# AU Implementation Mystic Assignment NPC

## Marlinsvik: Caechabhu

*Voicetype: FemaleYoungEager*

Physical Appearance:

A reachwoman (so technically a breton) of around 20 years old with ear-length blonde hair and a facial tattoo that is one of the more elegant varieties. She is equipped with a bow and arrows, and a set of hide armor with no helmet.



Bio:

Despite her reachman heritage, she is originally from Solitude, and is used to a life of luxury and creature comforts. That said, she is diligent and works hard to support herself. She moved to Marlinsvik and took up hunting as a temporary measure to earn and save up on funds. She has a dog named Nabuco who follows her around constantly. She offers vendor services as a fletcher, selling bows and arrows.

Residence: 2. Caechabhu's house

A small farmhouse. Inside are arrows, a spare bow, and animal parts such as hides, and some cooked meat served up on the table. There is one bed for Ceachabhu. Outside the house is a tanning rack.

Associated Quests:

None

Schedule:

0:00-6:00: Sleep

6:00-8:00: Breakfast

8:00-14:00: Patrol near the village

14:00-18:00: Use the tanning rack and sandbox outside her house

18:00-20:00: Eat dinner inside

20:00-22:00: Sandbox inside

22:00-0:00: Sleep

Greetings

* [initial] The name's Caechabhu. Talk to me if you need any hunting supplies.
* Looking for a bow and arrows? I can gear you right up.
* All wildlife is fair game, but try to leave enough for me.

Farewells

* Remember me if you find yourself without arrows, okay?
* The day's over before you know it.

Dialogue

1. **What have you got for sale?**
   1. <generic Fletcher barter dialogue>
2. **Tell me about the villagers.**
   1. Other than me, there's Jerome and Wiske. And that old kook, Gaubelin.
   2. Truth be told, I only moved here from Solitude last year, so I don't know them all that well.
      1. **You're from Solitude?**
         1. [proud] Yep. I may be a reachwoman, but the capital's my home.
         2. Only problem is, living there is outrageously expensive. And my lifestyle wasn't exactly cheap.
         3. I thought I'd strike out on my own out here to make some gold and go back in a stronger position after a few years. Maybe even buy property.
         4. But it really hasn't been working out like I'd hoped. I guess I might go back sooner than planned.
            1. **Will you manage to stay afloat as a huntress in the city?**

If that's a problem, I can always ditch the hunting gig and go back to sewing. Or milling grain. Or grooming horses.

I've pretty much done it all. Name anything that can make me money and I can probably figure it out.

[flippant] Like with hunting! Shooting things isn't complicated.

[emphasis on 'won't'] But I won't steal. If it makes the world a worse place, then I'm not interested. Enough scumbags around as it is. [back to options]

* + - * 1. **[MISS] What do you miss the most from Solitude?**

Oh, you know. The usual. Sights and sounds. Nice clothes. Not smelling like troll buttocks every day.

**Is that really all? (Persuade) [easy]**

[success] [exasperated] Okay, you got me. I want another boyfriend.

[''] Back in Solitude, I had a whole list of suitors lined up. But here, there isn't even a single candidate!

[''] [defiant] Shooting deer is nice and all, but it doesn't make up for all the boredom. I'm sorry. [lock MISS] [back to root]

[failure] I'm pretty sure I covered the gist of it, yeah. [back to options]

**Fair enough.**

That's right. [back to root]

1. **You've found yourself a nice dog.**
   1. Sure did! I found Nabuco when he was just a small pup. He was so adorable that I couldn't help but keep him.
   2. Who knew he'd turn out so useful as a hunting companion? [back to root]