

Quest: Lonesome Novice

Summary:

A lonely novice mage at the College of Winterhold needs some help with his abilities. He either needs to make some friends who he can study with, or locate a stash of magical tomes that will help him upskill quickly and sneakily. Should he put in the hard work to learn properly or cheat his way to the top?

Dramatis Personae:

- Radrik: A socially awkward Breton male of about 20. A novice mage at the College of Winterhold, with no real friends or natural aptitude for magic. Pale and dark-haired, he wears hooded Novice Robes to avoid people making eye contact with him. Would disappear into the background, if only he understood how to wield Illusion magic. He has a room at the rear of the Hall of Attainment.
- Shiera: A calm and confident Imperial female of about 20. Apprentice mage at the College of Winterhold with a warm but determined personality. Skilled in Restoration magic and keen to study other magical skills. She has long, light brown hair and wears Apprentice Robes without a hood.

Assets:

- Spell Tomes - dark magic tomes
Arch-Mage's key - to unlock the library chest
Library chest - which will contain the spell tomes

On entering the College of Winterhold, the player will see Radrik sitting alone on the steps in the Hall of the Elements. If they interact with him, he will reluctantly engage in conversation.

1. Oh, hello. I'm Radrik, but I don't think I can be of much help to you, traveller. You'd be better off talking to one of the others.
 - 1.1. **What makes you say that?**
 - 1.1.1. If you're here to learn magic, I'm not the right person to speak to. Still grappling with the basics myself, you see. It's pretty hard.
 - 1.1.2. **[bitterly]** Well, it is for me at least. Some of the other students seem to pick it up without even trying.
 - 1.1.2.1. **Learning can be like that sometimes.**
 - 1.1.2.1.1. You can say that again. It's bad enough that I struggle with magic here, of all places, but as far as the others go, I'm practically invisible.
 - 1.1.2.1.2. **[deadpan]** At least I would be if I could cast that spell.
[back to options]
 - 1.1.2.2. **Tell me about the other students.**

1.1.2.2.1. I would do, if I really knew any of them. I watch them though, huddling together over their books. Laughing while they cast sparks at each other.

1.1.2.2.2. [sadly] They make it look so easy. I wish I could be like them sometimes. I'd just make a fool of myself if I tried. Better to just avoid them altogether. [back to options]

1.1.2.3. Have you asked for help with your studies?

1.1.2.3.1. Ask who? The other students? They barely know I exist, let alone care to help me. The teachers aren't much better, they just tell me to practice.

1.1.2.3.2. I've tried, believe me, but it's no use. I need a quick fix or some kind of miracle. Otherwise, I'll be lingering here like a dunce for years.

1.1.2.3.2.1. Maybe I can help you.

1.1.2.3.2.1.1. [hopeful] You could? That would be much appreciated if you think you're up to the job. I have some ideas but let's not discuss them here.

1.1.2.3.2.1.2. Meet me in my room, it's in the Hall of Attainment.[quest granted: Lonesome Novice] [quest objective: Meet Radrik in his room] [end dialogue]

1.1.2.3.2.2. I've got some other things to do right now.

1.1.2.3.2.2.1. [sighing] Just like everyone else. All right, I'll be here if you get bored. [end dialogue] [quest not granted]

1.2. All right. I'll do that.

1.2.1. Fine. I'm not going anywhere. In every sense. [end dialogue] [quest not granted]

If the player does not proceed with the quest now, it will be left open until they return to speak to Radrik at a later point. On interacting with Radrik a second time, new dialogue will be available:

1. You're back. Don't suppose you have any new ideas to speed up my studies?

1.1. I think I might be able to help you.

1.1.1. [hopeful] You could? That would be much appreciated if you think you're up to the job. I have some ideas but let's not discuss them here.

1.1.2. Meet me in my room, it's in the Hall of Attainment.[quest granted: Lonesome Novice] [quest objective: Meet Radrik in his room] [end dialogue]

1.2. Sorry, I'm too busy for this.

1.2.1. I see. Shouldn't have bothered opening my mouth. Farewell. [end dialogue] [quest not granted]

After the second refusal, the quest will not be offered again and Radrik will only respond with the following greetings.

- Oh... you again.
- **[sarcastic]** Haven't you got better things to be doing?
- **[deadpan]** Hmph. I've got a wall to go stare at. Excuse me.
- Can't talk, I've got a lot on my mind.

New Objective:

< > Meet Radrik in his room.

Journal: *I met a lonely young mage named Radrik at the College of Winterhold. He seems to be struggling with his learning and with making friends, so I offered my help. He said he'll be waiting for me in his room when I'm ready to hear more about his problems.*

Radrik will be waiting in his room in the Hall of Attainment. He will have a marker over his head to complete the objective. On interacting with Radrik, he will begin the conversation again.

