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Interactive Storytelling

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### Brothers in Murder

<(Scene begins with screen blurred screen, surround screen edges & player peripheral with black and fade towards center screen, only thing that is barely visible is the lady in the distance. There is no sound.)> Everything faded into the void. There, in the distance she blossomed. The crimson tide drowned the ravaged and decaying barley around her, only to be immersed within the burning soil. Her hair basked and reveled in the current of the wind. The locks matched the hue of the tide in which she stood, her innocence lost. I rallied what was left of me to stand and with relief, hobbled towards the beauty mark in the horizon. Something is wrong. A fog has descended and my vision obstructed. The air has thinned to a stale, pungent stench. I cannot see her anymore. This is not the ending I know. I reach out for her; I want the ending I know of! I scream with no voice; everything faded into the void. <(FPM: USING W,A,S,D PLAYERS CAN WALK AROUND WITH LIMITED VISION. CAMERA REMAINS FOCUSED ON LADY. AS PLAYERS MOVE CLOSER TO HER, THEIR VISION BECOMES MORE VIVID AND THE BLACK GRADUALLY FADES FROM THE SCREEN. ONCE PLAYERS COME WITH A FEW UNITS FROM BEING ABLE TO INTERACT WITH THE LADY, BEGAN TO BLUR AND OBSCURE VISION AGAIN. ONCE THE PLAYER IS IN RANGE TO INTERACT WITH THE LADY, FADE ENTIRE SCREEN TO BLACK. End scene)>

The headache pierced all subsequent thoughts for the moment, but with my eyes now open, it became evident where the stench had originated from. <(BORDER SCREEN EDGES WITH RED SAME AS DEFAULT DAMAGE INDICATOR, BLUR SCREEN)> Although most of it appeared void of any uniqueness, the shallow circular indentation filled with ashes and remains indicated my location is inside of an ancestral tomb. <(CONTROL PLAYER CAMERA, PAN ROOM LEFT TO RIGHT THEN LOCK ON ASH PILE)> I could not figure out which one I was in, however, the sight of freshly grown ash yams hinted that someone other than me had been here recently. I grew light-headed and noticed down was up and up was down. <(RELEASE CAMERA CONTROL TO PLAYER, INVERT CAMERA TO SHOWN PLAYER IS UPSIDE-DOWN. USE MOUSE TO LOOK AROUND)> My hair rubbed the insides of my wrists as I exhaustedly tried to recall where I am and how I got here. Pulling my arms from above my head, I reached for the ropes that bound my feet to the scaffolding of the tomb only to find my wrists tied together as well. <(ONCE THE PLAYER STARTS MANUALLY-USE MOUSE TO PAN-PANNING AND TRIES TO MOVE, TEMPORARILY LOCK CAMERA TO 3<sup>RD</sup> PERSON CAMERA VIEW)> Whoever had done this made sure escaping would be difficult, if not painful. Fortunately, they did afford me the luxury of having my pants and boots. The current bondage made things difficult, but not impossible. The leather latch concealing a small blade on the outside my pants leg remained unbroken. <(PROMPT DIALOG BOX; DESCRIBE KNIFE SITUATION TO PLAYER FROM NARRATIVE POV OF NEREVARINE. CLICK WITH MOUSE 'OK' TO CONTINUE - CAMERA IS FREE TO SWITCH TO 1ST PERSON VIEW. USE "TAB" TO SWITCH BETWEEN VIEWS)> Upon breaking the seal, the blade nearly slid out onto the floor below. Catching it between my index and middle finger, I began slicing into the thick rope. In mere moments, my hands became unbound and I shifted focus to freeing my legs. With the

rope nearly severed, I curled upwards and wrapped my arms around the wooden beam and used my leg strength to free myself of the rope.<(UPDATE JOURNAL[1], DESCRIBE NEEDING TO REACH BLADE TO CUT ROPE. "J" TO BRING UP JOURNAL. PLAYER WILL NEED TO EQUIP BLADE - "RIGHT MOUSE BOTTUN" TO OPEN MENUS FOR INVENTORY OR SIMPLY HIT "[" OR "]" TO CYCLE THROUGH WEAPONS. IF INVENTORY IS OPEN, ONLY SHOW PLAYER CURRENT ATTIRE AND BLADE. ONCE BLADE IS EQUIPPED AND PLAYER PRESSES "LEFT MOUSE BUTTON" TO USE BLADE, PROMPT DIALOG BOX GIVING TWO OPTIONS: 1.CUT ROPE AND FALL TO FLOOR -OR- 2. CUT ROPE AND BALANCE ON SCAFFOLDING. CLICK TO CONTINUE; FOR BOTH CHOICES CAMERA WILL LOCK TO 3RD PERSON AND PLAY A FORCED ANIMATION -REQUIRES SPECIAL ANIMATION- OF CHOOSEN ACTION. WHEN ANIMATION FINISHES, RELEASE CAMERA TO PLAYER CONTROL.)> I perched myself on the beam and looked down below. The fall from this height wouldn't have been fatal but taking risk with any traps being set below was a risk I could not afford. One thing became clear as I scanned my area of captivity, my objective.

