

Dagger in the dark

Group 5

Final Report

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|----------------|------------|----------------|
| Cathal Lenihan | Mark White | Niklas Löscher |
| 13132334 | 13148427 | 14046016 |

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Set up

Our game is run from save game 131. To start our quest you just press E to sleep in the bed directly in front of you. You need to ensure that crowd2.wav is located in oblivion/data/sounds/fx and that you have ran TES4Gecko on the mod file D12_Group5.

TES4Gecko:

<http://www.nexusmods.com/oblivion/mods/16622/?tab=1&navtag=http%3A%2F%2Fwww.nexusmods.com%2Foblivion%2Fajax%2Fmoddescription%2F%3Fid%3D16622%26preview%3D&pUp=1>

Crowd2:

<https://www.dropbox.com/s/l5fker56t8ahzry/crowd2.wav?dl=0>

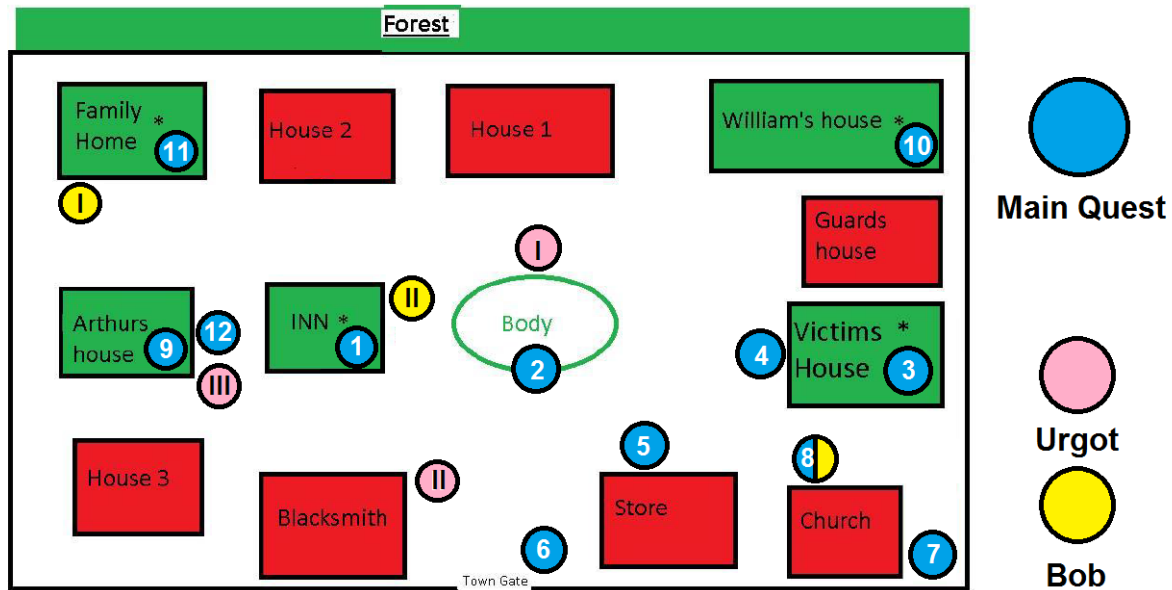
High level description

A dagger in the dark is a murder mystery game where the player must investigate murders that have been committed by a secret cult that are responsible for the death of the player characters family. You play as Ragnar Lothbrok who is looking to avenge his family's massacre by finding those responsible and bringing them to justice.

The level we have submitted is the first level of the game. Ragnar Lothbrok has returned to the village where he was born and where he managed to escape from a brutal massacre of his family when he was just a boy. He has returned to learn what happened and why they were killed but before he can do this he must try to solve a new murder which may be connected to his family. To do this Ragnar will have to look for clues, search people's homes and ask the right questions. He will also have to fight for his life or end up like the victim.

The game deviates from the original pitch in some ways. The overall theme of the game has become darker and more serious instead of the lighter hearted and comic atmosphere the original pitch suggested. Ragnar is no longer an "evil" wizard; he is just wants to find out what happened to his family. Apart from this the general game-play has not changed, the player must still perform detective-themed tasks to find clues and the play-able area has not changed as the whole of the level is still in completely within the village

Walkthrough



The player will experience a lot of different possible routes throughout the game, depending on the choices he makes and depending on which characters he speaks to and when.

In the following three example walkthroughs are provided.

The main quest locations are marked as blue circles in the map. The pink and yellow circles are for two mini-/fun-quests that are available in the game. The character Bob will stand in front of the abandoned house throughout the game, unless you talk to him. The character Bob will move to different positions, depending on the game progress and the decisions the player takes.

Example possible routes

Example Route 1

1 → 2 → 3 → 4 → 5 → 6 → 4 → 7 → 8 → 1 → 8 → 9 → 10 → 11 → 10 → 12 → 9

- 1: Wake up in the Inn and talk to Gloriana downstairs to get knowledge of the murder in town
- 2: Find the body of Destrian Krea in the town square, search the body for the key to his house
 - CHOICE: Talk to William Cornwallis to get some background information
 - CHOICE: Ask William where to find Destrian's house
- 3: Find Destrian's diary in his house on the top floor in the chest
- 4: Get confronted by Thomas Leofrick when walking out the house
 - CHOICE: Earn Thomas trust → Thomas suspects Josef Doran to be the killer
- 5: Speak to Josef in front of the store, suggests nightly meeting (starting from 9pm) behind the church
 - CHOICE: Decide to talk to the guard
- 6: Go talk to the guard at the town gate
 - CHOICE: Decide to take the guard with you to the meeting, he suggests to meet you at Destrian's house at 9 to walk to the meeting with Josef together

- CHOICE: Decide to actually pick up the guard for the meeting after 9pm
- 4: Meet the guard after 9pm at Destrian's house
 - CHOICE: Again, chose to take the guard with you
- 7: Meeting with Josef, he refuses to talk and gets arrested by the guard
- 8: Donald walks up to you while exiting the secret spot behind the church, will give you knowledge when you get him a bottle of wine
- 1: Buy Donald a bottle of wine at the Inn (Gloriana)
- 8: Bring the bottle of wine to Donald to find out that Arthur Bryce is the leader of the cult
 - CHOICE: Side quest – For a beer Donald will tell you where Arthurs house is. Can be bought at Gloriana. Gloriana would also tell you where the house is or you find it by yourself.
- 9: Confront Arthur Bryce inside his house with his involvement with the cult
- 10: Talk to William to reveal your identity and get the key to the abandoned house
- 11: Find a new set of rules for the cult signed by Arthur Bryce on the desk and a note from Ragnar's father to his mother in a chest in the room upstairs in the abandoned house
 - CHOICE: May find the sword of Ragnar's father in the room to pick up.
 - CHOICE: Decide to talk to William before confronting Arthur again
- 10: Inform William about Arthurs real identity
 - CHOICE: Decide to take William and Thomas the guard with you to arrest Arthur
- 12: Meet Thomas in front of Arthurs house and get him to follow you
- 9: Confront and kill Arthurs when he resists arrest.
- 9: Talk to William to close the case about
- THE END

Example Route 2

1 → 2 → 3 → 4 → 1 → 5 → 7 → 9 → 10 → 11 → 9 → 10

- 1: Wake up in the Inn and talk to Gloriana downstairs to get knowledge of the murder in town
- 2: Find the body of Destrian Krea in the town square, search the body for the key to his house
 - CHOICE: Talk to William Cornwallis to get some background information
- 3: Find Destrian's diary in his house on the top floor in the chest
- 4: Get confronted by Thomas Leofrick when walking out the house
 - CHOICE: Piss Thomas off → Thomas won't cooperate anymore, no information
- 1: Talk to Gloriana in the Inn to find out that Josef was a friend of Destrian
- 5: Speak to Josef in front of the store, suggests nightly meeting (starting from 9pm) behind the church
- 7: Meeting with Josef after 9pm, he tells you everything he knows about the cult and tells you that Arthur Bryce is the leader
- 9: Confront Arthur Bryce inside his house with his involvement with the cult
- 10: Talk to William to reveal your identity and get the key to the abandoned house
- 11: Find a new set of rules for the cult signed by Arthur Bryce and a note from Ragnar's father to his mother in the room upstairs in the abandoned house

- CHOICE: May find the sword of Ragnar's father in the room to pick up.
 - CHOICE: Decide to confront Arthur again without talking to William first!
- 9: Confront Arthur again and kill him finally.
 - CHOICE: Find conclusive proof on Arthurs body
- 10: Inform William about Arthurs real identity, let him know you killed Arthur and close the case.
- THE END