Objective Complete:

<X> Meet Radrik in his room.

1. This is better. We're less likely to be overheard out here. Although I am curious about why you'd want to help me in the first place.
 - 1.1. **I've got a soft spot for awkward loners.**
 - 1.1.1. Wow, you really do speak as you find, huh? All right, I guess you're a bit of a kindred spirit. **[go to IDEAS]**
 - 1.2. **Call it my lifelong love of learning.**
 - 1.2.1. Can't say I share the sentiments, but I'm not going to argue with it. Just glad for the assistance. **[go to IDEAS]**
 - 1.3. **Nothing better to do, simple as that.**
 - 1.3.1. **[taken aback]** Oh... well, I appreciate your candour. Let's get on with it then, shall we? **[go to IDEAS]**

[IDEAS]

1. **Tell me about your ideas, Radrik.**
 - 1.1. My problems here are twofold. Firstly, I'm a dreadful Mage. Even for a Novice, my abilities are far below where they need to be. I need skills, fast.
 - 1.2. **[embarrassed]** Secondly... and this is a bit pathetic, but I have no friends. Not one. Not even a study partner. I don't know why, but I'm just alone. A lot.
 - 1.3. If only I had a quick way to boost my magical prowess, or maybe find someone to help me study, things could change for me.
 - 1.4. I think I know how to fix the magic problem, but the friendship one... that's much trickier. **[HERE]**
 - 1.4.1. **How can I help you with the magic?**
 - 1.4.1.1. There's this stash of spell tomes hidden in The Arcanaeum. I saw the Arch-Mage in there a couple of nights ago, locking them into a chest.

- 1.4.1.2. I'll bet he has the key somewhere in his quarters.
- 1.4.1.3. **[enthusisastically]** If you could get me those books, I can learn some new tricks instantly! Being a Novice, I'm not allowed into The Arcanaeum alone yet. Stupid rules.
 - 1.4.1.3.1. Sounds like there could be a good reason for that.**
 - 1.4.1.3.1.1. **[frustrated]** I thought you wanted to help me. Look, there's not going to be anything dangerous in them, I'm sure. It'll be a quick fix, that's all.
 - 1.4.1.3.1.2. It's not cheating if I'm going to learn it all one day anyway, right?
 - 1.4.1.3.1.2.1. I don't know if this is a good idea.**
 - 1.4.1.3.1.2.1.1. Really? You're meant to be helping me!
 - 1.4.1.3.1.2.1.2. If getting a hold of those tomes isn't the best way forward, then what is?**[back to options]**
 - 1.4.1.3.2. I can see your point. I'll get you those books.**
 - 1.4.1.3.2.1. **[excited]** You will? Excellent! Meet me back here when you're done. You'll be the first to witness my new skills.
 - 1.4.1.3.2.2. Thank you, friend. **[end dialogue]** **[quest objective: Retrieve the spell tomes from The Arcanaeum for Radrik]** **[go to BOOKS branch]**
 - 1.4.1.3.3. I think there are better ways I could help you.**
 - 1.4.1.3.3.1. Oh really? Well all right, I'm all ears.
 - 1.4.1.3.3.2. **If getting a hold of those tomes isn't the best way forward, then what is?** **[back to options after HERE]**
- 1.4.2. Maybe I can find you a friend?**
 - 1.4.2.1. Well, if you think that's the best way forward. There's this one girl I'd like to study with. Trouble is, she barely knows I exist.
 - 1.4.2.2. Her name's Shiera. You'll find her around here somewhere. Or sometimes she's down at The Frozen Hearth with the other students.
 - 1.4.2.2.1. I'll see if I can find her. Practice your conversation while I'm gone.**
 - 1.4.2.2.1.1. **[panicky]** Oh, what? Conversation? Maybe this isn't such a good idea after all. Well, I suppose it's too late now.
 - 1.4.2.2.1.2. She probably won't even agree to speak to me anyway. I'll be waiting back here in my room, just in case. **[end dialogue]** **[quest objective: Find Shiera and ask her to befriend and tutor Radrik]** **[go to FRIEND branch]**

1.4.2.2.2. I don't know if I want to get involved in your personal life.

1.4.2.2.2.1. [if the player has not chosen 1.4.1] That's understandable. After all, no one else does. If you can't help me make friends, maybe you can help me boost my arcane know-how. [back to options after **HERE**]

1.4.2.2.2.2. [if the player chose 1.4.1] Well, then I suppose the only choice is to get what I need from the library. [quest objective: **Retrieve the spell tomes from The Arcanaeum for Radrik**] [go to **BOOKS branch**]

[BOOKS branch]

If the player agrees to get the books for Radrik, the quest objective updates as follows.

