

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
Arena	FormID: 0002991F	10	0	
ArenaDialogue	FormID: 000E0C91	10	0	If I wish to join the Arena faction as a combatant, I must speak with Owyn the Blademaster in the Arena Bloodworks.
ArenaDialogue	FormID: 000E0C91	20	0	I am now a combatant in the Arena faction. To arrange for a match, I must speak with Owyn in the Arena Bloodworks, in the Imperial City. After every match, I must speak to Owyn again to close out the match and receive any rewards earned. While I'm involved in any active matches, I will be unable to bet on any fights.
ArenaDialogue	FormID: 000E0C91	40	0	I am now an Arena Champion. There are no more standard matches left to fight. Instead, I must challenge the Grand Champion, Agronak gro-Malog, for his title.
ArenaDialogue	FormID: 000E0C91	50	0	I have defeated the Gray Prince and have been named the new Arena Grand Champion! Ysabel Andronicus told me to return to her after I've gotten some rest,
ArenaDialogue	FormID: 000E0C91	100	0	As Arena Grand Champion, I can fight in weekly matches against various creatures. All I need do is see Ysabel Andronicus in the Arena Bloodworks and tell her I'm
ArenaCGrandChampion	FormID: 0003D7B0	10	0	
ArenaCGrandChampion	FormID: 0003D7B0	10	1	
ArenaCGrandChampion	FormID: 0003D7B0	10	2	
ArenaCGrandChampion	FormID: 0003D7B0	10	3	
ArenaCGrandChampion	FormID: 0003D7B0	10	4	
ArenaCGrandChampion	FormID: 0003D7B0	10	5	
ArenaSpectator	FormID: 00028278	10	0	
ArenaSpectator	FormID: 00028278	10	1	
Charactergen	FormID: 0002466E	0	0	
Charactergen	FormID: 0002466E	0	1	Everyone at their places at Marker J.
Charactergen	FormID: 0002466E	0	2	Everyone in their places at marker G, waiting for player. (stage 56)
Charactergen	FormID: 0002466E	0	3	Set everyone in their places waiting at Marker F
Charactergen	FormID: 0002466E	0	4	Set everyone to their places in Room B, ready to head for Marker F
Charactergen	FormID: 0002466E	0	5	Set everyone in their places for player to enter room B
Charactergen	FormID: 0002466E	0	6	Set everyone to their places for Ambush A
Charactergen	FormID: 0002466E	5	0	
Charactergen	FormID: 0002466E	6	0	
Charactergen	FormID: 0002466E	9	0	
Charactergen	FormID: 0002466E	9	1	TEMP: Valen Dreth done talking. Trigger start of Emperor conversation.
Charactergen	FormID: 0002466E	10	0	
Charactergen	FormID: 0002466E	12	0	

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Charactergen	FormID: 0002466E	12	1	DEBUG: Renote reaches marker A. Start conversation with Glenroy.
Charactergen	FormID: 0002466E	13	0	
Charactergen	FormID: 0002466E	14	0	
Charactergen	FormID: 0002466E	15	0	
Charactergen	FormID: 0002466E	15	1	TEMP: Stage 15. Glenroy opens door and enters cell.
Charactergen	FormID: 0002466E	16	0	
Charactergen	FormID: 0002466E	16	1	TEMP: Stage 16: Emperor notices player
Charactergen	FormID: 0002466E	17	0	
Charactergen	FormID: 0002466E	17	1	DEBUG: Stage 17: Emperor approaches player
Charactergen	FormID: 0002466E	18	0	
Charactergen	FormID: 0002466E	18	1	DEBUG: Stage 18: Renote to secret wall switch
Charactergen	FormID: 0002466E	19	0	
Charactergen	FormID: 0002466E	19	1	DEBUG: Stage 19: Secret wall is open
Charactergen	FormID: 0002466E	20	0	
Charactergen	FormID: 0002466E	20	1	DEBUG: Stage 20: Renote arrives at marker C
Charactergen	FormID: 0002466E	22	0	
Charactergen	FormID: 0002466E	22	1	DEBUG: Stage 22: Trigger start of ambush
Charactergen	FormID: 0002466E	23	0	
Charactergen	FormID: 0002466E	23	1	
Charactergen	FormID: 0002466E	23	2	DEBUG: Assassins finish package to reach floor marker.
Charactergen	FormID: 0002466E	24	0	
Charactergen	FormID: 0002466E	26	0	DEBUG: All assassins are dead.
Charactergen	FormID: 0002466E	26	1	
Charactergen	FormID: 0002466E	27	0	
Charactergen	FormID: 0002466E	27	1	DEBUG: Stage 27: Start Baurus/Glenroy conv
Charactergen	FormID: 0002466E	28	0	
Charactergen	FormID: 0002466E	28	1	DEBUG: Stage 28: Baurus waiting to warn player not to follow
Charactergen	FormID: 0002466E	29	0	
Charactergen	FormID: 0002466E	29	1	DEBUG: Stage 29: Baurus finished warning player, head out.
Charactergen	FormID: 0002466E	30	0	
Charactergen	FormID: 0002466E	30	1	TEMP: Glenroy waiting at Marker D
Charactergen	FormID: 0002466E	32	0	
Charactergen	FormID: 0002466E	32	1	TEMP: Player triggers Emperors group to enter room B
Charactergen	FormID: 0002466E	34	0	

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Charactergen	FormID: 0002466E	36	0	
Charactergen	FormID: 0002466E	38	0	
Charactergen	FormID: 0002466E	40	0	
Charactergen	FormID: 0002466E	40	1	TEMP: Player triggers Glenroy to react
Charactergen	FormID: 0002466E	42	0	
Charactergen	FormID: 0002466E	43	0	
Charactergen	FormID: 0002466E	44	0	
Charactergen	FormID: 0002466E	45	0	
Charactergen	FormID: 0002466E	50	0	
Charactergen	FormID: 0002466E	52	0	
Charactergen	FormID: 0002466E	52	1	TEMP: 52 Glenroy reaches marker F
Charactergen	FormID: 0002466E	54	0	
Charactergen	FormID: 0002466E	54	1	TEMP: 54 Player near Marker F
Charactergen	FormID: 0002466E	56	0	
Charactergen	FormID: 0002466E	56	1	TEMP: 56 Glenroy reaches marker G
Charactergen	FormID: 0002466E	58	0	
Charactergen	FormID: 0002466E	59	0	
Charactergen	FormID: 0002466E	60	0	
Charactergen	FormID: 0002466E	62	0	
Charactergen	FormID: 0002466E	62	1	TEMP: 62 Emperor reaches marker H
Charactergen	FormID: 0002466E	64	0	
Charactergen	FormID: 0002466E	65	0	
Charactergen	FormID: 0002466E	66	0	
Charactergen	FormID: 0002466E	67	0	
Charactergen	FormID: 0002466E	68	0	
Charactergen	FormID: 0002466E	68	1	TEMP: 68 Emperor reaches marker J
Charactergen	FormID: 0002466E	70	0	
Charactergen	FormID: 0002466E	71	0	
Charactergen	FormID: 0002466E	72	0	
Charactergen	FormID: 0002466E	73	0	
Charactergen	FormID: 0002466E	74	0	
Charactergen	FormID: 0002466E	74	1	
Charactergen	FormID: 0002466E	76	0	
Charactergen	FormID: 0002466E	80	0	

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Charactergen	FormID: 0002466E	84	0	
Charactergen	FormID: 0002466E	85	0	
Charactergen	FormID: 0002466E	85	1	TEMP: 85: Baurus is supposed to kneel next to Emperor here.
Charactergen	FormID: 0002466E	86	0	
Charactergen	FormID: 0002466E	86	1	TEMP: 86 Baurus finished mourning Emperor
Charactergen	FormID: 0002466E	87	0	
Charactergen	FormID: 0002466E	88	0	
DAAzura	FormID: 000146A2	10	0	I have been told by Azura's followers that an offering of glow dust, obtained from a will-o-the-wisp, is needed to summon the Daedra. The statue should be approached at dawn or dusk. [You must be level 2 to begin this quest.]
DAAzura	FormID: 000146A2	20	0	When Azura was summoned, she told me the tale of her followers who trapped themselves in the Gutted Mine. She wishes me to find them and kill them, releasing them from their vampiric existence. Azura will unseal the mine so I may enter.
DAAzura	FormID: 000146A2	30	0	I have killed all of the vampires in the Gutted Mine. I should return to the shrine.
DAAzura	FormID: 000146A2	100	0	Azura thanked me for allowing her followers the peace of death. She rewarded me with Azura's Star.
DABoethia	FormID: 000146A3	10	0	I have been told by one of Boethia's followers that in order to summon the Daedra, I must give a daedra heart as an offering to the statue. [You must be level 20 to begin
DABoethia	FormID: 000146A3	20	0	Boethia has told me that I am to participate in the Tournament of Ten Bloods. When I am ready, I should enter the nearby portal to Oblivion, and I will be sent to one of his realms for the battle.
DABoethia	FormID: 000146A3	30	0	I have defeated all of Boethia's followers in the Tournament of Ten Bloods. I should speak once more with the Daedra Lord.
DABoethia	FormID: 000146A3	100	0	Boethia was pleased with my performance in the Tournament of Ten Bloods. He has rewarded me with the enchanted sword, Goldbrand.
DAClavicusVile	FormID: 000146A4	10	0	One of Clavicus Vile's worshippers has told me that in order to summon the Daedra, an offering of 500 gold must be given to the statue. [You must be level 20 to begin
DAClavicusVile	FormID: 000146A4	20	0	When I gave my offering at the Shrine of Clavicus Vile, the Daedra Lord told me about Umbra, and how he wishes me to return to him the Umbra Sword. I should
DAClavicusVile	FormID: 000146A4	30	0	Barbas, the Hound of Clavicus Vile, has spoken to me through the figurine that appeared in my pack. He tells me that returning the Umbra Sword to Clavicus Vile is a mistake, likely to cause great ruin to Vile's domain.
DAClavicusVile	FormID: 000146A4	40	0	I've been told that Umbra was once a resident of Pell's Gate, but now has left. Some claim to have seen her recently near the Vindasel Ruins.

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DAClavicusVile	FormID: 000146A4	45	0	I have met the one called Umbra and been offered a choice: stay and fight, or leave
DAClavicusVile	FormID: 000146A4	47	0	I have chosen to leave Umbra in peace. I should return to the Shrine of Clavicus Vile and make my decision known to the Daedra Lord.
DAClavicusVile	FormID: 000146A4	50	0	I have retrieved the Umbra Sword.
DAClavicusVile	FormID: 000146A4	100	0	Clavicus Vile appreciated my efforts. He has taken the Umbra Sword and rewarded me with the Masque of Clavicus Vile.
DAClavicusVile	FormID: 000146A4	105	0	Clavicus Vile was not pleased that I elected not to return to him the Umbra Sword.
DAHermaeusMora	FormID: 000146AF	10	0	A man has told me that Hermaeus Mora wishes for me to visit his shrine.
DAHermaeusMora	FormID: 000146AF	20	0	Hermaeus Mora wishes for me to gather for him ten souls, one of each of the races.
DAHermaeusMora	FormID: 000146AF	30	0	I've captured the soul of an Argonian.
DAHermaeusMora	FormID: 000146AF	31	0	I've captured the soul of a Breton.
DAHermaeusMora	FormID: 000146AF	32	0	I've captured the soul of a Bosmer.
DAHermaeusMora	FormID: 000146AF	33	0	I've captured the soul of an Imperial.
DAHermaeusMora	FormID: 000146AF	34	0	I've captured the soul of a Khajiit.
DAHermaeusMora	FormID: 000146AF	35	0	I've captured the soul of a Dunmer.
DAHermaeusMora	FormID: 000146AF	36	0	I've captured the soul of an Altmer.
DAHermaeusMora	FormID: 000146AF	37	0	I've captured the soul of a Nord.
DAHermaeusMora	FormID: 000146AF	38	0	I've captured the soul of a Redguard.
DAHermaeusMora	FormID: 000146AF	39	0	I've captured the soul of an Orc.
DAHermaeusMora	FormID: 000146AF	40	0	I have gathered a soul from each of the ten races for Hermaeus Mora. I should return to his shrine.
DAHermaeusMora	FormID: 000146AF	100	0	Hermaeus Mora was pleased with the souls I brought him. He has rewarded me with the Oghma Infinium.
DAHircine	FormID: 000146A5	10	0	Hircine's followers have told me that, in order to summon the Daedra, I must leave an offering of a wolf or bear pelt at the statue. [You must be level 17 to begin this
DAHircine	FormID: 000146A5	20	0	After I made the required offering, Hircine was summoned, and spoke to me. He told me that he desires the horn of a unicorn. I may be able to find a unicorn in the
DAHircine	FormID: 000146A5	30	0	I have killed the unicorn and retrieved its horn. I should return to the shrine of
DAHircine	FormID: 000146A5	100	0	Hircine was impressed with my skill in hunting the unicorn. He has rewarded me with the Savior's Hide.
DAMalacath	FormID: 000146A6	10	0	One of Malacath's worshippers has told me that, in order to have the Daedra summoned, I must leave an offering of Troll Fat at the statue. [You must be level 10
DAMalacath	FormID: 000146A6	20	0	When I left the offering, Malacath was summoned and spoke to me. He tasked me with traveling to the estate of Lord Drad and freeing his ogre slaves.

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DAMalacath	FormID: 000146A6	30	0	I have spoken with Lord Drad. He believes the ogres to be suitable slaves, as they are mindless beasts, and is pleased with the ogres he uses in Bleak Mine. I appears I will have to free the ogres myself, if I am to complete Malacath's task for me.
DAMalacath	FormID: 000146A6	31	0	I have spoken with Lord Drad. He believes the ogres to be suitable slaves, as it does not violate Imperial Law. I fear I've angered him, though, and he will no longer speak with me. Perhaps his wife will be more forthcoming.
DAMalacath	FormID: 000146A6	34	0	Lady Drad has told me that the ogres are located in Bleak Mine, not far from here. I will have to go free them to appease Malacath.
DAMalacath	FormID: 000146A6	35	0	I have entered Bleak Mine. Now I must free Malacath's ogres.
DAMalacath	FormID: 000146A6	36	0	
DAMalacath	FormID: 000146A6	36	1	
DAMalacath	FormID: 000146A6	36	2	I freed one group of ogres. I must check to see if there are more to be freed.
DAMalacath	FormID: 000146A6	37	0	
DAMalacath	FormID: 000146A6	37	1	
DAMalacath	FormID: 000146A6	37	2	I freed one group of ogres. I must check to see if there are more to be freed.
DAMalacath	FormID: 000146A6	50	0	I have freed all the ogres in the Bleak Mine. I should return to the Shrine of
DAMalacath	FormID: 000146A6	100	0	Malacath was satisfied with my efforts to free the ogres. He has rewarded me with
DAMalacath	FormID: 000146A6	200	0	Malacath wanted his ogres freed... not killed. Now there's no chance of earning the reward he promised.
DAMephala	FormID: 000146A7	5	0	
DAMephala	FormID: 000146A7	10	0	Mephala's followers have told me that, in order to summon the Daedra, I must first leave an offering of nightshade at her statue between midnight and dawn. [You must be level 15 to begin this quest.]
DAMephala	FormID: 000146A7	20	0	Mephala has told me about the settlement of Bleaker's Way. She would like me to kill the leaders of the two families, and leave evidence that the murders were done by the other family. I am to allow no one to see me commit the crimes.
DAMephala	FormID: 000146A7	30	0	I have learned Nivan Dalvilu is the head of the Dalvilu family, and Hrol Ulfgar the leader of the Nordic clan.
DAMephala	FormID: 000146A7	40	0	I have found a Dalvilu ceremonial dagger. This might be useful to leave as evidence.
DAMephala	FormID: 000146A7	50	0	I have found the Ulfgar family ring. This might be useful to leave as evidence.
DAMephala	FormID: 000146A7	60	0	I have killed Nivan Dalvilu. I should leave something in his corpse to implicate the
DAMephala	FormID: 000146A7	65	0	I have left the Ulfgar family ring in the corpse of Nivan Dalvilu.
DAMephala	FormID: 000146A7	70	0	I have killed Hrol Ulfgar. I should leave something in his corpse to implicate the
DAMephala	FormID: 000146A7	75	0	I have left the Dalvilu dagger in the corpse of Hrol Ulfgar.

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DAMephala	FormID: 000146A7	80	0	I've placed evidence on both bodies of the family leaders. Now I must tell someone I saw them attack each other.
DAMephala	FormID: 000146A7	85	0	I reported the 'attacks' on the family leaders. Soon the families will be at each other's throats. Now I must return to the shrine of Mephala.
DAMephala	FormID: 000146A7	85	1	
DAMephala	FormID: 000146A7	85	2	
DAMephala	FormID: 000146A7	85	3	
DAMephala	FormID: 000146A7	90	0	I've been detected committing a crime in Bleaker's Way. I will not be able to continue my task for Mephala.
DAMephala	FormID: 000146A7	100	0	Mephala was pleased with the strife I have caused. She has rewarded me with the
DAMephala	FormID: 000146A7	105	0	Mephala was disappointed in my failure.
DAMephala	FormID: 000146A7	110	0	Something I did in Bleaker's Way apparently spoiled Mephala's schemes, so she refused my offering.
DAMephala	FormID: 000146A7	115	0	By killing everyone in Bleaker's Way, I've spoiled Mephala's scheme, and spoiled any chance of gaining her favor.
DAMeridia	FormID: 000146A8	10	0	One of Meridia's followers has told me that the Daedra can be summoned if something from the corpse of an undead creature is left as an offering at the statue. [You must be level 10 to begin this quest.]
DAMeridia	FormID: 000146A8	20	0	After I made the correct offering, Meridia appeared and spoke to me. The Daedra told me of a cult of necromancers in the Howling Cave who have been stealing from graves in order to raise an undead army. Meridia wants the necromancers killed. I can reach them from a secret door in the back of the cave.
DAMeridia	FormID: 000146A8	30	0	I have killed the necromancers in Howling Cave. I should return to the Shrine of
DAMeridia	FormID: 000146A8	100	0	Meridia was gratified that I had performed the task assigned to me. As a reward, I have been given the Ring of Khajiiti.
DAMolagBal	FormID: 000146B0	10	0	Molag Bal's follower has told me that, in order to summon the Daedra, I must present an offering of a lion pelt to the statue. [You must be level 17 to begin this
DAMolagBal	FormID: 000146B0	20	0	Molag Bal has spoken to me, and wishes me to help him corrupt Melus Petilius, by forcing him to kill me with the Cursed Mace. I should travel to Brindle Home and see
DAMolagBal	FormID: 000146B0	30	0	I have spoken to a resident of Brindle Home, who tells me that Petilius has lived in a small house outside of town since the death of his wife.
DAMolagBal	FormID: 000146B0	40	0	I have learned that Petilius visits the grave of his wife every day.
DAMolagBal	FormID: 000146B0	50	0	Although I tried to goad Petilius into fighting me, he would not. Perhaps I will have to try when he is in a different state of mind.

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DAMolagBal	FormID: 000146B0	60	0	I have goaded Melus Petilus into attacking me, but not with the Cursed Mace. I have been transported back to Molag Bal's shrine.
DAMolagBal	FormID: 000146B0	60	1	I have goaded Melus Petilius into attacking me with the Cursed Mace. I have been transported back to the Shrine of Molag Bal.
DAMolagBal	FormID: 000146B0	100	0	Molag Bal was pleased that I was able to corrupt the paladin. He has rewarded me with the Mace of Molag Bal.
DAMolagBal	FormID: 000146B0	105	0	I allowed Petilius to kill me, but he did not use the Cursed Mace. I have failed in the task given to me by Molag Bal.
DAMolagBal	FormID: 000146B0	110	0	Melus Petilius is dead, so I cannot complete the task given to me by Molag Bal.
DANamira	FormID: 000146A9	10	0	I have learned from the followers of Namira, that they will only summon the Daedra for someone repulsive. If I am to get their help, I will need to make myself less attractive to others. [You must be level 5 to begin this quest.]
DANamira	FormID: 000146A9	20	0	The followers of Namira have decided that I am repulsive enough to summon the Daedra. I may now approach the statue.
DANamira	FormID: 000146A9	30	0	When summoned, Namira spoke to me about the Forgotten, a group of fanatical worshippers that lives in the darkness of Anga. Some priests of Arkay are planning to bring light to Anga and [QUOTE]save[QUOTE] the Forgotten Ones. I am to use the spell that Namira has given me on the priests, and let the Forgotten Ones finish
DANamira	FormID: 000146A9	40	0	All of the priests of Arkay are dead. I should return to the shrine.
DANamira	FormID: 000146A9	100	0	Namira appreciated my efforts. I have been rewarded with the Ring of Namira.
DANamira	FormID: 000146A9	105	0	I have killed one of the priests of Arkay, though I was to allow Namira's Forgotten to do it. I have failed in the task set out by Namira.
DANamira	FormID: 000146A9	110	0	I have killed one of Namira's Forgotten Ones. I have failed my quest for the Daedric
DANocturnal	FormID: 000146AA	10	0	I have found the Shrine to Nocturnal and spoken with her followers. They have agreed to allow me to speak to the Daedra. I may approach the statue. [You must be level 10 to begin this quest.]
DANocturnal	FormID: 000146AA	20	0	When summoned, Nocturnal spoke to me of the Eye of Nocturnal, which has been stolen. The Daedra believes the thieves to be in Leyawiin. I am to go there, find the thieves, and return the Eye to the shrine.
DANocturnal	FormID: 000146AA	30	0	I have been told that Weebam-Na and Bejeen were recently heard talking about a valuable jewel they had found, and how it would make them wealthy.
DANocturnal	FormID: 000146AA	35	0	Weebam-Na is dead, so I can't learn where he has hidden the Eye of Nocturnal... except by searching every dark, wet place in the world.



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DANocturnal	FormID: 000146AA	36	0	Bejeen is dead, so I can't learn where she has hidden the Eye of Nocturnal... except by searching every dark, wet place in the world.
DANocturnal	FormID: 000146AA	40	0	Weebam-Na denies knowing anything about the Eye of Nocturnal, and tells me Bejeen knows nothing, either. Perhaps I should try to listen in on their conversations, and see if they offer any clues.
DANocturnal	FormID: 000146AA	45	0	Bejeen denies knowing anything about the Eye of Nocturnal, and tells me Weebam-Na knows nothing, either. Perhaps I should try to listen in on their conversations, and see if they offer any clues.
DANocturnal	FormID: 000146AA	48	0	I overheard Bejeen and Weebam-Na talking, but they stopped when they realized I was there. I must eavesdrop on them without being detected.
DANocturnal	FormID: 000146AA	50	0	I overheard Bejeen and Weebam-Na speaking of Tidewater Cave, and the treasure they've hidden there. I should investigate the cave.
DANocturnal	FormID: 000146AA	51	0	
DANocturnal	FormID: 000146AA	52	0	
DANocturnal	FormID: 000146AA	53	0	
DANocturnal	FormID: 000146AA	55	0	Weebam-Na suspects I have been eavesdropping on his conversations. I must get to Tidewater Cave and look for the Eye of Nocturnal.
DANocturnal	FormID: 000146AA	60	0	I've found the Eye of Nocturnal. I should return to the Shrine.
DANocturnal	FormID: 000146AA	100	0	Nocturnal was pleased that I have returned the Eye of Nocturnal. I have been rewarded with the Skeleton Key.
DAPeryite	FormID: 000146AB	10	0	I have found the Shrine to Peryite, but something is wrong with his worshippers. They seem frozen in time, mindless. None move or speak. [You must be level 10 to
DAPeryite	FormID: 000146AB	20	0	Peryite has told me that five of his followers, in an attempt to get closer to Him, have transported their souls to a plane of Oblivion. The Daedra would like me to travel there and carry their souls back to this world. I should approach the statue again when I am prepared to go.
DAPeryite	FormID: 000146AB	30	0	I have captured the soul of Kewan.
DAPeryite	FormID: 000146AB	40	0	I have captured the soul of Maren the Seal.
DAPeryite	FormID: 000146AB	50	0	I have captured the soul of Ilvel Romayn.
DAPeryite	FormID: 000146AB	60	0	I have captured the soul of Mirie.
DAPeryite	FormID: 000146AB	70	0	I have captured the soul of Er-Teeus.
DAPeryite	FormID: 000146AB	80	0	I have found all of the souls of Peryite's followers lost in Oblivion. Peryite was to open a gate for me when they were found. I should head back to where I entered

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Quest ID	Form ID			
DAPeryite	FormID: 000146AB	90	0	I have returned to the mortal realm, and the souls of Peryite's followers have gone back to their bodies. I should speak with the Daedra again.
DAPeryite	FormID: 000146AB	100	0	Peryite was grateful for my help. He has given me Spell Breaker as a reward.
Dark01Knife	FormID: 000224EB	10	0	While sleeping, I was visited by Lucien Lachance, a representative for the assassins guild known as the Dark Brotherhood. He said that if I wish to join his [QUOTE]family,[QUOTE] I must go to the Inn of Ill Omen, find a man named Rufio, and kill him. If I simply leave Rufio alone, Lachance will never visit me again.
Dark01Knife	FormID: 000224EB	20	0	The man named Rufio is dead. The next time I sleep in a location he deems secure, Lucien Lachance will visit me once more, and complete my entrance into the Dark
Dark01Knife	FormID: 000224EB	30	0	I must now go to the abandoned house in the city of Cheydinhal, and attempt to open the door in the basement. When questioned, I must answer with [QUOTE]Sanguine, my Brother[QUOTE] to gain access to the secret Dark
Dark01Knife	FormID: 000224EB	40	0	Brotherhood Sanctuary. Once inside, I should speak with Ocheeva.
Dark01Knife	FormID: 000224EB	100	0	I have gained entrance into the Dark Brotherhood Sanctuary. I must now speak with I have spoken with Ocheeva.
Dark01Knife	FormID: 000224EB	115	0	Lucien Lachance, the Dark Brotherhood's representative, has been killed. He was my link to the mysterious assassins guild, and now that link has been severed... forever.
Dark01KnifeFIN	FormID: 00023DD6	10	0	I must accept a contract from Vicente Valtieri.
Dark01KnifeFIN	FormID: 00023DD6	100	0	I have accepted a contract from Vicente Valtieri.
Dark02Watery	FormID: 000232CF	10	0	I must go to the Waterfront District in the Imperial City and gain access to the pirate ship Marie Elena, so I can kill Captain Gaston Tussaud. I may be able to smuggle myself onboard with the cargo, in one of the packing crates.
Dark02Watery	FormID: 000232CF	25	0	Just as expected, the crate I hid in has been transported to the ship's hold. I must now find and kill the Captain, Gaston Tussaud. He's probably in his cabin, at the rear of the ship, on a higher deck.
Dark02Watery	FormID: 000232CF	26	0	I have gained access to the Captain's cabin of the ship Marie Elena. I must now kill Gaston Tussaud.
Dark02Watery	FormID: 000232CF	30	0	Gaston Tussaud is dead. I must now return to the Sanctuary and speak with Vicente Valtieri to receive my reward.
Dark02Watery	FormID: 000232CF	100	0	I have spoken with Vicente Valtieri.
Dark02WateryFIN	FormID: 000232D0	10	0	I must accept a quest from Vicente Valtieri.
Dark02WateryFIN	FormID: 000232D0	100	0	I have accepted a quest from Vicente Valtieri.
Dark03Accidents	FormID: 000232D1	10	0	I must go to the city of Bruma, find Baenlin's house, and gain entrance. Once inside, I should stage a tragic accident.

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Quest ID	Form ID			
Dark03Accidents	FormID: 000232D1	15	0	I have entered Baenlin's house. If I can access the second floor crawlspace and loosen the fastenings on the mounted head, between 8:00 PM and 11:00 PM, it will fall on Baenlin as he rests in his chair. If Baenlin dies any other way, or if Gromm is
Dark03Accidents	FormID: 000232D1	20	0	The mounted head has fallen on Baenlin, killing him as expected. I must return to the Sanctuary and speak with Vicente Valtieri to receive my reward.
Dark03Accidents	FormID: 000232D1	30	0	I fulfilled the contract, but not in the manner requested. As a result, I have forfeited my bonus. I must now return to the Sanctuary and speak with Vicente Valtieri to
Dark03Accidents	FormID: 000232D1	100	0	I have spoken with Vicente Valtieri.
Dark03AccidentsFIN	FormID: 000232D4	10	0	I must accept a contract from Vicente Valtieri.
Dark03AccidentsFIN	FormID: 000232D4	100	0	I have accepted a contract from Vicente Valtieri.
Dark04Execution	FormID: 000239E1	10	0	I must break into the Imperial Prison and kill a Dark Elf prisoner named Valen Dreth. I will receive a special bonus if I manage not to kill any guards. I can enter the Imperial Prison through the connecting sewers, which can be accessed through a
Dark04Execution	FormID: 000239E1	20	0	locked manhole just outside the prison walls. Vicente has provided me with a key. I have entered the sewers beneath the Imperial Prison. I must now proceed through the sewers and into the prison itself, and kill Valen Dreth.
Dark04Execution	FormID: 000239E1	40	0	Valen Dreth is dead, and no guards have been killed. I must return to the Sanctuary and speak with Vicente Valtieri to receive my reward, as well as a bonus.
Dark04Execution	FormID: 000239E1	50	0	The contract has been fulfilled, but I was unable to prevent the death of any guards. I must return to the Sanctuary and speak with Vicente Valtieri to receive my reward. Unfortunately, the bonus is forfeit.
Dark04Execution	FormID: 000239E1	100	0	I have spoken with Vicente Valtieri and received my reward.
Dark04ExecutionFIN	FormID: 00023DD7	10	0	I must accept a contract from Vicente Valtieri.
Dark04ExecutionFIN	FormID: 00023DD7	100	0	I have accepted a contract from Vicente Valtieri.
Dark05Assassinated	FormID: 000253B9	10	0	I must go to Chorrol, break into Francois Motierre's house, and then speak with him. Motierre requested we meet this way, so he is expecting me.
Dark05Assassinated	FormID: 000253B9	20	0	I must wait in Francois Motierre's house for the enforcer Hides-His-Heart to arrive. After this [QUOTE]confrontation,[QUOTE] I am to slice Motierre once with the specially poisoned Languorwine Blade to stage his death. I must do this before Hides-
Dark05Assassinated	FormID: 000253B9	30	0	Motierre has been slashed with the Languorwine Blade and appears to have died from the wound, as expected. I must now flee from Chorrol, and leave Hides-His-
Dark05Assassinated	FormID: 000253B9	40	0	I have fled Chorrol, and Hides-His-Heart has not been killed. I must now wait a day, so Motierre can be discovered and placed in the Chorrol Chapel Undercroft. There, I must find Motierre and administer the antidote that will revive him.

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Quest ID	Form ID			
Dark05Assassinated	FormID: 000253B9	45	0	I have administered the Languorwine antidote, and Francois Motierre has awakened from his poison-induced sleep. I should now speak with him and make sure he's well enough to travel to the Grey Mare.
Dark05Assassinated	FormID: 000253B9	50	0	Motierre has been revived, but his ancestors have risen from the dead, angry at the desecration of their tomb! I must keep Motierre alive and escort him out of the Undercroft and to the Grey Mare, where he can arrange passage out of Cyrodiil.
Dark05Assassinated	FormID: 000253B9	60	0	Motierre has escaped. I must now return to the Dark Brotherhood Sanctuary and speak with Vicente Valtieri to receive my reward.
Dark05Assassinated	FormID: 000253B9	70	0	Hides-His-Heart has been killed. I must now return to the Sanctuary and report my failure to Vicente Valtieri.
Dark05Assassinated	FormID: 000253B9	80	0	Francois Motierre has been killed. I must now return to the Sanctuary and report my failure to Vicente Valtieri.
Dark05Assassinated	FormID: 000253B9	100	0	I have spoken with Vicente Valtieri and received my reward.
Dark05Assassinated	FormID: 000253B9	110	0	I have reported back to Vicente Valtieri. Because of my failure, I have received no
Dark05AssassinatedFIN	FormID: 000253BA	10	0	I must accept a contract from Vicente Valtieri.
Dark05AssassinatedFIN	FormID: 000253BA	20	0	Vicente Valtieri has no more contracts for me. Instead, I must speak with Ocheeva here in the Sanctuary. She will provide my new assignments.
Dark05AssassinatedFIN	FormID: 000253BA	100	0	Ocheeva has given me a new contract.
Dark06Wanderer	FormID: 000253BB	10	0	I must go to the Imperial City, find a High Elf named Faelian, and kill him. If there are any witnesses to the killing, or if I kill him in any non-secure location, my reward will be greatly reduced.
Dark06Wanderer	FormID: 000253BB	15	0	I must go to the Imperial City, find a High Elf named Faelian, and kill him. If there are any witnesses to the killing, or if I eliminate him in any non-secure location, my reward will be greatly reduced. I should start my search by asking any Elves in the Imperial City if they've ever heard of Faelian.
Dark06Wanderer	FormID: 000253BB	16	0	Faelian lives at the Tiber Septim Hotel, in the Talos Plaza District of the Imperial City. I should ask around for him there. I can feel myself getting closer. But I must remember, I will forfeit my bonus if Faelian is killed in an unsecure location. The
Dark06Wanderer	FormID: 000253BB	17	0	Faelian lives at the Tiber Septim Hotel, in the Talos Plaza District of the Imperial City. I should ask the publican, Augustus Calidia, if she has any information. I can feel myself getting closer. But I must remember, I will forfeit my bonus if Faelian is killed in an unsecure location. The hotel simply will not do.

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Quest ID	Form ID			
Dark06Wanderer	FormID: 000253BB	18	0	Faelian was once a wealthy nobleman, but has squandered his fortune away on skooma. Faelian spends most of his time wandering the city looking for the drug, leaving his sweetheart Atraena at the Tiber Septim Hotel. Maybe Atraena has some more information. What I know for certain is that Faelian is very close to death, but I must not kill him in the hotel if I wish to get my bonus.
Dark06Wanderer	FormID: 000253BB	19	0	Faelian is alone every day for several hours at Lorkmir's House, in the Elven Gardens District of the Imperial City. I could kill him there to avoid any witnesses.
Dark06Wanderer	FormID: 000253BB	20	0	I met Faelian, and he wants me to supply him with skooma. If I do that, he may consider me a friend, making his elimination that much easier. Faelian mentioned that a man named Nordinor in Bravil sells skooma, late at night...
Dark06Wanderer	FormID: 000253BB	25	0	I have supplied Lorkmir with skooma, and gained some valuable information in return. Every day, from 11:00 in the morning until 5:00 at night, Faelian goes to Lorkmir's House, in the Elven Gardens District of the Imperial City. The house is deserted, so Faelian goes there to use his skooma. I could kill him there to avoid any witnesses. And, conveniently enough, he's even given me a key.
Dark06Wanderer	FormID: 000253BB	30	0	Faelian has been killed, but not in a secure location, so my reward will be reduced. I must now return to the Sanctuary and speak with Ocheeva to receive my reward.
Dark06Wanderer	FormID: 000253BB	40	0	Faelian is dead. I killed him in Lorkmir's House, a secure location with no witnesses. I must now return to the Sanctuary and speak with Ocheeva and receive my reward
Dark06Wanderer	FormID: 000253BB	100	0	I have returned to the Sanctuary and spoken with Ocheeva.
Dark06WandererFIN	FormID: 000253BC	10	0	I must accept a contract from Ocheeva.
Dark06WandererFIN	FormID: 000253BC	100	0	I have accepted a contract from Ocheeva.
Dark07Medicine	FormID: 000253BD	10	0	I must sneak into Fort Sutch, find the medicine of the debilitated warlord Roderick, and replace it with the poisoned bottle Ocheeva has given me. If I am detected by any of the mercenaries, or if Roderick is killed in any other manner, my bonus is
Dark07Medicine	FormID: 000253BD	12	0	I must sneak into Fort Sutch, find the medicine of the debilitated warlord Roderick, and replace it with the poisoned bottle Ocheeva has given me. If I am detected by any of the mercenaries, or if Roderick is killed in any other manner, my bonus is forfeit. Fortunately, I've learned of an alternate way inside that should be unguarded. Not far from the ruins of Fort Sutch lie the ruins of the Fort Sutch Abbey. If I enter there, I can get to Fort Sutch underground through some flooded tunnels.
Dark07Medicine	FormID: 000253BD	15	0	I have successfully entered Fort Sutch. I must now locate Roderick's medicine and replace it with the bottle of poisoned medicine.
Dark07Medicine	FormID: 000253BD	20	0	I have taken Roderick's medicine. I must now put the bottle of poisoned medicine in

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Quest ID	Form ID			
Dark07Medicine	FormID: 000253BD	30	0	The bottle of poisoned medicine has been placed in the cabinet, and the real medicine removed. The next time Roderick is given treatment, he will die. I must now return to the Sanctuary and speak with Ocheeva to receive my reward.
Dark07Medicine	FormID: 000253BD	35	0	I have been detected by someone in Fort Sutch. That means the poisoning will fail. I must now kill Roderick the old fashioned way...
Dark07Medicine	FormID: 000253BD	40	0	I have completed the contract, but not as directed, so the bonus is forfeit. I must now return to the Sanctuary and speak with Ocheeva to receive my reward.
Dark07Medicine	FormID: 000253BD	100	0	I have spoken with Ocheeva and received my reward.
Dark07MedicineFIN	FormID: 000253BE	10	0	I must accept a contract from Ocheeva.
Dark07MedicineFIN	FormID: 000253BE	100	0	I have accepted a contract from Ocheeva.
Dark08Whodunit	FormID: 000253BF	10	0	I must go to Summitmist Manor in Skingrad, meet with the other guests, and pretend I too have been invited by a mysterious, unknown host. I must then kill all the other guests. I should start my mission by speaking with the doorman, just
Dark08Whodunit	FormID: 000253BF	15	0	I have spoken with Fafnir, the doorman, who appears to be a fellow member of the Dark Brotherhood. He has provided me with the key to Summitmist Manor, which I am to use only after all the guests lie dead. I should now proceed inside and meet
Dark08Whodunit	FormID: 000253BF	20	0	I have arrived at Summitmist Manor. I must now kill the unlucky guests -- Matilde, Dovesi, Primo, Neville and Nels. If I can eliminate each guest secretly, without any witnesses, I will receive my reward and a very valuable reward. If I am discovered, the contract will be complete, but any bonus will be forfeit.
Dark08Whodunit	FormID: 000253BF	30	0	All of the guests are dead, and no one knew I was the killer. I must now return to the Sanctuary and speak with Ocheeva to receive my reward and bonus.
Dark08Whodunit	FormID: 000253BF	35	0	I have been detected! I must now complete the contract by killing everyone in Summitmist Manor, but my bonus will be forfeit.
Dark08Whodunit	FormID: 000253BF	40	0	All of the guests have been killed, but someone discovered I was the assassin. I must now return to the Sanctuary and speak with Ocheeva to finish out the contract. Unfortunately, I will receive no bonus.
Dark08Whodunit	FormID: 000253BF	50	0	I have spoken with Ocheeva and received a special reward, the Night Mother's Blessing. I now have permanent increases to my Sneak, Blade, Security, Acrobatics
Dark08Whodunit	FormID: 000253BF	100	0	I have completed the Summitmist Manor contract.
Dark08WhodunitFIN	FormID: 000253C0	10	0	I must accept a contract from Ocheeva.
Dark08WhodunitFIN	FormID: 000253C0	100	0	I have accepted a contract from Ocheeva.

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Quest ID	Form ID			
Dark09Retirement	FormID: 000253C1	10	0	I must kill Adamus Phillida, a recently retired Imperial Legion officer, who has taken up residence in the City Watch barracks in Leyawiin. For this task, I have been given an enchanted arrow called the Rose of Sithis. If I can hit Phillida with the arrow when he is not wearing his armor, the strike will be fatal. I should head to Leyawiin, stalk Adamus Phillida, and attack when the moment is right. The contract will be complete when Phillida lies dead, whether I use the Rose of Sithis or not.
Dark09Retirement	FormID: 000253C1	20	0	Adamus Phillida is dead. I may return now to the Sanctuary for my reward. If I want to receive a bonus, however, there is one more task I must complete. Phillida wears an Imperial Legion ring. I should take his finger, with the ring still attached, and put it in the desk of Phillida's Imperial Legion successor, in his office in the Imperial City.
Dark09Retirement	FormID: 000253C1	30	0	I have acquired the severed finger of Adamus Phillida, with the ring still attached. I should now go to the Imperial City, and place the finger in the desk of Phillida's Imperial Legion successor, in his office in the Prison Barracks. If I do this, I will receive a bonus. Or, I may forfeit the bonus and simply return to Ocheeva at the
Dark09Retirement	FormID: 000253C1	40	0	I have placed the finger of Adamus Phillida in the desk of his successor, in his office in the Imperial City. I should now return to Ocheeva and claim my reward, and
Dark09Retirement	FormID: 000253C1	100	0	I have returned to Ocheeva at the Sanctuary.
Dark09RetirementFIN	FormID: 000253C2	10	0	I must accept a contract from Ocheeva.
Dark09RetirementFIN	FormID: 000253C2	20	0	I have spoken with Ocheeva, and she has given me sealed orders from Lucien Lachance himself. Apparently it is an urgent matter, and I must read the orders as
Dark09RetirementFIN	FormID: 000253C2	30	0	I have read the sealed orders from Lucien Lachance. I am to meet him at Fort Farragut, which is in the wilderness northeast of the Dark Brotherhood Sanctuary. Apparently, he has a special assignment for me.
Dark09RetirementFIN	FormID: 000253C2	100	0	I have reported to Lucien Lachance at Fort Farragut, and received my special
Dark10Sanctuary	FormID: 0002FF1C	10	0	I must kill every Dark Brotherhood member in the Cheydinhal Sanctuary -- Ocheeva, Vicente Valtieri, Antoinetta Marie, Gogron gro-Bolmog, Telaendril, M'raaj-Dar and Teinaava. Because I am now working for the Black Hand, I am no longer bound by the Five Tenets, and should employ any means necessary to Purify the Sanctuary.
Dark10Sanctuary	FormID: 0002FF1C	20	0	The Purification is now complete. Every Dark Brotherhood member based out of the Cheydinhal Sanctuary has been killed. I must now report back to Lucien Lachance at
Dark10Sanctuary	FormID: 0002FF1C	100	0	I have reported back to Lucien Lachance at Fort Farragut. He has advanced me to rank of Silencer and given me his own horse, a magical steed named Shadowmere.

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Quest ID	Form ID			
Dark10SanctuaryFIN	FormID: 00030203	10	0	According to Lucien Lachance, I will now receive my contracts, as well as any rewards I may be owed, by visiting secret dead drop locations scattered around Cyrodiil. My next contract can be found in a hidden hollow inside the moss-covered rock on the top of Hero Hill, which is to the southeast of Fort Farragut.
Dark10SanctuaryFIN	FormID: 00030203	100	0	I have visited my first dead drop location and received my next contract.
Dark10SpecialWizard	FormID: 00007BF2	10	0	I have received my new orders from Lucien Lachance. I must go to Leafrot Cave and kill a Necromancer who has begun the process of transforming himself into a lich. This Necromancer, Celedaen, has not yet completed his metamorphosis but is still incredibly powerful -- possibly too powerful to kill if faced directly. I should search the cave for Celedaen's writings, and try to discover his weakness.
Dark10SpecialWizard	FormID: 00007BF2	20	0	I have discovered the journal of the Necromancer Celedaen. It appears he has used a magic hourglass called the Sands of Resolve to turn himself into a lich and extend his life indefinitely. The process is not yet complete, however, and the hourglass must remain on Celedaen's person for some time, as it contains his life force. If I could remove the Sands of Resolve from Celedaen's possession, perhaps through
Dark10SpecialWizard	FormID: 00007BF2	30	0	Celedaen is dead. I must pick up my reward and next contract at the dead drop located in an old sack hidden in the bushes beneath the Great Oak, in the city of
Dark10SpecialWizard	FormID: 00007BF2	100	0	I have picked up my reward and received my next contract.
Dark11Kin	FormID: 0003005F	10	0	I have received my new orders from Lucien Lachance. I must kill every member of the Draconis family -- Perennia Draconis, Matthias Draconis, Andreas Draconis, Sibylla Draconis and Caelia Draconis. I know the location of only the family matron, Perennia Draconis, who can be found on the farm known as Applewatch. I should head to Applewatch, find out as much information as I can on the locations of the
Dark11Kin	FormID: 0003005F	15	0	Perennia Draconis has given me a document that lists the locations of all the members of her family. She thought I was the delivery person she hired to buy gifts for her children. I will instead use the list to find and slay each family member. I should start with Perennia herself. Then I must kill Matthias Draconis in the Talos Plaza District of the Imperial City, Andreas Draconis in the Drunken Dragon Inn, Sibylla Draconis in Muck Valley Cavern and Caelia Draconis in Castle Leyawiin.
Dark11Kin	FormID: 0003005F	20	0	I have obtained a document that lists the locations of all the Draconis family members. I must kill Matthias Draconis in the Talos Plaza District of the Imperial City, Andreas Draconis in the Drunken Dragon Inn, Sibylla Draconis in Muck Valley Cavern and Caelia Draconis in Castle Leyawiin.



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Quest ID	Form ID			
Dark11Kin	FormID: 0003005F	30	0	Every member of the Draconis family has been killed. I must pick up my reward and next contract at the dead drop located in the stone well in the Castle Skingrad
Dark11Kin	FormID: 0003005F	100	0	I have picked up my reward and received my next contract.
Dark12Harem	FormID: 0002FF1E	10	0	I have picked up my next contract from the dead drop in the Castle Skingrad well. I have been ordered to kill the Khajiit J'Ghasta, who can be found at his house in Bruma. J'Ghasta is a master of unarmed combat, and will prove a challenging opponent. I should also be aware that J'Ghasta is expecting trouble, and has paid off the guards to look the other way if our fight spills out into the city streets.
Dark12Harem	FormID: 0002FF1E	20	0	J'Ghasta is dead. I must pick up my reward and next contract at the dead drop located in the rotten box under the Old Bridge, just south of the Imperial City.
Dark12Harem	FormID: 0002FF1E	100	0	I have picked up my reward and received my next contract.
Dark13Justice	FormID: 0002FF20	10	0	I have picked up my next contract from the dead drop beneath the Old Bridge. I have been ordered to kill an Argonian hunter named Shaleez, who is holed up in the Flooded Mine. She is a wanted psychopath, so I should be cautious.
Dark13Justice	FormID: 0002FF20	20	0	Shaleez is dead. I must pick up my reward and next contract at the dead drop located in the coffin just outside the ruins of Fort Redman.
Dark13Justice	FormID: 0002FF20	100	0	I have picked up my reward and received my next contract.
Dark14Honor	FormID: 0002FF22	10	0	I have picked up my next contract from the dead drop in the coffin outside Fort Redman. I have been ordered to kill Alval Uvani, a Dark Elf merchant who spends his time traveling around Cyrodiil. I should consult the schedule that has been left for me to determine where and when I should strike. Uvani is a master in the Destruction school of magicka, and has killed before, but he does have a weakness: if Alval Uvani drinks Mead, he will be rendered immobile, due to a rare allergy to
Dark14Honor	FormID: 0002FF22	20	0	I have killed Alval Uvani. I must pick up my reward and next contract at the dead drop located in the Market District of the Imperial City, in a hollowed-out tree
Dark14Honor	FormID: 0002FF22	100	0	I have picked up my reward and received my next contract.
Dark15Coldest	FormID: 0002FF24	10	0	I have picked up my next contract from the dead drop in the hollowed-out tree stump. I have been ordered to go to the campsite on Gnoll Mountain and kill Havilstein Hoar-Blood, a savage Nord Barbarian skilled in the use of the axe.
Dark15Coldest	FormID: 0002FF24	20	0	Havilstein Hoar-Blood is dead. I must now pick up my reward and next contract at the dead drop located in an old chest that is sunk into the pool at the Ayleid ruin of
Dark15Coldest	FormID: 0002FF24	100	0	I have picked up my reward and received my next contract.

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Quest ID	Form ID			
Dark16Kiss	FormID: 0002FF26	10	0	I must go to the city of Bravil, and lie in wait near the ancient statue known as the Lucky Old Lady. A Wood Elf named Ungolim visits the statue every night between around 6:00 PM and 1:00 AM to make a wish, as is the local custom. When I see Ungolim, I must kill him. I should be warned, however, that Ungolim has been alerted to danger, and if he senses an assassin will probably attack on sight. He has also bribed the guards to look the other way if there is a fight. Perhaps a stealth
Dark16Kiss	FormID: 0002FF26	20	0	Ungolim is dead. I must now journey to the city of Anvil, and pick up my reward and next contract at the dead drop there. It is located in the barrel just behind the pond, in the city of Anvil.
Dark16Kiss	FormID: 0002FF26	100	0	I was intercepted by Lucien Lachance shortly after Ungolim was killed.
Dark17Following	FormID: 00030060	10	0	I have been confronted by Lucien Lachance, who told me I have inadvertently been killing off the members of the Black Hand! I must now travel to the city of Anvil. Once there, I should wait near the barrel behind the statue in the pond, and see who comes to set up this fake dead drop. I must then confront this person and find
Dark17Following	FormID: 00030060	20	0	I spoke with Enilroth, a Wood Elf boy who was paid by a [QUOTE]robed man[QUOTE] to put the dead drop items in the barrel by the pond. Enilroth told me the man had been living in the cellar of the Anvil Lighthouse, but recently left. This robed man must be the traitor! I must speak with Ulfgar Fog-Eye, the Lighthouse keeper, and see if he can be persuaded to part with a key to the cellar...
Dark17Following	FormID: 00030060	25	0	I have obtained a key to the Anvil Lighthouse cellar, where the traitor has been living. I must unlock the cellar door and proceed down, so I may continue my
Dark17Following	FormID: 00030060	26	0	I have gained entry to the Anvil Lighthouse cellar. I must now search the cellar for some clue to the Dark Brotherhood traitor's identity, or motives.
Dark17Following	FormID: 00030060	30	0	I have discovered the traitor's diary. He has been in the Dark Brotherhood for years, and is now a member of the Black Hand! His goal is revenge against Lucien Lachance and all of the Brotherhood for the murder of his mother when he was a child, and he actually plans on killing the Night Mother! I must return to Lucien Lachance at once, at the farm called Applewatch, and give him this information!
Dark17Following	FormID: 00030060	40	0	Lucien Lachance is dead, killed by the surviving members of the Black Hand, who don't even realize the real traitor is still among them! They have advanced me to Speaker, in Lachance's place. Between the hours of midnight and 3:00 AM, I must speak with Arquen about the Night Mother, and all of the Black Hand -- including me -- will be teleported to the Night Mother's resting place, for some ancient ritual. I must do as Arquen says, so that I might expose the traitor...

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Quest ID	Form ID			
Dark17Following	FormID: 00030060	100	0	I have spoken to Arquen, and the Black Hand has been teleported to the site of the
Dark18Mother	FormID: 00030062	10	0	I should play along for now, until I figure out who the traitor is. I'm sure Arquen will give me further instruction.
Dark18Mother	FormID: 00030062	20	0	Arquen has informed me that she will recite an incantation that will allow the Black Hand an audience with the Night Mother. Arquen also realizes this is all very new to me, and told me I'd be fine as long as I just followed along.
Dark18Mother	FormID: 00030062	30	0	The incantation has revealed the hidden door to the Night Mother's crypt! I must follow the other members of the Black Hand down into the crypt. Once we're down there, the traitor will surely try to destroy the Night Mother. I must stop the traitor
Dark18Mother	FormID: 00030062	40	0	The traitor, Mathieu Bellamont, is dead, and the crisis that has plagued the Dark Brotherhood is now over. The Night Mother still needs to name a new Listener. I should wait and hear what she has to say...
Dark18Mother	FormID: 00030062	50	0	The Night Mother has named me Listener of the Black Hand! It would appear my days of killing for the Dark Brotherhood have come to an end. When I'm ready, I should speak to the Night Mother again and she will use her power to teleport me
Dark18Mother	FormID: 00030062	60	0	Arquen and I have been teleported to the Cheydinhal Sanctuary. I should speak now with Arquen, who will serve as my servant and guide in the days to come.
Dark18Mother	FormID: 00030062	100	0	I have spoken with Arquen and she has offered her guidance.
Dark19Whispers	FormID: 00030064	10	0	Once a week, I must speak with the statue of the Night Mother in Bravil. The Night Mother will give me a list of names and locations of people who require a visit from a Dark Brotherhood Speaker, to arrange an assassination. If I take this information to Arquen in the Cheydinhal Sanctuary, she will give me my weekly earnings. I can do this every week for as long as I want, and there is no penalty if I choose not to.
DarkExile	FormID: 00026DE0	10	0	I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. Only by defeating this spirit may I be allowed to rejoin the Dark Brotherhood.
DarkExile	FormID: 00026DE0	100	0	I have slain the Wrath of Sithis, and am no longer exiled from the Dark Brotherhood. I may resume my duties as normal.
DarkExile2	FormID: 00026DE1	10	0	I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. Only by defeating this spirit may I be allowed to rejoin the Dark Brotherhood.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
DarkExile2	FormID: 00026DE1	100	0	I have slain the Wrath of Sithis, and am no longer exiled from the Dark Brotherhood. I may resume my duties as normal. I should be wary, however, for this was my last chance at redemption. If I invoke the Wrath of Sithis again, I will be forever exiled, even if the spirit is slain.
DarkExile3	FormID: 00026DE4	10	0	I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. But even if I defeat this spirit, I will never be allowed to complete my duties in the Dark Brotherhood. I have gone too far, and Sithis is most displeased...
DarkExile3	FormID: 00026DE4	100	0	I have defeated the final incarnation of the Wrath of Sithis, but my relationship with the Dark Brotherhood can never be repaired...
DarkVamp	FormID: 0004CE4C	10	0	As a reward for my loyal service to the Dark Brotherhood, Vicente Valtieri is willing to turn me into a vampire. If this is my wish, I should speak to Valtieri about the
DarkVamp	FormID: 0004CE4C	20	0	I have accepted Vicente Valtieri's offer to turn me into a vampire. The next time I sleep in the Sanctuary, Valtieri will visit me and pass along his Dark Gift.
DarkVamp	FormID: 0004CE4C	100	0	Upon awakening, I discovered two bleeding pinpricks on my neck. It would appear Vicente Valtieri did indeed visit me last night, and pass along his Dark Gift! If what Valtieri told me is true, my vampirism will begin to manifest itself in three days,
DarkVamp	FormID: 0004CE4C	110	0	Vicente Valtieri believes there is a cure for vampirism. If I wish to investigate further, I should speak with Raminus Polus, a mage who has done some research into the subject. I can find him in the Imperial City, at the Arcane University.
DarkVamp	FormID: 0004CE4C	115	0	Vicente Valtieri is dead. If I wish to become a vampire, I must seek another means of acquiring the Dark Gift...
DarkVamp	FormID: 0004CE4C	116	0	Vicente Valtieri is dead. If I need further information on vampirism, I'll have to find it elsewhere...
DASanguine	FormID: 000146AC	10	0	The follower of Sanguine have told me that, in order to summon the Daedra, I will need to leave an offering of Cyrodilic Brandy at the statue. [You must be level 8 to
DASanguine	FormID: 000146AC	20	0	After I provided the offering to Sanguine, the Daedra Prince spoke to me. Sanguine believes that the Countess of Leyawiin is too stuffy, and wants me to do something about it. She will be hosting a dinner party tomorrow, and I am to sneak into the castle undetected and cast the spell of Stark Reality on her.
DASanguine	FormID: 000146AC	25	0	I have convinced the guard to let me into the Countess Caro's dinner party.
DASanguine	FormID: 000146AC	30	0	I have succeeded in casting the Stark Reality spell on the Countess of Leyawiin and her company. I should return to the Shrine of Sanguine.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
DASanguine	FormID: 000146AC	90	0	I was detected while attempting to cast the spell of Stark Reality on the Countess of Leyawiin and her guests. I should return to the Shrine of Sanguine.
DASanguine	FormID: 000146AC	100	0	Sanguine was pleased with my efforts. He has given me the Sanguine Rose as a reward. I may retrieve my belongings in the nearby chest.
DASanguine	FormID: 000146AC	105	0	I failed to affect all the guests with the Stark Reality spell. The spell has worn off, and my items have been returned to me, but I have failed my quest for Sanguine.
DASheogorath	FormID: 000146AD	10	0	Sheogorath's followers have told me to speak with Ferul Ravel if I wish to have the Daedra summoned. [You must be level 2 to begin this quest.]
DASheogorath	FormID: 000146AD	20	0	Ferul Ravel has told me I'll need a lesser soul gem, a head of lettuce, and some yarn as an offering at the statue of Sheogorath.
DASheogorath	FormID: 000146AD	30	0	After I left the requested items at the Shrine, Haskill spoke to me. He told me of the settlement of Border Watch. I am to simulate a prophecy by committing two acts. I should speak to the shaman in the settlement to learn about the K'Sharra prophecy.
DASheogorath	FormID: 000146AD	30	1	After I left the requested items at the Shrine, Sheogorath spoke to me. He told me of the settlement of Border Watch. I am to simulate a prophecy by committing two acts. I should speak to the shaman in the settlement to learn about the K'Sharra
DASheogorath	FormID: 000146AD	40	0	The shaman Ri'bassa has told me of the K'Sharra Prophecy. The first sign is vermin infestation. The second sign is plague, and all the livestock are supposed to die. I will need to find a way first to create an infestation of vermin.
DASheogorath	FormID: 000146AD	45	0	Ri'bassa has suggested I stay at the Border Watch Inn, which apparently has a large collection of cheeses.
DASheogorath	FormID: 000146AD	47	0	I've placed the Olroy Cheese into the cooking pot. The smell coming from it is
DASheogorath	FormID: 000146AD	50	0	I have used cheese to lure many rats into Border Watch. I should speak with Ri'bassa to see if he believes this to be part of the prophecy.
DASheogorath	FormID: 000146AD	60	0	I have killed all the livestock in Border Watch.
DASheogorath	FormID: 000146AD	60	1	I have poisoned the grain supply in the town of Border Watch. This has killed all the
DASheogorath	FormID: 000146AD	65	0	Haskill has congratulated me for simulating the first two signs of the K'Sharra Prophecy. I am to go to the center of town to await the final sign.
DASheogorath	FormID: 000146AD	65	1	Sheogorath has congratulated me for simulating the first two signs of the K'Sharra Prophecy. I am to go to the center of town to await the final sign.
DASheogorath	FormID: 000146AD	70	0	I have witnessed the Plague of Fear. I should return to the Shrine.
DASheogorath	FormID: 000146AD	70	1	I have witnessed Sheogorath create the Plague of Fear. I should return to the Shrine.
DASheogorath	FormID: 000146AD	100	0	Haskill has rewarded me for my efforts by giving me Wabbajack.
DASheogorath	FormID: 000146AD	100	1	Sheogorath has rewarded me for my efforts by giving me Wabbajack.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
DASheogorath	FormID: 000146AD	105	0	
DAVaermina	FormID: 000146AE	10	0	Vaermina's followers have told me that an offering of a black soul gem is needed in order to summon the Daedra. [You must be level 5 to begin this quest.]
DAVaermina	FormID: 000146AE	20	0	After I left an offering of a black soul gem, Vaermina's followers summoned the Daedra, who spoke to me. Vaermina told me of an Orb that had been stolen by the wizard Arkved. I am to travel to his tower, retrieve the Orb, and bring it back to
DAVaermina	FormID: 000146AE	30	0	I have retrieved the Orb of Vaermina. I should now return it to the Shrine.
DAVaermina	FormID: 000146AE	100	0	Vaermina was pleased that I returned the Orb of Vaermina. I have been rewarded with the Skull of Corruption.
E3	FormID: 00053D7C	5	0	
E3	FormID: 00053D7C	10	0	
E3	FormID: 00053D7C	20	0	
E3	FormID: 00053D7C	30	0	
E3	FormID: 00053D7C	40	0	
E3	FormID: 00053D7C	42	0	
E3	FormID: 00053D7C	50	0	
E3	FormID: 00053D7C	52	0	
E3	FormID: 00053D7C	53	0	
E3	FormID: 00053D7C	54	0	
E3	FormID: 00053D7C	55	0	
E3	FormID: 00053D7C	56	0	
E3	FormID: 00053D7C	56	1	
E3	FormID: 00053D7C	57	0	
E3	FormID: 00053D7C	58	0	
E3	FormID: 00053D7C	59	0	
E3	FormID: 00053D7C	60	0	
E3	FormID: 00053D7C	62	0	
E3	FormID: 00053D7C	64	0	
E3	FormID: 00053D7C	66	0	
E3	FormID: 00053D7C	68	0	
E3	FormID: 00053D7C	70	0	
E3	FormID: 00053D7C	100	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwA1Dreams	FormID: 0101C65D	1	0	I had a disturbing dream. I can only recall one part. A tall figure with a golden mask led me among the dead as through a wedding celebration. I heard many voices, but no lips moved. I strained to breathe, but my chest didn't move. The tall figure spoke with each figure as he passed among them, laughing and joking, as if they were alive, but they made no reply. I tried to cry out, but without breath, my tongue
fbmwA1Dreams	FormID: 0101C65D	5	0	In my dream, a tall figure with a golden mask greeted me, saying, [QUOTE]There are many rooms in the house of the Master. Be easy, for from the hands of your enemies I have delivered you.[QUOTE]. It seemed I had died and could see myself laid upon a table lit by candles. But with my own hands I touched the figure, and the figure drew breath, opened eyes, and rose from the table. Then the room was gone,
fbmwA1Dreams	FormID: 0101C65D	10	0	I dreamed that a tall figure with a golden mask spoke to me, but I understood not a word. He smiled, and seemed pleasant, but when he reached to touch me, it terrified me, and I tried to escape, but I couldn't move. I tried to cry out, but I couldn't make a sound. The figure kept smiling and talking, but I felt sure he was trying to cast some sort of spell on me. When I woke, I couldn't recall how the
fbmwA1Dreams	FormID: 0101C65D	15	0	In my dreams, a tall figure in a golden mask spoke to me. [QUOTE]Lord Nerevar Indoril, Hai Resdaynia! Long forgotten, forged anew! Three belied you, three betrayed you! One you betrayed was three times true! Lord Voryn Dagoth, Dagoth Ur, steadfast liegeman, faithful friend, bids you come and climb Red Mountain! Beneath Red Mountain, once again, break your bonds, shed cursed skin, and purge
fbmwA1Sleepers	FormID: 0101C65E	10	0	I should check in with all the people of Morrowind that had been driven to madness as they slept by Dagoth Ur and his minions.
fbmwA1Sleepers	FormID: 0101C65E	11	0	I spoke with Alvura Othrenim who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others
fbmwA1Sleepers	FormID: 0101C65E	12	0	I spoke with Assi Serimilk who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how I
fbmwA1Sleepers	FormID: 0101C65E	13	0	I spoke with Daynasa Telandas who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others
fbmwA1Sleepers	FormID: 0101C65E	14	0	I spoke with Dralas Gilu who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how I
fbmwA1Sleepers	FormID: 0101C65E	15	0	I spoke with Drarayne Girith who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	16	0	I spoke with Dravasa Andrethi who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwA1Sleepers	FormID: 0101C65E	17	0	I spoke with Endris Dilmyrn who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	18	0	I spoke with Eralane Hledas who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	19	0	I spoke with Llandras Belaal who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	20	0	I spoke with Neldris Llervu who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	21	0	I spoke with Nelmil Hler who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how I
fbmwA1Sleepers	FormID: 0101C65E	22	0	I spoke with Rararyn Radarys who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	23	0	I spoke with Relur Faryon who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	24	0	I spoke with Vireveri Darethran who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others
fbmwA1Sleepers	FormID: 0101C65E	25	0	I spoke with Vivyne Andrano who had been driven mad by dreams of Dagoth Ur and the Sixth House. This former 'Sleeper' thanked me, and promised to tell others how
fbmwA1Sleepers	FormID: 0101C65E	50	0	I have spoken with all the people of Morrowind than had been driven to madness as they sleep by Dagoth Ur.
fbmwA1SleepersAwake	FormID: 0101C65F	1	0	I spoke with one who called himself a [QUOTE]Sleeper[QUOTE]. He called me by name, and said, [QUOTE]You cannot deny your Lord, Dagoth Ur. The Sixth House is risen, and Dagoth is its glory.[QUOTE] He made no sense at all. I think he must have
fbmwA1SleepersAwake	FormID: 0101C65F	3	0	Sixth House cultists attacked me as I slept in my bed.
fbmwA1SleepersAwake	FormID: 0101C65F	5	0	I told the Spymaster how Sixth House cultists attacked me as I slept in bed. The Spymaster said it may not be safe to sleep in town. Perhaps I should search for a nearby base, and attack them before they attack me.
fbmwA1SleepersAwake	FormID: 0101C65F	7	0	I was attacked by someone called a [QUOTE]Sleeper[QUOTE], for no apparent
fbmwA1SleepersAwake	FormID: 0101C65F	50	0	With Dagoth Ur destroyed, his insane dreams can no longer drive the people of Morrowind to madness as they sleep.
fbmwA21KurapliZallay	FormID: 0101C660	1	0	Kurapli, an Urshilaku trader, says an outcast ashlander named Zallay Subaddamael betrayed Urshilaku hospitality and killed her husband. Kurapli promised that if I can find Zallay Subaddamael, kill him, and bring her the justice of his death, she will give me as reward her husband's enchanted Spirit Spear.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwA21KurapliZallay	FormID: 0101C660	10	0	Kurapli says the outcast ashlander Zallay Subaddamael may be found in Aharasaplit camp on the island of Sheogorad, the large island north of Vvardenfell. Kurapli says I might find information about Zallay Subaddamael or Aharasaplit camp in the fishing village of Dagon Fel on Sheogorad Island.
fbmwA21KurapliZallay	FormID: 0101C660	50	0	I have given personal vengeance to the Urshilaku trader Kurapli by killing the murderer of her husband, Airan-Ahhe. As a reward, she gave me her husband's enchanted Spirit spear, and has asked only that I remember her husband's name
fbmwASleeperDreamer02	FormID: 01F8AF61	1	0	Gindrala Hleran says there's a strange man in her house, and he won't leave. She asked me to get him out of there, because he is scaring her.
fbmwASleeperDreamer02	FormID: 01F8AF61	50	0	I told Gindrala Hleran that I had to kill the strange man who had invaded her house. She was grateful, and promised to tell everyone how kind and brave I'd been.
fbmwBladesTrainers	FormID: 01002C85	1	0	Caius says one of the Blades under his command, Elone the Scout, can usually be found at Arrille's Tradehouse in Seyda Neen, the sea port where I arrived by boat.
fbmwBladesTrainers	FormID: 01002C85	2	0	Caius says one of the Blades under his command, Nightblade Gildan, lives in Ald'ruhn, the Redoran district seat north of Balmora, beyond Caldera. Gildan lives in the southeast corner of town, in a house to the right of the steps up to the temple.
fbmwBladesTrainers	FormID: 01002C85	3	0	Caius says that to reach Hunter Nine-Toes, one of the Blades under Caius' command, leave Caius' door facing south. Go right, down the steps, then turn left and head south, looking for Nine-Toes' door on the left.
fbmwBladesTrainers	FormID: 01002C85	4	0	Caius says one of the Blades under his command, Warrior Rithleen, lives two houses south of Caius' house, upstairs.
fbmwBladesTrainers	FormID: 01002C85	5	0	Caius says one of the Blades under his command, Master-at-Arms Sjorvar Horse-Mouth, lives in a guar herder's hut in the middle of nowhere west of Caldera. Caius couldn't give me good directions.
fbmwBladesTrainers	FormID: 01002C85	6	0	Caius says one of the Blades under his command, Mage Surane Leoriane, is in Caldera, the next town north. Her half-timber-and-stone house north sits between the twin towers of the North Gate and the Governor's Hall.
fbmwBladesTrainers	FormID: 01002C85	7	0	Caius says one of the Blades under his command, Healer Tyermaillin, lives two houses south from Caius' house, downstairs.
fbmwBladesTrainers	FormID: 01002C85	8	0	Elone gave me a copy of 'Guide to Vvardenfell' so I can learn something about Vvardenfell's land and people.
fbmwBladesTrainers	FormID: 01002C85	9	0	Gildan recommended I see Wayn at the Balmora Guild of Fighters. He sells jink blades which Paralyze and spider blades which poison. He says they aren't honorable weapons, and most smiths don't sell them.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBladesTrainers	FormID: 01002C85	10	0	Nine-Toes gave me some moon sugar. He says most alchemists and apothecaries won't buy it, but Khajiit generally will. He suggested Ajira at the Balmora Mages Guild and Ra'Virr, a trader in Balmora.
fbmwBladesTrainers	FormID: 01002C85	11	0	Rithleen gave me a cuirass and helm to sell to get a few drakes for my personal
fbmwBladesTrainers	FormID: 01002C85	12	0	Sjorvar Horse-Mouth suggested I get an enchanted weapon or scrolls for exploring. Ghosts can't be harmed except by an enchanted weapon or magic. Galbedir at the Balmora Mages Guild usually has a selection. She can also enchant items, but
fbmwBladesTrainers	FormID: 01002C85	13	0	Surane Leoriane suggested I see Llaros Uvayn at the Caldera Governor's Hall and learn the Detect Enchantment spell. It shows where enchanted items are, both in enemies, and in hidden locations.
fbmwBladesTrainers	FormID: 01002C85	14	0	Tyermaillin gave me his old alembic to use or sell.
fbmwBMAirship	FormID: 0101AF81	5	0	I found the wreckage of a crashed airship, and read the journal of its captain. It seems the crew had been commissioned to locate and explore Hrothmund's Barrow in search of some magic item. Before they could set down, the airship got caught in a surprise snowstorm and crashed into the mountains. I should get this journal to the man who sponsored the expedition – Louis Beauchamp, at the Ald'ruhn Guild of
fbmwBMAirship	FormID: 0101AF81	10	0	I met Louis Beauchamp outside the Ald'ruhn Mage's Guild. Apparently, he used magicka and some patched-together Dwemer technology to make his own airship, and then commissioned a crew to fly north to the frozen isle of Solstheim in search
fbmwBMAirship	FormID: 0101AF81	20	0	The airship hasn't returned, and Beauchamp is getting worried. He wants to hire me to discover what happened to the airship and its crew, and recover the Amulet of
fbmwBMAirship	FormID: 0101AF81	30	0	I turned down Louis Beauchamp's offer to discover what happened to his airship and its crew, and recover the Amulet of Infectious Charm.
fbmwBMAirship	FormID: 0101AF81	40	0	I agreed to help Louis Beauchamp discover what happened to his airship, and recover the Amulet of Infectious Charm. The crew was to fly to Solstheim and search a barrow located at the eye of a wolf-shaped formation called Hrothmund's Bane, which is only visible from the air. In order to gain entrance to the barrow, one must utter the name of the wolf that killed Hrothmund – [QUOTE]Ondjage[QUOTE]. If the wrong name is spoken, the crypt will be sealed forever.
fbmwBMAirship	FormID: 0101AF81	60	0	I found the wreckage of the crashed airship, and read the journal of its captain. It seems the crew had located Hrothmund's Barrow, but before they could set down, the airship got caught in a surprise snowstorm and crashed into the mountains. I need to get the captain's journal back to Louis Beauchamp, outside the Ald'ruhn Guild of Mages on Vvardenfell. It will prove to him what happened to the airship

