

Writer: Ar (arwrites)

NPC Name: Elder Beggar

Location: Elder wanders the roads near Solitude and sometimes explores inside the city walls. He also makes use of a sheltered cave in the mountains near the Statue of Meridia.

Short bio: Elder is a male Nord of around 70, however, his true age is hard to distinguish. He wears brown robes, has pale blue eyes, weathered skin, long white hair and a full beard. Elder's origins and even his name are a mystery to the locals, who regard him with curiosity and hesitation. Most view Elder as a mere wandering beggar. Yet despite his frail appearance, Elder is secretly a Master alchemist who can brew a special potion that extends life.

Having lived for centuries, Elder can skilfully discern who to share this secret knowledge with. He concocts his potions in a sheltered cave known only to him, where he keeps some ancient trinkets and accumulated gold. Elder sees no real use for these material possessions, instead occasionally gifting them to those who've shown him particular kindnesses.

Voice Actor Notes

Elder speaks **slowly**, **smoothly** and with **gravitas**. He has a **friendly** tone to his voice and exudes particular **warmth** towards those who take the time to talk to him. His voice demonstrates the wisdom of his long life through its **deep register** and **patient delivery**.

Residence: Secluded Cave

Elder lives in a remote cave in the Solitude region, in the mountains near the Statue of Meridia. It contains his cooking fire, alchemy table and other possessions. If he isn't met on the road, the player will find him there.

Assets: Draught of Longevity (detailed below)

Schedule:

07:00 - 12:00 Elder awakens at his cave, has breakfast, then wanders the roads near Solitude.

12:00 - 16:00 Wanders around inside Solitude.

16:00 - 19:00 Elder wanders the roads near Solitude.

19:00 - 22:00 Returns to the Secluded Cave and sits outside it.

22:00 - 07:00 Enters the cave, works at the alchemy table then sleeps for the night.

Greetings

- **[first meeting]** A face I haven't seen before. Wonderful.
- Hello. Are you a fellow traveler? This can be a hard land to wander, despite its charms.
- Blessings upon you, traveler. It's refreshing to meet a new soul on these paths.
- The value of a kind word shouldn't be underestimated. It's a pleasure to see you.
- Wonderful! Another who appreciates the joy of exploration.

Farewells

- Your time is precious, I thank you for sparing some for me.
- Always consider the roads traveled by those who've gone before you.
- Much can be learned if you take the time to assist those less fortunate.
- I hope time brings us together again swiftly.

Standard Dialogue

1. **Are you out here all by yourself?**

- 1.1. Ah, your concern is touching. I am often alone in my explorations, it's true.
- 1.2. I don't mind it too much, but it's always nice when someone stops to talk to me.

[\[back to root\]](#)

2. **Are you a traveling merchant?**

- 2.1. No, no, nothing like that. These old bones wouldn't travel as well with a satchel of stock weighing them down.
- 2.2. If you want to replenish your supplies you should make your way into the city.
- 2.3. Many merchants there will sell you their wares. Alas, if it's a conversation you're after, they're much less forthcoming.

2.3.1. **What do you mean?**

- 2.3.1.1. Well, someone's rush to your dismissal can be very enlightening. Kind words can be spent freely and create no debt for the speaker.
- 2.3.1.2. [\[concerned\]](#) Unfortunately, conversation has become purely transactional for many people. Perhaps it's their fear of the dragons. Or even the effects of the war.
- 2.3.1.3. Either way, it's... unpleasant. [\[back to root\]](#)

3. **Do you know much about this area?**

- 3.1. I know much about this land, my new friend. From Solitude to The Rift and almost everywhere in between.
- 3.2. [\[wistful\]](#) It's fair to say I've wandered the paths of Skyrim for most of my life.
- 3.3. But this area is one I hold a great fondness for. I suppose that's why I remain faithful to these paths above all others.