Example Route 3

1 → 2 → 1 → 3 → 4 → 5 → 6 → 7 → 4 → 9 → 10 → 11 → 9 → 10

- 1: Wake up in the Inn and talk to Gloriana downstairs to get knowledge of the murder in town
- 2: Find the body of Destrian Krea in the town square, search the body for the key to his house
- 1: Ask Gloriana to find out where Destrian's house is
- 3: Find Destrians diary in his house on the top floor in the chest
- 4: Get confronted by Thomas Leofrick when walking out the house
 - CHOICE: Earn Thomas trust → Thomas suspects Josef Doran to be the killer
- 5: Speak to Josef in front of the store, suggests nightly meeting (starting from 9pm) behind the church
 - CHOICE: Decide to talk to the guard
- 6: Go talk to the guard at the town gate
 - CHOICE: Decide to take the guard with you to the meeting, he suggests to meet you at Destrian's house at 9 to walk to the meeting with Josef together
 - CHOICE: Decide to not pick up the guard for the meeting
- 7: Meeting with Josef – let Josef convince you that he is innocent and get to know that Arthur Bryce is the leader of the secret cult
 - CHOICE: Let Josef convince you he is innocent
 - CHOICE: Go talk to the guard after the meeting with Josef
- 4: Talk to the guard (that is waiting for you) at the victims house to let him know you talked to Josef already
- 9: Confront Arthur Bryce inside his house with his involvement with the cult
- 10: Talk to William to reveal your identity and get the key to the abandoned house
- 11: Find a new set of rules for the cult signed by Arthur Bryce and a note from Ragnar's father to his mother in the room upstairs in the abandoned house
 - CHOICE: Decide to confront Arthur again without talking to William first!
- 9: Confront Arthur again and kill him finally.
 - CHOICE: Find conclusive proof on Arthurs body
- 10: Inform William about Arthur's real identity, let him know you killed Arthur and close the case.
- THE END

Technical

We started by picking an area for the village to be based in. We decided on the exterior around weye that was used during the tutorials listed on the class website. We picked exactly where the village should go. We cleared out all existing items in that area ie. Trees ,rocks etc. We flattened the area and retextured the ground so it was all the same texture of Grass. We picked 6 cells that should contain the village itself. We deleted some other items in the surrounding area so that they would not be visible from the village. We then began building the village itself. We decided what the main buildings we needed would be and began searching for them in oblivion. We found an abandoned house in Anvil which we based the abandoned house in the village on. We copied the props it used to appear abandoned and used them in the village ie. Pieces of wood, moss etc. We found a church exterior in Gottlesfont priory that would work well in a small village. We then went through the various cities and decided on which houses to use throughout the village. We decided on using mostly upper and middle class houses from chorrol. We then looked through the game for a blacksmith that was visibly a blacksmith from the exterior but there was none so we took some things from the interior of a blacksmith eg. Forge and placed it outside the house exterior we had chosen to be our blacksmiths. We then also took a sign from one of the blacksmiths in game and placed it outside the door. We then placed the house exteriors around the village as we needed. We then began working on the wall of the village. We searched through oblivion to find walls that were a suitable look and height for a small village. We found ICHStoneWall that was the perfect size for what we needed. We created a square wall around the village using those walls. We then decided that we wanted something in the corners of the walls and began searching for something suitable. We found some large towers that were used in the chorrol fighters guild and placed one in each corner. We then needed a gate for the town. We couldn't find one that looked natural so we took a gate from the castle in chorrol and scaled it down until it fit in with the walls. We then retextured areas of the town to create pathways throughout the village. We then needed something for the town square. Our initial idea was a fountain but they do not exist in Oblivion so we to use a statue from leyawiin and surround It in a circle with steps leading to it. We then added in the forest to the North of the village that young Ragnar escaped into using English oak trees.

We began concentrating on the interiors next. We needed 5 interiors, one for the inn, one for the abandoned home and three houses. We searched around for an inn interior that had a bar area and bedrooms so that it would fit our needs. We found an inn in Gotshaww that suited the village and linked the interior the exterior we had used. We searched around for a suitable interior for the abandoned house but the only one we could find was from the anvil abandoned house so we linked that to the exterior. For the three houses we used the three interiors that had linked to the exteriors we had chose and linked them up. We then deleted all current npc's from the interiors. We changed the interiors where we needed to ie. Set one of the rooms in the inn to be owned by the player and locked the other two rooms. We now had the basic interiors and exteriors completed for our village.

At this point we began splitting up the work between Cathal, Mark and Niklas and from this point on we had no contact from Eamonn. We created the key npc's that we needed for the start of the game which were Gloriana, Destrian and William. We placed them in the positions they would start the game in. We then created the quest AAMQ in the game, and set the conditions for it. We then created all of the quest stages and relevant journal entries that we believed we needed at this point. We added some extra stages and journal entries as we needed them. We then began working on starting the quest. We wanted the quest to start when the player slept in the bed in the inn so we created a script in the bed.

```

Scn startDaggerDark
    ref spell
    begin menumode
        if(GetStage AAMQ < 10)
    if ( IsPCSleeping == 1 && player.getincell SheastaInn == 1 )
        player.removeallItems
        player.additemns, "gold001", 200
        player.additemns, "archmagehood", 1
        player.additemns, "archmageRobe", 1
        player.additemns, "uppershoes01", 1
        player.additemns, "BackgroundInfo", 1
        player.addspellns, "aaattack"
        player.addspellns, "aaattack2"
        player.SetAV destruction, 100
        set spell to "aaattack"
        player.SetAV health, 100
        SelectPlayerSpell spell
        player.EquipItemns archmagehood 1
        player.EquipItemns archmageRobe 1
        player.EquipItemns uppershoes01 1
        setstage AAMQ 10
        wakeuppc
        set GameHour to 9
        endif
        endif
    end

```

If the player sleeps in the bed this script removes all current items, gives the player their clothes and some gold, gives the player some spells, equips the clothes and spells on the player, gives the player a book that contains the background information and pops the book up on screen, sets some of the players stats, sets the quest to the first stage, wakes up the player and sets the time to 9am. This script makes sure the player has everything needed to start the quest. Once we had this script working we began working on adding the sound that would wake the player up. We found an audio clip of a crowd online at <http://soundbible.com/tags-crowd.html> and decided on that. We added a script into a jug downstairs that would play the sound when it was stage 10 or stage 20, these stages are when the player is in the inn at the start of the game only

```

Scriptname CrowdSound
    Begin gamemode
    If (getstage AAMQ == 10 || getstage AAMQ == 20)
        PlaySound crowd
    Endif
    End

```



```

begin menumode
If (getstage AAMQ == 10 || getstage AAMQ == 20)
    PlaySound crowd
Endif
End

```

Our initial plan was it to be a 3d sound but we were unable to get that working so we stuck with a 2d version.

We then began working on the dialogue. We started by doing the dialogue for Gloriana, who is the inn keeper and the first main character the player can interact with. Her conversation begins on stage 10 and when the conversation starts it gets set to stage 20. The main purpose of her conversation is to tell the player that somebody was murdered in the town square this morning. She can also add some other useful information such as the fact that the guards have locked the gates so the player can't leave. The next thing we did was change Destrian so he has 0 health. so that we would be a dead body. We placed him in the town square. We then added a simple script that would check if the player left the inn without speaking to Gloriana or quits the conversation and it would set it to stage 30.

```

Scriptname DaggerStage30
Begin onload
if(getstage AAMQ == 10 || getstage AAMQ == 20)
    setstage AAMQ 30
Endif
End

```

We then created a key and linked it to the door to Destrian's house and then placed it in his body. We added a small script to the key that sets it to stage 40 when it is picked up

```

scn DaggerStage40
begin onadd
setstage AAMQ 40
end

```

We then added created two Generic npc's Alice Kung and Julia Threy and placed them and William Cornwallis in the town square gathered around the body of Destrian. We then added in the dialogue for William. In the dialogue William we will tell you who the victim is and where he lived, he can also tell the player about a family that was murdered in the village years ago. We then added dialogue for Gloriana in case the player spoke to her and not William. If you speak to her you can ask her who D.K. is and where he lived. After both of these dialogues stage 50 gets set. Next we created a journal for Destrian and added in the text into it. The journal was placed in Destrian's house. The journal tells the player about a cult in the village and how Destrian was planning on telling the player about what happened to his family. We added a script to the journal that makes it automatically pop up and when it is put down the stage is set to 60. It also changes the time to 5pm.

```

Scriptname DaggerStage60
int temp
int once
Begin onAdd
player.EquipItemns DestrianKreaJournal 1
set temp to 1
End

begin gamemode
if(temp == 1)

```

```

        if(once != 1)
        setstage AAMQ 60
        set gamehour to 17
        set once to 1
        endif
    endif
end