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMAirship	FormID: 0101AF81	70	0	Louis Beauchamp was glad I was able to discover what happened to his airship, and has rewarded me accordingly. He also wants me to recover the Amulet of Infectious Charm from Hrothmund's Barrow. In order to gain entrance to the barrow I need to utter the name of the wolf that killed Hrothmund – [QUOTE]Ondjage[QUOTE]. If I say the wrong name, the crypt will be sealed forever.
fbmwBMAirship	FormID: 0101AF81	75	0	Louis Beauchamp was glad I was able to discover what happened to his airship, and has rewarded me accordingly.
fbmwBMAirship	FormID: 0101AF81	80	0	Louis Beauchamp was overjoyed that I was able to recover the Amulet of Infectious Charm, and has given me a generous reward. He'd really like to know what happened to his airship and its crew, however.
fbmwBMAirship	FormID: 0101AF81	85	0	Louis Beauchamp was overjoyed that I was able to recover the Amulet of Infectious Charm, and has given me a generous reward.
fbmwBMAirship	FormID: 0101AF81	90	0	I reported back to Louis Beauchamp, and told him what happened to the airship and its crew. He was especially grateful that I was able to recover the Amulet of Infectious Charm, and has rewarded me 2000 gold pieces.
fbmwBMAirship	FormID: 0101AF81	100	0	Now that I've learned what happened to the airship and recovered the Amulet of Infectious Charm, my work for Louis Beauchamp is complete.
fbmwBMAirshipa	FormID: 0101AF82	10	0	I found the door to Hrothmund's Barrow and tried to gain entrance. I uttered the wrong name and now the barrow has been sealed forever. Whatever is inside is now beyond my reach, and any quests that involve the barrow will be left incomplete. I guess I should have been more careful...
fbmwBMAirshipa	FormID: 0101AF82	20	0	I found the door to Hrothmund's Barrow and uttered the name of the wolf -- [QUOTE]Ondjage[QUOTE] -- to gain entrance.
fbmwBMAirshipc	FormID: 0101AF83	10	0	After learning I failed to gain entrance to Hrothmund's Barrow, Louis Beauchamp doesn't want anything to do with me.
fbmwBMAirshipc	FormID: 0101AF83	20	0	I told Svenja Snow-Song I failed to gain entrance to Hrothmund's Barrow, and she was filled with sorrow. She doubts Thirsk will ever reopen. Looks like I've failed this
fbmwBMBearHunt1	FormID: 0101AF84	10	0	Having returned the Totem of Claw and Fang to Korst Wind-Eye, he explained to me that soon the Skaal will perform the Ristaag, a ritual hunt that is meant to bring favor from the All-Maker on the Skaal.
fbmwBMBearHunt1	FormID: 0101AF84	15	0	Because of my service to the Skaal, Wind-Eye believes it would be good for me to take part in the Ristaag. I am to meet with Rolf Long-Tooth, one of the Skaal hunters, by the western shores of Lake Fjalding after nightfall. He will then explain how the hunt will take place, and what my part in it will be.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMBearHunt1	FormID: 0101AF84	20	0	Long-Tooth tells me that during the Ristaag, we will seek out the Spirit Bear that Wind-Eye has conjured using the Totem of Claw and Fang. We are to slay it and bring its heart back to the shaman. If the hunt fails, or is not completed by daybreak, it is said that bad fortunes will fall on the Skaal people.
fbmwBMBearHunt1	FormID: 0101AF84	25	0	I am to stay with Long-Tooth during the hunt, and to follow his instructions exactly.
fbmwBMBearHunt1	FormID: 0101AF84	30	0	As I followed Long-Tooth, we heard screams and unearthly howls off to our right. Long-Tooth has told me to investigate them and return to him.
fbmwBMBearHunt1	FormID: 0101AF84	40	0	I have found the corpse of Sattir the Bold, one of the other hunters involved with the Ristaag. I should return to Long-Tooth and let him know what has happened.
fbmwBMBearHunt1	FormID: 0101AF84	45	0	Long-Tooth fears that there are werewolves in the woods, and that they will try to disrupt the Ristaag. I should continue following him.
fbmwBMBearHunt1	FormID: 0101AF84	50	0	Again we heard screams, this time from our left side. Long-Tooth again would like me to investigate the disturbance, and return to him with my findings.
fbmwBMBearHunt1	FormID: 0101AF84	55	0	Grerid Axe-Wife is dead as well. I must report this to Long-Tooth.
fbmwBMBearHunt1	FormID: 0101AF84	60	0	Long-Tooth has decided we must continue the Ristaag. It will be up to us to find the Spirit Bear and return with its heart.
fbmwBMBearHunt1	FormID: 0101AF84	70	0	Long-Tooth and I were attacked by werewolves, but were able to kill them. We must now find the Spirit Bear and return its heart to Wind-Eye.
fbmwBMBearHunt1	FormID: 0101AF84	75	0	The Spirit Bear has been killed. I should now retrieve its heart to return to Wind-
fbmwBMBearHunt1	FormID: 0101AF84	80	0	I have retrieved the heart of the Spirit Bear. It must be returned to Wind-Eye.
fbmwBMBearHunt1	FormID: 0101AF84	100	0	Wind-Eye was pleased that the Ristaag was successful. He has taught me more of the Skaal magic in return for my efforts. I am now able to call a bear to aid me in
fbmwBMBearHunt1	FormID: 0101AF84	105	0	The Ristaag has failed.
fbmwBMBearHunt2	FormID: 0101AF85	10	0	Hircine has come to me again in my dreams. I saw visions of the Skaal preparing a ceremonial hunt for the Spirit Bear. I must travel to the western shores of Lake
fbmwBMBearHunt2	FormID: 0101AF85	30	0	Fjalding this night and kill these Skaal while they track the bear. Then I must kill the
fbmwBMBearHunt2	FormID: 0101AF85	50	0	I have killed the Skaal trackers.
fbmwBMBearHunt2	FormID: 0101AF85	50	0	I have killed the Spirit Bear.
fbmwBMBearHunt2	FormID: 0101AF85	100	0	Hircine is pleased with my obedience, and has granted me the ability to summon an undead Bonewolf to my side when I walk in the day.
fbmwBMBeasts	FormID: 0101AF86	10	0	As I approached the Beast Stone, magical writing appeared on its surface. It said: [QUOTE]Travel south. Find the Good Beast and ease its suffering.[QUOTE]
fbmwBMBeasts	FormID: 0101AF86	20	0	I have come across a bear being attacked by Rieklings.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMBeasts	FormID: 0101AF86	30	0	I have defeated the Rieklings attacking the bear. This bear, however, is still wounded. It looks as though it has been pierced by a Riekling arrow that will need to
fbmwBMBeasts	FormID: 0101AF86	40	0	I have removed the Riekling arrow from the bear, but it is still injured. I should attempt to heal it, or stay with it until it is well.
fbmwBMBeasts	FormID: 0101AF86	50	0	The bear is fully healed from its wounds. I should return to the Beast Stone. It seems the Good Beast would like to return there with me.
fbmwBMBeasts	FormID: 0101AF86	100	0	As I approached the Beast Stone, it began to glow with a magical light.
fbmwBMBeasts	FormID: 0101AF86	105	0	The Good Beast has died. I have failed to awaken the Beast Stone.
fbmwBMBrodirGrove	FormID: 0101AF87	10	0	I met Ulfgar the Unending and he told me his sad tale. He and his four companions came to Solstheim on some sort of quest. One of the five, a sorcerer named Grimkell, betrayed Ulfgar and the others. Ulfgar killed Grimkell, but the other three companions were turned to stone. They are the standing stones of Brodir Grove.
fbmwBMBrodirGrove	FormID: 0101AF87	20	0	For five hundred years Ulfgar has been unsuccessfully searching for the entrance to Sovngarde, the mythical fortress where valiant Nords may live forever. He feels he has failed in his quest, and will be forever in my debt if I can find the entrance
fbmwBMBrodirGrove	FormID: 0101AF87	30	0	The book [QUOTE]Sovngarde, a Reexamination[QUOTE] contains new theories on the god Shor's mythical Hall of Valor. Of particular interest is the suggestion that the entrance to Sovngarde doesn't actually exist in the physical world. All a Nord has to do to enter Sovngarde is die in honorable combat. I should get this book back to Ulfgar the Unending. He'll be very interested in what it has to say.
fbmwBMBrodirGrove	FormID: 0101AF87	40	0	Ulfgar was both shocked and excited by the new theories contained in the book [QUOTE]Sovngarde, a Reexamination[QUOTE]. He now believes the entrance to Sovngarde has been right before him all along. All he has to do is die an honorable death – and he's chosen me as his opponent.
fbmwBMBrodirGrove	FormID: 0101AF87	50	0	Ulfgar asked me to engage him in mortal combat in the hopes that I could win, and send his soul to Sovngarde. I refused.
fbmwBMBrodirGrove	FormID: 0101AF87	60	0	Ulfgar asked me to engage him in mortal combat in the hopes that I could win, and send his soul to Sovngarde. I agreed, and must return to him at his dwelling when I
fbmwBMBrodirGrove	FormID: 0101AF87	90	0	I killed Ulfgar. With his dying breath, he thanked me for granting him entrance to Sovngarde. Ulfgar also said he'd try to reach out to me from the afterlife and leave some kind of reward at Brodir Grove.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMBrodirGrove	FormID: 0101AF87	100	0	I went to Brodir Grove and was met by the spirit of Ulfgar. He met his friends in Sovngarde and told them of the help I granted him. As a reward, the companions will imbue me with their greatest attributes every time I visit Brodir Grove. I need only visit their standing stones to receive the blessings.
fbmwBMCariusGone	FormID: 0101AF88	10	0	Upon returning to Fort Frostmoth, I learned that the fort had been attacked by strange, wolflike creatures, and that Captain Carius has been abducted.
fbmwBMCariusGone	FormID: 0101AF88	20	0	Gaea Artoria suggests I should seek out the Nords who live on the northern coast of Solstheim. She says that these Nords worship animals, specifically wolves. She believes that they may be responsible for Captain Carius' disappearance. She doesn't believe they'll tell me much, as I am an outsider. So, she's given me a skull found in a Nord burial ground to give to the Skaal to better earn their trust. I'm to
fbmwBMCariusGone	FormID: 0101AF88	25	0	Saenus Lusius believes that I should seek out the Nords who live on the northern coast of Solstheim. Lusius tells me that these Nords are nature worshippers, and would know what these animals were that attacked the fort. He would like me to remain with these people, work my way into their confidence, though it may take a long time. He's given me a skull found in a Skaal tomb, in the hopes they will accept
fbmwBMCariusGone	FormID: 0101AF88	30	0	I have found the Nord village. The people here have told me to speak to Tharsten Heart-Fang, their leader. He is in the Greathall.
fbmwBMCariusGone	FormID: 0101AF88	100	0	Tharsten Heart-Fang says he knows nothing about the attack on Fort Frostmoth, and that the creatures that attacked the fort were not normal wolves.
fbmwBMCariusGone	FormID: 0101AF88	105	0	I have returned to Fort Frostmoth and spoken with Saenus Lusius. He was disappointed the Skaal have not told me more, but not surprised. He wishes for me to return to them and live among them until I can find out what has happened to
fbmwBMCariusGone	FormID: 0101AF88	110	0	Gaea Artoria did not believe that the Skaal knew nothing about the attack or Carius' disappearance. She would like me to return, earn their trust, and continue to live among them. She believes that, given time, I might be able to find out what has
fbmwBMCeremony1	FormID: 0101AF89	10	0	Korst Wind-Eye has told me that he would like me to take part in a Skaal ceremony called Ristaag, in order to cleanse and bless the Skaal people. First, though, he would like me to retrieve the Totem of Claw and Fang.
fbmwBMCeremony1	FormID: 0101AF89	20	0	The Totem of Claw and Fang is located in the Tombs of Skaalara, located east and a bit south of the Skaal Village.
fbmwBMCeremony1	FormID: 0101AF89	30	0	I have retrieved the Totem of Claw and Fang.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMCeremony1	FormID: 0101AF89	100	0	Wind-Eye was pleased that I was able to return the Totem of Claw and Fang from the Tombs of Skaalara, and rewarded me with knowledge of the Skaal nature magic. He has taught me the Skaal ritual to summon a wolf to fight by my side.
fbmwBMCeremony2	FormID: 0101AF8A	10	0	While sleeping, I had a strange dream. In it, the Daedra Prince Hircine spoke to me, telling me to journey to the Tombs of Skaalara. There, I am to keep the Skaal warriors from retrieving the Totem of Claw and Fang. I should kill any of the Skaal I meet in the Tombs. From what I saw in the dream, it appears the Tomb is located on
fbmwBMCeremony2	FormID: 0101AF8A	50	0	I have killed all of the Skaal warriors who came to retrieve the Totem of Claw and
fbmwBMCeremony2	FormID: 0101AF8A	100	0	Hircine came to me again in a dream. He was pleased that I had defended the Totem of Claw and Fang from the Skaal, and has blessed me with sharper claws to better tear the flesh of my enemies.
fbmwBMCeremony2	FormID: 0101AF8A	105	0	I have failed to protect the Totem of Claw and Fang.
fbmwBMCursedCaptain	FormID: 0101AF8B	10	0	While walking along the western coast of Solstheim I met a man named Thormoor Gray-Wave, staring out to sea. Thormoor was once a ship captain, but fell asleep at the rudder while ferrying settlers from Skyrim to Solstheim. The ship drifted into a gale and was sunk. The only survivors were Thormoor and a man whose entire
fbmwBMCursedCaptain	FormID: 0101AF8B	30	0	The only other survivor of the shipwreck, a warlock and seer named Geilir the Mumbling, has cursed Thormoor with eternal wakefulness. Thormoor hasn't slept since the ship was lost, and that was over six months ago. If I can find some way to convince Geilir to lift the curse, Thormoor will finally be able to get some rest. If I do this for Thormoor, he'll share with me a valuable secret he learned when he was a
fbmwBMCursedCaptain	FormID: 0101AF8B	40	0	I convinced Geilir the Mumbling to remove Thormoor's curse of eternal
fbmwBMCursedCaptain	FormID: 0101AF8B	50	0	Thormoor Gray-Wave was very grateful I was able to remove the curse of eternal wakefulness. Now he can barely keep his eyes open, and is going to his room at the Thirsk mead hall to sleep. I am to meet him there to collect my reward.
fbmwBMCursedCaptain	FormID: 0101AF8B	100	0	I met Thormoor at Thirsk, and he granted my reward. He told me of Gyldenhul Barrow, located on an island off the northeast coast of Solstheim. The barrow is filled with riches, and I can have it all. The door is heavily locked, but Thormoor has given me the key. He also marked the entrance of the dungeon on my map.
fbmwBMCursedCaptainA	FormID: 0101AF8C	10	0	I told Thormoor Gray-Wave about Geilir the Mumbling's death. Now Thormoor's curse can never be lifted, and he is doomed to spend the rest of his days watching the sea, too exhausted to do anything else.
fbmwBMDraugr	FormID: 0101AF8D	10	0	Having completed a test of wisdom for Tharsten Heart-Fang of the Skaal, I am now to complete a third test--a test of strength.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMDraugr	FormID: 0101AF8D	20	0	Heart-Fang would like me to travel to Lake Fjalding and speak with Korst Wind-Eye. Wind-Eye will tell me more about what I am required to do. I should be able to find him on the northern shore of the lake.
fbmwBMDraugr	FormID: 0101AF8D	30	0	I have found Wind-Eye by the shores of Lake Fjalding. Coming from the center of the lake is a gout of fire, rising through the ice high into the sky.
fbmwBMDraugr	FormID: 0101AF8D	40	0	Wind-Eye tells me that Heart-Fang believes that this flame is being created by the Draugr Lord Aesliip, a powerful creature who lives in the caves beneath the ice. Wind-Eye is not certain that this is the case, but would not speak more about it.
fbmwBMDraugr	FormID: 0101AF8D	50	0	I am to enter Lake Fjalding and search out the ice caves below. Once there, I should find Aesliip, a powerful Draugr Lord, and kill him.
fbmwBMDraugr	FormID: 0101AF8D	60	0	I have found the Draugr Lord Aesliip, and spoken to him. He tells me that he was once a powerful mage of the Skaal people, exiled for his research into the
fbmwBMDraugr	FormID: 0101AF8D	62	0	Aesliip tells me that through his necromancy he learned of a powerful group of Frost Daedra that were planning to take the island of Solstheim for their own. The Skaal would not listen to his warnings, as he was dead to them. Through his magic, Aesliip was able to keep the Frost Daedra at bay.
fbmwBMDraugr	FormID: 0101AF8D	65	0	Knowing that eventually his life would end, and the Daedra would escape, Aesliip performed the rituals necessary to make himself one of the undead, and continue to keep the Frost Daedra imprisoned.
fbmwBMDraugr	FormID: 0101AF8D	67	0	Aesliip believes that together we might defeat the Daedra. He has asked for my
fbmwBMDraugr	FormID: 0101AF8D	70	0	I have agreed to fight with Aesliip.
fbmwBMDraugr	FormID: 0101AF8D	75	0	I am honor-bound to slaughter Aesliip, and cannot fight with him.
fbmwBMDraugr	FormID: 0101AF8D	80	0	Aesliip and I have defeated the last of the Frost Daedra.
fbmwBMDraugr	FormID: 0101AF8D	85	0	When the last of the Daedra fell, Aesliip realized that his task was finally complete, and he was relieved of his undead state. Before he died, he gave me a magical ring.
fbmwBMDraugr	FormID: 0101AF8D	90	0	Aesliip is dead.
fbmwBMDraugr	FormID: 0101AF8D	100	0	I have returned to Wind-Eye and told him what transpired in the ice caves below Lake Fjalding. He suggests I return to the Skaal village, and he will meet me there
fbmwBMEarth	FormID: 0101AF8E	10	0	I approached the Earth Stone, and words magically appeared on its surface. They said: [QUOTE]Travel northeast to the Cave of the Hidden Music and learn the Song of the Earth.[QUOTE] Then the words disappeared.
fbmwBMEarth	FormID: 0101AF8E	20	0	In the Cave of the Hidden Music, I have found a large structure made of stalagmites and stalactites. An odd music seems to be coming from them.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMEarth	FormID: 0101AF8E	30	0	I have found that when one of the hollowed stalagmites is struck, it produces a musical note like the ones I can hear in this cave.
fbmwBMEarth	FormID: 0101AF8E	40	0	By striking the stalagmites in succession, I was able to recreate the sounds I can hear in this cave. When I did, the pattern changed.
fbmwBMEarth	FormID: 0101AF8E	50	0	After repeating the new pattern, the sounds swelled, and then grew silent. I should return to the Earth Stone.
fbmwBMEarth	FormID: 0101AF8E	100	0	When I returned to the Earth Stone, it began to glow with a mystical light.
fbmwBMFalmer	FormID: 0101B6C2	10	0	I met one of Raven Rock colony's new arrivals, an Altmer noble named Athellor. It seems Athellor came to Solstheim to investigate the Falmer, or Snow Elves. The local belief is that the Rieklings are actually the Falmer of legend, but Athellor finds
fbmwBMFalmer	FormID: 0101B6C2	20	0	Athellor is convinced the Falmer were actual Elves, much like himself. He believes they intermingled with the other Elven races and ceased to exist as an identifiable culture. Athellor must really be itching to share his story with someone – the more I
fbmwBMFalmer	FormID: 0101B6C2	30	0	listen, the more drinks he buys me... Athellor told me he's on a journey of self-discovery, and believes he has some Falmer blood in his veins. He's hoping to hire an adventurer to help with some of
fbmwBMFalmer	FormID: 0101B6C2	40	0	the more physically demanding work. I think I know where this conversation is As I expected, Athellor asked me to help him. He wanted me to find some evidence
fbmwBMFalmer	FormID: 0101B6C2	50	0	of the Falmer's existence on Solstheim, but I turned him down. I've agreed to help Athellor in his quest to find some evidence of the Falmer's
fbmwBMFalmer	FormID: 0101B6C2	60	0	existence here on Solstheim. He suggests I investigate the island's ancient burial barrows and standing stones. He's given me 200 gold for equipment and traveling
fbmwBMFalmer	FormID: 0101B6C2	100	0	I made an interesting find in the Jolgeirr Barrow – an ancient tome titled [QUOTE]Fall of the Snow Prince[QUOTE]. It chronicles the death of a skilled warrior in the Battle of the Moesring. Of particular interest is the description of the Snow
fbmwBMFalmer	FormID: 0101B6C2	100	0	Prince. He was no Nord, and definitely no Rieklings. I'd better get the book to I presented Athellor with the book [QUOTE]Fall of the Snow Prince[QUOTE], and he's convinced it gives an account of an actual Falmer warrior. Athellor is satisfied
fbmwBMFrostGiant1	FormID: 0101B6C3	10	0	I've investigated the matter fully, and has given me 800 gold for my troubles. The Ristaag is completed, but Wind-Eye has been getting reports from his sentries of ominous signs. He tells me that the shores are filled with dead horkers, and he
				knows of no reason why this would happen.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMFrostGiant1	FormID: 0101B6C3	20	0	Wind-Eye has told me more about the Bloodmoon Prophecy, an ancient Skall legend that tells of the signs that appear before a demon god begins to stalk the land. He fears now that these signs have begun to appear, but he would like me to
fbmwBMFrostGiant1	FormID: 0101B6C3	30	0	At the northwest end of the island stands an enormous castle of ice, home of the frost giant Karstaag. Wind-Eye tells me that he and the Skaal have lived in peace, but that this slaughter of the horkers could be the work of the Rieklings under his control. I should investigate Castle Karstaag and see what I can find out. Though I cannot go in the front door, there is an entrance under the water north of the castle
fbmwBMFrostGiant1	FormID: 0101B6C3	40	0	I have entered the Caverns of Karstaag, a network of caves that run below the
fbmwBMFrostGiant1	FormID: 0101B6C3	50	0	Inside the caverns I was greeted by a Riekling named Krish. He tells me that he knows nothing of the dead horkers, but he may know how I can find out more
fbmwBMFrostGiant1	FormID: 0101B6C3	60	0	The master of the castle, Karstaag has been missing for days. While he has been gone, Krish and his band have attempted to wrest control of the castle from Dulk, another Riekling loyal to the giant Karstaag.
fbmwBMFrostGiant1	FormID: 0101B6C3	70	0	Krish had entered into a pact with a band of grahl to help him secure the castle. The grahl however, have turned on the Riekling, slaughtered his troops, and now block the entrance to the castle above.
fbmwBMFrostGiant1	FormID: 0101B6C3	75	0	The magic surrounding the castle allows none to enter without Karstaag's blessing. Krish will allow me to enter with him, if I am willing to help him fight his way past these trolls. Once inside, I will be able to question Dulk about the dead horkers.
fbmwBMFrostGiant1	FormID: 0101B6C3	80	0	The ice-trolls are defeated. I should now be able to enter the castle with Krish.
fbmwBMFrostGiant1	FormID: 0101B6C3	81	0	None may enter the castle itself without the giant Karstaag's blessing. However, since I killed the trolls, Krish will accompany me to the door and upstairs. There I
fbmwBMFrostGiant1	FormID: 0101B6C3	85	0	Krish has been killed.
fbmwBMFrostGiant1	FormID: 0101B6C3	90	0	Dulk knows nothing about the dead horkers. He tells me that his master Karstaag disappeared days ago, after werewolves appeared at his door. The rest of the giant's minions have been involved in the rebellion at the castle, and could not have caused the deaths of the horkers. I should report these findings to Wind-Eye.
fbmwBMFrostGiant1	FormID: 0101B6C3	100	0	I've reported my findings to Wind-Eye, who did not seem surprised that the slaughter wasn't performed by the Rieklings. He fears that there are terrible times ahead for Solstheim, and gave me sword that casts magical fire as a means to
fbmwBMFrostGiant2	FormID: 0101B6C4	10	0	I have been sent another dream by the Daedra Lord Hircine. He has told me that Castle Karstaag, at the north shore of the island, is under siege by renegade servants. The owner of the castle is important to him, and Hircine would like me to

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMFrostGiant2	FormID: 0101B6C4	50	0	I have entered Castle Karstaag and spoken to a Riekling named Dulk. He tells me that another Riekling named Krish has enlisted the help of grahl to attempt to take control of the castle. I should enter the caverns below the castle and destroy the
fbmwBMFrostGiant2	FormID: 0101B6C4	70	0	I have killed all of the grahl and the Riekling Krish. Hircine will be pleased.
fbmwBMFrostGiant2	FormID: 0101B6C4	100	0	Hircine was pleased with my efforts, and has rewarded me with Hunter's Wind, the ability to completely restore my health once each day.
fbmwBMFurArmor	FormID: 0101B6C5	5	0	Snow bears are larger cousins of Solstheim's normal bears, and are known for their thick white fur. They are elusive, but have been seen in the snowy forested regions along Solstheim's southern coast. It is said their attacks have been known to freeze human flesh, and their fur protects them against the frost and cold.
fbmwBMFurArmor	FormID: 0101B6C5	7	0	Snow wolves are larger cousins of Solstheim's normal wolves, and are said to be descendents of Ondjage, the Fell Wolf that devoured Hrothmund the Red. They are elusive, but can be found in and around the Moesring Mountains. It is said their attacks have been known to freeze human flesh, and their fur protects them against
fbmwBMFurArmor	FormID: 0101B6C5	10	0	Brynjolfr will make custom snow wolf and snow bear fur armor to order. It's light armor, and can offer some protection against frost. Brynjolfr has given me a list of requirements and prices. If I have the animal pelts and gold, he'll begin work on a custom piece of armor, and have it ready in a day.
fbmwBMIngmar	FormID: 0101B6C6	10	0	I came upon a young Skaal warrior named Ingmar, just outside the Valbrandr Barrow. In order to rise to manhood within the Skaal, Ingmar must single-handedly defeat the Valbrandr draugr. Unfortunately, Ingmar has already tried to kill the
fbmwBMIngmar	FormID: 0101B6C6	20	0	Ingmar asked for my help in defeating the Valbrandr draugr, but I refused. Skaal tradition dictates he must kill the draugr alone to rise to manhood, and I'm not
fbmwBMIngmar	FormID: 0101B6C6	30	0	I've agreed to help Ingmar in his quest to kill the Valbrandr draugr. He's supposed to defeat the creature alone, but has already tried once and failed. When we enter the Valbrandr barrow, I'm to act as a shield or distraction, but am not to attack the draugr in any way. At least this way, it will be easier for Ingmar to lie to himself, and
fbmwBMIngmar	FormID: 0101B6C6	35	0	Though he fought bravely, Ingmar was killed. May the Skaal remember him as a
fbmwBMIngmar	FormID: 0101B6C6	40	0	While in the Valbrandr Barrow, I attacked the draugr. I hope Ingmar understands.
fbmwBMIngmar	FormID: 0101B6C6	45	0	Ingmar saw me attack the Valbrandr draugr, and is now completely distraught. He says that because he didn't kill the draugr by himself, he'll never be considered a
fbmwBMIngmar	FormID: 0101B6C6	50	0	The Valbrandr draugr is dead. I acted as a distraction while Ingmar landed the

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMIngmar	FormID: 0101B6C6	60	0	Ingmar thanked me for my help. Now he can return to the Skaal and tell them he single-handedly killed the draugr. As a show of thanks, Ingmar said he's going to leave all the barrow's treasure alone, so I'm free to take as much as I want. He also invited me to visit him at his house in the Skaal Village, if ever I get the chance.
fbmwBMIngmar	FormID: 0101B6C6	100	0	I met Ingmar in his house in the Skaal Village, and he presented me with a Belt of Orc's Strength. It was given to him by the Skaal in honor of the Valbrandr draugr's defeat, and he thought I should have it.
fbmwBMLycanthropycure	FormID: 0101B6C7	10	0	I found a note on the body of one of the Glenmoril Witches. Apparently, there's a Scroll of Cure Lycanthropy in the witches' gloomy cave. The scroll is hidden in a hollowed-out icicle hanging from the roof of the cave. If I read the scroll, I will be
fbmwBMLycanthropycure	FormID: 0101B6C7	20	0	I read the Scroll of the Wolf Ender and have been stripped of my curse. It's strange, but I feel will never again turn into a wolf when the sun sets, and can never again be infected with lycanthropy. Hopefully the people I meet will realize I am no longer a
fbmwBMMeadHall	FormID: 0101B6C8	10	0	The mead hall of Thirsk has been attacked by a monster called the Udyrfrykte. The creature struck without warning and killed everyone he could. Svenja Snow-Song was finally able to drive the beast away with her arrows, but she fears the
fbmwBMMeadHall	FormID: 0101B6C8	20	0	Svenja Snow-Song implored me to slay the Udyrfrykte, but I refused. She's convinced the beast will eventually return to Thirsk and finish what he started.
fbmwBMMeadHall	FormID: 0101B6C8	30	0	Svenja Snow-Song asked me to slay the Udyrfrykte, and I agreed. I can probably find the beast in his lair. The entrance is on the eastern shore of Lake Fjalding, just to the west of Thirsk. If I can slay the Udyrfrykte, I should claim some kind of trophy from the body. If I bring this trophy back to Svenja Snow-Song, I may be named chieftain
fbmwBMMeadHall	FormID: 0101B6C8	40	0	I have slain the Udyrfrykte. I should claim a part of the beast as a battle trophy and bring it to Svenja Snow-Song at Thirsk.
fbmwBMMeadHall	FormID: 0101B6C8	50	0	I gave the Heart of the Udyrfrykte to Svenja Snow-Song. She says there is one more task I must complete before being named chieftain of Thirsk.
fbmwBMMeadHall	FormID: 0101B6C8	60	0	I must journey west to the Moesring Mountains and find the hidden barrow of Hrothmund, the first chieftain of the mead hall. Once there, I must lay my hands on Hrothmund's great axe and utter my intention to rule over Thirsk and its people. If Hrothmund's spirit approves, he will grant his blessing. While I'm away, Svenja will
fbmwBMMeadHall	FormID: 0101B6C8	70	0	I laid my hands on Hrothmund's great axe and uttered my intention to serve as Thirsk's chieftain. Hrothmund's spirit answered by granting his blessing. I should now return to the mead hall and talk to Svenja Snow-Song so that I may be named

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMMeadHall	FormID: 0101B6C8	100	0	Svenja Snow-Song has named me chieftain of Thirsk. The position is permanent, and I must serve it until I die. Svenja has offered to serve as my advisor and second-in-command, and will take care of all mead hall matters in my absence.
fbmwBMMeadHall	FormID: 0101B6C8	110	0	I killed Svenja-Snow Song. Without her support, I will never be chieftain of Thirsk. And, seeing as Svenja was overseeing the repairs of the mead hall, Thirsk will never
fbmwBMMeadHall	FormID: 0101B6C8	120	0	I laid my hands on Hrothmund's great axe and uttered my intention to serve as Thirsk's chieftain. Hrothmund did not grant his blessing. I shall never be the
fbmwBMMeadHalla	FormID: 0101B6C9	10	0	Bereditte Jastal has given me a gift, a revised edition of his history of Thirsk that chronicles my battle with the Udyrfrykte, and adds my name to the list of chieftains.
fbmwBMMeadHallb	FormID: 0101B6CA	10	0	I have ordered mead from Skyrim. It should arrive in a week.
fbmwBMMeadHallb	FormID: 0101B6CA	20	0	The shipment of mead has arrived from Skyrim. I can now collect the weekly profits from the sale of mead.
fbmwBMMeadHallc	FormID: 0101B6CB	10	0	Svenja Snow-Song has sent out hunters to kill snow bears and snow wolves, and return with their pelts.
fbmwBMMeadHallc	FormID: 0101B6CB	20	0	The hunters have returned, and Svenja has given me the snow bear and snow wolf pelts they managed to secure.
fbmwBMMissionary	FormID: 0101B6CC	10	0	I spoke with Jeleen at the Imperial Cult shrine in Fort Frostmoth, and he is deeply troubled. A missionary named Mirisa set out from the shrine over a month ago, and hasn't returned. If I can find Mirisa and return her safely to Jeleen, he will grant a generous reward. Jeleen suggests I look in the Lake Fjalding region, to the north of
fbmwBMMissionary	FormID: 0101B6CC	20	0	It seems Mirisa the missionary was preaching more about the evils of alcohol consumption than the benefits of the Imperial Cult. She was last seen heading for a mead hall called Thirsk, in the hopes of swaying the resident Nords from their love
fbmwBMMissionary	FormID: 0101B6CC	30	0	The missionary Mirisa is being held captive by a Nord barbarian named Erich the Unworthy, in his room in the Thirsk mead hall.
fbmwBMMissionary	FormID: 0101B6CC	40	0	I have killed the Nord barbarian Erich the Unworthy. Thankfully it was an even fight, since none of Eric's fellow clan members came to his assistance.
fbmwBMMissionary	FormID: 0101B6CC	50	0	I have located Mirisa the missionary, locked in the quarters of Erich the Unworthy at the Thirsk mead hall. She's been imprisoned for over three weeks.
fbmwBMMissionary	FormID: 0101B6CC	60	0	I have agreed to escort Mirisa back to the Imperial Cult Shrine at Fort Frostmoth.
fbmwBMMissionary	FormID: 0101B6CC	100	0	I have escorted the missionary Mirisa safely to the Imperial Cult shrine in Fort
fbmwBMMissionary	FormID: 0101B6CC	110	0	Jeleen was overjoyed at my rescue of Mirisa, and rewarded me with 300 gold
fbmwBMMissionary	FormID: 0101B6CC	120	0	Mirisa the missionary is dead. I should report this sad news to Jeleen at the Imperial Cult Shrine at Fort Frostmoth.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMMissionary	FormID: 0101B6CC	130	0	Jeleen was overcome with grief at the news of Mirisa's death. He thanked me for relaying the information, and paid me for my services.
fbmwBMMoonSugar	FormID: 0101B6CD	10	0	I met Severia Gratus, a guard at Fort Frostmoth. Gratus has been ordered to solve the mystery of a recent rash of moon sugar poisonings here on Solstheim. Several people, including a Cult priest at Frostmoth, have been mysteriously afflicted with temporary moon sugar euphoria, and the Imperials suspect foul play. Gratus is in
fbmwBMMoonSugar	FormID: 0101B6CD	20	0	Severia Gratus asked for my help in uncovering the identity of the moon sugar poisoner and bringing him to justice, but I turned her down.
fbmwBMMoonSugar	FormID: 0101B6CD	30	0	I have agreed to help Severia Gratus discover the identity of the moon sugar poisoner and bring him to justice. One of the victims – the Imperial Cult priest Jeleen – glimpsed a man with a unique white Colovian fur helm leaving the scene of the crime. I am to find and kill this man and bring Gratus the white helm as proof. Before I leave Frostmoth I must question Jeleen in the Cult shrine. He may have
fbmwBMMoonSugar	FormID: 0101B6CD	40	0	I questioned Jeleen at the Imperial Cult shrine. A week ago, after drinking some wine, Jeleen began to feel the effects of moon sugar euphoria. He claims that while in his drugged state, he saw a frail old man, probably not a Nord, wearing a white Colovian fur helm. Jeleen can't fully trust his recollections, but he thinks he remembers the man singing a silly song... something about candy, and a workshop
fbmwBMMoonSugar	FormID: 0101B6CD	50	0	I met an odd old man living in a small workshop, out in the wilderness of Solstheim. Inspired by a child's silly song, he took on the role of Uncle Sweetshare, the legendary giver of candy and spreader of cheer. He even wears a white helmet. What's most disturbing is that this particular Uncle Sweetshare has been spreading his unique brand of happiness by secretly giving people moon sugar. It's obvious this
fbmwBMMoonSugar	FormID: 0101B6CD	70	0	I convinced Uncle Sweetshare to give me his white helm, which I shall turn into Severia Gratus at Fort Frostmoth as [QUOTE]proof[QUOTE] of his execution. The madman promised me he'd stop slipping moon sugar into people's food and drink. I can only hope he has wits enough to keep his word.
fbmwBMMoonSugar	FormID: 0101B6CD	80	0	Uncle Sweetshare is dead by my hand. I must return his white Colovian fur helm to Severia Gratus at Fort Frostmoth as proof of the deed, and collect my reward.
fbmwBMMoonSugar	FormID: 0101B6CD	100	0	The white Colovian fur helm has been delivered to Severia Gratus as proof of the moon sugar poisoner's execution. I have been well rewarded for my services.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMMorale	FormID: 0101B6CE	10	0	Captain Carius has told me a little about the situation here at Fort Frostmoth. Most of the soldiers are stationed here because they were unfit to serve in the more important forts. They are a normally restless bunch, and Carius believes that they are recently even more edgy than usual.
fbmwBMMorale	FormID: 0101B6CE	20	0	Captain Carius would like me to investigate the unease he's feeling coming from the soldiers stationed here at Fort Frostmoth. He believes that there must be someone who is spreading ill will among his men. I should speak with the soldiers here and see what I might learn from them.
fbmwBMMorale	FormID: 0101B6CE	30	0	The troops at Fort Frostmoth seemed at first to be unwilling to speak with me, perhaps upset at the recent ban on alcohol consumption at the fort. However, giving the soldier some alcohol has raised his spirits somewhat.
fbmwBMMorale	FormID: 0101B6CE	40	0	A soldier has agreed to speak with me in exchange for some liquor I had with me. Apparently, Captain Carius has forbidden all alcohol consumption, and the soldiers are restless. They believe he has done it as a punishment for poor performance. I should report my findings to Carius.
fbmwBMMorale	FormID: 0101B6CE	50	0	Carius tells me that although he and Antonius Nuncius discussed the effects of alcohol on the men, he never actually banned liquor consumption. The shipments, however, have stopped arriving. Captain Carius would like me to speak with the soldiers some more and find out where these rumors are being started.
fbmwBMMorale	FormID: 0101B6CE	55	0	The soldiers seem willing to take the alcohol in my possession in exchange for information about what has become a dry fort. It seems that a bit of the drink makes them much more disposed to chatting.
fbmwBMMorale	FormID: 0101B6CE	60	0	One of the soldiers has told me that it was Antonius Nuncius who told him that the alcohol ban was a punishment from Captain Carius. Of course, I'll need more proof of that before I can possibly report this information to Carius. I should be able to find Nuncius either in the Imperial Cult Shrine, or in his office, located above the
fbmwBMMorale	FormID: 0101B6CE	70	0	Antonius Nuncius denies spreading rumors about Captain Carius or starting any trouble at all in the Fort. He claims to be a simple priest dedicated to serving his fellow man. He acts guilty, though, so perhaps it bears further investigation.
fbmwBMMorale	FormID: 0101B6CE	80	0	I've found a large stash of alcohol in Antonius Nuncius' desk.
fbmwBMMorale	FormID: 0101B6CE	90	0	Antonius Nuncius has admitted that he has been poisoning the minds of the soldiers here in Fort Frostmoth. His hope was that if the situation here got bad enough, he would be recalled to Vvardenfell.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMMorale	FormID: 0101B6CE	93	0	I have agreed to keep Antonius Nuncius' secret. In exchange, he has given me the key to his closet, which contains a great many bottles of Cyrodiilic Brandy, Flin, and
fbmwBMMorale	FormID: 0101B6CE	95	0	I told Antonius Nuncius that I would be unable to keep his actions a secret from
fbmwBMMorale	FormID: 0101B6CE	100	0	Captain Carius has thanked me for finding the source of the low morale among his troops. In gratitude, he has given me some useful Cure Disease potions, as there are diseases on this island not common in Vvardenfell, and a silver sparkblade. Carius will also request that Nuncius' assignment at the Fort be extended indefinitely.
fbmwBMMorale	FormID: 0101B6CE	110	0	Although I did not reveal the source of the low morale of the Fort's troops, Captain Carius has noticed a change in their attitude, and has thanked me for my assistance. He gave me some Cure Disease potions, as he says there are diseases on this island that have never before been encountered.
fbmwBMMorale	FormID: 0101B6CE	200	0	Antonius Nuncius is dead, and Captain Carius has told me to stop searching for the source of the low morale.
fbmwBMRetribution	FormID: 0101B6CF	10	0	The widow Kolfinna wants my help in extracting wergild, the traditional retribution of the Nords, for the murder of her husband. I am to obtain Sigvatr the Strong's family heirloom, the gem Pinetear, and return it to Kolfinna at her dwelling on the western bank of the Iggnir River. All Kolfinna wants is Pinetear; I don't necessary
fbmwBMRetribution	FormID: 0101B6CF	20	0	I have refused Kolfinna's request that I extract wergild from Sigvatr the Strong. I know better than to get involved in such a sensitive family matter.
fbmwBMRetribution	FormID: 0101B6CF	30	0	I have agreed to assist the widow Kolfinna in extracting wergild from Sigvatr the Strong. The barbarian was last seen hunting near the Altar of Thron, a stone formation to the northwest of Kolfinna's dwelling, just west of the Harstrad River. I am to obtain Sigvatr's gem Pinetear and return it to Kolfinna. It matters not whether the barbarian lives or dies, so long as Kolfinna gets the gem.
fbmwBMRetribution	FormID: 0101B6CF	40	0	I spoke with Sigvatr the Strong and tried to coax Pinetear from his possession, but my attempt was a failure. If I can gain Sigvatr's friendship and then appeal to his sense of guilt, I may be able to get Pinetear without a fight.
fbmwBMRetribution	FormID: 0101B6CF	50	0	Sigvatr the Strong has been overcome with guilt for the death of Gustav Two-Teeth, and agrees to make amends. He has given me his ancestral gem Pinetear, which I am to present to Kolfinna as payment of wergild.
fbmwBMRetribution	FormID: 0101B6CF	60	0	Sigvatr the Strong would not surrender Pinetear, so I was forced to slay him. I must deliver the gem to Kolfinna as payment of wergild.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMRetribution	FormID: 0101B6CF	70	0	Like the shadow of a snake, my hand darted inside the purse of Sigvatr the Strong and withdrew his ancestral gem, Pinetear. If I return the gem to Kolfinna the widow, it will serve as payment of wergild for the murder of her husband.
fbmwBMRetribution	FormID: 0101B6CF	100	0	Pinetear has been delivered to the widow Kolfinna, thereby fulfilling the extraction of wergild. Kolfinna was deeply touched by my efforts, and now considers me a member of her family. I can sleep in Kolfinna's bed at any time, and she has given me a key to her husband's old chest. I can have whatever it contains.
fbmwBMRumors	FormID: 0101B6D0	10	0	I have heard rumors of an island to the north of Vvardenfell named Solstheim. There is apparently an Imperial fort named Fort Frostmoth.
fbmwBMRumors	FormID: 0101B6D0	50	0	I have been told there is now a boat in Khuul that offers transport to the island of
fbmwBMRumors	FormID: 0101B6D0	100	0	I have arrived on the island of Solstheim. Captain Falx Carius is the commander at Fort Frostmoth, and I should speak with him. Captain Carius is likely in his chambers at Fort Frostmoth, which can be reached through the General Quarters, at the top of the south staircase. For matters dealing with the new colony, I should speak with Carnius Magius at the Imperial Cult Shrine.
fbmwBMSadSeer	FormID: 0101B6D1	10	0	I met a sad warlock and seer named Geilir the Mumbling. His family was recently lost at sea, and now his only companion has been kidnapped by a draugr.
fbmwBMSadSeer	FormID: 0101B6D1	20	0	Geilir asked me to rescue Oddfrid White-Lip from Kolbjorn Barrow, but I refused.
fbmwBMSadSeer	FormID: 0101B6D1	30	0	I have agreed to help Geilir the Mumbling by rescuing Oddfrid White-Lip from Kolbjorn Barrow. As a reward, he will talk to Oddfrid and reveal my future. Kolbjorn Barrow is southeast of Geilir's dwelling, near the Solstheim coast.
fbmwBMSadSeer	FormID: 0101B6D1	35	0	I have agreed to help Geilir the Mumbling by rescuing Oddfrid White-Lip from Kolbjorn Barrow. As a reward, he will talk to Oddfrid and reveal my future. He will also reverse Thormoor Gray-Wave's curse of eternal wakefulness. Kolbjorn Barrow is southeast of Geilir's dwelling, near the Solstheim coast.
fbmwBMSadSeer	FormID: 0101B6D1	37	0	I found Oddfrid White-Lip, but Geilir failed to mention that she was just a skull. No matter. If I return the skull to Geilir, he should grant my reward.
fbmwBMSadSeer	FormID: 0101B6D1	40	0	I returned Oddfrid White-Lip to Geilir the Mumbling. Geilir admitted that Oddfrid was just a skull, but insists [QUOTE]she[QUOTE] talks to him.
fbmwBMSadSeer	FormID: 0101B6D1	100	0	Geilir the Mumbling told me my future. He said something about the beginning of a hunt, and me as both the hunter and hunted. I was surrounded by ice. He also said something about a giant and a horned huntsman.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMSadSeer	FormID: 0101B6D1	110	0	Geilir the Mumbling couldn't tell my future, but Oddfrid did tell him about something else. He said that when the dragon dies, the Empire dies. He also said something about the lost dragon's blood and the Empire's sire, and the stemming of a blood tide. Geilir said it was all very cloudy, and does not refer to me directly.
fbmwBMSadSeer	FormID: 0101B6D1	120	0	Geilir the Mumbling told me my future. He said...
fbmwBMSkaalAttack	FormID: 0101B6D2	10	0	Creatures are attacking the Skaal village. I should go outside and help to defend
fbmwBMSkaalAttack	FormID: 0101B6D2	20	0	The werewolves attacking the Skaal Village have been defeated.
fbmwBMSkaalAttack	FormID: 0101B6D2	25	0	I have been told that at least one werewolf was seen going into the Greathall. I should go make sure that those inside are safe.
fbmwBMSkaalAttack	FormID: 0101B6D2	30	0	The werewolves inside the Greathall are defeated. The Skaal Guard that was inside is dead. Heart-Fang, however, is nowhere to be found.
fbmwBMSkaalAttack	FormID: 0101B6D2	40	0	Residents of the Skaal Village have suggested I speak with Korst Wind-Eye, who has
fbmwBMSkaalAttack	FormID: 0101B6D2	50	0	Wind-Eye tells me that during the battle with the werewolves, he believes I was infected by one of them. A Cure Disease spell will rid me of the affliction, but if I do not do this within three days, I may become a werewolf myself. Until I have been cured, Wind-Eye cannot allow me to be a part of the Skaal community.
fbmwBMSkaalAttack	FormID: 0101B6D2	95	0	I have lived with the Lycanthropy disease too long, and the Skaal believe I am a werewolf. I am not welcome among them until I have found a cure.
fbmwBMSkaalAttack	FormID: 0101B6D2	100	0	I have been cured of the Lycanthropy disease, and may once again be a part of the Skaal. I have been named Blodskaal, a blood friend to the village. They will allow me to use Rigmor Halfhand's former house as my own.
fbmwBMSkaalAttack	FormID: 0101B6D2	105	0	I have cured myself of Lycanthropy, and have been welcomed back by the Skaal. I have been named Blodskaal, a blood friend to the village. They will allow me to use Rigmor Half-Hand's former house as my own.
fbmwBMSmugglers	FormID: 0101B6D3	10	0	Captain Carius mentioned that he believes there is a problem with smugglers at Fort Frostmoth. He has noticed that the weapons stores are dangerously low, and he believes that someone must be smuggling them off the island.
fbmwBMSmugglers	FormID: 0101B6D3	20	0	I should speak with either Saenus Lusius or Gaea Artoria to help me ferret out the smugglers. Captain Carius tells me that Saenus Lusius is one of his brightest soldiers, and Gaea Artoria one of his strongest. I'll be able to find Lusius in the General Quarters, and Artoria in the General Quarters, Upper Level.
fbmwBMSmugglers	FormID: 0101B6D3	30	0	I have chosen to work with Saenus Lusius to discover the smuggling ring here at Fort Frostmoth. He seems to be very knowledgeable, and should be a valuable companion. We are to find the smuggled goods and report to Captain Carius. We

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMSmugglers	FormID: 0101B6D3	35	0	I have chosen to work with Gaea Artoria to discover the smuggling ring here at Fort Frostmoth. From what I gather, there is no finer warrior at the garrison. We are to find the smuggled goods and report to Captain Carius. We may deal with the
fbmwBMSmugglers	FormID: 0101B6D3	40	0	Saenus Lusius has suggested we speak with a few of the soldiers to see who may be involved in the smuggling ring. The first he suggests we speak with is Zeno Faustus, whom Lusius believes we may trust. He can be found in the Armory.
fbmwBMSmugglers	FormID: 0101B6D3	45	0	Gaea Artoria believes we should start talking to other soldiers, but does not know with whom to speak. She suggests simply intimidating some of the soldiers into giving up information on the smuggling ring.
fbmwBMSmugglers	FormID: 0101B6D3	50	0	One of the soldiers I've spoken with suggests that Zeno Faustus may have knowledge of the smuggling ring. I may be able to find him at the Armory here at
fbmwBMSmugglers	FormID: 0101B6D3	60	0	Zeno Faustus seems willing to speak with me about the smuggling ring, as he trusts Saenus Lusius.
fbmwBMSmugglers	FormID: 0101B6D3	65	0	Zeno Faustus seems reluctant to speak with me about the smuggling ring.
fbmwBMSmugglers	FormID: 0101B6D3	70	0	Zeno Faustus has suggested that we investigate the Gandrung Caverns northeast of the fort. He believes that this area has been used as a storage area for the stolen goods. If we are to break up the smuggling ring, we will have to kill all the smugglers, or come to some other sort of arrangement with them.
fbmwBMSmugglers	FormID: 0101B6D3	80	0	I have found the smugglers' cave that Zeno Faustus suggested we investigate.
fbmwBMSmugglers	FormID: 0101B6D3	90	0	One of the smugglers, Gualtierus Spurius, has offered me a deal because he knows and trusts Saenus Lusius. In exchange for sparing his life, he will leave Solstheim and the stolen goods behind. In addition, he will give me an axe to keep silent about his
fbmwBMSmugglers	FormID: 0101B6D3	93	0	I've accepted Gualtierus Spurius' offer, and will allow him to leave the island. He's given me a silver axe in return, and has suggested I can take whatever I like from his
fbmwBMSmugglers	FormID: 0101B6D3	95	0	I've declined Gualtierus Spurius' offer. He tells me that I will need to kill him and all of his companions to end this smuggling operation.
fbmwBMSmugglers	FormID: 0101B6D3	97	0	All of the smugglers in the hideout have been defeated. I should report to Captain
fbmwBMSmugglers	FormID: 0101B6D3	100	0	I've returned to Fort Frostmoth to report to Captain Carius, but the Fort has been attacked in my absence.
fbmwBMStones	FormID: 0101B6D4	10	0	Tharsten Heart-Fang seemed pleased with my gift of the Skaal skull, and was willing to allow me to remain with the Skaal for a time.

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Quest ID	Form ID			
fbmwBMStones	FormID: 0101B6D4	20	0	Heart-Fang is clearly angry with the Imperials' presence on the island. He believes that they have no respect for the land or the creatures on it. He also believes that they are responsible for the dwindling power of the Skaal's powerful nature magic. He spoke of how the Imperials have disrupted the Oneness of the land, the balance
fbmwBMStones	FormID: 0101B6D4	30	0	Heart-Fang tells me that I will need to atone for the mistakes of the Imperials. He wishes for me to perform a ceremony to restore the Skaal's original power. I should speak with Korst Wind-Eye to learn more about this. Wind-Eye is in the Shaman's
fbmwBMStones	FormID: 0101B6D4	40	0	Wind-Eye tells me that there are six Standing Stones on the island of Solstheim, each representing one of the six gifts of the All-Maker. In order for me to perform the ceremony that Heart-Fang wishes, I will need to visit each of these stones and
fbmwBMStones	FormID: 0101B6D4	50	0	Wind-Eye has given me a scroll that shows the location of each of the Standing Stones, as well as a book that gives the history of the Skaal's beliefs. I should investigate these Stones if I am to restore the power of the Skaal.
fbmwBMStones	FormID: 0101B6D4	60	0	I have completed the Gift of Water ritual.
fbmwBMStones	FormID: 0101B6D4	62	0	I have completed the Gift of Earth ritual.
fbmwBMStones	FormID: 0101B6D4	64	0	I have completed the Gift of Trees ritual.
fbmwBMStones	FormID: 0101B6D4	66	0	I have completed the Gift of Beasts ritual.
fbmwBMStones	FormID: 0101B6D4	68	0	I have completed the Gift of the Sun ritual.
fbmwBMStones	FormID: 0101B6D4	70	0	I have completed the Gift of Winds ritual.
fbmwBMStones	FormID: 0101B6D4	80	0	I have completed all the six rituals necessary, and should return to Heart-Fang.
fbmwBMStones	FormID: 0101B6D4	100	0	Heart-Fang was pleased with my efforts in performing the six rituals. He has rewarded me with the Mace of Aevar Stonesinger, a prized Skaal weapon. Heart-Fang was reluctant to give me the weapon, as I am still an outsider to him. Still, tradition dictates that I be given the magnificent mace.
fbmwBMSun	FormID: 0101B6D5	10	0	As I approached the Sun Shrine, magical writing appeared on its surface. It said: [QUOTE]Go to the west and free the warm Sun from the Halls of
fbmwBMSun	FormID: 0101B6D5	20	0	I have entered the Halls of Penumbra, which is seemingly devoid of light.
fbmwBMSun	FormID: 0101B6D5	30	0	I have found a bright glowing object behind a wall of ice. This must be what I was sent to recover.
fbmwBMSun	FormID: 0101B6D5	40	0	I have shattered the wall and freed the Warmth of the Sun. I should return to the
fbmwBMSun	FormID: 0101B6D5	100	0	As I approached the Sun Stone, it began to glow with a mystical light.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMTrees	FormID: 0101B6D6	10	0	As I approached the Tree Stone, I saw magical writing appear on its surface. They read: [QUOTE]The First Trees are gone. Travel east and find the one who has stolen the Seeds. Beware--he who has the seeds, controls the trees. Plant the First anew.[QUOTE] Then, the writing disappeared.
fbmwBMTrees	FormID: 0101B6D6	20	0	I've entered a clearing where there are a group of Spriggans surrounding a Riekling minion. The Spriggans seem to be in the Riekling's thrall, and look aggressive.
fbmwBMTrees	FormID: 0101B6D6	30	0	I have recovered the Seeds from the Riekling. There was a clearing northwest of the Tree Stone where they might be planted.
fbmwBMTrees	FormID: 0101B6D6	40	0	I have planted the Seeds. I should return to the Tree Stone.
fbmwBMTrees	FormID: 0101B6D6	100	0	After planting the Seeds, I approached the Tree Stone. It began to glow with a
fbmwBMTrial	FormID: 0101B6D7	10	0	Tharsten Heart-Fang was pleased with the reactivation of standing stones, and tells me that I have passed the Test of Loyalty among the Skaal. Now I must pass the Test
fbmwBMTrial	FormID: 0101B6D7	20	0	Engar Ice-Mane has been accused of theft by Rigmor Halfhand. Apparently, theft is a grievous offense among the Skaal, as each is given according to his need. It is an offense punishable by death, or worse, exile from Skaal lands. Engar Ice-Mane has chosen death over exile. Heart-Fang would like me to investigate the accusation of theft, bring him proof of the crime, and make a decision based on my findings. I should speak with the people of the Skaal Village and find out what I can about the
fbmwBMTrial	FormID: 0101B6D7	30	0	I have been told that many people doubt that Engar would resort to any sort of thievery. He was a respected warrior, and was known to be an honorable man.
fbmwBMTrial	FormID: 0101B6D7	40	0	Korst Wind-Eye believes that Engar Ice-Mane could not possibly be a thief. He says that the warrior is a much-honored and respected member of the tribe, and that it seems unbelievable that he would steal from another. He suggests I speak with Ice-
fbmwBMTrial	FormID: 0101B6D7	45	0	Risi has told me that she does not believe that her husband could possibly have done what he is accused of. She claims that Halfhand is merely jealous of her husband, and has trumped up these charges to disgrace him.
fbmwBMTrial	FormID: 0101B6D7	50	0	I have found a note that suggests that Rigmor Halfhand and Risi Ice-Mane had recently had an affair. I should show this note to Risi Ice-Mane, and speak with her
fbmwBMTrial	FormID: 0101B6D7	55	0	Risi tells me it is true that she and Halfhand did have a brief affair. Although Risi ended their relationship, Halfhand has continued to pursue her affections. I should speak with Rigmor Halfhand about this situation.
fbmwBMTrial	FormID: 0101B6D7	60	0	Confronted with the evidence I have gathered, Halfhand admitted to his prior relationship with Risi Ice-Mane, and also admitted that he accused Engar with the crime to force him out of the Skaal camp.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMTrial	FormID: 0101B6D7	70	0	I have reported my findings to Tharsten Heart-Fang. He was convinced by my evidence, and has declared that all charges against Ice-Mane are to be dropped. Additionally, he has told me that presenting a false accusation of a serious crime is in itself as serious a crime, and Halfhand must now be sentenced.
fbmwBMTrial	FormID: 0101B6D7	80	0	Because Heart-Fang now trusts my judgment, I must decide what the punishment for Halfhand will be. I must choose between Halfhand being exiled from the Skaal community or being fed to the Skaal's ceremonial wolves. Apparently, being fed to the wolves is considered a more honorable way to die.
fbmwBMTrial	FormID: 0101B6D7	100	0	I have chosen exile as Halfhand's punishment. Heart-Fang was satisfied with my decision, and has rewarded me with the Helm of the Wolf's Heart.
fbmwBMTrial	FormID: 0101B6D7	105	0	I have chosen being fed to the ceremonial wolves as Halfhand's punishment. Heart-Fang was satisfied with my decision, and has rewarded me with the Helm of the Wolf's Heart. I am to lead Halfhand outside so he may accept his sentence.
fbmwBMTrial	FormID: 0101B6D7	200	0	Heart-Fang was not happy that Rigmor was dead before Skaal justice could be
fbmwBMTymvaul	FormID: 0101B6D8	10	0	While in the Skaal Village I met a sad old man named Lassnr, whose son Tymvaul fell into the well while getting water. The bottom of the well leads to an ancient series of ice caves known as Rimhull, and Lassnr is convinced that Tymvaul is still alive
fbmwBMTymvaul	FormID: 0101B6D8	20	0	Lassnr pleaded with me to try and locate his son, Tymvaul, who he believes is trapped in the Rimhull Ice Caves at the bottom of the well. I refused. Tymvaul is probably dead, and even if he isn't, the matter is none of my concern.
fbmwBMTymvaul	FormID: 0101B6D8	30	0	After listening to Lassnr's heart-breaking tale, I have agreed to venture into the Rimhull ice caves in search of his son, Tymvaul. Lassnr has given me the key to his well, which is the quickest way into Rimhull. But he also believes there must be another, more direct entrance somewhere outside the village. When I find Tymvaul, alive or dead, I'm to return to Lassnr and report my findings.
fbmwBMTymvaul	FormID: 0101B6D8	40	0	I've located Tymvaul, and he's very much alive. He's also quite mad, thanks to the ancient magical robes he discovered in Rimhull. It seems Tymvaul JUMPED into the well in search of the robes' dark power.
fbmwBMTymvaul	FormID: 0101B6D8	50	0	I convinced Tymvaul to give me the Mantle of Woe. He will leave Solstheim and study magic somewhere, and return some day to make his father proud. I should return to the Skaal Village and give Lassnr this good news.
fbmwBMTymvaul	FormID: 0101B6D8	60	0	I have killed Tymvaul. I should return to Lassnr and give him the bad news. I could always lie about what happened...
fbmwBMTymvaul	FormID: 0101B6D8	100	0	I returned to the Skaal Village and told Lassnr what happened to his son, Tymvaul.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMTymvaul	FormID: 0101B6D8	110	0	I have slain Lassnr.
fbmwBMWater	FormID: 0101B6D9	10	0	As I looked at the Water Stone, I saw words appear on it. It said, [QUOTE]Travel west to a small island off the coast, and follow the Swimmer to seek the Water of
fbmwBMWater	FormID: 0101B6D9	50	0	I have found the Swimmer, a black horker. I believe I should follow it.
fbmwBMWater	FormID: 0101B6D9	60	0	The Swimmer has led me to the entrance of an underwater cave.
fbmwBMWater	FormID: 0101B6D9	70	0	After a long, dangerous swim, I have retrieved the Waters of Life. I should return with them to the Water Stone.
fbmwBMWater	FormID: 0101B6D9	100	0	When I returned to the Water Stone with the Waters of Life, the stone glowed with a magical fire.
fbmwBMWildHunt	FormID: 0101B6DA	10	0	Korst Wind-Eye has told me more about the Bloodmoon Prophecy, and the signs that are foretold within. The fire from the lake of ice, the tide of dead horkers. Now the moon itself has turned blood red. He tells me that all that remains is the
fbmwBMWildHunt	FormID: 0101B6DA	15	0	According to legend, the Hunter chooses his Prey from the ranks of Man. Who and how many he chooses varies by the era. Wind-Eye does not know what will happen in the coming days, but he fears the worst.
fbmwBMWildHunt	FormID: 0101B6DA	20	0	I awoke from my sleep to see werewolves surrounding me, and then blacked out. When I came to my senses, I found myself in a chamber deep in the heart of the Mortrag Glacier, the Daedra Lord Hircine before me.
fbmwBMWildHunt	FormID: 0101B6DA	25	0	I received a dream from Hircine calling me to join him for his Hunt. When I awoke, I was in the Mortrag Glacier.
fbmwBMWildHunt	FormID: 0101B6DA	30	0	Hircine spoke to me, telling me that I was to be a part of his hunt. He has gathered the champions of Solstheim--Falx Carius from Fort Frostmoth, Tharsten Heart-Fang from the Skaal, and the frost giant Karstaag--to participate. All of us are to find our way through this glacier, though the others have gone ahead already. Only one of us will survive to face the Hunter in battle. I should continue ahead and see what
fbmwBMWildHunt	FormID: 0101B6DA	40	0	I've encountered Captain Falx Carius, who was brought here after the attack on Fort Frostmoth. He suggests we work together to escape Hircine's prison.
fbmwBMWildHunt	FormID: 0101B6DA	42	0	I have chosen to work with Carius to escape this place.
fbmwBMWildHunt	FormID: 0101B6DA	44	0	I have told Carius that only one of us can survive this test, and it must be me. I will have to fight the captain.
fbmwBMWildHunt	FormID: 0101B6DA	49	0	Carius has died in the Mortrag Glacier.
fbmwBMWildHunt	FormID: 0101B6DA	50	0	I have found the key that will allow me to proceed through the gate in the center of

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMWildHunt	FormID: 0101B6DA	55	0	As we approached the gate, Carius told me that he can go no further. If I am to finish this fight, I will have to do so alone. He warned me to beware the giant Karstaag, as well as Heart-Fang, whom he does not trust. If I succeed, perhaps Carius will be able to find a way out of this place himself.
fbmwBMWildHunt	FormID: 0101B6DA	60	0	In the next ring of the glacier, I was greeted by Tharsten Heart-Fang, who has also been brought here by the Daedra Lord Hircine. He believes we should work together
fbmwBMWildHunt	FormID: 0101B6DA	62	0	I have chosen to work with Heart-Fang to defeat Hircine.
fbmwBMWildHunt	FormID: 0101B6DA	64	0	I told Heart-Fang that, as there could only be one survivor in this deadly game, I could not work with him. He responded that he alone would survive this Hunt, and that it was his birthright to do so. Apparently, Heart-Fang has the Ring of Hircine, and has used its magic to prolong his life and rule the Skaal for generations. Now, he claims I will have to face him in his [QUOTE>true form[QUOTE].
fbmwBMWildHunt	FormID: 0101B6DA	65	0	After finding the chest empty, Heart-Fang spoke to me. He told me that he has the key to continue on in the Hunt, and he will do so alone. He also claims to have the Ring of Hircine, and to have had it for many generations. Heart-Fang seems ready to kill me, and claims I must now fight him in his [QUOTE>true form[QUOTE].
fbmwBMWildHunt	FormID: 0101B6DA	66	0	As I entered the next ring of the glacier, I found Tharsten Heart-Fang. He told me that he alone will continue on in the Hunt, and that this is what he was born to do. He also claims to have the Ring of Hircine, and to have had it for many generations.
fbmwBMWildHunt	FormID: 0101B6DA	69	0	Heart-Fang seems ready to kill me, and claims I must now fight him in his Heart-Fang is dead. As he died, the Ring of Hircine disappeared from his finger and appeared in my inventory.
fbmwBMWildHunt	FormID: 0101B6DA	70	0	On the corpse of Heart-Fang, I have found the second key to allow me to proceed through this maze.
fbmwBMWildHunt	FormID: 0101B6DA	80	0	I have entered what appears to be the center of the Mortrag Glacier. In it is the frost giant Karstaag, the final participant in Hircine's Hunt.
fbmwBMWildHunt	FormID: 0101B6DA	82	0	The frost giant Karstaag is dead. I am now the only one that has made it to the final stage of Hircine's Hunt.
fbmwBMWildHunt	FormID: 0101B6DA	85	0	Hircine has appeared and spoken to me. He says I have proven myself to be a worthy hunter, and that I now will receive the greatest honor he can bestow--to be his Prey. Hircine has also questioned me as to what the greatest strength of a hunter is: strength, speed, or guile. He says that I must choose one of these three.
fbmwBMWildHunt	FormID: 0101B6DA	87	0	I have chosen Strength as a hunter's greatest asset.
fbmwBMWildHunt	FormID: 0101B6DA	88	0	I have chosen Speed as a hunter's greatest asset.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwBMWWildHunt	FormID: 0101B6DA	89	0	I have chosen Guile as a hunter's greatest asset.
fbmwBMWWildHunt	FormID: 0101B6DA	90	0	Hircine has accepted my choice, and tells me that for me to face the Daedra Lord himself in battle would not be sporting. Instead, I am to face one of Hircine's
fbmwBMWWildHunt	FormID: 0101B6DA	92	0	I have defeated Hircine's Aspect of Strength. I should now try to leave the glacier through the gate.
fbmwBMWWildHunt	FormID: 0101B6DA	93	0	I have defeated Hircine's Aspect of Speed. I should now try to leave the glacier through the gate.
fbmwBMWWildHunt	FormID: 0101B6DA	94	0	I have defeated Hircine's Aspect of Guile. I should now try to leave the glacier
fbmwBMWWildHunt	FormID: 0101B6DA	100	0	As I left the glacier, I heard a loud rumbling sound, as if the entire structure were coming down around me. I found myself outside the fallen ice mountain, with Hircine's message echoing in my thoughts. The Hunter has been defeated, but he
fbmwBMWind	FormID: 0101B6DB	10	0	As I approached the Wind Stone, I saw magical writing appear on its surface. It read: [QUOTE]Travel south and east of the lake of ice to Glenschul's Tomb and free the Winds from the Greedy Man's bag.[QUOTE]
fbmwBMWind	FormID: 0101B6DB	50	0	I have opened the Greedy Man's bags and freed the Winds. I should return to the
fbmwBMWind	FormID: 0101B6DB	100	0	As I approached the Wind Stone, it began to glow with a mystical light.
fbmwBMWolfGiver	FormID: 0101B6DC	10	0	A large black raven has been seen at the Altar of Thron. Some believe the bird is a sign that witches have come to Solstheim. It may be worth investigating.
fbmwBMWolfGiver	FormID: 0101B6DC	20	0	The raven turned out to be one of the Glenmoril Witches. She offered me a cure for lycanthropy, but I turned her down.
fbmwBMWolfGiver	FormID: 0101B6DC	30	0	The raven is actually a witch of Glenmoril Wyr in animal form. She offered to cure my lycanthropy, and I accepted. I'm off to meet her sisters, and begin the [QUOTE]Rite of the Wolf Giver[QUOTE], whatever that may be...
fbmwBMWolfGiver	FormID: 0101B6DC	40	0	The witch Ettiene told me to talk to her sisters and complete whatever errands they may give. After I have done so, I am to talk to Ettiene again.
fbmwBMWolfGiver	FormID: 0101B6DC	50	0	I must retrieve the petals of a wolfsbane flower and return them to the witch named Fallaise. Wolfsbane only grows in one place on Solstheim -- at the top of Hvitkald Peak, at the southern end of the Moesring Mountains.
fbmwBMWolfGiver	FormID: 0101B6DC	55	0	I delivered the petals of a wolfsbane flower to the witch Fallaise.
fbmwBMWolfGiver	FormID: 0101B6DC	60	0	For the witch named Isobel I must collect one bunch of ripened belladonna berries. Ripened belladonna berries grow only near burial barrows and crypts, and are sometimes carried by Spriggans. Unripened berries won't do.
fbmwBMWolfGiver	FormID: 0101B6DC	65	0	I delivered the ripened belladonna berries to the witch Isobel.