3.3.1. **What's so special about Solitude?**

- 3.3.1.1. Aside from being our provincial capital, its name speaks to me.
- 3.3.1.2. [\[inquisitive\]](#) I've long thought it interesting that a place with so much society, history and enterprise should bear the name 'Solitude'.
- 3.3.1.3. Like Solitude, my isolation and loneliness are only a perception. If people took the time to converse, they'd unearth troves of hidden knowledge.

3.3.1.3.1. **I've never thought about it that way.**

- 3.3.1.3.1.1. Few do, my young friend. Don't worry, the day is always young for those willing to fully explore it.
- 3.3.1.3.1.2. [\[friendly\]](#) With your heart and mind open as well as your eyes and ears, you'll travel further than most.

[\[back to options\]](#)

3.3.2. **What do you think about the war?**

- 3.3.2.1. [\[dismissive\]](#) Well, when you've lived as long as I have, you learn that conflict is sadly inescapable.
- 3.3.2.2. On this particular matter, I endeavour to hold my tongue. There are far greater threats at hand. [\[back to root\]](#)

4. **Do you have any advice for a fellow adventurer?**

- 4.1. [\[amused\]](#) Ah! You flatter me, my new friend. Alas, my adventures are few and far between nowadays. Still, I've lived through thrilling and terrifying times.
- 4.2. I'd gladly share a story with you if you have the time to listen. It'd be a rare treat to talk with someone who didn't treat me as a mere beggar.

4.2.1. **Do people often do that?**

- 4.2.1.1. I'm afraid so. I suppose I can see why. I'm an elderly man, wandering the outdoors and sleeping under the stars.
- 4.2.1.2. I can see why they'd assume I have no home or belongings. Still, that shouldn't warrant their ignorance and scorn.
- 4.2.1.3. I welcome it though. Such behaviour lets me see someone's true character much faster. [\[back to options\]](#)

4.2.2. **You must've lived a pretty long life.**

- 4.2.2.1. Indeed. Perhaps longer than most would realise. Maintaining my daily walking habit has undoubtedly kept the physical ravages of age at bay.
- 4.2.2.2. [\[conspiratorial\]](#) Yet... there are other secrets kept by those with deep roots in times past. Perhaps I might share one with you. [\[unlock SECRET\]](#) [\[back to options\]](#)

4.2.3. **You mentioned having a story to share.**

- 4.2.3.1. So I did! Let's see. Would you like to hear a tale of love and its lessons?

4.2.3.1.1. **Alright. Tell me what you know.**

- 4.2.3.1.1.1. Intrigued by matters of the heart, my friend? Very well, I'll share the story of the Waif of the Sea of Ghosts. [\[go to SEA OF GHOSTS\]](#)

4.2.3.1.2. **I'm not really interested in that.**

- 4.2.3.1.2.1.1. Such is your choice. I can always save this particular tale for another time. [\[back to root\]](#)

5. [\[locked - SECRET\]](#) **Did you say you might have a secret to tell me?**

- 5.1. Ah, you remembered that? Good, I see you were paying attention.
- 5.2. As I said, a conversation can often reap rewards for those who make the effort to engage in it. This exchange of ours has warmed my ancient soul.

5.2.1. **I'm glad you feel that way. It's nice to speak with you too.**

- 5.2.1.1. [\[pleased\]](#) Wonderful. In that case, I think you're the kind of person who may benefit from this gift. This draught has helped me stave off death's embrace.
- 5.2.1.2. After centuries of alchemical study, I managed to perfect its formula. While not truly a secret, this is something few people know about me.

5.2.1.3. Here. I hope it will help you extend your adventures and bolster your fortitude. [\[add Draught of Longevity\]](#)

5.2.1.3.1. What does it do?

5.2.1.3.1.1. I think you'll find its effects both potent and pleasant, my friend. [\[back to options\]](#)

5.2.1.3.2. Can you train me in alchemy?

5.2.1.3.2.1. Perhaps another time. I must first satisfy my desire to roam the great outdoors. I'm sure you understand. [\[back to options\]](#)

5.2.1.3.3. Is it dangerous?

5.2.1.3.3.1. I understand your concern, my friend. However, rest assured that no harm will come to you. Quite the opposite, in fact. [\[back to options\]](#)