```

We then created Thomas Leofrick the town guard and placed him by the gate. We gave him a sword and a uniform. We added in Thomas's dialogue. His dialogue can go several ways, you can either earn his trust or make him dislike you. If you earn his trust he will tell you that he suspects Josef and if you don't earn his trust he will dislike you and tell you nothing and you will have to find information from a different source. A different stage is set depending on if you earned his trust or not which effects the rest of the game. After the player reads the journal and leaves Destrian's house there is a script in Thomas that teleports him in front of the Destrian's house. This script also makes Thomas automatically speak to the player.

```

begin gamemode
if(getstage AAMQ == 60)
    if(once != 1)
        thom.setpos x -3612
        thom.setpos y 60465
        thom.setpos z 1705
        thom.SetAngle z 90
        set once to 1
    endif
    thom.StartConversation player,Greeting
endif
end

```

After thomas's dialogue ends he is given an ai package that makes him walk back to his post by the gate. We then created Josef and placed him near the shop. We then added in Josef's dialogue. Josef's dialogue changes depending on if you earned Thomas's trust or not. The main points of the conversation irrespective of Thomas is that you mention the cult and he tells you that he can't speak about it here and that he wants to meet you behind the church tonight and talk to you about it there. We then went back to working on Thomas. If you earned his trust you can speak to him again at this point and tell him about the meeting. You have the option of inviting him along or going yourself. If you invite him along he is given an ai package that between 9pm and 6am he will walk over to meet you at Destrian's house before the meeting. Josef was also give an ai package so that between 9pm and 6am he would walk to the meeting spot behind the church. When the player speaks to Thomas while he is waiting he will follow the player to the meeting. We then began work on the meeting itself and the various ways it can go

There are 4 different ways that the meeting can go. There are 3 options for if you earned the guards trust and one for if you didn't. We added first the option for If you didn't earn the guards trust where you will speak to Josef and he will tell you how he is in the cult and that Destrian was his friend. He will then tell you that Arthur Bryce is the leader of the cult and that he wants justice for Destrian. We then added in one of the options for if you did earn the guards trust but went to the meeting without

Thomas. During the dialogue Josef will convince you that he is innocent even do you suspected him of the murder. It will then follow the same path of the previous option where you will find out that Arthur

Bryce is the leader of the cult. The other two options for the meeting took much longer for us to complete. The next option we worked on was if the other way the dialogue could go if you went to the meeting without Thomas after having earned his trust. If Josef doesn't convince you that he is innocent the dialogue escalates and the player tells Josef that he is taking him to Thomas. Josef refuses to go and attacks the player. The complicated part here was to ensure that the fight stayed in the graveyard and that the player couldn't bring the fight into the village. We initially planned on using an invisible wall that would be enabled when the combat started but we had some issues with that. The combat would start and the invisible wall would get enabled but it would have no collision for the player meaning the player could walk through the wall and Josef would be stuck inside of it. If you used the console to toggle collision and go back in through the wall and turn toggle collision back on, the wall would now have collision. To get the wall to have collision you had to pass through it and then it would work. We decided instead to use a gate that gets locked when the combat begins and unlocked once the player kills Josef. We also added a script into the dialogue that started the combat that auto saves the game before the fight in case the player dies and we popped up a message box telling the player how to use magic in case they are unfamiliar with the controls.

```
StartCombat Player
GraveDoor.lock
messagebox, "Press C to use your magic"
autosave
```

we then added a script to Josef that on his death unlocks the gate and sets it to the next stage.

```
begin ondeath
if(getstage aamq == 100)
  if(once2 != 1)
    setstage aamq 130
    GraveDoor.unlock
    set once2 to 1
  endif
endif
end
```

We then began working on the most difficult version of the meeting where you bring Thomas and arrest Josef. We had it so that Thomas would follow the player to the meeting. We added in the dialogue for if you bring Thomas where Josef asks why Thomas is there and then refuses to give the player any information. We then began working on the ai for the arrest itself. This took us a long time to get right because the ai kept breaking and doing things that didn't make sense ie. Josef has no ai package associated with him that would make him follow the player yet when the next stage gets set after the dialogue at this part he started following the player. What we eventually got working is that after the dialogue ends the next stage is set and Thomas and Josef are both given an ai package. Thomas's ai package gets him to travel to a house by the edge of the village and Josefs ai package makes him follow Thomas. When Josef reaches the house he is disabled and when Thomas reaches the house he is given a new ai package that gets him to walk back to his guard post. There is an item underneath the ground

that when both of them are close to it sets a global variable that activates Thomas's new ai and disables Josef.

Josef Script

```
begin gamemode
if(aajosefarrived == 1)
set josef to josefdoran
josef.disable
endif
end

begin gamemode
if(getstage aamq == 150)
if(once3 != 1)
set Josef to JosefDoran
Josef.addscriptpackage aathomasarrestjosef
Josef.evp
set once3 to 1
endif
endif
end
```

Thomas Script

```
begin gamemode
if(aajosefarrived == 1)
if(once8 != 1)
thom.addscriptpackage aathomguardpost
thom.evp
set once8 to 1
endif
endif
end

begin gamemode
if(getstage aamq == 150)
if(once3 != 1)
thom.addscriptpackage aajosefarrested
thom.evp
set once3 to 1
endif
endif
end
```

Item Setting Global Variable

```
scn aasetvariable
begin gamemode
if(getdistance jose < 100)
set aajosefarrived to 1
endif
end
```

We then added ai to Josef so that if he gave you the information we would walk back to outside of the store. We then had to find a way to give the player the information if they killed or arrested Josef. We decided to use the town drunk. We started by adding in his dialogue. His dialogue starts with him

wanting a drink, eventually he lets the player know that he is a member of the cult and that if the player gets him a drink he will tell the player what they want to know. We then worked on the mini-quest of getting the drink for Donald. The player can either steal a drink from outside of the blacksmiths house or go by a drink from Gloriana at the inn. We added in the dialogue for Gloriana and a small script that would take gold from the player and give them a drink.

```
player.additem, "DrinkBeer", 1  
player.removeitem, "gold001", 3
```

We then finished adding the dialogue for Donald where he would tell the player that Arthur Bryce is the leader of the cult and the player would give Donald the drink. We also added a script that would let Donald mention the fact that you killed Josef if you took that path

```
if ( getstagedone aamq 130 )  
    AddTopic AADAboutJosef  
endif  
setstage aamq 180  
player.removeitem, "DrinkWine0Cheap", 1
```

We then needed to ensure that the player speaks to Donald so began working on a script that would place him by the church. We did this by disabling the version of Donald who is at the bar, placing a new version of Donald behind the player and then teleporting him to the exact spot we wanted him to be at. We then added a script that makes Donald talk to the player.

```
begin gamemode  
if(getstage aamq == 130 || getstage aamq == 150)  
    if(once != 1)  
        set don to Donald  
        don.setpos x -2662  
        don.setpos y 59019  
        don.setpos z 1704  
        don.setangle x -166  
        set once to 1  
        don.StartConversation player,Greeting  
    endif  
endif  
end  
  
begin gamemode  
if(getstage aamq >= 130)  
    pubdon.disable  
endif  
end
```

We then had a problem where Donald would talk to the player while standing in the middle of the gate and the player wouldn't be able to get past so we added a script that once the player speaks to him Donald is given an ai package that just makes him walk out of the way

```
begin gamemode  
if(getstage aamq == 160)  
    if(once2 != 1)
```

```

        set don to Donald
    don.addscriptpackage aamovedonoutofway
    don.evp
    set once2 to 1
    endif
    endif
end

```

We then added ai to Thomas for if the player told Thomas to meet them at Destrians but went to the meeting without them anyway so that he would walk back to his guard post

```

        begin gamemode
    if(getstagedone aamq 110 && getstage aamq >= 130 && AAThomasWaitedForNothing
        == 1)
        if(getstage aamq != 220)
            if(once4 != 1)
    thom.addscriptpackage aathomguardpost
        thom.evp
        set once4 to 1
        endif
        endif
        endif
    end

```

We then created Arthur and placed him in his home. We then added dialogue to Arthur. In the dialogue for Arthur the player asks him about the cult and accuses him of being involved in Destrian's murder. Arthur denies any involvement and says that William the town elder will vouch for him seen as he has been a member of the village for years. Once the dialogue is done the next stage is set. We then added in ai to William so that at stage 60 he would walk back to his house. We then began adding dialogue to William. When the player talks to Arthur they then go speak to William. If they haven't spoke to William before they will introduce themselves and William will tell them about the player. William will vouch for Arthur, he will then find out Ragnar is the child who escaped, he will then talk about the incident and give ragnar the key to the abandoned family of his home. We then created the key that William gives the player and linked it to the abandoned house.

```

    player.additem, "LothbrokKey", 1

```

We then created two letters to be placed in the family home. One letter is the new rules for the cult send from Arthur to Ragnar's parents, the other letter is from Ragnar's father to his Ragnar's mother telling her they are leaving the village. We added scripts into both letters so that when they are both read the next stage is set. We also added a script that makes the letters pop up.

```

    Scriptname aafoundletter2
        short once
        begin onadd
    player.EquipItemns AAleaving 1
        if(aafoundletter == 0)
            set aafoundletter to 1
            set once to 1
    Messagebox, "I wonder what else I can find here"
        endif
    if(aafoundletter == 1 && once != 1)