**Morrobliovion Quest and Form ID's**

Quest ID	Form ID			
fbmwBMWolfGiver	FormID: 0101B6DC	70	0	I delivered the wolfsbane petals and ripened belladonna berries to the Glenmoril Witches. I must now speak with Ettiene.
fbmwBMWolfGiver	FormID: 0101B6DC	80	0	I spoke once more with the witch Ettiene. The witches will use the ingredients I gathered in their lycanthropy cure, but the most difficult steps still lie ahead. I am to meet Etienne at the Altar of ThronD to complete the Rite of the Wolf Giver.
fbmwBMWolfGiver	FormID: 0101B6DC	90	0	I met Ettiene at the Altar of ThronD. She has [QUOTE]acquired[QUOTE] an innocent to serve as a human sacrifice. If I wish to never again become a werewolf, I must kill the innocent, take the heart from its body, and give it to Ettiene.
fbmwBMWolfGiver	FormID: 0101B6DC	100	0	Ettiene bathed the innocent's heart in the potion she and her sisters had brewed, and uttered a strange incantation. I must place this Heart of the Wolf back in the body of the innocent, and then talk to Ettiene again. I am almost cured of my
fbmwBMWolfGiver	FormID: 0101B6DC	105	0	I placed the Heart of the Wolf in the body of the innocent. I must now talk to
fbmwBMWolfGiver	FormID: 0101B6DC	110	0	Ettiene muttered her final incantation. The innocent lives once more, and has been infected with my lycanthropy! I must kill this werewolf in order to rid myself of the curse once and for all.
fbmwBMWolfGiver	FormID: 0101B6DC	120	0	The werewolf innocent is dead, and my lycanthropy has been cured. I will never become a werewolf again, and am now immune from the disease.
fbmwBMWomanScorned	FormID: 0101B6DD	10	0	A woman named Kjolver wants me to kill her husband's mistress, Erna the Quiet. Apparently, Kjolver has had enough of her husband's infidelity and is willing to take
fbmwBMWomanScorned	FormID: 0101B6DD	20	0	I refused Kjolver's request that I murder her husband's mistress, Erna the Quiet. I don't want a stranger's blood on my hands.
fbmwBMWomanScorned	FormID: 0101B6DD	30	0	I've accepted Kjolver's offer to kill her husband's mistress, Erna the Quiet. Erna has a house in the Skaal Village, and I can probably find her there. Once the deed is done, I'm to bring Erna's ring back to Kjolver as proof and collect my payment.
fbmwBMWomanScorned	FormID: 0101B6DD	40	0	Erna the Quiet wasn't at her house, but I found a note indicating she was taking a walk down by the river. The note was left for Brandr. I can only hope he hasn't already seen it. Eliminating Erna will be much easier without her lover's
fbmwBMWomanScorned	FormID: 0101B6DD	45	0	Brandr is dead. I was supposed to kill Erna the Quiet, but Brandr got in the way, so I had no choice but to dispatch him. I'd best not tell Kjolver about this.
fbmwBMWomanScorned	FormID: 0101B6DD	50	0	Erna the Quiet is dead. I've fulfilled my part of the bargain with Kjolver. All that's left is to return Erna's ring to Kjolver as proof of the deed, and collect my payment.
fbmwBMWomanScorned	FormID: 0101B6DD	100	0	Erna's ring has been delivered to Kjolver as proof of the execution, and I've been well compensated for my efforts.
fbmwChargen	FormID: 01FOA28C	1	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwChargen	FormID: 01F0A28C	10	0	
fbmwChargen	FormID: 01F0A28C	20	0	
fbmwChargen	FormID: 01F0A28C	100	0	I've arrived on Vvardenfell, in the province of Morrowind.
fbmwCO1	FormID: 0101BE3C	10	0	Carnius has instructed me to escort several men to the mining site. I should find Gidar Verothan by the dock south of the fort.
fbmwCO1	FormID: 0101BE3C	20	0	I have agreed to escort Gidar, Gamin, and Sabinus to the Raven Rock site.
fbmwCO1	FormID: 0101BE3C	30	0	Gidar, Gamin, and Sabinus have arrived safely at the site. I should speak with Falco
fbmwCO1	FormID: 0101BE3C	40	0	I have checked in with Falco, and have been instructed to return five pieces of ebony ore to Carnius. Falco gave me one, so I need to find four more pieces.
fbmwCO1	FormID: 0101BE3C	50	0	I have delivered the ebony to Carnius and completed my assignment. I should return in three days' time for my next assignment.
fbmwCO1	FormID: 0101BE3C	200	0	I have failed to keep the three miners alive on their trip to the colony site.
fbmwCO1	FormID: 0101BE3C	210	0	I've been fired from the East Empire Company for failing to keep the workers alive.
fbmwCO10	FormID: 0101BE3D	10	0	Carnius has gotten word of problems with Spriggans at the colony, and wants me to get rid of them. I should talk to Unel Lloran when the Spriggans have been dealt
fbmwCO10	FormID: 0101BE3D	20	0	Falco is concerned about recent Spriggan activity at the colony. He wants me to get rid of any Spriggans near the grove of trees at the Eastern end of the colony. When I'm done, I need to let Unel Lloran know. Falco thinks he's probably in the bar.
fbmwCO10	FormID: 0101BE3D	30	0	The Spriggans have been killed off for now.
fbmwCO10	FormID: 0101BE3D	40	0	Unel Lloran has told me that the colonists have tried cutting down the trees to no avail. He guessed that something could be done if he had access to the roots, but believes them to be too far underground for him to dig down to them.
fbmwCO10	FormID: 0101BE3D	50	0	The miners have mentioned that a cavern was discovered in the mine that was filled with tree roots too difficult to cut through, so they abandoned work on it. It's at the bottom level of the mine, in the passage to the north.
fbmwCO10	FormID: 0101BE3D	55	0	I checked the passage and found the roots. I should let Unel Lloran know about
fbmwCO10	FormID: 0101BE3D	60	0	I've agreed to show Unel Lloran the place in the mine that's overrun with tree roots.
fbmwCO10	FormID: 0101BE3D	70	0	I've brought Unel Lloran to the abandoned mine shaft with the tree roots.
fbmwCO10	FormID: 0101BE3D	80	0	Unel Lloran has said that if he can poison the tree roots, it may weaken them enough to cut down the trees. He'd like me to bring him five bittergreen petals, which I'll likely have to find someplace outside Solstheim.
fbmwCO10	FormID: 0101BE3D	90	0	I've delivered the bittergreen petals to Unel Lloran, who will use them to poison the water and weaken the trees. There's nothing more I can do to help; I should relay

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO10	FormID: 0101BE3D	100	0	Falco was glad to hear that the trees are being dealt with, and has asked me to keep an eye out for Spriggans in the future.
fbmwCO10	FormID: 0101BE3D	110	0	Carnius was relieved that the Spriggans would no longer pose a threat to the mining
fbmwCO11	FormID: 0101BE3E	10	0	Carnius has asked me to find out if any of the colonists are willing to act as guards.
fbmwCO11	FormID: 0101BE3E	20	0	Falco has asked me to check with the colonists, and see if any would be willing to accept the responsibility of being guards for the colony.
fbmwCO11	FormID: 0101BE3E	30	0	Afer Flaccus has agreed to take on guard duty.
fbmwCO11	FormID: 0101BE3E	40	0	Gratian Caerellius has agreed to take on guard duty.
fbmwCO11	FormID: 0101BE3E	50	0	Garnas Uvalen has agreed to take on guard duty.
fbmwCO11	FormID: 0101BE3E	60	0	I've reported my findings to Falco, who will take over equipping the guards for the colony. It should take several days.
fbmwCO11	FormID: 0101BE3E	70	0	I've reported my findings to Carnius, who will take over equipping the guards for Raven Rock. It should take several days.
fbmwCO12	FormID: 0101BE3F	10	0	Falco is concerned about a possible attempt on his life, and wants me to stay close
fbmwCO12	FormID: 0101BE3F	20	0	An assailant has attacked Falco and run off.
fbmwCO12	FormID: 0101BE3F	100	0	The attackers have been killed, and Falco is safe.
fbmwCO12	FormID: 0101BE3F	110	0	Falco thanked me for keeping him safe.
fbmwCO12	FormID: 0101BE3F	200	0	I have failed to keep Falco safe from the attackers.
fbmwCO12a	FormID: 0101BE40	10	0	Carnius has instructed me to assassinate Falco. There will be someone waiting for me to be ready; I should go to the top of the mining office tower and draw the bow that has been left for me. That will signal to Baslod that he should proceed.
fbmwCO12a	FormID: 0101BE40	20	0	I am at the assigned point, and have drawn my bow to signal that I am ready.
fbmwCO12a	FormID: 0101BE40	30	0	Baslod attacked Falco and ran off.
fbmwCO12a	FormID: 0101BE40	40	0	I have killed Falco.
fbmwCO12a	FormID: 0101BE40	50	0	Carnius congratulated me on a job well done.
fbmwCO12a	FormID: 0101BE40	100	0	I've missed my window of opportunity. The guards have returned; I cannot kill Falco
fbmwCO12a	FormID: 0101BE40	150	0	I was spotted trying to kill Falco, and have failed my assignment.
fbmwCO13	FormID: 0101BE41	1	0	Falco has asked me to travel to Fort Frostmoth and collect several silver longswords from Constans Atrius.
fbmwCO13	FormID: 0101BE41	5	0	I've collected the swords, and should return them to Falco.
fbmwCO13	FormID: 0101BE41	10	0	The Skaal have apparently attacked the colony. Falco and the others were able to push the attacks into the mine, but there are now workers trapped in there. Falco wants me to go in, eliminate the Skaal, and make sure the workers are safe.
fbmwCO13	FormID: 0101BE41	20	0	Falco has taken a note from me that was found on one of the Nords.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO13	FormID: 0101BE41	30	0	Falco wants me to take the note and confront Carnius with it.
fbmwCO13	FormID: 0101BE41	40	0	I confronted Carnius with the evidence of his involvement in the attack on the colony. He flew into a rage and attacked me.
fbmwCO13	FormID: 0101BE41	60	0	I have killed Carnius Magius.
fbmwCO13	FormID: 0101BE41	70	0	Falco has named me as the new Factor of the Raven Rock division of the East Empire
fbmwCO13a	FormID: 0101BE42	10	0	Carnius has asked me to deliver equipment to a group of Nords arriving on Solstheim. He's hired them to slaughter the colonists at Raven Rock, making it
fbmwCO13a	FormID: 0101BE42	20	0	Toralf wants the weapons and armor handed out to his men. When I've finished that, I should let him know.
fbmwCO13a	FormID: 0101BE42	25	0	I've passed out the equipment to everyone but Toralf; I should speak with him
fbmwCO13a	FormID: 0101BE42	30	0	Toralf claimed Carnius had given orders to get rid of me, then attacked me.
fbmwCO13a	FormID: 0101BE42	40	0	I killed Toralf and all of his companions.
fbmwCO13a	FormID: 0101BE42	50	0	Carnius attacked me when I confronted him with what Toralf told me. I was forced
fbmwCO13a	FormID: 0101BE42	60	0	Constans Atrius named me Factor of the Raven Rock division of the East Empire
fbmwCO2	FormID: 0101BE43	10	0	Carnius has asked me to check on Falco at the site, since there is apparently some sort of problem.
fbmwCO2	FormID: 0101BE43	20	0	There is a strange man causing problems at the mining site. Falco has asked me to speak to Hroldar the Strange, and ask him to leave.
fbmwCO2	FormID: 0101BE43	30	0	I talked to Hroldar the Strange; he won't leave. I should speak to Falco to find out how to handle this.
fbmwCO2	FormID: 0101BE43	40	0	Falco has given me permission to teach Hroldar the Strange a lesson. I can punch him, but I'm not allowed to use weapons or spells, or hurt him in any other way. Hopefully, he'll get the point.
fbmwCO2	FormID: 0101BE43	50	0	I beat Hroldar the Strange into submission. He agreed to stop blocking the mine, and leave the colonists alone.
fbmwCO2	FormID: 0101BE43	60	0	I killed Hroldar the Strange. His body disappeared in a strange flash of light.
fbmwCO2	FormID: 0101BE43	70	0	Falco rewarded me for getting rid of Hroldar the Strange, and has asked me to inform Carnius that the situation has been resolved.
fbmwCO2	FormID: 0101BE43	80	0	Falco was upset that I had killed Hroldar the Strange. I need to let Carnius know that work can resume.
fbmwCO2	FormID: 0101BE43	90	0	Carnius was satisfied that Hroldar the Strange was no longer causing problems at the mining site.
fbmwCO2	FormID: 0101BE43	100	0	Carnius was thrilled to find out that Hroldar the Strange was dead, and thanked me for a job well done.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO3	FormID: 0101BE44	10	0	Carnius has asked me to go to Raven Rock and see Falco. He wants me to get a copy of the shipping manifest from the first supply ship.
fbmwCO3	FormID: 0101BE44	20	0	The supply ship never showed up. Falco suggested I ask around, in case anyone has seen anything.
fbmwCO3	FormID: 0101BE44	30	0	Gamin Girith claims to have seen a light off the coast to the northwest; perhaps it's the supply ship. I should get this information to Falco.
fbmwCO3	FormID: 0101BE44	35	0	The supply ship never showed up. A light was seen off the coast to the northwest; perhaps it's the ship. Falco has asked me to look into it.
fbmwCO3	FormID: 0101BE44	40	0	Falco has asked me to head to the northwest and look for the supply ship, as it carries mining equipment the colonists need.
fbmwCO3	FormID: 0101BE44	50	0	I have found the supply ship, wrecked on the coast.
fbmwCO3	FormID: 0101BE44	60	0	I've reported the loss of the ship to Falco. He has asked me to deliver the news to
fbmwCO3	FormID: 0101BE44	70	0	Carnius was furious at the news that the ship had been lost, and that money would have to be spent to arrange for another ship.
fbmwCO3a	FormID: 0101BE45	10	0	Falco has said that he will pay for any pick axes I can salvage from the shipwreck.
fbmwCO3a	FormID: 0101BE45	20	0	I've turned in several pick axes from the shipwreck; Falco doesn't need anymore. He thanked me for salvaging them.
fbmwCO3b	FormID: 0101BE46	10	0	Apronia Alfena survived the wreck of the supply ship, and has begged me to take her back to the colony. I should take her to see Falco.
fbmwCO3b	FormID: 0101BE46	20	0	I've delivered Apronia to Falco at the colony site. Perhaps he'll know what to do
fbmwCO4	FormID: 0101BED2	20	0	I've been asked my opinion on whether a smithy or a trader should be brought into the colony. I should ask the colonists what they think, then report my decision.
fbmwCO4	FormID: 0101BED2	30	0	It was my decision that a smithy should be built in the colony. Construction should begin shortly, but I need to inform Carnius of the decision.
fbmwCO4	FormID: 0101BED2	40	0	It was my decision that a trader's outpost should be built. Construction should begin shortly, but I need to inform Carnius of the decision.
fbmwCO4	FormID: 0101BED2	50	0	Carnius has been informed of the decision regarding the construction plans. I should check back in a few days when the work is done.
fbmwCO4	FormID: 0101BED2	60	0	It was my decision that a smithy should be built in the colony. Construction should begin shortly, and I should see Carnius again when it's finished in several days.
fbmwCO4	FormID: 0101BED2	70	0	It was my decision that a trader's outpost should be built. Construction should begin shortly on it, and I should see Carnius again when it's finished in several days.
fbmwCO4	FormID: 0101BED2	80	0	Construction on the smithy should be nearly complete.
fbmwCO4	FormID: 0101BED2	90	0	Construction on the trader's outpost should be nearly complete.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO4	FormID: 0101BED2	100	0	I've told Carnius that the work on the smithy is done.
fbmwCO4	FormID: 0101BED2	110	0	I've told Carnius that the work on the trader's outpost is done.
fbmwCO5	FormID: 0101BED3	10	0	There's some sort of problem with the new supply ship at the colony. Carnius has asked me to check in with Falco and deal with it.
fbmwCO5	FormID: 0101BED3	20	0	Falco has told me that the new supply ship has arrived, but the captain, Baro Egnatius, won't budge without some sort of extra payment. Falco has no intention of paying him, and instead wants me to talk sense into him. He should be at the
fbmwCO5	FormID: 0101BED3	30	0	Baro Egnatius was extremely rude to me, and demanded a large sum of money to transport the colony's goods. He won't budge until he has this extra payment.
fbmwCO5	FormID: 0101BED3	40	0	Falco suggested I ask Apronia about Elberoth, since Baro seems to know him.
fbmwCO5	FormID: 0101BED3	50	0	Apronia gave me Elberoth's saber, since she no longer needs it.
fbmwCO5	FormID: 0101BED3	55	0	Falco suggested I make a point of displaying Elberoth's saber in front of Baro
fbmwCO5	FormID: 0101BED3	60	0	Baro Egnatius recognized Elberoth's saber while I was holding it, and mistakenly thinks I killed Elberoth. This works in my favor, since he's now willing to transport the goods without any extra payment.
fbmwCO5	FormID: 0101BED3	65	0	The news of the supply ship needs to get back to Carnius.
fbmwCO5	FormID: 0101BED3	70	0	Carnius was grateful that the situation with the supply ship had been resolved, and thanked me for dealing with it.
fbmwCO5	FormID: 0101BED3	80	0	Falco thanked me for straightening out the situation with Baro.
fbmwCO5	FormID: 0101BED3	200	0	I killed Baro Egnatius.
fbmwCO5	FormID: 0101BED3	210	0	Since Baro is dead, I've failed my assignment and receive no reward.
fbmwCO6	FormID: 0101BED4	10	0	Falco believes that Uryn Maren is stealing ore from the colony mine, and wants me to bring him proof of the theft.
fbmwCO6	FormID: 0101BED4	20	0	Falco has given me the key to Uryn Maren's house. I should look for a locked chest near the bed; the ore should be in it.
fbmwCO6	FormID: 0101BED4	30	0	The chest in Uryn Maren's house is empty.
fbmwCO6	FormID: 0101BED4	40	0	Falco has ordered me to follow Uryn Maren in the mines, to see if he's really stealing. I'm not supposed to be seen by anyone.
fbmwCO6	FormID: 0101BED4	50	0	I followed Uryn Maren to the storage room, where he has no business being.
fbmwCO6	FormID: 0101BED4	60	0	Uryn Maren confessed to stealing ore from the mines, but says that Carnius put him
fbmwCO6	FormID: 0101BED4	65	0	I informed Falco that I caught Uryn Maren in the mines. I now need to take the
fbmwCO6	FormID: 0101BED4	70	0	Carnius denies having any involvement with Uryn's theft, and says Uryn Maren will be dealt with.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO6	FormID: 0101BED4	80	0	Uryn Maren was found dead in the store room where he was being held. With no evidence, and no witness, we'll have to find some other way to get Carnius.
fbmwCO6	FormID: 0101BED4	100	0	I blew my cover, and ruined any chance of catching Uryn Maren red-handed.
fbmwCO6	FormID: 0101BED4	200	0	I've been fired from the East Empire Company for killing Uryn Maren.
fbmwCO6a	FormID: 0101BED5	10	0	Carnius has asked me to help cover up Uryn Maren's theft of ore from the mines. I need to find the locked chest in his house and get the ore out.
fbmwCO6a	FormID: 0101BED5	20	0	I've taken all the ore out of the chest in Uryn Maren's house, and should report back
fbmwCO6a	FormID: 0101BED5	30	0	Carnius is concerned that Uryn Maren is still under suspicion, but needs him to steal more ore. I've been tasked with distracting the guard in the mine so Uryn can sneak into the storeroom. I should find Uryn in the mine and come up with a plan.
fbmwCO6a	FormID: 0101BED5	40	0	I've talked to Uryn Maren, who is going to sneak over near the storeroom. Once I've gotten the guard out of the way, he'll sneak in.
fbmwCO6a	FormID: 0101BED5	50	0	Uryn Maren has completed his task. I should report back to Carnius.
fbmwCO6a	FormID: 0101BED5	60	0	Carnius was pleased that Uryn Maren was able to get the job done.
fbmwCO7	FormID: 0101BED6	10	0	Falco needs me to deal with Seler Favelnim, who's on some sort of rampage at the Raven Rock bar.
fbmwCO7	FormID: 0101BED6	20	0	Seler Favelnim has apparently gone crazy, and is on some sort of rampage in the bar. Carnius wants me to deal with him immediately.
fbmwCO7	FormID: 0101BED6	30	0	Dralora Favelnim stopped me outside the bar, and begged me to not hurt her
fbmwCO7	FormID: 0101BED6	40	0	Seler Favelnim challenged me to kill him before he kills me.
fbmwCO7	FormID: 0101BED6	50	0	Seler Favelnim stopped attacking me after he became too tired to fight.
fbmwCO7	FormID: 0101BED6	60	0	I convinced Seler Favelnim to calm down and return home, so that he may live out the few years he has left in comfort with his family.
fbmwCO7	FormID: 0101BED6	70	0	I have killed Seler Favelnim.
fbmwCO7	FormID: 0101BED6	80	0	Falco was satisfied that Seler Favelnim had been taken care of.
fbmwCO7	FormID: 0101BED6	90	0	Falco was disappointed to hear of Seler Favelnim's death, but does not hold it
fbmwCO7	FormID: 0101BED6	100	0	Carnius paid me for dealing with Seler Favelnim.
fbmwCO7	FormID: 0101BED6	110	0	Carnius didn't mind that I'd killed Seler Favelnim, and thanked me for dealing with
fbmwCO8	FormID: 0101BED7	10	0	Falco informed me of a strange block of ice found in a burial cavern discovered in the mine. He's asked me to go speak to Graring, one of the local Nords about it. He and his companions can be found at the junction of the Harstrad and Islid rivers to
fbmwCO8	FormID: 0101BED7	20	0	I found Graring and his companions under attack, but the assailant has been
fbmwCO8	FormID: 0101BED7	30	0	Graring explained that the ice is called [QUOTE]Stalhrim[QUOTE], and is very valuable. He's given me a special pick axe to chip off some Stalhrim from the block



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO8	FormID: 0101BED7	40	0	I've chipped off a piece of the Stalhrim, and should take it to Graring.
fbmwCO8	FormID: 0101BED7	50	0	Graring has agreed to construct weapons and armor out of the Stahlrim, if I bring him the raw materials. He's suggested that there is a finite amount of it on the island, so I should be careful of what I choose.
fbmwCO8	FormID: 0101BED7	60	0	Falco is glad the Nords are willing to work with us, and has instructed me to bring Graring all the Stalhrim I can find.
fbmwCO8	FormID: 0101BED7	100	0	Graring is dead, making it impossible to get any information about the Stalhrim.
fbmwCO8	FormID: 0101BED7	150	0	I have killed Graring.
fbmwCO8a	FormID: 0101BED8	10	0	Carnius has ordered me to find three Nords living just south of the fork between the Harstrad and Isild rivers. I'm to kill all of them, and retrieve the pick axe they should
fbmwCO8a	FormID: 0101BED8	20	0	I've killed the Nords, and acquired the pick axe Carnius was talking about.
fbmwCO8a	FormID: 0101BED8	30	0	Carnius has instructed me to make sure the pick axe works, chip off some of the Stalhrim in the newly discovered burial cavern, and deliver it to him.
fbmwCO8a	FormID: 0101BED8	40	0	I've chipped off a piece of the Stalhrim, and should take it to Carnius.
fbmwCO8a	FormID: 0101BED8	50	0	Carnius thanked me for bringing him the Stalhrim. He has offered to give me weapons and armor in exchange for any more Stalhrim I bring him.
fbmwCO9	FormID: 0101BED9	10	0	Falco has told me I must deliver a report to Carnius at the fort within the next five
fbmwCO9	FormID: 0101BED9	20	0	I have arrived at the fort, but Carnius is not here. I've been told he can be found at Brodir Grove, so I'll have to take the report there to get it to him on time.
fbmwCO9	FormID: 0101BED9	30	0	I have arrived at the fort, but Carnius is not here. I've been told he can be found at the shipwreck site on the West Coast of the island. I'll need to hurry to get the
fbmwCO9	FormID: 0101BED9	40	0	I have arrived at the fort, but Carnius is not here. I've been told he can be found along the coast, east of a large rock formation and burial tomb. I'll need to hurry if I'm to give him this report in time.
fbmwCO9	FormID: 0101BED9	50	0	I have delivered the report to Carnius on time, and should let Falco know.
fbmwCO9	FormID: 0101BED9	60	0	Falco thanked me for being able to deliver the report on time.
fbmwCO9	FormID: 0101BED9	100	0	The five hours has expired; I have failed to deliver the report. I should let Falco know the bad news.
fbmwCO9	FormID: 0101BED9	110	0	Falco fired me for not delivering the report on time.
fbmwCO9a	FormID: 0101BEDA	10	0	I've been tasked with eliminating a messenger sent from the colony, but I must make it appear that wolves overtook the man. I'm to follow Hroldar out into the wilderness, then lure the man to the location.
fbmwCO9a	FormID: 0101BEDA	20	0	Hroldar is going to take me to the spot where he'll wait until the messenger arrives.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCO9a	FormID: 0101BEDA	30	0	We've arrived at the location; I need to go find the messenger and make sure he gets to this point.
fbmwCO9a	FormID: 0101BEDA	40	0	I've agreed to escort the messenger to Fort Frostmoth; instead, I need to get him close to Hroldar so that Hroldar's wolves can take him down.
fbmwCO9a	FormID: 0101BEDA	50	0	The messenger has met with an [QUOTE]unfortunate accident[QUOTE]. I should report to Carnius.
fbmwCO9a	FormID: 0101BEDA	60	0	I killed the messenger.
fbmwCO9a	FormID: 0101BEDA	70	0	Hroldar has given me a package from Carnius.
fbmwCO9a	FormID: 0101BEDA	80	0	Following Carnius' orders, I've killed Hroldar.
fbmwCO9a	FormID: 0101BEDA	90	0	Carnius was happy to hear that both Hroldar and the messenger had been
fbmwCO9a	FormID: 0101BEDA	100	0	Carnius was unhappy that I had killed the messenger, but thanked me for taking
fbmwCOAdvancement	FormID: 01004AD9	1	0	I have joined the East Empire Company. The Primary Attributes are Personality and Willpower. The Primary Skills are Speechcraft, Mercantile, Security, Blade and Light Armor. I must perform regular assignments and concentrate on increasing these
fbmwCOAdvancement	FormID: 01004AD9	10	0	areas to gain rank in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	11	0	I am eligible for promotion to the rank of Clerk in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	20	0	I have attained the rank of Clerk in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	21	0	I am eligible for promotion to the rank of Steward in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	30	0	I have attained the rank of Steward in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	31	0	I am eligible for promotion to the rank of Fixer in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	40	0	I have attained the rank of Fixer in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	41	0	I am eligible for promotion to the rank of Agent in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	50	0	I have attained the rank of Agent in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	51	0	I am eligible for promotion to the rank of Negotiator in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	60	0	I have attained the rank of Negotiator in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	61	0	I am eligible for promotion to the rank of Officer in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	70	0	I have attained the rank of Officer in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	71	0	I am eligible for promotion to the rank of Deputy in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	80	0	I have attained the rank of Deputy in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	81	0	I am eligible for promotion to the rank of Factor in the East Empire Company.
fbmwCOAdvancement	FormID: 01004AD9	81	0	I have attained the rank of Factor in the East Empire Company.
fbmwCOChoice	FormID: 0101BEDB	22	0	Falco has asked me to help him keep Carnius in check as the colony grows. I should be careful in taking sides, but he wants me to consider aiding him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwCOChoice	FormID: 0101BEDB	25	0	Carnius has offered me power and wealth if I help him achieve his goals for the colony. I should be careful in taking sides.
fbmwCOChoice	FormID: 0101BEDB	40	0	I have agreed to help Falco. I should report to him for assignments from now on.
fbmwCOChoice	FormID: 0101BEDB	50	0	I have agreed to help Carnius. I should report to him for assignments from now on.
fbmwCOEstate	FormID: 0101BEDC	10	0	I've been told that plans were included for an estate for the Factor, and I need to give instructions as to where it should be built. I need to find Aldam Berendus at the Raven Rock site.
fbmwCOEstate	FormID: 0101BEDC	20	0	Aldam has told me that three torches have been placed at the potential building sites. When I've selected one, I should lead him to it and give the order to start
fbmwCOEstate	FormID: 0101BEDC	30	0	I need to lead Aldam Berendus to the spot the estate will be built on.
fbmwCOEstate	FormID: 0101BEDC	40	0	I've selected a site for the Estate, and have given the order to start construction. Aldam says it should take several days to complete.
fbmwCOEstate	FormID: 0101BEDC	50	0	Construction of the Factor's Estate should be complete.
fbmwCorprusCalm	FormID: 01001DC3	10	0	Uupse Fyr said that if I would find a guarskin drum and bring it to her, she could play the drum to calm the corpus victims. She says the victims wander away with the drum sometimes, so I'll have to search for it.
fbmwCorprusCalm	FormID: 01001DC3	100	0	I brought Uupse Fyr a guarskin drum so she could play some rhythms to soothe the corpus victims.
fbmwCorprusKiller	FormID: 01001DC2	10	0	I have killed one of the inmates of the Corprusarium.
fbmwCorprusKiller	FormID: 01001DC2	20	0	I have killed one of the residents of Tel Fyr. I doubt this will make me popular with the wizard Divayth Fyr.
fbmwCorprusKiller	FormID: 01001DC2	30	0	I have killed one of the inmates of the Corprusarium. Divayth Fyr says he cannot forget what I've done, but he will forgive me.
fbmwCOUpdate	FormID: 01F8E330	10	0	I should check in with Carnius Magius to see if he has any assignments for me.
fbmwCOUpdate	FormID: 01F8E330	20	0	The first phase of construction at the colony has probably been completed; I should go see Carnius Magius.
fbmwCOUpdate	FormID: 01F8E330	30	0	I should check in at the colony to see if there's anything I can do.
fbmwCOUpdate	FormID: 01F8E330	40	0	The second phase of construction should be complete; I should check in at the colony to see if there's any work for me.
fbmwCOUpdate	FormID: 01F8E330	50	0	The third phase of construction should be complete. I should check in and see if there are any assignments for me.
fbmwCOUpdate	FormID: 01F8E330	60	0	I should check in and see if there's a new assignment for me.
fbmwCOUpdate	FormID: 01F8E330	70	0	The final phase of construction should be complete.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwDAAzura	FormID: 01002C86	10	0	I have spoken with Azura, Queen of the Night Sky, at her shrine. She has tasked me to travel to the island northwest of Dagon Fel and rid the island of the daedra Sheogorath has sent, and to bring back proof that he sent them. I may not disturb
fbmwDAAzura	FormID: 01002C86	20	0	Rayna Drolan, the woman living there. If I can do this for her, she will reward me
fbmwDAAzura	FormID: 01002C86	25	0	I've killed the Golden Saint Staada, the most powerful of the daedra I found on the
				I've disturbed Rayna Drolan. Azura will not be pleased.
fbmwDAAzura	FormID: 01002C86	30	0	I returned to the Shrine of Azura to let it be known I have cleared the island of the daedra there and returned with proof that Sheogorath was behind the problems.
fbmwDAAzura	FormID: 01002C86	40	0	Azura was grateful, and rewarded me with her Star, a magical soul gem of immense solace of Rayna Drolan, for she now must forfeit the wager.
fbmwDABoethiah	FormID: 01002C87	10	0	I spoke to the khajiit M'aiq, and he gave me information on a sunken shrine to Boethiah off the coast near Hla Oad. It's difficult to know whether or not this is true.
				This khajiit seems to have a lot of ridiculous information.
fbmwDABoethiah	FormID: 01002C87	20	0	I have found the sunken shrine to Boethiah and spoken to the Daedra. He is understandably upset that his shrine has been allowed to remain in ruins, and wishes for a new one to be erected. If I can get the shrine rebuilt, he will reward me with the Goldbrand, a legendary sword. My first step should be to find a sculptor.
fbmwDABoethiah	FormID: 01002C87	30	0	Boethiah spoke in a riddle to me, to help me find the one who can recreate the shrine: Rough hands to smooth stone; Carving rock instead of bone; In Caldera an artist waits; His masterpiece to create
fbmwDABoethiah	FormID: 01002C87	40	0	I have found a sculptor in Caldera. He is an orc named Duma gro-Lag.
fbmwDABoethiah	FormID: 01002C87	45	0	I don't think this could be the sculptor I seek.
fbmwDABoethiah	FormID: 01002C87	50	0	I have asked Duma gro-Lag about rebuilding the shrine to Boethiah. He has agreed that it would be a wonderful project to be a part of, but he will need 2000 septims for materials, and will need some idea of how the shrine should look. Duma suggests I seek out a book that describes the shrine as it once was. In the meantime, he will search the area for an appropriate place to build the shrine.
fbmwDABoethiah	FormID: 01002C87	60	0	I have returned to Duma gro-Lag with the items he required to recreate the Shrine to Boethiah. He seemed excited to begin, but warned me it would take some weeks
fbmwDABoethiah	FormID: 01002C87	61	0	I should check on the progress of Boethiah's shrine.
fbmwDABoethiah	FormID: 01002C87	65	0	Duma gro-Lag tells me his work is complete, and that the shrine is rebuilt.
fbmwDABoethiah	FormID: 01002C87	70	0	I have returned to the completed Shrine to Boethiah. The Daedra seemed pleased with the work that has been done, and has rewarded me with Goldbrand, a truly

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwDAMalacath	FormID: 01002C88	10	0	I entered the shrine of Malacath and summoned the Daedra. He spoke to me of a helm of great power, once belonging to the elven hero Oreyn Bearclaw. In reality, he was no hero, though. The deeds attributed to him were actually performed by an orc, Kharag gro-Khar. If I can find the last of the Oreyn family bloodline, and kill him,
fbmwDAMalacath	FormID: 01002C88	20	0	The Oreyn name is widely known. It seems the only surviving member of the clan is Farvyn Oreyn, who takes his residence in Vivec
fbmwDAMalacath	FormID: 01002C88	30	0	The people of Vivec have told me that Farvyn Oreyn is a powerful battlemage, and is often surrounded by his entourage of servants. He is, however, not in town. He has been carrying on the traditions of the Oreyn family, and it is rumored he was
fbmwDAMalacath	FormID: 01002C88	40	0	The people of Gnaar Mok have said that Farvyn Oreyn is in the area. He and his servants were heading out to an island to kill some of the netch that had been
fbmwDAMalacath	FormID: 01002C88	50	0	I have spoken with Farvyn Oreyn. He denied nothing about the false tales of heroism told about his ancestor. Looking at him, he seems unimpressive. His [QUOTE]servants[QUOTE], on the other hand, are far from it.
fbmwDAMalacath	FormID: 01002C88	60	0	I have killed Farvyn Oreyn. He was, as I suspected, remarkably weak for one of such a [QUOTE]distinguished[QUOTE] bloodline. His guards were, however, as strong as
fbmwDAMalacath	FormID: 01002C88	70	0	I've returned to the shrine of Malacath, who already knew of my success in killing Farvyn Oreyn. Malacath was as good as his word, and I now have the Helm of Oreyn Bearclaw in my possession. It is a fantastic helm, misnamed though it may be.
fbmwDAMehrunes	FormID: 01002C89	10	0	At a Shrine to Mehrunes Dagon, I received a vision from the Daedra Prince himself. He has told me I appear unworthy of his favor, but will allow me a chance to prove myself, if I feel up to the task.
fbmwDAMehrunes	FormID: 01002C89	20	0	I have agreed to accept Mehrunes Dagon's challenge, though it could mean my death. It seems that the fabled dagger, Mehrunes' Razor, has fallen into the hands of an unworthy bearer. The former owner is now dead, and the Razor lies, hidden and unused in the Alas tomb near Molag Mar. He has tasked me to find the Razor and return it to him. If I can do this, I will have proven myself worthy enough to
fbmwDAMehrunes	FormID: 01002C89	25	0	I have refused to accept Mehrunes Dagon's challenge.
fbmwDAMehrunes	FormID: 01002C89	30	0	I have returned to the Shrine of Mehrunes Dagon with what I believe was once Mehrunes' Razor. It does not seem to be the weapon of legend anymore. It is rusted and dull, and unfit for use.
fbmwDAMehrunes	FormID: 01002C89	40	0	Mehrunes Dagon was pleased that I was able to recover the once-great artifact from its resting place. He has taken the dagger and infused it once again with his power. As I have proven myself a worthy bearer of the weapon, Mehrunes Dagon

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwDAMephala	FormID: 01002C8A	10	0	While in a Morag Tong Shrine to Mephala, I spoke to a priest of the Daedra. Taros Dral told me he had been given an important task by Mephala, and wanted to know
fbmwDAMephala	FormID: 01002C8A	20	0	Apparently, one of the Morag Tong's assassins has been taking jobs outside of the order, and the Daedra demands vengeance. If I can find this rogue assassin, Balyn Omavel, and kill him, Mephala will reward me. Of course, Mephala wishes this to be done in silence, away from nosy town guards, so I am to poison him. He lives in
fbmwDAMephala	FormID: 01002C8A	30	0	I have decided to stay out of this Morag Tong business. It is a dangerous group to get involved with, and I want no part of it.
fbmwDAMephala	FormID: 01002C8A	40	0	I have agreed to work with this Morag Tong assassin and poison Balyn Omavel.
fbmwDAMephala	FormID: 01002C8A	50	0	I have succeeded in putting the poison in Balyn Omavel's cooking pot. Hopefully, he'll be using it soon.
fbmwDAMephala	FormID: 01002C8A	55	0	While trying to get into Balyn Omavel's house, he spotted me. The Morag Tong will not be pleased.
fbmwDAMephala	FormID: 01002C8A	57	0	Taros Dral was not pleased that I had killed Balyn Omavel in a way other than the one he described.
fbmwDAMephala	FormID: 01002C8A	60	0	I've returned to the Mephala Shrine. Upon arriving, the Daedra spoke to me, and was pleased with what I had done. As a reward, I was given the Ring of Khajit. It seems a powerful artifact, and well suited for the Morag Tong.
fbmwDAMolagBal	FormID: 01002C8B	10	0	While in a Shrine to Molag Bal, the Daedric Prince spoke to me at the altar. He was angered, and I was afraid. His anger, however, was not directed at me, but rather toward one of his minions. Menta Na, a Daedroth Monarch, has grown lazy, and no longer does Molag Bal's bidding. If I kill Menta Na in his dungeon Kora-Dur,
fbmwDAMolagBal	FormID: 01002C8B	20	0	returning his soul to the Outer Realms where Molag Bal can punish him, then Molag I've killed the Daedroth Menta Na.
fbmwDAMolagBal	FormID: 01002C8B	30	0	I've returned to the Shrine of Molag Bal, having killed the Daedroth Monarch. Molag Bal was true to his word, and has rewarded me with his mace, the Mace of Molag
fbmwDASheogorath	FormID: 01002C8C	10	0	I have entered the Shrine of Sheogorath and spoken with the Daedra Prince of Madness. He has offered me the opportunity to perform a service for him. First, I am to recover a powerful artifact, the Fork of Horripilation, from a mad hermit who lives on an island off the northernmost points of Tamriel. Then, I must slay a giant bull netch that has taken residence near this island. If I can do this, Sheogorath
fbmwDASheogorath	FormID: 01002C8C	20	0	While in Dagon Fel, I asked about the madman about whom Sheogorath spoke. They tell me there is an Argonian named Big Head who lives on an island north of

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwDASheogorath	FormID: 01002C8C	30	0	I have found Big Head, and he is without a doubt a madman. I only hope he can lead me to the Fork of Horripilation.
fbmwDASheogorath	FormID: 01002C8C	40	0	I've asked the madman about the bull netch, and I believe he knows of it. It is hard to tell what he knows and what he simply imagines. I should be able to find it on an
fbmwDASheogorath	FormID: 01002C8C	50	0	The madman Big Head has the Fork of Horripilation in his possession, and he has told me I can have it if I wish.
fbmwDASheogorath	FormID: 01002C8C	55	0	The giant bull netch is dead, as Sheogorath asked. However, I was not wielding the Fork of Horripilation when the netch met its end. My quest for the Prince of
fbmwDASheogorath	FormID: 01002C8C	60	0	I've used the Fork of Horripilation to kill the giant bull netch. Sheogorath is testing me, clearly. I have no doubt he is enjoying this greatly. I must now return to
fbmwDASheogorath	FormID: 01002C8C	70	0	I've returned to the Shrine of Sheogorath, and the Daedra Prince spoke with me again. He seemed pleased that I had completed my quest...not because he wanted the bull netch dead, but he enjoyed seeing me struggle to do it. He has rewarded me well, though, and given me the Spear of Bitter Mercy.
fbmwDeadMen	FormID: 0100341F	10	0	While in the St. Olms area of Vivec, I heard rumors about a woman whose husband has been missing for days. The woman's name is Moroni Uvelas.
fbmwDeadMen	FormID: 0100341F	20	0	I have spoken to Moroni Uvelas about her missing husband. It seems the man was somewhat of a skooma addict, and the woman believes that in one of his skooma-induced wanderings, he may have contracted corpus.
fbmwDeadMen	FormID: 0100341F	30	0	I have agreed to try and find her husband Danar, and cure him if I can. He was last seen heading into the underworks near St. Olms.
fbmwDeadMen	FormID: 0100341F	40	0	I have decided not to become involved in this incident. The fate of a diseased skooma addict is not my concern.
fbmwDeadMen	FormID: 0100341F	50	0	I've killed a corpus stalker in the Underworks of Vivec. I fear this is what Danar Uvelas has become.
fbmwDeadMen	FormID: 0100341F	60	0	I returned to Moroni Uvelas with her husband's ring. She was saddened by the news of her husband's fate, but did not seem surprised. She was grateful that he was finally put to rest, and rewarded me with some potions of that will cure disease.
fbmwEBActor	FormID: 0100341C	10	0	There is a rumor in Vivec that Miun-Gei, a merchant in the Vivec Foreign Quarter, has been having problems with an annoying street vendor selling things outside his
fbmwEBActor	FormID: 0100341C	20	0	I've spoken to Miun-Gei about the person outside his shop disrupting business. He claims the man is hawking ridiculous items, and generally annoying his customers. Since he technically isn't doing anything illegal, there is no way to get rid of him, but
fbmwEBActor	FormID: 0100341C	30	0	I've agreed to help Miun-Gei get rid of the annoying vendor, whose name is Marcel

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBActor	FormID: 0100341C	35	0	I've decided not to deal with the actor bothering Miun-Gei.
fbmwEBActor	FormID: 0100341C	40	0	After speaking to Marcel Maurard, I've found that he is an aspiring actor, who is trying to make money to fund his craft. He refuses to leave, since it is the only way he has found to make any cash, at least until he can find a part in a play.
fbmwEBActor	FormID: 0100341C	50	0	After asking around a bit in Vivec, I've learned that there is almost no actual theatre here in the city. In fact, the only one who is interested at all is Crassius Curio, a nobleman who owns a manor in the Hlaalu Canton Plaza in Vivec.
fbmwEBActor	FormID: 0100341C	55	0	Crassius Curio is putting on a new play called [QUOTE]The Lusty Argonian Maid[QUOTE], and gave me a bit of the work to sample.
fbmwEBActor	FormID: 0100341C	60	0	I have spoken to Crassius Curio, and it seems he is very interested in the arts, especially the theatre. He would like to stage a production of his latest play, but hasn't been able to find enough actors willing to take part.
fbmwEBActor	FormID: 0100341C	70	0	Marcel Maurard was overjoyed to hear about Curio's play. He promised he would visit him as soon as possible and join with the acting troupe.
fbmwEBActor	FormID: 0100341C	80	0	Miun-Gei was happy to hear that Marcel Maurard will no longer be selling his wares in front of his shop, and rewarded me with an iron shardskewer.
fbmwEBActor	FormID: 0100341C	90	0	I've killed Marcel Maurard, and Miun-Gei is glad he's gone. He's not happy that the guards will be around asking questions, though. He rewarded me with 250 gold.
fbmwEBBone	FormID: 0100341D	10	0	I've heard rumors that Balen Andrano is having trouble with business.
fbmwEBBone	FormID: 0100341D	15	0	Balen Andrano has asked me to do a job for him. He would like me to place the bone of a dead Dwemer in the shop of one of his rivals, the Redguard trader Jeanne. He claims that it will be a bad luck totem for the more prosperous merchant.
fbmwEBBone	FormID: 0100341D	20	0	I have agreed to place the Dwemer bone in Jeanne's shop. Andrano tells me I must place the bone in a chest near the merchant's bed, so while she sleeps, the bone will work its evil magic. If I am spotted doing this, though, the magic will not work.
fbmwEBBone	FormID: 0100341D	30	0	I have decided not to help Balen Andrano.
fbmwEBBone	FormID: 0100341D	40	0	I have successfully placed the Dwemer bone in Jeanne's chest.
fbmwEBBone	FormID: 0100341D	50	0	While trying to sneak the Dwemer bone into the chest near Jeanne's bed, I was
fbmwEBBone	FormID: 0100341D	55	0	Jeanne admonished me for attempting to enter her private quarters, and threatened to call the guard if I did not stay away.
fbmwEBBone	FormID: 0100341D	60	0	I have returned to Balen Andrano and collected my reward, a sleep amulet.
fbmwEBBone	FormID: 0100341D	70	0	I have returned to Balen Andrano, who was very disappointed in my failure.
fbmwEBBone	FormID: 0100341D	80	0	After returning to Jeanne's store, the shopkeeper tells me that she has been haunted by a dwarven ghost, and her business is suffering. She would like me to rid



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBBone	FormID: 0100341D	90	0	I have killed the dwarven spirit haunting Jeanne's store.
fbmwEBBone	FormID: 0100341D	100	0	I have removed the bone from the chest in Jeanne's bedroom, and the dwarven spirit has disappeared.
fbmwEBBone	FormID: 0100341D	110	0	Jeanne thanked me for my help, and rewarded me well for my efforts.
fbmwEBClients	FormID: 0100341E	10	0	I've spoken with Bolrin, one of the managers at the East Empire Company. He has offered a job to me, although he says that it may be dangerous.
fbmwEBClients	FormID: 0100341E	20	0	Bolrin would like me to enter the quarters of Audenian Valius, a Telvanni Enchanter in Vivec, Telvanni Canton. Valius sells to an exclusive clientele, and Bolrin would like to know who that clientele is. He says he will reward me if I can return to him with a list of Valius' customers and the items that they have ordered.
fbmwEBClients	FormID: 0100341E	30	0	I have agreed to act as a spy for the East Empire Company. Bolrin tells me that the list is likely locked in Valius' private quarters, and that it may be well guarded.
fbmwEBClients	FormID: 0100341E	40	0	I have decided not to act as a spy for the East Empire Company.
fbmwEBClients	FormID: 0100341E	50	0	I have been able to retrieve the customer list for Bolrin and return it to him. In return, he has given me 700 drakes.
fbmwEBDeed	FormID: 01003420	10	0	I've heard rumors that Alusaron, a smith in the Foreign Quarter of Vivec, has been losing a lot of business, and his nearest competitor recently got a big contract.
fbmwEBDeed	FormID: 01003420	15	0	Alusaron has been having some problems of late with his shop. He has been losing a good deal of business to Ralen Tilvur, a competing smith in the Foreign Quarter of
fbmwEBDeed	FormID: 01003420	20	0	Alusaron has heard that Tilvur has recently received a contract for a large weapons shipment. He would like me to steal this contract, with the hopes that Tilvur will be unable to fulfill his order. In the meantime, Alusaron will be prepared to fulfill the
fbmwEBDeed	FormID: 01003420	30	0	I've agreed to steal the contract from Tilvur's shop. Alusaron figures he has it locked away in his private quarters, but does not believe it will be well guarded.
fbmwEBDeed	FormID: 01003420	40	0	I have told Alusaron I will not steal the contract from Ralen Tilvur.
fbmwEBDeed	FormID: 01003420	50	0	I returned to Alusaron's shop with the contract he asked me to steal for him. He was happy with my performance, and has rewarded me with an axe he has crafted.
fbmwEBExpress	FormID: 01003421	10	0	While in Ebonheart, I spoke with Llaalam Dredil, an advisor to Duke Dren. He has asked me to deliver a letter for him to J'Zhirr at the East Empire Company here in
fbmwEBExpress	FormID: 01003421	20	0	I have agreed to deliver the letter for Llaalam Dredil.
fbmwEBExpress	FormID: 01003421	30	0	I have decided not to deliver the letter for Llaalam Dredil.
fbmwEBExpress	FormID: 01003421	40	0	J'Zhirr has received my letter from Llaalam Dredil, and has given me note to bring
fbmwEBExpress	FormID: 01003421	50	0	I have delivered the note to Dredil, and he has given me 75 gold as payment.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBFalse	FormID: 01003422	10	0	While in Vivec, a man approached me and handed me a leaflet. He told me it contained important information about a local merchant.
fbmwEBFalse	FormID: 01003422	20	0	I have spoken to Aurane Frernis, the apothecary mentioned in the leaflet I was given. She was furious about the slanderous comments it contained, and offered me a reward if I could find out who was behind the misinformation.
fbmwEBFalse	FormID: 01003422	30	0	I spoke to Domalen, the Redguard man who was handing out the leaflets. He told me that he was hired by Galuro Belan, another apothecary in Vivec, who has a shop on the Waistworks of Telvanni Canton, to distribute the materials.
fbmwEBFalse	FormID: 01003422	35	0	Domalen is dead. Although he told me the source of the leaflets, his crime was no
fbmwEBFalse	FormID: 01003422	40	0	Domalen is dead. Frernis will not have to worry about him handing out more
fbmwEBFalse	FormID: 01003422	50	0	Galuro Belan was ashamed when I approached her with the information that she was spreading lies about Aurane Frernis. She has offered me 100 drakes to keep my
fbmwEBFalse	FormID: 01003422	55	0	I have agreed to keep Belan's secret. For a modest fee.
fbmwEBFalse	FormID: 01003422	56	0	I've told Belan I will have no part in her lies.
fbmwEBFalse	FormID: 01003422	60	0	Aurane Frernis was glad to know who was responsible for the false claims that were being made about her. She rewarded me with 100 drakes.
fbmwEBInvisible	FormID: 01003423	10	0	A man approached me outside a trader's in the Plaza of St. Delyn Canton in Vivec. The odd thing is, I couldn't see him.
fbmwEBInvisible	FormID: 01003423	20	0	This man, Cassius Olcinius, says he has been cursed with permanent invisibility. The wizard who cursed him, Fevyn Ralen, is a Telvanni living in the Waistworks of the Telvanni Canton in Vivec. He has been afraid to visit the wizard for fear of further retribution, and he has been afraid to tell his father of the problem due to
fbmwEBInvisible	FormID: 01003423	30	0	I have agreed to help Cassius find a cure for the wizard's curse.
fbmwEBInvisible	FormID: 01003423	40	0	I have decided not to help Cassius remove the wizard's curse.
fbmwEBInvisible	FormID: 01003423	50	0	I have spoken to Lucretinaus Olcinius, a trader and the father of the invisible Cassius. He was appreciative to hear information about his son's whereabouts, and gave me 75 drakes in order to help me find a cure.
fbmwEBInvisible	FormID: 01003423	60	0	I talked to Fevyn Ralen about Cassius' curse. He tells me that it is not a curse at all, but that Cassius had commissioned a spell to make him permanently invisible. The young man soon realized this was not a pleasant lifestyle and begged the wizard to remove the spell. However, as Cassius still owed the wizard 400 drakes for the
fbmwEBInvisible	FormID: 01003423	70	0	I have paid the debt that Cassius owed to Fevyn Ralen, and he tells me he has removed the spell.
fbmwEBInvisible	FormID: 01003423	80	0	I've chosen not to pay Cassius' debt to the wizard.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBInvisible	FormID: 01003423	90	0	I spoke to Lucretinaus about his son's debt to the wizard Ralen. The trader did not seem surprised at his son's folly, and gave me the money to pay the debt owed.
fbmwEBInvisible	FormID: 01003423	100	0	I returned to Fevyn Ralen and paid him the debt owed by Cassius. Fevyn promised to remove the spell.
fbmwEBInvisible	FormID: 01003423	120	0	I've spoken to Lucretinaus Olcinius about his son's cure. He was grateful for all my help, and he gave me 100 septims as a reward for my efforts.
fbmwEBInvisible	FormID: 01003423	130	0	Upon returning to the area around the trader's shop, I was greeted by the now-visible Cassius Olcinius. He was very grateful for my help, but he had nothing to
fbmwEBInvisible	FormID: 01003423	140	0	I told Cassius Olcinius that Fevyn Ralen is dead. He'll never be visible again.
fbmwEBPest	FormID: 01003424	10	0	I have heard rumors in Vivec of a merchant with a rat infestation problem. Apparently, Audenian Valius, a Telvanni enchanter who has a shop in the Telvanni Canton, has been overrun by rats in recent weeks.
fbmwEBPest	FormID: 01003424	20	0	I have spoken to Audenian Valius about his rat infestation problem. He'd like me to clean out the rats that have been infesting his store.
fbmwEBPest	FormID: 01003424	25	0	I've agreed to help get rid of the rats that are bothering Audenian Valius.
fbmwEBPest	FormID: 01003424	26	0	I've decided not to bother with Audenian Valius' rat problem.
fbmwEBPest	FormID: 01003424	30	0	It appears now that Audenian Valius didn't just want me to kill the rats in his store, but also the nest of them that have been coming up from the Underworks.
fbmwEBPest	FormID: 01003424	35	0	I believe I have killed all of the rats plaguing Audenian Valius.
fbmwEBPest	FormID: 01003424	40	0	I have killed the nest of rats in the Underworks, and returned to Audenian Valius. He was grateful for my help, and rewarded me with a valuable soul gem.
fbmwEBQArtifact	FormID: 01F8E3E9	10	0	I've heard rumor in Dagon Fel that there is a wondrous helm to be found in the ruins of Onnissiralis. It is a large Daedric shrine far to the north of Vvardenfell, west of a place called Vas. It's been suggested I seek out the brothers Norvayne, who have left recently to investigate the ruins.
fbmwEBQArtifact	FormID: 01F8E3E9	20	0	I have met the Norvayne brothers, Dalin and Daris. They seem undecided on how they wish to proceed with the exploration of the ruin. Dalin feels that the more people involved, the better the chances of survival. Daris believes that it is a matter of family pride that they explore it alone.
fbmwEBQArtifact	FormID: 01F8E3E9	30	0	The brothers have decided to work out their differences in their own way: a fistfight. Whoever is left standing will be the one to decide how they will proceed.
fbmwEBQArtifact	FormID: 01F8E3E9	40	0	Dalin has bested his brother in hand-to-hand combat.
fbmwEBQArtifact	FormID: 01F8E3E9	41	0	The brothers will now follow me into the ruins, as Dalin has won the [QUOTE]argument[QUOTE] with his brother.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBQArtifact	FormID: 01F8E3E9	50	0	Daris has bested his brother in hand-to-hand combat.
fbmwEBQArtifact	FormID: 01F8E3E9	51	0	As Daris has won the [QUOTE]argument,[QUOTE] the brothers will explore the ruins without my help.
fbmwEBQArtifact	FormID: 01F8E3E9	60	0	I've attacked one of the brothers Norwayne during their fight.
fbmwEBQArtifact	FormID: 01F8E3E9	61	0	Because I attacked the brothers during their battle, they have decided to attack me.
fbmwEBQArtifact	FormID: 01F8E3E9	88	0	Dalin Norwayne has been killed.
fbmwEBQArtifact	FormID: 01F8E3E9	89	0	Daris Norwayne has been killed.
fbmwEBQArtifact	FormID: 01F8E3E9	100	0	I have recovered the Adamantium Helm of Tohan.
fbmwEBQArtifact	FormID: 01F8E3E9	110	0	Neither of the brothers Norwayne will be escorting me any longer.
fbmwEBShipment	FormID: 01003425	10	0	Alarvyne Indalas, a trader in the St. Delyn Glassworks, would like me to steal a shipment of limeware from a ship in Ebonheart. She claims that Bolryn at the East Empire Company has been manipulating the costs, and charging huge mark-ups for all the merchandise. If I steal the limeware, she promises to reward me very well.
fbmwEBShipment	FormID: 01003425	20	0	I have agreed to steal the limeware for Alarvyne Indalas. It is supposed to be held up in customs aboard the Chun-Ook, which is docked in Ebonheart. I should expect it to be well guarded, though.
fbmwEBShipment	FormID: 01003425	30	0	I have decided not to steal the limeware for Alarvyne Indalas.
fbmwEBShipment	FormID: 01003425	35	0	I spoke to Bolrin about the limeware, but did not give it to him.
fbmwEBShipment	FormID: 01003425	40	0	I have recovered the limeware and returned it to Alarvyne Indalas, who rewarded me well for my efforts.
fbmwEBShipment	FormID: 01003425	50	0	I have taken the limeware and returned it to Bolryn at the East Empire Company. He was not happy to hear I was able to breach the security on the ship, but rewarded me for the information, and for the return of the limeware.
fbmwEBTradeSpy	FormID: 01003426	10	0	Mevure Hlen is a Clothier in the St. Olms section of Vivec. She is apparently unhappy with the high prices of importing materials for her shop. Because of it, she is forced to sell her goods at higher prices than normal.
fbmwEBTradeSpy	FormID: 01003426	20	0	Mevure Hlen suspects that she is being gouged by the East Empire Company, and that they may be artificially inflating prices. She would like me to try and steal a price list from the offices of the East Empire Company in Ebonheart.
fbmwEBTradeSpy	FormID: 01003426	30	0	I have agreed to try and get a price list from the East Empire Company.
fbmwEBTradeSpy	FormID: 01003426	35	0	I have agreed to try and get a price list from the East Empire Company. I believe that the package I delivered to J'Zhirr may be exactly what Mevure Hlen is looking for.
fbmwEBTradeSpy	FormID: 01003426	40	0	I have decided not to help Mevure Hlen.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwEBTradeSpy	FormID: 01003426	50	0	I have retrieved the price list from J'Zhirr at the East Empire Company and returned it to Mevure Hlen. She was visibly upset by the contents, and vowed to find another supplier for her inventory and immediately lower her prices. Mevure Hlen was right about one thing: I have learned a few things about business, and will be more successful in my business dealings henceforth.
fbmwEBUnrequited	FormID: 01003427	10	0	I've spoken to Gadayn Andarys about the note of his I found on the ground. He tells me that he has been in love with Eraldil for many months, but has not had the courage to tell her. He would like me to speak to her and tell her of his love.
fbmwEBUnrequited	FormID: 01003427	20	0	I have agreed to speak with Eraldil about Gadayn. He suggested I might find her in the Hlaalu Waistworks.
fbmwEBUnrequited	FormID: 01003427	30	0	I've decided not to get involved with Gadayn and his love for Eraldil.
fbmwEBUnrequited	FormID: 01003427	40	0	I've talked to Eraldil about Gadayn Andarys and his love for her, and the response was not positive. She detests the poor trader, and wants nothing to do with him. She sees him as much too common for herself, and more fitting for someone like
fbmwEBUnrequited	FormID: 01003427	50	0	Gadayn Andarys was heartbroken by the news that Eraldil wanted no part in his affections, but has been ready for this eventuality.
fbmwEBUnrequited	FormID: 01003427	60	0	Gadayn has had a potion crafted that will cause the wood elf to fall madly in love with him. He would like me to deliver it to him.
fbmwEBUnrequited	FormID: 01003427	70	0	I have agreed to deliver the love potion to Eraldil.
fbmwEBUnrequited	FormID: 01003427	80	0	I decided not to deliver the potion to Eraldil, but instead suggested to Gadayn that he might consider turning his attentions to Glathel. Gadayn seems open to the idea.
fbmwEBUnrequited	FormID: 01003427	90	0	Eraldil has accepted the potion from Gadayn, thinking it is his way of apologizing for his behavior.
fbmwEBUnrequited	FormID: 01003427	95	0	I have told Gadayn about delivering the potion, and he was overjoyed. He gave me a light ring as a token of his thanks.
fbmwEBUnrequited	FormID: 01003427	100	0	I have returned to Gadayn's shop, and it seems the love potion has not worked out as planned. Eraldil has fallen in love with him, but he is unhappier than he could have imagined. He finds the wood elf annoying, clinging, and vapid. A shame for the trader, but he got what he wished for.
fbmwEBUnrequited	FormID: 01003427	110	0	Upon returning to Gadayn's shop, it appears he took my advice and courted the homely Glathel. The trader seems truly happy with the woman, and expressed his deepest gratitude. He also rewarded me with a Flamemirror Robe.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGAdvancement	FormID: 01010566	1	0	I have joined the Fighters' Guild. The Primary Attributes are Strength and Endurance. The Primary Skills are Armorer, Blade, Block, Blunt, Heavy Armor, and Light Armor. I must perform regular duties and concentrate on increasing these
fbmwFGAdvancement	FormID: 01010566	10	0	I am eligible for promotion to the rank of Apprentice in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	11	0	I have attained the rank of Apprentice in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	20	0	I am eligible for promotion to the rank of Journeyman in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	21	0	I have attained the rank of Journeyman in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	30	0	I am eligible for promotion to the rank of Swordsman in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	31	0	I have attained the rank of Swordsman in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	40	0	I am eligible for promotion to the rank of Protector in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	41	0	I have attained the rank of Protector in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	50	0	I am eligible for promotion to the rank of Defender in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	51	0	I have attained the rank of Defender in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	60	0	I am eligible for promotion to the rank of Warder in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	61	0	I have attained the rank of Warder in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	70	0	I am eligible for promotion to the rank of Guardian in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	71	0	I have attained the rank of Guardian in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	80	0	I am eligible for promotion to the rank of Champion in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	81	0	I have attained the rank of Champion in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	90	0	I am eligible for promotion to the rank of Master in the Fighters' Guild.
fbmwFGAdvancement	FormID: 01010566	91	0	I have attained the rank of Master in the Fighters' Guild.
fbmwFGAlofsFarm	FormID: 010033D0	10	0	Eydis Fire-Eye told me to talk to Alof the Easterner at his farm northeast of Pelagiad and just north of the Arvel Plantation. Alof saw some Orcs at a Daedric ruin nearby.
fbmwFGAlofsFarm	FormID: 010033D0	15	0	Eydis Fire-Eye told me to get rid of some orcs near Alof's Farm, northeast of Pelagiad. Alof was our source of information on this, and he's dead. I'm to search nearby until I find the right orcs. They may be hiding in some ruins.
fbmwFGAlofsFarm	FormID: 010033D0	30	0	Alof the Easterner said the Orcs come from Ashunartes which is northeast of here and just west of an old Dunmer stronghold. Alof thinks the rest of the Orcs will leave if I kill their leader, a Barbarian by the name of Burub gra-Bamog.
fbmwFGAlofsFarm	FormID: 010033D0	50	0	Alof thanked me for getting rid of the Orcs at Ashunartes. I should report back to
fbmwFGAlofsFarm	FormID: 010033D0	100	0	Eydis Fire-Eye gave me 500 gold for the Duke's contract.
fbmwFGBeneranBounty	FormID: 010033D1	10	0	Percius Mercius told me there is a bounty for the outlaw Nerer Beneran. He is hiding in the cavern of Sargon which is located somewhere near Maar Gan.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGBeneranBounty	FormID: 010033D1	50	0	I have been told that Sargon is located far north of Maar Gan and southwest of Vas, and that the trek there is a very long one.
fbmwFGBeneranBounty	FormID: 010033D1	100	0	Percius Mercius thanked me for bringing Nerer Beneran's crimes to an end.
fbmwFGBigBosses	FormID: 010033D2	10	0	Sjoring Hard-Heart asked me to kill the Master Thief, Gentleman Jim Stacey. He can be found in Simine Fralinie's bookstore in Vivec.
fbmwFGBigBosses	FormID: 010033D2	100	0	I told Sjoring Hard-Heart about killing the Master Thief. When he got the news, he attacked me, saying I was a threat to his position.
fbmwFGBigBosses	FormID: 010033D2	110	0	I told Sjoring the truth: That I am the new Master Thief of Vvardenfell. Upon hearing the news, he attacked me.
fbmwFGCorprusStalker	FormID: 010033D3	1	0	Berwen has a corprus stalker in her store, and she would like me to get rid of it.
fbmwFGCorprusStalker	FormID: 010033D3	10	0	Hrundi asked me to get rid of a Corprus Stalker loose in Berwen the Trader's shop in
fbmwFGCorprusStalker	FormID: 010033D3	30	0	Berwen said that the beast was blockaded upstairs. Just one? This should be a
fbmwFGCorprusStalker	FormID: 010033D3	89	0	Berwen was very impressed with my fighting prowess when I dispatched her
fbmwFGCorprusStalker	FormID: 010033D3	90	0	Berwen was very impressed with my fighting prowess when I dispatched her Corprus Stalker. Hrundi will be pleased as well.
fbmwFGCorprusStalker	FormID: 010033D3	100	0	Hrundi thanked me for getting rid of the Corprus Stalker at Berwen's Shop.
fbmwFGDebtOrc	FormID: 010033D4	10	0	Lorbumol gro-Aglakh asked me to collect a Juicedaw Feather Ring from Nar gro-Shagramph in the Hlaalu Canton in Vivec.
fbmwFGDebtOrc	FormID: 010033D4	50	0	I have obtained the Juicedaw Feather Ring from Nar gro-Shagramph.
fbmwFGDebtOrc	FormID: 010033D4	100	0	I delivered the Juicedaw Feather Ring to Lorbumol gro-Aglakh.
fbmwFGDebtOrc	FormID: 010033D4	200	0	I told Lorbumol that Nar gro-Shagramph was dead.
fbmwFGDebtStoine	FormID: 010033D5	5	0	Lorbumol gro-Aglakh has a job for me involving debt money that is owed.
fbmwFGDebtStoine	FormID: 010033D5	10	0	Lorbumol gro-Aglakh told me that Lirielle Stoine at The Rat in the Pot in Ald'ruhn owes our client 2000 gold.
fbmwFGDebtStoine	FormID: 010033D5	30	0	Percius Mercius told me that Lirielle Stoine probably doesn't have 2000 gold, and that it was her brother, Ruran Stoine, who owed the money. Percius suggested that
fbmwFGDebtStoine	FormID: 010033D5	50	0	Lirielle Stoine told me that her brother Ruran Stoine owed the money and that she doesn't have 2000 gold. She told me her brother died seeking his fortune in Mallapi, which is northeast of Gnaar Mok.
fbmwFGDebtStoine	FormID: 010033D5	100	0	Lorbumol gro-Aglakh thanked me for bringing him the 2000 gold Lirielle Stoine owed our client. He actually let me keep half of the money owed.
fbmwFGDeseleDebt	FormID: 010033D6	10	0	Eydis Fire-Eye told me that Helviane Desele in Suran owes Manos Othreleth 200 gold. I must get this debt money from Desele and return it to Eydis Fire-Eye.
fbmwFGDeseleDebt	FormID: 010033D6	30	0	Percius Mercius suggested that I pay the debt money myself.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGDeseleDebt	FormID: 010033D6	70	0	Desele agreed to pay the debt.
fbmwFGDeseleDebt	FormID: 010033D6	100	0	Eydis Fire-Eye gave me my share of the debt money.
fbmwFGDissaplaMine	FormID: 010033D7	10	0	Hrundi told me to go to the Dissapla Mine and do what Novor Drethan says. The Dissapla Mine is northeast of the Dunmer stronghold Falensarano, which is on the
fbmwFGDissaplaMine	FormID: 010033D7	30	0	Novor Drethan told me that the mine has been having problems with a pack of nix-hounds and that one of the miners, Teres Arothan, is missing. I must find Teres
fbmwFGDissaplaMine	FormID: 010033D7	40	0	Arothan or his corpse and return to Novor Drethan.
fbmwFGDissaplaMine	FormID: 010033D7	50	0	I agreed to try and find Teres Arothan in the Dissapla Mine.
fbmwFGDissaplaMine	FormID: 010033D7	55	0	Teres Arothan asked me to help guide him back to the entrance of the mine.
fbmwFGDissaplaMine	FormID: 010033D7	70	0	I failed to rescue Teres Arothan from the Dissapla Mines.
fbmwFGDissaplaMine	FormID: 010033D7	90	0	I guided Teres Arothan back to the mine entrance.
fbmwFGDissaplaMine	FormID: 010033D7	100	0	Novor Drethan thanked me for rescuing Teres Arothan.
fbmwFGDissaplaMine	FormID: 010033D7	110	0	Hrundi thanked me for finishing the contract and gave me my pay.
fbmwFGDuniraiSupply	FormID: 010033D8	10	0	Hrundi was displeased that I was unable to complete my mission in the Dissapla
fbmwFGDuniraiSupply	FormID: 010033D8	50	0	Hrundi asked me to deliver a load of sujamma to Nelacar in the Dunirai Caverns
fbmwFGDuniraiSupply	FormID: 010033D8	100	0	which is southeast of Ghostgate between the Foyada Esannudan and the Foyada
fbmwFGDuniraiSupply	FormID: 010033D8	110	0	Nelacar thanked me for delivering the sujamma.
fbmwFGEggPoachers	FormID: 010033D9	1	0	Hrundi paid me 500 gold for delivering sujamma to the Dunirai Caverns.
fbmwFGEggPoachers	FormID: 010033D9	10	0	Hrundi wanted to have a load of sujamma delivered to the Dunirai Mine, but his
fbmwFGEggPoachers	FormID: 010033D9	100	0	contact there, Nelacar, is dead.
fbmwFGElithPalSupply	FormID: 010033DA	10	0	Sevilo Othan and Daynila Valas, former egg miners and local troublemakers, are
fbmwFGElithPalSupply	FormID: 010033DA	50	0	poaching eggs from Shulk Egg Mine. Report back to Eydis when they're dead.
fbmwFGElithPalSupply	FormID: 010033DA	100	0	Eydis Fire-Eye tells me that the eggmine is located a short distance southwest of
fbmwFGElithPalSupply	FormID: 010033DA	200	0	Balmora, in the bluffs west of the Odai River. The old suspension bridge across the
fbmwFGElithPalSupply	FormID: 010033DA		0	Odai is just southeast of the mine entrance. I'm to follow the river south of Balmora
fbmwFGElithPalSupply	FormID: 010033DA		0	I reported taking care of the egg poachers at Shulk Egg mine, and Eydis Fire-Eye paid
fbmwFGElithPalSupply	FormID: 010033DA		0	me 100 gold, and gave me some extra potions.
fbmwFGElithPalSupply	FormID: 010033DA		0	Percius Mercius asked me to deliver a load of flin to Dangor in the Elith-Pal Mine
fbmwFGElithPalSupply	FormID: 010033DA		0	which is on the base of Red Mountain just west of the Zainab camp.
fbmwFGElithPalSupply	FormID: 010033DA		0	I delivered the load of flin to the Elith-Pal Mine. Now I need to report back to
fbmwFGElithPalSupply	FormID: 010033DA		0	Percius Mercius in Ald'ruhn.
fbmwFGElithPalSupply	FormID: 010033DA		0	Percius Mercius thanked me for delivering the flin.
fbmwFGElithPalSupply	FormID: 010033DA		0	I told Percius Mercius that Dangor was dead.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGEngaerBounty	FormID: 010033DB	10	0	Hrundi told me he has a bounty contract on Engaer, a mercenary for Master Neloth at Tel Naga, the tower in Sadrith Mora.
fbmwFGEngaerBounty	FormID: 010033DB	100	0	Hrundi paid me the bounty on Engaer.
fbmwFGFindPudai	FormID: 010033DC	10	0	Hrundi asked me to find the Pudai Egg Mine somewhere on or near the island of Shegorad to the north. The nearest landmark to the mine are the Dwemer ruins of Mzuleft. Once I find Pudai, I should bring Hrundi the Seven Eggs of Gold rumored to
fbmwFGFindPudai	FormID: 010033DC	100	0	Hrundi thanked me for bringing him the Seven Eggs of Gold.
fbmwFGHungerLoose	FormID: 010033DD	10	0	Eydis Fire-Eye told me a Hunger is loose in the Sarano Tomb which is over the hills southeast of the Fort Moonmoth between the Ashlands and Lake Amaya. I am ordered to travel to the tomb and kill the Hunger.
fbmwFGHungerLoose	FormID: 010033DD	100	0	Eydis Fire-Eye thanked me for slaying the Hunger and paid me 1000 gold.
fbmwFGKhajiitBounty	FormID: 010033DE	10	0	Lorbumol gro-Aglakh said he has a bounty for a Khajiit outlaw named Dro'Sakhar who's hiding somewhere in Vivec.
fbmwFGKhajiitBounty	FormID: 010033DE	30	0	I was told that Dro'Sakhar lives in St. Olms Canal South-Two, the middle door on the south side of the St. Olms Canton.
fbmwFGKhajiitBounty	FormID: 010033DE	60	0	Percius Mercius believes that the bounty on Dro'Sakhar is a valid one, as the Khajiit is a known outlaw.
fbmwFGKhajiitBounty	FormID: 010033DE	100	0	Lorbumol gro-Aglakh gave me the bounty on Dro'Sakhar.
fbmwFGKillBosses	FormID: 010033DF	10	0	Sjoring Hard-Heart told me to kill the Thieves Guild bosses. I must kill Habasi at the South Wall in Balmora, Aengoth at the Rat in the Pot in Ald'ruhn, and Helende at Dirty Muriel's in Sadrith Mora.
fbmwFGKillBosses	FormID: 010033DF	100	0	I killed the three local Thieves Guild bosses.
fbmwFGKillCronies	FormID: 010033E0	10	0	Percius Mercius asked me to kill one of Sjoring Hard-Heart's supporters, Eydis Fire-Eye, the guild steward in Balmora.
fbmwFGKillCronies	FormID: 010033E0	15	0	Percius Mercius asked me to kill Sjoring Hard-Heart's main supporter, Lorbumol gro-Aglakh. He's at the Guild of Fighters in Vivec.
fbmwFGKillCronies	FormID: 010033E0	100	0	Percius thanked me for killing Sjoring Hard-Heart's supporters.
fbmwFGKillHardHeart	FormID: 010033E1	10	0	Percius Mercius said that in order to free the Fighters Guild from corruption, I must kill the guildmaster, Sjoring Hard-Heart.
fbmwFGKillHardHeart	FormID: 010033E1	100	0	Percius Mercius thanked me for killing Sjoring Hard-Heart. He promoted me to Master of the Fighters Guild.
fbmwFGNchurdamz	FormID: 010033E2	10	0	Hrundi asked me to meet a Larienna Macrina at the ruins of Nchurdamz, a Dwemer ruin far south of Sadrith Mora.
fbmwFGNchurdamz	FormID: 010033E2	11	0	I declined to help Larienna on her crusade. Perhaps I'll reconsider.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGNchurdamz	FormID: 010033E2	20	0	I agreed to help Larienna explore the ruins of Nchurdamz. She seeks a [QUOTE]great beast[QUOTE] deep within the ruins.
fbmwFGNchurdamz	FormID: 010033E2	23	0	I fought by Larienna Macrina's side. It was a mighty battle.
fbmwFGNchurdamz	FormID: 010033E2	55	0	The great Larienna met her demise by my own hand. Hrundi need only know she fell
fbmwFGNchurdamz	FormID: 010033E2	60	0	Larienna fought boldly, but alas, she fell in battle. I should inform Hrundi.
fbmwFGNchurdamz	FormID: 010033E2	90	0	The Daedroth Hrelvesuu is slain. I should report back to Hrundi.
fbmwFGNchurdamz	FormID: 010033E2	100	0	Hrundi rewarded me for assisting Larienna Macrina explore the ruins of Nchurdamz.
fbmwFGNchurdamz	FormID: 010033E2	110	0	Hrundi was furious that Larienna was dead. I will have to be more careful to earn his
fbmwFGOrcBounty	FormID: 010033E3	10	0	Eydis Fire-Eye told me she has a 250 gold bounty on the Orc Dura gra-Bol who lives
fbmwFGOrcBounty	FormID: 010033E3	100	0	Eydis Fire-Eye paid me 250 gold for the contract on Dura gra-Bol.
fbmwFGRatHunt	FormID: 010033E4	10	0	Eydis Fire-Eye told me to talk to Drarayne Thelas about some rats that have infested her house. Her house is here in Balmora, on the east side of town, near the river.
fbmwFGRatHunt	FormID: 010033E4	50	0	Drarayne Thelas told me that she has one rat trapped in her bedroom and there are others in her storage area upstairs. She has given me the key to get in. I should find and kill all of the rats and return to her when I'm done.
fbmwFGRatHunt	FormID: 010033E4	100	0	Drarayne Thelas thanked me for getting rid of the rats and paid me 100 gold.
fbmwFGRatHunt	FormID: 010033E4	105	0	I reported to Eydis Fire-Eye that I had killed the rats plaguing Drarayne Thelas.
fbmwFGRatHunt	FormID: 010033E4	110	0	Eydis Fire-Eye realized that Drarayne Thelas was dead, and her rat problem was no longer an issue.
fbmwFGSilenceMagistrate	FormID: 010033E6	10	0	Lorbumol gro-Aglakh said he had a 1000 gold bounty on Rufinus Alleius at the Grand Council in Ebonheart.
fbmwFGSilenceMagistrate	FormID: 010033E6	90	0	I have refused to carry out Lorbumol gro-Aglakh orders to murder an Imperial Magistrate. Lorbumol gro-Aglakh was not pleased, and will not be giving me any
fbmwFGSilenceMagistrate	FormID: 010033E6	100	0	Lorbumol gro-Aglakh paid me the bounty on Rufinus Alleius.
fbmwFGSilenceTaxgirl	FormID: 010033E7	10	0	Lorbumol gro-Aglakh said he had a bounty contract for Adraria Vandacia in Seyda
fbmwFGSilenceTaxgirl	FormID: 010033E7	50	0	Percius Mercius doesn't believe there is a reason to kill Adraria Vandacia. If I decide not to, though, I should expect no further orders from Lorbumol.
fbmwFGSilenceTaxgirl	FormID: 010033E7	90	0	I have refused to carry out Lorbumol gro-Aglakh orders to murder an Imperial Tax Collector. Lorbumol gro-Aglakh was not pleased, and will not be giving me any more
fbmwFGSilenceTaxgirl	FormID: 010033E7	100	0	Lorbumol gro-Aglakh paid me the bounty for Adraria Vandacia.
fbmwFGSottilde	FormID: 010033E8	10	0	Eydis Fire-Eye asked me to get a code book from Sottilde at the South Wall in
fbmwFGSottilde	FormID: 010033E8	30	0	Percius Mercius suggested that I try and get the code book secretly. Otherwise I would have to kill Sottilde for the book.
fbmwFGSottilde	FormID: 010033E8	50	0	Sottilde agreed to give me the code book.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGSottilde	FormID: 010033E8	100	0	Eydis Fire-Eye thanked me for returning the code book and paid me 50 gold.
fbmwFGSuranBandits	FormID: 010033E9	10	0	Percius Mercius asked me to speak with Serjo Avon Oran in the town of Suran. The town has been raided by bandits.
fbmwFGSuranBandits	FormID: 010033E9	30	0	Serjo Avon Oran told me that the bandits in Saturan, northeast of Suran, just over the mountains. I must kill the leader of the bandits, Daldur Sarys. When this is done, I should return to Oran to report on my success.
fbmwFGSuranBandits	FormID: 010033E9	100	0	Serjo Avon Oran thanked me for bringing the bandits to justice and he gave me the 1,000 gold he was offering for a bounty.
fbmwFGSuranBandits	FormID: 010033E9	110	0	I reported to Percius Mercius that Avon Oran was dead. Therefore, there is no contract to be had.
fbmwFGTelasero	FormID: 010033CF	10	0	Hrundi asked me to escort another scholar, Sondaale of Shimmerene, through the stronghold of Telasero. She will meet me there. Telasero is between Suran and the Silt Strider port near Molag Mar.
fbmwFGTelasero	FormID: 010033CF	30	0	I found Sondaale of Shimmerene in Telasero. She asked me to guide her back to the
fbmwFGTelasero	FormID: 010033CF	50	0	I agree to guide Sondaale of Shimmerene back to the entrance of Telasero.
fbmwFGTelasero	FormID: 010033CF	70	0	Sondaale of Shimmerene has made it safely to the entrance of Telasero.
fbmwFGTelasero	FormID: 010033CF	75	0	Sondaale has thanked me for escorting her out of the dungeon. She'll likely be more careful in the future.
fbmwFGTelasero	FormID: 010033CF	100	0	Hrundi thanked me for helping Sondaale of Shimmerene.
fbmwFGTelasero	FormID: 010033CF	110	0	Hrundi was furious that Sondaale of Shimmerene died while in my care. He says he has no more orders to give me.
fbmwFGTelvanniAgents	FormID: 010033EA	10	0	I'm to find and kill four Telvanni agents responsible for thefts and disappearances at the Caldera Mine. Their names are Alynu Aralen, Sathasa Nerothren, Fothyna Herothran, and Alveleg. They're hiding in a cave in the hills north of Caldera Mine, and they probably have a lookout posted outside the mine. When the four agents
fbmwFGTelvanniAgents	FormID: 010033EA	100	0	I reported killing the Telvanni agents, and Eydis Fire-Eye paid me 400 gold.
fbmwFGTenimBounty	FormID: 010033EB	10	0	Hrundi mentioned that he had a contract for the outlaw Rels Tenim. If I find Rels Tenim who was last seen in Vos, and bring him to justice, there is a reward of 200
fbmwFGTenimBounty	FormID: 010033EB	40	0	I was told that Rels Tenim left for an outlaw hideout to the north. I was told that the Ahemmusa might know where he is hiding.
fbmwFGTenimBounty	FormID: 010033EB	60	0	I was told that Rels Tenim is in the outlaw hideout Shallit which is on a small island southwest of Ald Daedroth. To get there, I should travel northwest from the Ahemmusa Camp. If I come to an old Dwemer ruin, I have traveled too far.
fbmwFGTenimBounty	FormID: 010033EB	100	0	Hrundi thanked me for bringing Rels Tenim to justice and gave me 200 gold.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwFGTongueToad	FormID: 010033EC	10	0	Lorbumol gro-Aglakh told me to silence Tongue-Toad at the Rat in the Pot in
fbmwFGTongueToad	FormID: 010033EC	50	0	Percius Mercius suggested that I convince Tongue-Toad to leave town.
fbmwFGTongueToad	FormID: 010033EC	70	0	I convinced Tongue-Toad to leave town.
fbmwFGTongueToad	FormID: 010033EC	100	0	I told Lorbumol gro-Aglakh that Tongue-Toad won't be causing our client any more
fbmwFGVas	FormID: 010033ED	10	0	Percius Mercius asked me to aid the Buoyant Armiger Ulyne Henim in her expedition to Vas which is on a remote island west of Dagon Fel.
fbmwFGVas	FormID: 010033ED	50	0	I agreed to fight with Ulyne. We must find and kill the Necromancer Daris Adram.
fbmwFGVas	FormID: 010033ED	70	0	Daris Adram is dead.
fbmwFGVas	FormID: 010033ED	80	0	Ulyne Henim thanked me for helping her kill this Necromancer.
fbmwFGVas	FormID: 010033ED	85	0	Ulyne Henim was very grateful for my assistance in dealing with Daris Adram the
fbmwFGVas	FormID: 010033ED	100	0	Percius Mercius thanked me for helping Ulyne Henim rid Vas of the Necromancers.
fbmwFGVas	FormID: 010033ED	105	0	Percius Mercius was not happy to hear of Ulyne Henim's death. I fear he thinks less
fbmwFGVerethiGang	FormID: 010033EE	10	0	Eydis Fire-Eye asked me to kill the smuggler Dovres Verethi, the head of the Verethi Gang. They are based in Mannammu just southeast of Pelagiad.
fbmwFGVerethiGang	FormID: 010033EE	100	0	Eydis Fire-Eye paid me 1,000 gold for putting the Verethi Gang out of business.
fbmwHHAdvancement	FormID: 0100EB55	1	0	I have joined Great House Hlaalu. The Primary Attributes are Speed and Agility. The Primary Skills are Light Armor, Marksman, Mercantile, Blade, Security, and Speechcraft. I must perform regular duties and concentrate on increasing these
fbmwHHAdvancement	FormID: 0100EB55	10	0	I am eligible for promotion to the rank of Retainer in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	11	0	I have achieved the rank of Retainer in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	20	0	I am eligible for promotion to the rank of Oathman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	21	0	I have achieved the rank of Oathman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	30	0	I am eligible for promotion to the rank of Lawman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	31	0	I have achieved the rank of Lawman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	40	0	I am eligible for promotion to the rank of Kinsman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	41	0	I have achieved the rank of Kinsman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	50	0	I am eligible for promotion to the rank of House Cousin in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	51	0	I have achieved the rank of House Cousin in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	60	0	I am eligible for promotion to the rank of House Brother in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	61	0	I have achieved the rank of House Brother in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	69	0	I am eligible for promotion to the rank of House Father in House Hlaalu, but first I must build a Stronghold.
fbmwHHAdvancement	FormID: 0100EB55	70	0	I am eligible for promotion to the rank of House Father in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	71	0	I have achieved the rank of House Father in House Hlaalu.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwHHAdvancement	FormID: 0100EB55	79	0	I am eligible for promotion to the rank of Councilman in House Hlaalu, but first I must improve business in the area around my Stronghold..
fbmwHHAdvancement	FormID: 0100EB55	80	0	I am eligible for promotion to the rank of Councilman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	81	0	I have achieved the rank of Councilman in House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	90	0	I am eligible for promotion to the rank of Grand Master of House Hlaalu.
fbmwHHAdvancement	FormID: 0100EB55	91	0	I have achieved the rank of Grand Master of House Hlaalu.
fbmwHHAshlanderEbony	FormID: 01003455	10	0	Edryno Arethi asked me to go to the Zainab camp and make sure they only sell ebony through House Hlaalu.
fbmwHHAshlanderEbony	FormID: 01003455	30	0	I was told that I should speak with gulakhan Ashibaal.
fbmwHHAshlanderEbony	FormID: 01003455	50	0	Gulakhan Ashibaal agreed to sell ebony only to House Hlaalu.
fbmwHHAshlanderEbony	FormID: 01003455	100	0	Edryno Arethi thanked me for negotiating with the Zainab.
fbmwHHAshlanderEbony	FormID: 01003455	200	0	I told Edryno Arethi that the Zainab would not deal with me since I killed one of
fbmwHHBankCourier	FormID: 01003456	10	0	Edryno Arethi wants me to deliver sealed orders to Treasurer Baren Alen in the Hlaalu Vaults in Vivec. The vaults are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side.
fbmwHHBankCourier	FormID: 01003456	50	0	I delivered the sealed orders to Baren Alen.
fbmwHHBankCourier	FormID: 01003456	100	0	Edryno Arethi thanked me for delivering the sealed orders.
fbmwHHBankFraud	FormID: 01003457	5	0	Crassius Curio asked me to speak with Odral Helvi in the Governor's Hall in Caldera.
fbmwHHBankFraud	FormID: 01003457	10	0	Odral Helvi gave me sealed orders to deliver to the assistant treasury clerk, Tenisi Lladri, at the Hlaalu Vaults in Vivec. The vaults are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side.
fbmwHHBankFraud	FormID: 01003457	50	0	I gave the orders to Tenisi Lladri in Vivec.
fbmwHHBankFraud	FormID: 01003457	55	0	I gave the orders to Crassius Curio. Uncle Crassius thanked me for keeping him
fbmwHHBankFraud	FormID: 01003457	60	0	I gave the orders to the Treasurer Baren Alen.
fbmwHHBankFraud	FormID: 01003457	65	0	I gave the orders to Rovone Arvel.
fbmwHHBankFraud	FormID: 01003457	100	0	Odral Helvi thanked me for delivering the orders.
fbmwHHBankFraud	FormID: 01003457	110	0	Odral Helvi was angry with me for not delivering the orders to Tenisi Lladri as he
fbmwHHBeroSupport	FormID: 01003458	10	0	Crassius told me that I should get the support of another Hlaalu Councilman. I should try and find Dram Bero in Vivec and get his support.
fbmwHHBeroSupport	FormID: 01003458	30	0	I was told that Dram Bero lives somewhere in the St. Olms Canton.
fbmwHHBeroSupport	FormID: 01003458	40	0	I was told that Dram Bero has been seen going in and out of one of the manors at the top of the St. Olms Canton.
fbmwHHBeroSupport	FormID: 01003458	50	0	Dram Bero agreed to support me if I can best his champion. I must defeat Dram Bero's champion, Garding the Bold, but not kill him. I can knock him out or fight him