5.2.1.3.4. Thank you very much.

5.2.1.3.4.1. [\[kindly\]](#) My pleasure. Use it wisely. [\[end dialogue\]](#)

5.2.2. Can you just tell me the secret now?

5.2.2.1. [\[annoyed\]](#) Oh. I see. Perhaps you are not the person I thought you were. I wish you well on the roads ahead. [\[end dialogue\]](#)

5.2.3. Actually, I'm not sure I want to know this secret.

5.2.3.1. As you wish. The burden of knowledge can weigh heavily for some. [\[back to root\]](#)

[\[SEA OF GHOSTS\]](#)

1. So what happened in the Sea of Ghosts?

1.1. It wasn't exactly in the Sea of Ghosts, but rather along the northern coastline.

1.2. I was in my thirtieth year, which at the time bore heavily on my mind, for I was yet to master my craft or find the companionship of another.

1.3. It was during my ramblings near what is now known as Ravenscar Hollow, that I met the Waif of the Sea of Ghosts.

1.4. [\[hesitant, slowly\]](#) I... I must confess, I refer to her by this title as it pains me to speak her given name aloud. Even after all this time.

1.4.1. Who was she?

1.4.1.1. I first saw her by the sea's edge. She was barefoot on the shore, the icy water splashing at her ankles.

1.4.1.2. I was passing her by when she turned and invited me to join her. I thought it quite mad, but something compelled me to agree.

1.4.1.3. [\[warmly, reminiscing\]](#) Her eyes shone with a welcoming warmth I'd never known. At that moment, the weight of my loneliness lifted, and nothing was ever the same again. [\[back to options\]](#)

1.4.2. What happened?

1.4.2.1. The Waif was five years younger than I, but eras wiser. We became close friends, and before long, our love blossomed.

1.4.2.2. [\[warmly, reminiscing\]](#) We married on a warm afternoon and lived a life of mutual admiration and love. Those were my happiest times.

1.4.2.3. **[sadly]** It was almost thirty years to the day that we met when the Waif revealed to me her fate. She was dying, and I was bereft.

1.4.2.3.1. What was wrong with her?

1.4.2.3.1.1. Nothing, my friend. It was simply that which comes for us all. Time. It had given us so many beautiful days that it had decided to collect on the debt we owed to it.

1.4.2.3.1.2. **[wistful]** As she weakened, we spent days and nights laid together on our beloved shore, where we whispered promises across the Sea of Ghosts.

1.4.2.3.1.3. I awoke there one morning as the sun crested across the water, to find her still and cool in my arms. A gentle death amidst love's embrace.

1.4.2.3.1.3.1. I'm so sorry.

1.4.2.3.1.3.1.1. **[warmly]** Thank you. But do not be sad. Our time together was a bittersweet gift.

1.4.2.3.1.3.1.2. After I lowered her body into the sea, I swore to master my craft and find an answer to life's brevity. In this, I found true purpose.

1.4.2.3.1.3.1.3. So, what I can tell you about love, is to accept it wholly, even in its most painful moments. It simply begins with a small kindness.**[back to root]**

1.4.2.3.2. This is too depressing for me.

1.4.2.3.2.1. **[disappointed]** Oh. I see. Well, if you ever want to hear the rest of the story, I might still be willing to share it. **[end dialogue]**

1.4.3. If you don't want to discuss this, I understand.

1.4.3.1. **[shakily]** Thank you. If you don't mind, I'll take a moment to compose myself. I can always save this particular tale for another time. **[back to root]**

1.4.4. I've changed my mind, let's talk about something else.

1.4.4.1. **As you wish. The burden of knowledge can weigh heavily for some. [back to root]**

POTION:

DRAUGHT OF LONGEVITY

Weight: 0.5 Value: 10000

Extends your lifespan by an indeterminate number of days.

[After the player consumes the potion, display notification: "You feel revitalized"]

[Magicka, Health and Stamina remain permanently at 100 points for seven days and cannot be depleted whilst the potion effect is active]