```

```

        set aafoundletter to 2
        endif
    end

    begin gamemode
    if(aafoundletter == 2)
        setstage AAMQ 210
    endif
    end

```

We then added a sword into the house called John's sword that the player can pick up for the future fight if they would rather use that than the magic. After leaving the family home the player has two options, they can go speak with William or go straight to Arthur themselves. We created the option of going to Arthur by yourself first. We started by adding in Arthurs Dialogue. In the dialogue the player accuses Arthur again and he denies it at first but after the player tells them what they found Arthur admits to it. Arthur then attacks the player. There is a script in Arthur that when the combat starts the game autosaves in case the player dies during the fight. A message also pops up telling the player how to use magic.

```

        StartCombat Player
        messagebox, "Press C to use your magic"
        autosave
    
```

We then placed a note in Arthur that is from him to the other cult members where he talks about killing Destrian because he was going to tell the player about what they did to your family. We then added a script into Arthur that sets it to the next stage when he dies and pops up a message box suggesting the player searches Arthurs body

```

        scn aaarthurdead
        begin ondeath
        if(getstage aamq == 220)
            setstage aamq 230
        endif
        if(getstage aamq == 210 || getstage aamq == 215)
            Messagebox, "I should check to see if Arthur has anything on him"
            setstage aamq 240
        endif
    end

```

We then began working on the option where you speak to William first. We started by adding William's dialogue. In his dialogue you tell him what you found. There is a script that gives William the letters you found.

```

        player.removeitem, "AAleaving", 1
        player.removeitem, "aanewrules", 1
    
```

Once you get through Williams dialogue he tells you that we will go arrest Arthur and that we will meet Thomas at Arthur's house. There is a script that makes William follow you when the dialogue ends.

```

        setstage aamq 220
        addscriptpackage aafollowpc
        set AAThomasWaitedForNothing to 0
        evp
    
```

We then began working on Thomas's ai which took us a while to get working. When it gets set to stage 220 Thomas is teleported to outside Arthurs house, then Thomas is given an ai package that makes him walk a meter away and wait there. This was done so that Thomas would stay there, otherwise when he was teleported a different ai package would begin when it shouldn't. We also added a script that would make him speak to the player when the player got close

```

        begin gamemode
    
```

```

        if(getstage aamq == 220)
            if(once5 != 1)
                thom.setpos x -8525
                thom.setpos y 61032
                thom.setpos z 1704
                thom.SetAngle z 0
            thom.addscriptpackage aathomasstay
                set once5 to 1
            endif
        endif
    end

    begin gamemode
        if(getstage aamq == 220)
            if(getdistance player <= 800)
                if(once6 != 1)
                    thom.StartConversation player,Greeting
                        set once6 to 1
                    endif
                endif
            endif
        end
    end

```

We added dialogue to Thomas so that when he spoke to the player he starts following the player

```

        begin gamemode
            if(aathomfollowpc == 1)
                thom.addscriptpackage aafollowpc
                    thom.evp
                endif
            end
        end

```

We then added in the dialogue for Arthur for when Thomas and William are with you. The dialogue here is pretty much the same as the dialogue for if you go by yourself. Arthur denies it at first and then admits and attacks the player. When Arthur attacks the player both William and Thomas are given an ai package that makes them stop following the player and walk to the door to ensure that the player doesn't hit them during the fight.

```

        begin gamemode
            if(aastartcombat == 1)
                if(getstage aamq == 220)
                    thom.addscriptpackage aafixthomas
                endif
            endif
        end

        begin gamemode
            if(getstage aamq == 220)
                if(aastartcombat == 1)
                    set will to aawilliamcornwallis
                    will.addscriptpackage aafixwilliam
                endif
            endif
        end

```


When the player kills Arthur, a new stage is set. We then added dialogue for William for both outcomes from Arthurs death. If the player killed Arthur by himself the player has to tell William what happened and show him either the letters from the family home or the letter found on Arthur

```
player.removeitem, "aadealtwith", 1
```

When this dialogue ends this part of the game ends. We then began improving aspects of the game etc. We first added in 4 generic npcs into the inn. We gave two of the npc's an ai package that makes them sit down in the inn. We then worked on creating generic conversation for all of our npc's. We made a separate quest AAMQGeneric to use for all of our generic conversation. We gave every npc several unique statements each that they could say to the player when they speak to them. We then created two more npc's Bob Brunger and Urgot Hammelin. Both of these were added to add some light humour to the game. They both were given mini-quests and dialogue that don't effect the actual main quest and are optional for the player to do.

We started with Bob's quest. He is a 15 year old living in the village. He is waiting by the abandoned home and wants to come in with the player because he is bored. The player tricks him so he doesn't have to bring him into the house by telling him there are sweets by the inn. When the player speaks to him again, Bob is annoyed because the player lied to him, then the player lies again and says that they meant to say there are sweets at the church. Bob will then run to the church. If the player speaks to him by the church they player will convince him that there are sweets there but he will have to wait until it is open.

Urgot is also an outsider to the village. The player can speak to him several times throughout the game. Urgot is friendly to Ragnar and wants them to stick together seen as they are both outsiders and people might suspect them. The player has several different options during the dialogue with urgot and can do things like tell Urgot that the villagers are coming for him which causes him to run and hide behind one of the houses.

We then added ai to the two generic npc's that are in the town square to make them wander around the village. We then began working on improving the aesthetics of the village. We added several deer into the forest above the village. We added lots of trees, bushes and rocks etc. around the village. We added in butterflies around the green areas of the village. We then downloaded TES4Gecko and ran it on our file. This added in lip files and silent mp3's for all of our dialogues. We then finally added in Quest markers where we felt they were needed.

Locations

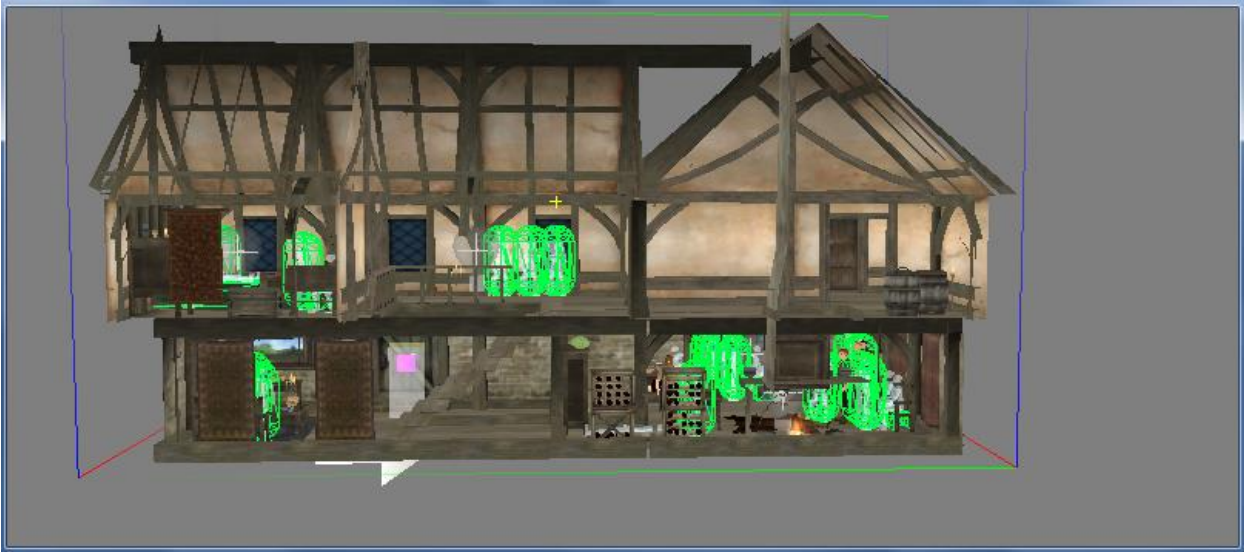
TulachSheasta, TulachSheasta2, TulachSheasta3, TulachSheasta4, TulachSheasta5, TulachSheasta6