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHBeroSupport	FormID: 01003458	70	0	I defeated Dram Bero's champion, Garding the Bold.
fbmwHHBeroSupport	FormID: 01003458	100	0	Dram Bero agreed to give me his support on the council.
fbmwHHBeroSupport	FormID: 01003458	200	0	I killed Dram Bero's champion, Garding the Bold.
fbmwHHBuriedTreasure	FormID: 01003459	10	0	Edryno Arethi told me that Murudius Flaeus owes a Hlaalu noble over 800 gold. I must get the 800 gold from Murudius Flaeus in Hla Oad and return it to Edryno
fbmwHHBuriedTreasure	FormID: 01003459	50	0	Murudius Flaeus told me he keeps the money in a chest under Fadila's house. He gave me the key to the chest.
fbmwHHBuriedTreasure	FormID: 01003459	100	0	Edryno Arethi thanked me for getting the 800 gold from Murudius Flaeus.
fbmwHHBuriedTreasure	FormID: 01003459	110	0	Edryno Arethi thanked me for killing Murudius Flaeus as an example for others.
fbmwHHCaptureSpy	FormID: 0100345A	10	0	Odral Helvi told me that a spy has been stealing documents from Caldera. He asked me to find out who has been stealing the documents.
fbmwHHCaptureSpy	FormID: 0100345A	20	0	Odral Helvi gave me some documents similar to the ones that have been stolen.
fbmwHHCaptureSpy	FormID: 0100345A	30	0	The two newest residents of Caldera are Elmussa Damori and Irgola the Pawnbroker. Maybe I should start by questioning them.
fbmwHHCaptureSpy	FormID: 0100345A	40	0	Elmussa Damori admitted that she is the thief.
fbmwHHCaptureSpy	FormID: 0100345A	41	0	Elmussa Damori admitted that she is the thief. She asked me not to tell Odral Helvi.
fbmwHHCaptureSpy	FormID: 0100345A	50	0	Crassius Curio told me to try and spare the thief, Elmussa Damori.
fbmwHHCaptureSpy	FormID: 0100345A	100	0	Odral Helvi thanked me for returning the documents.
fbmwHHCaptureSpy	FormID: 0100345A	110	0	Odral Helvi thanked me for reporting Elmussa Damori.
fbmwHHCaptureSpy	FormID: 0100345A	120	0	Odral Helvi thanked me for killing Elmussa Damori.
fbmwHHCrassius	FormID: 0100345B	10	0	Crassius Curio agree to be my sponsor, but he wants me to take my clothes off.
fbmwHHCrassius	FormID: 0100345B	100	0	I took my clothes off for Crassius Curio and he is now my sponsor in House Hlaalu.
fbmwHHDestroyIndarysManor	FormID: 0100345C	10	0	Crassius Curio asked me to kill the Redoran Lord Banden Indarys at the Redoran Stronghold of Indarys Manor which is on the road between Ald'ruhn and Maar Gan.
fbmwHHDestroyIndarysManor	FormID: 0100345C	100	0	Crassius Curio thanked me for killing Banden Indarys.
fbmwHHDestroyTelUvirith	FormID: 0100345D	10	0	Crassius Curio asked me to kill Reynel Uvirith, the Telvanni Sorcerer who lives in the Telvanni Stronghold of Tel Uvirith which is in the ashlands due west of Tel Fyr.
fbmwHHDestroyTelUvirith	FormID: 0100345D	100	0	Crassius Curio thanked me for killing Reynel Uvirith.
fbmwHHDisguisedArmor	FormID: 0100345E	10	0	Nileno Dorvayn asked me to disguise myself as the deceased Redoran Felsen Sethandus by wearing a Native Gah-Julan Bonemold Helm she gave me. While disguised I should get a package from Neminda in the Council Hall under-Skar in Ald'ruhn by using the code phrase [QUOTE]Orphan of Arnesia[QUOTE].

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHDisguisedArmor	FormID: 0100345E	11	0	Nileno Dorvayn asked me to disguise myself as the deceased Redoran Relmerea Saram. While disguised I should get a package from Neminda in Ald'ruhn by using the code phrase [QUOTE]Orphan of Arnesia[QUOTE].
fbmwHHDisguisedArmor	FormID: 0100345E	50	0	I spoke with Neminda in Ald'ruhn, and she gave me a scroll to deliver to Maar Gan. I should deliver the scroll to Nileno Dorvayn in Balmora instead.
fbmwHHDisguisedArmor	FormID: 0100345E	100	0	I delivered the scroll I got from Neminda to Nileno Dorvayn.
fbmwHHDisguisedArmor	FormID: 0100345E	150	0	I forgot to wear the helm when talking to Neminda and now she knows who I am.
fbmwHHDisguisedArmor	FormID: 0100345E	200	0	Nileno Dorvayn told me she didn't want Neminda killed.
fbmwHHEbonyDelivery	FormID: 0100345F	10	0	Odral Helvi asked me to deliver five pieces of raw ebony to Drinar Varyon in
fbmwHHEbonyDelivery	FormID: 0100345F	20	0	Crassius Curio asked me to deliver the ebony to Segunivus Mantediis at Fort
fbmwHHEbonyDelivery	FormID: 0100345F	50	0	I delivered the ebony to Drinar Varyon.
fbmwHHEbonyDelivery	FormID: 0100345F	60	0	I delivered the ebony to Segunivus Mantediis. Odral Helvi will soon be arrested.
fbmwHHEbonyDelivery	FormID: 0100345F	100	0	Odral Helvi thanked me for delivering the ebony.
fbmwHHEbonyDelivery	FormID: 0100345F	110	0	Odral Helvi thanked me for delivering the ebony.
fbmwHHEggMine	FormID: 01003460	10	0	Nileno Dorvayn wants me to kill the queen in the Inanius egg mine which is just across the mountains southeast from Suran. The entrance of the eggmine faces the
fbmwHHEggMine	FormID: 01003460	100	0	Nileno Dorvayn thanked me for killing the queen in the Inanius egg mine.
fbmwHHEggMine	FormID: 01003460	200	0	Avon Oran paid me 1000 gold to stay out of the Inanius egg mine. I should return to Nileno Dorvayn and tell her what happened.
fbmwHHEggMine	FormID: 01003460	210	0	I took Avon Oran's gold and killed the kwama queen in the Inanius egg mine anyway. Nileno Dorvayn paid me another 500 gold for the job.
fbmwHHEscortMerchant	FormID: 01003461	10	0	Edryno Arethi asked me to escort the trader Tarvyn Faren to Pelagiad. Tarvyn Faren can be found on the road to Pelagiad, near the Silt Strider just north of Vivec.
fbmwHHEscortMerchant	FormID: 01003461	50	0	Tarvyn Faren agreed to follow me to Pelagiad.
fbmwHHEscortMerchant	FormID: 01003461	70	0	Tarvyn Faren made it safely to Pelagiad.
fbmwHHEscortMerchant	FormID: 01003461	90	0	Tarvyn Faren died on his way to Pelagiad.
fbmwHHEscortMerchant	FormID: 01003461	100	0	Edryno Arethi thanked me for escorting Tarvyn Faren to Pelagiad.
fbmwHHGuardMerchant	FormID: 01003462	10	0	Edryno Arethi told me that Ralen Tilvur's shop in Vivec's Foreign Quarter Plaza has been robbed three nights in a row. I must go to Ralen Tilvur's shop and kill any
fbmwHHGuardMerchant	FormID: 01003462	50	0	A thief attacked me in Ralen Tilvur's shop.
fbmwHHGuardMerchant	FormID: 01003462	100	0	Edryno Arethi thanked me for killing the thief that was stealing from Ralen Tilvur.
fbmwHHGuardMerchant	FormID: 01003462	200	0	I told Edryno Arethi that Ralen Tilvur was dead.
fbmwHHIndEsp1	FormID: 01003463	10	0	Nileno Dorvayn asked me to steal the alchemical formulas of Aurane Frennis whose shop is in the Market Canton in Vivec.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHIndEsp1	FormID: 01003463	100	0	I gave Aurane Frernis' formulas to Nileno Dorvayn.
fbmwHHIndEsp1	FormID: 01003463	200	0	I told Nileno Dorvayn that I killed Aurane Frernis.
fbmwHHIndEsp2	FormID: 01003464	10	0	Nileno Dorvayn wants me to convince Rolasa Oren in Vivec's Foreign Quarter to stop buying House Redoran guar hides.
fbmwHHIndEsp2	FormID: 01003464	50	0	I convinced Rolasa Oren to buy imported House Hlaalu guar hides instead of House Redoran guar hides.
fbmwHHIndEsp2	FormID: 01003464	100	0	Nileno Dorvayn thanked me for helping House Hlaalu's guar herders.
fbmwHHIndEsp2	FormID: 01003464	110	0	I killed the alchemist Rolasa Oren, and Nileno Dorvayn was not pleased.
fbmwHHIndEsp2	FormID: 01003464	200	0	I told Nileno Dorvayn that Rolasa Oren was dead.
fbmwHHIndEsp3	FormID: 01003465	10	0	Nileno Dorvayn asked me to deliver new orders to a spy in Ald'ruhn, Bivale Teneran, who has a shop in the Ald'ruhn Manor District.
fbmwHHIndEsp3	FormID: 01003465	50	0	I delivered new orders to Bivale Teneran in Ald'ruhn.
fbmwHHIndEsp3	FormID: 01003465	100	0	Nileno Dorvayn thanked me for delivering new orders to Bivale Teneran.
fbmwHHIndEsp4	FormID: 01003466	10	0	The East Empire Company threatened to buy ebony from House Redoran unless House Hlaalu lowers prices. I must convince Canctunian Ponius at the East Empire Company in Ebonheart to buy ebony only from House Hlaalu, or I must shut down
fbmwHHIndEsp4	FormID: 01003466	20	0	Nileno Dorvayn told me that if I want to get to the Sudanit mine, I should start in Ald'ruhn. Then go south around the town until I see the path between Ald'ruhn and the Buckmoth Legion Fort. I should follow this path east until I reach the Ghostfence. Then keep to the right until I see the mine.
fbmwHHIndEsp4	FormID: 01003466	50	0	I convinced Canctunian Ponius to buy ebony only from House Hlaalu.
fbmwHHIndEsp4	FormID: 01003466	100	0	Nileno Dorvayn thanked me for persuading Canctunian Ponius.
fbmwHHIndEsp4	FormID: 01003466	110	0	Nileno Dorvayn thanked me for shutting down Sudanit Mine.
fbmwHHIndEsp4	FormID: 01003466	120	0	Nileno Dorvayn thanked me for persuading Canctunian Ponius, and for shutting down Sudanit Mine.
fbmwHHLiteracyCampaign	FormID: 01003467	10	0	Ilmeni Dren asked me to find copies of [QUOTE]Annotated Anuad[QUOTE] and [QUOTE]ABCs for Barbarians[QUOTE] and deliver them to Vala Catraso in the
fbmwHHLiteracyCampaign	FormID: 01003467	50	0	I delivered the books to Vala Catraso.
fbmwHHLiteracyCampaign	FormID: 01003467	100	0	Ilmeni Dren thanked me for helping with the Empire's literacy campaign.
fbmwHHNordSmugglers	FormID: 01003468	10	0	Crassius Curio has heard that an outlaw named Velfred has been smuggling goods. I must find Velfred and put an end to his smuggling operation. He didn't know where I can find the outlaw, but suggests that I try asking around Hla Oad.
fbmwHHNordSmugglers	FormID: 01003468	20	0	A resident of Hla Oad told me that Velfred the Outlaw usually docks his ship at a secret docs Southwest of the town.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHNordSmugglers	FormID: 01003468	50	0	I convinced Velfred the Outlaw to pay House Hlaalu the proper respect.
fbmwHHNordSmugglers	FormID: 01003468	100	0	Crassius Curio thanked me for convincing Velfred the Outlaw to show proper respect to House Hlaalu.
fbmwHHNordSmugglers	FormID: 01003468	110	0	Crassius Curio thanked me for killing Velfred.
fbmwHHOdirniran	FormID: 01003469	10	0	Edryno Arethi asked me to secure Odirniran for House Hlaalu. I should go there and speak with any survivors. If there are no survivors, I should find and kill the Telvanni responsible. Odirniran can be found east of Molag Mar, on the same peninsula as
fbmwHHOdirniran	FormID: 01003469	30	0	Remasa Othril told me that one Telvanni necromancer is hiding somewhere in Odirniran. I must find this necromancer and kill him. The necromancer also took a hostage, Vedelea Othril. If she still lives, I should escort Vedelea back to Remasa
fbmwHHOdirniran	FormID: 01003469	50	0	Vedelea Othril agreed to follow me back to Remasa Othril.
fbmwHHOdirniran	FormID: 01003469	70	0	Vedelea Othril made it safely back to Remasa Othril.
fbmwHHOdirniran	FormID: 01003469	80	0	I told Remasa that her sister, Vedelea, was dead.
fbmwHHOdirniran	FormID: 01003469	85	0	Remasa Othril thanked me for rescuing Vedelea Othril, but since the Necromancer is still a menace, she and the others are leaving Odirniran for good.
fbmwHHOdirniran	FormID: 01003469	90	0	Remasa Othril thanked me for rescuing Vedelea Othril and slaying the necromancer.
fbmwHHOdirniran	FormID: 01003469	100	0	Edryno Arethi thanked me for securing Odirniran.
fbmwHHRentCollector	FormID: 0100346A	10	0	Odral Helvi asked me to collect 50 gold in rent and taxes from Manat Varnan-Adda and Llovyn Andus. If they refuse to pay the rent, I should kill them. I can get to Manat's farm by going west out of Suran and following the path across the isthmus, and keep to the left. Llovyn's farm is further on the road west, just past the Dren
fbmwHHRentCollector	FormID: 0100346A	50	0	Llovyn Andus told me that he does not have 50 gold, but that I may have his guar,
fbmwHHRentCollector	FormID: 0100346A	60	0	Manat Varnan-Adda told me that he cannot pay 50 gold.
fbmwHHRentCollector	FormID: 0100346A	65	0	Rovone Arvel gave me 100 gold and told me to pay the rent and taxes myself.
fbmwHHRentCollector	FormID: 0100346A	70	0	Crassius Curio told me that the farmers probably do not have 50 gold. He asked me to pay the rent and taxes myself.
fbmwHHRentCollector	FormID: 0100346A	100	0	Odral Helvi thanked me for collecting the rent from the farmers.
fbmwHHRentCollector	FormID: 0100346A	110	0	Odral Helvi thanked me for killing the farmers.
fbmwHHReplaceDocs	FormID: 0100346B	10	0	Odral Helvi wants me to replace a scroll in the Hlaalu Records in Vivec. The Records are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side. I should put the scroll in the chest of Ascadian land deeds.
fbmwHHReplaceDocs	FormID: 0100346B	50	0	I gave the false document to Crassius Curio. He said he would take care of the
fbmwHHReplaceDocs	FormID: 0100346B	55	0	I gave the false document to Rovone Arvel.
fbmwHHReplaceDocs	FormID: 0100346B	100	0	I told Odral Helvi that I replaced the documents as he asked.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHRetaliation	FormID: 0100346C	5	0	I found the body of Ralen Hlaalo.
fbmwHHRetaliation	FormID: 0100346C	10	0	Nileno Dorvayn told me that a Redoran noble, Ralen Hlaalo, was recently killed. I must find out who killed Ralen Hlaalo and retaliate so that no one dares murder a
fbmwHHRetaliation	FormID: 0100346C	15	0	Nileno Dorvayn told me she is looking for the murderer of Ralen Hlaalo. If I bring the murderer to justice, I should let her know.
fbmwHHRetaliation	FormID: 0100346C	30	0	There are rumors here in Balmora that Nine-Toes is the murderer.
fbmwHHRetaliation	FormID: 0100346C	40	0	Nine-Toes told me that he is not a murderer.
fbmwHHRetaliation	FormID: 0100346C	50	0	Uryne Nirith, a servant of Ralen Hlaalo, told me that the murderer was a Dunmer with red hair in bonemold armor wielding a Dwemer War Axe.
fbmwHHRetaliation	FormID: 0100346C	60	0	I was told that Thanelen Velas at the Council Club here in Balmora meets the murderer's description.
fbmwHHRetaliation	FormID: 0100346C	100	0	I killed Nine-Toes and reported back to Nileno Dorvayn.
fbmwHHRetaliation	FormID: 0100346C	110	0	I killed Thanelen Velas and reported back to Nileno Dorvayn.
fbmwHHRetaliation	FormID: 0100346C	120	0	I killed both Nine-Toes and Thanelen Velas and reported back to Nileno Dorvayn.
fbmwHHRetaliation	FormID: 0100346C	150	0	Even though I don't belong to House Hlaalu, Nileno Dorvayn rewarded me for finding Ralen Hlaalo's murderer.
fbmwHHRetaliation	FormID: 0100346C	200	0	Nileno Dorvayn thanked me for killing Thanelen Velas for Larrius Varro. Apparently Thanelen was the murderer of Ralen Hlaalo.
fbmwHHStronghold	FormID: 0100346D	5	0	In order to advance further, I must strengthen House Hlaalu by building a stronghold. I should go to the House Hlaalu Council Hall in Balmora and speak with the stronghold builder, Dondos Driler.
fbmwHHStronghold	FormID: 0100346D	10	0	I spoke with the stronghold builder for House Hlaalu, Dondos Driler. He told me that he would build a stronghold for me on the site of the old Rethan Manor. Before construction can begin, I must get a land deed from Baren Alen at the Hlaalu Vaults in Vivec and a construction contract from Duke Vedam Dren in the Grand Council
fbmwHHStronghold	FormID: 0100346D	12	0	I have purchased a construction contract from Duke Dren in Ebonheart.
fbmwHHStronghold	FormID: 0100346D	50	0	Dondos Driler accepted the land deed and construction contract. He said that construction would begin soon. I should speak with Dondos Driler again in a few days to check on the progress of my stronghold.
fbmwHHStronghold	FormID: 0100346D	55	0	I should speak with Dondos Driler about the progress on my stronghold.
fbmwHHStronghold	FormID: 0100346D	60	0	Dondos Driler asked me to speak with Durbul gro-Rush, the foreman at the construction site. My stronghold will be built on the ruins of Rethan Manor which is on the northwest bank of the Odai river which flows from Balmora to the coast.
fbmwHHStronghold	FormID: 0100346D	70	0	Durbul gro-Rush assured me that the stronghold would be complete in one week's

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHHStronghold	FormID: 0100346D	90	0	Dondos Driler thanked me for keeping him informed of the progress on my
fbmwHHStronghold	FormID: 0100346D	100	0	The first stage of my stronghold is complete.
fbmwHHStronghold	FormID: 0100346D	105	0	I was told that in order to advance further in House Hlaalu, I must build improvements for my stronghold. I should speak with Dondos Driler again at the
fbmwHHStronghold	FormID: 0100346D	110	0	To improve my stronghold, Dondos Driler told me that I must improve business around my stronghold. The Shurdan-Raplay egg mine is just southeast of my stronghold, across the Odai river. Dondos Driler told me I should cure the blighted
fbmwHHStronghold	FormID: 0100346D	120	0	Dondos Driler told me that I can get scrolls of cure blight from Hetman Abelmawia in Gnosis or from Pierlette Rostorard in Sadrith Mora.
fbmwHHStronghold	FormID: 0100346D	130	0	Dondos Driler told me that there are some unemployed miners in Gnosis and Tel Aruhn. If I can, I should draw experienced miners away from House Redoran or
fbmwHHStronghold	FormID: 0100346D	140	0	I cured the blighted kwama queen in the Shurdan-Raplay Egg Mine.
fbmwHHStronghold	FormID: 0100346D	150	0	I purchased an experienced Egg Miner from the Slave Market of Tel Aruhn who agreed to work in the Shurdan-Raplay Egg Mine.
fbmwHHStronghold	FormID: 0100346D	151	0	I found a miner in Gnosis who will work for me in the Shurdan-Raplay egg mine.
fbmwHHStronghold	FormID: 0100346D	170	0	Dondos Driler gave the orders to begin improving my stronghold.
fbmwHHStronghold	FormID: 0100346D	200	0	The second phase of my stronghold is complete.
fbmwHHStronghold	FormID: 0100346D	210	0	Dondos Driler told me that I need to recruit a guard for my stronghold from the Fighters Guild here in Balmora or Fort Moonmoth nearby. I also need to find and kill the bandits that are disrupting trade near my stronghold.
fbmwHHStronghold	FormID: 0100346D	230	0	I have hired the mercenary Fjorgeir from the Fighters Guild here in Balmora. He will meet me at my stronghold.
fbmwHHStronghold	FormID: 0100346D	240	0	Fjorgeir told me the bandits are led by Maros Gimayn and come from Zainsipilu, a small cave across the River Odai and over the hills to the south. He offered to either guard my stronghold or fight together against the bandits.
fbmwHHStronghold	FormID: 0100346D	250	0	Dondos Driler gave the orders to put the finishing touches on my stronghold.
fbmwHHStronghold	FormID: 0100346D	255	0	The final stage of my stronghold is complete.
fbmwHHSunkenTreasure	FormID: 0100346E	10	0	Edryno Arethi knows that the ship Prelude sunk east of Bal Fell. She believes it lies two or three islands due east of Bal Fell. I must find the Daedric Wakizashi that sunk with that ship and return it to Edryno Arethi.
fbmwHHSunkenTreasure	FormID: 0100346E	100	0	Edryno Arethi thanked me for returning the Daedric Wakizashi.
fbmwHHTheExterminator	FormID: 0100346F	10	0	Edryno Arethi told me that Yngling Half-Troll raises game rats for the Arena. A competitor has placed diseased rats among Yngling's game rats. I must go to Yngling Manor in the St. Olms Plaza and kill the diseased rats, but spare the prized game

**Morrobivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
fbmwHHTheExterminator	FormID: 0100346F	100	0	Edryno Arethi thanked me for killing the diseased rats in Yngling Manor.
fbmwHHTheExterminator	FormID: 0100346F	200	0	I told Edryno Arethi that Yngling Half-Troll is dead.
fbmwHHTwinLamps1	FormID: 01003470	5	0	I was told that the Twin Lamps are an anti-slavery organization. If I am asked [QUOTE]Have you seen the Twin Lamps?[QUOTE] I should say [QUOTE]They light
fbmwHHTwinLamps1	FormID: 01003470	10	0	Ilmeni Dren asked me to speak with Galyn Arvel in Ald Velothi.
fbmwHHTwinLamps1	FormID: 01003470	30	0	Galyn Arvel told me that there are slavehunters looking for an escaped slave nearby. I need to find the slaves and get them past the slavehunters. I may need to get rid of the slavehunters before trying to escort the slaves to the Arvel's boat.
fbmwHHTwinLamps1	FormID: 01003470	50	0	J'Saddha agreed to follow me to the Arvel's boat.
fbmwHHTwinLamps1	FormID: 01003470	70	0	J'Saddha arrived safely at the Arvel's boat.
fbmwHHTwinLamps1	FormID: 01003470	100	0	Ilmeni Dren thanked me for helping the Arvel family in Ald Velothi.
fbmwHHTwinLamps3	FormID: 01003471	10	0	Ilmeni Dren asked me to free Hides-His-Foot from the Dren Plantation.
fbmwHHTwinLamps3	FormID: 01003471	50	0	Hides-His-Foot agreed to follow me to Sterdecan's Farm.
fbmwHHTwinLamps3	FormID: 01003471	70	0	Hides-His-Foot arrives safely at Sterdecan's Farm.
fbmwHHTwinLamps3	FormID: 01003471	100	0	Ilmeni Dren thanked me for freeing Hides-His-Foot.
fbmwHHWinCamonna	FormID: 01003472	5	0	Hides-His-Foot told me that Orvas Dren has a hidden room in his manor which has evidence that might persuade Orvas Dren. Nalvilie Saren has a key to this room.
fbmwHHWinCamonna	FormID: 01003472	10	0	Duke Dren told me that I must win control of the Camonna Tong from his brother Orvas Dren before I can be the Grandmaster of House Hlaalu in anything other than
fbmwHHWinCamonna	FormID: 01003472	50	0	Orvas Dren agreed to step down in my favor.
fbmwHHWinCamonna	FormID: 01003472	100	0	Duke Dren thanked me for sparing his brother's life and granted me the rank of Grandmaster in House Hlaalu.
fbmwHHWinCamonna	FormID: 01003472	110	0	Duke Dren was disappointed that I killed Orvas Dren, but he agreed that it was necessary. I am now the Grandmaster of House Hlaalu.
fbmwHHWinSaryoni	FormID: 01003473	10	0	Duke Dren asked me to speak with Archcanon Tholer Saryoni at the High Fane in Vivec and persuade him to control Berel Sala's Ordinators.
fbmwHHWinSaryoni	FormID: 01003473	50	0	Archcanon Tholer Saryoni told me he would prevent the worst zeal of the Ordinators if I retrieved The Robe of Saint Roris from Assemanu. To get there I should head towards Seyda Neen from Ebonheart. After crossing the wooden bridge, I should head south in the middle of the swamps until I reach an island.
fbmwHHWinSaryoni	FormID: 01003473	70	0	Archcanon Tholer Saryoni thanked me for delivering The Robe of Saint Roris and told me he would speak with Berel Sala.
fbmwHHWinSaryoni	FormID: 01003473	100	0	Duke Dren thanked me for persuading Archcanon Tholer Saryoni to curb the worst of the Ordinators' zeal.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwHRAdvancement	FormID: 010037E7	1	0	I have joined Great House Redoran. The Primary Attributes are Strength and Endurance. The Primary Skills are Armorer, Athletics, Blade, Blunt, Heavy Armor, and Light Armor. I must perform regular duties and concentrate on increasing these areas to gain rank in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	10	0	I am eligible for promotion to the rank of Retainer in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	11	0	I have achieved the rank of Retainer in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	20	0	I am eligible for promotion to the rank of Oathman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	21	0	I have achieved the rank of Oathman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	30	0	I am eligible for promotion to the rank of Lawman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	31	0	I have achieved the rank of Lawman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	40	0	I am eligible for promotion to the rank of Kinsman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	41	0	I have achieved the rank of Kinsman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	50	0	I am eligible for promotion to the rank of House Cousin in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	51	0	I have achieved the rank of House Cousin in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	60	0	I am eligible for promotion to the rank of House Brother in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	61	0	I have achieved the rank of House Brother in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	69	0	I have the Skills required and have performed enough duties to qualify for the rank of House Father in House Redoran. However, I need the support of more Redoran Councilers before Athyn Sarethi will promote me.
fbmwHRAdvancement	FormID: 010037E7	70	0	I am eligible for promotion to the rank of House Father in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	71	0	I have achieved the rank of House Father in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	79	0	I have the Skills required and have performed enough duties to qualify for the rank of Council Member in House Redoran. However, I need a fully garrisoned Stronghold, plus the support of both Garisa Llethri and Miner Arobar before Athyn
fbmwHRAdvancement	FormID: 010037E7	80	0	I am eligible for promotion to the rank of Councilman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	81	0	I have achieved the rank of Councilman in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	90	0	I am eligible for promotion to the rank of Archmaster in House Redoran.
fbmwHRAdvancement	FormID: 010037E7	91	0	I am the Archmaster of Great House Redoran.
fbmwHRArchmaster	FormID: 01003474	10	0	Athyn Sarethi told me to meet Bolvyn Venim in a duel. The winner will become the Archmaster of House Redoran.
fbmwHRArchmaster	FormID: 01003474	50	0	Bolvyn Venim challenged me to a duel. I will meet him in the Arena in Vivec. The duel is to the death.
fbmwHRArchmaster	FormID: 01003474	70	0	I won the duel with Bolvyn Venim. I must speak with Athyn Sarethi before I can be named the Archmaster of House Redoran.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRArchmaster	FormID: 01003474	100	0	I defeated Bolvyn Venim and am now the Archmaster of House Redoran.
fbmwHRArobarKidnap	FormID: 01003475	10	0	Miner Arobar told me that he would not support me on the Council.
fbmwHRArobarKidnap	FormID: 01003475	20	0	Athyn Sarethi asked me to go to Sadrith Mora and find out who is pressuring Miner Arobar and how.
fbmwHRArobarKidnap	FormID: 01003475	45	0	Athyn Sarethi asked me to rescue Nartise Arobar from Tel Naga.
fbmwHRArobarKidnap	FormID: 01003475	50	0	Nartise Arobar agreed to follow me to the docks.
fbmwHRArobarKidnap	FormID: 01003475	70	0	Nartise Arobar arrived safely at the Wolverine Hall docks.
fbmwHRArobarKidnap	FormID: 01003475	100	0	Miner Arobar thanked me for rescuing his daughter and pledged to support me on
fbmwHRAshimanuMine	FormID: 01003476	10	0	Theldyn Virith told me that there is some creature loose in the Ashimanu Mine which is along the road between Gnisis and Ald'ruhn.
fbmwHRAshimanuMine	FormID: 01003476	100	0	Theldyn Virith thanked me for killing the diseased shalk in the Ashimanu Mine.
fbmwHRAttackRethan	FormID: 01003477	10	0	Faral Retheran asked me to slay Raynasa Rethan, the Hlaalu noble of Rethan Manor which is located southwest of Balmora and east of Hla Oad.
fbmwHRAttackRethan	FormID: 01003477	100	0	Faral Retheran thanked me for slaying Raynasa Rethan.
fbmwHRAttackUvirith	FormID: 01003478	10	0	Faral Retheran asked me to slay Reynel Uvirith, the Telvanni wizard of Tel Uvirith which is in the ashlands due west of Tel Fyr.
fbmwHRAttackUvirith	FormID: 01003478	100	0	Faral Retheran thanked me for slaying Reynel Uvirith.
fbmwHRBillCollect	FormID: 01003479	10	0	Tuveso Beleth asked me to get Giras Indaram to pay his armor repair debts. Giras Indaram can be found at the Armigers Stronghold in Molag Mar.
fbmwHRBillCollect	FormID: 01003479	20	0	Giras Indaram refused to pay his debt.
fbmwHRBillCollect	FormID: 01003479	30	0	I was told that Giras Indaram's brothers, Birer and Tidros, might be able to convince Giras Indaram to pay the debt.
fbmwHRBillCollect	FormID: 01003479	50	0	Tidros told me to tell his brother that paying the debt is the honorable thing to do.
fbmwHRBillCollect	FormID: 01003479	60	0	Giras Indaram challenged me to a duel. I did not accept the challenge.
fbmwHRBillCollect	FormID: 01003479	70	0	Giras Indaram still refuses to pay the debt, but he challenged me to a duel, and I accepted. The duel ends when one of us admits defeat or dies.
fbmwHRBillCollect	FormID: 01003479	90	0	I defeated Giras Indaram in a duel.
fbmwHRBillCollect	FormID: 01003479	100	0	Tuveso Beleth thanked me for bringing Giras Indaram's debt money to her.
fbmwHRCalderaCorrupt	FormID: 01004318	10	0	Garisa Llethri asked me to bring him evidence of corruption in Caldera.
fbmwHRCalderaCorrupt	FormID: 01004318	30	0	Cunius Pelelius gave me key to Odral Helvi's chest on the second floor of the Governor's Hall. The real record book is in this chest.
fbmwHRCalderaCorrupt	FormID: 01004318	70	0	Dahleena told me that Odral Helvi keeps a record book in his chest at the
fbmwHRCalderaCorrupt	FormID: 01004318	100	0	I brought the real Caldera record book to Garisa Llethri in Ald'ruhn.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwHRCalderaDisrupt	FormID: 01004319	10	0	Garisa Llethri has asked me to disrupt the ebony mines in Caldera. If I shut the mines down, I will have won Garisa Llethri's support.
fbmwHRCalderaDisrupt	FormID: 01004319	30	0	I was told that if I got rid of Dahleena, nobody could work the mines.
fbmwHRCalderaDisrupt	FormID: 01004319	35	0	I was told that if I killed Odral Helvi and Stlennius Vibato the Caldera Mines would be shut down.
fbmwHRCalderaDisrupt	FormID: 01004319	50	0	I freed Dahleena. Now that she's gone, the mines of Caldera will shut down for at least a few days.
fbmwHRCalderaDisrupt	FormID: 01004319	100	0	Garisa Llethri thanked me for shutting down the ebony mines in Caldera.
fbmwHRCalderaDisrupt	FormID: 01004319	110	0	Garisa Llethri thanked me for shutting down the ebony mines in Caldera.
fbmwHRClearSarethi	FormID: 0100431A	10	0	Serjo Athyn Sarethi asked me to clear his son's name. Varvur Sarethi has been charged with the murder of Bralen Carvaren. Perhaps I should start by questioning Varvur Sarethi in Sarethi Manor.
fbmwHRClearSarethi	FormID: 0100431A	20	0	Varvur Sarethi told me that he did not murder Bralen Carvaren, but that he has been troubled with bad dreams.
fbmwHRClearSarethi	FormID: 0100431A	30	0	Varvur Sarethi told me his bad dreams started when he got the ash statue.
fbmwHRClearSarethi	FormID: 0100431A	50	0	Athyn Sarethi suggested that I speak with someone at the Temple, perhaps Lloros Sarano, about the ash statue.
fbmwHRClearSarethi	FormID: 0100431A	80	0	Lloros Sarano told me to bring the ash statue to him.
fbmwHRClearSarethi	FormID: 0100431A	90	0	Lloros Sarano took the ash statue from me and said that the statue has some kind of corrupting influence. I should ask Varvur Sarethi to speak with Lloros Sarano. If Varvur Sarethi was under the influence of this statue, his name will be cleared in the
fbmwHRClearSarethi	FormID: 0100431A	95	0	I told Varvur Sarethi to speak with Lloros Sarano and he agreed.
fbmwHRClearSarethi	FormID: 0100431A	100	0	Athyn Sarethi thanked me for clearing his son's name. He suggested that I speak with Lloros Sarano again about the ash statue.
fbmwHRClearSarethi	FormID: 0100431A	110	0	Lloros Sarano said that Varvur Sarethi would be cleared of the murder of Bralen
fbmwHRCourier	FormID: 0100431B	10	0	Neminda told me to deliver a Potion of Cure Disease to Theldyn Virith in Ald
fbmwHRCourier	FormID: 0100431B	20	0	I was told that Ald Velothi is just north of Gnisis.
fbmwHRCourier	FormID: 0100431B	30	0	I was told that Theldyn Virith can be found at the Ald Velothi Outpost.
fbmwHRCourier	FormID: 0100431B	40	0	I delivered the Potion of Cure Disease to Theldyn Virith. Now I need to report back
fbmwHRCourier	FormID: 0100431B	100	0	I delivered the potion and gave my report to Neminda.
fbmwHRCowardDisgrace	FormID: 0100431C	10	0	Faral Retheran asked me to convince Rothis Nethan to appear for a duel of honor with Brethas Deras. Rothis Nethan can be found in The Flowers of Gold cornerclub
fbmwHRCowardDisgrace	FormID: 0100431C	50	0	Rothis Nethan agreed to duel Brethas Deras. Rothis Nethan will meet me in the
fbmwHRCowardDisgrace	FormID: 0100431C	70	0	The duel between Rothis Nethan and Brethas Deras is over.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRCowardDisgrace	FormID: 0100431C	100	0	Faral Retheran thanked me for upholding the honor of House Redoran.
fbmwHRCowardDisgrace	FormID: 0100431C	200	0	Since one of the participants in the duel between Rothis Nethan and Brethas Deras is dead, the duel cannot take place.
fbmwHRCultElimination	FormID: 0100431D	10	0	Theldyn Virith asked me to kill Gordol in Ashalmawia, the Daedric ruin just east of
fbmwHRCultElimination	FormID: 0100431D	100	0	Theldyn Virith thanked me for killing Gordol.
fbmwHRDagothTanis	FormID: 0100431E	10	0	Faral Retheran asked me to slay the creature known as Dagoth Tanis in the stronghold of Falasmayon. To get there I should travel up the Foyada Bani-Dad from Maar Gan and take the first trail from the Foyada that leads north.
fbmwHRDagothTanis	FormID: 0100431E	100	0	Faral Retheran thanked me for slaying Dagoth Tanis.
fbmwHRFindDalobar	FormID: 0100431F	10	0	Neminda asked me to find the trader Mathis Dalobar. He was last seen heading from Gnisis towards Maar Gan.
fbmwHRFindDalobar	FormID: 0100431F	20	0	I was told that Mathis Dalobar never made it to Maar Gan. He may have had trouble getting through the ash storm a few days ago.
fbmwHRFindDalobar	FormID: 0100431F	30	0	I was told that someone was seen near the Rothan Tomb west of Maar Gan just before the storm hit.
fbmwHRFindDalobar	FormID: 0100431F	50	0	I found Mathis Dalobar. He asked to be escorted safely back to the Maar Gan Shrine.
fbmwHRFindDalobar	FormID: 0100431F	70	0	Mathis Dalobar made it to the Maar Gan Shrine safely. I need to report back to Neminda in Ald'ruhn.
fbmwHRFindDalobar	FormID: 0100431F	100	0	Neminda thanked me for finding Mathis Dalobar.
fbmwHRFindDalobar	FormID: 0100431F	200	0	Neminda told me that she heard Mathis Dalobar was dead. She believes I am at
fbmwHRFindGiladren	FormID: 01004320	10	0	Lloros Sarano asked me to find the pilgrim Beden Giladren who was on his way from Ald'ruhn to Maar Gan.
fbmwHRFindGiladren	FormID: 01004320	30	0	Tralas Rendas told me that an ashlander came into town recently demanding ransom for a [QUOTE]Bindin Gildaran[QUOTE]. Tralas asked me to talk to the ashlanders. Their camp is west of Maar Gan along the road towards the mountains
fbmwHRFindGiladren	FormID: 01004320	50	0	Manat Shimmabadas told me that they have captured the famous noble Beden Giladren and are demanding a ransom of 5000 gold.
fbmwHRFindGiladren	FormID: 01004320	55	0	Manat told me that Beden Giladren is a famous noble of House Redoran. If I have not heard of him, perhaps I should speak with him.
fbmwHRFindGiladren	FormID: 01004320	60	0	Beden Giladren told me that he thought the ashlanders would kill him if he told the truth, so he claimed to be a famous noble.
fbmwHRFindGiladren	FormID: 01004320	70	0	Manat Shimmabadas agreed that Beden Giladren was not worth 5000 gold, and he accepted a ransom of 5 gold.
fbmwHRFindGiladren	FormID: 01004320	75	0	I paid Manat Shimmabadas the ransom of 5000 gold for the release of Beden



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRFindGiladren	FormID: 01004320	90	0	Beden Giladren thanked me for rescuing him. I should report back to Lloros Sarano
fbmwHRFindGiladren	FormID: 01004320	100	0	Lloros Sarano thanked me for finding Beden Giladren.
fbmwHRFindTharen	FormID: 01004A54	10	0	Lloros Sarano asked me to find the pilgrim Fedris Tharen, who was supposed to make the Ruddy Man pilgrimage to the Koal Cave.
fbmwHRFindTharen	FormID: 01004A54	30	0	Some locals in Gnosis told me that Fedris Tharen left several days ago and hasn't been seen since. He was heading South, toward Koal Cave.
fbmwHRFindTharen	FormID: 01004A54	50	0	I found Fedris Tharen near the Koal Cave. He fell ill and was unable to complete the pilgrimage. I need to either find a way to heal him or get word back to Lloros Sarano
fbmwHRFindTharen	FormID: 01004A54	70	0	I cured Fedris Tharen's illness, and he thanked me.
fbmwHRFindTharen	FormID: 01004A54	100	0	I told Lloros Sarano about Fedris Tharen. Lloros Sarano will send a healer to the Koal
fbmwHRFindTharen	FormID: 01004A54	110	0	Lloros Sarano thanked me for healing Fedris Tharen.
fbmwHRFoundersHelm	FormID: 01004A55	10	0	Neminda told me that Alvis Teri stole a Founder's Helm. He is at the Eight Plates in Balmora. I am to recover the helm, but I must not shame House Redoran by
fbmwHRFoundersHelm	FormID: 01004A55	50	0	Alvis Teri gave me the Founder's Helm. I should take it back to Neminda in Ald'ruhn.
fbmwHRFoundersHelm	FormID: 01004A55	100	0	I brought the Founder's Helm back to Neminda.
fbmwHRFoundersHelm	FormID: 01004A55	200	0	Neminda accused me of murdering Alvis Teri and refuses to give me any more
fbmwHRGuardGuarHerds	FormID: 01004A56	10	0	Neminda asked me to talk to Drulene Falen again. The guar herders are having trouble with bandits.
fbmwHRGuardGuarHerds	FormID: 01004A56	20	0	Drulene Falen told me that the bandits usually attack her, Endrone Thirendas, or Drovone Famori. Drulene says the bandits usually come from the south.
fbmwHRGuardGuarHerds	FormID: 01004A56	50	0	Drulene Falen thanked me for taking care of the bandits. I should report back to
fbmwHRGuardGuarHerds	FormID: 01004A56	100	0	Neminda thanked me for taking care of the bandits.
fbmwHRGuardGuarHerds	FormID: 01004A56	200	0	Neminda accused me of murdering Drulene Falen. I have been expelled from House Redoran, and Neminda will not give me any more duties.
fbmwHRGuardSarethi	FormID: 01004A57	10	0	Neminda asked me to guard Sarethi Manor.
fbmwHRGuardSarethi	FormID: 01004A57	30	0	Serjo Athyn Sarethi said his guards have already been killed and that he expects more assassins to arrive at any moment.
fbmwHRGuardSarethi	FormID: 01004A57	50	0	Serjo Athyn Sarethi thanked me for defending him from the assassins. I should report back to Neminda.
fbmwHRGuardSarethi	FormID: 01004A57	100	0	Neminda thanked me for guarding Serjo Athyn Sarethi.
fbmwHRHlaanoSlanders	FormID: 01004A58	10	0	Faral Retheran asked me to demand satisfaction from the Hlaalu noble Meril Hlaano at the Eight Plates in Balmora who has slandered the honor of House Redoran.
fbmwHRHlaanoSlanders	FormID: 01004A58	50	0	Meril Hlaano agreed to withdraw his statement.
fbmwHRHlaanoSlanders	FormID: 01004A58	100	0	Faral Retheran thanked me for making Meril Hlaano withdraw his slanderous

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRHonorChallenge	FormID: 01004A59	10	0	Athyn Sarethi told me that a Hlaalu Noble, Ondres Nerano, has been slandering House Redoran. I must find Ondres Nerano in Balmora and challenge him to
fbmwHRHonorChallenge	FormID: 01004A59	50	0	Ondres Nerano challenged me to a duel, and I accepted.
fbmwHRHonorChallenge	FormID: 01004A59	70	0	I defeated Ondres Nerano in a duel.
fbmwHRHonorChallenge	FormID: 01004A59	80	0	Ondres Nerano withdrew his statements.
fbmwHRHonorChallenge	FormID: 01004A59	100	0	Athyn Sarethi thanked me for restoring the honor of House Redoran.
fbmwHRHonorChallenge	FormID: 01004A59	200	0	Athyn Sarethi accused me of murdering Ondres Nerano.
fbmwHRKagouti	FormID: 01004A5A	10	0	Theldyn Virith told me that Kagouti have been attacking traders between Ald'ruhn and Gnosis. Theldyn Virith believes there must be a Kagouti den just south of the Ouada Samsi. He asked me to find and kill the pack leader.
fbmwHRKagouti	FormID: 01004A5A	100	0	Theldyn Virith thanked me for killing the Kagouti pack leader.
fbmwHRKoalCave	FormID: 01004A5B	10	0	Tuveso Beleth asked me to escort her son, Deval Beleth, to the Koal Cave which is on the coast southwest of Gnosis.
fbmwHRKoalCave	FormID: 01004A5B	50	0	Deval Beleth agreed to follow me to the Koal Cave.
fbmwHRKoalCave	FormID: 01004A5B	70	0	Deval Beleth arrived safely at the Koal Cave.
fbmwHRKoalCave	FormID: 01004A5B	100	0	Tuveso Beleth thanked me for escorting her son to the Koal Cave.
fbmwHRLostBanner	FormID: 01004A5C	10	0	Lloros Sarano asked me to return the House Redoran shields of the warriors who were sent to the stronghold of Andasreth which is located north of Gnaar Mok just
fbmwHRLostBanner	FormID: 01004A5C	100	0	I returned the House Redoran shields to Lloros Sarano.
fbmwHRMadMilk	FormID: 01004A5D	10	0	Athyn Sarethi told me that the Redoran Noble, Arethan Mandas, has gone insane and has been demanding tribute from travelers from the cavern Milk which is on the road to Maar Gan just north of the crossroads. I should find a way to cure him if possible, or kill him if necessary. He suggested that I speak with Arethan's father,
fbmwHRMadMilk	FormID: 01004A5D	30	0	Arethan Mandas seems quite mad, but I think he mentioned something about his daughter, Delyna Mandas, and his father, Llerar Mandas, and something about Tel
fbmwHRMadMilk	FormID: 01004A5D	70	0	Arethan Mandas seemed to recover from his madness long enough to promise he would no longer demand tribute from travelers if he knew his daughter, Delyna Mandas, was safe. Delyna is apparently being held captive in Tel Fyr.
fbmwHRMadMilk	FormID: 01004A5D	90	0	I brought Delyna's locket to Arethan Mandas and he seemed to recover from his madness. He promised to stop demanding tribute. I should report back to Athyn
fbmwHRMadMilk	FormID: 01004A5D	100	0	Athyn Sarethi thanked me for killing the Mad Lord, Arethan Mandas.
fbmwHRMadMilk	FormID: 01004A5D	110	0	Athyn Sarethi thanked me for restoring Arethan Mandas to his senses.
fbmwHRMorvaynManor	FormID: 01004A5E	10	0	Brara Morvayn asked me to bring the Ash Statue from Morvayn Manor, which is east of Skar, to Lloros Sarano at the Ald'ruhn Temple so that he can destroy it.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRMorvaynManor	FormID: 01004A5E	50	0	I delivered the Ash Statue to Lloros Sarano. I should speak with Brara Morvayn
fbmwHRMorvaynManor	FormID: 01004A5E	100	0	Brara Morvayn thanked me for destroying the Ash Statue.
fbmwHRMudcrabNest	FormID: 01004A5F	10	0	Neminda told me to speak with Drulene Falen. Mudcrabs have been bothering
fbmwHRMudcrabNest	FormID: 01004A5F	20	0	I was told that to get to Drulene Falen's herd, I should take the road to Gnosis, take the left fork as soon as I enter the hills, then take the next fork to the right. Drulene is almost due west of Ald'ruhn.
fbmwHRMudcrabNest	FormID: 01004A5F	30	0	Drulene Falen told me that some mudcrabs killed one of her guar and dragged it southwest towards the coast.
fbmwHRMudcrabNest	FormID: 01004A5F	40	0	Drulene Falen thanked me for killing the mudcrabs. I should report back to
fbmwHRMudcrabNest	FormID: 01004A5F	100	0	I killed the mudcrabs that were bothering Drulene Falen's guar.
fbmwHRMudcrabNest	FormID: 01004A5F	200	0	I told Neminda that Drulene Falen was dead.
fbmwHROldBlueFin	FormID: 01004A60	20	0	Theldyn Virith told me that Old Blue Fin is an unusually strong Slaughterfish well known around this area. Theldyn asked me to find Old Blue Fin around the Ald
fbmwHROldBlueFin	FormID: 01004A60	100	0	I killed Old Blue Fin for Theldyn Virith.
fbmwHROldFlame	FormID: 01004A61	10	0	Hlaren Ramoran asked me to find out what happened to an acquaintance of his,
fbmwHROldFlame	FormID: 01004A61	30	0	I was told that Nalvilie Saren runs a shop in Vivec.
fbmwHROldFlame	FormID: 01004A61	40	0	After some persuasion, Toris Saren told me that Nalvilie Saren has a consignment shop on the canal level of the St. Olms Canton here in Vivec.
fbmwHROldFlame	FormID: 01004A61	50	0	Nalvilie Saren refused to speak with Hlaren Ramoran.
fbmwHROldFlame	FormID: 01004A61	100	0	Hlaren Ramoran choose to seek out Nalvilie Saren on his own. He agreed to give his support on the Council.
fbmwHROldFlame	FormID: 01004A61	101	0	I told Hlaren Ramoran that Nalvilie Saren was dead.
fbmwHROldFlame	FormID: 01004A61	110	0	I told Hlaren Ramoran about Nalvyna Sarinith's apparent feelings.
fbmwHROrethiSisters	FormID: 01004A62	10	0	Aryni Orethi asked me to find out what happened to her sister, Velsa Orethi, a blood guard in Venim Manor.
fbmwHROrethiSisters	FormID: 01004A62	20	0	Velsa Orethi would not speak to me.
fbmwHROrethiSisters	FormID: 01004A62	30	0	I was told that Bolvyn Venim has been cruel to women, his guards and servants in particular, in the past. Perhaps Velsa Orethi will speak with me now.
fbmwHROrethiSisters	FormID: 01004A62	50	0	Velsa Orethi agreed to leave her post as a blood guard. I must escort her into Aryni Orethi's home here in Ald'ruhn.
fbmwHROrethiSisters	FormID: 01004A62	70	0	Velsa Orethi arrived safely at Aryni Orethi's home.
fbmwHROrethiSisters	FormID: 01004A62	100	0	Aryni Orethi thanked me for helping her sister.
fbmwHRRansomMandas	FormID: 01005196	20	0	Llerar Mandas believes that his son's madness was caused when Delyna Mandas disappeared in Tel Fyr.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRRansomMandas	FormID: 01005196	30	0	Divayth Fyr told me that many people enter his tower and that he cannot be expected to look after them all. He will allow me to search his tower looking for her.
fbmwHRRansomMandas	FormID: 01005196	50	0	Delyna Mandas told me that she was caught by Uupse Fyr and placed in this cell. She asked to be escorted back outside Tel Fyr.
fbmwHRRansomMandas	FormID: 01005196	70	0	Delyna Mandas made it safely out of Tel Fyr.
fbmwHRRansomMandas	FormID: 01005196	90	0	Delyna Mandas mentioned that her father, Arethan Mandas is probably worried about her. She gave me a locket to take to Arethan Mandas as proof that she is safe.
fbmwHRRansomMandas	FormID: 01005196	100	0	Llerar Mandas thanked me for rescuing his granddaughter, Delyna Mandas.
fbmwHRRedasTomb	FormID: 01005197	10	0	Faral Retheran asked me to bring her the Redas War Axe, the Redas Chalice, and the Redas Robe of Deeds from the Redas Tomb. It is south of Molag Mar, over the mountains. I should head west along the mountains until I can cross to the south, then head back east until I see the tomb, which is near an ashlander camp.
fbmwHRRedasTomb	FormID: 01005197	100	0	I brought the Redas treasures to Faral Retheran.
fbmwHRRedasTomb	FormID: 01005197	110	0	Faral Retheran returned the Redas Family Treasures to me.
fbmwHRRescueSarethi	FormID: 01005198	10	0	Serjo Athyn Sarethi asked me to rescue his son, Varvur Sarethi, from Venim Manor, the first Manor on the right as you enter Skar. He warned me that I should not kill Bolvyn Venim, or the other councilors of House Redoran would turn against me.
fbmwHRRescueSarethi	FormID: 01005198	50	0	I found Varvur Sarethi and he agreed to follow me back to Sarethi Manor.
fbmwHRRescueSarethi	FormID: 01005198	70	0	Varvur Sarethi made it to Sarethi Manor safely.
fbmwHRRescueSarethi	FormID: 01005198	100	0	Serjo Athyn Sarethi thanked me for rescuing his son from Venim Manor.
fbmwHRShishiReport	FormID: 01005199	10	0	Theldyn Virith was expecting a report from a House Redoran assault on the Telvanni base Shishi. He wants me to go to Shishi and find out what is going on. Shishi is in the Foyada Bani-Dad northwest of Maar Gan.
fbmwHRShishiReport	FormID: 01005199	30	0	Brerama Selas gave her report on Shishi. Brerama Selas believes all the Telvanni are
fbmwHRShishiReport	FormID: 01005199	100	0	Theldyn Virith thanked me for bringing him Brerama Selas' report from Shishi.
fbmwHRShishiReport	FormID: 01005199	110	0	Theldyn Virith thanked me for taking care of the last Telvanni at Shishi.
fbmwHRShurinbaal	FormID: 0100519A	10	0	Serjo Athyn Sarethi believes there are smugglers in the cave of Shurinbaal, just southwest down the coast from Gnaar Mok. I must find and kill the leaders of the
fbmwHRShurinbaal	FormID: 0100519A	100	0	Serjo Athyn Sarethi thanked me for shutting down the smuggling operations in
fbmwHRSixthHouseBase	FormID: 0100519B	10	0	Lloros Sarano asked me to find out where Varvur Sarethi got the ash statue.
fbmwHRSixthHouseBase	FormID: 0100519B	20	0	Varvur Sarethi remembered where he got the ash statue. He says he got the statue by gambling at The Rat in the Pot with Galtis Guvron.
fbmwHRSixthHouseBase	FormID: 0100519B	30	0	I was told that someone over at The Rat in the Pot had some statues like the ash statue Varvur Sarethi had.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRSixthHouseBase	FormID: 0100519B	50	0	Galtis Guvron attacked me when I asked about the ash statues.
fbmwHRSixthHouseBase	FormID: 0100519B	60	0	Lloros Sarano told me to investigate Hanarai Assutlanipal's House here in Ald'ruhn.
fbmwHRSixthHouseBase	FormID: 0100519B	80	0	Hanarai Assutlanipal attacked me when I asked about the ash statues.
fbmwHRSixthHouseBase	FormID: 0100519B	100	0	Lloros Sarano thanked me for stopping the spread of the ash statues.
fbmwHRStronghold	FormID: 0100347A	5	0	In order to advance further, I must strengthen House Redoran by building a stronghold. I should go to the House Redoran Council Hall in Ald-Ruhn and speak with the stronghold builder, Galsa Gindu.
fbmwHRStronghold	FormID: 0100347A	10	0	Galsa Gindu told me that in order to build my stronghold, I must pay 5000 gold and get a construction contract from Duke Dren in Ebonheart.
fbmwHRStronghold	FormID: 0100347A	12	0	I have purchased a construction contract from Duke Dren in Ebonheart.
fbmwHRStronghold	FormID: 0100347A	50	0	I gave Galsa Gindu 5000 gold and the construction contract. She told me that construction on my stronghold would begin soon.
fbmwHRStronghold	FormID: 0100347A	55	0	I should speak with Galsa Gindu about my stronghold.
fbmwHRStronghold	FormID: 0100347A	60	0	Galsa Gindu asked me to check on the construction of my stronghold. She wants me to speak with Bugdul gro-Kharbush, the foreman in charge. My stronghold is on the east side of the road from Ald'ruhn to Maar Gan.
fbmwHRStronghold	FormID: 0100347A	70	0	Bugdul gro-Kharbush assured me that the first phase of my stronghold would be complete within one week's time.
fbmwHRStronghold	FormID: 0100347A	90	0	Galsa Gindu thanked me for keeping her informed about my stronghold.
fbmwHRStronghold	FormID: 0100347A	100	0	The first stage of my stronghold should be complete.
fbmwHRStronghold	FormID: 0100347A	110	0	Galsa Gindu told me that I must find a way to garrison my stronghold. She suggested I try asking at the Fighters Guild here in town.
fbmwHRStronghold	FormID: 0100347A	130	0	Percius Mercius agreed to help garrison my stronghold if I rescued Frelene Acques from the prison in the Hlaalu Canton in Vivec.
fbmwHRStronghold	FormID: 0100347A	140	0	Frelene Acques told me that she could escape on her own if I could find the key to Frelene Acques agreed we could make a run for it. If we get out of the Hlaalu prison, she can make her own way from there.
fbmwHRStronghold	FormID: 0100347A	141	0	
fbmwHRStronghold	FormID: 0100347A	142	0	
fbmwHRStronghold	FormID: 0100347A	144	0	I helped Frelene Acques escape from the Hlaalu prison.
fbmwHRStronghold	FormID: 0100347A	145	0	I gave Frelene Acques the key to her cell.
fbmwHRStronghold	FormID: 0100347A	150	0	Percius Mercius told me that he would find men to garrison my stronghold.
fbmwHRStronghold	FormID: 0100347A	170	0	Galsa Gindu gave the orders to begin constructing the second phase of my
fbmwHRStronghold	FormID: 0100347A	200	0	The second phase of my stronghold should be complete.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHRStronghold	FormID: 0100347A	210	0	Galsa Gindu told me that in order to build a stronghold fit for a House Redoran Councilor, I must speak with Viras Guls, the hetman of my village, and find out what I must do to attract more settlers.
fbmwHRStronghold	FormID: 0100347A	220	0	Viras Guls told me that some of the men here are worried that they will not be able to get wives. He wants me to buy slaves and bring them to my stronghold or find women who would be willing to move to my stronghold.
fbmwHRStronghold	FormID: 0100347A	231	0	I convinced Aryni Orethi to move to my stronghold.
fbmwHRStronghold	FormID: 0100347A	232	0	I convinced Fathusa Girethi to move to my stronghold.
fbmwHRStronghold	FormID: 0100347A	240	0	I bought slaves from Savile Imayn to be wives at my stronghold. They should arrive
fbmwHRStronghold	FormID: 0100347A	242	0	Helviane Desele agreed to send two of her older girls to my stronghold where they will look for a husband.
fbmwHRStronghold	FormID: 0100347A	245	0	The Arvel family agreed to send any suitable slaves to my stronghold instead of back to the mainland. This should satisfy Hetman Guls.
fbmwHRStronghold	FormID: 0100347A	250	0	Hetman Guls said he was satisfied that the men around my stronghold would be able to find wives. I should speak with Galsa Gindu again about construction.
fbmwHRStronghold	FormID: 0100347A	252	0	Galsa Gindu gave the orders to begin constructing the final stages of my stronghold.
fbmwHRStronghold	FormID: 0100347A	255	0	My stronghold is complete.
fbmwHRTaxCollector	FormID: 0100519C	10	0	Hlaren Ramoran asked me to collect the taxes from Hetman Abelmawia in Gnosis.
fbmwHRTaxCollector	FormID: 0100519C	50	0	Hetman Abelmawia gave me the taxes from Gnosis.
fbmwHRTaxCollector	FormID: 0100519C	70	0	I tried to give only 50 gold to Hlaren Ramoran, and he has refused to support me on
fbmwHRTaxCollector	FormID: 0100519C	100	0	I delivered the taxes to Hlaren Ramoran.
fbmwHTAdvancement	FormID: 0100EB54	1	0	I Have joined Great House Telvanni. The Primary Attributes are Intelligence and Willpower. The Primary Skills are Alteration, Conjuraton, Destruction, Illusion, Mysticism and Restoration. I must perform regular duties and concentrate on increasing these areas to gain rank in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	10	0	I am eligible for promotion to the rank of Retainer in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	11	0	I have achieved the rank of Retainer in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	20	0	I am eligible for promotion to the rank of Oathman in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	21	0	I have achieved the rank of Oathman in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	30	0	I am eligible for promotion to the rank of Lawman in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	31	0	I have achieved the rank of Lawman in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	40	0	I am eligible for promotion to the rank of Mouth of House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	41	0	I am now the Mouth in House Telvanni for my Patron Aryon.
fbmwHTAdvancement	FormID: 0100EB54	50	0	I am eligible for promotion to the rank of Spellwright in House Telvanni.

**Morroblivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
fbmwHTAdvancement	FormID: 0100EB54	51	0	I have achieved the rank of Spellwright in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	59	0	I am eligible for promotion to the rank of Wizard in House Telvanni, but first I must build a Stronghold and recruit a Mouth.
fbmwHTAdvancement	FormID: 0100EB54	60	0	I am eligible for promotion to the rank of Wizard in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	61	0	I have achieved the rank of Wizard in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	69	0	I am eligible for promotion to the rank of Master in House Telvanni, but first I must find a way to defend my Stronghold.
fbmwHTAdvancement	FormID: 0100EB54	70	0	I am eligible for promotion to the rank of Master in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	71	0	I have achieved the rank of Master in House Telvanni, so I shall remain forever. I have an equal place on the Telvanni Council, but I cannot aspire to be Archmagister
fbmwHTAdvancement	FormID: 0100EB54	80	0	I am eligible for promotion to the rank of Magister in House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	81	0	I have Chosen the rank of Magister in House Telvanni. I am now eligible to challenger Archmagister Gothren for the title of Archmagister of House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	90	0	I am eligible for promotion to the rank of Archmagister of House Telvanni.
fbmwHTAdvancement	FormID: 0100EB54	91	0	I have achieved the rank of Archmagister of House Telvanni.
fbmwHTArchmagister	FormID: 01003430	10	0	Master Aryon explained to me how to become the Archmagister of House Telvanni. When I have been declared Magister, I must challenge the current Archmagister, Gothren, and defeat him.
fbmwHTArchmagister	FormID: 01003430	11	0	Master Aryon explained to me how to become the Archmagister of House Telvanni. When I have been declared Magister, I must challenge the current Archmagister, Gothren, and defeat him.
fbmwHTArchmagister	FormID: 01003430	100	0	I am now Archmagister of House Telvanni.
fbmwHTAttackIndarys	FormID: 01003431	10	0	Master Aryon asked me to kill Banden Indarys, the lord of the recently built Redoran Stronghold of Indarys Manor which is on the road between Ald'ruhn and Maar Gan.
fbmwHTAttackIndarys	FormID: 01003431	100	0	Master Aryon thanked me for killing Banden Indarys.
fbmwHTAttackRethan	FormID: 01003432	10	0	Master Aryon asked me to kill Raynasa Rethan, the master of the newly built Hlaalu Stronghold of Rethan Manor which is located southwest of Balmora and east of Hla
fbmwHTAttackRethan	FormID: 01003432	100	0	Master Aryon thanked me for killing Raynasa Rethan.
fbmwHTAurielBow	FormID: 01003433	10	0	Mistress Therana asked me to bring her Auriel's Bow. At least, I think that's what she was asking. Perhaps I should look for the bow in Ghostgate. Therana said
fbmwHTAurielBow	FormID: 01003433	100	0	Mistress Therana scolded me for bringing her Auriel's Bow and then gave me 5000 gold if I promised to leave.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTBaladasAlly	FormID: 01003434	10	0	Master Aryon asked me to speak with Baladas Demnevanni who lives in the tower of Arvs-Drelen in Gnosis. Master Aryon will make me his Mouth if I can convince Baladas to join the Council.
fbmwHTBaladasAlly	FormID: 01003434	30	0	Baladas Demnevanni told me that he will join the council if I will do three simple chores for him.
fbmwHTBaladasAlly	FormID: 01003434	50	0	Master Baladas Demnevanni agreed to join the council.
fbmwHTBaladasAlly	FormID: 01003434	100	0	Master Aryon made me his Mouth and gave me the traditional Telvanni patron's gift: A Silver Staff of Peace.
fbmwHTBlackJinx	FormID: 01003435	10	0	Mouth Raven Omayn wants me to bring her a ring known as Black Jinx.
fbmwHTBlackJinx	FormID: 01003435	30	0	I was told that the Black Jinx belongs to the Morag Tong.
fbmwHTBlackJinx	FormID: 01003435	50	0	Alven Salas gave me the Black Jinx.
fbmwHTBlackJinx	FormID: 01003435	51	0	I have defeated Alven Salas in a duel over the Black Jinx.
fbmwHTBlackJinx	FormID: 01003435	100	0	Mouth Raven Omayn thanked me for delivering the Black Jinx.
fbmwHTCureBlight	FormID: 01003437	10	0	Mouth Galos Mathendis wants me to deliver three potions of Cure Blight to Andil, the Telvanni Apothecary of Tel Vos.
fbmwHTCureBlight	FormID: 01003437	40	0	Pierlette Rostorard gave me three potions of Cure Blight for the good of the House.
fbmwHTCureBlight	FormID: 01003437	50	0	I delivered the potions of Cure Blight to Andil in Tel Vos.
fbmwHTCureBlight	FormID: 01003437	100	0	Mouth Galos Mathendis thanked me for delivering the potions to Andil.
fbmwHTDaedraSkin	FormID: 01003438	10	0	Mouth Mallam Ryon asked me to acquire a Daedra skin and deliver it to Master
fbmwHTDaedraSkin	FormID: 01003438	100	0	Master Aryon thanked me for bringing him a Daedra skin.
fbmwHTDahrkMezalf	FormID: 01003439	10	0	Baladas Demnevanni asked me to bring him one of Dahrk Mezalf's summoning rings. Dahrk Mezalf was one of Kagrenac's smiths, sometimes called Mezalf Bthungthumz, and he may have lived in the colony of Bthungthumz which is somewhere between Maar Gan and the coast to the north.
fbmwHTDahrkMezalf	FormID: 01003439	100	0	Baladas Demnevanni thanked me for bringing him Dahrk Mezalf's ring.
fbmwHTDrakePride	FormID: 0100343A	10	0	Master Neloth asked me to recover the Robe of the Drake's Pride from Senise Thindo, a servant of Master Gothren. Senise Thindo can be found somewhere in Tel
fbmwHTDrakePride	FormID: 0100343A	100	0	Master Neloth thanked me for delivering the Robe of Drake's Pride.
fbmwHTDwemerLaw	FormID: 0100343B	10	0	Baladas Demnevanni asked me to bring him a copy of the Dwemer books [QUOTE]Antecedents of Dwemer Law[QUOTE], [QUOTE]Chronicles of Nchuleft[QUOTE], and [QUOTE]Nchunak's Fire and Faith[QUOTE],
fbmwHTDwemerLaw	FormID: 0100343B	30	0	I was told that Edwinna Elbert in the Ald'ruhn Guild of Mages might have a copy of [QUOTE]Antecedents of Dwemer Law[QUOTE].



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTDwemerLaw	FormID: 0100343B	31	0	I was told that Jobasha's Rare Books in Vivec might have a copy of [QUOTE]Antecedents of Dwemer Law[QUOTE].
fbmwHTDwemerLaw	FormID: 0100343B	32	0	I was told that Ethes Evos in Arobar Manor might have a copy of [QUOTE]Antecedents of Dwemer Law.[QUOTE]
fbmwHTDwemerLaw	FormID: 0100343B	50	0	Ethes Evos made me a copy of his [QUOTE]Antecedents of Dwemer Law[QUOTE].
fbmwHTDwemerLaw	FormID: 0100343B	100	0	I've delivered [QUOTE]Antecedents of Dwemer Law[QUOTE], [QUOTE]Chronicles of Nchuleft[QUOTE], and [QUOTE]Nchunak's Fire and Faith[QUOTE] to Baladas
fbmwHTEddieAmulet	FormID: 0100343C	10	0	Fast Eddie offered to get me the Amulet of Unity if I bring him five potions of
fbmwHTEddieAmulet	FormID: 0100343C	50	0	I gave Fast Eddie five potions of Invisibility and he said he would return in about a week with the Amulet of Unity.
fbmwHTEddieAmulet	FormID: 0100343C	70	0	I should check on Fast Eddie in the Telvanni Council House. He may have found the Amulet of Unity.
fbmwHTEddieAmulet	FormID: 0100343C	100	0	Fast Eddie gave me the Amulet of Unity.
fbmwHTEddieRing	FormID: 0100343D	10	0	Fast Eddie offered to bring me the Ring of Equity from a hidden place in Master Neloth's treasury if I bring him one of the keys for Tel Naga. Any guard should have a key as should Master Neloth himself.
fbmwHTEddieRing	FormID: 0100343D	50	0	I gave Fast Eddie a key to Tel Naga. He said he would leave soon and should have the Ring of Equity within a week.
fbmwHTEddieRing	FormID: 0100343D	70	0	Fast Eddie has found the Ring of Equity and is waiting for me in the Telvanni Council
fbmwHTEddieRing	FormID: 0100343D	100	0	Fast Eddie gave me the Ring of Equity.
fbmwHTFleshAmulet	FormID: 0100343F	10	0	Mistress Dratha asked me to bring her the Amulet of Flesh Made Whole. She believes the amulet is in the possession of Master Neloth's captain of archers who is somewhere in Tel Naga, Sadrith Mora.
fbmwHTFleshAmulet	FormID: 0100343F	100	0	Mistress Dratha thanked me for bringing her the Amulet of Flesh Made Whole.
fbmwHTFyrMessage	FormID: 01003440	10	0	Mouth Galos Mathendis asked me to deliver a coded message to Divayth Fyr in Tel
fbmwHTFyrMessage	FormID: 01003440	50	0	Divayth Fyr gave me a message to return to Galos Mathendis.
fbmwHTFyrMessage	FormID: 01003440	100	0	Mouth Galos Mathendis accepted Divayth Fyr's reply.
fbmwHTMineCure	FormID: 01003442	10	0	Master Aryon asked me to cure the blighted Kwama queen in the Mudan-Mul Egg Mine which is west of Aryon's tower in Tel Vos.
fbmwHTMineCure	FormID: 01003442	20	0	Master Aryon taught me how to cast a targeted spell of cure blight.
fbmwHTMineCure	FormID: 01003442	70	0	I cured the kwama queen in the Mudan-Mul Egg Mine.
fbmwHTMineCure	FormID: 01003442	100	0	Master Aryon thanked me for curing the Kwama queen in the Mudan-Mul Egg Mine.
fbmwHTMonopoly	FormID: 01003443	10	0	Master Aryon asked me to speak with the Councilmen of House Redoran. I must get at least three of them to agree to revoke the Mages Guild monopoly.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTMonopoly	FormID: 01003443	30	0	Athyn Sarethi gave his support to revoke the monopoly of the Mages Guild. He suggested that an appeal to fairness might work with the other councilors, but did not believe that Bolvyn Venim could be persuaded.
fbmwHTMonopoly	FormID: 01003443	31	0	Mistress Morvayn gave her support to revoke the monopoly of the Mages Guild.
fbmwHTMonopoly	FormID: 01003443	32	0	Miner Arobar gave his support to revoke the monopoly of the Mages Guild.
fbmwHTMonopoly	FormID: 01003443	33	0	Garisa Llethri gave his support to revoke the monopoly of the Mages Guild.
fbmwHTMonopoly	FormID: 01003443	34	0	Hlaren Ramoran gave his support to revoke the monopoly of the Mages Guild.
fbmwHTMonopoly	FormID: 01003443	100	0	Master Aryon thanked me for helping to revoke the monopoly of the Mages Guild.
fbmwHTMonopoly	FormID: 01003443	200	0	Master Aryon told me that too many Redoran Councilors are dead. House Telvanni will not be able to get enough votes to overturn the Mages Guild monopoly.
fbmwHTMuck	FormID: 01003444	10	0	Mouth Raven Omayn asked me to bring her five portions of muck for potions of
fbmwHTMuck	FormID: 01003444	100	0	Mouth Raven Omayn thanked me for bringing her five portions of muck.
fbmwHTNchuleftKey	FormID: 01003445	10	0	Mouth Mallam Ryon asked me to bring him some Dwemer schematics from the ruins of Nchuleft which lies somewhere west of Vos.
fbmwHTNchuleftKey	FormID: 01003445	100	0	Mouth Mallam Ryon thanked me for bringing him the Dwemer schematics.
fbmwHTOdirniran	FormID: 01003446	10	0	Master Aryon asked me to help Milyn Faram who is being attacked by Hlaalu in Odirniran. I should find Milyn Faram first to find out how many Hlaalu there are. Odirniran is located east of Molag Mar on the same peninsula as the Shrine of
fbmwHTOdirniran	FormID: 01003446	20	0	Milyn Faram told me to get rid of Remasa Othril, but to leave Vedelea Othril alone.
fbmwHTOdirniran	FormID: 01003446	30	0	Milyn Faram thanked me for killing Remasa Othril in Odirniran.
fbmwHTOdirniran	FormID: 01003446	35	0	Milyn Faram thanked me for killing Remasa Othril in Odirniran, but was angry that I had also killed Vedelea Othril.
fbmwHTOdirniran	FormID: 01003446	40	0	Remasa Othril said that she and the others from House Hlaalu would leave provided I rescued her sister Vedelea Othril.
fbmwHTOdirniran	FormID: 01003446	50	0	Vedelea Othril asked me to lead her to her Sister.
fbmwHTOdirniran	FormID: 01003446	60	0	Vedelea Othril has made it safely to her sister.
fbmwHTOdirniran	FormID: 01003446	70	0	Remasa Othril agreed that she and the other Hlaalu would leave Odirniran.
fbmwHTOdirniran	FormID: 01003446	80	0	Milyn Faram thanked me for getting rid of Remasa Othril and the other Hlaalu, but was angry that I had let Vedelea Othril escape.
fbmwHTOdirniran	FormID: 01003446	90	0	Milyn Faram shared some of his theories with me and gave me some summoning
fbmwHTOdirniran	FormID: 01003446	100	0	Master Aryon thanked me for ending the siege of Odirniran.
fbmwHTRecruitEddie	FormID: 01003447	10	0	In order to become a Master in House Telvanni, I must find and recruit a Mouth to represent me in the Council.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTRecruitEddie	FormID: 01003447	30	0	I was told that [QUOTE]Fast Eddie[QUOTE] might agree to be my Mouth. Fast Eddie lives in Balmora.
fbmwHTRecruitEddie	FormID: 01003447	50	0	Fast Eddie agreed to be my Mouth.
fbmwHTRecruitEddie	FormID: 01003447	100	0	Now that I have a Mouth to represent me, Master Aryon promoted me to Wizard of House Telvanni.
fbmwHTShishi	FormID: 01003448	10	0	Master Aryon asked me to assist Faves Andas whose stronghold of Shishi is being attacked by House Redoran. If I cannot find Faves Andas, Master Aryon suggested moving any bones or skulls I might find. Shishi is in the Foyada Bani-Dad northwest
fbmwHTShishi	FormID: 01003448	40	0	Faves Andas thanked me for killing Brerama Selas.
fbmwHTShishi	FormID: 01003448	50	0	Faves Andas asked me to get him out of Shishi.
fbmwHTShishi	FormID: 01003448	60	0	Faves Andas thanked me for gettin him out of Shishi, but said that he could make his own way from here.
fbmwHTShishi	FormID: 01003448	100	0	Master Aryon thanked me for ending the siege of Shishi.
fbmwHTSilverDawn	FormID: 01003449	10	0	Mouth Arara Uvulas wants me to acquire a Staff of the Silver Dawn. This staff allegedly belongs to someone in the Mages Guild in Sadrith Mora.
fbmwHTSilverDawn	FormID: 01003449	50	0	Arielle Phiencl sold me the Staff of the Silver Dawn for 300 gold.
fbmwHTSilverDawn	FormID: 01003449	100	0	Mouth Arara Uvulas thanked me for bringing her the Staff of the Silver Dawn.
fbmwHTSlaveRebellion	FormID: 0100344A	10	0	Mouth Felisa Ulessen asked me to put down a slave rebellion the Abebaal Egg Mine which is northwest of Tel Branora.
fbmwHTSlaveRebellion	FormID: 0100344A	15	0	I agreed to free Eleedal-Lei. I need to find the key to his slave bracers.
fbmwHTSlaveRebellion	FormID: 0100344A	50	0	I freed Eleedal-Lei in the Abebaal Egg Mine. He will free the other slaves and guide them back to Black Marsh.
fbmwHTSlaveRebellion	FormID: 0100344A	100	0	Mouth Felisa Ulessen thanked me for stopping the slave revolt.
fbmwHTSlaveRebellion	FormID: 0100344A	110	0	I told Mouth Felisa Ulessen that the slaves were no longer in the Abebaal Egg Mine.
fbmwHTSloadSoap	FormID: 0100344B	10	0	Mouth Arara Uvulas asked me to acquire five portions of Sload soap.
fbmwHTSloadSoap	FormID: 0100344B	100	0	Mouth Arara Uvulas thanked me for bringing her the Sload soap.
fbmwHTSpyBaladas	FormID: 0100344C	1	0	Mouth Mallam Ryon mentioned something about asking Baladas Demnevanni three
fbmwHTSpyBaladas	FormID: 0100344C	10	0	Mouth Mallam Ryon wants me to ask Baladas Demnevanni, who lives in the tower of Arvs-Drelen in Gnosis, about the disappearance of the Dwarves, Dwemer artifacts, and the Dwemer language. Mouth Mallam Ryon warned me that Baladas may not answer the questions. This is acceptable, I need only ask the questions and return.
fbmwHTSpyBaladas	FormID: 0100344C	50	0	Baladas Demnevanni would not discuss the disappearance of the Dwarves with me.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTSpyBaladas	FormID: 0100344C	51	0	Baladas Demnevanni told me his own theory. He believes that the Dwemer found a way to translate the sacred from the profane and experiments in anti-creation removed them from the Mundus. The Dwemer retreated behind math, color, and
fbmwHTSpyBaladas	FormID: 0100344C	60	0	Baladas Demnevanni would not say anything about Dwemer artifacts.
fbmwHTSpyBaladas	FormID: 0100344C	61	0	Baladas told me that the Dwemer created Animunculi as guards and that some of them are still active.
fbmwHTSpyBaladas	FormID: 0100344C	70	0	Baladas Demnevanni said he did not know the Dwemer language.
fbmwHTSpyBaladas	FormID: 0100344C	71	0	Baladas told me that no one knows or can translate the Dwemer language, but many Dwemer records and books were written in Aldmeris and can still be read by
fbmwHTSpyBaladas	FormID: 0100344C	100	0	Mouth Mallam Ryon thanked me for asking Baladas Demnevanni the three
fbmwHTStronghold	FormID: 0100344D	5	0	In order to advance further in House Telvanni, I must build my own Tower. I should speak with Llunela Hleran, the Telvanni stronghold builder, who is in the Hermitage of the Sadrith Mora Council House.
fbmwHTStronghold	FormID: 0100344D	10	0	Llunela Hleran told me that in order to build my stronghold, I must get a construction contract from Duke Vedam Dren. I must also give Llunela two soul
fbmwHTStronghold	FormID: 0100344D	12	0	I have purchased a construction contract from Duke Dren in Ebonheart.
fbmwHTStronghold	FormID: 0100344D	20	0	Llunela Hleran gave me two grand soulgems. I must fill them with strong souls and return them to her before she can begin work on my stronghold.
fbmwHTStronghold	FormID: 0100344D	50	0	Llunela Hleran accepted the construction contract and the soulgems with strong souls. She said she would give the orders to begin construction.
fbmwHTStronghold	FormID: 0100344D	55	0	I should speak with Llunela Hleran about my stronghold.
fbmwHTStronghold	FormID: 0100344D	60	0	Llunela Hleran asked me to speak with Gashnak gra-Mughol, the foreman in charge of building my stronghold. My tower is being built on the ruins of Tel Uvirith which is due west of Tel Fyr and northwest of the Erabenimsun camp.
fbmwHTStronghold	FormID: 0100344D	70	0	Gashnak gra-Mughol assured me that the tower was growing well and should be ready to occupy within a week.
fbmwHTStronghold	FormID: 0100344D	90	0	Llunela Hleran thanked me for keeping her up to date on the progress of my
fbmwHTStronghold	FormID: 0100344D	100	0	The first stage of my stronghold should be complete today.
fbmwHTStronghold	FormID: 0100344D	105	0	In order to advance further in House Telvanni, I must improve my stronghold so that it rivals that of the other Telvanni Councilors.
fbmwHTStronghold	FormID: 0100344D	110	0	Llunela Hleran said that she could improve my stronghold if I paid her 5000 gold. She also wants me to investigate the Dwemer ruin of Mzanchend northwest of my stronghold. I should bring her any dwemer plans or schematics that I find there.

Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwHTStronghold	FormID: 0100344D	170	0	Llunela Hleran thanked me for the 5000 gold and the Dwemer Schematics. She will give orders to build the next stage of my stronghold.
fbmwHTStronghold	FormID: 0100344D	200	0	The second stage of my stronghold should be complete today.
fbmwHTStronghold	FormID: 0100344D	210	0	Llunela Hleran is willing to order the final stage of my stronghold. However, she believes that my stronghold needs better guards. She wants me to bring her the book [QUOTE]Secrets of Dwemer Animunculi[QUOTE] from Galom Daeus. If I do this, my stronghold will be the first in ages to be guarded by Dwemer Centurions.
fbmwHTStronghold	FormID: 0100344D	250	0	Llunela Hleran thanked me for bringing her the book [QUOTE]Secrets of Dwemer Animunculi[QUOTE]. She gave orders to begin the last stage of my stronghold.
fbmwHTStronghold	FormID: 0100344D	255	0	The last stage of my stronghold is complete.
fbmwHTTheranaClothes	FormID: 0100344E	10	0	Mouth Felisa Ulessen gave me some new clothes and asked me to deliver them to Mistress Therana in Tel Branora. Mistress Therana is eccentric, and I should be
fbmwHTTheranaClothes	FormID: 0100344E	50	0	Mistress Therana refused to take the new clothes unless I can prove that they are
fbmwHTTheranaClothes	FormID: 0100344E	70	0	I put on the new clothes that I was supposed to deliver to Mistress Therana.
fbmwHTTheranaClothes	FormID: 0100344E	72	0	I asked a slave to wear the new clothes for Mistress Therana.
fbmwHTTheranaClothes	FormID: 0100344E	100	0	Mouth Felisa Ulessen thanked me for delivering the clothes to her patron.
fbmwHTWizardSpells	FormID: 0100344F	10	0	Master Aryon insists that I learn three basic wizard spells: Levitate, Recall and Fire
fbmwHTWizardSpells	FormID: 0100344F	100	0	Master Aryon was pleased that I know the rudimentary wizard spells.
fbmwICAdvancement	FormID: 01010564	1	0	I have joined Imperial Cult. The Primary Attributes are Personality and Willpower. The Primary Skills are Blunt, Conjuraton, Hand to Hand, Mysticism, Restoration, and Speechcraft. I must perform regular duties and concentrate on increasing these
fbmwICAdvancement	FormID: 01010564	10	0	areas to gain rank in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	11	0	I am eligible for promotion to the rank of Novice in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	11	0	I have attained the rank of Novice in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	20	0	I am eligible for promotion to the rank of Initiate in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	21	0	I have attained the rank of Initiate in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	30	0	I am eligible for promotion to the rank of Acolyte in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	31	0	I have attained the rank of Acolyte in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	40	0	I am eligible for promotion to the rank of Adept in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	41	0	I have attained the rank of Adept in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	50	0	I am eligible for promotion to the rank of Disciple in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	51	0	I have attained the rank of Disciple in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	60	0	I am eligible for promotion to the rank of Oracle in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	61	0	I have attained the rank of Oracle in the Imperial Cult.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICAdvancement	FormID: 01010564	70	0	I am eligible for promotion to the rank of Invoker in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	71	0	I have attained the rank of Invoker in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	80	0	I am eligible for promotion to the rank of Theurgist in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	81	0	I have attained the rank of Theurgist in the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	90	0	I am eligible for promotion to the rank of Primate of the Imperial Cult.
fbmwICAdvancement	FormID: 01010564	91	0	I have attained the rank of Primate of the Imperial Cult.
fbmwICamaNin	FormID: 0100B826	1	0	Lalattia Varian, an Oracle of the Imperial cult, has been given a prophecy of the Boots of the Apostle, a legendary treasure of Cyrodiil, relics of Tiber Septim who was also called Talos. [QUOTE]Through the doors of Berandas, within the silent caverns, beneath the wings of twilight, dust sleeps in the shoes that Talos wore.[QUOTE] The Oracle bid me retrieve the Boots of the Apostle. A Dunmer savant or Dunmer scout may have clues to the meaning of the Oracle's prophetic
fbmwICamaNin	FormID: 0100B826	5	0	A Dunmer scout said an ancient Dunmer stronghold called Berandas lies south of the village of Gnosis in the West Gash region. Berandas is also distinctive among Dunmer stronghold, in that extensive caverns lie beneath the centuries-old
fbmwICamaNin	FormID: 0100B826	10	0	A Dunmer savant said an ancient Dunmer stronghold called Berandas lies south of the village of Gnosis in the West Gash region. The savant also guessed that the [QUOTE]wings of twilight[QUOTE] might hint at guardians -- the winged twilights who are Daedric servants of Azura.
fbmwICamaNin	FormID: 0100B826	50	0	I retrieved the Boots of the Apostle from Berandas and brought them to Lalattia Varian. She praised me, and said that I was meant to keep the boots for myself, and that I should dedicate them to the service of the Nine. The Oracle said to speak to her again when I am ready to undertake another of the Oracle's Quests.
fbmwICamaNin	FormID: 0100B826	60	0	I brought the Boots of the Apostle to Lalattia Varian. I may keep the boots for myself, and should dedicate them to the service of the Nine. And the Oracle thinks I may have spoken with the goddess Mara herself, disguised in mortal form to test me, and that such chance meetings are a sign of the Nine's favor. The Oracle said to speak to her again when I am ready to undertake another of the Oracle's Quests.
fbmwICamaNinFree	FormID: 0100B827	1	0	I found a Breton healer in Berandas named Ama Nin. She had been snatched from the Gnosis-Ald'ruhn road by winged twilights, who bore her deep within Berandas and stranded her on a pillar of rock. She had prayed to the Nine for aid, and thought I was the answer to her prayers. She asked me for a Divine Intervention scroll, so she could escape, but I didn't have any. She suggested I should go get one and bring

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICAmaNinFree	FormID: 0100B827	5	0	I found a Breton healer in Berandas named Ama Nin. She had been snatched from the Gnosis-Ald'ruhn road by winged twilights, who bore her deep within Berandas and stranded her on a pillar of rock. She had prayed to the Nine for aid, and thought I was the answer to her prayers. She asked me for a Divine Intervention scroll, so she could escape. I gave her a Divine Intervention scroll and she disappeared, but
fbmwICArgonianAlms	FormID: 0100B833	1	0	lulus Truptor told me to ask the Argonian Mission in Ebonheart for alms for the poor. The fund raising goal for the Argonian mission is 100 gold. When I have reached the goal, I should return and deliver the gold to lulus Truptor.
fbmwICArgonianAlms	FormID: 0100B833	10	0	On behalf of the province of Argonia, the Argonian consul, Im-Kilaya, gave me 100 gold as alms for the poor.
fbmwICArgonianAlms	FormID: 0100B833	20	0	On behalf of the province of Argonia, the Argonian consul, Im-Kilaya, gave me 200 gold as alms for the poor.
fbmwICArgonianAlms	FormID: 0100B833	30	0	I told lulus Truptor I was not able to raise enough gold from the Argonian Mission to reach the fund raising goal of 100 gold. He was disappointed, and told me to decide whether my talents and temperaments are suited for fund raising. Before I approach him again for an almoner's mission, I must be sure I want to give the
fbmwICArgonianAlms	FormID: 0100B833	50	0	I reached the Argonian mission fund raising goal, and delivered the 100 gold to lulus Truptor. He seemed pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.
fbmwICArgonianAlms	FormID: 0100B833	60	0	I reached the Argonian mission fund raising goal, and DOUBLED it! I delivered the 200 gold to lulus Truptor. He seemed very pleased. He gave me a handsome frock blessed by Zenithar, and told me to speak to him again when I'm ready for another
fbmwICBuckmothAlms	FormID: 01008497	1	0	lulus Truptor told me to solicit alms for the poor in Ald'ruhn. The goal for the Buckmoth Fund is 100 gold. When I have reached the goal, I should return and
fbmwICBuckmothAlms	FormID: 01008497	5	0	I told lulus Truptor I was not be able to raise enough gold for the Buckmoth Fund to reach the fund raising goal of 100 gold. He was disappointed, and told me to decide whether my talents and temperaments are suited for fund raising. Before I approach him again for an almoner's mission, I must be sure I want to give the
fbmwICBuckmothAlms	FormID: 01008497	10	0	Aengoth the Jeweler gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	11	0	Galthragoth gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	12	0	Hoki gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	13	0	Lirielle Stoine gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	14	0	Malpenix Blonia gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	15	0	Dular gro-Buzga gave me a donation for the Buckmoth Fund.

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Quest ID	Form ID			
fbmwICBuckmothAlms	FormID: 01008497	16	0	Manis Virmaulese gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	17	0	Merthierry gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	18	0	Percius Mercius gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	19	0	Tauryon gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	20	0	Baradras gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	21	0	Tongue-Toad gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	22	0	Yak gro-Skandar gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	25	0	Edwinna Elbert gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	30	0	Cienne Sintieve gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	35	0	Erranil gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	40	0	Codus Callonus gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	45	0	Estoril gave me a donation for the Buckmoth Fund.
fbmwICBuckmothAlms	FormID: 01008497	50	0	I reached the fund raising goal for Ald'ruhn, and delivered the 100 gold for the Buckmoth Fund to Iulus Truptor. He seemed pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.
fbmwICBuckmothAlms	FormID: 01008497	60	0	I reached the fund raising goal for Ald'ruhn, and DOUBLED it! I delivered the 200 gold for the Buckmoth Fund to Iulus Truptor. He seemed very pleased. He gave me a copy of 'The Buying Game', and told me to study it, and to speak to him again when I'm ready for another almoner's mission.
fbmwICCorkbulb	FormID: 0100B830	1	0	Synnolian Tunifus needs five units of corkbulb root for cure common disease and restore health potions. The Imperial Cult has an agreement with the Ascadian Isles plantation owners that permits us to gather corkbulb, so that's a good place to look. Since I have to cross water, he taught me a little spell.
fbmwICCorkbulb	FormID: 0100B830	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of corkbulb root he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICCorkbulb	FormID: 0100B830	50	0	I delivered five units of corkbulb root to Synnolian Tunifus. He gave me a cure common disease potion and a restore health potion as a reward.
fbmwICCrusher	FormID: 0100B82B	1	0	The Oracle believes that I am fated to recover the ancient warhammer Skull-Crusher. I must discover a sealed Daedric ruin that may be accessed only through the Halls of the Dead. To help me solve the puzzle of this prophecy, the Oracle told me to consult a Dunmer scout and a Dunmer savant. Her vision suggests I must face restless spirits and powerful Daedra to recover the warhammer. If I find Skull-Crusher, I must return it to the Oracle so she may free it of its creators' curse.



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Quest ID	Form ID			
fbmwICCruasher	FormID: 0100B82B	10	0	A Dunmer scout told me that the sealed Daedric ruin I seek may well be Anudnabia, a ruin near Sadrith Mora. The lower halls of Anudnabia have been inaccessible since the First Era. And several other Daedric ruins are known to have within their chambers glowing pools of molten stone. Such pools might have fueled the forge of
fbmwICCruasher	FormID: 0100B82B	15	0	A Dunmer savant told me that 'Halls of the Dead' might refer to any Dunmer ancestral tomb. The ancient Dunmer word for ancestral tomb is 'cardruhn'. 'Ruhn' translates as 'home' or 'hearth-hall'. 'Card' means 'undeparted kin-wardens'. Then to find access to Skull-Crusher in its sealed Daedric ruin, I must search for ancestral tombs near the ruin. Perhaps there is an underground passage between a tomb and
fbmwICCruasher	FormID: 0100B82B	50	0	The Oracle says she can detect no evil curse upon Skull-Crusher. She assured me it is safe, and gave me a special blessing so I might dedicate myself further to the service of the Nine. She has no more quests for me, but she will send word for me through others of high rank in the cult if she needs my help again.
fbmwICDinner	FormID: 01008499	1	0	Iulus Truptor says we need 5 bottles of Cyrodilic brandy for a fundraising dinner. I'm to make the rounds of the tradehouses and cornerclubs in Balmora and ask if the publicans will donate the necessary brandy. When I have the brandy, I'm to deliver
fbmwICDinner	FormID: 01008499	5	0	I told Iulus Truptor I couldn't get five bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. He was disappointed, and told me to decide whether my talents and temperaments are suited for soliciting donations. Before I approach him again for an almoner's mission, I must be sure I want to give the Imperial cult my full
fbmwICDinner	FormID: 01008499	10	0	Bacola Closcius gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. He also hinted that Banor Seran at the Council Club just took delivery of some Cyrodilic brandy, and that he's probably got it stored in a closet in the hall just right of the bar. He says the Council Club is just a front for Camonna Tong gangsters, suggesting it wouldn't REALLY be a crime to steal the brandy from
fbmwICDinner	FormID: 01008499	20	0	Banor Seran at the Council Club gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. I think he gave it to me just to make me go
fbmwICDinner	FormID: 01008499	30	0	Benunius Agrudilius refused to give me Cyrodilic brandy, and gave me a bottle of
fbmwICDinner	FormID: 01008499	31	0	After I pressed him, Benunius Agrudilius yielded and gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth.
fbmwICDinner	FormID: 01008499	40	0	After I pointed out the value of gaining the good will of the Imperial cult in a town where Imperial influence is so strong, Dulnea Ralaal gracefully donated a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICDinner	FormID: 01008499	50	0	I delivered five bottles of Cyrodilic brandy to Iulus Truptor at Fort Moonmoth. He was very pleased. He gave me tokens of Zenithar's special blessing, and told me to speak to him again when I'm ready for another almoner's mission.
fbmwICHaunting	FormID: 0100B81E	1	0	A Bosmer named Nedhelas in Caldera says his house is haunted by a ghost. Kaye said ghosts aren't affected by normal weapons, so he gave me 200 gold to buy an enchanted weapon or spell, and for other expenses. I'm to talk to Nedhelas first, and I should report back to Kaye if I rid the haunted house of its ghost.
fbmwICHaunting	FormID: 0100B81E	5	0	I told Kaye I would not be able to get rid of the ghost haunting Nedhelas' house. Kaye was disappointed, and told me not to come back for at least a day. He told me to get my priorities straight before I ask him again for a shrine sergeant mission.
fbmwICHaunting	FormID: 0100B81E	10	0	When I asked in Caldera for Nedhelas, I was told his house is just to the right of the south gate, and that I should look for him there.
fbmwICHaunting	FormID: 0100B81E	12	0	I spoke to Nedhelas. He said the ghost in his haunted house has something to do with a trap door. His landlord told him not to fool with the trap door, but didn't explain why. Nedhelas gave me a key to the trap door, and asked me to let him
fbmwICHaunting	FormID: 0100B81E	15	0	I told Nedhelas that I had taken care of the ghost beneath his house. He thanked me, and the Imperial cult.
fbmwICHaunting	FormID: 0100B81E	50	0	I reported taking care of the haunted house for Nedhelas. Kaye seemed pleased. He gave me some magic scrolls and told me to speak to him again when I was ready for another shrine sergeant mission.
fbmwICImperialVeteran	FormID: 0100B82D	10	0	At Ghostgate I met an old Imperial veteran. He asked me to take an old lucky coin with me when I go to Dagoth Ur, and I agreed. He gave me the coin, an old worn Imperial drake, and hoped it would bring me luck. It is strange - but I have a feeling - I know this encounter has marked my fate and fortune. [You have gained a new
fbmwICImperialVeteran	FormID: 0100B82D	100	0	I told the Oracle about my encounter with the old Imperial veteran, the lucky coin he gave me, and the mark of good fortune -- the luck of the Emperor -- I have felt ever since. The Oracle thinks I have been visited by an aspect of Tiber Septim. She takes this as a sign of a great doom laid upon me by the gods.
fbmwICJonHawker	FormID: 0100B824	1	0	Oracle Lalatia Varian had a vision of the Ring in Darkness. She saw the Ring of the Wind, a legendary treasure of Elsweyr. [QUOTE]I have seen the wind upon a dark elf's hand. I have seen fire gleam upon a Dwarf's face. I have seen darkness on a ring of water. I have heard no name whispered in the mouth of stone.[QUOTE] The Oracle bid me retrieve the Ring in Darkness. I must ask Dark Elven savants and

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICJonHawker	FormID: 0100B824	5	0	A Dunmer scout told me that Nammu, or 'no-name', is a cavern in the wildlands of Sunna Guradan, somewhat west of the tower of Tel Aruhn. In the cavern is a great high chamber, flooded, with a central spire rising from the water. The water around the bottom of the spire might be the ring of water in darkness from the Oracle's
fbmwICJonHawker	FormID: 0100B824	10	0	A Dunmer savant told me that Nammu, or 'no-name', is a cavern in the wildlands of Sunna Guradan, somewhat west of the tower of Tel Aruhn. In the cavern is a great high chamber, flooded, with a central spire rising from the water. The water around the bottom of the spire might be the ring of water in darkness from the Oracle's
fbmwICJonHawker	FormID: 0100B824	50	0	I retrieved the Ring of the Wind from Galmis Dren and brought it to Lalatia Varian. She praised me, and said that I was meant to keep the ring myself, and that I should use it in the service of the Nine.
fbmwICJonHawkerFree	FormID: 0100B825	1	0	I found a Redguard trader in Nammu named Jon Hawker. He had been taken prisoner by a battlemage named Galmis Dren, to be sold as a slave. He had prayed to the Nine for aid, and thought I was the answer to his prayers. He asked for a Divine Intervention scroll, so he could escape, but I didn't have any. He suggested that he had some Divine Intervention scrolls when he was captured, and that they
fbmwICJonHawkerFree	FormID: 0100B825	5	0	I found a Redguard trader in Nammu named Jon Hawker. He had been taken prisoner by a battlemage named Galmis Dren, to be sold as a slave. He had prayed to the Nine for aid, and thought I was the answer to his prayers. I gave him a Divine Intervention scroll and he disappeared, but he gave me two gifts. It is strange -- such valuable gifts. How did he hide them from Galmis Dren?
fbmwICMarshmerrow	FormID: 0100B822	1	0	Synnolian Tunifus needs five units of marshmerrow for restore health potions. Balur Salvu, a farmer near Pelagiad, grows marshmerrow. If I bring him this Quality Fortify Strength potion as a gift, he'll tell me where to pick the marshmerrow. His farmhouse is south of Pelagiad, north of the road, west of the first bridge south of Pelagiad. When I have the marshmerrow, deliver them to Synnolian Tunifus.
fbmwICMarshmerrow	FormID: 0100B822	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of marshmerrow he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him
fbmwICMarshmerrow	FormID: 0100B822	10	0	I gave Balur Salvu the Quality Fortify Strength potion as Synnolian Tunifus
fbmwICMarshmerrow	FormID: 0100B822	15	0	Balur Salvu gave me some valuable insights into the special properties of local plants. I'm sure that knowledge will come in handy in preparing better alchemical
fbmwICMarshmerrow	FormID: 0100B822	50	0	I delivered five units of marshmerrow to Synnolian Tunifus. He gave me a restore health potion and a mortar and pestle as a reward.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICMissingLimeware	FormID: 0100B81D	1	0	While a High Elf named Caryarel was being treated for swamp fever at the Imperial Chapels, a rare limeware bowl disappeared. Kaye asked me to find Caryarel and retrieve the missing chapel limeware bowl. Kaye says the High Elves are a small, tight-knit community on Vvardenfell, so he suggests I ask other High Elves if they
fbmwICMissingLimeware	FormID: 0100B81D	5	0	I told Kaye I would not be able to retrieve the Chapel Limeware Bowl as he requested. He was disappointed, and told me not to come back for at least a day. He told me to get my priorities straight before I ask him again for a shrine sergeant
fbmwICMissingLimeware	FormID: 0100B81D	10	0	A High Elf told me that Caryarel lived in Gnaar Mok, a fishing village on the west coast of Vvardenfell.
fbmwICMissingLimeware	FormID: 0100B81D	15	0	A High Elf told me that Caryarel lived in Gnaar Mok, a fishing village on the Bitter Coast. I can get passage to Hla Oad, and then Gnaar Mok, from the shipmaster
fbmwICMissingLimeware	FormID: 0100B81D	20	0	Nevosi Hlan, on the boat called [QUOTE]Chun-Ook[QUOTE] at the Ebonheart docks. Someone in Gnaar Mok told me that Caryarel lived in a shack by the docks.
fbmwICMissingLimeware	FormID: 0100B81D	25	0	I spoke to Caryarel. He said he didn't know anything about a Chapel Limeware Bowl, and told me to go away and leave him alone.
fbmwICMissingLimeware	FormID: 0100B81D	50	0	I returned the Chapel Limeware Bowl to Kaye. He was pleased enough to give me 200 gold to cover my expenses. He also gave me some divine intervention scrolls.
fbmwICMossanon	FormID: 0100B81C	1	0	Iulus Truptor asked me to persuade Canctunian Ponius of the East Empire Company to deliver the 1000 gold he has pledged to sponsor a mission to the Ashlanders. I'll find him at the East Empire Company Hall in Ebonheart. When I have the generous pledge from Canctunian Ponius, I'm to deliver it to Iulus Truptor.
fbmwICMossanon	FormID: 0100B81C	2	0	I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Ponius. I took no immediate action, giving myself time to
fbmwICMossanon	FormID: 0100B81C	3	0	I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Ponius. I refused to keep his secret, and he refused to
fbmwICMossanon	FormID: 0100B81C	4	0	I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Ponius. I demanded the gold, and refused to keep his secret. I made it clear he was in no position to dictate terms, and he yielded the 2500 gold

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICMossanon	FormID: 0100B81C	5	0	The Guildguide for the Vivec Mages Guild, Flacassia Fauseius, remembered a High Elf named Mossanon who went back and forth from Sadrith Mora with a Telvanni
fbmwICMossanon	FormID: 0100B81C	6	0	Someone said a High Elf has been seen in the company of a local woman, Volmyrni Dral. She has a pod over near Wolverine Hall.
fbmwICMossanon	FormID: 0100B81C	7	0	I told Canctunian Ponius that I found Mossanon, but I did not say where.
fbmwICMossanon	FormID: 0100B81C	8	0	An East Empire Company savant named Okan-Shei said that Mossanon had an attractive Telvanni girlfriend, but that he kept her a secret.
fbmwICMossanon	FormID: 0100B81C	10	0	Canctunian Ponius cannot redeem his 1000-drake pledge because an East Empire Company clerk has embezzled funds, and he is covering the losses out of his own
fbmwICMossanon	FormID: 0100B81C	11	0	I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Ponius. I promised to keep his secret, but I think he suspected I would not honor my promise, and he refused to return the gold.
fbmwICMossanon	FormID: 0100B81C	12	0	I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Ponius. I promised to keep his secret. My earnest promise persuaded him to trust me, and he yielded the 2500 gold to me.
fbmwICMossanon	FormID: 0100B81C	13	0	An East Empire Company trader named Shazgob gra-Luzgan said that before Mossanon went missing, he had been seen frequently coming and going from the Guildguide service at the Mages Guild in Vivec's Foreign Quarter.
fbmwICMossanon	FormID: 0100B81C	14	0	A High Elf named Sinyaramen said he saw a High Elf in the market with a local Telvanni woman. He didn't recall her name, but he suggested I ask the ladies of the town about a Dark Elven woman with a High Elven friend.
fbmwICMossanon	FormID: 0100B81C	15	0	Since Canctunian Ponius cannot redeem his 1000-drake pledge because an East Empire Company clerk has embezzled funds, I offered to track down the clerk and recover the gold. If I can track this Mossanon down and recover the missing 3000 gold, Canctunian Ponius will immediately redeem his 1000-drake pledge to the
fbmwICMossanon	FormID: 0100B81C	16	0	I told Canctunian Ponius that I found Mossanon in Sadrith Mora with a Telvanni
fbmwICMossanon	FormID: 0100B81C	18	0	Canctunian Ponius said Mossanon embezzled funds in the amount of 3000 gold in
fbmwICMossanon	FormID: 0100B81C	20	0	Canctunian Ponius said he had noticed a change in Mossanon's behavior -- a marked rise in his absences from the office.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwICMossanon	FormID: 0100B81C	25	0	I told Canctunian Ponius that I had failed to find Mossanon and the missing gold. Now Canctunian Ponius says he cannot redeem his 1000-drake pledge to the
fbmwICMossanon	FormID: 0100B81C	30	0	I gave Canctunian Ponius 2500 gold and told him it was all I could recover from Mossanon. He accepted the gold, and said it would enable him to redeem his 1000-drake pledge to the Imperial cult.
fbmwICMossanon	FormID: 0100B81C	35	0	I gave Canctunian Ponius 2000 gold and told him it was all I could recover from Mossanon. He accepted the gold, and said it would enable him to redeem his 1000-drake pledge to the Imperial cult.
fbmwICMossanon	FormID: 0100B81C	40	0	I gave Canctunian Ponius 1000 gold and told him it was all I could recover from Mossanon. He accepted the gold, and said it would enable him to redeem his 1000-drake pledge to the Imperial cult.
fbmwICMossanon	FormID: 0100B81C	45	0	Canctunian Ponius thanked me for recovering his embezzled funds and gave me the 1000 gold he had pledged to support an Imperial cult mission to the Ashlanders.
fbmwICMossanon	FormID: 0100B81C	48	0	I told Iulus Truptor I couldn't get Canctunian Ponius to donate the 1000 gold he pledged to sponsor a mission to the Ashlanders. Iulus Truptor was disappointed, and told me my talents and temperaments were apparently not suited for soliciting donations. He thanked me for my efforts, but said he would no longer require my
fbmwICMossanon	FormID: 0100B81C	50	0	I gave Iulus Truptor the 1000 gold Canctunian Ponius pledged to sponsor a mission to the Ashlanders. He was quite pleased, but he said he had no more tasks for me. He suggested I consider becoming a lay healer or lay sergeant. He also suggested that the Oracle, Lalatia Varian, might have tasks for me. Then he gave me a farewell
fbmwICMuck	FormID: 0100B82C	1	0	Bring Synnolian Tunifus five units of muck for cure common disease potions. A farmer in Gnosis, Abishpulu Shand, has a muckspunge patch right near his hut, and Chaplain Ogrul at Fort Darius has cut a deal with Shand to gather muck there for free. While I'm in the West Gash, look in on Chaplain Ogrul, give him four Restore
fbmwICMuck	FormID: 0100B82C	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of muck he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICMuck	FormID: 0100B82C	10	0	I gave Chaplain Ogrul the four Restore Health potions as Synnolian Tunifus
fbmwICMuck	FormID: 0100B82C	15	0	Chaplain Ogrul taught me a restoration spell.
fbmwICMuck	FormID: 0100B82C	20	0	Chaplain Ogrul offered to teach me a restoration spell, but I declined.
fbmwICMuck	FormID: 0100B82C	50	0	I delivered five units of muck to Synnolian Tunifus. He gave me a cure common disease potion, a retort, and a copy of 'The Alchemists Formulary' -- a collection of popular alchemical recipes -- as a reward.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICNetch	FormID: 0100B832	1	0	Synnolian Tunifus needs one unit of netch leather for cure paralyzation potions. He suggested hunting in the Ascadian Isles near Balur Salvu's house. He advised me to start with bull netch, because the betty netch are more dangerous.
fbmwICNetch	FormID: 0100B832	5	0	I told Synnolian Tunifus I would not be able to bring him the one unit of netch leather he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICNetch	FormID: 0100B832	50	0	I delivered one unit of netch leather to Synnolian Tunifus. He gave me a cure paralyzation potion and a belt of Balyna's Soothing Balm as a reward for my service
fbmwICNordAlms	FormID: 0100B834	1	0	Iulus Truptor told me to ask the Skyrim Mission in Ebonheart for alms for the poor. The fund raising goal for the Skyrim mission is 100 gold. When I have reached the goal, I should return and deliver the gold to Iulus Truptor.
fbmwICNordAlms	FormID: 0100B834	5	0	I told Iulus Truptor I was not be able to raise enough gold from the Skyrim Mission to reach the fund raising goal of 100 gold. He was disappointed, and told me to decide whether my talents and temperaments are suited for fund raising. Before I approach him again for an almoner's mission, I must be sure I want to give the
fbmwICNordAlms	FormID: 0100B834	50	0	I reached the Skyrim mission fund raising goal, and delivered the 100 gold to Iulus Truptor. He seemed pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.
fbmwICNordAlms	FormID: 0100B834	60	0	I reached the Skyrim mission fund raising goal, and DOUBLED it! I delivered the 200 gold to Iulus Truptor. He seemed very pleased. He gave me a set of shoes blessed by Zenithar, and told me to speak to him again when I'm ready for another almoner's
fbmwICOracle	FormID: 0100B828	1	0	The Oracle has asked me to rescue Adusamsi Assurnarairan from the Dunmer stronghold of Rotheran. She went there to recover the Ice Blade of the Monarch. If possible, I'm to recover the Ice Blade of the Monarch, and bring that to back to the
fbmwICOracle	FormID: 0100B828	50	0	The Oracle had already heard from Adusamsi Assurnarairan about her rescue. Adusamsi sent me her enchanted ring as a token of her gratitude. The Oracle suggested I should keep the Ice Blade of the Monarch if I should find it. She thanked me, and told me to speak to her when I am ready for another of the Oracle's Quests.
fbmwICOracle	FormID: 0100B828	55	0	The Oracle had already heard from Adusamsi Assurnarairan about her rescue. Adusamsi sent me her enchanted ring as a token of her gratitude. The Oracle suggested I should keep the Ice Blade of the Monarch and dedicate it to the service of the Imperial cult. She thanked me, and told me to speak to her when I am ready

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICOracleA	FormID: 0100B829	10	0	Adusamsi Assurnarairan asked me to recover her ring from Llaren Terano, the sorcerer who captured her. She doesn't sound quite right in the head. She thinks the sorcerer may have poisoned her mind with spells. She says she can use the enchantments to escape. She asked me also to free the slaves here. Llaren Terano
fbmwICOracleA	FormID: 0100B829	40	0	I recovered Adusamsi's Ring and returned it to her. I suppose she will use its Divine Intervention enchantment to escape. Now I can return to the Oracle and report having completed my task. And I should also bring her the Ice Blade of the Monarch,
fbmwICOracleA	FormID: 0100B829	45	0	I recovered Adusamsi's Ring and returned it to her. I suppose she will use its Divine Intervention enchantment to escape. Now I can return to the Oracle and report having completed my task. And I should also bring her the Ice Blade of the Monarch.
fbmwICOracleA	FormID: 0100B829	50	0	I recovered Adusamsi's Ring and returned it to her. Now I suppose she will use its Divine Intervention enchantment to escape.
fbmwICOracleQuest	FormID: 0100B823	1	0	To Lalatia Varian, Oracle of the Imperial cult, I swore a solemn oath to serve her faithfully, and to do as she asks, without question, without fail. Now I have sworn before the Nine to aid Lalatia Varian in the Oracle's Quests.
fbmwICRat	FormID: 0100B831	1	0	Synnolian Tunifus needs five units of rat meat for cure poison potions. He says the best place to hunt rats is in the underworks of any of Vivec's cantons. He says to enter the underworks through trapdoors in the canalworks or through the outflow drains, which are underwater along the sides of each canton. He also warned me to be careful, because bad things-- and bad people -- hide in the underworks.
fbmwICRat	FormID: 0100B831	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of rat meat he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICRat	FormID: 0100B831	50	0	I delivered five units of rat meat to Synnolian Tunifus. He gave me a cure poison potion as a reward. And since his errands have become more dangerous, he taught me some useful unarmored defense maneuvers.
fbmwICRestlessSpirit	FormID: 0100B821	1	0	An Argonian named Okur in Hla Oad has asked for our aid. This devout follower of the Nine is sensitive to spirits of the otherworld, and she says she is being visited by the ghost of a murder victim. The guards can't do anything in such cases, so Kaye has asked me to speak with Okur to see how justice can be done and the spirit laid
fbmwICRestlessSpirit	FormID: 0100B821	5	0	I told Kaye I wouldn't be able to help Okur obtain justice for the ghost of the murder victim. He was disappointed, and told me not to come back for at least a day. He told me to decide whether I was serious about serving the Imperial cult before I ask him again for a shrine sergeant mission.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICRestlessSpirit	FormID: 0100B821	10	0	I spoke with Okur. She says she has been visited by the spirit of Julielle Aumine. She says Julielle Aumine chanced upon a band of smugglers, and was murdered to seal her lips. She says that Julielle's spirit will not rest until her amulet is recovered and returned to her husband, and until the four smugglers who murdered her are slain.
fbmwICRestlessSpirit	FormID: 0100B821	15	0	If I kill the four smugglers who murdered Julielle and return her amulet to Okur, Okur says that Julielle Aumine's murderers' names are Dudley, Larisus Dergius, Ralos Othrenim, and Thervam Drelas. Okur believes they are strong and well-armed. She says that their smugglers cave is called 'Yasamsi', and it lies south along the road from town, before the bridge across the Odai River.
fbmwICRestlessSpirit	FormID: 0100B821	40	0	I killed the four smugglers who murdered Julielle Aumine and returned Julielle's amulet to Okur. Okur assures me that she will now be able to lay the spirit of Julielle
fbmwICRestlessSpirit	FormID: 0100B821	50	0	I reported to Kaye about killing the murderers of Julielle Aumine and recovering her lost amulet, and told him that Okur was sure she could lay the ghost of Julielle Aumine to rest. Kaye gave me some potent magic scrolls as a reward for my work. He thanked me, but he has no more work for me. He said there might be work for lay healers or almoners, or I might talk to Lalatia Varian about Oracle's Quests.
fbmwICRich	FormID: 0100849A	1	0	Iulus Truptor has sent me to the Governor's Hall in Caldera to persuade Cunius Pelelius of the Caldera Mining Company to donate 500 gold to the Imperial cult's Widows and Orphans Fund. When I've obtained the donation, I'm to deliver it to
fbmwICRich	FormID: 0100849A	10	0	I asked Cunius Pelelius to donate 500 gold to the Imperial cult's Widows and Orphans Fund. He said he was very busy at the moment, but he would be happy to discuss the donation at a later date.
fbmwICRich	FormID: 0100849A	15	0	When I spoke to Cunius Pelelius about his donation, I threatened to reveal his skimming from the ebony mines. He called me a fool, and dismissed me without
fbmwICRich	FormID: 0100849A	30	0	Olumba gro-Boglar, a member of the Imperial cult, told me why Cunius Pelelius is slow to redeem his pledged donation. Olumba says Cunius Pelelius has gotten into money trouble, and that he's trying to handle his trouble by skimming from the Caldera mine and smuggling raw ebony. I might be able to pressure Cunius Pelelius if I had proof of his misdeeds. Olumba says the slaves in the mine would know, but
fbmwICRich	FormID: 0100849A	35	0	I spoke to a slave in the Caldera Mines, and he said the 'boss man' sneaks in at night, takes ebony, puts it in a bag, then takes it away. Perhaps this is not solid enough evidence to take to the guards. But perhaps, if confronted with this testimony, Cunius Pelelius may reconsider his unwillingness to donate 500 gold to

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICRich	FormID: 0100849A	37	0	When I demanded that Cunius Pelelius deliver the money he had promised, he took offense, and attacked me. Now there is no chance that Cunius Pelelius will give me 500 gold for the Widows and Orphans Fund.
fbmwICRich	FormID: 0100849A	40	0	When I confronted Cunius Pelelius with the slave's testimony about his sneaking into the Caldera Mine and removing raw ebony, Cunius Pelelius decided to give me three pieces of raw ebony. If I sell these pieces of raw ebony, I should be able to get 500 gold and more to deliver to Iulus Truptor for the Widows and Orphans Fund.
fbmwICRich	FormID: 0100849A	42	0	When I confronted Cunius Pelelius with the Secret Caldera Ledger and its evidence of misappropriation of ebony from the Caldera mines, Cunius Pelelius decided to give me three pieces of raw ebony. If I sell these pieces of raw ebony, I should be able to get 500 gold and more to deliver to Iulus Truptor for the Widows and
fbmwICRich	FormID: 0100849A	45	0	I told Iulus Truptor I couldn't get Cunius Pelelius to donate 500 gold to the Imperial cult's Widows and Orphans Fund. Iulus was disappointed, and told me to decide whether my talents and temperaments are suited for soliciting donations. Before I approach him again for an almoner's mission, I must be sure I want to give the
fbmwICRich	FormID: 0100849A	50	0	I delivered 500 gold to Iulus Truptor for the Widows and Orphans Fund. He was very pleased. He gave me an interesting assortment of scrolls he had received from an anonymous donor, and told me to speak to him again when I'm ready for another
fbmwICScrib	FormID: 0100B82F	1	0	Synnolian Tunifus needs five units of scribe jelly for cure poison and cure blight potions. He says the closest reliable source of scribes is the Shulk Egg mine, southwest of Balmora, on the west bank of the Ouada Odai, near a swinging bridge. He also taught me a little spell he thought would be useful.
fbmwICScrib	FormID: 0100B82F	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of scribe jelly he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICScrib	FormID: 0100B82F	10	0	A miner gave me some scribe jelly.
fbmwICScrib	FormID: 0100B82F	50	0	I delivered five units of scribe jelly to Synnolian Tunifus. He gave me a cure poison potion, a cure blight potion, and an alembic as a reward.
fbmwICShirt	FormID: 01008498	1	0	For our coming Harvest's End pageant, Iulus Truptor says we need a red shirt with a black vest. He asked me to ask clothiers if they would donate such a shirt and vest to the cult. He says the shirt and vest are what they call a 'common shirt'. When I have the red shirt with a black vest, I should return and deliver them to Iulus

