# Quest DSilHand\_M80AssaultJor

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## DSilHand\_M80\_FjolBeforeDiscourse

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Dialog Type:PlayerDialogue, Actor Race:--, Voice Type:MaleEvenTonedAccented.

#### DSilHand\_M80FB\_Topic01

Player: I'm ready!

-- (Neutral 50): Good brother. We've been waiting for you. All the brothers are here. Let's begin...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FB\_\_00042850\_1.xwm

## DSilHand\_M80\_FragmentSearch

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Dialog Type:PlayerDialogue, Actor Race:--, Voice Type:MaleEvenTonedAccented.

#### DSilHand\_M80FS\_Topic01

Player: ...

-- (Neutral 50): I have one thing to ask. Three of the fragments in possession of the Companions are displayed on the wall, but one is missing...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FS\_\_0004435C\_1.xwm

-- (Neutral 50): We need to find it. We need your help.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FS\_\_0004435C\_2.xwm

#### DSilHand\_M80FS\_Topic02

Player: Consider the task done!

-- (Neutral 50): Thanks. Come to me if you find it.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FS\_\_0004435E\_1.xwm

-- (Neutral 50): It must be hidden somewhere in the basement.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FS\_\_0004435E\_2.xwm

-- (Neutral 50): We will be cleaning the mess and preparing the bodies for the funerals.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FS\_\_0004435E\_3.xwm

## DSilHand\_M80\_FragmentFound

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Dialog Type:PlayerDialogue, Actor Race:--, Voice Type:MaleEvenTonedAccented.

#### DSilHand\_M80FF\_Topic01

Player: Here the last Fragment!

-- (Neutral 50): So that's it! Thanks to you all Wuuthrad pieces are once again together...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FF\_\_00044363\_1.xwm

-- (Happy 50): Follow me to the Skyforge brother...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M\_DSilHand\_M80FF\_\_00044363\_2.xwm

## (none)

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Dialog Type:SceneDialogue, Actor Race:NordRace, Voice Type:MaleEvenTonedAccented.

*Documentation generated by CkDiagDocGen. Access https://github.com/AndersonPaschoalon/CreationKit-DialogDocGen for new versions and updates.*