New Objective:

< > Retrieve the spell tomes from The Arcanaeum for Radrik.

Journal: *I spoke to Radrik about his challenges with his studies. He suggested I help him obtain some special magical tomes that are hidden in The Arcanaeum, and I agreed. The Arch-Mage locked them in a chest, so I'll need to find a way to get hold of them and bring them back to Radrik.*

The player will need to proceed to The Arcanaeum and can either use their lockpicking skills or first locate the key in the Arch-Mage's Quarters. It'll be on a table near his bed, with a marker above it. Players must then head to the library where they can locate and unlock the library chest using the Arch-Mage's key. The lock should be labelled with the Adept difficulty. Once they have the books a new objective will be shown.

Objective Complete:

<X> Retrieve the spell tomes from The Arcanaeum for Radrik.

New Objective:

< > Find Radrik and give him the spell tomes.

Radrik will be waiting for the player in his room. On interacting with him, he begins the conversation again.

1. The tomes! Tell me you got the tomes.

1.1. I did. Use them wisely.

1.1.1. [overjoyed] You really did it! I'll be a no-mark novice no longer. Now I'll show them. I'll show them all what it's like to feel as though they don't exist! [end dialogue]

Radrik will then read one of the tomes and will begin to levitate, with a dark aura glowing around him. His face will then turn and force-greet the player:

1. **[twisted voice]** I can feel it, the dark strength of their magic. All will cower beneath me, all will feel my wrath!
 - 1.1.1.1. **What? Radrik, are you okay?**
 - 1.1.1.1.1. **[evilly]** I'm pulsating with power! These books, they've given me greater skills than I'd dreamed of! Stand aside friend, or I'll show you my new strengths.
 - 1.1.1.1.2. **[panicked]** It's too much! I can't keep it in! After all the trouble you went to in helping me... you'd better start running! **[end dialogue] [Radrik attacks]**

The player will have to fight Radrik to the death. His corpse can be looted for the spell tomes. Afterwards, Shiera will run in and force-greet the player.

1. **[sadly]** Oh no, poor Radrik. I've seen him around but I had no idea he was so powerful. I didn't really know him, but it would've been nice to be friends.
2. No matter how hard I study, I don't think I'd ever want that kind of power. I'd never be able to handle it. Guess he couldn't, either. **[end dialogue] [QUEST COMPLETE]**

The player may loot Radrik's body for 3 leveled spell tomes.

QUEST COMPLETE

Objective Complete:

<X> **Find Radrik and give him the spell tomes.**

Journal: *I tried to help Radrik catch up with his magical studies by acquiring some special spell tomes from The Arcanaeum. Unfortunately, they contained powerful dark magic that consumed Radrik, forcing him to attack me. In an outcome neither of us foresaw, I had to end his torment.*

[FRIEND branch]

If the player agrees to find Radrik a new friend, the quest objective updates as follows.

New Objective:

< > **Find Shiera and ask her to befriend and tutor Radrik.**

Journal: *I spoke to Radrik about his difficulties at the college. Aside from his learning, he's struggled to make friends there, but mentioned Shiera, a girl he'd like to study with. I'm going to find her at The Frozen Hearth and see if I can get her to befriend the lonesome novice.*

Shiera will be at the Frozen Hearth, drinking with other students. On interacting with her, the following dialogue will take place.

1. **[friendly]** Greetings to you. Is there something I can help you with?
 - 1.1. **Do you happen to know a lonely mage named Radrik?**
 - 1.1.1. Radrik? I can't say I've heard the name before. Is he studying at the college too?
 - 1.1.1.1. **That's right. He's pretty shy though, you might not have seen him.**