TulachSheasta4 -2,14



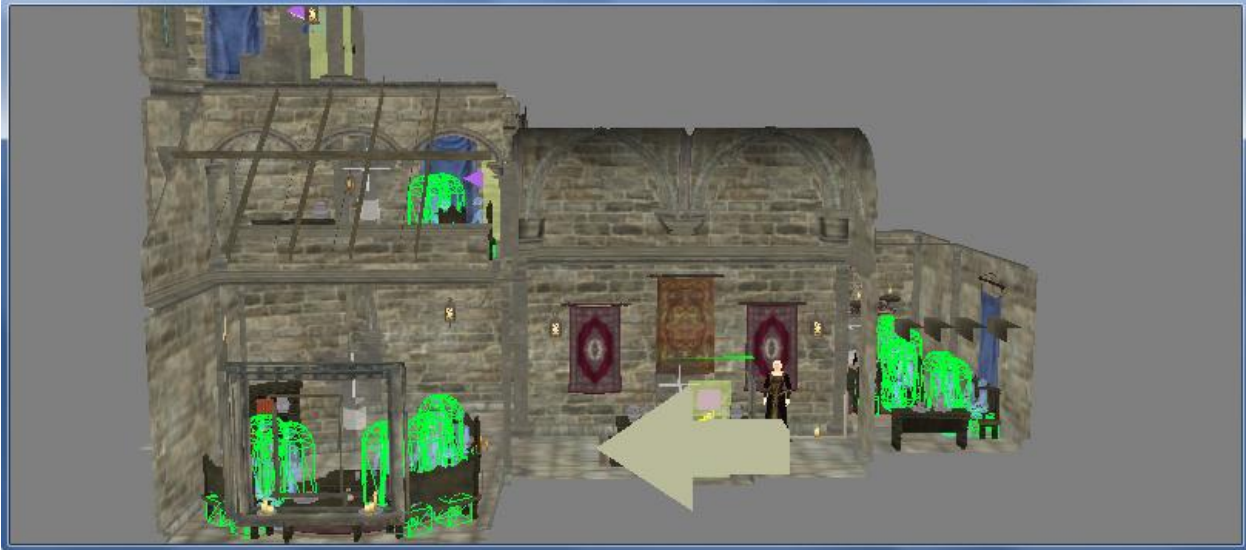
SheastaInn = GotshawInn

SheastaInn



WillamCormwallissHouse = ChorrolVilenaDontonsHouse

WilliamCormwallissHouse



ArthurBryceshome = ChorrolFrancoisMotierresHouse

ArthurBryceshome



DestrianKreasHouse = ChorrolAlbericLittesHouse



Quests

There is only one quest in a dagger in the dark. This is the main quest which is started once the player sleeps in the bed in the Sheasta Inn. There are many ways to complete this quest and as such some of the stages set out below may not be available to the player depending on some of the choices they make in game. Some of the stages could even be skipped without affecting the storyline giving the player many ways to complete the game. This is a list of the stages and of the journal entries that appear during each specific stage.

Stage 10: The player character, Ragnar Lothbrok wakes in the Sheasta inn. There a scripts programmed in that set the players stats and equip his robes and a spell which the player can use in combat situations. There are sounds of people shouting coming from downstairs in the inns common room.

Journal; What are those noises? I better find someone who knows what's going on.

Stage 20: After Ragnar speaks to Gloriana Brom who is the proprietor of the Sheasta Inn, She will tell him that there was someone murdered in the town during the night and that the body is in the town square. Ragnar could also just walk straight outside without talking to anyone.

Journal; Someone has been murdered in the town square. I should go see what happened

Stage 30: Ragnar will find the victim's body and some villagers nearby in the town square. He will have to search for clues and ask the villagers to try and figure out what happened. When Ragnar searches the victim's body he will find a key with the engraving "D.K." on it.

Stage 40: Ragnar will have to talk to the villagers, especially William Cornwallis the town elder and Gloriana Brom to find out that victims name is Destrian Krea and where his house is. William also mentions the fact that there was a family murdered many years ago but that one child of the family managed to escape.

Journal; A key with an engraving "D.K." - would that be the key to the victims house? Maybe some of the villagers can tell me more

Stage 50: Ragnar must search Destrian Krea's house for clues. There is a diary that Destrian kept upstairs in a chest which reveals that he was a member of a secret cult and that this cult killed Ragnar's family all those years ago. Destrian wanted to warn Ragnar about the danger he was in returning to the village.

Journal; Destrian Krea. That matches the engraving on the key. Maybe I can find something in his house that helps me solve the murder. At some point I should tell the town elder that I am the lost son, but I have to resolve this murder first.

Stage 60: Ragnar will be confronted by Thomas Leofrick, the town guard, as he leaves Destrian's house. Ragnar may or may not earn his trust in the ensuing conversation.

Journal; A cult! So they are responsible for the death of my family. Destrian must have tried to warn me and was killed because someone found out.

Stage 70: If Ragnar earns Thomas's trust, Thomas will tell Ragnar that he suspects Josef Doran to be Destrian's murderer.

Stage 80: If Ragnar didn't earn Thomas's trust, he won't get any information from him. Ragnar will have to ask around town for some more clues as to what to do. Gloriana Brom will tell Ragnar that Josef Doran was a friend of Destrian and that the player should talk to him.

Stage 90 and Stage 100: Ragnar meets Josef Doran in front of the town store and tries to get information about the cult. Josef refuses to talk to Ragnar about the cult and the murder in public and tells Ragnar to meet him in the graveyard behind the church that night. The conversation with Josef will change depending on if the player is trusted by Thomas.

Journal(if Thomas's trust is earned); Thomas suspects Josef Doran to be the killer. That would mean he is involved with the cult as well... I better go find him.

Journal(if Thomas distrusts Ragnar); That Thomas guy does not trust me. I better be careful around him. I should find someone else to get information from.

Stage 110: Ragnar speaks to Thomas at his post near the gate. Ragnar can ask Thomas to come to the meeting with Josef. This stage is optional.

Journal; Josef is involved with the cult – maybe Thomas was right and he did it. He wants to meet me behind the church tonight. I don't know whether that's safe. I might get the guard to come with me.

Stage 120: Ragnar meets Josef in the graveyard. Josef tells him that Arthur Bryce is the leader of the cult and that he had Destrian killed.

Journal; Josef refused to talk to me about the cult in public... He knows something about it though and wants to meet me behind the church tonight.

Stage 130: Ragnar meets Josef in the graveyard without going to Thomas. Ragnar believes him to be the murderer and kills Josef in combat.

Journal; Josef is involved with the cult – maybe Thomas was right and he did it. He wants to meet me behind the church tonight. I don't know whether that's safe. I might get the guard to come with me.

Stage 140: Ragnar meets Josef in the graveyard. Ragnar believes him to be the murderer but Josef is able to convince Ragnar of his innocence. He reveals that Arthur Bryce is the real Leader of the cult.

Journal; Josef is involved with the cult – maybe Thomas was right and he did it. He wants to meet me behind the church tonight. I don't know whether that's safe. I might get the guard to come with me.

Stage 150: Ragnar and Thomas meet with Destrian behind the church. Josef doesn't trust the guard and won't tell them anything to do with the cult. Thomas arrests Josef.

Journal; I'll meet Thomas at the victims' house tonight and we'll head to the church together to meet Josef.

Stage 160: If Ragnar did learn about Arthur Bryce from Josef then Donald will approach him and ask him for a drink and in return he'll tell you about the cult.

Journal(if Josef was arrested); Josef won't bother anyone anymore. I wonder whether he was really responsible for the murder though...

Journal(if Josef was killed); Josef won't be a problem anymore. To some degree I doubt he really was the murderer.

Stage 170: Ragnar buys a drink for Donald.

Journal; Donald claims to have knowledge about the murder. I might give it a shot and buy him a beer.

Stage 180: Ragnar gives Donald his drink and in return he reveals to Ragnar that Arthur Bryce is the leader of the cult.

Journal; Now back to that drunkard to see what he knows.

Stage 190: Ragnar confronts Arthur about his involvement in the cult. He denies any knowledge of the cult says that the town elder, William Cornwallis will vouch for him.

Journal(if Ragnar spoke to Donald); Donald says that Arthur Bryce is the leader of the secret cult. Not sure how much that information is worth, but I'll better go find that Arthur guy to find out.

Journal(if Josef convinces Ragnar that he's innocent); The guard was wrong about Josef. Josef told me that Arthur Bryce is the leader of the cult and that he also murdered Destrian. I'll have to find him. Maybe he was also involved with the murder of my family.

Journal(if Ragnar trusts Josef); Arthur Bryce is the leader of the secret cult. I should go find his house and find out whether he killed Destrian and my family.

Stage 200: Ragnar goes to see William who finally recognizes Ragnar as the missing Lothbrok child. He gives Ragnar the key to his family's abandoned home. He also tells Ragnar that he trusts Arthur Bryce.

Journal; Arthur denied everything and says the town elder William Cornwallis would vouch for him. I do not trust that guy. I'll check back with William.

Stage 210: In his family's home Ragnar finds a letter from Arthur Bryce signed as the new leader of the cult. He also finds a note from his Father to his mother stating that they were going to run away from the cult.

Journal; Now my identity is no longer a secret. William trusts Arthur, so maybe he is innocent and I am on the wrong track. I'll see what I can find in my family's home.