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICShirt	FormID: 01008498	5	0	I told Iulus Truptor I was not be able to obtain a red shirt with a black vest for the Harvest's End pageant. He was disappointed, and told me to decide whether my talents and temperaments are suited for soliciting donations. Before I approach him again for an almoner's mission, I must be sure I want to give the Imperial cult my full
fbmwICShirt	FormID: 01008498	10	0	The Caldera clothier Falanaamo donated a red shirt and black vest to the Imperial cult. He also gave me a matching outfit of shirt and trousers.
fbmwICShirt	FormID: 01008498	50	0	I delivered a red shirt with a black vest to Iulus Truptor for the Harvest's End pageant. He was quite pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.
fbmwICSilverStaff	FormID: 0100B820	1	0	An acolyte named Linus Iulus disappeared some years ago. Our oracle, Lalatia Varian, has had a vision of a Silver Staff of Shaming, and Linus Iulus had one of these staves. Kaye gave me a Detect Enchantment ring, and told me to go to Mount Kand. I'm to find a Silver Staff of Shaming there that belonged to Linus Iulus. I should bring it to Kaye, along with any other personal effects I find that belonged to Linus Iulus.
fbmwICSilverStaff	FormID: 0100B820	2	0	Kaye says that Lalatia Varian, our oracle, she has seen the Silver Staff of Shaming in a dream. She says it lies in the land of burning rock, under the shadow of the Mountain of Fear. Kaye says that an old name for Mount Kand is Mountain of Fear. The oracle believes the staff will be found either east or west of the mountain, in the shadow of the rising or setting sun. I have a Detect Enchantment ring to help
fbmwICSilverStaff	FormID: 0100B820	5	0	I told Kaye I have given up trying to find the Silver Staff of Shaming that belonged to Linus Iulus. He was disappointed, and told me not to come back for at least a day. He told me to decide whether I was serious about serving the Imperial cult before I ask him again for a shrine sergeant mission.
fbmwICSilverStaff	FormID: 0100B820	50	0	I gave Kaye the Silver Staff of Shaming. As a reward, Kaye gave me a Restoration shirt. He thanked me for my exertions on the cult's behalf, and told me to speak to him again when I'm ready for another mission.
fbmwICSilverStaff	FormID: 0100B820	55	0	I gave Kaye the Silver Staff of Shaming and the Maran Amulet and Stendarran Belt that belonged to Linus Iulus. As a reward, Kaye gave me the Silver Staff of Shaming and a Restoration shirt. He thanked me for my exertions on the cult's behalf, and told me to speak to him again when I'm ready for another mission.
fbmwICTokens	FormID: 01F2A563	1	0	As a token of appreciation, I have received a Maran Amulet from the Imperial cult.
fbmwICTokens	FormID: 01F2A563	2	0	As a token of appreciation, I have received a Stendarran Belt from the Imperial cult.
fbmwICTokens	FormID: 01F2A563	3	0	As a token of appreciation, I have received a Septim Ring from the Imperial cult.
fbmwICTokens	FormID: 01F2A563	4	0	As a token of appreciation, I have received an Akatosh Ring from the Imperial cult.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwICUrjorad	FormID: 0100B82A	1	0	The Oracle has sent me to the Daedric shrine of Ashalmimilkala to recover a powerful artifact called the Scroll of Fiercely Roasting and to return it to her. If I choose a greater challenge and risk, I may try to use the scroll instead to slay Carecalmo, the shrine's ancient High Elf priest, and his powerful High Elf bodyguard
fbmwICUrjorad	FormID: 0100B82A	50	0	The Oracle thanked me for giving her the Scroll of Fiercely Roasting. She left the matter of trying to slay Carecalmo and Meryaran to my judgement, since, as opponents, she thinks they may be too great for me. She told me to speak to her again when I am ready to undertake another of the Oracle's Quests.
fbmwICUrjorad	FormID: 0100B82A	55	0	The Oracle says that by killing Carecalmo and Meryaran I have avenged the deaths of the healer Urjorad and his master Dro'farahn Stiff-Neck, and rid the world of a great evil. As a reward she gave me the Gauntlets of Glory. She told me to speak to her again when I am ready to undertake another of the Oracle's Quests.
fbmwICWillow	FormID: 0100B82E	1	0	Synnolian Tunifus needs five units of willow anther for cure paralyzation potions. He admitted he steals willow anther from the flowers growing around the house of Gurak gro-Bagrat. His house is on the mainland, just north of the Foreign Quarter.
fbmwICWillow	FormID: 0100B82E	5	0	I told Synnolian Tunifus I would not be able to bring him the five units of willow anther he asked for. He was disappointed, and told me to take a day to reflect on my shortcomings, and attempt to amend them before I approach him again for a lay
fbmwICWillow	FormID: 0100B82E	50	0	I delivered five units of willow anther to Synnolian Tunifus. He gave me a cure paralyzation potion and a valuable book as a reward.
fbmwICWitch	FormID: 0100B81F	1	0	Kaye has asked me to go to Asha-Ahhe Egg Mine and hunt for a witch named Thelsa Dral. When I am sure she is dead, I should return and report to Kaye.
fbmwICWitch	FormID: 0100B81F	5	0	I told Kaye I wasn't going to hunt the witch Thelsa Dral in Asha-Ahhe Egg Mine. He was disappointed, and told me not to come back for at least a day. He told me to decide whether I was serious about serving the Imperial cult before I ask him again
fbmwICWitch	FormID: 0100B81F	10	0	When I asked in the village of Khuul about the Asha-Ahhe Egg Mine, I was told the miners there think the mine is cursed.
fbmwICWitch	FormID: 0100B81F	15	0	I spoke to a miner in Asha-Ahhe Egg Mine. He says there's something evil in the mine. There are voices, but there's nobody there. There are things moving in the dark, but when you shine the light, there's nothing there. The miner mentioned a lake in particular, and said he won't go down there any more.
fbmwICWitch	FormID: 0100B81F	50	0	I told Kaye that I found the witch Thelsa Dral in Asha-Ahhe Egg Mine, and made sure she was dead. Kaye seemed glad to see me back safe. He gave me a firestone ring and told me to speak to him again when I am ready for another mission.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwILAdvancement	FormID: 01010563	1	0	I have joined Imperial Legion. The Primary Attributes are Personality and Endurance. The Primary Skills are Athletics, Blade, Block, Blunt, Heavy Armor, and Marksman. I must perform regular duties and concentrate on increasing these areas
fbmwILAdvancement	FormID: 01010563	10	0	I am eligible for promotion to the rank of Spearman in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	11	0	I have attained the rank of Spearman in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	20	0	I am eligible for promotion to the rank of Trooper in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	21	0	I have attained the rank of Trooper in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	30	0	I am eligible for promotion to the rank of Agent in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	31	0	I have attained the rank of Agent in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	40	0	I am eligible for promotion to the rank of Champion in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	41	0	I have attained the rank of Champion in the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	50	0	I am eligible for promotion to the rank of Knight Errant of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	51	0	I have attained the rank of Knight Errant of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	60	0	I am eligible for promotion to the rank of Knight Bachelor of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	61	0	I have attained the rank of Knight Bachelor of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	70	0	I am eligible for promotion to the rank of Knight Protector of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	71	0	I have attained the rank of Knight Protector of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	80	0	I am eligible for promotion to the rank of Knight of the Garland of the Imperial
fbmwILAdvancement	FormID: 01010563	81	0	I have attained the rank of Knight of the Garland of the Imperial Legion.
fbmwILAdvancement	FormID: 01010563	90	0	I am eligible for promotion to the rank of Knight of the Imperial Dragon.
fbmwILAdvancement	FormID: 01010563	91	0	I have attained the rank of Knight of the Imperial Dragon.
fbmwILBlueprints	FormID: 010058E2	10	0	Darius told me that the Emperor himself wants the plans to the Anumidium. These plans may be somewhere under Red Mountain.
fbmwILBlueprints	FormID: 010058E2	100	0	Darius thanked me for finding the blueprints to Anumidium. They will be sent immediately to the Emperor himself.
fbmwILCourtesy	FormID: 010058E3	10	0	The Buoyant Armiger Salyn Sarethi in Ghostgate claims that we have no courtesy. Frald the White asked me to challenge Salyn Sarethi to a contest of wit, poetry, and
fbmwILCourtesy	FormID: 010058E3	50	0	I won the duel of wit and poetry against Salyn Sarethi.
fbmwILCourtesy	FormID: 010058E3	70	0	I lost the duel of wit and poetry against Salyn Sarethi.
fbmwILCourtesy	FormID: 010058E3	100	0	Frald the White was pleased to hear that I won the duel of wit and poetry.
fbmwILCourtesy	FormID: 010058E3	110	0	Frald the White was disappointed to hear that I lost the challenge against Salyn Sarethi, but he thanked me for having the courage to meet the challenge.
fbmwILDamsel	FormID: 010058E4	10	0	Radd Heart-Hart asked me to rescue Dandsa, an Imperial citizen, who was captured by raiders. They are holding her in Abernanit on the coast near Gnaar Mok.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwILDamsel	FormID: 010058E4	50	0	I found Dandsa and she agreed to follow me back to the entrance.
fbmwILDamsel	FormID: 010058E4	70	0	Dandsa was safely escorted back outside of Abernanit.
fbmwILDamsel	FormID: 010058E4	100	0	Radd Hard-Heart thanked me for rescuing Dandsa.
fbmwILDamsel	FormID: 010058E4	200	0	I told Radd Hard-Heart that Dandsa is dead.
fbmwILFalseOrdinator	FormID: 010058E5	10	0	Suryr Athones, an Ordinator at the Justice Offices in Vivec has slandered the dignity of our Order. Frald the White asked me to silence his lying mouth with blood.
fbmwILFalseOrdinator	FormID: 010058E5	100	0	Frald the White thanked me for silencing Suryr Athones.
fbmwILGiantNetch	FormID: 010058E6	10	0	Radd Hard-Heart told me that Giant Netch are threatening the village of Gnaar Mok. I must go there and kill the pair of breeding netch.
fbmwILGiantNetch	FormID: 010058E6	100	0	Radd Hard-Heart thanked me for killing the breeding netch near Gnaar Mok.
fbmwILGnisisBlight	FormID: 010058E7	10	0	Darius asked me to cure the Kwama Queen in the Gnisis Eggmine. The Kwama Queen is blighted and the villagers suffer.
fbmwILGnisisBlight	FormID: 010058E7	50	0	I cured the blighted kwama queen in the Gnisis Eggmine.
fbmwILGnisisBlight	FormID: 010058E7	100	0	Darius thanked me for curing the Kwama Queen in the Gnisis Eggmine.
fbmwILGnisisBlight	FormID: 010058E7	200	0	I told Darius that the kwama queen in the Gnisis Eggmine was dead.
fbmwILGrandmaster	FormID: 010058E8	10	0	Varus Vatinius challenged me to a duel. I must meet him in combat with weapons of my choosing in the Vivec Arena.
fbmwILGrandmaster	FormID: 010058E8	100	0	I won the duel against Varus Vatinius. I am now the Knight of the Imperial Dragon of the Order of Ebonheart.
fbmwILKnightShield	FormID: 010058E9	10	0	Varus Vatinius has told me that in order to become a Knight of the Garland, I must prove my worth by returning two legendary artifacts to the Order. First, he would like me to return the Lord's Mail, which recently disappeared from the Shrine in the Imperial Commission in Ebonheart. He has given me the key and permission to
fbmwILKnightShield	FormID: 010058E9	30	0	I've found the Lord's Mail being held by Furius Acilius in a cave complex below Ebonheart. He apparently used a secret entrance to sneak into the Shrine and steal
fbmwILKnightShield	FormID: 010058E9	50	0	I returned the Lord's Mail to Varus Vatinius.
fbmwILKnightShield	FormID: 010058E9	60	0	The second artifact Varus wants me to bring him is the Paladin's Blade, Chrysamere. It is rumored to be in the possession of Draramu Hloran, a powerful sorcerer near
fbmwILKnightShield	FormID: 010058E9	70	0	I was told Draramu Hloran is in the Abanabi Caves, southwest of Sadrith Mora.
fbmwILKnightShield	FormID: 010058E9	100	0	I have returned Chrysamere to Varus Vatinius, who was glad to have the powerful weapon returned to the Legion.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwILMaidenToken	FormID: 01006021	10	0	Varona Nelas is blackmailing a Buoyant Armiger. She has an embroidered glove which was given to this Buoyant Armiger as a token of affection. It would cause a scandal if it were known that they are lovers. Imsin the Dreamer asked me to recover this glove from Varona Nelas and bring it to her. Varona Nelas can be found
fbmwILMaidenToken	FormID: 01006021	50	0	Varona Nelas agreed to give me the glove, which was given by Ilmeni Dren to a Buoyant Armiger. Ilmeni Dren can be found in Vivec.
fbmwILMaidenToken	FormID: 01006021	70	0	I returned the embroidered glove to Ilmeni Dren.
fbmwILMaidenToken	FormID: 01006021	100	0	I brought the embroidered glove to Imsin the Dreamer. She will make sure it is returned to the Buoyant Armiger it belongs to.
fbmwILMaidenToken	FormID: 01006021	110	0	Imsin the Dreamer thanked me for giving the glove back to Ilmeni Dren.
fbmwILMaidenToken	FormID: 01006021	120	0	Imsin the Dreamer thanked me for giving the glove back to Ilmeni Dren.
fbmwILNecromancer	FormID: 01006022	10	0	Sorkvild the Raven is a Necromancer who lives in the Dwemer ruins near Dagon Fel. The Dunmer despise Necromancy, and all who practice it. Radd Hard-Heart wants the Necromancer dead before he ruins the reputation of other Imperial citizens.
fbmwILNecromancer	FormID: 01006022	100	0	Radd Hard-Heart thanked me for killing Sorkvild the Raven.
fbmwILProtectEntius	FormID: 01006023	10	0	Frald the White told me that a fellow knight, Saprius Entius committed murder. He is hiding somewhere in Vivec City. I must find Saprius Entius and protect him from the authorities. Frald the White will find a way to secret him away where he will
fbmwILProtectEntius	FormID: 01006023	40	0	I found Saprius Entius.
fbmwILProtectEntius	FormID: 01006023	50	0	Saprius Entius agreed to follow me back to Frald the White in Ebonheart.
fbmwILProtectEntius	FormID: 01006023	70	0	Saprius Entius arrived safely in Ebonheart.
fbmwILProtectEntius	FormID: 01006023	100	0	Frald the White thanked me for finding Saprius Entius. He will be brought to justice in the Empire.
fbmwILProtectEntius	FormID: 01006023	200	0	Frald the White accused me of killing Saprius Entius and expelled me from the
fbmwILRescueHermit	FormID: 01006024	10	0	Radd Hard-Heart asked me to rescue Jocien Ancois, who is trying to teach the Ashlanders of Imperial culture and virtue. He was taken from the Erabenimsun camp by outcast Ashlanders, I should start there.
fbmwILRescueHermit	FormID: 01006024	15	0	The Erabenimsun Ashlanders told me that Jocien Ancois has been captured by the
fbmwILRescueHermit	FormID: 01006024	20	0	Jocien is being held by some kind of witch-women, a Mabrigash, called Zennammu. She would free Jocien if I brought the Erabenimsun hunter Assaba-Bentus to them.
fbmwILRescueHermit	FormID: 01006024	25	0	To prove his bravery, Assaba-Bentus agreed to go to the Mabrigash.
fbmwILRescueHermit	FormID: 01006024	30	0	Assaba-Bentus arrived at the Mabrigash camp.
fbmwILRescueHermit	FormID: 01006024	50	0	The Mabrigash agreed to let Jocien Ancois go.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwILRescueHermit	FormID: 01006024	70	0	I found Jocien Ancois, and he told me that he would find his own way back to the Erabenimsun camp.
fbmwILRescueHermit	FormID: 01006024	100	0	Radd Hard-Heart thanked me for rescuing Jocien Ancois.
fbmwILRescueHermit	FormID: 01006024	200	0	I told Radd Hard-Heart that Jocien Ancois is dead.
fbmwILRescueKnight	FormID: 01006025	10	0	Joncis Dalomax, a Knight Errant, has been captured. He is being held in Ashurnibibi, a Daedric Ruin on an island northwest of Hla Oad.
fbmwILRescueKnight	FormID: 01006025	50	0	Joncis Dalomax thanked me for rescuing him. He will find his own way back to Hla
fbmwILRescueKnight	FormID: 01006025	100	0	Imsin the Dreamer thanked me for rescuing Joncis Dalomax.
fbmwILRescueKnight	FormID: 01006025	200	0	I told Imsin the Dreamer than Joncis Dalomax was already dead.
fbmwILRescuePilgrim	FormID: 01006026	10	0	Darius asked me to rescue a pilgrim from an outcast Ashlander camp outside of Ald Velothi. The pilgrim's name is Madura Seran.
fbmwILRescuePilgrim	FormID: 01006026	30	0	A resident of Ald Velothi told me that Madura Seran is being held hostage at a camp north of Gnosis, just south of Ald Velothi. Asha-Ammu said that I might avoid a fight if I pay a ransom for Madura Seran.
fbmwILRescuePilgrim	FormID: 01006026	40	0	The ashlanders agreed to let Madura Seran go after I paid them a ransom.
fbmwILRescuePilgrim	FormID: 01006026	50	0	I agreed to escort Madura Seran to the Ald Velothi Outpost.
fbmwILRescuePilgrim	FormID: 01006026	70	0	Madura Seran arrived safely at the Ald Velothi Outpost.
fbmwILRescuePilgrim	FormID: 01006026	100	0	Darius thanked me for rescuing Madura Seran.
fbmwILRescuePilgrim	FormID: 01006026	200	0	I told Darius that the pilgrim Madura Seran was dead.
fbmwILRescueRagrash	FormID: 01006027	10	0	Darius asked me to find out what happened to Ragash gra-Shuzgub, who tried to collect taxes from Baladas Demnevanni. Baladas lives in Arvs Drelen, the tower here
fbmwILRescueRagrash	FormID: 01006027	40	0	Baladas Demnevanni agreed to let Ragash gra-Shuzgub go free.
fbmwILRescueRagrash	FormID: 01006027	50	0	Ragash agreed to follow me out of Arvs Drelen.
fbmwILRescueRagrash	FormID: 01006027	70	0	I escorted Ragash out of Arvs Drelen.
fbmwILRescueRagrash	FormID: 01006027	100	0	Darius thanked me for rescuing Ragash gra-Shuzgub.
fbmwILRescueRagrash	FormID: 01006027	200	0	I told Darius that Ragash was dead.
fbmwILScrapMetal	FormID: 01006028	10	0	The Buoyant Armigers have challenged the Imperial Legion to a hunt. They claim they will bring in the skin of a corpus beast. Radd Hard-Heart wants me to bring in the scrap metal from a Dwemer Centurion.
fbmwILScrapMetal	FormID: 01006028	100	0	I brought Radd Hard-Heart the scrap metal from a Dwemer Centurion. With this the Imperial Legion is sure to win the hunt with the Buoyant Armigers.
fbmwILSmuggler	FormID: 01006029	10	0	Drinar Varyon in Ald'ruhn is a suspected smuggler. Imsin the Dreamer wants me to find any Dwemer artifacts in his place return them to her.
fbmwILSmuggler	FormID: 01006029	100	0	I returned Drinar Varyon's Dwemer Tube to Imsin the Dreamer.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwILSmuggler	FormID: 01006029	200	0	I told Imsin the Dreamer that Drinar Varyon was dead.
fbmwILTalosTreason	FormID: 0100602A	10	0	Darius suspects that some of his troops involved with the Talos Cult are involved in some sort of conspiracy. Darius asked me to find proof of this conspiracy.
fbmwILTalosTreason	FormID: 0100602A	15	0	A Legionaire told me that Oitius Maro might know something more about the Talos
fbmwILTalosTreason	FormID: 0100602A	20	0	I've spoken with Oritius Maro, and it appears he is a member of the Talos Cult. He has given me a key to a shrine in the basement, and told me to speak to Arius
fbmwILTalosTreason	FormID: 0100602A	30	0	Arius Rulician has welcomed me into the shrine, and allowed me to look around. He says the cult has [QUOTE]plans[QUOTE], and that they are always looking for those who have similar beliefs.
fbmwILTalosTreason	FormID: 0100602A	50	0	Darius thanked me for bringing him proof that some of his troops are conspiring against the Emperor. He authorized me to bring the Emperor's justice to the traitors Oritius Maro and Arius Rulician.
fbmwILTalosTreason	FormID: 0100602A	100	0	Darius thanked me for bringing him proof of his troops' treasonous plans and for enacting justice upon them.
fbmwILTraitorWarrior	FormID: 0100602D	10	0	Frald the White told me that Honthjolf, a former Knight Errant of the Order of Ebonheart, has made a pact with the Daedra worshippers of Aharnabi, which is on the far southeastern shores of Azura's coast, near the Shrine of Azura. Honthjolf is a
fbmwILTraitorWarrior	FormID: 0100602D	100	0	Frald the White thanked me for killing Honthjolf, the traitor to our Order.
fbmwILWidowLand	FormID: 0100602E	10	0	General Darius of the Imperial Legion has asked me to get the deed to the Widow
fbmwILWidowLand	FormID: 0100602E	30	0	The Widow Vabdas accused the Imperial Legion of murdering her husband. She refused to give me the deed to her land.
fbmwILWidowLand	FormID: 0100602E	40	0	The Widow Vabdas told me that her husband was last seen in the Gnosis Eggmine.
fbmwILWidowLand	FormID: 0100602E	50	0	The ghost of Mansilamat Vabdas told me that he was murdered by Lugrub gro-Ogdum, a Legionnaire. Mansilamat Vabdas' corpse and the Axe that was used to murder him lie nearby underwater.
fbmwILWidowLand	FormID: 0100602E	70	0	I brought the Axe to Darius. He believed my testimony and ordered me to bring justice to the Widow Vabdas by slaying Lugrub gro-Ogdum.
fbmwILWidowLand	FormID: 0100602E	100	0	I brought the deed to Widow Vabdas' land to Darius.
fbmwILWidowLand	FormID: 0100602E	120	0	Darius thanked me for slaying Lugrub gro-Ogdum, the murderer of Mansilamat
fbmwMercCalvusQuest	FormID: 01024454	1	0	I've hired the mercenary Calvus Horatius as a bodyguard and companion for a thirty-day contract. He will follow me everywhere, and fight when I fight. I should keep him healthy and safe. He will follow or stay, at my command. If I want to change the plan, I should just talk to him about it.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMercCalvusQuest	FormID: 01024454	10	0	The mercenary Calvus Horatius has completed his first thirty-day contract with me, and has left my service.
fbmwMercCalvusQuest	FormID: 01024454	11	0	I've re-hired the mercenary Calvus Horatius as a bodyguard and companion for a thirty-day contract. The terms are the same. He will follow me everywhere, and fight when I fight. I should keep him healthy and safe. He will follow or stay, at my command. If I want to change the plan, I should just talk to him about it.
fbmwMercCalvusQuest	FormID: 01024454	20	0	The mercenary Calvus Horatius has completed another thirty-day contract with me, and has left my service.
fbmwMercCalvusQuest	FormID: 01024454	100	0	The mercenary Calvus Horatius has resigned because I took his stuff. He warned me he was working for profit, and would quit if I ever left him with a total of less than 750 gold worth of gear and cash. He was very angry, and said he would never work
fbmwMGAdvancement	FormID: 0100676E	1	0	I have joined the Mages' Guild. The Primary Attributes are Intelligence and Willpower. The Primary Skills are Alchemy, Alteration, Conjuration, Destruction, Illusion, and Mysticism. I must perform regular duties and concentrate on increasing these areas to gain rank in the Mages' Guild.
fbmwMGAdvancement	FormID: 0100676E	10	0	I am eligible for promotion to the rank of Apprentice in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	11	0	I have attained the rank of Apprentice in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	20	0	I am eligible for promotion to the rank of Journeyman in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	21	0	I have attained the rank of Journeyman in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	30	0	I am eligible for promotion to the rank of Evoker in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	31	0	I have attained the rank of Evoker in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	40	0	I am eligible for promotion to the rank of Conjurer in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	41	0	I have attained the rank of Conjurer in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	50	0	I am eligible for promotion to the rank of Magician in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	51	0	I have attained the rank of Magician in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	60	0	I am eligible for promotion to the rank of Warlock in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	61	0	I have attained the rank of Warlock in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	70	0	I am eligible for promotion to the rank of Wizard in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	71	0	I have attained the rank of Wizard in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	80	0	I am eligible for promotion to the rank of Master Wizard in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	81	0	I have attained the rank of Master Wizard in the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	90	0	I am eligible for promotion to the rank of Arch-Mage of the Mage's Guild.
fbmwMGAdvancement	FormID: 0100676E	91	0	I have attained the rank of Arch-Mage of the Mage's Guild.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMGApprentice	FormID: 0100676F	10	0	Edwinna told me that there has been some sort of disturbance at Huleen's hut in Maar Gan. I am supposed to investigate and put a stop to the disturbance.
fbmwMGApprentice	FormID: 0100676F	20	0	Edwinna was curious about what a Scamp was doing in Huleen's hut. She wants me to return to the hut and look for Huleen's apprentice, Listien Bierles.
fbmwMGApprentice	FormID: 0100676F	40	0	I spoke with Listien Bierles, Huleen's apprentice. He apparently summoned a Scamp and then lost control of it. Everything seems to be under control now.
fbmwMGApprentice	FormID: 0100676F	100	0	I put a stop to the disturbance at Huleen's Hut. Now Edwinna can get back to her
fbmwMGApprentice	FormID: 0100676F	200	0	I told Edwinna that I killed Huleen's apprentice. She expelled me from the Mages
fbmwMGBCShrooms	FormID: 01006770	10	0	Ajira asked me to bring her samples of four types of Mushrooms: Luminous Russula, Violet Coprinus, Bungler's Bane, and Hypha Facia. They may be found in the swamps of the Bitter Coast. I can get there by following the river Odai south of Balmora until I see a wooden bridge. After I pass the bridge I should look for a way over the hills to
fbmwMGBCShrooms	FormID: 01006770	100	0	Ajira thanked me for bringing her the mushroom samples.
fbmwMGBethamez	FormID: 01006771	10	0	Edwinna heard that miners in the Gnosis Eggmine broke into the unplundered Dwemer ruin of Bethamez. She wants me to go to the lower levels of this eggmine and bring back any plans or blueprints I might find.
fbmwMGBethamez	FormID: 01006771	100	0	I brought the plans from Bethamez back to Edwinna.
fbmwMGBowl	FormID: 01006772	10	0	Ajira asked me to find her a ceramic bowl. She told me that Ra'Virr the trader here in Balmora might have one.
fbmwMGBowl	FormID: 01006772	100	0	Ajira thanked me for finding her a ceramic bowl, but was far more concerned about her stolen reports.
fbmwMGDwarves	FormID: 01006773	10	0	Arch-Mage Trebonius asked me to find out what happened to the Dwarves. Unfortunately, he didn't give me much information to go on. I'm not sure if he was
fbmwMGDwarves	FormID: 01006773	70	0	I was able to get the Dwemer books [QUOTE]The Egg of Time[QUOTE] and [QUOTE]Divine Metaphysics Adapted to the Meanest of Intellects[QUOTE] translated. [QUOTE]Divine Metaphysics[QUOTE] seems to be a treatise explaining how to create a new god through sorcery. [QUOTE]The Egg of Time[QUOTE] seems to be a refutation of the idea that linking to a divine source of power can be dangerous if interrupted. Though [QUOTE]The Egg of Time[QUOTE] refutes this idea, perhaps the author was wrong, and this is what happened to the Dwarves.
fbmwMGDwarves	FormID: 01006773	100	0	Arch-Mage Trebonius was pleased when I showed him the three Dwemer books. He said this was sufficient and thanked me for solving the mystery of the
fbmwMGEscortScholar1	FormID: 01006774	10	0	Skink asked me to escort the scholar Tenyeminwe, who can be found at Dirty Muriels's Cornerclub, to Gals Arethi's ship, the Elf-Skerring, over at the Telvanni

**Morrobliovion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
fbmwMGEscortScholar1	FormID: 01006774	50	0	Tenyeminwe agreed to follow me to the Telvanni docks.
fbmwMGEscortScholar1	FormID: 01006774	70	0	Tenyeminwe made it to the Elf-Skerring safely.
fbmwMGEscortScholar1	FormID: 01006774	80	0	Tenyeminwe thanked me for escorting her to the Elf-Skerring and gave me some
fbmwMGEscortScholar1	FormID: 01006774	100	0	Skink thanked me for escorting Tenyeminwe to the Elf-Skerring.
fbmwMGEscortScholar2	FormID: 01006775	10	0	Ranis Athrys asked me to escort the scholar Itermerel, who is staying at the Eight
fbmwMGEscortScholar2	FormID: 01006775	50	0	Plates, to Pelagiad. What Ranis really wants, however, is a copy of Itermerel's notes.
fbmwMGEscortScholar2	FormID: 01006775	70	0	I asked Itermerel to follow me to Pelagiad.
fbmwMGEscortScholar2	FormID: 01006775	70	0	Itermerel arrived safely in Pelagiad.
fbmwMGEscortScholar2	FormID: 01006775	80	0	Itermerel gave me a copy of his notes.
fbmwMGEscortScholar2	FormID: 01006775	100	0	I delivered Itermerel's notes to Ranis.
fbmwMGExcavation	FormID: 01006776	1	0	Hasphat Antabolis gave me a letter of introduction to Senilias Cadiusus, the head of
fbmwMGExcavation	FormID: 01006776	10	0	the expedition at Nchuleftingth. Edwinna has asked me to check up on Senilias Cadiusus in Nchuleftingth. I can get to
fbmwMGExcavation	FormID: 01006776	20	0	Nchuleftingth by either going northeast over the mountains near Suran and
fbmwMGExcavation	FormID: 01006776	30	0	following the Foyada Nadanat northeast or by starting in Molag Mar and going
fbmwMGExcavation	FormID: 01006776	40	0	northwest and following the Foyada north around Mount Kand. Senilias told me that he doesn't have an excavation report due to some
fbmwMGExcavation	FormID: 01006776	50	0	[QUOTE]setbacks[QUOTE]. Senilias Cadiusus told me that Anes Vendu had the excavation report with him when
fbmwMGExcavation	FormID: 01006776	60	0	he disappeared in the lower levels of Nchuleftingth. Senilias asked me to try and
fbmwMGExcavation	FormID: 01006776	70	0	find out what happened to Anes Vendu. I found Anes Vendu's body.
fbmwMGExcavation	FormID: 01006776	80	0	I told Senilias Cadiusus what happened to Anes Vendu. Senilias asked me to return
fbmwMGExcavation	FormID: 01006776	90	0	the excavation report to Edwinna Elbert in Ald'ruhn. I delivered the excavation report to Edwinna.
fbmwMGExcavation	FormID: 01006776	100	0	I delivered the excavation report to Edwinna. She told me that the book I found,
fbmwMGExcavation	FormID: 01006776	110	0	[QUOTE]Hanging Gardens of Wasten Coridale[QUOTE], is written in both Dwemer
fbmwMGExcavation	FormID: 01006776	120	0	and classic Altmer and might be useful to a scholar of Dwemer literature.
fbmwMGFlowers	FormID: 01006777	10	0	Ajira now wants samples of four types of flowers: Gold Kanet, Stoneflower Petals,
fbmwMGFlowers	FormID: 01006777	100	0	Willow Anther, and Heather. These are found on the shores of Lake Amaya. I should
fbmwMGFlowers	FormID: 01006777	100	0	go south out of Balmora and head east past the Fort Moonmoth and across the
fbmwMGFlowers	FormID: 01006777	100	0	Foyada Mamaea on the road to Pelagiad. After leaving the Foyada, I should take the
fbmwMGFlowers	FormID: 01006777	100	0	road to Suran which runs along the north shore of Lake Amaya. Ajira thanked me for bringing her the four flowers.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMGGuildmaster	FormID: 01006778	10	0	Edwinna Elbert asked me to talk to Arch-Mage Trebonius.
fbmwMGGuildmaster	FormID: 01006778	20	0	Skink-in-Tree's-Shade asked me to deliver a letter to Arch-Mage Trebonius.
fbmwMGGuildmaster	FormID: 01006778	50	0	Guildmaster Trebonius challenged me to a duel in the Arena in Vivec. The duel is to the death. Whoever wins will be the Guildmaster of the Mages Guild in Vvardenfell.
fbmwMGGuildmaster	FormID: 01006778	100	0	I am the new Arch-Mage of the Guild of Mages in Vvardenfell.
fbmwMGGuildmaster	FormID: 01006778	110	0	I am the new Arch-Mage of the Guild of Mages in Vvardenfell.
fbmwMGJoinUS	FormID: 01006779	10	0	Ranis asked me to convince Llarar Bereloth to join the guild. If he cannot be convinced, I must kill him. To get to Sulipund, I should leave Balmora east and pass Fort Moonmoth. Then cross the bridge to Molag Amur and follow the trail east until I reach a lake. I should see a Dunmer stronghold to the south. If I head north on the path between the hills, Sulipund will be on my left, just before the path splits.
fbmwMGJoinUS	FormID: 01006779	30	0	I convinced Llarar Bereloth to join the Mages Guild. I should report my success to Ranis Athrys in Balmora.
fbmwMGJoinUS	FormID: 01006779	100	0	I reported my success to Ranis Athrys in Balmora.
fbmwMGJoinUS	FormID: 01006779	110	0	I reported my success to Ranis Athrys in Balmora.
fbmwMGKillNecro1	FormID: 0100677A	10	0	Skink asked me to kill the Necromancer Telura Ulver in Shal. To get there, I should go north from Hla Oad, cross a bridge and follow the coast to the west until I reach another bridge to an island. The entrance to Shal is in a muck pool on the north side
fbmwMGKillNecro1	FormID: 0100677A	50	0	I have killed the Necromancer Telura Ulver. I should report this to Skink in Sadrith
fbmwMGKillNecro1	FormID: 0100677A	100	0	Skink thanked me for killing the Necromancer Telura Ulver.
fbmwMGKillNecro2	FormID: 0100677B	10	0	Ranis told me that Tashpi Ashibael is a necromancer. Ranis wants me to kill Tashpi Ashibael. She lives in Maar Gan.
fbmwMGKillNecro2	FormID: 0100677B	50	0	Tashpi Ashibael agreed to go into hiding. I should tell Ranis Athrys that Tashpi is
fbmwMGKillNecro2	FormID: 0100677B	100	0	I told Ranis Athrys that the Necromancer is dead.
fbmwMGKillNecro2	FormID: 0100677B	110	0	I let the Necromancer escape, but lied to Ranis Athrys.
fbmwMGKillNecro2	FormID: 0100677B	120	0	I told Ranis Athrys that the Necromancer was already dead.
fbmwMGKillTelvanni	FormID: 0100677C	10	0	Arch-Mage Trebonius asked me to kill all the Telvanni councilors. I'm not sure if he
fbmwMGKillTelvanni	FormID: 0100677C	100	0	Arch-Mage Trebonius thanked me for killing all the Telvanni councilors.
fbmwMGMzuleft	FormID: 0100677D	10	0	Edwinna asked me to find plans for a Dwemer scarab in the ruins of Mzuleft southwest of Dagon Fel.
fbmwMGMzuleft	FormID: 0100677D	100	0	I gave the Dwemer scarab plans I found in Mzuleft to Edwinna.
fbmwMGNchuleftBook	FormID: 0100677E	10	0	Edwinna Elbert asked me to find her a copy of the Dwarven book Chronicles of
fbmwMGNchuleftBook	FormID: 0100677E	20	0	I was told that the book Chronicles of Nchuleft might be found in Vivec.
fbmwMGNchuleftBook	FormID: 0100677E	30	0	I was told that Jobasha's Rare Books in Vivec might have a copy of Chronicles of

**Morroblivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
fbmwMGNchuleftBook	FormID: 0100677E	100	0	I brought a copy of Chronicles of Nchuleft to Edwinna Elbert in Ald'ruhn.
fbmwMGPayDues	FormID: 0100677F	10	0	Manwe, a Guild member in Punabi, has not paid any Guild dues in three months. Ranis asked me to find Manwe and collect the dues from her. To get to Punabi, I should go south from Balmora and take the road east past Fort Moonmoth. I should cross the bridge northeast of the Fort and continue east until I reach the lake. The old Dunmer stronghold of Marandus is just south of the lake. Punabi is on the trail
fbmwMGPayDues	FormID: 0100677F	30	0	Manwe says that she is no longer a member of the Mages Guild and refuses to pay
fbmwMGPayDues	FormID: 0100677F	40	0	Manwe suggested that I pay the gold myself.
fbmwMGPayDues	FormID: 0100677F	50	0	Manwe finally agreed to pay the 2000 gold she owes. I need to deliver this gold to Ranis Athrys in Balmora.
fbmwMGPayDues	FormID: 0100677F	100	0	I gave Manwe's Guild Dues to Ranis Athrys.
fbmwMGPotion	FormID: 01006780	10	0	Edwinna asked me to talk to Skink-in-Tree's-Shade in Sadrith Mora Wolvering Hall Guild of Mages and get a Detect Creatures Potion from him.
fbmwMGPotion	FormID: 01006780	50	0	Skink gave me a Detect Creatures Potion.
fbmwMGPotion	FormID: 01006780	100	0	I delivered the Detect Creatures Potion to Edwinna.
fbmwMGReturnBook	FormID: 01006781	10	0	Edwinna asked me to return the book Chimarvamidium to the Mages Guild in Vivec.
fbmwMGReturnBook	FormID: 01006781	30	0	I spoke to Sirilonwe and gave the book Chimarvamidium to her.
fbmwMGReturnBook	FormID: 01006781	40	0	I've placed Chimarvamidium in Sirilonwe's chest.
fbmwMGReturnBook	FormID: 01006781	100	0	Edwinna thanked me for returning Chimarvamidium.
fbmwMGSabotage	FormID: 01006782	10	0	Ajira gave me a fake soul gem. She wants me to sabotage Galbedir's Journeyman project. I should put the fake soul gem in Galbedir's desk.
fbmwMGSabotage	FormID: 01006782	50	0	I have placed the fake soul gem in Galbedir's desk. I should return to Ajira.
fbmwMGSabotage	FormID: 01006782	100	0	Ajira thanked me for helping her sabotage Galbedir's experiment.
fbmwMGScience	FormID: 01006783	10	0	Edwinna asked me to retrieve a Dwemer Tube from Arkngthunch-Sturdumz. Edwinna thinks Arkngthunch-Sturdumz is west of Ald Velothi on the coast. If I follow the coast from Ald Velothi I should be able to see it.
fbmwMGScience	FormID: 01006783	100	0	I delivered the Dwemer Tube to Edwinna.
fbmwMGSharnNecro	FormID: 01006784	10	0	Sharn gra-Muzgob assures me she is not a necromancer, and that she cannot teach me any spells. I wonder...
fbmwMGSharnNecro	FormID: 01006784	100	0	When I showed Sharn gra-Muzgob her own personal copy of Legions of the Dead, she admitted she is a necromancer, and agreed to teach me a summoning spell.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMGSoulGem2	FormID: 01006785	10	0	Skink-in-Tree's-Shade asked me to get the soul of an Ash Ghoul. Skink told me the nearest Ash Ghoul was in Yakin, but any Ash Ghoul will do. Yakin is on the mainland just northwest of Tel Aruhn. From Tel Aruhn, I just need to swim or fly across one island and then continue northwest. (A grand soulgem with any grand soul will do
fbmwMGSoulGem2	FormID: 01006785	100	0	I delivered the soul of an Ash Ghoul to Skink-in-Tree's-Shade.
fbmwMGSpyCatch	FormID: 01006786	10	0	Ranis Athrys believes there is a spy in the Mages Guild. I have been ordered to question Guild members in Ald'ruhn, Vivec, and Sadrith Mora. I am not to take any action against the spy, but to report back to Ranis Athrys.
fbmwMGSpyCatch	FormID: 01006786	35	0	I told Ranis Athrys about Movis Darys in Ald'ruhn, but she is convinced that there is another spy in either Vivec or Sadrith Mora.
fbmwMGSpyCatch	FormID: 01006786	50	0	Tiram Gadar told me he is a [QUOTE]special advisor to Guildmaster Trebonius on Dunmer issues[QUOTE].
fbmwMGSpyCatch	FormID: 01006786	60	0	Sirilonwe told me that Trebonius consults Tiram Gadar before making any important
fbmwMGSpyCatch	FormID: 01006786	70	0	Malven Romori told me that Tiram Gadar showed up recently and gave his credentials to Trebonius.
fbmwMGSpyCatch	FormID: 01006786	80	0	Guildmaster Trebonius gave me Tiram Gadar's [QUOTE]credentials[QUOTE]. They are obvious forgeries. Even Ocato's name is misspelled.
fbmwMGSpyCatch	FormID: 01006786	100	0	I told Ranis Athrys about the spy Tiram Gadar. Ranis will deal with this issue herself.
fbmwMGSpyCatch	FormID: 01006786	110	0	I told Archmage Trebonius that Ranis Athrys was a Telvanni Spy.
fbmwMGStaffMagnus	FormID: 01006787	10	0	Ajira told me that the Staff of Magnus is in Assu, a sorcerer's cave on the slopes of Mount Kand northwest of Molag Mar.
fbmwMGStaffMagnus	FormID: 01006787	100	0	Ajira congratulated me for finding the Staff of Magnus.
fbmwMGStealBook	FormID: 01006788	10	0	Edwinna asked me to steal the book Chimarvamidium from Sirilonwe who is in the Mages Guild in Vivec.
fbmwMGStealBook	FormID: 01006788	100	0	I returned the book Chimarvamidium to Edwinna. She promised to return the book
fbmwMGStolenReport	FormID: 01006789	10	0	Ajira told me that her reports on the mushrooms and flowers of Vvardenfell have been stolen. Ajira thinks that Galbedir stole them. I should look around the Mages Guild here in Balmora for the reports and return them to Ajira.
fbmwMGStolenReport	FormID: 01006789	100	0	Ajira thanked me for finding her stolen reports.
fbmwMGStopCompetition	FormID: 0100678A	10	0	Ranis wants me to convince an Argonian at the South Wall Cornerclub to stop offering unsanctioned training in Restoration.
fbmwMGStopCompetition	FormID: 0100678A	50	0	I convinced Only-He-Stands-There to stop offering unsanctioned training.
fbmwMGStopCompetition	FormID: 0100678A	70	0	Only-He-Stands-There agreed to train me in Restoration. In exchange, I am to tell Ranis Athrys that he is no longer offering training without Guild permission.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMGStopCompetition	FormID: 0100678A	100	0	I told Ranis Athrys that Only-He-Stands-There wouldn't be offering training
fbmwMGStopCompetition	FormID: 0100678A	110	0	I told Ranis Athrys that Only-He-Stands-There wouldn't be offering training anymore. In exchange, he will train me in Restoration.
fbmwMGVampireCure	FormID: 0100678C	10	0	Skink asked me to find a book called Galur Rithari's papers.
fbmwMGVampireCure	FormID: 0100678C	100	0	Skink thanked me for bringing him Galur Rithari's papers.
fbmwMGVampVol2	FormID: 0100678D	10	0	Skink wants a copy of [QUOTE]Vampires of Vvardenfell, Volume Two[QUOTE]. He suggested I try rare bookstores.
fbmwMGVampVol2	FormID: 0100678D	30	0	I was told that Jobasha in Vivec might have a copy, but for a very high price.
fbmwMGVampVol2	FormID: 0100678D	50	0	I was told that the Tribunal Temple does not have a copy of Vampires of Vvardenfell, and that if they did have a copy, they wouldn't tell me about it.
fbmwMGVampVol2	FormID: 0100678D	100	0	I delivered Vampires of Vvardenfell volume two to Skink in Sadrith Mora.
fbmwMGWarlocksRing	FormID: 0100678E	10	0	Ajira told me that the Warlock's Ring is held by Vindamea Drethan, a sorceress in Ashirbadon, which is on an island east of the ruins of Bal Fell.
fbmwMGWarlocksRing	FormID: 0100678E	100	0	Ajira congratulated me on finding the Warlock's Ring.
fbmwMGWiseWoman	FormID: 0100678F	10	0	Skink would like to arrange a meeting with one of the Wise Women of the Ashlanders. He asked me to negotiate a meeting.
fbmwMGWiseWoman	FormID: 0100678F	25	0	Nibani Maesa told me that she would never meet with an Argonian Sorcerer.
fbmwMGWiseWoman	FormID: 0100678F	26	0	Wise Woman Manirai told me she is too busy to meet with Skink-in-Tree's-Shade.
fbmwMGWiseWoman	FormID: 0100678F	27	0	Sonummu Zabamat told me she would meet with Skink-in-Tree's-Shade if Ashkhan Kaushad allowed it. I must speak with Ashkhan Kaushad.
fbmwMGWiseWoman	FormID: 0100678F	28	0	Ashkhan Kaushad told me that he would not allow his Wise Woman to speak with Skink-in-Tree's-Shade.
fbmwMGWiseWoman	FormID: 0100678F	30	0	Sinnammu Mirpal said she might consider sending her apprentice, Minabibi, to speak with Skink-in-Tree's-Shade. Unfortunately, the apprentice is currently in the Favel Ancestral Tomb, which is west of the Ahemmusa camp. I should follow the coast west from the camp, past the Daedric ruins until I see a cavern. If I reach the
fbmwMGWiseWoman	FormID: 0100678F	40	0	I spoke with Minabibi, who agreed to visit Skink-In-Tree's-Shade if I helped her put an Ancestral Ghost to rest. The ghost of Kanit Ashurnisammis is somewhere in this
fbmwMGWiseWoman	FormID: 0100678F	70	0	I put the ghost to rest and Minabibi has promised to speak with Skink-in-Tree's-Shade if Sinnammu agrees. I should speak with Wise Woman Sinnammu to arrange
fbmwMGWiseWoman	FormID: 0100678F	80	0	Sinnammu agreed to send Minabibi to speak with Skink-in-Tree's-Shade. I should report back to Skink.
fbmwMGWiseWoman	FormID: 0100678F	100	0	Somehow Minabibi arrived at the Mages Guild before me. Skink thanked me for arranging the exchange of knowledge.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMGWiseWoman	FormID: 0100678F	110	0	Minabibi gave me an ancestor's ring.
fbmwMGWizardsStaff	FormID: 0100126C	10	0	I must pay my guild dues before I can advance to the next rank.
fbmwMGWizardsStaff	FormID: 0100126C	20	0	I have paid the dues I owe the Mages Guild.
fbmwMGWizardsStaff	FormID: 0100126C	50	0	In order to gain the rank of Wizard, I must have a Wizard's Staff
fbmwMGWizardsStaff	FormID: 0100126C	60	0	I have purchased a Wizard's Staff and I may now advance to the rank of Wizard.
fbmwMGWizardsStaff	FormID: 0100126C	70	0	I showed off my new Wizard's Staff.
fbmwMiloGoneBooks	FormID: 01001DC7	1	0	Gilvas Barelo gave me several books about Nerevar.
fbmwMiloHolago	FormID: 01001DC5	1	0	Blatta Hateria is ready to take me to Holamayan any time I'm ready to travel. And she'll offer that service any time I need it.
fbmwMiloSafe	FormID: 01001DC8	100	0	I spoke to the officer in charge in the Ministry of Truth Prison Keep, and I believe he is going to let me proceed without interference.
fbmwMQ01	FormID: 01F0A28D	1	0	My orders are to go to the town of Balmora in Vvardenfell District and report to a man named Caius Cosades. To find out where he lives, I should ask in Balmora at the cornerclub called South Wall. When I find Caius Cosades, I must give him a package
fbmwMQ01	FormID: 01F0A28D	2	0	of documents, and wait for further orders.
fbmwMQ01	FormID: 01F0A28D	2	0	Elone at Arrile's Tradehouse gave me detailed directions to Balmora.
fbmwMQ01	FormID: 01F0A28D	5	0	A patron of the South Wall cornerclub called Caius Cosades [QUOTE]an old sugar tooth[QUOTE], and says to ask the owner, Bacola Closcius, about Caius Cosades.
fbmwMQ01	FormID: 01F0A28D	10	0	Bacola Closcius says Caius Cosades rents a little bed-and-basket up the hill from the South Wall. go right up the stairs from the front door, then left at the top of the stairs and down to the end of the street.
fbmwMQ01	FormID: 01F0A28D	11	0	I reported to Caius Cosades, but I haven't given him the package of documents yet.
fbmwMQ01	FormID: 01F0A28D	12	0	I gave Caius Cosades the package of documents. Caius Cosades says the Emperor wants me inducted into the Blades, the Imperial Intelligence service, with the rank of Novice. Caius Cosades would be my Spymaster, and I would follow his orders. Should I do as the Emperor commands? I'm not sure... I want to think about it.
fbmwMQ01	FormID: 01F0A28D	14	0	I have given Caius Cosades the package of documents. And by the Emperor's command, Caius Cosades has inducted me into the Blades, the Imperial Intelligence service, with the rank of Novice. Caius Cosades will be my Spymaster, and I'll follow
fbmwMQ01	FormID: 01F0A28D	18	0	Spymaster Caius Cosades gave me 200 gold to spend as I please. And he also told me to establish a cover identity as a freelance adventurer. He suggested I join the Fighters Guild, or Mages Guild, or Imperial cult, advance in the ranks, gain skill and experience, or go out on my own, get freelance work. Then, when I'm ready, I come

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ01	FormID: 01F0A28D	20	0	Spymaster Caius Cosades told me to establish a cover identity as a freelance adventurer. He suggested I might find some work at the Fighters Guild and the Mages Guild. When I'm ready, I'm to come back to him, and he'll have orders for
fbmwMQ01	FormID: 01F0A28D	22	0	Spymaster Caius Cosades suggested I maintain a cover identity as a freelance adventurer, just to avoid drawing unwanted attention. And he says he has orders
fbmwMQ02	FormID: 01F0A28E	1	0	The Spymaster has sent me to talk to Hasphat Antabolis at the Balmora Fighters Guild. I'm to ask him what he knows about the Nerevarine secret cult and the Sixth House secret cult, and return to report to the Spymaster. First I'll have to do some favor for Antabolis, then he'll give me the information that the Spymaster wants.
fbmwMQ02	FormID: 01F0A28E	5	0	I need to do a favor for Hasphat Antabolis before he'll tell me what I need to know. I'm to go to a Dwemer ruin nearby called Arkngthand. I'm supposed to find a little cube with a circular design and some symbols on one side. He called it a [QUOTE]Dwemer puzzle box'. When I bring the cube back to Antabolis, he'll tell me
fbmwMQ02	FormID: 01F0A28E	7	0	I found the Dwemer puzzle box Hasphat Antabolis told me to find. Now I'll take it to him, and in return, he'll tell me what I need to know about the Nerevarine secret cult and the Sixth House secret cult.
fbmwMQ02	FormID: 01F0A28E	10	0	I gave Hasphat Antabolis the Dwemer puzzle box, and now he says he'll tell me what I need to know about the Nerevarine secret cult and the Sixth House secret cult. He also said the inscriptions on the box seem to be the directions for setting a Dwemer key to open a specific lock. When I've delivered my report to Caius, he said come
fbmwMQ02	FormID: 01F0A28E	15	0	back, and maybe he'll have a key I can take back to Arkngthand.
fbmwMQ02	FormID: 01F0A28E	20	0	Hasphat Antabolis gave me notes on the Sixth House to deliver to Caius Cosades. I gave Caius Cosades the notes from Hasphat Antabolis, and Caius seemed well-
fbmwMQ02	FormID: 01F0A28E	25	0	enough pleased with them. However, now he has something else for me to do. Hasphat Antabolis gave me a Dwemer key that may be useful in the Arkngthand
fbmwMQ03	FormID: 01F0A28F	1	0	The Spymaster told me to get Sharn gra-Muzgob at the Balmora Mages Guild to tell me about the Nerevarine, and then report back to him. I'll have to do a little [QUOTE]errand[QUOTE] for her first, he says. I'm beginning to see a pattern here. Rather than pay informants with hard cash, Caius Cosades trades favors for
fbmwMQ03	FormID: 01F0A28F	10	0	information. And as the new recruit in the organization, I provide the favors. Ah, Sharn gra-Muzgob will provide the information on the Nerevarine that the Spymaster wants after I've done a little errand for her. She wants me to retrieve the skull of Llevule Andrano from Andrano Ancestral Tomb. She mentioned Dunmer prejudices against necromancy, and warned me not to upset the natives.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ03	FormID: 01F0A28F	12	0	Sharn gra-Muzgob says that Andrano Ancestral Tomb is south of Pelagiad, just off the road, just before the fork where the road goes southwest towards Seyda Neen and southeast to Vivec. She gave me an enchanted blade and some scrolls, because she says some spirits are immune to normal weapons.
fbmwMQ03	FormID: 01F0A28F	15	0	I delivered the skull Sharn gra-Muzgob asked for, and she's agreed to tell me about the Nerevarine as the Spymaster requested.
fbmwMQ03	FormID: 01F0A28F	20	0	Sharn gra-Muzgob told me about the Nerevarine cult, and gave me some notes to give the Spymaster. Now I should return and report, and give him these notes.
fbmwMQ03	FormID: 01F0A28F	25	0	The Spymaster seemed happy with the notes I gave him on the Nerevarine from Sharn gra-Muzgob. Caius says he'd like to see me at a higher level of conditioning before he sends me out again. So I should take some time to polish my skills and enhance my cover story with a little freelance adventuring. Then, when I'm ready, I'll return, and Caius will have new orders for me. [When you reach Level 3 or
fbmwMQ03	FormID: 01F0A28F	30	0	The Spymaster seemed happy with the notes I gave him on the Nerevarine from Sharn gra-Muzgob. He said he'd like some time to think how the information fits in with the Emperor's plans for me. So if I want, I have some time to do a little freelance adventuring. But whenever I'm ready, Caius says he'll have new orders for
fbmwMQ03	FormID: 01F0A28F	55	0	The Spymaster promoted me to Apprentice Rank in the Blades. He seems pleased with me, because he also gave me a little present.
fbmwMQ04	FormID: 01001DB9	1	0	Caius sent me to Vivec with three tasks: speak with Addhiranirr, a Khajiit Thieves Guild operative in St. Olms; speak with Huleeya, an Argonian in the Foreign Quarter, at the Black Shalk Cornerclub; and speak with Mehra Milo, a Temple priestess at the Hall of Wisdom in the Temple Compound. When I have information about the Nerevarine cult and the Sixth House cult from these three, I report back to Caius.
fbmwMQ04	FormID: 01001DB9	50	0	The Spymaster took my report, and the notes from Huleeya and the 'Progress of Truth'. He needs time to read and digest my report, but in the meantime, he gave me 200 gold to spend and told me to go out and get some guild or freelance jobs, or get some training. When I'm ready, he says to come back, and he'll have new orders
fbmwMQ04	FormID: 01001DB9	55	0	The Spymaster promoted me to Journeyman Rank in the Blades. He seems pleased with me, because he also gave me a little present.
fbmwMQ04a	FormID: 01F0A290	10	0	I found Mehra Milo at the Hall of Wisdom, but she says she cannot talk with me. She must feel she is being watched. She says to meet with me in the back of the library.
fbmwMQ04a	FormID: 01F0A290	20	0	I found Mehra Milo in the back of the library. She says she knows nothing about the Sixth House, but she is willing to answer my questions about the Nerevarine cult.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMQ04a	FormID: 01F0A290	30	0	Mehra Milo says copies of 'Progress of Truth' can be found in the secret libraries of the Hall of Wisdom, but that they are guarded. She says it will be safer to search booksellers for a copy. She says some booksellers will sell outlawed books.
fbmwMQ04a	FormID: 01F0A290	40	0	Mehra Milo says to tell Caius Cosades that she is worried that she is being watched by Ordinators, and that if something goes wrong, she will leave a message under the agreed code word [QUOTE]amaya[QUOTE].
fbmwMQ04a	FormID: 01F0A290	50	0	Mehra Milo says the Temple persecutes the Nerevarine cult because they claim the Tribunal are false gods. A group called the Dissident priests disputes Temple doctrine on the Nerevarine prophecies. A book [QUOTE]Progress of Truth[QUOTE] describes the beliefs of the Dissident priests. Mehra Milo says I must get a copy of
fbmwMQ04b	FormID: 01001DBB	5	0	I'm told that Addhiranirr is hiding because a Census and Excise agent is in the area. She's probably down in the underworks.
fbmwMQ04b	FormID: 01001DBB	10	0	Addhiranirr will be hiding in the underworks while the Census and Excise agent is in
fbmwMQ04b	FormID: 01001DBB	12	0	Addhiranirr was too concerned about the Census and Excise agent to answer questions for the Spymaster. Maybe I can do something to get rid of him.
fbmwMQ04b	FormID: 01001DBB	15	0	When I told the Census and Excise agent that Addhiranirr took a gondola to the mainland, he said he was heading back to the mainland anyway, and would look for her there. Maybe Addhiranirr will be grateful that I've gotten rid of him for her.
fbmwMQ04b	FormID: 01001DBB	30	0	Addhiranirr was pleased that I'd taken care of the Census and Excise agent she'd been worrying about, and now she's ready to answer my questions on the Nerevarine cult and the Sixth House cult.
fbmwMQ04b	FormID: 01001DBB	45	0	Addhiranirr says that some smugglers are now working for the Sixth House, but Addhiranirr couldn't find out what they are smuggling. Addhiranirr thought it was strange that smugglers who usually brag about their smuggling are suddenly being very quiet about what they smuggle for the Sixth House. I wonder what is being smuggled, and why it is such a big secret. I think this is the sort of thing Caius
fbmwMQ04b	FormID: 01001DBB	53	0	When I told the Census and Excise agent to look for Addhiranirr in the underworks, he was pleased. He didn't seem in a hurry to do anything, though. I wonder how Addhiranirr will feel about what I've done.
fbmwMQ04b	FormID: 01001DBB	56	0	Addhiranirr was angry that I'd told the Census and Excise agent where to find her. Now it's going to be very hard to persuade her to answer my questions on the Nerevarine cult and the Sixth House cult.
fbmwMQ04b	FormID: 01001DBB	60	0	I finally managed to persuade Addhiranirr to answer my questions on the Nerevarine cult and the Sixth House cult.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ04c	FormID: 01001DBC	1	0	I found Huleeya, but we can't talk at the Black Shalk Cornerclub because some troublesome fools are bothering him. He says he'll answer my questions if I'll travel together with him to Jobasha's Rare Books.
fbmwMQ04c	FormID: 01001DBC	2	0	Racist thugs are bothering Huleeya. He wants to avoid trouble. Perhaps I can persuade them with words or coin to leave Huleeya alone. Otherwise, Huleeya thinks that there must be bloodshed.
fbmwMQ04c	FormID: 01001DBC	15	0	I spoke with the troublesome fools bothering Huleeya, and they agreed to leave him
fbmwMQ04c	FormID: 01001DBC	18	0	Huleeya will follow me to Jobasha's Rare Books. There he will answer my questions
fbmwMQ04c	FormID: 01001DBC	20	0	Huleeya has followed me to Jobasha's Rare Books. He says he'll answer my questions here where we can talk in peace.
fbmwMQ04c	FormID: 01001DBC	50	0	Huleeya hadn't heard of a Sixth House cult, but he knew a lot about the Nerevarine cult. He gave me notes to give to Caius. The main thing I gathered is that the Temple's conflict with the Nerevarine cult is tied up with ancient grievances between the Ashlanders and the Great Houses.
fbmwMQ05	FormID: 01001DBD	1	0	The Spymaster has sent me to see a fellow named Hassour Zainsubani, an Ashlander who left the Wastes to become a wealthy trader in Ald'ruhn. He gave me 100 gold and told me to find out what Zainsubani likes, and get him a gift. Then I'm to give him the gift, and ask him to tell me about the Ashlanders and the Nerevarine cult.
fbmwMQ05	FormID: 01001DBD	10	0	When I have the information, I'm to report back to the Spymaster.
fbmwMQ05	FormID: 01001DBD	30	0	Boderi Farano, the publican of the Ald Skar Inn, says that Hassour Zainsubani has many books in his room, and perhaps that would be a suitable gift.
fbmwMQ05	FormID: 01001DBD	31	0	Hassour Zainsubani says that among the Ashlanders a thoughtful gift shows respect and knowledge of the one who is to receive the gift. Fortunately... or perhaps by courtesy or design... Hassour Zainsubani has mentioned that he loves poetry. Then a book of poetry would be a perfect gift for him. Perhaps a bookseller, merchant, or pawnshop nearby may have such a thing.
fbmwMQ05	FormID: 01001DBD	32	0	As a gift, I gave Hassour Zainsubani a copy of [QUOTE]Ashland Hymns[QUOTE]. He seemed surprised and pleased. He thanked me and offered in return to answer my questions about the Ashlanders and the Nerevarine cult.
fbmwMQ05	FormID: 01001DBD	32	0	As a gift, I gave Hassour Zainsubani a copy of [QUOTE]Words of the Wind[QUOTE]. He seemed surprised and pleased. He thanked me and offered in return to answer my questions about the Ashlanders and the Nerevarine cult.

Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ05	FormID: 01001DBD	33	0	As a gift, I gave Hassour Zainsubani a copy of [QUOTE]The Five Far Stars[QUOTE]. He seemed surprised and pleased. He thanked me and offered in return to answer my questions about the Ashlanders and the Nerevarine cult.
fbmwMQ05	FormID: 01001DBD	34	0	Hassour Zainsubani said he would take my earnest thought and effort as a token in place of a gift. Because I behaved courteously, he is willing to help me, and tell me what wish to know about the Ashlanders and the Nerevarine cult.
fbmwMQ05	FormID: 01001DBD	35	0	Hassour Zainsubani says that he is too old now to travel, but that his son, Hannat Zainsubani, seeks out sources of fine ebony. The son has proposed to chart the rarely visited ancient underground complex at Mamaea, west of Red Mountain, and if I should meet him in my travels, Hassour Zainsubani asks me to tell his son that his father longs for news of his son-and-heir.
fbmwMQ05	FormID: 01001DBD	50	0	Hassour Zainsubani gave me some notes where he has written what he thinks I need to know about the Ashlanders and the Nerevarine cult. These notes will satisfy the Spymaster. But Hassour Zainsubani invited me to ask any questions I wish, and perhaps I can learn some other useful information from speaking with him.
fbmwMQ06	FormID: 01001DBE	1	0	Caius promoted me to Apprentice rank in the Blades, and gave me the Emperor's secret orders and told me to read them. The Emperor thinks the Nerevarine prophecies are genuine, and that I may be the Nerevarine. I'm being sent to the Urshilaku Camp to speak with the heads of the Nerevarine cult, Sul-Matuul and Nibani Maesa. I'll tell them my story, and tell them to test me against the
fbmwMQ06	FormID: 01001DBE	5	0	Nuleno Tedas gave me directions to Urshilaku camp. The camp is due north from Maar Gan, but high ridges lie in the way. Follow Foyada Bani-Dad, a deep ravine just north of Maar Gan, northwest to the sea. A shipwreck at the seamount of the ravine is a landmark. Swim east around the headland. Pass east through the ruins of Assurnabita's Shrine. Urshilaku Camp lies east of the ruins, inland in a low hollow.
fbmwMQ06	FormID: 01001DBE	11	0	I have slain an Urshilaku Ashlander. This will make my mission to speak with Sul-Matuul and Nibani Maesa more difficult.
fbmwMQ06	FormID: 01001DBE	13	0	I have slain an Urshilaku Ashlander. This will make my mission to speak with Sul-Matuul and Nibani Maesa more difficult.
fbmwMQ06	FormID: 01001DBE	20	0	I have been told to go speak with Zabamund, a gulakhan, Sul-Matuul's champion, in his Zabamund's yurt. If Zabamund gives me permission, then I may enter the ashkhan's yurt and speak with Sul-Matuul.
fbmwMQ06	FormID: 01001DBE	35	0	I have persuaded Zabamund that I must speak to Sul-Matuul. Now I must go to the ashkhan's yurt and tell Sul-Matuul that Zabamund has sent me.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ06	FormID: 01001DBE	40	0	Sul-Matuul has sent me to the Urshilaku Burial Caverns to fetch Sul-Senipul's Bonebiter Bow. Sul-Senipul was Sul-Matuul's father, and his spirit guards this bonemold longbow deep in the burial caverns. If I return to Sul-Matuul with this bow, he will adopt me into the Urshilaku tribe as a Clanfriend. And then Sul-Matuul will send me to the wise woman, Nibani Maesa, to be tested against the Nerevarine
fbmwMQ06	FormID: 01001DBE	42	0	I must go to Urshilaku Burial Caverns to retrieve Bonebiter, the bonemold longbow of Sul-Matuul's ancestor, Sul-Senipul. Sul-Matuul says that the Urshilaku Burial Caverns lie to the south-southeast of Urshilaku camp, halfway between the camp and the slopes of Red Mountain. He warns me that Ashlander ancestral spirits guard
fbmwMQ06	FormID: 01001DBE	45	0	I completed the initiation rite by bringing Sul-Senipul's Bonebiter Bow to Sul-Matuul. He has named me a Clanfriend of the Ashlanders He has also given me permission to go to the wise woman's yurt and speak with Nibani Maesa, who will examine me and test me against the Nerevarine prophecies.
fbmwMQ06	FormID: 01001DBE	51	0	Nibani Maesa agrees that my aspect -- my birthsign -- and my uncertain parentage fit with the Nerevarine prophecies. But that is not sufficient proof that I am the
fbmwMQ06	FormID: 01001DBE	52	0	Nibani Maesa believes that the Nerevarine should bear the mark of the moon-and-star -- the mark of Indoril Nerevar's family standard.
fbmwMQ06	FormID: 01001DBE	53	0	Nibani Maesa believes there is some connection between the recent attacks by mad cultists called 'sleepers' and the Nerevarine prophecies.
fbmwMQ06	FormID: 01001DBE	54	0	Nibani Maesa recited the version of the Nerevarine prophecies she knows as 'the
fbmwMQ06	FormID: 01001DBE	55	0	Nibani Maesa recited a version of the Nerevarine prophecies she calls 'Seven Visions of Seven Trials of the Incarnate'.
fbmwMQ06	FormID: 01001DBE	56	0	The wise women know that some Nerevarine prophecies have been lost. But the Dissident Priests of the Temple study the Ashlander Nerevarine prophecies, and record them in books. Perhaps the lost prophecies can be found there. Nibani Maesa has asked me to go to the Dissident Priests, get them to show me the books, and to tell her what I find there. This sounds like something to mention to Caius.
fbmwMQ06	FormID: 01001DBE	60	0	Nibani Maesa says I am not the Nerevarine, but I may become the Nerevarine. It seems she is willing to help me unravel the Nerevarine prophecies and my part in them. She tells me to seek the lost prophecies among the Dissident priests of the Temple. If I bring these lost prophecies to her, she will be my guide. And she gave me copies of the Nerevarine prophecies called 'The Stranger' and 'The Seven

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Quest ID	Form ID			
fbmwMQ07	FormID: 01001DBF	1	0	Before I take my next mission, the Spymaster wants me to improve my skills. He suggests I take a few guild jobs, cash in the loot, and upgrade my equipment. He gave me 400 gold to spend. When I think I'm ready, I'll go back to him, and he'll give
fbmwMQ07	FormID: 01001DBF	2	0	The Spymaster suggests I do some more freelance work, and invest all I earn in training and equipment. When I think I'm ready, I'll go back to him, and he'll give me
fbmwMQ07	FormID: 01001DBF	5	0	The Spymaster has sent me to find a Sixth House base near Gnaar Mok. There I must kill a Sixth House priest named Dagoth Gares, and bring the Spymaster a full report on the Sixth House base. But first I need to speak to Raesa Pullia, the Champion of Fort Buckmoth. She'll tell me about the patrol that found the base, and how to find
fbmwMQ07	FormID: 01001DBF	7	0	The Spymaster says a patrol found a Sixth House base in a cave the locals call Ilunibi. However, the one trooper who escaped to report died of corpus disease. Before he died, the trooper encountered monsters, cultists, and a powerful Sixth House priest called Dagoth Gares. The Spymaster says to go talk to Raesa Pullia, Champion of
fbmwMQ07	FormID: 01001DBF	10	0	I spoke with Raesa Pullia. The trooper who escaped died mad and disfigured with corpus. The cavern with the Sixth House base -- Ilunibi -- is not on the maps. I'll ask in Gnaar Mok about Ilunibi. The patrol fought cultists, disfigured man-beasts, and a half-man creature named Dagoth Gares. Dagoth Gares killed all the patrol, but sent one survivor out with messages about awakened sleepers and Lord Dagoth Ur.
fbmwMQ07	FormID: 01001DBF	20	0	A scout in Gnaar Mok told me about an old sea cave, called Ilunibi Caverns, up on the north end of the Gnaar Mok island, right on the coast. He said there was nothing but rats and slaughterfish, though smugglers and outlaws might use it for a hide-
fbmwMQ07	FormID: 01001DBF	40	0	The priest of Ilunibi Shrine tells me that Dagoth Ur bids me come to Red Mountain, where he would grant me counsel and power, if only I would pledge that friendship anew. He says the path to Red Mountain is long, and filled with danger, but there I will find wisdom, a firm friend, and all the power I need to set the world aright. So Dagoth Ur hopes to attract me to his service with promises of friendship and power.
fbmwMQ07	FormID: 01001DBF	42	0	Dagoth Gares says the Sixth House was only sleeping. Now Dagoth Ur and the Sixth House will free Morrowind of foreign rulers and divine pretenders. When the land is swept clean of 'false friends' and 'greedy thieves', the children of Veloth 'will build anew a garden of plenty in this blighted wasteland'. So the Sixth House means to drive out the Empire, overthrow the Temple, and restore the pre-Imperial Dunmer



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ07	FormID: 01001DBF	44	0	Dagoth Gares describes the Sleepers and Dreamers as new and weak worshippers. But the Children of His Flesh -- I think he means the corpus beasts -- are 'deep in the heart of his mysteries'. He also says that he and the servants of Ilunibi we are the least of Dagoth Ur's servants, and that servants called 'Ash Poets', 'Ascended Sleepers', and 'Ash Vampires' are more powerful and more blessed by Lord Dagoth.
fbmwMQ07	FormID: 01001DBF	46	0	Dagoth Gares says Lord Dagoth would far rather have me as a friend than as an enemy. But until I submit to Lord Dagoth, Sixth House servants will treat me as an enemy. If I want to be a friend of the Sixth House, first I must go to Lord Dagoth in his citadel on Red Mountain, and make my submission.
fbmwMQ07	FormID: 01001DBF	48	0	Dagoth Gares says Ilunibi shrine is only a small, quiet retreat where Sixth House servants share the sacraments of flesh and blood, and dream the dreams of their Lord. He says other lesser shrines are hidden throughout the land, but the greatest shrines of Sixth House servants lie beneath Red Mountain, in the citadels of our Lord
fbmwMQ07	FormID: 01001DBF	49	0	Dagoth Gares addressed me as if I were Lord Nerevar, giving me Dagoth Ur's words. Dagoth Ur says Nerevar and he were friends and brothers, but that Nerevar struck Dagoth Ur down beneath Red Mountain while Dagoth Ur protected a treasure Nerevar had sworn Dagoth Ur to protect. Yet Dagoth Ur offers to forgive me and raise me high in his service. So Dagoth Ur thinks I'm Lord Nerevar. I wonder about
fbmwMQ07	FormID: 01001DBF	50	0	I have killed Dagoth Gares, as the Spymaster ordered. But with his dying breath, Dagoth Gares pronounced a curse on me, and now I have the corpus disease. He said I would come to Dagoth Ur ' in his flesh, and of his flesh'. I don't feel any different, but the marks of the disease are plain on my face. I'll have to return and report to the Spymaster on the Sixth House base, and hope he knows of some way
fbmwMQ08	FormID: 01001DC0	1	0	The Spymaster promoted me to Traveler rank, but is very worried about my Corpus disease. My best chance of a cure is Divayth Fyr, an ancient Telvanni wizard who runs a Corprusarium for victims of the disease. With the Dwemer artifact and 1000 gold Caius gave me, I'll go to Tel Fyr and persuade Divayth Fyr to cure my corpus disease. I must hurry back to the Spymaster when I'm cured, because Caius knows
fbmwMQ08	FormID: 01001DC0	5	0	Caius says Tel Fyr, Divayth Fyr's tower, is southwest of Sadrith Mora, on an island on the southwestern edge of Zafirbel Bay. There's no boat service, so I must water-walk or swim from Sadrith Mora. Use the guild guide at the Mages Guild to reach Sadrith Mora. Then, at Wolverine Hall, Fighters Guild, ask the scout Sondryn Irathi for detailed directions to Tel Fyr. Caius gave me levitation potions, since Telvanni
fbmwMQ08	FormID: 01001DC0	10	0	I showed Divayth Fyr the Dwemer artifact the Spymaster gave me, but I didn't give it