I needed to find my gear and figure out how I got here and who is involved. Their fate will be sealed by their disposition. Through the bars of the door, two shadows casted by a traveling torch emerged from what seemed like a hallway. "He's in here, Sera." echoed a cold and harden voice.<(AFTER ONE MINUTE OF THE PLAYER BEING FREE IN THE CELL, SPAWN TWO HOSTILE NPCs TO APPROACH THE CELL WHILE HAVING THIS CONVERSATION. NPC 1 WILL UNLOCK THE DOOR, BOTH NPC WILL WALK IN, IF PLAYER IS SEEN, NPCs WILL IMMEDIATELY ATTACK. IF PLAYER IS NOT SEEN, NPCs WILL DRAW THEIR BLADES AND SEARCH ROOM IN SNEAK MODE. DOOR REMIANS OPENED AND UNLOCKED)> From the vantage point on the beam, I leapt to an adjacent scaffolding overlooking the door then proceeded to drop onto the neck

and spine of the first entrant. Before the second had time to react, I plunged the concealable blade between his chin and laryngeal prominence. The fall combined with my height was enough to neutralize the first male figure. Peering out the door, I could see no signs of witnesses.<(THE PLAYER IS FREE TO ENGAGE THE HOSTILES AS HE/SHE SEES FIT; "LEFT MOUSE BUTTON" TO USE CURRENT WEAPON, "R" TO READY MAGIC, "-" & "=" TO CYCLE THROUGH SPELLS. STEALTHILY PREFERRED BUT NOT REQUIRED.PLAYERS CAN LEVITATE-IF THEY HAVE THE APPROPRIATE SPELL- ONTO UPPER SCAFFOLDINGS AND USE THE STORY'S METHOD TO KILL IF PLAYER DID NOT CHOOSE CHOICE #2)> The hall was short and the passage from where these two had come could be seen with flickering lights in the distance. Turning my attention back to the victims, nothing on them was recognizable. They had to have been faction affiliated; for they wore matching leather armor stained to a hue as dark as the void. Their gauntlets bore a symbol. That, however, I recognized from some time ago. It was a symbol I had seen while reading the books in the library of the Morag Tong. It was evident that the Dark Brotherhood were my captors and that someone preformed a Black Sacrament to have me killed. Why hadn't they killed me? For now, finding my gear and escaping would have to take precedence. <(PLAYER CAN CHOOSE TO LEAVE WITHOUT LOOTING THE CORPSES; IF CORPSE IS LOOTED, UPDATE PLAYER JOURNAL[2] WITH FINDINGS AND PERSONAL INQUIRES ABOUT DARK BROTHERHOOD. NPCs INVENTORY WILL HAVE FULL DARK BROTHERHOOD ARMOR, LEVELED LIST WEAPON ITEM, LEVELED AMOUNT OF GOLD, A TORCH, AND A VAGUE NOTE OUTLINING ORDERS CONCERNING PLAYER'S CAPTIVITY CAN BE FOUND ON NPC 1.)> I snuck into the lit corridor with caution; I had to assume there would be more of them. Moments into the corridor, I made eye contact with an open door near a flight of stairs leading down. <(ONCE

PLAYER EXITS INITIAL ROOM, UPDATE PLAYER JOURNAL[3] AND DESCRIBE FINDING HIS/HER GEAR AS PRIORITY)> Out of blind instinct, I entered the room and became engulfed by air thick with dust. It is my second nature to scavenge everything in sight in times of variable exploration. This time, however, I hoped to find clues or, if nothing else, my gear. <(PLAYERS CAN EXPLORE ROOMS FOR SALVAGEABLE URNS AND CHESTS. URNS WILL CONTAIN LEVELED GOLD AND ITEMS SUCH AS WEAPONS AND MISC BUT NOT ARMOR)>

