# Quest DSilHand\_M80AssaultJor

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## Branches

### 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

## Scenes

### DSilHand\_M80\_SceneAssault

#### Phase 0: Fjol

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

(Anger 50): Here we are brothers, this will be the end for them.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00042853\_1.xwm

(Anger 50): I hope you're hungry!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00042853\_2.xwm

(Anger 50): Today, let's eat roast dog meat on Skyforge!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00042853\_3.xwm

### DSilHand\_M80\_SceneArmistice2

#### Phase 0: Fjol

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

(Happy 70): Brothers, put down your weapons!! The Companions are not our enemies!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047975\_1.xwm

#### Phase 1: Fjol

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

(Happy 50): Brothers, put down your weapons!!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_1.xwm

(Happy 50): The Companions are not our enemies. They are our Brothers in blood. A long time ago we all were the same group!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_2.xwm

(Happy 50): But we, the Silver Hand did not accepted this Werewolf abomination you all are seeing now!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_3.xwm

(Happy 50): This is a curse brought by the Witches Glenmoril into the heart of the Companions.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_4.xwm

(Happy 50): Since then, it was perpetuated be daedric rituals of blood devoted to Hircine.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_5.xwm

(Happy 50): We split into two separated groups, and we have been fighting for centuries.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_6.xwm

(Happy 50): But now, the Circle was defeated and Companions are free from the Daedric curse! It's time to rejoy again!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047411\_7.xwm

#### Phase 4: Fjol

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

(Neutral 50): Fjol.. as I see, I was not quick enough... I knew it was coming to this one day.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004797A\_1.xwm

#### Phase 5: Fjol

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

(Neutral 50): Yes, we did it Vignar. We cleaned the Circle from the Hircine Curse. Now the Companion are free from Lycantropy, and we vanged Krev death.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00047EDF\_1.xwm

#### Phase 6: Vignar Gray Mane

Dialog Type:Scene, Actor Race:ElderRace, Voice Type:MaleOldGrumpy.

(Sad 70): So it happened... Krev is dead too...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_1.xwm

(Sad 70): No more cursed blood among the Companion, no more fight among us and the dissidents. But I have two conditions.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_10.xwm

(Sad 70): It has passed a long time since we were young.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_2.xwm

(Sad 70): We all: I, Kodlack, Krev and you were great friends...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_3.xwm

(Sad 70): We fought together many times... But Krev and you decided to follow the dissidents' path.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_4.xwm

(Sad 70): Kodlack and I decide to stay.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_5.xwm

(Sad 70): He decided join the Circle. He thought it was the right thing to do.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_6.xwm

(Sad 70): You know... Kodlack was searching for a cure. I think he was feeling this vary day was coming...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_7.xwm

(Sad 70): It was only a matter of time.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_8.xwm

(Sad 70): I will not perpetuate this bloodshed. As the elder Companion member I offer you a peace agreement.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048444\_9.xwm

#### Phase 7: Vignar Gray Mane

Dialog Type:Scene, Actor Race:--, Voice Type:MaleOldGrumpy.

(Sad 70): First, the cursed blood has gone, but we must keep it as a secret. The people here in Whiterun don't need to know the rumors are indeed true.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048F20\_1.xwm

(Sad 70): Second: I cannot let you and your group rejoin the Companions.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048F20\_2.xwm

(Sad 70): After all of this bloodshed, your presence would not be tolerated by any of Whiterun's clans.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048F20\_3.xwm

(Sad 70): This would escalate to another endless war among our factions once again.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048F20\_4.xwm

(Sad 70): You and our group should not come to Whiterun. At least not for a long time, until the wounds are healed...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048F20\_5.xwm

#### Phase 8: Fjol

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

(Neutral 50): Actually, I did not want to come back either. After so many years in the wilds, I get used to it.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00048446\_1.xwm

(Neutral 50): The silence and the solitude of the northern wilds and winds are part of me now.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00048446\_2.xwm

(Neutral 50): The vengeance has been made, the cursed blood is no more, and the pride of Ysgramor is restored.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00048446\_3.xwm

(Neutral 50): It costed the blood of many generations, and the wounds are deep. I hope some day they will be closed.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00048446\_4.xwm

#### Phase 9: Vignar Gray Mane

Dialog Type:Scene, Actor Race:ElderRace, Voice Type:MaleOldGrumpy.