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ08	FormID: 01001DC0	12	0	I showed Divayth Fyr the Dwemer artifact the Spymaster gave me, but I didn't give it to him. He seemed annoyed with me.
fbmwMQ08	FormID: 01001DC0	15	0	I gave Divayth Fyr the Dwemer artifact the Spymaster gave me. It seems to have made a good impression on him.
fbmwMQ08	FormID: 01001DC0	20	0	Divayth Fyr says that the corpus disease makes you immune to other diseases, and that the Nerevarine prophecies say the Nerevarine will be immune to disease. Can it just be a coincidence?
fbmwMQ08	FormID: 01001DC0	25	0	Divayth Fyr has offered to give me a potion that may cure me of corpus disease. It might also kill me, but, as he says, I haven't a better choice. All I have to do is go down into the Corprusarium, find a corpus victim named Yagrurn Bagarn, collect a pair of boots from him, then return to Divayth Fyr, and he'll give me the potion.
fbmwMQ08	FormID: 01001DC0	28	0	I have been warned by Vistha-Kai, Warden of the Corprusarium, not to harm the inmates of the Corprusarium.
fbmwMQ08	FormID: 01001DC0	30	0	I have killed one of the inmates of the Corprusarium.
fbmwMQ08	FormID: 01001DC0	32	0	I have killed one of the residents of Tel Fyr. I doubt this will make me popular with the wizard Divayth Fyr.
fbmwMQ08	FormID: 01001DC0	40	0	Yagrurn Bagarn gave me the Dwemer boots Divayth Fyr asked for. Now, when I deliver these boots to Divayth Fyr, he will give me the potion that I hope will cure
fbmwMQ08	FormID: 01001DC0	46	0	I gave Divayth Fyr the Dwemer boots from Yagrurn Bagarn, and he offered to give me the potion, but only if I'd take it right there, before his eyes, so he could closely observe its effects. Those are his conditions. He said to come back when I'm ready
fbmwMQ08	FormID: 01001DC0	50	0	I gave Divayth Fyr the Dwemer boots from Yagrurn Bagarn, and he gave me the potion. It didn't cure me. But it did remove all apparent signs of the disease. Divayth Fyr said he didn't actually WANT to cure me. He just wanted to remove the harmful features of the disease while preserving its virtues. It worked. And now Divayth Fyr is eager to test the potion on subjects in the Corprusarium. But I must hurry back to report to the Spymaster, and search for the lost prophecies.
fbmwMQ09	FormID: 01001DC4	1	0	Caius Cosades was recalled to the Imperial City. He says he believes I am really the Nerevarine. He wants me to find the lost prophecies and deliver them to Nibani Maesa. His parting orders are to go to the Hall of Wisdom and Justice, where Mehra Milo will tell me how to get the lost prophecies. He says she's being watched, and if something has gone wrong, she will leave me a message under the code word

Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ09	FormID: 01001DC4	10	0	I found a note addressed to 'Amaya' in Mehra Milo's room. I think it means she's in trouble, probably imprisoned in the Ministry of Truth. I'm to tell the guard at the entrance, Alvela Saram, that I'm looking for Mehra Milo, and she'll let me in. Milo wants me to bring her two Divine Intervention scrolls. For an escape plan? She also
fbmwMQ09	FormID: 01001DC4	15	0	Alvela Saram gave me a key to the entrance to the Ministry of Truth. I'll need keys for other doors inside; look for them in desks. She said there's sympathy for the Dissident priests among the Ordinators, but if anyone gets killed getting her out,
fbmwMQ09	FormID: 01001DC4	20	0	I gave Mehra Milo a Divine Intervention scroll. She'll meet me at Holamayan, a Dissident priest monastery, and we'll get the lost prophecies. I'll go to the East Docks in Ebonheart, find Blatta Hateria, tell her that Mehra Milo sent me, and that I want to 'go fishing'. She'll bring me to Holamayan by boat. I must speak to Vevrana
fbmwMQ09	FormID: 01001DC4	22	0	Aryon, a monk at the dock at Holamayan, about Holamayan's magically hidden Vevrana Aryon, a monk of Holamayan, says I will find Mehra Milo in the monastery here, on this island. A stone pathway north from the docks leads uphill to the entrance to Holamayan, but the portal opens only at dusk and dawn, the magical twilight hours sacred to Azura. I will find Mehra Milo in the library with Master
fbmwMQ09	FormID: 01001DC4	25	0	Barelo. Later, Vevrana Aryon can arrange for my return to Vivec whenever I am Here's Gilvas Barelo's short interpretation of 'The Lost Prophecy'. 'An outlander -- foreign-born, but welcomed as a guest -- confronts seven curses beneath Red Mountain. His hand, blessed by Azura, uses a cursed blade to bring justice to House
fbmwMQ09	FormID: 01001DC4	30	0	Dagoth, or House Dwemer, or both.' Maybe the prophecy was lost because Here's Gilvas Barelo's short interpretation of 'The Seven Curses'. 'Seven curses come from House Dagoth, or House Dwemer, or both. Fire and ash come from Red Mountain. Flesh is corpus. Ghosts, Seed, and Despair are unclear, but Curse-of-
fbmwMQ09	FormID: 01001DC4	40	0	Dreams seems to refer to recent cases of soul sickness and Sleeper attacks in the Gilvas Barelo says that Dagoth Ur grows stronger while the Tribunal grows weaker. He sees the return of Saint Nerevar, even if it is only the 'spirit' of Saint Nerevar, as
fbmwMQ09	FormID: 01001DC4	42	0	the best hope for salvation from Dagoth Ur's menace. The Temple might not be so intolerant of differences in opinion, Gilvas Barelo says, but the Ordinators under Berel Sala claim that the threat from Red Mountain and Dagoth Ur can only be resisted with a unified, resolute faith. If the Dissident priests could show they can confront Dagoth Ur more effectively than the Ordinators, the
fbmwMQ09	FormID: 01001DC4			Temple and people might support the Dissident priests.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ09	FormID: 01001DC4	44	0	Gilvas Barelo says that faith in the Temple's protective power was strong as long as the Ordinators, Buoyant Armigers, and Tribunal could contain the blight and Dagoth Ur's creatures within the Ghostfence. But now travelers and settlements suffer from blight storms and marauding monsters, and the people fear the Temple is losing its ages-old battle with the Devil Dagoth Ur.
fbmwMQ09	FormID: 01001DC4	46	0	The appearance of the Sixth House is clearly a sign of a coming crisis, according to Gilvas Barelo. In such troubled times, the Dunmer may turn to the ancient pillars of faith, the ancestors and the Daedra, and the prophetic visions granted by Lord Azura. Then they may look to the Nerevarine, Saint Nerevar Reborn, to lead them
fbmwMQ09	FormID: 01001DC4	48	0	The Heirographa are the collected priestly writings of the Temple. The Apographa are the 'hidden writings' -- secrets known only at the highest levels of priesthood and inquisition. The Dissident priests have gathered much of the Apographa in Holamayan. One of the chief disputes between the Temple and the Dissident priests is that the Temple hides the truth from its followers.
fbmwMQ09	FormID: 01001DC4	49	0	From the Apographa, Gilvas Barelo gave me a document called 'Kagrenac's Tools'. This document describes the terrible secret that the Temple conceals about the true history of the Tribunal and the corrupt nature of their divine powers. To hide this secret, the Temple persecutes the Nerevarine and the Dissident Priests. Barelo says the persecution must stop, and we must unite against the true enemy, Dagoth Ur.
fbmwMQ09	FormID: 01001DC4	50	0	Gilvas Barelo gave me 'The Lost Prophecy' and 'The Seven Curses'. 'The Lost Prophecy' says the Nerevarine is an outlander. That may surprise the Ashlanders, but it suggest that I might really be the Nerevarine. He also gave me a document based on the Apographa called 'Kagrenac's Tools' which reveals the guilty secret behind the Tribunal's divine powers. I must bring these lost prophecies to Nibani
fbmwMQ10	FormID: 01001DC9	1	0	I told Nibani Maesa of the lost prophecies, and what Gilvas Barelo said about them. She has told me to leave her while she consults the ancestors in her dreams. I'm to come back when the moons have come and gone to hear her judgement.
fbmwMQ10	FormID: 01001DC9	3	0	The moons have come and gone, and it is time to return to Nibani Maesa and hear her judgement.
fbmwMQ10	FormID: 01001DC9	5	0	Nibani Maesa says she has been chosen as my guide on the path of the Nerevarine. She says I must pass the Seven Trials of the Seven Visions. The first two trials, my particular birth and my cured corpus disease, are already passed. For the third trial, I must go to Sul-Matuul, the guardian of the Nerevarine cult, and he will tell me what to do. When I have fulfilled the third trial, I must return to Nibani Maesa for

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ10	FormID: 01001DC9	10	0	Sul-Matuul has given me the following quest. Go to Kogoruhn, the ancient halls of House Dagoth. Get three tokens: 1. corprus weepings from a corprus beast, 2. a cup with the mark of House Dagoth, and 3. the Shadow Shield, which lies on the Tomb of Dagoth Morin, in the lava tunnels deep beneath ruined Kogoruhn. If I bring him these three tokens, he will reveal to me the secret of the Third Trial of the
fbmwMQ10	FormID: 01001DC9	15	0	I have passed Sul-Matuul's Warrior's Test. Now I must find the Cavern of the Incarnate, a secret place sacred to Azura, and look for the moon and star of the prophecies. To find the Cavern of the Incarnate, I must solve a riddle: the eye of the needle lies in the teeth of the wind -- the mouth of the cave lies in the skin of the pearl -- the dream is the door and the star is the key. Sul-Matuul called this riddle 'Wisdom's Test', and says take counsel of the wisdom of the tribes to find the way.
fbmwMQ10	FormID: 01001DC9	20	0	An Ashlander says the 'eye of the needle' in the riddle may be a tall rock column in the Valley of the Wind. The Valley of the Wind is a valley on the northeast slopes of Red Mountain. The entrance to the valley is marked by Airan's Teeth, two tall rock
fbmwMQ10	FormID: 01001DC9	22	0	An Ashlander says there is a place called 'Airan's Teeth' in the Valley of the Wind. Two rocks spires mark the entrance to the Valley of the Wind, and they bear the name of the seer, Airan, who is blessed by Azura. These might be the 'teeth of the wind'. The Valley of the Wind is a valley on the northeast slopes of Red Mountain.
fbmwMQ10	FormID: 01001DC9	24	0	I was asking about the skin of the pearl when I mentioned the Needle, in the Valley of the Wind. The Ashlander said there was whitish rock at the top of the Needle. That might be the 'skin of the pearl' I'm looking for.
fbmwMQ10	FormID: 01001DC9	26	0	Nibani Maesa thinks that 'the star is the key' refers to Azura's Star that appears in the sky only in the magical hour between day and night, at dawn and twilight.
fbmwMQ10	FormID: 01001DC9	28	0	Nibani Maesa says that, if the star is the key -- Azura's Star -- then the door may be seen only at dawn and dusk, when Azura's Star is in the sky. Then the star would be the 'key' that opens the door.
fbmwMQ10	FormID: 01001DC9	29	0	Nibani Maesa says, if the door is only seen at dawn and dusk, then it may be that the mouth of the cave is hidden or magical, and cannot be seen except when it is 'opened' by the 'key' -- Azura's Star.
fbmwMQ10	FormID: 01001DC9	50	0	I saw Azura in the Cavern of the Incarnate. I received the Moon-and-Star, an enchanted ring, and I am the Nerevarine. I have passed the first three trials. Now I must show Moon-and-Star to the ashkhans of the tribes and the councilors of the houses. Each tribe must call me Nerevarine. Each House must call me Hortator. These are the next two trials. Nibani Maesa shall be my guide. I must return to her

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ10	FormID: 01001DC9	52	0	The spirit of Peakstar warned that now that I bear the Moon-and-Star, and will be recognized as the Nerevarine, I must be ready for hatred and fear from the Temple, from Ordinators, and from Tribunal Faithful of the Great Houses.
fbmwMQ10	FormID: 01001DC9	54	0	Peakstar says I must be chosen as 'Nerevarine' by the Ashlanders and 'Hortator' by the Great Houses. These are titles of war leaders chosen to unite the Dunmer in times of need. I must prove a war leader is needed, and be chosen as that war leader. I must tell how the Tribunal used profane tools of the Dwarves, and betrayed and misled the people. I must tell about the threat of Dagoth Ur and the
fbmwMQ10	FormID: 01001DC9	60	0	Nibani Maesa reminded me of the Fourth Trial of the Seven Visions: 'A stranger's voice unites the Houses./Three Halls call him Hortator.' When I have been named 'Hortator' by each of the three Great Houses of Vvardenfell, I will have passed the Fourth Trial, and should return to Nibani Maesa for further guidance.
fbmwMQ10	FormID: 01001DC9	62	0	When a greater enemy threatens, the Great Houses put aside their quarrels and choose a Hortator, a single war leader to lead all the Houses. Only a Great House council can name a Hortator, and all councils must agree. Nibani Maesa says I must go to Redoran Council, Hlaalu Council, and Telvanni Council, prove to each that the threat of Dagoth Ur warrants uniting under a Hortator, and persuade each to name
fbmwMQ10	FormID: 01001DC9	64	0	Nibani Maesa reminded me of the Fifth Trial of the Seven Visions: 'A stranger's hand unites the Velothi/Four Tribes call him Nerevarine'. The Four Tribes are the four tribes of Vvardenfell, the Urshilaku, the Ahemmusa, the Zainab, and the Erabenimsun. When I have been named 'Nerevarine' by each of the four Ashlander tribes of Vvardenfell, I will have passed the Fifth Trial, and should return to Nibani
fbmwMQ10	FormID: 01001DC9	66	0	In times of great danger, the Ashlander tribes unite under a single war leader. If I can prove to the Urshilaku, Ahemmusa, Zainab, and Erabenimsun tribes that I am the Nerevarine, and that the tribes must unite against the threat of the Sixth House, then each ashkhan will declare me 'Nerevarine' and war leader of all tribes. This is
fbmwMQ10	FormID: 01001DC9	70	0	how I must pass the Fifth Trial. I must go to all the tribal ashkhans, but my friend Sul-
fbmwMQ10	FormID: 01001DC9	72	0	The ghost of Peakstar gave me a belt and pants.
fbmwMQ10	FormID: 01001DC9	72	0	The ghost of Hort-Ledd gave me a book and a robe.
fbmwMQ10	FormID: 01001DC9	74	0	The ghost of Erur-Dan gave me a spear and cuirass.
fbmwMQ10	FormID: 01001DC9	76	0	The ghost of Idrenie Nerothan gave me a probe and lockpick.
fbmwMQ10	FormID: 01001DC9	78	0	The ghost of Ane Teria gave me a book and a mace.
fbmwMQ10	FormID: 01001DC9	80	0	The ghost of Conoon Chodala gave me an axe and a pair of boots.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11a	FormID: 01001DCC	2	0	The gulakhan Kausi of the Ahemmusa admitted that they are a poor, sad tribe, without an ashkhan, and led by a wise woman. He asked me to talk to the wise woman, Sinnammu Mirpal, and do the deeds of a hero, and save the Ahemmusa.
fbmwMQ11a	FormID: 01001DCC	3	0	The gulakhan Dutadalk of the Ahemmusa told me to speak to the wise woman, Sinnammu Mirpal, and to tell her I will find a safe place for the Ahemmusa.
fbmwMQ11a	FormID: 01001DCC	4	0	The gulakhan Yenammu of the Ahemmusa told me to speak to the wise woman, Sinnammu Mirpal. She is the Ahemmusa leader.
fbmwMQ11a	FormID: 01001DCC	5	0	The wise woman of the Ahemmusa Ashlanders, Sinnammu Mirpal, has said that she will name me Ahemmusa Nerevarine, but first I must go to the Daedric shrine at Ald Daedroth which is located north of the Ahemmusa and make it safe for the Ahemmusa. When I have made Ald Daedroth safe, I must then return to Sinnammu Mirpal, and then she will accompany me to Ald Daedroth. Then, when she has seen whether Ald Daedroth is safe or not, she will name me Ahemmusa Nerevarine.
fbmwMQ11a	FormID: 01001DCC	6	0	Sinnammu Mirpal has told me that first I must go to Ald Daedroth which is located north of Ahemmusa camp and make it safe. She will not tell me exactly what she means by 'safe.' She is not a warrior or ashkhan, and she leaves this judgement to me. Perhaps there are many ways to make Ald Daedroth safe. But first I must go there and see for myself what must be done. Sinnammu Mirpal is an old woman, weak and vulnerable. If she must accompany me there, it must be very safe, or
fbmwMQ11a	FormID: 01001DCC	10	0	Sinnammu Mirpal says that when I am sure that Ald Daedroth is safe, I must return to her. Then she will accompany me to Ald Daedroth. If she can pass safely into the old sanctuary and see the great statue there, she will agree that I have made Ald Daedroth safe, and then she will name me Ahemmusa Nerevarine.
fbmwMQ11a	FormID: 01001DCC	15	0	Sinnammu Mirpal assures me that she can water-walk. Otherwise, it would be hard for her to accompany me to Ald Daedroth. But I will have to be careful to protect her from sea creatures while we journey over water.
fbmwMQ11a	FormID: 01001DCC	20	0	I told Hlireni Indavel the sad plight of the Ahemmusa Ashlanders, and how they would die if they didn't have a safe refuge from the blight. It is a sad tale, but without my gift for words, I doubt it would have moved her. Fortunately, she was so moved she invited me to bring the Ahemmusa to Ald Daedroth, and promised that neither she nor her followers would harm them while they were here.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11a	FormID: 01001DCC	25	0	I threatened to kill Hlireni Indavel if she would not give the Ahemmusa shelter on Ald Daedroth. I wasn't sure she would listen to reason, but apparently she was so impressed by the level of my skills that she decided to yield. She promised on the Mad God that I could bring the Ahemmusa to Ald Daedroth, and that neither she nor her followers would harm them while they were here.
fbmwMQ11a	FormID: 01001DCC	30	0	I threatened to kill Hlireni Indavel if she would not give the Ahemmusa shelter on Ald Daedroth. I wasn't sure she would listen to reason, but apparently she was so impressed by my reputation that she decided to yield. She promised on the Mad God that I could bring the Ahemmusa to Ald Daedroth, and that neither she nor her followers would harm them while they were here.
fbmwMQ11a	FormID: 01001DCC	35	0	I spoke with an Ordinator at Ald Daedroth. The Ordinators are only worried about the Daedra worshippers here, and they say that if I leave them alone, they'll leave
fbmwMQ11a	FormID: 01001DCC	38	0	Sinnammu Mirpal accompanies me to Ald Daedroth. If she can pass safely into the old sanctuary and see the great statue there, she will name me Ahemmusa
fbmwMQ11a	FormID: 01001DCC	40	0	I have done as wise woman Sinnammu Mirpal has asked. I have brought her to the great statue beneath the ruins, and this is the test she has set to determine whether Ald Daedroth is safe for the Ahemmusa. Now I must speak to her and get her to name me Ahemmusa Nerevarine as she has promised.
fbmwMQ11a	FormID: 01001DCC	50	0	Sinnammu Mirpal agrees that I have fulfilled my part of the bargain. Ald Daedroth is safe enough to be a refuge for the Ahemmusa. Therefore she has named me Ahemmusa Nerevarine, War Leader of the Ahemmusa, and Protector of the People. She has also given me the Madstone of the Ahemmusa, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Ahemmusa have named me
fbmwMQ11akill	FormID: 01001DCD	1	0	I have slain an Ahemmusa Ashlander. Now it will be impossible to have friendly dealings with them or their leaders.
fbmwMQ11e	FormID: 01001DCE	2	0	I asked Ashkhan Ulath-Pal of the Erabenimsun to name me Nerevarine. He mocked me as a hound and a foreign fool, and he said he would kill me with his own hand if I ever troubled him again.
fbmwMQ11e	FormID: 01001DCE	5	0	I told the Erabenimsun wise woman Manirai that I wish to be named Nerevarine by her tribe. She said this will never happen, not while Ashkhan Ulath-Pal and his supporters live. She says that if I want to be Nerevarine of the Erabenimsun, I must kill Ulath-Pal and his supporters, the gulakhans Ahaz, Ranabi, and Ashu-Ahhe. Then I must raise Gulakhan Han-Ammu to Ashkhan. Ashkhan Han-Ammu would then name



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11e	FormID: 01001DCE	10	0	Manirai says that now, with Ulath-Pal and his supporters out of the way, it is a simple matter to be named Nerevarine of the Erabenimsun. All I need to do is persuade Gulakhan Han-Ammu to become the ashkhan of the Erabenimsun. I'll find him in his gulakyurt. She warned me, however, that he may be difficult to persuade.
fbmwMQ11e	FormID: 01001DCE	35	0	I spoke to Han-Ammu and made a little speech about having the courage to accept responsibilities of ashkhan, because the fate of the tribe is in his hands. He has taken the lesson to heart, and has accepted his responsibilities as ashkhan. He also said that he will name me Nerevarine of the Erabenimsun. I must ask him to do this
fbmwMQ11e	FormID: 01001DCE	36	0	I have slain one of the war-loving Erabenimsun Ashlanders. But perhaps it would have been impossible to have friendly dealings with them or their leaders, anyway.
fbmwMQ11e	FormID: 01001DCE	40	0	I have given Han-Ammu the War Axe of Airan-Ammu, Sanit-Kil's Heart of Fire, and the Robe of Erur-Dan the Wise, and I have persuaded him to accept his responsibilities as ashkhan of the Erabenimsun. He has also agreed to name me Nerevarine of the Erabenimsun. I must ask him to do this immediately.
fbmwMQ11e	FormID: 01001DCE	41	0	I have given Han-Ammu the War Axe of Airan-Ammu and Sanit-Kil's Heart of Fire, but he asked me to keep the Robe of Erur-Dan the Wise for myself. And by these tokens, I have persuaded him to accept his responsibilities as ashkhan of the Erabenimsun. He has also agreed to name me Nerevarine of the Erabenimsun. I
fbmwMQ11e	FormID: 01001DCE	42	0	I have given Han-Ammu the War Axe of Airan-Ammu and the Robe of Erur-Dan the Wise, but he asked me to keep Sanit-Kil's Heart of Fire for myself. And by these tokens, I have persuaded him to accept his responsibilities as ashkhan of the Erabenimsun. He has also agreed to name me Nerevarine of the Erabenimsun. I
fbmwMQ11e	FormID: 01001DCE	43	0	I have given Han-Ammu Sanit-Kil's Heart of Fire and the Robe of Erur-Dan the Wise, but he asked me to keep the War Axe of Airan-Ammu for myself. And by these tokens, I have persuaded him to accept his responsibilities as ashkhan of the Erabenimsun. He has also agreed to name me Nerevarine of the Erabenimsun. I
fbmwMQ11e	FormID: 01001DCE	50	0	Han-Ammu, now Ashkhan of the Erabenimsun, has named me Erabenimsun Nerevarine, Champion of the Erabenimsun, and Protector of the People. I must also go to wise woman Manirai and get from her the Seizing of the Erabenimsun, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the
fbmwMQ11e	FormID: 01001DCE	55	0	Wise Woman Manirai has given me the Seizing of the Erabenimsun, an enchanted token that identifies me as Nerevarine and Champion of the Erabenimsun.

Morroblovion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11eAxe	FormID: 01001DD2	1	0	I have given Han-Ammu the War Axe of Airan-Ammu and made a little speech about strength and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider naming me
fbmwMQ11eAxe	FormID: 01001DD2	5	0	I gave Han-Ammu the War Axe of Airan-Ammu and made a little speech about strength and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider naming me Nerevarine. But he says he doesn't need the axe, and that I should keep it for
fbmwMQ11eHeart	FormID: 01001DD0	1	0	I have given Han-Ammu the Sanit-Kil's Heart of Fire and made a little speech about courage and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider naming me
fbmwMQ11eHeart	FormID: 01001DD0	5	0	I gave Han-Ammu the Sanit-Kil's Heart of Fire and made a little speech about courage and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider naming me Nerevarine. But he said he didn't need the amulet, and he let me keep it.
fbmwMQ11ekill	FormID: 01001DCF	1	0	I have slain a peace-loving Erabenimsun Ashlander. Now it will be impossible to have friendly dealings with the peace-loving Erabenimsun or their leaders.
fbmwMQ11eRobe	FormID: 01001DD1	1	0	I have given Han-Ammu the Robe of Erur-Dan the Wise and made a little speech about wisdom and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider
fbmwMQ11eRobe	FormID: 01001DD1	4	0	I gave Han-Ammu the Robe of Erur-Dan the Wise and made a little speech about wisdom and symbols and responsibility. I believe he has taken the lesson to heart, and will consider accepting his responsibilities as ashkhan, and consider naming me Nerevarine. But he said he does not need the robe, and he asked me to keep it.
fbmwMQ11u	FormID: 01001DCA	1	0	Sul-Matuul has warned me that people of the Great Houses and the Temple may be hostile when I am known as the Nerevarine. He also suggests that I take counsel with Nibani Maesa about the ways of the Ashlander tribes and their ashkhans, for I am an outsider, and unfamiliar with Ashlander ways.
fbmwMQ11u	FormID: 01001DCA	5	0	Before Sul-Matuul will name me 'Nerevarine', he first wishes to recite the needs and duties of the Nerevarine, so I may tell others. Sul-Matuul recites the need for the Nerevarine in three parts as follows. First, the curse of Dagoth Ur and the Sixth House threatens our land. Second, the False Gods lie, and offer false hope of protection. Third, I bear the Moon-and-Star of Nerevar.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11u	FormID: 01001DCA	10	0	The first need and proof of the Nerevarine is the curse of Dagoth Ur and the Sixth House. Because I have fought the Sixth House, because I have suffered corpus, because I have harrowed Kogoruhn, I can tell others, and my story shall serve as proof of the need for the Nerevarine.
fbmwMQ11u	FormID: 01001DCA	15	0	The lies of the Tribunal and the false hope they offer of protection from Dagoth Ur are the second proof of the need for the Nerevarine. The False Gods have broken their promises, and have taken up the tools used by the enemies Kagrenac and Dagoth Ur. Since the Tribunal can no longer protect Morrowind from Dagoth Ur, the
fbmwMQ11u	FormID: 01001DCA	20	0	The third proof of the need for the Nerevarine is Azura's sign: I bear the Moon-and-Star of Nerevar. The legend of Moon-and-Star is known to all loremasters. No man but Nerevar may wear that ring and live.
fbmwMQ11u	FormID: 01001DCA	25	0	These are the duties of the Nerevarine, as described to me by Sul-Matuul. I shall be Nerevarine of all the tribes, and Hortator of all the Great Houses. I shall eat the sin of the unmourned house, and free the false gods. I must defeat the Sixth House, and Dagoth Ur -- that is clear enough. I must free the Tribunal from their curse... I think that means free them from their use of Kagrenac's profane tools.
fbmwMQ11u	FormID: 01001DCA	50	0	Sul-Matuul has named me Nerevarine, War Leader of the Urshilaku, and Protector of the People. He has given me the Teeth, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Urshilaku have named me Nerevarine.
fbmwMQ11ukill	FormID: 01001DCB	1	0	I have slain an Urshilaku Ashlander. Now it will be impossible to have friendly dealings with them or their leaders.
fbmwMQ11z	FormID: 01001DD3	2	0	Ashkhan Kaushad scoffed when I asked him to name me Zainab Nerevarine. He seemed to doubt that an outlander could ever become the Nerevarine. Maybe if I could improve his disposition towards me, he might take me more seriously.
fbmwMQ11z	FormID: 01001DD3	3	0	The Zainab wise woman, Sonummu Zabamat, says that Ashkhan secretly admires expensive outlander clothing. She says that if I bring him a pair of exquisite shoes, he might be better disposed towards me.
fbmwMQ11z	FormID: 01001DD3	4	0	I gave Ashkhan Kaushad the gift of a pair of exquisite shoes. He seemed pleased.
fbmwMQ11z	FormID: 01001DD3	5	0	I asked Kaushad, Ashkhan of the Zainab, to set me a task to prove that I am worthy to be named Nerevarine of the Zainab. A vampire named Calvario has taken refuge in nearby Nerano Ancestral Tomb which is north of the Zainab Camp. If I can kill this vampire, then I will be judged worthy to be named Nerevarine of the Zainab.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11z	FormID: 01001DD3	20	0	Since Calvario is dead, Ashkhan Kaushad says he will call me Nerevarine, but not until all the traditional rites and customs have been observed. It is customary to offer the Ashkhan a generous gift as a mark of respect. Ashkhan Kaushad has done me the great favor of naming the gift he wishes to receive -- a high-born Telvanni bride -- 'a pretty one, plump, with big hips to bring me many sons.'
fbmwMQ11z	FormID: 01001DD3	22	0	I asked Ashkhan Kaushad where I might find him a high-born Telvanni bride. He said I should visit high-born Telvanni lords and inform each that Ashkhan Kaushad of the Lordly Zainab will do them the honor of making one of their daughters his bride. He trusts me to choose the finest among those offered. The Ashkhan told me to take counsel with his wise woman, Sonummu Zabamat, who knows his mind well in such
fbmwMQ11z	FormID: 01001DD3	25	0	Sonummu Zabamat says no high-born Telvanni would consider wedding an Ashlander. But she has a cunning plan. I must go to Savile Imayn, slavemistress of the Festival Slave Market in Tel Aruhn, and tell her I need a pretty Dunmer slave. Savile Imayn will tell me how to dress the slave like a high-born Telvanni lady. Then I must escort the pretty slave to Zainab camp and present her to Ashkhan Kaushad as
fbmwMQ11z	FormID: 01001DD3	30	0	I have told Savile Imayn, slavemistress of the Festival Slave Market, of my plan to pose a slave as a high-born Telvanni bride to marry the Zainab Ashkhan. She says she has a perfect slave for the part, named Falura Llervu, but first Savile Imayn wants me to bring her an exquisite shirt, an exquisite skirt, and exquisite shoes to dress the slave in. I can see this is going to be very expensive.
fbmwMQ11z	FormID: 01001DD3	35	0	I have obtained an exquisite shirt, an exquisite skirt, and exquisite shoes to dress the slave Falura Llervu in. Savile Imayn needs time to coach Falura Llervu to play her part, and in the meantime she told me to go get some Telvanni Bug Musk perfume to make Falura Llervu completely irresistible.
fbmwMQ11z	FormID: 01001DD3	40	0	I have brought the Telvanni Bug Musk perfume to Savile Imayn, and I have purchased Falura Llervu. Savile Imayn gave me the key to Falura Llervu's cage. When I'm ready, I should speak to Falura Llervu, give her the exquisite shirt, exquisite skirt, exquisite shoes, and Telvanni Bug Musk, and tell her to follow me to
fbmwMQ11z	FormID: 01001DD3	45	0	I spoke to Falura Llervu and gave her the perfume and exquisite clothes. She says she is very pleased with her clothes and her perfume, and is happy to escape slavery. She says she is a little anxious about marrying an Ashlander, even an Ashlander chief, but anything is better than being a slave, and she is tough, clever
fbmwMQ11z	FormID: 01001DD3	47	0	Falura Llervu and I have arrived in Ashkhan Kaushad's yurt. First I must speak once more to Falura Llervu, then I must present her to Ashkhan Kaushad as his new high-

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ11z	FormID: 01001DD3	50	0	Ashkhan Kaushad says he is very pleased with Falura Llervu, though she is not so generous in the hips as he would like. He promises to make her a happy bride, and to do her honor as a high-born Telvanni lady. And he has named me Zainab Nerevarine, War Leader of the Zainab, and Protector of the People. He has also given me the Zainab Thong, an enchanted heirloom of the tribe, which shall be a
fbmwMQ11z	FormID: 01001DD3	55	0	Falura Llervu says she is very pleased with Ashkhan Kaushad. He is good-looking, clever, and rich, although a bit full of himself, like all men. She thanks me for having been her matchmaker and benefactor, and hopes I will return to visit when she has brought many fine sons and daughters to Ashkhan Kaushad.
fbmwMQ11z	FormID: 01001DD3	60	0	Ashkhan Kaushad told me secretly that he is not such a fool, that he realizes I have tricked him, but he thinks me very clever for having hoodwinked him, and he is much happier than he would be if he had truly been given a stuck-up Telvanni lady.
fbmwMQ11zkill	FormID: 01001DD4	1	0	I have slain a Zainab Ashlander. Now it will be impossible to have friendly dealings with them or their leaders.
fbmwMQ12	FormID: 01002C51	1	0	Athyn Sarethi gave me a sealed package containing a message sent on behalf of Archcanon Saryoni, High Archcanon of Vivec. In the event that I become both Hortator of the three Great Houses and Nerevarine of the four Ashlander tribes, Saryoni invites me to a private meeting to consider my claims. Once I am Hortator and Nerevarine, I should speak with the healer of the High Fane of Vivec, Danso
fbmwMQ12	FormID: 01002C51	5	0	The archcanon is in his private quarters, and he wants to speak with me, but I must avoid confrontations with the Ordinators at all costs, because spilling the blood of faithful servants of the Temple will make a reconciliation more difficult. The archcanon has spoken with the High Fane Ordinators, but if I am a wanted criminal,
fbmwMQ12	FormID: 01002C51	20	0	The Ordinators guarding the High Fane know that I have come to meet with Saryoni. They warned me not to break the law, or they will take swift action.
fbmwMQ12	FormID: 01002C51	25	0	Archcanon Saryoni accepted my apology for killing the Ordinator guard at the High Fane. He said it was time to risk trusting one another.
fbmwMQ12	FormID: 01002C51	30	0	Archcanon Saryoni has suggested that the Temple's policy concerning the Nerevarine might change, and has arranged a private meeting with Lord Vivec. He gave me two keys: one to the private back entrance to his quarters, the other to a locked entrance to Lord Vivec's palace. He says the Ordinators are not under his control, and asks that I avoid them. Lord Vivec is expecting me, and perhaps I
fbmwMQ12	FormID: 01002C51	34	0	I refused to accept Wraithguard from Lord Vivec. He dismissed me, but told me to come back if I changed my mind.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ12	FormID: 01002C51	36	0	Lord Vivec asked me if I would accept Wraithguard, and he would not accept my answer of 'maybe'. He dismissed me, but told me to come back if I changed my
fbmwMQ12	FormID: 01002C51	38	0	I refused to swear my oath, before all gods and men, before all spirits visible and invisible, before my honor and Vivec's honor, to dedicate myself and Wraithguard to the defeat and destruction of Dagoth Ur, and the preservation of Morrowind and its people. Vivec said I would not find Wraithguard useful, because without my oath, he wouldn't teach me its use. He dismissed me, but told me to come back if I
fbmwMQ12	FormID: 01002C51	40	0	Lord Vivec wouldn't accept a 'maybe' in answer to his demand that I swear an oath to dedicate myself and Wraithguard to the defeat and destruction of Dagoth Ur, and the preservation of Morrowind and its people. He said I would not find Wraithguard useful, because without my oath, he wouldn't teach me its use. He dismissed me, but told me to come back if I changed my mind.
fbmwMQ12	FormID: 01002C51	50	0	I accepted Wraithguard from Lord Vivec, and I swore my oath, before all gods and men, before all spirits visible and invisible, before my honor and Vivec's honor, to dedicate myself and Wraithguard to the defeat and destruction of Dagoth Ur, and the preservation of Morrowind and its people. Vivec somehow taught me how to use Wraithguard. He then offered to give some explanations, or to let me go
fbmwMQ12	FormID: 01002C51	55	0	To defeat Dagoth Ur, Vivec says I must go to Red Mountain to recover the artifact hammer Sunder from Gate Citadel Vemynal, then the artifact blade Keening from Gate Citadel Odrosal. Then, with these artifacts and Wraithguard, if I destroy the enchantments on the Heart of Lorkhan in Dagoth Ur's citadel, Dagoth Ur will be destroyed, and the Blight ended. Vivec gave me 'The Plan to Defeat Dagoth Ur' to
fbmwMQ13	FormID: 01002C55	1	0	Lord Vivec has given me Wraithguard and a detailed set of plans for defeating Dagoth Ur and the Sixth House.
fbmwMQ13	FormID: 01002C55	2	0	Buoyant Armigers at Ghostgate told me that all their intelligence is old. No one has ventured far inside the fence for years. They gave me a map showing the locations of the citadels of the various ash vampires. Sixth House creatures have become more numerous and powerful, and the most powerful can conjure powerful daedra. There are no safe refuges or services inside the fence; I must return to Ghostgate to
fbmwMQ13	FormID: 01002C55	3	0	In the ruins of Kogoruhn, I have slain Dagoth Uthol the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	4	0	In Citadel Vemynal, I have slain Dagoth Vemyn the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQ13	FormID: 01002C55	5	0	In Citadel Endusal, I have slain Dagoth Endus the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	6	0	In Citadel Odrosal, I have slain Dagoth Odros the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	7	0	In Citadel Tureynulal, I have slain Dagoth Tureynul the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	8	0	In Citadel Dagoth, I have slain Dagoth Gilvoth the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	9	0	In Citadel Dagoth, I have slain Dagoth Araynys the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.
fbmwMQ13	FormID: 01002C55	10	0	In Citadel Odrosal I discovered the artifact blade Keening, one of the enchanted tools created by the Dwemer Craftlord Kagrenac.
fbmwMQ13	FormID: 01002C55	15	0	In Citadel Vemynal I discovered the artifact hammer Sunder, one of the enchanted tools created by the Dwemer Craftlord Kagrenac.
fbmwMQ13	FormID: 01002C55	20	0	In Citadel Vemynal I discovered an enchanted hammer called Sunder. It appears to be one of the enchanted tools created by the Dwemer Craftlord Kagrenac. But I can handle it without injury when I don't have Wraithguard equipped, and that seems
fbmwMQ13	FormID: 01002C55	50	0	I have recovered the Dwemer Artifacts Sunder and Keening that were created by the Dwemer Craftlord Kagrenac. I am now ready to face Dagoth Ur.
fbmwMQ14	FormID: 01002C56	5	0	I found Dagoth Ur, and spoke with him. He asked me questions, and let me answer questions in return. And when all the questions had been asked and answered, there was nothing left to say. The time for words is past. Now only deeds can
fbmwMQ14	FormID: 01002C56	10	0	I found Dagoth Ur, and fought with him, and defeated him, but I did not destroy him. He seems to have escaped in a spirit form, perhaps to return and restore from the Heart's power. I must pursue him, and find and destroy the enchantments on
fbmwMQ14	FormID: 01002C56	20	0	I found the Heart of Lorkhan within the giant artifact Akulakhan. I struck the Heart with Sunder, then struck it again and again with Keening until the enchantment was destroyed. Severed from the sustaining power of the Heart, Dagoth Ur was destroyed. But the disturbance triggered an earthquake, and I had to flee for my
fbmwMQ14	FormID: 01002C56	50	0	As I fled from the destruction of the Chamber of Akulakhan, I encountered the presence of the Daedra Lord Azura. She told me I had achieved my destiny and was free. The prophecies are fulfilled, and the Blight gone. But now I am Hortator and Nerevarine, Protector of Morrowind, and must defend the people from monsters and villains. She gave me a ring as a token of thanks and blessing.

**Morroblovion Quest and Form ID's**

Quest ID	Form ID			
fbmwMQAllHortandNer	FormID: 01002C53	1	0	Athyn Sarethi was concerned that I had not fulfilled the Nerevarine prophecies. He says that Archcanon Saryoni hopes I will come speak with him at the High Fane in
fbmwMQAllHortandNer	FormID: 01002C53	2	0	Crassius Curio seemed concerned that I had not fulfilled the Nerevarine prophecies. He says that Archcanon Saryoni hopes I will come speak with him at the High Fane
fbmwMQAllHortandNer	FormID: 01002C53	3	0	Divayth Fyr was surprised and disappointed that I had not fulfilled the Nerevarine prophecies. He says he has heard rumors that Archcanon Saryoni hopes I will come speak with him at the High Fane in Vivec City.
fbmwMQAllHortandNer	FormID: 01002C53	4	0	Mehra Milo was concerned that I had not fulfilled the Nerevarine prophecies. She says that Archcanon Tholer Saryoni, the high priest of the Temple, is desperate, and that he asks that I come speak with him at the High Fane in Vivec City. She begged
fbmwMQAllHortandNer	FormID: 01002C53	5	0	Gilvas Barelo was concerned that I had not fulfilled the Nerevarine prophecies. He says that Archcanon Tholer Saryoni, the high priest of the Temple, is desperate. Barelo asked me to go speak with Saryoni at the High Fane in Vivec City.
fbmwMQAllHortandNer	FormID: 01002C53	6	0	Nibani Maesa was concerned that I had not fulfilled the Nerevarine prophecies. She says she hears that a man named Tholer Saryoni, the leader of the Temple, is desperate. Nibani Maesa asked me to go speak with Saryoni at the High Fane in
fbmwMQAllHortandNer	FormID: 01002C53	30	0	I have been named Hortator of all three Great Houses, Redoran, Hlaalu, and Telvanni. Of the Seven Visions of Seven Trials of the Incarnate, I have now fulfilled
fbmwMQAllHortandNer	FormID: 01002C53	40	0	I have been named Nerevarine by all four tribes of the Vvardenfell Ashlanders -- Urshilaku, Ahemmusa, Zainab, and Erabenimsun. Of the Seven Visions of Seven
fbmwMQAllHortandNer	FormID: 01002C53	50	0	Trials of the Incarnate, I have now fulfilled the Fifth Trial.
fbmwMQAllHortandNer	FormID: 01002C53	55	0	I have fulfilled both the fourth and fifth trials.
fbmwMQAllHortandNer	FormID: 01002C53	55	0	Nibani Maesa says I must go to Vivec's high priest, Saryoni, and demand to speak with the false god Vivec. She says Kagrenac's tools are the keys to the riddle of the Sixth and Seventh Trials, and that I must get them from Vivec.
fbmwMQAshKill	FormID: 01002C52	1	0	I have killed one of the leaders of the Ashlander tribes. Now there is no possibility that I could be accepted by the Ashlander tribes as the Nerevarine of prophecy.
fbmwMQHlaalu	FormID: 01001DD8	1	0	I have been given a recent edition of the Yellow Book of Great House Hlaalu. It lists the current Hlaalu councilors and their residences
fbmwMQHlaalu	FormID: 01001DD8	30	0	Nileno Dorvayn told me that I should speak with Crassius Curio at his manor in Vivec City. He is the most likely to consider my requests, whatever they may be.



**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMQHlaalu	FormID: 01001DD8	50	0	Crassius Curio gave me the Belt of the Hortator, a token that shows I have been named Hortator of House Hlaalu by Hlaalu's councilors. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials of the Incarnate.
fbmwMQHlaaluCurio	FormID: 01001DD6	5	0	Crassius Curio said that there were some hard feelings in House Hlaalu about the circumstances surrounding the death of a Hlaalu councilor. He expressed deep sorrow that he could not support me for Hortator without jeopardizing his own
fbmwMQHlaaluCurio	FormID: 01001DD6	50	0	After I gave him a present of 500 gold, Crassius Curio gave me his vote for Hortator of House Hlaalu.
fbmwMQHlaaluCurio	FormID: 01001DD6	60	0	After I gave him a kiss, Crassius Curio gave me his vote for Hortator of House Hlaalu.
fbmwMQHlaaluCurio	FormID: 01001DD6	65	0	Upon receiving 1000 gold to cover expenses, Curio gave me his vote for Hortator of House Hlaalu.
fbmwMQHlaaluDram	FormID: 01001DD5	5	0	When I asked if he would support my selection as Hortator for House Hlaalu, Dram Bero mentioned that he'd heard that I'd been involved in the death of a Hlaalu councilor. He said that would make it impossible for him to support me as Hlaalu
fbmwMQHlaaluDram	FormID: 01001DD5	50	0	Dram Bero was impressed that I had found his home. He agreed to name me Hortator, and gave me some advice. Yngling Half-Troll can be bribed or killed, and Crassius Curio might be manipulated. But Velanda Omani and Nevena Ules will not support me as Hortator without Orvas Dren's approval.
fbmwMQHlaaluDren	FormID: 01001DD7	2	0	I have killed Orvas Dren, which should make it easier to convince Councilers Ules and Omani to support me as Hortator.
fbmwMQHlaaluDren	FormID: 01001DD7	50	0	Orvas Dren agreed to use his influence with Nevena Ules and Velanda Omani to have me named Hlaalu Hortator.
fbmwMQHlaaluOmani	FormID: 01001DD9	4	0	Velanda Omani expressed great concern that she heard that I'd been involved in the death of a Hlaalu councilor. Under the circumstances, she could see no chance of my being confirmed as Hortator.
fbmwMQHlaaluOmani	FormID: 01001DD9	20	0	Velanda Omani told me she would not name me Hortator without the approval of
fbmwMQHlaaluOmani	FormID: 01001DD9	50	0	When I asked that Velanda Omani name me Hortator of House Hlaalu, she agreed immediately. She seemed very anxious to please me. Now I have her vote for Hlaalu
fbmwMQHlaaluUles	FormID: 01001DDA	2	0	Nevena Ules mentioned the unfortunate coincidence of my request to be named Hortator of House Hlaalu and my implication in the untimely death of a Hlaalu councilor. Her opinion was that consideration of my request would be postponed
fbmwMQHlaaluUles	FormID: 01001DDA	20	0	Nevena Ules did not seem to understand what I was asking. She told me I should meet with one of her advisors, Orvas Dren.

Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQHlaaluUles	FormID: 01001DDA	50	0	Nevena Ules seemed very nervous when I asked her to confirm me as Hortator of House Hlaalu. She agreed immediately, and seemed very anxious to please me. Now I have her vote for Hlaalu Hortator.
fbmwMQHlaaluYngling	FormID: 01001DDB	5	0	Yngling Half-Troll laughed when I asked him if he would support me for Hortator of House Redoran. He seemed to feel that killing a Hlaalu councilor ruined my chances.
fbmwMQHlaaluYngling	FormID: 01001DDB	10	0	Yngling Half-Troll told me that he wouldn't name me Hortator without a bribe of
fbmwMQHlaaluYngling	FormID: 01001DDB	20	0	Yngling Half-Troll told me that he wouldn't name me Hortator without a bribe of
fbmwMQHlaaluYngling	FormID: 01001DDB	50	0	After a hefty bribe, Yngling Half-Troll gave me his vote for Hortator of House Hlaalu.
fbmwMQHlaaluYngling	FormID: 01001DDB	70	0	I have killed the Hlaalu councilor Yngling Half-Troll.
fbmwMQRamoran	FormID: 01001DE0	3	0	Since I have killed a Redoran counselor, Ramoran says the other councilors will never consent to making me Hortator.
fbmwMQRamoran	FormID: 01001DE0	10	0	Since I have murdered a Redoran counselor, Ramoran says the other councilors will never consent to making me Hortator.
fbmwMQRamoran	FormID: 01001DE0	20	0	Ramoran was impressed by my story and my ring. But I'm an outsider, and he doesn't trust me. He said he'd think about my request and talk to the other
fbmwMQRamoran	FormID: 01001DE0	50	0	Thanks to Sarethi's influence, Hlaren Ramoran has agreed to name me Hortator.
fbmwMQRamoran	FormID: 01001DE0	60	0	I asked Hlaren Ramoran to name me Hortator. He accepted my story and my proofs, and, since I am a member of House Redoran, he agreed to confirm me as Hortator
fbmwMQRedoran	FormID: 01001DDC	1	0	I have been given a recent edition of the Red Book of Great House Redoran which lists the names and residences of the current Redoran councilors.
fbmwMQRedoran	FormID: 01001DDC	50	0	I have been named Hortator of House Redoran by Redoran's councilors. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials of the
fbmwMQRedoran	FormID: 01001DDC	60	0	When Athyn Sarethi named me Redoran Hortator, he gave me an enchanted ring, a token of my office called the [QUOTE]Ring of the Hortator[QUOTE]. By this ring others shall know me as House Redoran's chosen champion.
fbmwMQRedoran	FormID: 01001DDC	70	0	Athyn Sarethi showed me a public notice revealing that I am an Imperial agent. He did not ask for an explanation. He said he was satisfied that I was sincere. But he said others might not be so understanding.
fbmwMQRedoranArobar	FormID: 01001DDD	5	0	Since I have killed a Redoran councilor, Arobar says the other councilors will never consent to making me Hortator.
fbmwMQRedoranArobar	FormID: 01001DDD	10	0	Since I have murdered a Redoran councilor, Arobar says the other councilors will never consent to making me Hortator.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQRedoranArobar	FormID: 01001DDD	20	0	I asked Miner Arobar to name me Hortator. My story interested him, but he was concerned about rumors he heard about me from the Temple. He has agreed to consider the matter further, and to consult with his other colleagues on the council.
fbmwMQRedoranArobar	FormID: 01001DDD	50	0	Sarethi's influence has persuaded Miner Arobar. He has agreed to confirm me as Hortator of House Redoran.
fbmwMQRedoranArobar	FormID: 01001DDD	60	0	I asked Miner Arobar to name me Hortator. My story, my proofs, and the Moon-and-Star ring impressed him. He was concerned about granting such a title and authority to an outlander. But since I am a member of House Redoran, he agreed to confirm
fbmwMQRedoranLlethri	FormID: 01001DDE	5	0	Since I have killed a Redoran counselor, Llethri says the other councilors will never consent to making me Hortator.
fbmwMQRedoranLlethri	FormID: 01001DDE	10	0	Since I have murdered a Redoran counselor, Llethri says the other councilors will never consent to making me Hortator.
fbmwMQRedoranLlethri	FormID: 01001DDE	20	0	Garisa Llethri doesn't believe my story and doesn't know much about me. He's going to talk with the other councilors before he makes his decision.
fbmwMQRedoranLlethri	FormID: 01001DDE	50	0	Garisa Llethri is making me his choice for Hortator of House Redoran. He was persuaded by Athyn Sarethi's testimony.
fbmwMQRedoranLlethri	FormID: 01001DDE	60	0	I asked Garisa Llethri to name me Hortator. He was skeptical when he heard my story, and though he thinks that prophecies and reborn heroes are just superstitious nonsense, he approves of my skills and accomplishments. Since I am a member of House Redoran, he decided to confirm me as the Redoran Hortator.
fbmwMQRedoranMorvayn	FormID: 01001DDF	3	0	Since I have killed a Redoran counselor, Morvayn says the other councilors will never consent to making me Hortator.
fbmwMQRedoranMorvayn	FormID: 01001DDF	10	0	Since I have murdered a Redoran counselor, Morvayn says the other councilors will never consent to making me Hortator.
fbmwMQRedoranMorvayn	FormID: 01001DDF	20	0	Morvayn was troubled by my story, but seemed to believe it. But she doesn't know me or trust me. She said she would consider my request and share her concerns
fbmwMQRedoranMorvayn	FormID: 01001DDF	50	0	After speaking with Athyn Sarethi, Councilor Morvayn has agreed to name me Hortator of House Redoran.
fbmwMQRedoranMorvayn	FormID: 01001DDF	60	0	I asked Brara Morvayn to name me Hortator. She found my story troubling, but she accepted the Moon-and-Star ring as proof I was indeed the Nerevarine, and, since I am a member of House Redoran, she quickly agreed to confirm me as Hortator of
fbmwMQRedoranSarethi	FormID: 01001DE1	2	0	Since I have killed a Redoran counselor, Sarethi says the other councilors will never consent to making me Hortator.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQRedoranSarethi	FormID: 01001DE1	10	0	Since I have murdered a Redoran counselor, Sarethi says the other councilors will never consent to making me Hortator.
fbmwMQRedoranSarethi	FormID: 01001DE1	50	0	Athyn Sarethi has agreed to name me Hortator of House Redoran. He says he will use his influence to persuade the other councilors to support me, but that Bolvyn Venim will never support an outlander as Hortator of House Redoran. If I have the support of the rest of the Redoran Council, perhaps Venim will agree to an
fbmwMQRedoranVenim	FormID: 01001DE2	10	0	I have murdered Bolvyn Venim. The murder of a Redoran councilor is a serious crime and offense to honor. Now I can expect little cooperation or sympathy from
fbmwMQRedoranVenim	FormID: 01001DE2	20	0	I asked Bolvyn Venim to name me Hortator. He was indignant, and refused to hear my story or consider my proof. He was quite clear... he will never consent to my being chosen as Hortator of House Redoran.
fbmwMQRedoranVenim	FormID: 01001DE2	30	0	Bolvyn Venim has challenged me to a duel at the Arena in Vivec.
fbmwMQRedoranVenim	FormID: 01001DE2	50	0	I killed Bolvyn Venim in a duel. It is unfortunate, but there was no alternative. I should speak with Athyn Sarethi again to be named Hortator.
fbmwMQTelvanni	FormID: 01002C4A	5	0	I have been given a recent edition of the Brown Book of Great House Telvanni. It lists the current Telvanni councilors and their residences.
fbmwMQTelvanni	FormID: 01002C4A	50	0	I have been named Hortator of House Telvanni by the surviving councilors of that house. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials
fbmwMQTelvanni	FormID: 01002C4A	60	0	As the sole surviving councilor of House Telvanni, I have declared myself Hortator of House Telvanni. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials of the Incarnate.
fbmwMQTelvanni	FormID: 01002C4A	70	0	Master Aryon gave me the Robe of the Hortator, an heirloom token of my status as Telvanni Hortator.
fbmwMQTelvanniAryon	FormID: 01002C4B	5	0	I asked Galos Mathendis if Master Aryon would vote for me as Hortator of House Telvanni. Mathendis said I would have to speak directly to Aryon on a matter of
fbmwMQTelvanniAryon	FormID: 01002C4B	40	0	Master Aryon told me that Archmagister Gothren never directly refuses requests, but delays indefinitely, never giving an answer. Master Aryon advised killing Gothren, which is how political disputes are resolved in House Telvanni.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMQTelvanniAryon	FormID: 01002C4B	50	0	After hearing my story, Master Aryon agreed to make me the Telvanni Hortator. He said the other councilors might need some persuading. Master Neloth is ill-tempered, and Mistress Therana is losing her mind. Dratha will like me since I'm female. Master Aryon told me that Archmagister Gothren would delay my request indefinitely. He advised me to kill Archmagister Gothren.
fbmwMQTelvanniAryon	FormID: 01002C4B	55	0	After hearing my story, Master Aryon agreed to make me the Telvanni Hortator. He said the other councilors might need some persuading. Master Neloth is ill-tempered, Mistress Therana is losing her mind, and Mistress Dratha has a problem with men. Master Aryon told me that Archmagister Gothren would delay my request indefinitely. He advised me to kill Archmagister Gothren.
fbmwMQTelvanniBaladas	FormID: 01002C4C	5	0	After hearing my story, Master Aryon agreed to make me the Telvanni Hortator. He said the other councilors might need some persuading. Master Neloth is ill-tempered, Mistress Therana is losing her mind, and Mistress Dratha has a problem with men. Master Aryon told me that Archmagister Gothren would delay my request indefinitely. He advised me to kill Archmagister Gothren.
fbmwMQTelvanniBaladas	FormID: 01002C4C	30	0	I asked Master Baladas if he would vote for me as Hortator of House Telvanni. He declined, saying he felt I had treated him disrespectfully.
fbmwMQTelvanniBaladas	FormID: 01002C4C	50	0	I asked Master Baladas if he would vote for me as Hortator of House Telvanni. He said he had found me, on the whole, an agreeable colleague, and thought I was a suitable candidate for Hortator.
fbmwMQTelvanniDratha	FormID: 01002C4D	5	0	I asked Mouth Raven Omayn if Mistress Dratha would vote for me as Hortator of House Telvanni. Omayn said I would have to speak directly to Dratha on a matter of
fbmwMQTelvanniDratha	FormID: 01002C4D	10	0	I asked Mouth Raven Omayn if Mistress Dratha would vote for me as Hortator of House Telvanni. Omayn said that might be a problem, since Dratha hates men. Omayn suggested I do everything possible to improve her disposition before I asked
fbmwMQTelvanniDratha	FormID: 01002C4D	30	0	I asked Mistress Dratha if she would vote for me as Hortator of House Telvanni. She wouldn't even listen to my story. I hope I can find some way to improve her
fbmwMQTelvanniDratha	FormID: 01002C4D	50	0	I asked Mistress Dratha if she would vote for me as Hortator of House Telvanni. After hearing my story, she agreed without hesitation to give me her vote.
fbmwMQTelvanniDratha	FormID: 01002C4D	60	0	Once I got Mistress Dratha to listen to my story, she was more than willing to name me Hortator of House Telvanni.
fbmwMQTelvanniGothren	FormID: 01002C4E	5	0	I asked Mouth Mallam Ryon if Archmagister Gothren would vote for me as Hortator of House Telvanni. Ryon said I would have to speak directly to Gothren on a matter

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMQTelvanniGothren	FormID: 01002C4E	30	0	I asked Archmagister Gothren if he would vote for me as Hortator of House Telvanni. He listened to my story carefully, and said he found my proofs persuasive. He said, however, that it was a very grave responsibility to make such a decision, and that he would need some time to reflect and consider, and to confer with other
fbmwMQTelvanniGothren	FormID: 01002C4E	50	0	It was very difficult, but I managed to get Archmagister to admit that he had no intention of naming me Hortator of House Telvanni. He said it was not in Telvanni interests to name an unknown and unreliable outlander and outsider to such an
fbmwMQTelvanniGothren	FormID: 01002C4E	60	0	It was very difficult, but I managed to get Archmagister to admit that he had no intention of naming me Hortator of House Telvanni. He said I clearly was attempting to use the office of Hortator as a means of advancing my own interests. He refuses to discuss the subject further, and threatened to kill me if I continued to annoy him.
fbmwMQTelvanniGothren	FormID: 01002C4E	100	0	I have killed Archmagister Gothren.
fbmwMQTelvanniNeloth	FormID: 01002C4F	5	0	I asked Mouth Arara Uvulas if Master Neloth would vote for me as Hortator of House Telvanni. Uvulas said I would have to speak directly to Neloth on a matter of
fbmwMQTelvanniNeloth	FormID: 01002C4F	30	0	I asked Master Neloth if he would vote for me as Hortator of House Telvanni. Neloth is a cranky, ill-tempered old wizard, impatient and quick to anger. He shouted at me for interrupting him with such nonsense. Perhaps I can find some way to improve
fbmwMQTelvanniNeloth	FormID: 01002C4F	50	0	When I finally got Master Neloth to listen to me, he casually gave his vote for me as Hortator. It was clear that he didn't care one way or the other.
fbmwMQTelvanniTherana	FormID: 01002C50	5	0	I asked Mouth Felisa Ulessen if Mistress Therana would vote for me as Hortator of House Telvanni. Ulessen said I would have to speak directly to Therana on a matter of such importance. Ulessen warned me that Therana was very eccentric, and it may be hard to get and keep her attention long enough to ask the question. She also suggested I rely on keeping her happy rather than annoy her with details and
fbmwMQTelvanniTherana	FormID: 01002C50	30	0	I tried to ask Mistress Therana if she would vote for me as Hortator of House Telvanni, but it was impossible to get her attention. She's easily distracted. Maybe if I concentrate on being charming and entertaining, I'll be able to focus her attention
fbmwMQTelvanniTherana	FormID: 01002C50	50	0	When I managed to catch Mistress Therana's attention, it was easy to get her to agree to vote for me. I'm not sure she knew what she was voting for, or why. But when I asked, [QUOTE]Will you vote for me as Hortator[QUOTE], she said, quite clearly, [QUOTE]You want to be a Hortator? Certainly. Go right ahead[QUOTE].
fbmwMQTheBackPath	FormID: 01002C54	3	0	Yagrurn Bagarn has told me that if I can find Kagrenac's Planbook and Kagrenac's Journals and bring them to him, he will do his best to restore Wraithguard to its

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMQTheBackPath	FormID: 01002C54	5	0	Yagrum Bagarn says he doesn't know where Kagrenac's Planbook might be. He thinks it remains to be discovered in some Dwemer ruin here on Vvardenfell.
fbmwMQTheBackPath	FormID: 01002C54	10	0	Yagrum Bagarn says he doesn't know where Kagrenac's Journals might be. He thinks they remain to be discovered in some Dwemer ruin here on Vvardenfell.
fbmwMQTheBackPath	FormID: 01002C54	25	0	Yagrum Bagarn took Kagrenac's Planbook and Kagrenac's Journals to study them. He said to come back in a day, and he thinks he will be able to restore Wraithguard's mythopoeic enchantments.
fbmwMQTheBackPath	FormID: 01002C54	50	0	Yagrum Bagarn says he has harmonized Wraithguard with my personal magicka signature. Now, the first time I equip Wraithguard, I will experience a terrible shock. If I am in perfect health, he is confident I will survive. But I may want to fortify my health as much as possible beforehand, just in case. Afterwards, Wraithguard should be working as designed, and everything will be fine.
fbmwMQTheBackPath	FormID: 01002C54	55	0	Yagrum Bagarn says he has harmonized Wraithguard with my personal magicka signature. Now, the first time I equip Wraithguard, I will experience a terrible shock. If I am in perfect health, and I have fortified my health as much as possible, he believes I will survive. But I MUST fortify my health as much as possible beforehand. Afterwards, Wraithguard should be working as designed, and everything will be fine.
fbmwMQTheBackPath	FormID: 01002C54	60	0	Yagrum Bagarn says he has harmonized Wraithguard with my personal magicka signature. Now, the first time I equip Wraithguard, I will experience a terrible shock. If I am in perfect health, and I have fortified my health as much as possible, there is a good chance I will survive. But I MUST fortify my health as much as possible beforehand. Afterwards, Wraithguard should be working as designed, and
fbmwMQTheBackPath	FormID: 01002C54	65	0	Yagrum Bagarn says he has harmonized Wraithguard with my personal magicka signature. Now, the first time I equip Wraithguard, I will experience a terrible shock. Even if I am in perfect health, and I have fortified my health as much as possible, there is a good chance I will die. If I survived, Wraithguard would work as designed. If I eat right, exercise, and improve my health, when I am MUCH healthier, then I
fbmwMSAdulterer	FormID: 0101C610	10	0	The distraught noblewoman, Deldrise Andoren, has hired me to spy on her husband, whom she suspects of cheating. I can find him in Godsreach near the entrance of the Winged Guar Tavern at night. I am to follow him and avoid being noticed, then I
fbmwMSAdulterer	FormID: 0101C610	20	0	I have located Taren Andoren sneaking around Godsreach. I am attempting to follow him to find out where he is going.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSAdulterer	FormID: 0101C610	30	0	I have followed Taren Andoren through Godsreach. He met with a strange woman and talked to her for a few minutes. I heard laughing and sounds like they were agreeing to meet later. Perhaps I should report to his wife.
fbmwMSAdulterer	FormID: 0101C610	100	0	The distraught noblewoman, Deldrise Andoren, tried to recruit me to spy on her husband, but I refused.
fbmwMSAdulterer	FormID: 0101C610	110	0	I was caught spying on Taren Andoren, who said he is now leaving his wife. She will not be pleased to hear this news.
fbmwMSAdulterer	FormID: 0101C610	120	0	I have killed Taren Andoren. I should report this to his wife.
fbmwMSAdulterer	FormID: 0101C610	130	0	I have killed Velyna Seran, the woman Taren Andoren was cheating on his wife with. I should report this to Deldrise Andoren.
fbmwMSAdulterer	FormID: 0101C610	150	0	I have made my report on Taren's behavior to his wife, who rewarded me for my
fbmwMSAdulterer	FormID: 0101C610	160	0	I reported to Deldrise Andoren on the death of her husband. She was far from pleased, refusing to compensate me for my efforts and demanding that I leave.
fbmwMSAdulterer	FormID: 0101C610	170	0	I reported to Deldrise Andoren on my failure to follow her husband without being noticed. She was extremely upset and ordered me to leave without any
fbmwMSAdulterer	FormID: 0101C610	180	0	I reported to Deldrise Andoren how I followed her husband, and then confronted and killed the woman he was cheating on her with. Deldrise Andoren was overjoyed to hear the news, and rewarded me well.
fbmwMSApologies	FormID: 0101C611	1	0	Tarer Braryn insulted Trebonius Artorius last night and now has a nasty rash. He wants me to go to the Guild of Mages with a gift and his apologies. If I do it, he'll pay
fbmwMSApologies	FormID: 0101C611	5	0	I've agreed to deliver the book and Braryn's apologies to Trebonius. He's in the Mages Guild here in Vivec.
fbmwMSApologies	FormID: 0101C611	7	0	I've decided not to help Tarer Braryn with his problem.
fbmwMSApologies	FormID: 0101C611	10	0	I delivered the message to Trebonius Artorius. For my efforts he gave me a potion for myself and a potion to take back to Tarer Braryn.
fbmwMSApologies	FormID: 0101C611	100	0	When I returned with the potion for his rash, Tarer Braryn was so happy he gave me 100 gold instead of the promised 50.
fbmwMSApologies	FormID: 0101C611	110	0	Tarer Braryn has learned Trebonius is dead, and his rash will be staying around a
fbmwMSArenimTomb	FormID: 0101C612	10	0	Satyana in the Arenim Tomb asked if I would help her find her father's amulet.
fbmwMSArenimTomb	FormID: 0101C612	50	0	I agreed to help Satyana find her father's amulet. She said the door to Augustus Arenim's tomb was locked, but his partner had a key. His partner is also buried somewhere in this tomb. Satyana will stick with me and help as much as she can.
fbmwMSArenimTomb	FormID: 0101C612	100	0	I gave Satyana her father's amulet. She thanked me and said I could keep anything else I found here in the Arenim Tomb.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSArenimTomb	FormID: 0101C612	110	0	Satyana attacked me when I refused to help her find her father's amulet.
fbmwMSArenimTomb	FormID: 0101C612	120	0	Satyana died in Arenim Ancestral Tomb.
fbmwMSArmorCrafter	FormID: 0101C613	1	0	Bols Indalen makes custom armor to order. He's given me a list of his requirements and prices. If I have the materials and gold, I can speak to him, write up an order, and I'll have my new armor a day later.
fbmwMSBadPets	FormID: 0101C614	10	0	Today I met a Breton named Rerlas Mon who sells trained rats and scribes.
fbmwMSBadPets	FormID: 0101C614	100	0	I purchased a pet from Rerlas Mon. The little guy seems loyal and eager to please, and Rerlas was more than happy to take my money.
fbmwMSBadPets	FormID: 0101C614	110	0	I purchased a pack rat from Rerlas Mon. The little guy seems loyal and eager to please, and Rerlas was more than happy to take my money.
fbmwMSBadPets	FormID: 0101C614	150	0	Rerlas Mon has refused to sell me any more of his trained beasts.
fbmwMSBarbarianBookA	FormID: 01008558	10	0	Today I met a distraught barbarian by the name of Thrud, frantically looking for his missing friend, Dilborn.
fbmwMSBarbarianBookA	FormID: 01008558	20	0	I have agreed to help Thrud find his lost friend, Dilborn. Thrud says he has seen Dilborn go down in the sewers in Godsreach to meet friends.
fbmwMSBarbarianBookA	FormID: 01008558	30	0	We located Dilborn in the sewers, held captive by a group of bandits led by Drathas
fbmwMSBarbarianBookA	FormID: 01008558	40	0	Drathas has agreed to cut the ransom down to 1,000 gold.
fbmwMSBarbarianBookA	FormID: 01008558	100	0	Thrud tried to get my help in finding his friend Dilborn, but I just don't have the
fbmwMSBarbarianBookA	FormID: 01008558	110	0	I paid off Dilborn's ransom and Drathas set him free.
fbmwMSBarbarianBookA	FormID: 01008558	140	0	I killed Dilborn's captors, but unfortunately, Thrud died during the battle. Dilborn was happy to be free, but very sad to see Thrud killed. It is a pity it had to come to
fbmwMSBarbarianBookA	FormID: 01008558	150	0	I killed Dilborn's captors, but unfortunately, Dilborn died during the battle. Thrud was inconsolable. It's a pity it had to come to this.
fbmwMSBarbarianBookA	FormID: 01008558	160	0	I have killed Dilborn's captors, and Thrud and Dilborn are happily reunited
fbmwMSBarbarianBookA	FormID: 01008558	200	0	Thrud provided me with a copy of his favorite book as my reward for rescuing
fbmwMSBarbarianBookB	FormID: 0101C616	1	0	I found a fellow named Dilborn being held captive, and I killed his captors.
fbmwMSBarbarianBookB	FormID: 0101C616	100	0	Dilborn thanked me for my rescue, but he said he was 'financially embarrassed, and had no reward for me.
fbmwMSBarbarianBookC	FormID: 0101C617	1	0	I killed Dilborn's captors, but unfortunately, Dilborn and Thrud died during the battle. It's a pity it had to come to this.
fbmwMSBattleBots1	FormID: 0101C618	1	0	I have been recruited to get ten pieces of scrap metal for Ignatius Flaccus to repair his Dwemer warbots.
fbmwMSBattleBots1	FormID: 0101C618	10	0	I have delivered Ignatius' scrap metal. He now says he requires three Dwemer cogs to complete his repairs.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSBattleBots1	FormID: 0101C618	20	0	Ignatius Flaccus was happy to receive the Dwemer cogs I brought him. He says if I come back in a while, I can watch a warbot battle.
fbmwMSBattleBots1	FormID: 0101C618	60	0	Ignatius Flaccus wanted me to bet on one of his warbots, but I didn't have enough money to cover it.
fbmwMSBattleBots1	FormID: 0101C618	70	0	I bet on Ignatius Flaccus' battle bots and lost my money.
fbmwMSBattleBots1	FormID: 0101C618	80	0	I bet on Ignatius Flaccus' battle bots and won double my money back.
fbmwMSBattleBots1	FormID: 0101C618	90	0	Ignatius Flaccus offered to let me bet on the outcome of a bot fight, but I refused.
fbmwMSBattleBots1	FormID: 0101C618	100	0	Ignatius Flaccus tried to recruit me to help him repair his robots, but I refused.
fbmwMSBattleBots2	FormID: 0101C619	1	0	I met a woman today by the name of Venasa Sarano, an avowed fan of Ignatius Flaccus' Robot Arena. She states that the last time she went by his house, no one answered, and strange noises emanated from inside. Perhaps it's worth
fbmwMSBattleBots2	FormID: 0101C619	10	0	I found Ignatius hiding in a room in his basement. His house is overrun with Dwemer battlebots, all very hostile. He says he will reward me if I can 'disable' them all for
fbmwMSBattleBots2	FormID: 0101C619	20	0	I have disabled all of the Dwemer bots, and been rewarded by Ignatius.
fbmwMSBlackDart	FormID: 0101C61A	1	0	I met a Dunmer named Narisa Adus in the Bazaar Sewers. Her lover, Variner, was killed by the Black Dart Gang in the Temple Sewers, and now his ghost comes to her at night, begging her to rescue him. The ghost says he has a message for her, but she is afraid to go further. She says the Black Dart Gang are very dangerous. They dress like poor beggars, but they throw deadly poison darts -- one is enough to kill you. I offered to help, but she thinks I should run if I see the Black Dart Gang.
fbmwMSBlackDart	FormID: 0101C61A	5	0	I met a Dunmer named Narisa Adus in the Bazaar Sewers. Her lover, Variner, was killed by the Black Dart Gang in the Temple Sewers, and now his ghost comes to her at night, begging her to rescue him. The ghost says he has a message for her, but she is afraid to go further. She says the Black Dart Gang are very dangerous. They dress like poor beggars, but they throw deadly poison darts -- one is enough to kill you. I offered to help, but she doubts I would stand a chance against the Black Dart
fbmwMSBlackDart	FormID: 0101C61A	10	0	I met a Dunmer named Narisa Adus in the Bazaar Sewers. Her lover, Variner, was killed by the Black Dart Gang in the Temple Sewers, and now his ghost comes to her at night, begging her to rescue him. The ghost says he has a message for her, but she is afraid to go further. She says the Black Dart Gang are very dangerous. They dress like poor beggars, but they throw deadly poison darts -- one is enough to kill

