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# Arcane University Implementation Test Claim

## Scribe Level Quest: Put a Ring on It

Summary:

The player meets a woman at the Dead Man's Drink in Falkreath who claims to be a member of a noble family, but needs a family ring to prove that claim. The healer who attended her dying uncle stole the ring off the uncle's body and then fled to South Brittleshin Pass, hoping to escape to Whiterun.

Player goes to the dungeon. Finds and fights mage. Loots dungeon. Returns to NPC with ring. Gets reward.

Dramatis Personae:

***Ruta Sword-Keeper***: Nord woman, middle-aged. She wears fine clothes and speaks like a noble.

***Gavril***: Young Breton male, shifty-eyed. Wears scruffy mage robes.

Assets:

Sword-Keeper Ring: Vanilla ring

Locations:

Man's Drink in Falkreath

South Brittleshin Pass

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The quest is only available if Siddgeir is still Jarl of Falkreath.

At the Dead Man's Drink in Falkreath, the player may overhear **Ruta Sword-Keeper** muttering rather loudly to herself as she drinks her mead at a corner table. She has randomized barks:

* [mockingly quoting someone else] No idea who I am, he says. Never seen me before!
* [disgusted] Poor Uncle Henrik barely settled in the Hall of the Dead, and now this.
* No good, thieving, money-grubbing bastard! Calls himself jarlDead ! Hah!

When the player interacts with her, **Ruta** will say:

1. [combative; emphasis: you] [IdleTableDrinkEnter] What are you looking at, stranger?
   1. **Nothing at all. I just wondered if you were all right.**
      1. Now there's a good question. "All right." No, I can't say I'm all right. Haven't been all right in quite some time, if you want to know the truth.
      2. No, my friend. Everything is all wrong, and that's a fact.
         1. **Is there anything I can do to help?**
            1. [considering] Hmm. I could certainly use someone like you, someone who can get things done... efficiently. But can I trust you?
            2. I trusted Gavril, and look where that got me! But what choice do I have? [go to **STORY**]
         2. **That's too bad. I hope things get better for you soon.**
            1. You and me both! Anyhow, thanks for asking. [end dialogue] [quest locked]

**[STORY]**

1. **Why don't you tell me the problem, and then we'll see if I can fix it.**
   1. Agreed. Well, where to start. I'm Ruta Sword-Keeper, daughter of Bjarn Sword-Keeper, niece of Henrik Sword-Keeper.
   2. I can see by your blank expression that you have never heard of my family.
      1. **Should I recognize those names?**
         1. You're not from around here, so I suppose there's no reason why you should. But believe me, there are plenty of folks who do. [back to options]
      2. **Who are the Sword-Keepers?**
         1. [proud] Faithful and trusted subjects of the Jarls of Falkreath. Earned our family name in battle, six generations back.
         2. My family has had a freehold outside of Falkreath for hundreds of years. Rich land, prosperous. Too rich for the new Jarl, apparently.
            1. **[if player has not met Siddgeir] Who's the new Jarl?**

Don't you know? That pup Siddgeir sits on the jarl's throne. Pushed out old Dengeir. Said he was losing his wits.

All Siddgeir cares about is himself and enriching his coffers. [back to options]

* + - * 1. **Too rich for the Jarl?**

[bitter] Yes, the Jarl has his eye on the Sword-Keeper lands. My uncle Henrik just died, and Siddgeir wants to claim the family line died along with him.

If there are no heirs, he can seize the property and all the family assets for himself.

**But you're sitting right here, so clearly the line hasn't died out.**

And there's the crux of the problem. You see, Siddgeir knows I'm alive, but he won't recognize my claim to the inheritance. Not without the ring. [go to **RING**]

**Surely someone around Falkreath knows you're a Sword-Keeper.**

Oh, they know, but nobody wants to cross the Jarl. He's unpredictable and greedy. Vindictive, too. Not a good combination.

And there's the crux of the problem. You see, Siddgeir knows I'm alive, but he won't recognize my claim to the inheritance. Not without the ring. [go to **RING**]

**[RING]**

1. **Tell me about this ring.**
   1. The Sword-Keeper family ring has been passed down from father to son, mother to daughter. It belongs to the head of the family in each generation.
   2. Up until a few days ago, that was my Uncle Henrik. He'd been ill for some time, and a Breton healer showed up who said he could ease uncle's pain.
   3. I agreed to hire the man, but as soon as uncle died, he stole the ring and ran off. Last I heard, he was heading for Whiterun.
   4. [angry] Looking back on it, I'm certain Siddgeir is behind the theft. It's all just too convenient. And without the ring, I'll lose everything.
      1. **I'll get your ring back.**
         1. Do you think you can? I'd be most appreciative. And if I can prove my claim, I'll have plenty of gold to reward you for your efforts.
         2. I'm guessing the Breton thief is at South Brittleshin pass, hiding out with the bandits there. Be careful, they're a dangerous lot. [Objective granted: **Retrieve the Sword-Keeper ring**] [Quest granted: **Put a Ring on It**] [end dialogue]
      2. **Sorry, I'm not heading to Whiterun.** 
         1. No? I'm sorry to hear that. I guess I'll have to hire a mercenary to track the thief. But I'll get him, eventually. [end dialogue] [quest locked]

**Quest Objective:**

**< > Retrieve the Sword-Keeper ring**

A quest marker will appear on Gavril, in South Brittleshin Pass. When the player arrives, there will be regular dungeon enemies to deal with before reaching Gavril.

When the player finally locates him, **Gavril** will be immediately hostile and will attack with Destruction magic, principally fire spells. He will have the following barks:

* You'll regret coming here!
* You want a taste of my magic? Fine!
* You'll never make it out of here alive!

When he is dead, the player may loot his body for the Sword-Keeper Ring, as well as a mid-level Destruction spell tome and assorted leveled loot.

When the player collects the ring from Gavril's body, the objective **Retrieve the Sword-Keeper ring** will be marked complete, and a new objective will be granted: **Return the ring to Ruta.**

**Quest Objective:**

**<x> Retrieve the Sword-Keeper ring**

**< > Return the ring to Ruta**

A quest marker will show the location of Ruta Sword-Keeper, either in the tap room of the Dead Man's Drink or in one of the guest rooms. When the player interacts with her, **Ruta** will say:

1. [eager] Did you find the thief? Did you get my ring?
   1. **Yes, here it is. (Give ring) [Remove Sword-Keeper Ring]**
      1. [IdleTake] Oh, that's it! That's our family ring! I was afraid I'd never see it again. I didn't realize how much it meant to me until it was gone.
      2. [getting emotional] And not just for the family inheritance. I remember seeing my father wearing this when I was a small child. This brings back so many memories.
      3. Thank you, my friend. Here's a bit of gold for your trouble. Once I get that villain to recognize my claim, there will be more coming your way. [add 300 gold] [Objective completed: **Return the ring to Ruta**] [Quest completed: **Put a Ring on It**] [end dialogue]

One week after the quest is completed, a Courier will deliver a letter to the player, along with 1000 gold:

| My good friend.  Thanks to you, that upstart Siddgeir had no choice but to recognize my claim to the Sword-Keeper lands, since I was wearing the family ring. And he wasn't happy about it, I can assure you!  As promised, here is a reward befitting the head of the Sword-Keeper family. May the gods bless you.  Ruta Sword-Keeper |
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