(Sad 70): I hope that too Fjol.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048448\_1.xwm

(Sad 70): So that's it. You need to leave as soon as possible...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048448\_2.xwm

#### Phase 10: Fjol

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

(Neutral 50): We will Vignar. But first wee need to use the Skyforge.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004844A\_1.xwm

#### Phase 11: Vignar Gray Mane

Dialog Type:Scene, Actor Race:ElderRace, Voice Type:MaleOldGrumpy.

(Sad 70): Do whatenever you want, but do not get attention, and be quick as possible. And do not spill any more blood.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_0004844C\_1.xwm

#### Phase 12: Fjol

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

(Neutral 50): I promisse I will.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004844E\_1.xwm

#### Phase 13: Vignar Gray Mane

Dialog Type:Scene, Actor Race:ElderRace, Voice Type:MaleOldGrumpy.

(Neutral 50): Good. Athis, come here.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048450\_1.xwm

#### Phase 15: Athis

Dialog Type:Scene, Actor Race:DarkElfRace, Voice Type:MaleDarkElf.

(Neutral 50): Yes sir...

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleDarkElf\DSilHand\_M80AssaultJor\_\_00048452\_1.xwm

#### Phase 16: Vignar Gray Mane

Dialog Type:Scene, Actor Race:--, Voice Type:MaleOldGrumpy.

(Neutral 50): Since Kodlak died, We need a new harbinger. I think it should be you.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048454\_1.xwm

#### Phase 17: Fjol

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

(Neutral 50): Vignar, the Companions were meant to be brothers sworn by blood, not by leadership. There should be no harbinger. Not for a long time, at least.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_00048456\_1.xwm

#### Phase 18: Vignar Gray Mane

Dialog Type:Scene, Actor Race:ElderRace, Voice Type:MaleOldGrumpy.

(Neutral 50): Hmm, I think you're right. We've seen the secrets that can harm our faction.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleOldGrumpy\DSilHand\_M80AssaultJor\_\_00048458\_1.xwm

#### Phase 19: Athis

Dialog Type:Scene, Actor Race:DarkElfRace, Voice Type:MaleDarkElf.

(Anger 50): Damn it... I was THIS close.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleDarkElf\DSilHand\_M80AssaultJor\_\_0004845A\_1.xwm

### DSilHand\_M80\_SceneArmisticeCall

#### Phase 0: Fjol

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

(Anger 50): Brothers, put down your weapons!!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004A4BF\_1.xwm

### DSilHand\_M80\_SceneFjolCallToSkyforge

#### Phase 1: Fjol

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

(Happy 50): Brothers, we managed to find the last fragment. Follow me to the Skyforge!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_000453AD\_1.xwm

### DSilHand\_M80\_SceneWuuthradReassemble

#### Phase 4: Fjol

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

(Happy 70): Brothers and sisters. Today is a great day that will be remembered through the ages.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004591E\_1.xwm

(Happy 50): Bards will sing songs calling our names, in memory of what we did today.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004591E\_2.xwm

(Neutral 50): In the very same day, we freed Skyrim's heart from the foul Hircine influence, and reassembled the ancient axe: Wuuthrad.

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004591E\_3.xwm

(Neutral 50): Today Ysgramor's honor over this land is finally restored!

Data\Sound\Voice\DawnOfTheSilverHand.esp\MaleEvenTonedAccented\DSilHand\_M80AssaultJor\_\_0004591E\_4.xwm

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