

# O'Death

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Quest Title: O'Death

## Summary:

The player encounters an orc warrior. She tells the player that her stronghold has been taken over by a vengeful son of her murdered chieftain. When they travel to the stronghold, they find that all of the orcs have been brutally killed. After defeating the son in combat, the player will complete the quest by honoring the dead orcs.

## Dramatis Personae:

- Nahara: An Orc warrior in her early thirties who was exiled from her stronghold after refusing to marry the new chieftain. She wears heavy Orcish armor, wields a sword and shield, and has a shaved head
- Gor-Sha: A young Orc necromancer who killed his father to take control of his stronghold. He wears topless fur armor, uses destruction and conjuration magic, and sports white face paint covering self-inflicted scars.

When the player speaks with Nahara on the road she says:

1. You there! I've heard of you. Fight me honorably and allow me to rest easy. I want a good death, a glorious death.
  - 1.1. **Why do you want to die?**
    - 1.1.1. [\[If PC is not Orc\]](#) I was exiled from my stronghold. There's no purpose in an orc's life if she's clanless.
    - 1.1.2. [\[If PC is Orc\]](#) I was exiled from my stronghold. There's no purpose in an orc's life if she's claneless. I'm sure you know that well, kin.
    - 1.1.3. Now, will you fight me or should I find someone with more guts?
      - 1.1.3.1. **Why were you exiled?**
        - 1.1.3.1.1. [\[impatient\]](#) My chieftain was killed in combat and I refused to marry his treacherous son that did the deed.
        - 1.1.3.1.2. I would sooner die than lie with a coward that cohorts with devils. [\[unlock QUESTIONS\]](#) [\[unlock BOLSTER\]](#) [\[back to options\]](#)
      - 1.1.3.2. [\[Locked\]](#) [\[QUESTIONS\]](#) **Why would you have to marry the chieftain's son?**
        - 1.1.3.2.1.1. It's how things have always been done. The chieftain marries all the women in the stronghold and the lesser men must swear to celibacy.
        - 1.1.3.2.1.2. Eventually someone younger grows tired of the chieftain's reign and challenges him to a duel. If the challenger wins, he is named chieftain.

- 1.1.3.2.1.3. **[disgusted]** Normally, I would accept my new husband. I've had to before, but Gor-Sha is a filthy coward! The bastard called a demon to kill my husband!
      - 1.1.3.2.1.4. **[mournful]** So I was cast out for my dissent. None of my kinsmen would even speak to me as I left. [\[back to options\]](#)
    - 1.1.3.3. **[Locked] [QUESTIONS] Cohorts with devils?**
      - 1.1.3.3.1.1. **[disgusted]** Gor-Sha summoned a living block of ice during the duel. He lives only because his pet daedra protected him, not by the strength of his sword arm.
      - 1.1.3.3.1.2. He was always a strange boy, never a skilled fighter, nor a capable hunter. And I always felt his eyes on my back.
      - 1.1.3.3.1.3. But to resort to such filthy magic? I never thought one of my kinsmen would stoop so low. It's shameful. [\[back to root\]](#)
- 1.2. **I will grant you a good death.**
  - 1.2.1. **[if PC is Orc]** I'm honored that one of my own will send my soul home to Malacath. [\[end dialogue\]](#) [\[begin combat\]](#)
  - 1.2.2. **[if PC is not Orc]** **[if any PC weapon skill > 50]** **[calm]** Don't hold back. I certainly won't. [\[end dialogue\]](#) [\[begin combat\]](#)
  - 1.2.3. **[if PC is not Orc]** **[if any PC weapon skill < 50]** Are you sure you want to do this? Once we begin, there's no going back.
    - 1.2.3.1. **Actually, there's something I want to know.**
      - 1.2.3.1.1. Make it quick. [\[back to root\]](#)
    - 1.2.3.2. **I'm sure. Ready your weapon. (Attack)**
      - 1.2.3.2.1. Godspeed, stranger. [\[end dialogue\]](#) [\[begin combat\]](#)
- 1.3. **Your funeral, swine. (Attack)**
  - 1.3.1. **[calm]** I'm beyond petty insults, prepare to die. [\[end dialogue\]](#) [\[begin combat\]](#)
- 1.4. **[If PC is Orc] [ORC] You must return to reclaim your honor, sister.**
  - 1.4.1. **[frustrated]** By Malacath, you're right! I can't just stand idle while that milkdrinker destroys my home!
  - 1.4.2. Alright kin, you've inspired me. Someone has to put an end to this.
  - 1.4.3. **It hurts my pride to ask, but would you come with me? I don't think I can face him alone. Gor-Sha is a snake, but he's powerful.** [\[Unlock CHOICES\]](#) [\[Lock ORC\]](#) [\[back to root\]](#)
- 1.5. **[Locked] [BOLSTER] Maybe you should go back and challenge Gor-Sha.**
  - 1.5.1. **[uncertain]** No, I couldn't... It's not my place to challenge a chieftain. It would violate tradition.
    - 1.5.1.1. **I'll come with you. Together we can inspire change.**
      - 1.5.1.1.1. **[astonished]** By Malacath... you would do that? We've only just met.
      - 1.5.1.1.2. **Alright, stranger, you've inspired me.**