Stage 220: Ragnar informs William about Arthur's true identity and his involvement in both murders and presents evidence to back up his accusation. William, Thomas and Ragnar go to arrest Arthur.

Journal; My parents were in the cult?! They must have decided to leave it and got killed because someone found out. So Arthur really is the leader of the cult! He is responsible for this! I will put him to justice, with or without William's approval.

Stage 230: Ragnar, Thomas and Josef confront Arthur with the evidence. Arthur resists arrest and is killed by Ragnar.

Journal; We will put Arthur to justice. I'll meet William and Thomas in front of Arthur's house.

Stage 240: Ragnar confronts Arthur alone with the new evidence. Ragnar kills Arthur in combat.

Stage 250: If Ragnar and Thomas tried to arrest Arthur, then William accepts him as a member of the community.

Journal; I did it. The remaining cult members are still out there though...

Stage 260: If Ragnar chose to confront Arthur alone, then he returns to William to tell him what happened and give him the evidence that proves Arthur was guilty.

Journal; I did it. The remaining cult members are still out there though

Npc's



William Cornwallis

Initial location: Town Square

Location after stage 60: WilliamCornwallisHouse

Race: Nord

Based on: Created From Scratch

Role: Town Elder

Importance: One of the Main Characters

Description: William is the town elder who the player first meets in the town square as one of the people gathered around the body of Destrian.



Urgot Hammelin

Initial Location: Town square opposite side of other Npc's

Race: Wood elf

Role: Visiting the village

Importance: A humorous side character

Description: Urgot was also passing through the village when the murder occurred. He is friendly towards the player but nervous in case people suspect him. He offers some optional dialogue that adds some humor to the game

Thomas Leofrick



Main Location: Town gate

Race: Nord

Role: Town Guard

Importance: One of the main characters

Description: Thomas is the young but hard-working guard. If the player earns his trust he will be an important help in the solving of the murder.



Mira Cornwallis

Location: WilliamCormwallisHouse

Race: Nord

Role: William's wife

Importance: Generic NPC

Description: Mira is William's wife. She is just a generic conversation. Her dialogue shows that she is worried for William and the stress he must be under

Julia Threy



Location: Town Square

Race: Nord

Role: Generic Npc

Description: Just a Generic Npc that is gathered around the body of Destrian. Once Destrian's body is gone she just wanders around the village

Josef Doran



Location: Town Store

Race: Nord

Role: Member of the village

Importance: One of the main characters

Description: Josef is one of the older members of the village. He is extremely important in the player's investigation. Depending on the player's choices Josef could be the first person they believe to be the murderer or he could point them towards William



Grace Bradshaw

Location: Sheasta inn

Race: Nord

Role: Generic Npc

Description: Grace is a generic npc who is found in the inn talking with other npc's.

Gloriana Brom



Location: Sheasta inn

Race: Nord

Role: Innkeeper

Importance: One of the main characters / information character

Description: Gloriana is the local innkeeper. She runs the inn that Ragnar spends the night in and is one of the first characters Ragnar interacts with. She plays an important role throughout the game, giving Ragnar information when he doesn't find it from other sources.

Eamonn O' Neill



Location: Sheasta inn

Race: Nord

Role: Generic Npc

Description: Eamonn is another Generic Npc found in Sheasta inn talking to other NPC's

Donald



Location: Sheasta inn

Race: Nord

Role: Town Drunk

Importance: One of the main Characters

Description: Donald is a member of the cult and the town drunk. He is usually found in the inn but if the player arrests or kill Josef, Donald will be found outside beside the church. He gives the player information if they don't get it from Josef.

Destrian Krea



Location: Town square up until stage 60

Race: Vampire

Role: Murder Victim

Importance: The game is based around Destrian

Description: A member of the secret cult who was murdered because he was planning on telling Ragnar the truth about his family

Claire Lehane



Location: Sheasta inn

Race: Nord

Role: Generic Npc

Description: Claire is another Generic Npc found in Sheasta inn talking to other NPC's



Arthur Bryce

Location: ArthurBrycesHome

Race: Nord

Role: The main villain and leader of the cult

Importance: One of the main characters

Description: Arthur is the leader of the secret cult and is responsible for the death of Ragnar's family and of Destrian. He is a trusted member of the village and friends with William

Alice Kung



Location: Town square

Race: Nord

Role: Generic NPC

Description: Alice is a Generic NPC gathered in the town square around Destrian's body who wanders around the village once the body is removed

References

| | | |
|---------------------------|-------------------------|---------------------------|
| Ungrddoor | ChorrolLoadDoorMiddle01 | CommonLightOrageShadow512 |
| Grapes | Grapes | NorthMarker |
| ChorrolLightSoftYellow300 | MCBench02B | MCChair05LR |
| MCChair02L | MCBench02B | MCChair01F |
| MCBench01BR | MCChair04F | MiddleTable06 |
| MCStool01F | MCChair01F | MCChair05LR |
| MCBench02F | MCSingleBed03R | MiddleShoes02 |

| | | |
|-------------------------------------|-------------------------------------|-------------------------------------|
| MCDoubleBed03LR | Book3ValuablePrincessTalaraV5 | Book2CommonRealBarenziahV2 |
| Book2CommonRealBarenziahV1 | Book2CommonBookofDaedra | Book2CommonManualSpellcraft |
| Book2CommonFundamentalsofAlchemy | Book3ValuableArgonianAccountBook2 | Book1CheapBriefHistoryoftheEmpireV4 |
| Book1CheapBriefHistoryoftheEmpireV3 | Book1CheapBriefHistoryoftheEmpireV2 | Book1CheapBriefHistoryoftheEmpireV1 |
| Book1CheapGuideChorrol | CommonLightYellow256 | ChorrolLightSoftYellow300 |
| CandlestickFloor04Fake | CandlestickFloor03Orange256 | CrateClutterMiddle03 |
| MiddleCupTan01 | MiddleCupTan01 | MiddleClassPewterknife01 |
| MiddleClassPewterPlate02 | MiddleClassPewterFork01 | MiddleTankardTan01 |
| MiddleTankardTan01 | MiddleCupTan01 | MiddleBowlTan01 |
| MiddlePlateTan02 | MiddlePlateTan02 | MiddleShoes01 |
| LecternClutter01 | Quill01 | Quill01 |
| Inkwell01 | MiddleBookshelf01 | MiddleTapestry03 |
| MiddleTapestry03 | MiddleMetalUrn1 | MiddleTable06 |
| Pumpkin | DrinkWine2TamikaGood | CandlestickFloor02Off |
| WallSconceTriple01Fake | Candlestick01Fake | CandleFat03Fake |
| CandleFat01Orange128 | WallSconceTriple01Fake | CandlestickFloor04Yellow128 |
| CandleFat02Fake | CandleFat01Fake | CandleFat01Fake |
| CandleFat01Fake | CandleFat02Fake | CandleFat01Fake |
| MiddleMetalTankard003 | DrinkWineTamikaGood | Corn |
| ClothBolt02 | MiddleMetalTankard001 | MiddleMetalTankard004 |
| MiddleMetalBowl | MiddleMetalGoblet | MiddleMetalGoblet |
| MiddleMetalGoblet | MiddleMetalGoblet | MiddleMetalPlate |
| MiddleMetalPlate | MiddleMetalPlate | LowerClassBowl03 |
| MiddleClassPewterknife01 | MiddleClassPewterFork01 | MiddleClassPewterSpoon01 |
| MiddleClassPewterknife01 | MiddlePlateTan02 | MiddlePlateTan01 |
| SackOpenClutterMiddleGrain01 | MiddleMetalGoblet | MiddleMetalPlate |
| MiddleTapestry03 | MiddleTapestry03 | MiddleTapestry03 |
| MiddleClassRugSquare02 | MiddleShelf03 | MiddleMetalPlate |

