Maenlorn is an elderly Bosmer found in Caenlorn Manor. His children, Nessa and Gildor, care for him in his old age. But he really isn't on his last legs yet-not as much as his children might like to think. His love for stories gives him the qualifications to recommend only the best to the player. Maenlorn would also be interested to hear the player's story, unaware that they are the Dragonborn.

Maenlorn is the former owner of the Flowing Bowl (TES: IV), now known as the Undertow. The stories that were swapped... the memories that he holds... and the interactions that he craves. These can all be found within a good story. To replace his tavern days, literature became his new outlet. Maenlorn had a twin brother who was killed during the Thalmor Siege on Anvil. His wife passed away naturally a few years ago.

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**Schedule:** Sandboxes Anvil during the morning for 3 hours (maybe sitting on an exterior bench or chair somewhere, reading) and during the evening for 3 hours (not reading, ofc). Spends the rest of his schedule inside sitting in his chair by the fire, reading (he likes to read).

**Involved in:** [Inheritance [misc task] (Caenlorn Manor)](https://docs.google.com/document/d/1i_OeqEuYFm-3PQBE7nxGV9zx7OTwzxnb4uNoOWVef2U/edit)

**Maenlorn**

(Voicetype: CYRMaleBosmerMaenlorn)

Greetings

1. [after initial dialogue is completed] The Flowing Bowl will remain in the hearts of those who remember.
2. [if inside Caenlorn Manor] I wish he were here to see this place...
3. A fine how do you do.

Initial Dialogue

[dialogue locked until sitting]

1. [**RIDDLE**] [if PC is sitting → forcegreet] A beggar, a thief, a warrior, and a king all sit down at a table with one chair. How do they do it?
   1. **They pull up more chairs.**
      1. Ahaha! I do love the realist answer. Though, riddles often have a way of bending the reality they present, don't they?
      2. [**ANSWER**] The beggar, the thief, the warrior, and the king are all one in the same! Silly, isn't it? [merge to **TALE** below]
   2. **The four of them share the same chair.**
      1. [emphasis: quite] (laugh) Well, I dare say, that would be quite a crowded chair! [merge to **ANSWER** above]
   3. **I'm not sure. How? [merge to ANSWER above]**
   4. **They are all the same person.**
      1. Ah... You are either very sharp or you have heard the stories.
      2. [**TALE**] The Adventures of Eslaf Erol, a classic tale of rags to riches.
      3. It reminds us of the importance of family.
         1. **I don't have much of a family.**
            1. Many go through life without mother or father, brother or sister... All that matters is the family you have chosen.
            2. [**ONE**] No one is ever truly alone. Remember that.

**I'm not alone.**

Of course you aren't.

[**WONDER**] What brings you here, then, I wonder? Your story interests me.

When you have a moment, I would love to hear it.

**I'd love to share my story. [merge to STORY below in Standard Dialogue]**

**This is your moment. [merge to STORY below in Standard Dialogue]**

**I don't tell stories to strangers.**

**Not now, but I'll let you know.**

Of course. I'll do well to keep my curiosities to myself. [to standard dialogue options]

**Thank you for the kind words.**

I only offer perspective and advice. Advice I wish someone would have given me long ago. [merge to **WONDER** above]

* + - 1. **Family is important.**
         1. Even more important, perhaps, are those with whom you choose to surround yourself. [merge to **ONE** above]
  1. **[if PC has read either *Beggar, Thief, Warrior,* or *King*] Eslaf Erol. I know the story.**
     1. [refreshed] Ah, a fellow percipient of narratives! [merge to **TALE** above]
  2. **Give me some time to think about it.**
     1. Of course. A good riddle can always tickle the back of the mind. [exit dialogue]

[returning & riddle unsolved]

1. Ah, you're back! Have you given up on solving the riddle? [merge to **RIDDLE** above]

Standard Dialogue

1. **What's your story?**
   1. Oh, not one too interesting to tell, I'm afraid. Although, I suppose that I've lived a long life here on Mundus.
   2. You're sure you'd like to hear it? It isn't the most uplifting of tales.
      1. **Yes, please.**
         1. When was it, exactly...
         2. The closing days of the third era. The year of Akatosh, four thirty-three. The year of the Oblivion Crisis...
         3. All of Cyrodiil realized their unpreparedness when the Daedra came. The Septim bloodline was wiped out - or so we thought.
         4. Martin Septim, the last true heir, rose as our savior. He vanquished Mehrunes Dagon.
            1. **Did Martin Septim act alone?**

No hero ever acts alone.

He was aided by the Champion of Cyrodiil. Some also call them the Hero of Kvatch or the Savior of Bruma.

No one knows where they came from, or where they went, but in times of crisis heroes always rise from the masses. [back to options]

* + - * 1. **How did that affect your life?**

Well, for one thing, it's how I met my wife. She had fled to Anvil after the Daedra destroyed her hometown.

[dazzled] I still remember the first time she walked into our tavern. She could tell stories with just her eyes. Her name was Lia.

