[back to options\]](#)

**2.1.2.3.2. You're the expert. Cremation it is.**

2.1.2.3.2.1. Of course. Please, allow us time to make the arrangements. You should return tomorrow to collect the ashes. [\[end dialogue\]](#) [\[Objective complete: Take care of Skoric's Remains\]](#) [\[remove Skoric's Remains from inventory\]](#) [\[go to CREMATION\]](#)

**[\[CREMATION\]](#)**

After 24 hours, a quest marker will be placed on the Hall of the Dead and a new objective will be shown: [\[Objective granted: Collect Skoric's Ashes and return to Gilda\]](#).

**Quest objectives:**

**<x>Take care of Skoric's remains**

**< > Collect Skoric's Ashes and return to Gilda**

*I took Skoric's body to the Hall of the Dead in Falkreath. After being cremated, it's time I returned his ashes to Gilda.*

On interacting with Runil, the following additional dialogue will be available.

**1. [Standard Dialogue]**

**2. Have you completed Skoric's cremation?**

2.1. [\[kindly\]](#) Indeed. Here are Skoric's ashes. Please, return them to Gilda with our condolences. [\[end dialogue\]](#) [\[add Skoric's Ashes to inventory\]](#)

The player can then return to Gilda's Cabin, where the following dialogue will be available with Gilda.

1. Oh, you're back. I'm grateful for your kind words yesterday. Did you make it to Falkreath?

- 1.1. Yes. I brought you your father's ashes. (Remove Skoric's Ashes)**
- 1.1.1. **[surprised]** Ashes? Did you cremate him? I'm not sure that's what he'd have wanted. Although I guess I haven't been very decisive about things.
- 1.1.1.1. I did what I thought was best for both of you.**
- 1.1.1.1.1. **[flatly]** I suppose so. I don't quite know what to say. It still doesn't feel real that he's gone.
- 1.1.1.1.2. Thank you so much. Somehow, it feels a little better to have him back at home with me. **[remove Skoric's Ashes from player inventory]**
- 1.1.1.1.3. **Here. It's only a token, but I want you to know how much I appreciate what you've done for me. [end dialogue] [add 350 gold] [Objective completed: Collect Skoric's Ashes and return to Gilda].[QUEST COMPLETE]**

## QUEST COMPLETE

### Quest objective:

**<x> Collect Skoric's Ashes and return to Gilda**

*I chose to have Skoric cremated in Falkreath and brought his ashes back to Gilda, who appreciated my efforts to help her move through her grief.*

### [IFILAS BRANCH]

If the player takes up Ifilas's offer: **[Objective complete: Find Gilda's Cabin]**. A new objective will be shown: **[Objective granted: Bring Skoric's body to Ifilas]**.

### Quest objective:

**< > Bring Skoric's body to Ifilas**

*I've decided to take Skoric's remains to Ifilas. She promised a sizeable reward for his body if I brought it to her.*

On looting Skoric's corpse, his body will be added to the player's inventory but will not over-encumber them. On arriving at Ifilas's Cave, they'll encounter Ifilas outside the entrance, and the following dialogue occurs.

### [Ifilas]

1. **[delighted]** Ah! You came! I knew you'd see the value of my offer. Now, did you bring me that corpse?
  - 1.1. That corpse? If you mean Gilda's father, then yes. (Remove Skoric's Remains) [place Skoric's corpse on the floor] [remove Skoric's Remains from inventory]**
    - 1.1.1. **[mocking]** Oh, yes, Gilda's father. Poor creature. I hope she wasn't too difficult to persuade. After all, it must've been getting a bit ripe in there.
    - 1.1.2. **[smugly]** Especially after the effects of that poison I sold her. Frightfully strong, with an odor of lavender to mask the toxicity.
      - 1.1.2.1. You said you'd sold her a healing tonic.**