- 1.5.1.1.3. I am honored that you would fight at my side. [Quest granted: **O'Death**] [Objective granted: **Help Nahara avenge her husband**] [end dialogue]
- 1.5.1.2. **Sometimes you must break tradition to make a difference.**
  - 1.5.1.2.1. [frustrated] By Malacath, you're right! I can't just stand idle while that milkdrinker destroys my home!
  - 1.5.1.2.2. Alright stranger, you've inspired me.
  - 1.5.1.2.3. It hurts my pride to ask, but would you come with me? I don't think I can face him alone. Gor-Sha is a snake, but he's powerful. [Unlock CHOICES] [Lock BOLSTER] [back to root]
- 1.6. [Locked] [CHOICES] **I have your back, let's go.**
  - 1.6.1. I'm honored that you would fight at my side.
  - 1.6.2. Let's crush Gor-Sha's skull. [Quest granted: **O'Death**] [Objective granted: **Help Nahara avenge her husband**] [end dialogue]
- 1.7. [Locked] [CHOICES] **Actually, I have something else to handle. I'll meet you there.**
  - 1.7.1. [impatient] Are you serious? Fine, I'll mark the stronghold on your map. Don't keep me waiting! [Quest granted: **O'Death**] [Objective granted: **Help Nahara avenge her husband**] [place quest marker on Stronghold] [end dialogue]
- 1.8. [Locked] [CHOICES] **This seems like something you should do on your own.**
  - 1.8.1. [uncertain] I suppose you have a point. Very well, then. May your blade stay sharp, stranger. [end dialogue]

#### Quest Objective:

#### < > Help Nahara avenge her husband

*I encountered an orc warrior on the road. I agreed to help her avenge her husband. We'll travel to her stronghold and challenge the new chieftain.*

Unless the player told her that they have something else to do, Nahara will follow the player to the nearby Orc stronghold. Dead Orcs scatter the main path, blood stains the buildings and the dirt. There are ice crystals scattered about, and some of the corpses have been charred. Nahara is sickened at the destruction, as they walk she barks: "[grief stricken] He's killed them! He's killed all of them! Why would anyone do this, what point does this serve?"

When they reach the end of the road, Gor-Sha forcegreet from atop a hill:

1. I didn't think you'd have the courage to come back, Nahara. You're too late. After you refused me, the rest followed. I had to teach them a lesson.
  2. [grim] If you don't turn back, I'll do the same to you and your little friend.
- 2.1. This is the end for you, Gor-Sha. Nahara will defeat you in fair combat.**
- 2.1.1. [incredulous] Fair combat! The world isn't fair, it never has been. The ancient Nords stole Skyrim from the Falmer, the Thalmor brought the empire to its knees.
  - 2.1.2. My own people rejected me after I defeated my father by my own power. Don't talk to me about fairness!

- 2.1.3. [shouting] Was it fair when the other boys beat me because I was sick and frail? I had to sneak out at night to practice reading for fear of harassment!
- 2.1.4. Revolution is achieved with power, not fairness... . My father and the rest wouldn't listen, and they paid with blood!
  - 2.1.4.1. **Power should be used responsibly. (Persuade) [Hard]**
    - 2.1.4.1.1. [failure] [angry] I'm sick of all this talk!
    - 2.1.4.1.2. Show me how you use power, we'll see who's right when you're dead! [end dialogue] [start combat]
    - 2.1.4.1.3. [success] [regretful] By Malacath... I've gone too far... What have I done?
    - 2.1.4.1.4. Do with me as you see fit... I'm not worthy of mercy. [end dialogue]
  - 2.1.4.2. **I'll just kill you myself. (Attack)**
    - 2.1.4.2.1. [angry] I'm sick of all this talk!
    - 2.1.4.2.2. I'll just have to add your corpses to the pile. [end dialogue] [start combat]

