1. **How’s business?**
   1. Slow, but picking up. Lost a lot of good customers when Darius let half his workers go, and the new ships docking don’t quite make up for it yet.
   2. Almost got so bad for a while, that I nearly had to let Antony go too. Glad I didn’t have to do that to an old friend. [unlock **ANTONY**] [back to options]
2. **So what’s the story behind "The Drowning Tiger"?**
   1. Your guess is as good as mine. It seems a bit in poor taste if you ask me, but previous owner Elanius insisted on his deathbed that I keep the name.
   2. Some old sailor superstition, maybe. Taunting death. Seems more like tempting fate, but what would I know? I’ve never been one for the sea. [back to options]
3. **What can you tell me about Argonia?**
   1. To be honest, I haven’t seen all that much of it myself. I've stuck to the cities ever since I came here.
   2. [correcting himself at the end] But the local area? That’s easy enough. To the north you’ve got Gideon, and to the south, you’ve got Soara.
      1. **Tell me about Gideon.**
         1. A lot of old money and older blood there. Bit set in their ways, especially the patricians. But mind your manners and you’ll be fine. [back to options]
      2. **Tell me about Soara.**
         1. It’s the place to go if you want to make your fortune. I lived there myself for a time. Not a bad city, assuming you're willing to work hard. [unlock **SOARA**] [back to options]
      3. **[if PC is not Dunmer] What about east and west?**
         1. Head west and you’ll be in Cyrodiil before too long.
         2. Head east, well, that’s mostly tribal territory, and Mephala only knows how to make sense of that tangled web. [back to options]
      4. **[if PC is Dunmer] What about east and west?**
         1. Head west and you’ll be in Cyrodiil before too long.
         2. Head east, well, that’s mostly tribal territory, and Mephala only knows how to make sense of that tangled web.
         3. Don't expect a warm welcome if you plan on venturing into the swamp yourself. Our kind won't meet many friendly faces between here and Morrowind. [back to options]
      5. **[SOARA] [locked] Why did you leave Soara?**
         1. [if PC is male] [morosely] You haven’t been talking to Antony, have you? That man doesn’t know how to leave well enough alone. [unlock **ANTONY**] [go to **SHORT**]
         2. [if PC is female] [**SHORT**] [morosely] The short version is this. My reason for living in Soara made it clear he no longer wanted me there. So I needed a fresh start. [back to options]
      6. **I had another question.**
         1. Sure. Got nothing better to do around here. [back to root]
4. **[ANTONY] [locked] How do you and Antony know each other?**
   1. [jokingly] You don’t see the family resemblance? We’re brothers. (laugh)
   2. At least, it feels that way. We grew up together in Cyrodiil until the War forced us down different paths. Still, we did our best to keep in touch.
   3. He’d fallen on some hard times not long before I took over the inn and the farm, so he decided to move here and help me manage things.
   4. It’s been good to see him again after all these years. Though it’d be better if he’d stop acting like he’s my own personal Mother Mara. [back to options]