The sensation to cough grew increasingly difficult as I opened each urn only to release a gust of dust anomalies into the air. I searched the room to my dismay and found nothing of value.<(PLAYER'S GEAR IS AVAILABLE FROM THE START AFTER CUTTING HIMSELF DOWN WITHIN THE ASHPILES. IF PLAYER ATTEMPTS TO LEAVE THE CORRIDOR WITHOUT HIS GEAR AND DID NOT SEARCH EVERY ROOM, UPDATE JOURNAL[4] BEFORE EXITING INTO THE END OF THE CORRIDOR SUGGESTING THAT THE PLAYER SHOULD CHECK EVERYTHING BECAUSE HE/SHE HAS YET TO FIND GEAR. IF PLAYER EXITS WITH GEAR, BUT DOES NOT SEARCH EVERY ROOM, THE PLAYER IS FREE TO LEAVE AND CONTINUE.)> “The locks matched the hue of the tide in which she stood her innocence...” in the corner I saw her. I could not comprehend why I had not felt her presence before but there laid a maiden in the back of a room, shrouded by dust. It may have been preferable to leave and continue my search but I drew near to the downed woman. <(WHETHER PLAYER IS WALKING OR SNEAKING WITHIN SPECIFIC PROXIMITY OF BRETON CAPTIVE, PLAYER WILL BE FORCED INTO CONVERSATION PROMPT )> Blade in hand, I crept towards her and with urgency, the sickly Breton turned to face me and said:<(SEE DIALOGUE DOCUMENT SHEET 1: “Quest Dialogue Mallinie”)>

"Why are you here? You should have ran while you could. She hears all and there is no escape now. She is no longer alone. I watched as you arrived. Those men clad in black from the west brought you here. That was days ago and yet you are alive. Perhaps if you run you can still escape."

She knew more about my situation then I did, perhaps if I...

"You seek you armor, yes? It is where you were bound by rope. Beneath the ashes in the shrine. They had me bury it there. This is a small tomb and not many convenient places exist to store armor and valuable. Well, without disturbing the dead anyway."

The sickly Breton female pleaded I leave her behind because there was no hope for her; despite my better judgment, I carried her in my arms and made my way back the burial remains.<(IF PLAYER CHOOSES TO RESCUE MALLINIE, SHE WILL RISE FROM HER DOWNED STATE AND BE A PLAYER COMPANION. SHE WILL FOLLOW IN SNEAK MODE. IF PLAYER TRIES TO CONVERSE WITH MALLINIE AT THIS POINT, SHE WILL SAY THEY SHOULD STAY QUIET AS POSSIBLE BECAUSE "SHE" HEARS ALL, PLAYER CAN ONLY RESPOND WITH UNDERSTOOD AND THAT OPTION WITH FORCE THE DIALOGUE TO CLOSE)> She informed me that I had been brought to the Reloth Ancestral Tomb, located somewhere near Khuul in the West Gash region. <(COMMENTS ABOUT LOCATION ARE GIVEN TO PLAYER BY MALLINIE THROUGH GENERAL COMMENTS UNLESS PLAYER INQUIRES DURING INITIAL DIALOGUE)>Shifting through the ashes, I began recollecting my belongings and reequipping my steel-plated leather raiments.<(ASH PILE ACTS AS LOOTABLE CHEST, "SPACE" TO INTERACT)> The weapons I gathered indicated I must have been on the job before my captivity.<(ASH PILE CHEST CONTAINS PLAYER'S INVENTORY BEFORE QUEST START