[giddy] She didn't like to sleep with any clothes on! (laugh) Young Maenlorn couldn't help but fall in love. [back to root]

* + - * 1. **On second thought, maybe this story can wait.**

Ah - yes, of course. We can always come back to it. [back to root]

* + 1. **Maybe not, then.**
       1. Best not to dwell, hm? [back to root]

1. **Why is this place called Caenlorn Manor?**
   1. [as if sifting through memories] I had a twin brother once. Caenlorn was his name. It's named in his memory.
   2. [distantly] We had lived in Anvil all our lives. We ran an inn by the docks: "The Flowing Bowl." Those were the happiest days of my life.
      1. **What happened to Caenlorn?**
         1. He was killed in the Great War. During the Thalmor's siege on Anvil.
         2. My brother and my best friend...
         3. [sorrowful] Sometimes I wonder... if it were my story that ended instead of his.
            1. **You can't blame yourself for what happened.**

[lightly] (laugh) You sound like Lia... She passed away a few years ago. That one was nobody's fault. Time catches up to all of us eventually.

[**TAVERN**] Anyway... my tavern, the Flowing Bowl, is now the "Undertow" and I still don't know where the time went. [back to root]

* + - * 1. **What do you mean?**

Caenlorn... he and I were thick as thieves. I only mean that... I lost a part of myself the day he died. Things have never been the same.

I can't help but feel I could have done something to prevent his death. [merge to **TAVERN** above]

* + - * 1. **We should talk about something else.**

Best not to dwell, hm? [back to root]

* + 1. **We should talk about something else.**
       1. Best not to dwell, hm? [back to root]

1. **[READY] I'm ready to tell you my story.**
   1. [**STORY**] [excited] Marvelous! Where to begin, well... Why not the beginning?
      1. **I come from a place not far from here.**
         1. Ah, you and I are the same, then. Never straying far from home.
         2. [**GOAL**] What is your goal? What do you seek?
            1. **I seek the life of an adventurer.** [set **CONDITION: ADVENTURE**]

[nostalgic] Power, wealth, fame... The world will know your name! (sigh) Who could blame you?

[**CURIOSITY**] I thank you for indulging my curiosity, stranger. Hard to come by a new story nowadays.

Though, I may have some story recommendations for you based on what you've told me. If you're interested. [locks **READY** option] [back to root]

* + - * 1. **I seek to make amends for my past.** [set **CONDITION: AMENDS**]

I see. Well, everyone deserves a second chance... [merge to **CURIOSITY** above]

* + - * 1. **I seek something that I've lost.** [set **CONDITION: LOSS**]

Loss... the shock of what happened, or the ache for what never will be.

You will find what you're looking for. I am certain of it. [merge to **CURIOSITY** above]

* + - * 1. **Happiness. What else is there?** [set **CONDITION: ADVENTURE**]

Isn't that so? It's important to value how experiences make us feel - without worrying about what else they can offer us. [merge to **CURIOSITY** above]

* + - * 1. **I just want to make the world a better place.** [set **CONDITION: AMENDS**]

Ah... I'm afraid the stars left my eyes long ago on that account. Though, the twinkle in yours remains quite clear. [merge to **CURIOSITY** above]

* + - * 1. **You don't want to know.** [set **CONDITION: LOSS**]

Then I shall yield to your advice. Lia always liked to remind me that a curiosity for complicity often ended in regret. [merge to **CURIOSITY** above]

* + 1. **My home lies in a far away land.**
       1. Traveling the great world of Nirn, no doubt. I envy your able body. [merge to **GOAL** above]
    2. **My origins are too strange to be believed.**
       1. [ominous, then lightly] Born with no name... or perhaps a mishap of the arcane? (laugh) Open to interpretation, I suppose. [merge to **GOAL** above]

1. **[after PC tells their story]** **About those recommendations...**
   1. [if **CONDITION: ADVENTURE** set] Yes... based on your tale, I think you would find the books making up The Argonian Accounta worthwhile read.
   2. ["] It's a series of four books authored by Waughin Jarth, an expert in the art of stretching the truth where it suits him. [back to root]
   3. [if **CONDITION: AMENDS** set] Yes... based on your tale, I think you would find the aforementioned Adventures of Eslaf Erol a worthwhile read.
   4. ["] It's a series of four books: Beggar, Thief, Warrior, and King. All authored by a mysterious man known only as Reven. [back to root]
   5. [if **CONDITION: LOSS** set] Yes... based on your tale I think you would find the series of books making up Pallaa worthwhile read.
   6. ["] It's a two-book series written by Vojne Mierstyyd, an author with a knack for first-person narrative. [back to root]
2. **Can I browse your personal library?**
   1. Of course! They're no use to anyone if they sit on my shelves collecting dust.
   2. Go ahead - just... put them back when you're done. This isn't the First Edition. [back to standard dialogue]

Farewells:

1. [solemnly] Every story has a beginning... and an end.
2. [nostalgic] I'm in brown. He's in blue. Simple, really...
3. Feel free to help yourself to my personal library.