| | | |
|------------------------|-----------------------------|------------------------------|
| MiddleMetalGoblet | MiddleMetalBowl | BarrelClutterMiddle04 |
| MiddleBowlTan03 | DrinkWine1SurilieGood | Middlewinerack02 |
| Middlewinerack03 | CupboardFoodMiddle | MiddleBench03 |
| MiddleBench01 | MiddleTable03 | FireWoodgrate |
| DisplayCaseRed02Door | MiddlePlateTan02 | MiddlePitcherTan02 |
| CheeseWedge | MiddleUrnTan01 | MiddleUrnTan02 |
| MiddleCupTan02 | MiddleCupTan02 | MiddlePitcherTan03 |
| MiddleCupTan02 | MiddleBowlTan01 | CrystalBall01 |
| Chandelier04Fake | MiddleShoes02 | FoldedCloth01 |
| FoldedCloth03 | UpperSilverGoblet01 | UpperSilverGlass01 |
| MiddleClassRugOval01 | MiddleMetalTankard004 | CandlestickFloor01Fake |
| CandlestickFloor03Fake | CandlestickFloor03Fake | MiddlePaintingChorrolCath01a |
| SackClutterMiddle01 | SackClutterMiddle01 | WallSconceTriple01Off |
| WallSconceTriple01Fake | WallSconceTriple01Fake | MiddlePitcherTan02 |
| CandleFat01Fake | Candlestick02Fake | CandleFat02Fake |
| Candlestick03 | CandlestickFloor01Orange256 | MiddlePlateTan02 |
| Candlestick03 | CandleFat02Fake | Candlestick02Fake |
| CandleFat01Fake | WallSconceTriple01Off | Candlestick01Fake |
| Candlestick01Fake | Candlestick01Fake | CandleFat02Fake |
| CandleFat03Fake | CandleFat01Fake | CandlestickFloor03Fake |
| MiddleMetalTankard001 | MiddleMetalTankard001 | 02 |
| MiddleMetalTankard001 | BroomFarm01 | MiddleBowlTan02 |
| SackClutterMiddle03 | SackClutterMiddle01 | SackClutterMiddle01 |
| MiddleCupTan01 | MiddlePlateTan01 | MiddlePitcherTan01 |
| MiddleBowlTan03 | FoldedCloth05 | FoldedCloth03 |
| FoldedCloth02 | ClothBolt03 | ClothBolt01 |
| MiddleBench02 | MiddleStool01 | MiddleBookshelf01 |
| CupboardClothesMiddle | MiddleBench01 | MiddleTable07 |
| BearSkinRug01 | FabricRack01 | ChorrolHouseMiddle04Interior |

| | | |
|-------------------------------------|------------------------------------|-------------------------------|
| | | |
| Onion | Onion | Onion |
| Sweetcake | Pear | Flour |
| Flour | AnvilLCdoor01 x 3 | ArenaEbonyLongsword |
| BlackberryBush x 2 | ChorrolHouseMiddle06 | ChorrolHouseMiddle08 |
| ChorrolHouseUpper04 | ChorrolloadDoormiddle01 | Creaturedeerbuck x 3 |
| Creaturedeerdoe x 4 | ICHStoneWall01 X 200 | ICStreetligh01fake x 3 |
| Landscapreivy02 x 20 | Landscape misc butterfly01 | Rockgreatforest045moss |
| Rockgreatforest085moss | Rockgreatforest1125fglmoss | Shrubelderberry |
| Shrubvinemaplesu | Treeenglishoakfreesu x 4 | Treeenglishokayounsu |
| Wood02 x 6 | Wood03 x 8 | Anvildockstart01 |
| Anvilshutter01 | Chorrolfightersguild01tower x 4 | Chorrolhousemiddle07 |
| Duncrate01broken x 2 | Treeenglishoaksaplinsu | Wood01 x 5 |
| Wood08 x 2 | Chorrolhousemiddle03 | Chorrolhouseupper03 |
| Chorrolloaddoorupper03 | Xmarker x 5 | Chorrol housemiddle03 |
| Chorrolhouseupper03 | Chorrolloaddoorupper03 | Activatorflamenode1 x 3 |
| Anvil01 | Anvilcdoor01 x 2 | Callipers01 |
| Castlegetchorrol01 | Chorrolhousemiddle01 | Chorrolhousemiddle09 |
| Chorrolloaddoorupper03 | Doganvilfg | Drinkmead |
| Forgered256pulse | Jmrcok08 | Jmrock09 |
| Jmrock10 | Jmrock11 | Landscapemiscbutterfly01 x 2 |
| Landscapemiscbutterfly02 x 2 | Mcbench01lr | Middlechestbrokenbottom02 |
| Repairhammer x 2 | Shrub elderberry x 15 | Signfireandsteel |
| Signnovaroma | Statueleyawiin01 | Treecircle01 |
| Anvilclcdoor01 | Chorrolhousemiddle04 | Chorrolloaddoormiddle01 |
| Chorrolloaddorruupper03 | Icobelisk02 | Ictombstone01 |
| Ictombstone02 | Ictombstone03 | Ictombstone04 |
| Ictombstone05 | Jmrock04 | Leyawiinfightersgate |
| Leyawiinfightersrailing | Lilypadflower 01 x 2 | Priorychapel01 |
| Shrubvinemaplesu | Chorrolhousemiddle09 | Chorrolhouseupper02 |
| Chorrolloaddoorupper02 | Chorrolloaddoorupper03 | Rockwestweald02 |
| Rockwestweald03 | Activatorflamenode4 | Barrelfoodmiddle |
| Barrelingredientscommon | Bearskinrug01 | Breadloaf x 4 |
| Broadsheet01Assassination | Candlefat01yellow256 | Candlefat02orange128 x 2 |
| Candlestickfloor01orange256 x 2 | Carrot x 5 | Cheesewedge x 4 |
| Chestcluttermiddle02 | Chorrolldoormiddleanim02 x 2 | Chorrolhousemiddle02interior |
| Chorrolinteriorhousemiddle02innwall | Commonlightblue200 x 3 | Commonlightblue256 |
| Commonlightorange300 | Cupboardclothesmiddle | Deskcluttermiddle02 |
| Drawercluttermiddleclothing03 | Drawercluttermiddleclothing03empty | Drinkwine0cheap x 10 |
| Drinkwine1suriliegood x 30 | Drinkwine2tamikagood x 8 | Farmhousedoor01 |
| Firelogpile01 | Foldedcloth01 | Foldedcloth04 |
| Forochbed | Gottshawguardchair | Gothshawinnrentbed |
| Gottshawintrentdoor | Lambscconcedark01fake | Lettuce x 3 |
| Loweclassmug01 x 3 | Lowerclasspitcher01 | Lowerclassplate01 x 2 |
| Mcbench01bltrt x 3 | Mcbench01fall | Mcchair03f |
| Mcchair03r | Mchair05lr x 3 | Mcdoublebed02lr |
| Mcsinglebed01l | Middlebookshelf03 | Middlebowltan02 x 2 |
| Middleclasspewterbowl01 | Middleclasspewtercup02 | Middleclasspewtercup04 |
| Middleclasspewterfork01 | Middleclasspewterknife01 | Middleclasspewtermug03 x 2 |
| Middleclasspewterpitcher01 x 4 | Middleclasspewterplate01 x 7 | Middleclasspewterspoon01 |
| Middleclasspewtervase01 | Middleclasspewtervas02 | Middleclasspewter03 |
| Middleclasspewterplanter01 | Middleclasspewter02 x 3 | Middleclasspewterplanter03 |
| Middleclassrugcircle01 | Middleclassrugoval01 | Middleclassrugrectangle01 x 2 |