WITH INCLUDING WRIT OF EXECUTION FOR RANES AND NAVIL IF PLAYER)> The arsenal at my disposal consisted of a plethora of concealable blades, poison darts, throwing knives, and a refined broad sword engraved with the markings of Mephala. Upon sheathing the blade, I spotted a seal letter with the stamp of the Morag Tong. I open my Writ of Execution and began to together the events that led to my subjugation. My orders were to execute Ranes and Navil Lenith; I had been ambushed on my way to the Dren plantation where my targets lay.<(IF PLAYER DOES NOT READ MORAG TONG WRIT, UPDATE JOURNAL[5]. DESCRIBE TO PLAYER THE NEED TO READ THE WRIT BECAUSE IT MAY PROVIDE CLUES FROM THE POINT OF VIEW OF THE CHARACTER. USING "MOUSE" TO HOVER, HIGHLIGHT THE WRIT, USE "LEFT MOUSE BUTTON" OR "SPACE" TO ACTIVATE/READ WRIT. AFTER READING WRIT UPDATE JOURNAL[6] NEW INFORMATION ON LOCATION AND CURRENT SITUATION)> If they had known I was coming, they may have performed the Black Sacrament, but that doesn't explain why I'm alive. The Brotherhood does not operate in the East; the likelihood that one of them performed that perverse ritual in time for Brotherhood to send an agent to intercept me was improbable. I had been set up.<(INCLUDE SETUP THEORY IN MOST RECENT JOURNAL[6] ENTRY TRIGGERED BY READING THE WRIT)> The Breton's cough interrupted my internal inquiries and I quickly strapped the remaining blade harnesses to my frame and pocketed the writ.<(IF PLAYER SPENDS MORE THAN 5 MINUTES HANGING AROUND THE ROOM OF CAPTIVITY AFTER GAINING GEAR, MALLINIE WILL FORCE DIALOGUE SAYING THE PLAYER NEEDS TO PROGRESS, PLAYER'S ONLY RESPONSE WILL BE "YOU'RE RIGHT" AND THAT WILL CLOSE THE DIALOGUE)> I hid my face behind my cowl and hood then turned towards the seemingly dying girl with a look of approval.<(Apparel can be equipped like weapons in inventory)>

She pulls away as I began reaching out to her. "You don't want me with you!" she proclaims. If it were any other mission, I'd have left her here, but if the Dark Brotherhood is involved, her demise is going to be unsavory. Against her will, I lifted her into my arms and sought to exit via the corridor once more. With the woman in my arms, I made my way to the stairs across the small corridor.<UPON LEAVING THE CORRIDOR, MALLINIE WILL FORCE DIALOGUE AND ALLOW PLAYERS TO CHANGE THEIR MINDS ABOUT BRINGING HER ALONG IF THEY HAVE TO TAKE HER THE FIRST TIME> As I drew near, I could see the staircase was nothing but three steps that spilled out onto a balcony of a much larger room. I crouched, careful not to drag the poor girl's hair on the floor, and crept onto the balcony. Peering over the barricade, I scanned the room and spotted what seemed to be an exit on the floor below at the back of the room. Two ash piles greater in size but similar to the previous one lay at the northeast and northwest corners of the room. There were also two Khajits that wandered aimlessly through the room wearing the same braces as Mallinie.<(KHAJITS SHOULD BE NONHOSTILE AND CONTAIN NO COMBAT AI, NEED TO BE SIMPLE BYSTANDERS THAT WILL NOT GIVE AWAY PLAYER POSITION IF PLAYER IS IN SNEAK MODE, IF THEY SHOULD BE KILLED, THE CORPSES SHOULD ONLY CONTAINED LEVELED AMOUNT OF GOLD AND COMMON OBJECTS BUT NO WEAPONS/ARMOR. BALCONY SHOULD BE HIGH ENOUGH TO EVADE THE LINE OF SIGHT- WHETHER IN OR OUT OF SNEAK- OF NPCs BELOW AS WELL AS LOW ENOUGH SO THAT PLAYER DOES NOT TAKE FALL DAMAGE IF ACROBATICS EQUALS 25+ IN SKILL)> Near the eastern wall underneath the tapestry, two figures seemed to be conversing. The one standing with her back to me was a tall, Nordic woman with blonde hair. In front of her lounged a Breton male clad in the same dark leather armor as the previous two. He did not wear his cowl so I assumed him to