- 1.1.1.1.1. Oh, is he the Breton in the hooded robes? I've noticed him at the back of our lectures, looking petrified. I'd always just thought he hated us. [\[back to options\]](#)
 - 1.1.1.2. **I guess you must not have spoken to him.**
 - 1.1.1.2.1. [\[surprised\]](#) I suppose not. I don't know everybody at the college just yet, you know.
 - 1.1.1.2.1.1. **You're right, I'm sorry. I didn't mean to be rude, I just feel bad for him.**
 - 1.1.1.2.1.1.1. Feel bad? Why? Is he sick or something?
 - 1.1.1.2.1.1.1.1. **You could say that. Loneliness is a sickness of sorts.**
 - 1.1.1.2.1.1.1.1.1. Oh no. That's actually pretty sad. I didn't realise. [\[back to options\]](#)
 - 1.1.1.3. **Radrik needs some help with his studies.**
 - 1.1.1.3.1. [\[unsure\]](#) And you want me to help with that? I don't know. He seems a bit... odd.
 - 1.1.1.3.1.1. **Maybe. He just has no friends and is struggling with his magic too. Please?**
 - 1.1.1.3.1.1.1. Ah, poor creature. Still, it seems a bit strange. I'd be lying if I said I wasn't wary.
 - 1.1.1.3.1.1.1.1. **Come on, think of it as a good deed. (Persuade) [\[always pass\]](#)**
 - 1.1.1.3.1.1.1.1.1. You're right. Okay then. I'll go see him now. [\[end dialogue\]](#) [\[quest objective: Tell Radrik the news\]](#)
 - 1.1.1.3.1.1.1.1.2. **Would a little gold help? (50 gold)**
 - 1.1.1.3.1.1.1.1.2.1. It certainly would. Okay, I'll do it. [\[remove 50 gold\]](#) [\[end dialogue\]](#) [\[quest objective: Tell Radrik the news\]](#)
 - 1.1.1.3.1.1.1.1.3. **Go and help him. Or else. (Intimidate)**
 - 1.1.1.3.1.1.1.1.3.1. Okay, okay! I'll help! [\[end dialogue\]](#) [\[quest objective: Tell Radrik the news\]](#)
- 1.2. **There's a novice mage here who needs some help.**
 - 1.2.1. Oh, really? Who would that be, and what do you need from me?
 - 1.2.1.1. **His name's Radrik and he really needs a friend.**
 - 1.2.1.1.1. Seriously? That's both sweet and sad at the same time. I don't know how I feel about that though.
 - 1.2.1.1.2. Wouldn't it be odd of me to just start talking to him out of the blue now? [\[back to options\]](#)

1.2.1.2. How about if you help Radrik study?

1.2.1.2.1. Like a private tutor? I don't know if I want to do that. I've got studies of my own, you know?

1.2.1.2.1.1. Isn't there some way you could change your mind? (Persuade) [always pass]

1.2.1.2.1.1.1. Oh, all right. I'll go talk to him now. [end dialogue] [quest objective: **Tell Radrik the news**]

1.2.1.2.1.2. I'll make it worth your while. (50 gold)

1.2.1.2.1.2.1. In that case, I'll go talk to him now.. [remove 50 gold] [end dialogue] [quest objective: **Tell Radrik the news**]

1.2.1.2.1.3. You don't want to get on my bad side. (Intimidate)

1.2.1.2.1.3.1. Okay, okay! I'll help! [end dialogue] [quest objective: **Tell Radrik the news**]

Objective Complete:

<X> Find Shiera and ask her to befriend and tutor Radrik.

New Objective:

< > Tell Radrik the news.

Journal: *Shiera has agreed to help be Radrik's arcane tutor and become a friend to him. I can head back to Radrik's room to find him and let him know the good news.*

Radrik will be waiting for the player in his room. On interacting with him, he begins the conversation again.

1. You're back! Did you find Shiera? Let me guess, she's not interested.

1.1. Actually, she's on her way here right now.

1.1.1. [in disbelief] She is? Really? I don't know what to say. No, really... I don't know what to say! What should I talk to her about? I'm no good at this sort of thing!

1.1.1.1. Try to relax, Radrik.

1.1.1.1.1. Relax? All right, I'll try. Maybe this wasn't such a good idea. Oh look, she's here! Okay, don't embarrass me. [end dialogue]

1.1.1.2. Just be yourself.

1.1.1.2.1. [scoffing] Be myself? That's what got me into this mess in the first place! Oh my, here she comes. Remain calm. [end dialogue]

1.1.1.3. Talk about the weather. That's always a good one.

1.1.1.3.1. The weather? Even I'm not that dull. Oh look, here she is! Okay, here we go. [end dialogue]

Shiera enters the Hall of Attainment and the following scene plays:

Shiera: Greetings. Are you Radrik? Your companion here suggested I may be able to help you with your studies.

Radrik: **[nervously]** Erm... yes... I mean... erm... nice weather we're having, isn't it? Friends... spells... I mean, the weather!

Shiera: I see. Perhaps we do have a lot to work on together, after all.

Radrik: That would be... I mean... spells... yes, please.

Shiera: **[kindly]** All right Radrik, let's get started. It's never too late to learn new things or make new friends. **[end scene]**

Shiera will start to leave and Radrik will force-greet the player:

1. **[happily]** I can't believe it! You got her to speak to me! While I don't have much, I'd like you to have this, with my thanks.
2. I'd better go and catch her up. Farewell, friend, and thank you once more. **[end dialogue]**
[add 150 Gold] [QUEST COMPLETE]

QUEST COMPLETE

Objective Complete:

<X> Tell Radrik the news.

Journal: *I helped to find Radrik a new friend after speaking with Shiera at The Frozen Hearth. She agreed to help him with his magical studies, which he seemed delighted about. He thanked me for my efforts to help him and gave me a small reward for doing so.*