| | | |
|-------------------------------------|-------------------------------------|--------------------------------------|
| Middlecupred01 | Middlecupred02 x 2 | Middlecuptan02 x 2 |
| Middlegoblzettan01 x 3 | Middlemetalbowl | Middlepaintingfarmhouse01c |
| Middlepaintingforest01a | Middlepaintingforest02c | Middlepaintingforest03c |
| Middlepitchertan03 | Middletable01 x 2 | Middletable06 x 2 |
| Middletable07 x 2 | Middletapestry05 x 4 | Middletapestry05a x 2 |
| Middletapestry10 x 2 | Middletapestry13a | Middletapestry17 x 3 |
| Middlewinerack01 | Middlewinerack02 | Middlewinerack04 |
| Northmarker | Potato x 3 | Sheastabench |
| Wallsconceptriple01orange256 x 2 | Watermelon x 2 | Anvilldoor01 |
| Anvilldooranim01 | Anvilchouse01interior | Apple |
| Book2commonthievesguildmythormenace | Breadloaf | Cavedustamb300 x 2 |
| Cavedustamp500 | Cgratpassive x 2 | Cheesewedge |
| Cobweb01 | Cobweb02 | Cobweb03 |
| Cobweb04 | Cobweb05 | Corn |
| Cupboardfoodlower | Deskclutterupper01 | Dunbarrel01 |
| Dunbarrel01pile | Duncrate01broken x 5 | Duncrate01pieces x 2 |
| Duncrate02pile | Dunhay | Inkwell01 |
| Lcchair02l | Lcstool01b | Lowerclassbed01 |
| Lowerclassbowl02 | Lowerclasschair01 x 2 | Lowerclasschair02 |
| Lowerclasscup01 | Lowerclassknife01 | Lowerclassplate01 |
| Lowerclassrug02 | Lowerclassspoon01 | Loweclassstable03 |
| Lowermugtan01 | Lowerpitchertan01 | Northmarker |
| Quill01 x 4 | Radish x 3 | Wood01 x 3 |
| Wood02 x 2 | Wood03 x 3 | Wood04 |
| ChorrolLoadDoorMiddle01 | Arthur | BarrelFoodHigh |
| BarrelFoodHigh | Book1CheapBiographyofBarenziahvl | Book1CheapBiographyofBarenziahvll |
| Book1CheapBiographyofBarenziahvlll | Book1CheapBiographyofBarenziahvIv | Book1CheapBreifHistoryoftheEmpirev1 |
| Book1CheapBreifHistoryoftheEmpirev2 | Book1CheapBreifHistoryoftheEmpirev3 | Book1CheapBreifHistoryoftheEmpirev4 |
| Book1CheappGuideChorrol | Book2CommonDarkestDarkness (x2) | Book2CommonFrontierConquest |
| Book2CommonGalerionTheMystic | Book2CommonIstunondsCosmology (x2) | Book2CommonManualArms01 |
| Book2CommonManualMixedUnitTactics | Book2CommonManualSpellcraft | Book2CommonMorrowindImperialProvince |
| Book2commonMysteriousAkavir | Book2CommonRealBarenziahV1 | Book2CommonRealBarenziahV2 |
| Book2CommonRealBarenziahV3 | Book2CommonRealBarenziahV4 | Book2CommonRealBarenziahV5 |
| Book3ValuableArgonianAccountsBook4 | Book3ValuableMadnessofPelagius | Book4RareBrothersofDarkness |
| Book4RareMysticism | Breadloaf | Broadsheet01Assassination |
| Candelabrum01 | Candelabrum03 (x2) | CandleFat01 (x3) |
| CandleFat01Fake (x2) | CandleFat01Off (x3) | CandleFat01Yellow256 |
| CandleFat02 (x2) | CandleFat02Fake (x3) | CandleFat02Off (x2) |
| CandleFat03 | CandleFat03Fake | CandleSkinny01Off(x3) |
| CandlestickFloor01Yellow256 (x3) | CandlestickFloor03Fake | Chandelier01Fake(x5) |
| ChandelierHangingRod02 (x5) | CheeseWheel | ChestClutterUpper (x2) |
| ChestClutterUpperSame01 (x4) | ChestClutterUpperSame02 | ChestJewelryUpper01 |
| ChorrolHouseUpper03Interior | ChorrolLightSoftYellow512 (x2) | ClothBolt01 |
| CommonLightOrangeShadow400 | Corn (x6) | CrateClutterMiddle04 (x2) |
| CrumpledPaper2 | CupboardClothingUpper | CupboardFoodMiddleDrinks |
| DeskClutterUpper01 | DisplayCaseGreen01Door | DisplayCaseGreen02Door |
| DrawerClutterUpper (x2) | DrawerClutterUpperClothing01 | DrinkAle |
| DrinkMead | DrinkWine0Cheap (x15) | DrinkWine1SurilieGood (x18) |

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|-----------------------------------|----------------------------------|-----------------------------------|
| DrinkWineTamikaGood (x22) | DrinkWineTamikaBest | FirePlaceRack01 |
| FoldedCloth01 (x2) | FoldedCloth02 | FoldedCloth03 |
| Gem4Sapphire (x3) | Hourglass01 | Inkwell |
| LampSconce01Yellow256 | Lettuce (x4) | LowerThatchbasket02 |
| MCBench02F | MCStool01B | MCStool01L |
| MCStool01R | MiddleBookshelf01 | MiddleBowlTan01(x4) |
| MiddleClassPewterknife01 | MiddleClassPewterMug02 | MiddleClassPewterSpoon01 (x2) |
| MiddleClassRugRectangle01 | MiddlePaintingFarmhouse01c | MiddlePaintingForest01 (x3) |
| MiddlePaintingLandscape01 (x2) | MiddlePitcherTan01 | MiddleShelf03 (x2) |
| MiddleTable02 (x2) | MiddleTankardTan01 (x3) | MiddleTapestry02 (x4) |
| Middlewinerack04 (x4) | MotierreDoorRef | MotierreFleeRef |
| MotierreLockMarker | Mutton | NorthMarker |
| PotionCyrodiilicBrandy | Pumpkin (x3) | Quill01 (x2) |
| RedwortFlower | SackClutterMiddle01 (x4) | SackClutterMiddle02 |
| SackOpenClutterMiddleGrain01 | ShelfDrawersClutterMiddleGrain01 | UCBench01b |
| UCBench02Frtlt (x2) | UCChair01F (x2) | UCChair04L (x2) |
| UCChair04R | UCDoubleBed05LR | Ungrddoor (x2) |
| UpperBookShelf02 | UpperBookShelf03 (x2) | UpperBowlCeramic01(x2) |
| UpperClassPlanter01 | UpperClassRugCircle01 (x7) | UpperClassRugRectangle02 (x3) |
| UpperPants04 | UpperScales01 (x3) | UpperShirt07 |
| UpperShoes01 | UpperShoes02 | UpperSilverBowl01 (x2) |
| UpperSilverBowl02 | UpperSilverCarafe01 (x1) | UpperSilverFork01 (x3) |
| UpperSilverGlass01 (x3) | UpperSilverGoblet01 (x6) | UpperSilverKnife01 (x3) |
| UpperSilverPitcher01 (x3) | UpperSilverPlate01 (x7) | UpperSilverSpoon01 (x3) |
| UpperSilverTankard01 (x7) | UpperSilverUrn01 (x4) | UpperSilverUrn02 (x2) |
| UpperTable03 (x2) | UpperTable07 | UpperTable08 (x4) |
| UpperTapestry17a (x2) | WallSconceTriple01Fake (x3) | WeapSilverDagger |
| WeapSilverShortswordFine | XMarker (x2) | AAMiraCornwallis |
| Apple (x2) | BarrelClutterMiddle04 | BarrelFoodHighSame (x2) |
| Book1CheapGuideAnvil | Book1CheapGuideBrama | Book1CheapGuideCheydinhal |
| Book1CheapGuideImperialCity | Book1CheapGuideLeawiin | Book1CheapGuideSkingrad |
| Book1CheapReportDisasterLonith | Book2CommonDarkestDarkness | Book2CommonFundamentalsofAlchemy |
| Book2CommonRealBarenziahV1 | Book2CommonRealBarenziahV2 | Book2CommonRealBarenziahV3 |
| Book2CommonRealBarenziahV4 | Book2CommonRealBarenziahV5 | Book3ValuableArgonianAccountBook2 |
| Book3ValuableArgonianAccountBook4 | Book3ValuableFeyfolkenII | Breadloaf |
| CandleFat01Fake (x2) | CandleFat01Yellow128 | CandleFat02Fake (x2) |
| Candlestick01Fake (x2) | Candlestick03 (x3) | CandlestickFloorEvil04Fake |
| Chandelier01Fake | ChandelierHangingRod01 | CheeseWheel (x2) |
| ChestHouseTreasuryLower01 | ChorrolHouseUpper02Interior01 | ChorrolLoadDoorUpper01 |
| ChorrolLoadDoorUpper02 | ChorrolLoadDoorUpper06 (x2) | CloudedFunnelCap |
| CommonLightOrange128 (x3) | CommonLightYellow256 | Compensationlight01R256 (x2) |
| Crabmeat (x4) | CrateClutterMiddle02 | CupboardFoodUpper |
| CupboardFoodUpperDrinks | DrinkWine1SurilieGood (x7) | DrinkWine2TamikaGood (x2) |
| DrinkWine3SurillieBetter | DrinkWine5SurilieBest | FoldeCloth04 |
| LampSconce02Yellow128 (x4) | LampSconceDark01Fake (x2) | Lettuce |
| MiddleClassRugSquare02 | MiddlepaintingLandscape01c | MiddleTapestry03 (x6) |
| Middlewinerack03 | NorthMarker | Pear (x7) |
| Pumpkin (x2) | SackClutterMiddle01 (x3) | SackClutterMiddle03 (x2) |
| sackOpenClutterMiddleGrain01 (x4) | Strawberry (x3) | UCChair01F (x2) |
| UCChair03LR (x3) | UCChair05F (x2) | UCChair05R (x6) |
| UpperBookShelf01 | UpperBookShelf03 | UpperBowlCeramic01 |
| UpperClassRugCircle01 | UpperClassRugRectangle02 (x3) | UpperSilverBowl01 (x3) |
| UpperSilverCarafe01 (x3) | UpperSilverFork01 (x5) | UpperSilverGlass01 (x12) |
| UpperSilverGoblet01 (x10) | UpperSilverKnife01 (x5) | UpperSilverPitcher01 (x4) |
| UpperSilverPlate01 (x15) | UpperSilverPlateCandles01 (x2) | UpperSilverSpoon01 (x5) |
| UpperSilverTankard01 (x4) | UpperSilverUrn01 (x3) | UpperSilverUrn02 (x5) |

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|-------------------|----------------------|-------------------|
| UpperSilverVase01 | UpperTable04 | UpperTable06 (x4) |
| UpperTable07 (x3) | UpperTable08 | UpperTable09 (x4) |
| UpperTapestry01 | UpperTapestry02 (x3) | |