be the assassin in charge.<(ONCE MERTA AND VALTIERI ARE VISIBLE TRIGGER ARBITRARY CONVERSATION BETWEEN THE TWO NPCs. VALTIERI'S INITIAL POSITION WILL NEED TO BE SLOUCHING AGAINST A WALL -REQUIRES SPECIAL ANIMATION- IF PLAYER IS DETECTED BEFORE THE END OF THE CONVERSATION, INITIATE COMBAT. MALLINIE WILL AID PLAYER BUT IS GIVEN A HEALTH OF ONE UPON ENTERING COMBAT AND WILL BE TARGETED BY MERTA FIRST TO GUARANTEE DEATH. WHILE PLAYER REMAINS UNDETECTED, MERTA & VALTIERI WILL START FROM INITIAL POSITION AND TRAVEL ONE AFTER ANOTHER TO THE MIDDLE OF THE ROOM. MERTA MOVES TO THE MIDDLE WHEN SHE BEGINS TO VOICE HER CONCERNS, VALTIERI WILL CHANGE LOCATIONS ONCE HE BEGINS TO RESPOND TO MERTA'S CONCERNS. )> After laying the Breton female gently behind the barricade out of sight, I motioned with my finger over my mouth for her to keep quiet. She nodded weakly.<(ONCE PLAYER IS CLOSE ENOUGH FROM THE BALCONY TO TRIGGER THE DIALOGUE BETWEEN VICENTE AND VALTIERI, MERTA WILL COMMENT "I WILL WAIT HERE")> I concealed myself with a chameleon spell and leapt gently onto the stone barricade. Before I could make my way around to the area of the balcony above the conversing figures, the Nord paced to the center of the room; her robe shined and sparkled. It must be enchanted.<(PLAYER CAN PROCEED HOW THEY SEE FIT-listen to them talk, attack now-. BALCONY BARRICADE SHOULD BE LOW ENOUGH FOR THE PLAYER TO VIEW THE NPC'S BELOW WITH TOO MUCH OBSTRUCTION WHILE IN SNEAK MODE)> She turned once more to face her companion:

"I grow tired of this Mr. Valtieri. Your two *brothers* have not returned. I told you that elf you brought in was no mere elf! You should have killed him while you had the chance!"

He was standing now and began walking towards her:

"This is no mere job, Merta. Orvas Dren was very specific in his instructions. They want this *Nerevarine* alive. Whoever Dren is acting on the behalf of pushes a lot of Septims. Some of which, may I remind you, is used to ensure that the Berne Clan does not find you here. You're merely an informant; it would behoove to refrain from acting like the disgusting undead beast that you are."

Merta's glare never left the face of the one called Valtieri. She began pacing a circle around him and replied with malice:<(Player is undetected, conversation continues. NPCs ARE CENTER OF ROOM, MERTA WALKS CIRCLES AROUND VICENTE)>

"May I remind YOU, Vicente, that it took you and seven other assassins to bring in one man and by the time you got in, there was only three of you left!"

Slowly, I walked along the edge of the balcony barricade to get a vantage point over the two as well as the two wandering Khajiits. In the middle of my third step, Merta stopped mid-sentence and looked in the direction of the hidden Breton woman. Vicente noticed her change in posture and followed where her eyes pointed and asked what she was looking at. Merta stopped his inquiry short by placing her palm towards his face.

Merta: "It is not what I see but what I smell. Come here, my thrall."

I could see Merta's eyes turn as dark as the void. The Breton maiden rose to her feet without agony or struggle, her eyes now dark and void of conscience, and walked down the stairs towards Merta and Vicente.<(Player is still undetected, conversation between NPC's have ended. ONCE MERTA COMMENTS "IT IS NOT...THRALL" TRIGGER MALLINIE TO EXIT SNEAK MODE AND WALK DOWN STARES FACE TO FACE WITH MERTA.)> It became apparent that

Merta was a full-fledged vampire and the aimless wanderers along with the sickly girl I was failing to save were her playthings. Merta released her trance and the young woman I now know as Mallinie collapsed to her knees. Mallinie refused to give up my location despite the threats of her master. <(Dialogue doc for details)> After reaching her limits, Merta reached down and grabbed Mallinie by her neck and lifted her off her feet with one hand. Mallinie did not struggle; with one last act of defiance, she whispered to Merta, “He will kill you.” With a turn of Merta’s grip, Mallinie’s chin became parallel with her shoulders and Merta tossed her aside like a bag of saltrice. <(Portraying Mallinie’s death with vanilla stock animations: LEVITATE MERTA OFF THE GROUND A HEAD ABOVE MERTA, HAVE MERTA CAST VAMPIRE TOUCH SPELL, MALLINIE FALLS TO THE GROUND DEAD LIKE REGULAR NPCs)>