If the player convinces Gor-Sha to surrender, he will walk down to meet the player. Nahara will bark: "[calm] Gor-Sha, you've ravaged our home, ruined our people. I sentence you to die." and beheads him. Otherwise, combat starts: Gor-Sha rants and raves atop the hill as a wave of skeletons attack the player and Nahara. When the first wave is defeated, undead orcs attack. One of the orcs wears heavy armor, wields an enchanted two-handed sword and is named "The Dead Chieftain." Once the orcs have been defeated, Gor-Sha will cry, "Enough!" and attack the player. Gor-Sha conjures a frost atronach and uses a bound sword and fireball to deal damage.

If Nahara dies in the fight, the quest fails and the stronghold will not be restored. [Quest failed: O'Death] [Objective failed: **Help Nahara avenge her husband**]

#### Quest Update:

##### <> **Help Nahara avenge her husband**

*Gor-Sha is defeated but Nahara fell in the skirmish. I hope she finds peace... This is what she wanted, after all.*

If Nahara is alive after Gor-Sha is killed, she will kneel at the bodies of her kin. When spoken to, she says:

1. [sad] They deserved better than this. Gor-Sha slaughtered them... How are they supposed to find peace?
  - 1.1. [CONDOLENCES] **I'm so sorry, Nahara.**
    - 1.1.1. Don't be. You helped me attain justice for my people.
    - 1.1.2. [disillusioned] Justice or no, the fact remains that I'm clanless... my life has no meaning. [lock CONDOLENCES] [unlock SUPPORT] [back to root]
  - 1.2. [Locked] [SUPPORT] **Your clan cast you out and paid for it. Now you can choose your own path.**

- 1.2.1. [thoughtful] I haven't thought about it that way before. My clan is gone, but I can honor them by rebuilding this place... by rebuilding my life.
- 1.2.2. Thank you, stranger. I think I know what I want to do now. There's much work to be done, but you will always have a warm bed here if you need one. [add 1000 gold] [Objective completed: **Help Nahara avenge her husband**]
- 1.2.3. There's one more thing I would ask of you, if you would allow me.
- 1.3. [Locked] [SUPPORT] [If PC is Orc] I'm clanless, too. There's more to life than the stronghold.
  - 1.3.1. [embarrassed] Malacath forgive me, that didn't even occur to me. You speak true, kin.
  - 1.3.2. You're on your own and yet you built a life of purpose and valor... So can I. Thank you for helping me to finally see this.
  - 1.3.3. There's much work to be done, but you are always welcome here, kin. [add 1000 gold] [Objective completed: **Help Nahara avenge her husband**]
  - 1.3.4. There's one more thing I would ask of you, if you would allow me.
    - 1.3.4.1. **Of course.**
      - 1.3.4.1.1. I would honor my kin. I understand they betrayed me... but they still deserve a proper burial.
      - 1.3.4.1.2. I need help gathering their bodies. We'll send them to Malacath on a great pyre. [add 1000 gold] [Objective gained: **Help Nahara honor her kin**] [end dialogue]

## QUEST UPDATE

### Quest Objectives:

<x> **Help Nahara avenge her husband**

<> **Help Nahara honor her kin**

*Nahara and I defeated Gor-Sha, but her people were all killed before we got there. Now we need to lay them to rest.*

The player will be prompted to pick up five orc bodies. Interacting with a body causes it to disappear. Once all five bodies have disappeared, the player can interact with a plot on the ground and a large pile of wood will appear. Using a fire spell or bashing it with a torch will cause the pyre to ignite. Nahara will stand a silent vigil by the pyre for 24 hours. [Objective completed: **Help Nahara honor her kin**] [Quest completed: **O'Death**].

## QUEST COMPLETED: O'Death

### Quest Objectives:

<x> **Help Nahara avenge her husband**

<X> **Help Nahara honor her kin**

*Now that her people have been laid to rest, I hope that Nahara will find some peace.*

Seven in-game days after the quest ends the stronghold will be restored to a livable state. People displaced by the war move in. Injured Imperial and Stormcloak soldiers rest in bedrolls and Nahara tends their wounds. Once per day when the player interacts with her, she will thank them and give them a random food item or potion.