- 1.1.2.1.1. So I did! Can you believe it, I lied. There's nothing you adventurous types love more than a chance to be heroic.
- 1.1.2.1.2. **[sneering]** Such a shame that gets in the way of your critical thinking. The man was as good as dead anyway. I merely helped speed things along. **[back to options]**
- 1.1.2.2. So you killed Gilda's father?**
  - 1.1.2.2.1. **[sarcastic]** Well, if you want to get all technical about it, then yes. But don't worry. I intend to restore him to his full potential very shortly.
    - 1.1.2.2.1.1. What do you mean?**
      - 1.1.2.2.1.1.1. Oh dear, haven't you worked it out yet? I'm a necromancer. Skoric here is about to transcend reality and assist in my pursuit of knowledge.
      - 1.1.2.2.1.1.2. **[cruelly]** And it's all thanks to you. **[back to options]**
    - 1.1.2.2.1.2. I won't let you do this.**
      - 1.1.2.2.1.2.1. **[sneering]** How noble. Unfortunately, you no longer have a choice. Thank you for your assistance, but your services are no longer required. **[end dialogue] [start combat]**
    - 1.1.2.2.1.3. I thought you'd help me to bury him!**
      - 1.1.2.2.1.3.1. Aren't you sweet? I'm afraid you were mistaken. I will, however, help to bury you! **[end dialogue] [start combat]**

The player must then fight Ifilas to the death. At the start of the fight, she will reanimate Skoric's corpse to aid her in combat. Upon killing both Ifilas and Skoric, the player can loot Skoric's ash pile to receive an urn containing Skoric's Ashes. Ifilas's corpse can be looted for 500 gold and an assortment of Vanilla poisons. **[Objective complete: Bring Skoric's body to Ifilas] [Objective granted: Return Skoric's Ashes to Gilda] [add Skoric's Ashes to inventory]**

On returning to Gilda, the following dialogue will be available.

1. You're back. That was fast. I suppose I'm lucky to have people like you and Ifilas around.
  - 1.1. I brought you your father's ashes. (Remove Skoric's Ashes)**
    - 1.1.1. Thank you so much. Somehow, it feels a little better to have him back at home with me. **[remove Skoric's Ashes from player inventory] [back to options]**
  - 1.2. There's something you should know about Ifilas.**
    - 1.2.1. Really? What's that? She did help you take care of him, didn't she?
      - 1.2.1.1. Ifilas was a necromancer who poisoned your father.**
        - 1.2.1.1.1. **[disbelief, fury]** What! How do you know this? Are you certain? Where is she? I'll skin her alive!

**1.2.1.1.1.1. I killed her as soon as I found out the truth.**

1.2.1.1.1.1.1. Good. I can't believe I fell for it. I gave him that potion. I might as well have killed him myself! [back to options]

**1.2.1.1.1.2. You're not to blame. I'm so sorry.**

1.2.1.1.1.2.1. [upset] I-I don't know what to think. Thank you but can you just... leave me alone, please? [end dialogue] [Objective completed: Return Skoric's Ashes to Gilda] [QUEST COMPLETE]

**1.2.1.2. She treated him with dignity and care. You shouldn't worry. (Lie)**

1.2.1.2.1. [relieved] That's good to know. I'm grateful for your time and your kindness. I'll have to find Ifilas and thank her myself when I'm feeling ready.

1.2.1.2.2. Here. It's only a token, but I want you to know how much I appreciate what you've done for me. [end dialogue] [add 350 gold] [Objective completed: Return Skoric's Ashes to Gilda] [QUEST COMPLETE]

**1.3. I'm glad I could help you. Losing a parent is really hard.**

1.3.1. [softly] Thank you. I'm sorry if you know this pain too. I don't really know how to start again without him yet.

1.3.2. Here. It's only a token, but I want you to know how much I appreciate what you've done for me. [end dialogue] [add 350 gold] [Objective completed: Return Skoric's Ashes to Gilda] [QUEST COMPLETE]

At the end of the quest, the player will either have the 500 gold that they looted from Ifilas's corpse but no additional reward for telling Gilda the truth. Or, they'll have 850 gold in total if they lied to Gilda about Ifilas or were vague in their explanation.

**QUEST COMPLETE**

**Quest objectives:**

<x> Bring Skoric's body to Ifilas

<x> Return Skoric's Ashes to Gilda

*Ifilas turned out to be a murderer and a necromancer. I put an end to her and brought Gilda her father's ashes. It was the least I could do after trusting Ifilas.*