Vicente casted what I assumed to be a spell of life detection. <(MERTA’S DEATH WILL TRIGGER VICENTE TO TRY AND FIND PLAYER BY CASTING LIFE DETECTION 100% WITH 20 FT RADIUS FOR 10 SECONDS. IF PLAYER MANAGED TO AVOID KILLING FIRST TWO BROTHERHOOD MEMBERS, THIS SPELL WILL TRIGGER THEM TO RETURN FROM THE BEGINNING ROOM AND ATTACK THE PLAYER.)> Before he could spot me, I used my left leg to spring into a cartwheel off the balcony. When I reached the pinnacle of my trajectory, I dislodged four throwing blades from my right hand. Two struck the aimless wanderers between the eyes; Vicente released a throwing blade of his own to intercept mine mid-flight and Merta simply caught the one thrown at her. With my chameleon no longer in effect, I continued my rotation and landed a few feet from them. <(At this point players have initiated combat of some sort based on the their play style. Here the player could jump the ledge and throw as many throwing knives/darts as they could before hitting the ground.)> Vicente took position in front of Merta and drew his blade. I

drew my broadsword with a reverse grip and began to sprint towards him. Vicente rolled to the side and opened for Merta to blast a fireball my way. My resistance to fire allowed me to blindly follow through with my swing. She leapt back with great force but I could see the swing severed the top of the robe and drew blood. I swirled around quick enough to bend backwards out of the way of Vicente's thrust and kicked the blade from his hand. <(Battle will vary based

on player style. FOR NPC COMBAT STYLES OF MERTA AND VICENTE SEE COMBAT DOCUMENT)>

He staggered back and yelled "you horrible monster, do something!" Merta sensed her own demise nearing, pounced on Vicente, and bit his neck. He kicked her off and dove for his blade but my foot connected with his face mid-dive. <(WHEN MERTA'S HEALTH DROPS BELOW 10%,

SHE WILL TEMPORIALY BECOME INVINCIBLE AND USE A UNIQUE VARIANT OF VAMPIRE TOUCH SPELL ON VICENTE THAT WILL INFECT VICENTE WITH PORPHYRIC HEMOPHILIA AND DRAIN HIS FATIGUE TO -15000 AND STUNTS STAMINA REGEN TO KEEP THE NPC IN A GROUNDED STATE )>

Merta bargained that she helped me in return for her life. I replied calling her a coward and with ferocity, she sprang at me. <(AFTER NEUTRALIZING VICENTE, MERTA WILL NO LONGER BE INVINCIBLE BUT WILL FORCE DIALOGUE WITH THE PLAYER. See dialogue doc)> I side stepped

her and plunged my blade into her spine. After her blood-boiling scream, she fell limp to the floor. Vicente could barely move, but his eyes never looked away. Merta had crippled him and his current suffering sufficed me. I peeled my blade from the beast, picked up Mallinie's lifeless corpse and left the tomb. <(After dialogue ends with merta, player kills merta. HER CORSPER CAN BE LOOTED FOR HER ROBE AND A LEVELED AMOUNT OF GOLD. VICENTE REMAINS IN DOWNED STATE. PLAYER SHOULD NOT KILL HIM OR IT WILL PROMPT THE "YOU HAVE DOOMED THE WORLD MESSAGE" -TO JUSTIFY HIS APPEARANCE IN TES IV: OBLIVION- INTERACTING WITH

VICENTE WILL PROMPT A DIALOGUE MENU BUT ONLY ONCE, AFTERWARDS HE WILL NOT BE ABLE TO BE INTERACTED WITH. SEE DIALOGUE DOC FOR DETAILS. PLAYER CANNOT CARRY MALLINIE'S CORPSE BUT IT CAN BE DISPOSED OF BY CLICKING THE OPTION WHEN ACTIVATING HER CORPSE.)>

The light from the sun warmed my exposed skin and reassured me that Merta had not cursed me. I knew how not many days my captivity consisted of but I did know three things. Mallinie seemed to have deserved more and I was not going to let her rot in that place; I had a writ for two targets and a personal vendetta all in one place, and last, if I ever saw Vicente Valtieri again...I'd kill him and the Dark Brotherhood. <(UPDATE JOURNAL[7] ON PLAYER EXIT DESCRIBING QUEST COMPLETION. ONCE PLAYER EXISTS, THEY MAY RETURN HOWEVER VICENTE WILL NO LONGER BE THERE ONCE PLAYER EXISTS THE FIRST TIME.IF PLAYER MANAGED TO SAVE MALLINIE, UPON EXITING THE TOMB SHE WILL COMMENT SAYING THANK YOU TO THE PLAYER FOR THEIR HELP BUT BE KILLED VIA SCRIPT MID SENTENCE.)>