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMSBlackDart	FormID: 0101C61A	15	0	I met a Dunmer named Narisa Adus in the Bazaar Sewers. She said her lover, Variner, was killed by the Black Dart Gang, and now his ghost comes to her at night, begging her to rescue him. The ghost says he has a message for her, but she is afraid to go further. She says the Black Dark Gang are very dangerous. They dress like poor beggars, but they throw deadly poison darts -- one is enough to kill you.
fbmwMSBlackDart	FormID: 0101C61A	20	0	Narisa Adus in the Bazaar Sewers made a request. If I see the ghost of her lover, Variner, she wants me to listen to the ghost, and see if he has a message for her.
fbmwMSBlackDart	FormID: 0101C61A	25	0	I spoke with Variner's ghost. He told me a way to drown the Black Dart Gang in their hideout by flooding the room. But first I have to find the mechanism. It's a lever that looks like a torch holder. If I pull it down, the room will flood. The mechanism is on the wall somewhere at the east end, at head height. But I must be careful not to get too close to the gang or they will kill me. The hideout is in Old Mournhold, Temple
fbmwMSBlackDart	FormID: 0101C61A	30	0	Narisa Adus thanked me for bringing her the message from the ghost of her lover, Variner. She says she is too afraid of the Black Dart Gang to hunt them down, but she hopes that Variner's spirit can rest, now that he has delivered his message.
fbmwMSBlackDart	FormID: 0101C61A	35	0	Narisa Adus says that Variner's ghost did not come to disturb her sleep, and thanked
fbmwMSBlackDart	FormID: 0101C61A	50	0	I found four members of the infamous Black Dart Gang -- Black Dart Gilur, Black Dart Malar, Black Dart Urvyn, and Black Dart Adren -- in Old Mournhold, Moril Manor, East Building. Now they are dead. Perhaps there are other Black Dart Gang members still at large, but surely the death of these leaders has dealt the gang a
fbmwMSBlackDart	FormID: 0101C61A	100	0	When I told Narisa Adus I killed the Black Dart Gang, she was very grateful, and she gave me a ring Variner gave her.
fbmwMSBlackDart	FormID: 0101C61A	110	0	I have killed Variner's Ghost. Now I can never hear any message he might have
fbmwMSBouncer	FormID: 0101C61B	10	0	The proprietor of The Winged Guar Tavern offered me a position as temporary bouncer and I accepted. I am to talk to all the patrons in the bar, and throw out any
fbmwMSBouncer	FormID: 0101C61B	15	0	I had a chat with the notorious hustler, Galms Seles, who agreed to stop hustling customers of the Winged Guar Tavern.
fbmwMSBouncer	FormID: 0101C61B	20	0	I have subdued the drunkard Wood Elf Denegor. Thankfully, it didn't have to come
fbmwMSBouncer	FormID: 0101C61B	30	0	I have subdued the drunkard Wood Elf Denegor. Unfortunately, the situation came to violence, but I was able to knock him out before the situation became too ugly.
fbmwMSBouncer	FormID: 0101C61B	40	0	I have subdued the drunkard Wood Elf Denegor. Unfortunately, the situation came to violence, and I had to kill him to defend myself. Hession will undoubtedly be
fbmwMSBouncer	FormID: 0101C61B	60	0	I have subdued the drunkard Wood Elf Denegor. Thankfully, it didn't have to come

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSBouncer	FormID: 0101C61B	70	0	I have subdued the drunkard Wood Elf Denegor. Unfortunately, the situation came to violence, but I was able to knock him out before the situation became too ugly.
fbmwMSBouncer	FormID: 0101C61B	80	0	I have subdued the drunkard Wood Elf Denegor. Unfortunately, the situation came to violence, and I had to kill him to defend myself. Hession will undoubtedly be
fbmwMSBouncer	FormID: 0101C61B	100	0	The proprietor of The Winged Guar Tavern offered me a position as temporary bouncer and I accepted. I am to talk to all the patrons in the bar, and throw out any
fbmwMSBouncer	FormID: 0101C61B	110	0	Having talked to everyone in the Winged Guar, and having thrown out the drunk, I spoke with Hession and collected my wages.
fbmwMSBouncer	FormID: 0101C61B	120	0	Having taken care of the drunk and the hustler in the Winged Guar Tavern, I spoke with Hession and collected my wages.
fbmwMSBouncer	FormID: 0101C61B	130	0	Having performed my duties as bouncer in the Winged Guar Tavern, I spoke with Hession and collected my wages.
fbmwMSClutterCollector	FormID: 0101C61C	1	0	I have agreed to help the eccentric Detritus Caria fill out his collection of clutter. He requires two items for now. The first is a bolt of Imperial rat hair fabric, a burgundy fabric with a diamond pattern on its side. The second is a brushed silver pitcher.
fbmwMSClutterCollector	FormID: 0101C61C	10	0	I have retrieved the cloth bolt and silver pitcher for Detritus Caria and have been named the Champion of Clutter.
fbmwMSClutterCollector	FormID: 0101C61C	20	0	Detritus Caria has sent me on another quest, this time for three items. The first is a redware pot, tall with vertical lines going down the side. The second is a full set of Imperial silverware -- knife, fork, and spoon. The third is a yellow metallic plate with
fbmwMSClutterCollector	FormID: 0101C61C	30	0	I have returned Detritus Caria's second round of requested items to him.
fbmwMSClutterCollector	FormID: 0101C61C	40	0	Detritus Caria has recruited me to find a complete Dwarven tableware set. The complete set includes two goblets -- one slightly larger than the other -- a pitcher, a tankard, and a large bowl.
fbmwMSClutterCollector	FormID: 0101C61C	50	0	I have delivered the Dwemer tableware to Detritus Caria, and secured my position as the Champion of Clutter for all time.
fbmwMSClutterCollector	FormID: 0101C61C	80	0	Detritus Caria tried to get me to go on another clutter hunt, but I refused. Twice was more than enough. Detritus was saddened by my refusal, and he abolished my title of the Champion of Clutter.
fbmwMSClutterCollector	FormID: 0101C61C	90	0	Detritus Caria tried to get me to go on another clutter hunt, but I refused. Once was more than enough. Detritus was saddened by my refusal, and he abolished my title of the Champion of Clutter.
fbmwMSClutterCollector	FormID: 0101C61C	100	0	The eccentric Detritus Caria tried to recruit me to help him fill out his clutter collections, but I refused. I've got better things to do than chase down plates and

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSCrimsonPlague	FormID: 0101C61D	10	0	I should find Nerile Andaren at the Temple in Mournhold and ask her about the recent outbreak of a disease.
fbmwMSCrimsonPlague	FormID: 0101C61D	20	0	Nerile Andaren has asked me to deliver a potion of Cure Disease to Geon Auline at his house in Godsreach.
fbmwMSCrimsonPlague	FormID: 0101C61D	30	0	I have delivered the potion to Geon Auline, and should report back to Nerile
fbmwMSCrimsonPlague	FormID: 0101C61D	40	0	Upon returning to the Hall of Ministry, I found it over-run with infected rats. They have all been killed.
fbmwMSCrimsonPlague	FormID: 0101C61D	50	0	Nerile Andaren thanked me for helping to get rid of the rats, and asked that I please deliver a potion of Cure Disease to Athelyn Malas in the Temple Courtyard.
fbmwMSCrimsonPlague	FormID: 0101C61D	60	0	I have delivered the potion to Athelyn Malas, and should report back to Nerile
fbmwMSCrimsonPlague	FormID: 0101C61D	70	0	Nerile thanked me for delivering the potion to Athelyn Malas.
fbmwMSCrimsonPlague	FormID: 0101C61D	80	0	Nerile Andaren has informed me that the rats are coming into the Temple through the basement. While guards have been posted to deal with them, she would like me to look into it. The rats are infected with a disease called the [QUOTE]Crimson Plague[QUOTE], supposedly wiped out during Tamriel's Second Age.
fbmwMSCrimsonPlague	FormID: 0101C61D	100	0	I spoke with a Khajiit named Shunari Eye-Fly. She claims to have information about the disease, but will only give it to me once she has been cured. I must find either a spell or a scroll to cure her disease; I should consult with Nerile Andaren and then meet Shunari in the Temple Gardens of Old Mournhold.
fbmwMSCrimsonPlague	FormID: 0101C61D	110	0	I have cured Shunari Eye-Fly.
fbmwMSCrimsonPlague	FormID: 0101C61D	120	0	Shunari told me the source of the Crimson Plague in Mournhold is Gedna Relvel, a lich entombed underneath the Temple. I have inadvertently caused the spread of the disease by opening her tomb.
fbmwMSCrimsonPlague	FormID: 0101C61D	130	0	Shunari told me of a secret passage within Gedna Relvel's tomb; I must find a rock wall in the bottom chamber and stand in front of it, but I am unsure how to actually
fbmwMSCrimsonPlague	FormID: 0101C61D	140	0	I have opened the secret passage in Gedna Relvel's tomb; there was a hidden trigger for it in the floor.
fbmwMSCrimsonPlague	FormID: 0101C61D	150	0	I have killed Gedna Relvel.
fbmwMSCrimsonPlague	FormID: 0101C61D	160	0	Shunari Eye-Fly thanked me for killing Gedna Relvel. I doubt I will see her again.
fbmwMSCrimsonPlague	FormID: 0101C61D	170	0	Nerile Andaren thanked me for killing Gedna Relvel, and stopping the Crimson Plague before it could spread further. She has given me the power to heal once a day in exchange for the help I've given her.
fbmwMSCrimsonPlague	FormID: 0101C61D	200	0	I have killed Nerile Andaren.
fbmwMSEstateSale	FormID: 0101C61E	10	0	I have spoken the Geon Auline, who is looking for a Droth Dagger to complete a

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSEstateSale	FormID: 0101C61E	20	0	I have agreed to help Geon Auline acquire a Droth Dagger. I need to go to Thendas Manor in the residential district.
fbmwMSEstateSale	FormID: 0101C61E	25	0	I was caught attempting to lie to Arnsa Thendas about her husband. She will no longer speak to me.
fbmwMSEstateSale	FormID: 0101C61E	30	0	I have stolen the Droth Dagger from Thendas Manor.
fbmwMSEstateSale	FormID: 0101C61E	40	0	I lied to Arnsa Thendas, and claimed I knew her husband before he died. She gave me the Droth Dagger, which I should take to Geon Auline.
fbmwMSEstateSale	FormID: 0101C61E	50	0	I have purchased the Droth Dagger from Arnsa Thendas. I should return it to Geon Auline, so he can complete his collection.
fbmwMSEstateSale	FormID: 0101C61E	60	0	Geon Auline was upset that I'd sold the Dorth Dagger, and will no longer speak to
fbmwMSEstateSale	FormID: 0101C61E	70	0	Geon Auline was happy to have the Droth Dagger returned to him, and paid me 800
fbmwMSEstateSale	FormID: 0101C61E	90	0	I declined Geon Auline's offer to help acquire the Droth Dagger; he says he'll try to get it some other way.
fbmwMSEstateSale	FormID: 0101C61E	100	0	I have killed Geon Auline.
fbmwMSFargothRing	FormID: 0101C61F	10	0	I have met a Bosmer named Fargoth who claims the Imperials have stolen a ring of his. He would like it back.
fbmwMSFargothRing	FormID: 0101C61F	100	0	I have returned the Engraved Ring of Healing to Fargoth. He was overjoyed to have it back, and promised to mention my name to the trader here in town, Arrille.
fbmwMSFiremoth	FormID: 010039FF	10	0	Sellus Gravius of Seyda Neen has tasked me with leading a band of adventurers out to the overrun fort of Firemoth. It is there that we will fight the skeleton army of Grurn and return with the Ward of Akavir.
fbmwMSFiremoth	FormID: 010039FF	100	0	I have returned the Ward of Akavir to Sellus Gravius in exchange for 3000 gold.
fbmwMSGoldKanetFlower	FormID: 0101C620	1	0	Aurane Frernis needs me to find a rare gold kanet plant called Roland's Tear.
fbmwMSGoldKanetFlower	FormID: 0101C620	5	0	I've agreed to find the gold kanet plant called Roland's Tear. One variation of this plant is said to have wondrous powers when combined with other ingredients. She said she would make me something extra-special and rare if I bring her five flowers from this plant. Aurane Frernis believes it can be found at the eastern edge of the
fbmwMSGoldKanetFlower	FormID: 0101C620	10	0	After some searching, I found the plant she was looking for.
fbmwMSGoldKanetFlower	FormID: 0101C620	100	0	When I returned with the plant, Aurane Frernis made me a potion of luck.
fbmwMSHannat	FormID: 0101C621	1	0	I have agreed to escort Hannat Zainsubani from the Mamaea Caverns. He says he cannot offer me a reward now, but his father, Hassour Zainsubani, in Ald'ruhn, will gift me generously if I can rescue him.
fbmwMSHannat	FormID: 0101C621	50	0	I have successfully escorted Hannat Zainsubani from Mamaea Caverns.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSHannat	FormID: 0101C621	60	0	Hannat Zainsubani thanked me, and reminded me to speak to his father, Hassour Zainsubani, at the Ald Skar Inn in Ald'ruhn, for courage and generosity must always
fbmwMSHannat	FormID: 0101C621	70	0	Hassour Zainsubani was grateful for the news of his son's rescue. He rewarded me with raw ebony, and he also gave his own enchanted blade and a ring from his own
fbmwMSHannat	FormID: 0101C621	110	0	Hannat Zainsubani died while I tried to escort him from Mamaea Caverns.
fbmwMSHatandSkirt	FormID: 0101C622	1	0	I found this poor sorcerer imprisoned by a swarm of scamps. They fed him his companions in a broth. And stripped him and forced him to wear a skirt and hat. He looks very melancholy. He asked me to get him a potion of levitation so he could escape from his high perch. He offered to reward me with the attractive skirt and
fbmwMSHatandSkirt	FormID: 0101C622	50	0	I gave the poor sorcerer a potion of levitation so he could escape from his high perch, and accepted his skirt and hat as reward.
fbmwMSHatandSkirt	FormID: 0101C622	55	0	I gave the poor sorcerer a potion of levitation so he could escape from his high perch. I accepted his skirt as reward, but refused to take the hat.
fbmwMSHatandSkirt	FormID: 0101C622	60	0	I gave the poor sorcerer a potion of levitation so he could escape from his high perch. I accepted his hat as reward, but refused to take the skirt.
fbmwMSHatandSkirt	FormID: 0101C622	65	0	I gave the poor sorcerer a potion of levitation so he could escape from his high perch. I refused to accept the hat or skirt as reward.
fbmwMSHentusPants	FormID: 0101C623	10	0	Hentus Yansurnummu asked me to get his pants from Hainab Lasamsi.
fbmwMSHentusPants	FormID: 0101C623	50	0	I convinced Hainab Lasamsi to hand over Hentus' pants.
fbmwMSHentusPants	FormID: 0101C623	100	0	I gave Hentus his pants.
fbmwMSHolyElf	FormID: 0101C624	10	0	I encountered a particularly agitated wood elf today going by the name of High-Pockets. He was visibly angered at a Nord named Holmar inside the Winged Guar who he claims beat him up for no good reason.
fbmwMSHolyElf	FormID: 0101C624	20	0	I have agreed to help High-Pockets go teach Holmar some manners.
fbmwMSHolyElf	FormID: 0101C624	30	0	High-Pockets has borrowed my copy of Saryoni's Sermons, and told me to come back in a little while after he reads it.
fbmwMSHolyElf	FormID: 0101C624	40	0	I entered the bar with High-Pockets to find Holmar loudly bragging about his stunt. The two of us confronted him, and I persuaded him to stop his bragging and apologize. High-Pockets was satisfied, and paid me for my help.
fbmwMSHolyElf	FormID: 0101C624	50	0	I entered the bar with High-Pockets to find Holmar loudly bragging about his stunt. When the two of us confronted Holmar directly, he became violent, and we had to kill him to defend ourselves. High-Pockets rewarded me with some money.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSHolyElf	FormID: 0101C624	100	0	I returned to find High-Pockets standing almost naked by the bar, waiting for me. He told me he has renounced worldly possessions, whereupon he gave me everything he owned. He has now committed his life to serving and spreading the word of
fbmwMSHolyElf	FormID: 0101C624	110	0	High-Pockets tried to get me to help him take on a brutish Nord, but I refused. I have better things to do than take care of problems for a midget Wood Elf.
fbmwMSHolyElf	FormID: 0101C624	120	0	We confronted Holmar in the bar, and found him drunk and belligerent. We fought, and Holmar and High-Pockets are dead.
fbmwMSHolyElf	FormID: 0101C624	130	0	Holmar was drunk and belligerent, but I offered to buy him a couple drinks. Upon consuming them, he fainted.
fbmwMSHolyElf	FormID: 0101C624	140	0	We confronted Holmar in the bar, and found him drunk and belligerent. We fought, and Holmar is dead.
fbmwMSHolyElf	FormID: 0101C624	150	0	Holmar was drunk and belligerent, but I talked him out of doing any more harm. Hopefully he will head home soon and sober up before showing his face again.
fbmwMSHolyElf	FormID: 0101C624	160	0	We confronted Holmar in the bar, and found him drunk and belligerent. He attacked me, and I knocked him senseless.
fbmwMSHolyElf	FormID: 0101C624	200	0	High-Pockets thanked me for my help with Holmar, and gave me a magic ring and gold as reward.
fbmwMSJobashaAbolitionist	FormID: 0101C625	10	0	Jobasha told me that the Khajiiti slaves in the Ascadian Isles and Caldera suffer.
fbmwMSJobashaAbolitionist	FormID: 0101C625	100	0	Jobasha gave me some books for helping free the slaves.
fbmwMSJobHunt	FormID: 0101C626	1	0	Today I met an extremely rude smithy's apprentice by the name of Ilnori Faustus. He told me how he plans on becoming an adventurer, and how he expects to abandon his apprenticeship very soon.
fbmwMSJobHunt	FormID: 0101C626	10	0	Bols Indalen at the Craftmen's Hall in Mournhold has lost his apprentice. The smith told me to send anyone I find looking for work his way.
fbmwMSJobHunt	FormID: 0101C626	20	0	I met a Redguard by the name of Therdon looking for work. I told him about the apprentice leaving Bols Indalen's service, and he seemed interested. He said he will stop by there and apply soon.
fbmwMSJobHunt	FormID: 0101C626	30	0	Therdon applied and got the job as a smith's apprentice with Bols Indalen at the Craftmen's Hall. Both Therdon and Bols seem quite happy with their arrangement.
fbmwMSLookout	FormID: 0101C627	10	0	Hrisskar Flat-Foot asked me to do him a favor. He believes that Fargoth has been hiding money from the Imperials, and he'd like to know where it's gone. If I will work for him, he will give me a share of the bounty.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSLookout	FormID: 0101C627	20	0	I've agreed to help Hrisskar find the money that Fargoth has been hiding away. I am supposed to keep an eye on him from atop the lighthouse in town, and watch where he goes. Hrisskar believes I should watch him at night. I'm not supposed to approach him at any time. I should then retrace his footsteps and find out where he's hidden the money. When I've found it, I should report back to Hrisskar.
fbmwMSLookout	FormID: 0101C627	30	0	I've decided not to help Hrisskar.
fbmwMSLookout	FormID: 0101C627	40	0	I've found Fargoth's hidden stash. He keeps it in a hollow treestump in a muck pond
fbmwMSLookout	FormID: 0101C627	100	0	Hrisskar was grateful that I found the money that Fargoth had been hiding. He rewarded me with some gold, and told me I could keep anything else I found in the bag besides the money he wanted.
fbmwMSMasterIndex	FormID: 01060A96	1	0	Folms Mirel of the Caldera Mages Guild will pay me 500 gold for each propylon index I bring him. He'll tell me where to find one, and when I deliver it, He'll tell me where to find the next one. And when I've delivered ten of them, he'll make me a master propylon index so I can travel to propylon chambers in Dunmer strongholds all over Vvardenfell. First I must get the Hlormaren Propylon Index from Irgola the
fbmwMSMasterIndex	FormID: 01060A96	5	0	I delivered the Hlormaren Propylon Index and received 500 gold. Next I need the Marandus Propylon Index. It was packed and delivered to the St. Olms Temple in Vivec. Folms Mirel said to look around for empty crates in a storage area, and look carefully -- it's tiny and grey, and easily overlooked in poor lighting.
fbmwMSMasterIndex	FormID: 01060A96	10	0	I delivered the Marandus Propylon Index and received 500 gold. Next I need the Falasmayon Propylon Index. A pilgrim gave it as an offering to the shrine at Maar
fbmwMSMasterIndex	FormID: 01060A96	15	0	I delivered the Falasmayon Propylon Index and received 500 gold. Next I need the Valenvaryon Propylon Index. Nibani Maesa, a Wise Woman of the Urshilaku Ashlander tribe in Urshilaku Camp, has this index. She may not know its worth --
fbmwMSMasterIndex	FormID: 01060A96	20	0	I delivered the Valenvaryon Propylon Index and received 500 gold. Next I need the Indoranyon Propylon Index. Divayth Fyr, the old and powerful Telvanni wizard of Tel Fyr, may not want to part with it.
fbmwMSMasterIndex	FormID: 01060A96	25	0	I delivered the Indoranyon Propylon Index and received 500 gold. Next I need the Berandas Propylon Index. The wizard Baladas Demnevanni of Gnosis has it. His tower is named Arvs Drelen. The folk of Gnosis seem terrified of him, but he's lived right among them for years, so maybe he isn't all that bad.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSMasterIndex	FormID: 01060A96	30	0	I delivered the Berandas Propylon Index and received 500 gold. Next I need the Andasreth Propylon Index. A Dark Elf troublemaker named Brilnosu Llarys owns the index, but he doesn't carry it on his person. His hide-out is in a dome on top of the Dunmer stronghold called Hlormaren, on the coast, due west of Balmora. I should
fbmwMSMasterIndex	FormID: 01060A96	35	0	I delivered the Andasreth Propylon Index and received 500 gold. Next I need the Rotheran Propylon Index. Rols lenith, a deranged outlaw, has the index, and I'll probably have to kill him to get it. He lives in the Communal Hut on top of Rotheran, a Dunmer stronghold on the southern tip of Dagon Fel island.
fbmwMSMasterIndex	FormID: 01060A96	40	0	I delivered the Rotheran Propylon Index and received 500 gold. Next I need the Falensarano Propylon Index. It was possessed by an outlander named Huunen last seen headed for Maekashishi, a Daedric shrine on the western edge of the mountains west of Maar Gan. Huunen is probably dead, and locating his corpse and
fbmwMSMasterIndex	FormID: 01060A96	45	0	I delivered the Falensarano Propylon Index and received 500 gold. One more to go -- the Telasero Propylon Index. It is in Telasero, a Dunmer stronghold between Suran and Molag Mar, on the southern coast of the Molag Amur region. The index is in a dark place, in a troth with a number of other objects.
fbmwMSMasterIndex	FormID: 01060A96	50	0	I delivered the Telasero Propylon Index and received 500 gold and a master index. Now, if I want to travel to a Dunmer stronghold, I visit Mirel and speak to him. If I have the master index with me, he'll send me directly to a given stronghold. For return trips, I activate a propylon in a stronghold propylon chamber while I have the master index, and I'll be transported directly to Folms Mirel in Caldera.
fbmwMSMatchMaker	FormID: 0101C628	10	0	I have met Fons Beren, a pompous man looking for a female companion of sorts.
fbmwMSMatchMaker	FormID: 0101C628	20	0	I have met Sunel Hlas, a grumpy storekeeper who no longer has faith in
fbmwMSMatchMaker	FormID: 0101C628	30	0	I have met Goval Ralen, a simple man looking for the ideal woman, but anxious about his chances.
fbmwMSMatchMaker	FormID: 0101C628	40	0	I met Marena Gilnith, a practical woman who works in the Great Bazaar.
fbmwMSMatchMaker	FormID: 0101C628	50	0	Marena Gilnith asked me to keep an eye out for any interesting, single men I might meet in Mournhold.
fbmwMSMatchMaker	FormID: 0101C628	60	0	Marena Gilnith asked me to set up a meeting with Fons Beren for her.
fbmwMSMatchMaker	FormID: 0101C628	70	0	Marena Gilnith has asked me to set up a meeting with Sunel Hlas for her.
fbmwMSMatchMaker	FormID: 0101C628	80	0	Marena Gilnith has asked me to set up a meeting with Goval Ralen for her.
fbmwMSMatchMaker	FormID: 0101C628	90	0	I have arranged a meeting between Marena Gilnith and Fons Beren.
fbmwMSMatchMaker	FormID: 0101C628	100	0	I have arranged a meeting between Marena Gilnith and Sunel Hlas.
fbmwMSMatchMaker	FormID: 0101C628	110	0	I have arranged a meeting between Marena Gilnith and Goval Ralen.

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Quest ID	Form ID			
fbmwMSMatchMaker	FormID: 0101C628	120	0	The meeting went well, and Marena Gilnith thanked me for finding her a partner.
fbmwMSMatchMaker	FormID: 0101C628	150	0	The meeting went poorly, and Marena Gilnith will no longer speak to me.
fbmwMSMatchMaker	FormID: 0101C628	200	0	I have insulted Marena Gilnith, and she will no longer talk to me.
fbmwMSMuseum	FormID: 0101C629	10	0	I have spoken with Torasa Aram, Curator of the Museum of Artifacts. I can bring her artifacts I wish to sell, and the museum will pay for them.
fbmwMSNatural	FormID: 0101C62A	10	0	I have spoken to Gaenor, a poor-looking Wood Elf who made some rather ridiculous demands of me. He eventually got angry and threatened me. Now he will no longer speak to me. Quite an odd encounter...
fbmwMSNatural	FormID: 0101C62A	20	0	I attacked Gaenor, and he vanished before my eyes. Perhaps he teleported
fbmwMSNatural	FormID: 0101C62A	30	0	I have again run into Gaenor, whose good luck has done wonders for him. He remembers me, though, and doesn't like me.
fbmwMSNatural	FormID: 0101C62A	40	0	I have killed Gaenor.
fbmwMSNordBurial	FormID: 0101C62B	1	0	A Nord named Ennbjof gave me a key and a tale about a ship burial of Olmgerd the Outlaw, son of Harald Hand-Free, a First Age king of Skyrim. Ennbjof thinks an enchanted battle-axe called Stormkiss was buried with Oldgerd. Ennbjof thinks the burial is somewhere on the stretch between the Daedric ruins at Zaintiraris and Tel
fbmwMSNuccius	FormID: 0101C62C	1	0	Darvame Hleran mentioned that she didn't think Vodunius Nuccius was happy here.
fbmwMSNuccius	FormID: 0101C62C	100	0	I bought a cursed ring from Vodunius Nuccius so he would have enough gold to leave Morrowind. I hope I have better luck with the ring, and with my adventures in Morrowind, than he did.
fbmwMSPerformers	FormID: 0101C62D	10	0	I have agreed to take over the lead part of Clavides in the Mournhold Players' production of [QUOTE]The Horror of Castle Xyr[QUOTE]. I have been provided with a copy of the script, and have a mere two minutes to memorize my lines before I
fbmwMSPerformers	FormID: 0101C62D	20	0	I did not return to Meryn in time. He will undoubtedly be upset with me.
fbmwMSPerformers	FormID: 0101C62D	30	0	I have returned to Meryn, ready to perform my role in the play.
fbmwMSPerformers	FormID: 0101C62D	50	0	I have successfully defended myself from an assassin who assaulted me in the middle of my performance! The play obviously cannot go on. Perhaps I should speak with Meryn about what just happened.
fbmwMSPerformers	FormID: 0101C62D	100	0	Meryn Othralas wanted me to perform with the Mournhold Players, but I turned him down. I never was that much of an actor.
fbmwMSPerformers	FormID: 0101C62D	120	0	Meryn Othralas explained that I was used as a decoy for the assassin to protect their lead actor. I am not happy about this treatment, but Meryn did reward me, commensurate with my performance.

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Quest ID	Form ID			
fbmwMSPerformers	FormID: 0101C62D	150	0	I agreed to star in the Mournhold Player's production of [QUOTE]The Horror of Castle Xyr[QUOTE], but changed my mind at the last minute and walked off right as the play was starting. I'm sure Meryn will not be happy.
fbmwMSPerformers	FormID: 0101C62D	160	0	Meryn Othralas says Gureryne Selvilo, the leading lady, is dead, so there won't be any play today.
fbmwMSPiernette	FormID: 0101C62E	1	0	I found a silver bowl with the inscription [QUOTE]To Armond Beluelle, from the East Empire Company, for courage and daring in the protection of the Company's couriers, with our thanks.[QUOTE].
fbmwMSPiernette	FormID: 0101C62E	10	0	Ygfa says that her friend, Piernette Beluelle, had a silver bowl stolen. She gave me directions to her friend's house starting from the north entrance to the Foreign Quarter of Vivec. Due north from the bridge to the Foreign Quarter of Vivec is an east-west rope bridge across a lagoon. Cross the bridge east, then follow the path as it heads north. Pass Nilera's farmhouse on the left, and the next house north will be
fbmwMSPiernette	FormID: 0101C62E	90	0	I told her that I found the silver bowl, and that I'm going to keep it. She threatened to tell others about my 'disgraceful behavior'.
fbmwMSPiernette	FormID: 0101C62E	100	0	The silver bowl I found belonged to Piernette and Armond Beluelle. Armond had received the bowl as a gift from grateful merchants when he drove off bandits attacking one of the East Empire Company's couriers. I returned the bowl to her, and to show her gratitude, she gave me some very useful information about local
fbmwMSPropylon	FormID: 0101C62F	1	0	Crazy-Legs Arantamo told me about a 'propylon index' -- a key needed to use transportation devices called 'propylons' in Dunmer strongholds. He also told me that someone who had one of these index things went to a Daedric shrine called
fbmwMSRaGruzgob	FormID: 0101C630	10	0	An Orc named Ra'Gruzgob seems to think he is a Khajiit. He asked me about his tail -- he hasn't got one, of course -- I said it looked fine. This seemed to please him. It's a funny old world, all right.
fbmwMSRaGruzgob	FormID: 0101C630	30	0	Ra'Gruzgob told me that he found something I would like. He put it under his pillow.
fbmwMSScrollSales	FormID: 0101C631	10	0	'Ten-Tongues' Weerhat has suggested that I should stop in occasionally to see if he has any special offers for me.
fbmwMSScrollSales	FormID: 0101C631	20	0	When I questioned 'Ten-Tongues' Weerhat about the scrolls he offers at discount prices, he mentioned someone named Ahnia, but wouldn't say more.
fbmwMSScrollSales	FormID: 0101C631	30	0	'Ten-Tongues' Weerhat admitted that he's been involved in some shady business with a Khajiit named Ahnia. She can be found in the Sewers underneath the Bazaar.
fbmwMSScrollSales	FormID: 0101C631	40	0	I confronted Ahnia about the scrolls, and she attacked me. I was forced to defend myself, and killed her.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSScrollSales	FormID: 0101C631	50	0	I found a note suggesting that Ten-Tongues Weeraht has a stolen book in his possession. I should speak with him about it.
fbmwMSScrollSales	FormID: 0101C631	60	0	When told of Ahnia's death, Weerhat confessed to knowing where the scrolls came from. He gave me a stolen book he'd been asked to sell, and begged me not to kill
fbmwMSScrollSales	FormID: 0101C631	100	0	I returned Elbert Nermarc's book to him, for which he thanked me, and offered me reduced prices on his goods.
fbmwMSSummoner	FormID: 0101C632	1	0	Today Ovis Velas magically appeared before me, announced he was going to put on a display of his power, then attacked me. Oddly enough, he went down far too easily, and scarcely harmed me. I wonder what this could mean.
fbmwMSSummoner	FormID: 0101C632	10	0	Drathas Reyas has told me that there is a Velas Manor in Godsreach. The strange wizard I killed was named Velas. Perhaps I should go investigate.
fbmwMSSummoner	FormID: 0101C632	20	0	I have discovered the true wizard of Dratha's rumors. The one I killed previously was only the brother of Gavis Velas, a very powerful summoner. He has challenged me to a duel, and it will take place immediately.
fbmwMSSummoner	FormID: 0101C632	30	0	I have killed Gavis Velas and his summoned minions. May their scourge never threaten Mournhold again.
fbmwMSThief	FormID: 0101C633	10	0	I have met Golena Sadri. When I spoke to her, she accused me of wanting to steal from her, and said I'll never get my hands on it. I have no idea what
fbmwMSThief	FormID: 0101C633	20	0	Alvan Llarys suggested I speak with Elbert Nermarc and see if he can shed any light on Golena Sadri's condition. Nermarc is apparently the only person she's confided in over the last several months.
fbmwMSThief	FormID: 0101C633	30	0	Elbert Nermarc told me the story of his last few encounters with Golena Sadri. She has acquired some sort of devices, possibly Dwemer in origin, that can be deadly if approached. Nermarc seemed to think she'd lost her mind.
fbmwMSThief	FormID: 0101C633	40	0	I met Alvan Llarys outside Sadri Manor. Someone locked him out, and he heard screaming inside. He's asked me to investigate.
fbmwMSThief	FormID: 0101C633	50	0	I have discovered a trap door in the lower level of Sadri Manor. Golena Sadri is nowhere to be found, and someone has murdered the guard.
fbmwMSThief	FormID: 0101C633	60	0	I have found the corpse of Tadera Andules, Golena Sadri's friend. She appears to have had her throat cut.
fbmwMSThief	FormID: 0101C633	70	0	I confronted Golena Sadri, who admitted killing both the guard and Tadera Andules.
fbmwMSThief	FormID: 0101C633	80	0	I have killed Golena Sadri.
fbmwMSThief	FormID: 0101C633	90	0	I informed Alvan Llarys of what happened to Golena Sadri. He mourned her death, but admitted that she was too far gone to save.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSTreraynaBounty	FormID: 0101C634	1	0	Mollimo of Cloudrest offers me 1000 gold if I'll kill Trerayna Dalen.
fbmwMSTreraynaBounty	FormID: 0101C634	50	0	I killed Trerayna Dalen, and received my payment of 1000 gold from Mollimo of
fbmwMSUmbra	FormID: 0101C635	10	0	While in Suran, I spoke to Ashumanu Eraishah. She told me of a madman on a hill nearby. She thinks the man is dangerous, although he hasn't harmed anyone
fbmwMSUmbra	FormID: 0101C635	20	0	I've met an orc on the top of a mountain near Suran. It appears he is a warrior, but he seems world-weary and jaded. He tells me his name is Umbra.
fbmwMSUmbra	FormID: 0101C635	30	0	This orc, Umbra, has only one desire -- to die. He seems upset that the gods have put no one in this world capable of killing him, allowing him to achieve his goal of death in battle. He would like me to try and kill him.
fbmwMSUmbra	FormID: 0101C635	40	0	Death seems a fair thing to grant this man. He wishes to die in battle, so I will give him the death he deserves.
fbmwMSUmbra	FormID: 0101C635	50	0	I cannot bring myself to fight this man. He seems mad to me, and his slaughter would bring me no glory.
fbmwMSUmbra	FormID: 0101C635	60	0	I have killed the orc called Umbra. He was a valiant warrior, and he has died in the manner of his choosing.
fbmwMSVampireCure	FormID: 0101C636	10	0	I have found some papers by a Buoyant Armiger, Galur Rithari. In them, he gives hints as to how vampirism may be cured. It suggests that the cure may be obtained with the help of a Daedra Prince, perhaps Molag Bal.
fbmwMSVampireCure	FormID: 0101C636	20	0	In Molag Bal's shrine in Bal Ur, I spoke with Derar Hlervu. She has told me that she knows of no cure for vampirism, and that only the Daedra Lord himself will be able
fbmwMSVampireCure	FormID: 0101C636	30	0	I have spoken to Molag Bal through his statue in the shrine at Bal Ur. He tells me that he does not have the cure for my vampirism, but he will get it for me if I do him a favor. His daughter, Molag Grunda, has been consorting with a Frost Atronach named Nomeg Gwai. If I can kill the two of them, returning their souls to a realm
fbmwMSVampireCure	FormID: 0101C636	40	0	where Molag Bal may punish them, Molag Bal will give me the cure. They live now
fbmwMSVampireCure	FormID: 0101C636	50	0	I have succeeded in killing Molag Grunda and her paramour, Nomeg Gwai.
fbmwMSVampireCure	FormID: 0101C636	50	0	I've returned to the Shrine of Molag Bal and spoken with the Daedra Lord. He was pleased with my efforts, and has retrieved the cure from the Daedra Vaermina.
fbmwMSVassirDidanat	FormID: 0101C637	100	0	Velanda Omani gave me 2000 gold for telling her the location of Vassir-Didanat.
fbmwMSVassirDidanat	FormID: 0101C637	110	0	Dram Bero rewarded me for telling him the location of Vassir-Didanat.
fbmwMSVassirDidanat	FormID: 0101C637	120	0	Nevena Ules promised me great riches for telling her the location of the Vassir-
fbmwMSWarlords	FormID: 0101C638	10	0	I met Dovor Oren in a vacant manor house in Mournhold. He claims to be preparing for some sort of war between the Temple and the Imperials.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSWarlords	FormID: 0101C638	30	0	Dovor Oren has asked me to find Soscean in the Winged Guar, and get his sword and cuirass. I will have to kill him, which Oren assures me is the right thing to do.
fbmwMSWarlords	FormID: 0101C638	40	0	I killed Soscean and brought his sword and cuirass to Dovor Oren, who paid me for
fbmwMSWarlords	FormID: 0101C638	50	0	I should speak with Felvan lenith to see how I can help him.
fbmwMSWarlords	FormID: 0101C638	60	0	Felvan lenith has asked me to kill Elanande, and take her robe and axe. She should be somewhere in Godsreach.
fbmwMSWarlords	FormID: 0101C638	70	0	I killed Elanande and brought her equipment to Felvan lenith.
fbmwMSWarlords	FormID: 0101C638	80	0	I should speak with Olvyne Dobar to see if she needs any equipment.
fbmwMSWarlords	FormID: 0101C638	90	0	Olvyne Dobar has asked me to kill Bels Uvenim and retrieve his equipment for her. He should be somewhere in the vicinity of the Temple.
fbmwMSWarlords	FormID: 0101C638	100	0	I killed Bels Uvenim and brought his spear and helmet to Olvyne.
fbmwMSWarlords	FormID: 0101C638	110	0	Dovor Oren has asked me to bring him Suldreni Salandas' amulet and mace.
fbmwMSWarlords	FormID: 0101C638	120	0	I have completed all the tasks that Dovor Oren required of me.
fbmwMSWarlords	FormID: 0101C638	200	0	I have declined Dovor Oren's invitation to help him re-shape Mournhold. He implied that I shouldn't have any further contact with him.
fbmwMSWarlords	FormID: 0101C638	210	0	I have killed Dovor Oren.
fbmwMSWarlordsa	FormID: 0101C639	10	0	Felvan lenith told me that Dovor Oren gained his wealth illegally, stealing from Mournhold's nobility.
fbmwMSWarlordsa	FormID: 0101C639	20	0	I have convinced Felvan lenith to consider turning himself in for his crimes, before anyone else gets hurt.
fbmwMSWarlordsa	FormID: 0101C639	30	0	I have convinced Olvyne Dobar to consider turning herself in for her crimes, before anyone else gets hurt.
fbmwMSWarlordsa	FormID: 0101C639	40	0	I found Dovor Oren dead in the vacant manor in Mournhold; his fellow conspirators are nowhere to be found.
fbmwMSWarlordsa	FormID: 0101C639	50	0	Felvan lenith and Olvyne Dobar turned themselves in for their crimes. Apparently they killed Dovor Oren when he attempted to stop them from going to the authorities. They have not implicated me in any way.
fbmwMSWhiteGuar	FormID: 0101C63A	10	0	While traveling near Tel Mora, I came upon an Ashlander camp. Here, I spoke with a wise woman, Urshamusa Rapli, who spoke of dreams and visions.
fbmwMSWhiteGuar	FormID: 0101C63A	20	0	The wise woman has had dreams and visions of a white guar. She feels if someone can find this guar, it will help her tribe prosper. The tribe has been ravaged by the blight, and he has no hunters to spare. She would like me to find the white guar for
fbmwMSWhiteGuar	FormID: 0101C63A	30	0	I have agreed to try and find the white guar. The woman tells me that the guar in her visions is near a forking trail where [QUOTE]the rocks grow from the earth like

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMSWhiteGuar	FormID: 0101C63A	40	0	I have decided not to try and find the white guar from Urshamusa's vision.
fbmwMSWhiteGuar	FormID: 0101C63A	50	0	I have found the white guar. Once I got in range of it, it immediately began to move
fbmwMSWhiteGuar	FormID: 0101C63A	60	0	The guar has led me to a cluster of rocks and trees. Here, I found the corpse of a woman who looks like she was once a healer.
fbmwMSWhiteGuar	FormID: 0101C63A	65	0	I have come across the corpse of a woman who looks like she was once an
fbmwMSWhiteGuar	FormID: 0101C63A	70	0	I have returned to the Ashlander camp and spoken with Urshamusa Rapli. She seemed aware that I had found the guar and where it had led me. She also knew of the amulet I found on the corpse. It is called the Amulet of Ashamanu.
fbmwMSWhiteGuar	FormID: 0101C63A	80	0	Urshamusa believes the amulet will allow her to cure her people of the disease that has plagued them. In gratitude, she gave me the Shield of the Undaunted, which is apparently a local legend.
fbmwMTAdvancement	FormID: 01010565	1	0	I have joined the Morag Tong. The Primary Attributes are Speed and Agility. The Primary Skills are Acrobatics, Illusion, Acrobatics, Sneak, Blade, and Light Armor. I must perform regular duties and concentrate on increasing these areas to gain rank
fbmwMTAdvancement	FormID: 01010565	10	0	I am eligible for promotion to the rank of Blind Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	11	0	I have attained the rank of Blind Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	20	0	I am eligible for promotion to the rank of Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	21	0	I have attained the rank of Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	30	0	I am eligible for promotion to the rank of White Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	31	0	I have attained the rank of White Thrall in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	40	0	I am eligible for promotion to the rank of Thinker in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	41	0	I have attained the rank of Thinker in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	50	0	I am eligible for promotion to the rank of Brother in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	51	0	I have attained the rank of Brother in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	60	0	I am eligible for promotion to the rank of Knower in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	61	0	I have attained the rank of Knower in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	70	0	I am eligible for promotion to the rank of Master in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	71	0	I have attained the rank of Master in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	80	0	I am eligible for promotion to the rank of Exalted Master in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	81	0	I have attained the rank of Exalted Master in the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	90	0	I am eligible for promotion to the rank of Grandmaster of the Morag Tong.
fbmwMTAdvancement	FormID: 01010565	91	0	I have attained the rank of Grandmaster of the Morag Tong.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMTDBAldSotha	FormID: 0101C63B	10	0	The Dark Brotherhood in Vvardenfell keep their headquarters in the ruins of Ald Sotha, which is northeast of Vivec City. I must go there and honorably execute the local Night Mother of the Dark Brotherhood, Severa Magia.
fbmwMTDBAldSotha	FormID: 0101C63B	100	0	Grandmaster Eno Hlaalu thanked me for honorably executing Severa Magia. Eno Hlaalu gave me a ritual dagger with his gratitude.
fbmwMTDBAssernerairan	FormID: 0101C63C	10	0	One of the Dark Brotherhood's bases is in Assernerairan, which is beneath St. Olms Canton here in Vivec City. I must honorably execute the leader, Durus Marius, and report back to Grandmaster Eno Hlaalu.
fbmwMTDBAssernerairan	FormID: 0101C63C	100	0	Grandmaster Eno Hlaalu thanked me for honorably executing Durus Marius.
fbmwMTDBCarecalmo	FormID: 0101C63D	10	0	Grandmaster Eno Hlaalu believes that Mehrunes Dagon cultists are protecting the Dark Brotherhood. I must speak with such a cultist, Carecalmo in Ashalmimilkala which is located northwest of Hla Oad. I should offer him an ultimatum: Stop protecting the Dark Brotherhood or the Morag Tong will declare war on all cultists
fbmwMTDBCarecalmo	FormID: 0101C63D	50	0	Carecalmo was offended by the ultimatum and attacked me.
fbmwMTDBCarecalmo	FormID: 0101C63D	100	0	Grandmaster Eno Hlaalu thanked me for killing Carecalmo.
fbmwMTDBContact	FormID: 0101C63E	10	0	Grandmaster Eno Hlaalu believes that Miun-Gei might know how to contact the Dark Brotherhood. He is an Enchanter in the Lower Waistworks of the Foreign Quarter. When I get a name from Miun-Gei, I should report back to the
fbmwMTDBContact	FormID: 0101C63E	50	0	I spoke with Miun-Gei and asked for his contact in the Dark Brotherhood. Miun-Gei told me to speak with Tsrazami, a Khajiit who is also in the Market Canton. I should report her name to the Grandmaster, or I can find her and question her myself.
fbmwMTDBContact	FormID: 0101C63E	60	0	Miun-Gei told me that he had only one contact in the Dark Brotherhood, Tsrazami, and she is now dead. I should report this to the Grandmaster.
fbmwMTDBContact	FormID: 0101C63E	70	0	I spoke with Tsrazami and she agreed to meet with Eno Hlaalu.
fbmwMTDBContact	FormID: 0101C63E	100	0	Eno Hlaalu thanked me for giving him the name of a contact in the Dark
fbmwMTDBContact	FormID: 0101C63E	110	0	Eno Hlaalu thanked me for arranging a meeting with a contact in the Dark
fbmwMTDBDarys	FormID: 0101C63F	10	0	Grandmaster Eno Hlaalu wants me to speak with Movis Darys at the Guild of Mages in Ald'ruhn. I must either convince him to join the Morag Tong or kill him.
fbmwMTDBDarys	FormID: 0101C63F	50	0	Movis Darys agreed to meet with Eno Hlaalu. As a token of good faith, he gave me the Belt of Sanguine Denial.
fbmwMTDBDarys	FormID: 0101C63F	100	0	Grandmaster Eno Hlaalu thanked me for convincing Movis Darys to join the Morag
fbmwMTDBDarys	FormID: 0101C63F	110	0	Grandmaster Eno Hlaalu thanked me for the honorable execution of Movis Darys.
fbmwMTGrandmaster	FormID: 0101C640	10	0	I was told that in order to become the new Grandmaster, I must honorably execute the current Grandmaster, Eno Hlaalu.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMTGrandmaster	FormID: 0101C640	20	0	Grandmaster Eno Hlaalu believes I have what it takes to be the new Grandmaster of the Morag Tong. He will step down if I break with Morag Tong tradition and let him
fbmwMTGrandmaster	FormID: 0101C640	100	0	I have slain Grandmaster Eno Hlaalu. I am the new Grandmaster of the Morag Tong.
fbmwMTGrandmaster	FormID: 0101C640	110	0	Grandmaster Eno Hlaalu thanked me for allowing him to retire. I am the new Grandmaster of the Morag Tong.
fbmwMTSanguineItems	FormID: 01F8CE65	10	0	Eno Hlaalu has asked me to gather all of Mephala's Sanguine Items, a set of twenty-seven magical items known as the Threads of the Webspinner.
fbmwMTSanguineItems	FormID: 01F8CE65	100	0	I have found all of Mephala's Sanguine Items and returned the Threads of the Webspinner to their rightful place at the Morag Tong headquarters in Vivec.
fbmwMTSBalancedArmor	FormID: 01F8CE63	100	0	I have returned the Belt of Sanguine Balanced Armor, one of the twenty-seven Threads of the Webspinner.
fbmwMTSDeepBiting	FormID: 01F8CE64	100	0	I have returned the Belt of Sanguine Deep Biting, one of the twenty-seven Threads of the Webspinner.
fbmwMTSDenial	FormID: 01F8CE66	100	0	I have returned the Belt of Sanguine Denial, one of the twenty-seven Threads of the Webspinner.
fbmwMTSEnterprise	FormID: 01F8CE67	100	0	Grandmaster Eno Hlaalu noted that he already possesses the Amulet of Sanguine Enterprise, one of the twenty-seven Threads of the Webspinner.
fbmwMTSFleetness	FormID: 01F2A49F	10	0	Grandmaster Eno Hlaalu asked me to bring him the Belt of Sanguine Fleetness, held by Hrordis, a member of the Dark Brotherhood. She can be found in Pelagiad at the
fbmwMTSFleetness	FormID: 01F2A49F	100	0	I have returned the Belt of Sanguine Fleetness, one of the twenty-seven Threads of the Webspinner.
fbmwMTSFluidEvasion	FormID: 01F8CE68	100	0	I have returned the Ring of Sanguine Fluid Evasion, one of the twenty-seven Threads of the Webspinner.
fbmwMTSGlibSpeech	FormID: 01F8CE69	100	0	I have returned the Amulet of Sanguine Glib Speech, one of the twenty-seven Threads of the Webspinner.
fbmwMTSGoldenWisdom	FormID: 01F8CE6A	100	0	I have returned the Ring of Sanguine Golden Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTSGreenWisdom	FormID: 01F8CE6B	100	0	I have returned the Ring of Sanguine Green Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTSHewing	FormID: 01F8CE6C	100	0	I have returned the Belt of Sanguine Hewing, one of the twenty-seven Threads of the Webspinner.
fbmwMTSHornyFist	FormID: 01F8CE6D	100	0	I have returned the Gloves of Sanguine Horny Fist, one of the twenty-seven Threads of the Webspinner.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMTSImpalingThrust	FormID: 01F8CE55	100	0	I have returned the Belt of Sanguine Impaling Thrust, one of the twenty-seven Threads of the Webspinner.
fbmwMTSLeaping	FormID: 01F8CE54	100	0	I have returned the Shoes of Sanguine Leaping, one of the twenty-seven Threads of the Webspinner.
fbmwMTSMartialCraft	FormID: 01F8CE56	100	0	I have returned the Belt of Sanguine Martial Craft, one of the twenty-seven Threads of the Webspinner.
fbmwMTSNimbleArmor	FormID: 01F8CE57	100	0	I have returned the Amulet of Sanguine Nimble Armor, one of the twenty-seven Threads of the Webspinner.
fbmwMTSRedWisdom	FormID: 01F8CE58	100	0	I have returned the Ring of Sanguine Red Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSafekeeping	FormID: 01F8CE59	100	0	I have returned the Gloves of Sanguine Safekeeping, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSilverWisdom	FormID: 01F8CE5A	100	0	I have returned the Ring of Sanguine Silver Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSmiting	FormID: 01F8CE5B	100	0	I have returned the Belt of Sanguine Smiting, one of the twenty-seven Threads of the Webspinner.
fbmwMTSStalking	FormID: 01F8CE5C	100	0	I have returned the Shoes of Sanguine Stalking, one of the twenty-seven Threads of the Webspinner.
fbmwMTSStolidArmor	FormID: 01F8CE5D	100	0	I have returned the Belt of Sanguine Stolid Armor, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSublimeWisdom	FormID: 01F2A4A0	10	0	Grandmaster Eno Hlaalu asked me to return the Ring of Sublime Wisdom, one of the twenty-seven Threads of the Webspinner. It is being held by Anel Rethelas in Yasammidan, which is west of Ald Velothi, past the Dwemer ruins.
fbmwMTSSublimeWisdom	FormID: 01F2A4A0	100	0	I have returned the Ring of Sanguine Sublime Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSureflight	FormID: 01F8CE5E	100	0	I have returned the Belt of Sanguine Sureflight, one of the twenty-seven Threads of the Webspinner.
fbmwMTSSwiftblade	FormID: 01F8CE5F	100	0	I have returned the Gloves of Sanguine Swiftblade, one of the twenty-seven Threads of the Webspinner.
fbmwMTSTranscendence	FormID: 01F8CE60	100	0	I have returned the Ring of Sanguine Transcendence, one of the twenty-seven Threads of the Webspinner.
fbmwMTSTransfiguring	FormID: 01F8CE61	100	0	I have returned the Ring of Sanguine Transfiguring, one of the twenty-seven Threads of the Webspinner.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMTSUnseenWisdom	FormID: 01F8CE62	100	0	I have returned the Ring of Sanguine Unseen Wisdom, one of the twenty-seven Threads of the Webspinner.
fbmwMTWritBaladas	FormID: 0100B835	10	0	I have been given a Writ for the honorable execution of Baladas Demnevanni who can be found in the tower of Arvs Drelen in Gnisis.
fbmwMTWritBaladas	FormID: 0100B835	80	0	Baladas Demnevanni has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritBaladas	FormID: 0100B835	90	0	Baladas Demnevanni has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritBaladas	FormID: 0100B835	100	0	I reported the honorable execution of Baladas Demnevanni.
fbmwMTWritBaladas	FormID: 0100B835	110	0	I reported the honorable execution of Baladas Demnevanni.
fbmwMTWritBelvayn	FormID: 0100B836	10	0	I have been given a Writ for the honorable execution of Tirer Belvayn. He may be found in Shara. To get there I must go to Dagon Fel and follow the road south past the Dwemer ruins and then west until a branch heads southwest to the coast. Shara
fbmwMTWritBelvayn	FormID: 0100B836	80	0	Tirer Belvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritBelvayn	FormID: 0100B836	90	0	Tirer Belvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritBelvayn	FormID: 0100B836	100	0	I reported the honorable execution of Tirer Belvayn.
fbmwMTWritBelvayn	FormID: 0100B836	110	0	I reported the honorable execution of Tirer Belvayn.
fbmwMTWritBermis	FormID: 0100B837	10	0	I have been given a Writ for the honorable execution of Mathyn Bemis, who may be found in the Hlaalu Ancestral Vaults which are accessible from the Canalworks of
fbmwMTWritBermis	FormID: 0100B837	80	0	Mathyn Bemis has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritBermis	FormID: 0100B837	90	0	Mathyn Bemis has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritBermis	FormID: 0100B837	100	0	I reported the honorable execution of Mathyn Bemis.
fbmwMTWritBermis	FormID: 0100B837	110	0	I reported the honorable execution of Mathyn Bemis.
fbmwMTWritBero	FormID: 0100B838	10	0	I have been given a Writ for the honorable execution of Dram Bero who lives somewhere here in Vivec.
fbmwMTWritBero	FormID: 0100B838	80	0	Dram Bero has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritBero	FormID: 0100B838	90	0	Dram Bero has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritBero	FormID: 0100B838	100	0	I reported the honorable execution of Dram Bero.

**Morrobivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
fbmwMTWritBero	FormID: 0100B838	110	0	I reported the honorable execution of Dram Bero.
fbmwMTWritBrilnosu	FormID: 0100B839	10	0	I have been given a Writ for the honorable execution of Brilnosu Llarys. She may be found at the Dunmer stronghold of Hlormaren which is on the coast west of
fbmwMTWritBrilnosu	FormID: 0100B839	80	0	Brilnosu Llarys has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritBrilnosu	FormID: 0100B839	90	0	Brilnosu Llarys has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritBrilnosu	FormID: 0100B839	100	0	I reported the honorable execution of Brilnosu Llarys.
fbmwMTWritBrilnosu	FormID: 0100B839	110	0	I reported the honorable execution of Brilnosu Llarys.
fbmwMTWritGalasa	FormID: 0100B83A	10	0	I have been given a Writ for the honorable execution of Galasa Uvayn. She may be found at the Hlaalu Treasury in the Waistworks of the Hlaalu Compound in Vivec.
fbmwMTWritGalasa	FormID: 0100B83A	80	0	Galasa Uvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritGalasa	FormID: 0100B83A	90	0	Galasa Uvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritGalasa	FormID: 0100B83A	100	0	I reported the honorable execution of Galasa Uvayn.
fbmwMTWritGalasa	FormID: 0100B83A	110	0	I reported the honorable execution of Galasa Uvayn.
fbmwMTWritGuril	FormID: 0100B83B	10	0	I have been given a Writ for the honorable execution of Guril Retheran. He may be found at the Flowers of Gold Cornerclub in the Redoran Waistworks.
fbmwMTWritGuril	FormID: 0100B83B	80	0	Guril Retheran has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritGuril	FormID: 0100B83B	90	0	Guril Retheran has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritGuril	FormID: 0100B83B	100	0	I reported the honorable execution of Guril Retheran.
fbmwMTWritGuril	FormID: 0100B83B	110	0	I reported the honorable execution of Guril Retheran.
fbmwMTWritMavon	FormID: 0100B83C	10	0	I have been given a Writ for the honorable execution of Mavon Drenim. He may be found at the Telvanni Tower in the Telvanni Plaza here in Vivec.
fbmwMTWritMavon	FormID: 0100B83C	80	0	Mavon Drenim has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritMavon	FormID: 0100B83C	90	0	Mavon Drenim has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritMavon	FormID: 0100B83C	100	0	I reported the honorable execution of Mavon Drenim.
fbmwMTWritMavon	FormID: 0100B83C	110	0	I reported the honorable execution of Mavon Drenim.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMTWritNavil	FormID: 0100B83D	10	0	I have been given a Writ for the honorable execution of Navil lenith and Ranesh lenith. They may be found on the Dren Plantation which is east of Pelagiad or west
fbmwMTWritNavil	FormID: 0100B83D	75	0	Ranesh lenith has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritNavil	FormID: 0100B83D	80	0	Navil lenith has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritNavil	FormID: 0100B83D	85	0	Ranesh lenith has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritNavil	FormID: 0100B83D	90	0	Navil lenith has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritNavil	FormID: 0100B83D	100	0	I reported the honorable execution of Navil and Ranesh lenith.
fbmwMTWritNavil	FormID: 0100B83D	110	0	I reported the honorable execution of Navil and Ranesh lenith.
fbmwMTWritNeloth	FormID: 0100B83E	10	0	I have been given a Writ for the honorable execution of Master Neloth. He may be found in the Tower of Tel Naga in Sadrith Mora.
fbmwMTWritNeloth	FormID: 0100B83E	100	0	I executed the Writ on Master Neloth.
fbmwMTWritOran	FormID: 0100B83F	10	0	I have found the headquarters of the Morag Tong in Vivec. In order to prove myself, I have been given a Writ for the honorable execution of Feruren Oran. He may be found in the Elven Nations Cornerclub in the Hlaalu Plaza here in Vivec.
fbmwMTWritOran	FormID: 0100B83F	80	0	Feruren Oran has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritOran	FormID: 0100B83F	90	0	Feruren Oran has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritOran	FormID: 0100B83F	100	0	I reported the honorable execution of Feruren Oran.
fbmwMTWritSadus	FormID: 0100B840	10	0	I have been given a Writ for the honorable execution of Sarayn Sadus. He may be found in Zaintirari. I should first head to the Erabenimsun Camp and then go northwest until I reach a steampit. Zaintirari is north of the steampit, but hidden
fbmwMTWritSadus	FormID: 0100B840	80	0	Sarayn Sadus has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritSadus	FormID: 0100B840	90	0	Sarayn Sadus has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritSadus	FormID: 0100B840	100	0	I reported the honorable execution of Sarayn Sadus.
fbmwMTWritSadus	FormID: 0100B840	110	0	I reported the honorable execution of Sarayn Sadus.
fbmwMTWritSaren	FormID: 0100B841	10	0	I have been given a Writ for the honorable execution of Toris Saren. He is in his home, Saren Manor, in the Plaza of the Redoran Canton here in Vivec.

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Quest ID	Form ID			
fbmwMTWritSaren	FormID: 0100B841	80	0	Toris Saren has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritSaren	FormID: 0100B841	90	0	Toris Saren has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritSaren	FormID: 0100B841	100	0	I reported the honorable execution of Toris Saren.
fbmwMTWritSaren	FormID: 0100B841	110	0	I reported the honorable execution of Toris Saren.
fbmwMTWritTherana	FormID: 0100B842	10	0	I have been given a Writ for the honorable execution of Mistress Therana. She may be found in the tower of Tel Branora.
fbmwMTWritTherana	FormID: 0100B842	80	0	Mistress Therana has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritTherana	FormID: 0100B842	90	0	Mistress Therana has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritTherana	FormID: 0100B842	100	0	I reported the honorable execution of Mistress Therana.
fbmwMTWritTherana	FormID: 0100B842	110	0	I reported the honorable execution of Mistress Therana.
fbmwMTWritVarro	FormID: 0100B843	10	0	I have been given a Writ for the honorable execution of Larrius Varro. He may be found in Fort Moonmoth near Balmora.
fbmwMTWritVarro	FormID: 0100B843	80	0	Larrius Varro has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritVarro	FormID: 0100B843	90	0	Larrius Varro has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritVarro	FormID: 0100B843	100	0	I reported the honorable execution of Larrius Varro.
fbmwMTWritVarro	FormID: 0100B843	110	0	I reported the honorable execution of Larrius Varro.
fbmwMTWritVendu	FormID: 0100B844	10	0	I have been given a Writ for the honorable execution of Ethal Seloth and Idroso Vendu. They may be found in the temporary housing of the Telvanni Plaza.
fbmwMTWritVendu	FormID: 0100B844	75	0	Ethal Seloth has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritVendu	FormID: 0100B844	80	0	Idroso Vendu has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritVendu	FormID: 0100B844	85	0	Ethal Seloth has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritVendu	FormID: 0100B844	90	0	Idroso Vendu has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritVendu	FormID: 0100B844	100	0	Both Ethal Seloth and Idroso Vendu have been slain, I should return to the Morag Tong and report their executions.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMTWritVendu	FormID: 0100B844	110	0	I reported the honorable execution of Ethal Seloth and Idroso Vendu.
fbmwMTWritYasalmibaal	FormID: 0100B845	10	0	I have been given a Writ for the honorable execution of Odaishah Yasalmibaal. To get to him, I should take a boat to Tel Aruhn and swim southwest until I reach the coast. Odaishah is in a yurt on the coast near the end of a small peninsula.
fbmwMTWritYasalmibaal	FormID: 0100B845	80	0	Odaishah Yasalmibaal has been slain according to the traditional and honorable doctrine of the Morag Tong. The execution was reported as a crime.
fbmwMTWritYasalmibaal	FormID: 0100B845	90	0	Odaishah Yasalmibaal has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions.
fbmwMTWritYasalmibaal	FormID: 0100B845	100	0	I reported the honorable execution of Odaishah Yasalmibaal.
fbmwMTWritYasalmibaal	FormID: 0100B845	110	0	I reported the honorable execution of Odaishah Yasalmibaal.
fbmwMVAbusedHealer	FormID: 010033FD	10	0	Hlormar Wine-Sot spun quite an interesting yarn for me to hear. He claims to have been seduced by a witch, who then cast a spell on him while he was asleep, took everything he had including his prized enchanted axe Cloudcleaver, and left him by the road for the amusement of passersby. He requests that I take him to find the witch and help retrieve his axe, in exchange for a reward.
fbmwMVAbusedHealer	FormID: 010033FD	30	0	I have agreed to take on Hlormar Wine-Sot as a companion and aid in his search for the witch and his prized axe Cloudcleaver. He thinks he met her in a camp to the northwest, but admits he could be confused as to the direction from the spell.
fbmwMVAbusedHealer	FormID: 010033FD	35	0	I have left Hlormar to his own devices. I am too busy to take up the problems of paupers on the streets.
fbmwMVAbusedHealer	FormID: 010033FD	40	0	We have met up with the supposed witch at her camp. Her name is Sosia Caristiana, a healer, and the story she tells is decidedly different from that of Hlormar. Sosia Caristiana says that she accepted Hlormar Wine-Sot merely as a traveling companion for protection, but when he got too friendly she was forced to put him
fbmwMVAbusedHealer	FormID: 010033FD	50	0	Sosia Caristiana refuses to give back his property immediately but will meet him in three days at the Caldera Mage Guild and return everything then.
fbmwMVAbusedHealer	FormID: 010033FD	60	0	Hlormar Wine-Sot was not pleased in the least to hear that he could not have his items back immediately, and demanded that I choose a side. I have chosen to side
fbmwMVAbusedHealer	FormID: 010033FD	70	0	Hlormar Wine-Sot was not pleased in the least to hear that he could not have his items back immediately, and demanded that I choose a side. I have chosen to side
fbmwMVAbusedHealer	FormID: 010033FD	75	0	Sosia Caristiana was so grateful to me for my protection that she gave me three potions as a reward. I'm glad to see that she can live another day to help those in



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVAbusedHealer	FormID: 010033FD	80	0	I decided to keep Cloudcleaver for myself. One as uncivil as Hlormar need not wield such a fine weapon. The loss of so much life is always a shame, but at least I can take comfort in the beauty of my new axe, Cloudcleaver.
fbmwMVAbusedHealer	FormID: 010033FD	85	0	Hlormar was so pleased to get his axe back that he offered to give me a few pointers to make me stronger in battle. It is great to see such a beautiful axe back to
fbmwMVAngryTrader	FormID: 010033FE	5	0	I met a traveler near Vivec. He looked like a trader, but he was furious about something and refused to speak to me.
fbmwMVAngryTrader	FormID: 010033FE	10	0	I met an angry trader near Vivec. His name is Tinos Drothan, and his [QUOTE]guards[QUOTE] have run off with the goods he was carrying.
fbmwMVAngryTrader	FormID: 010033FE	20	0	Tinos Drothan has told me if I can find the guards who stole his glass, kill them, and return the glass, he'd teach me some trader's tricks that could save me money in the future. The guards' names are Alvur Hleran and Dondir, and he believes they are still in the area, perhaps holed up in a cave southeast of here.
fbmwMVAngryTrader	FormID: 010033FE	23	0	I've agreed to help Tinos Drothan recover his stolen glass.
fbmwMVAngryTrader	FormID: 010033FE	25	0	I've decided not to help Tinos Drothan recover his stolen glass.
fbmwMVAngryTrader	FormID: 010033FE	30	0	I've found where Alvur Hleran and Dondir were hiding, and was able to recover the
fbmwMVAngryTrader	FormID: 010033FE	100	0	I've returned the raw glass shipment to Tinos Drothan, and although he was happy to have it back, he was unhappy I hadn't killed off his former guards. I guess that was enough, though, and he taught me a few tricks to dealing with merchants that
fbmwMVAngryTrader	FormID: 010033FE	105	0	I returned the raw glass that had been stolen from Tinos Drothan, and he was fairly happy that I had also killed off one of his former guards. In return, he taught me some [QUOTE]tricks of the trade[QUOTE] that should help me in future dealings
fbmwMVAngryTrader	FormID: 010033FE	110	0	I returned the raw glass that had been stolen from Tinos Drothan, and he was very happy that I had also killed off his former guards. In return, he taught me some [QUOTE]tricks of the trade[QUOTE] that should help me in future dealings with
fbmwMVBanditVictim	FormID: 010033FF	10	0	I met a traveler named Aeta Wave-Breaker, who has apparently been attacked by a band of thieves. Although she seemed unharmed, she was robbed.
fbmwMVBanditVictim	FormID: 010033FF	20	0	Aeta Wave-Breaker has had her ring and amulet stolen. Both were apparently family heirlooms, and she is willing to pay me their value for their return. She even believes she recognized the thief, who is apparently well known in the area--
fbmwMVBanditVictim	FormID: 010033FF	25	0	Aeta Wave-Breaker tells me the jewelry she has lost included a ring and an amulet, both inscribed.
fbmwMVBanditVictim	FormID: 010033FF	30	0	I have agreed to return the jewelry to Aeta Wave-Breaker, should I be able to recover it from the bandits. They are rumored to be located in a den somewhere to

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVBanditVictim	FormID: 010033FF	40	0	I've decided not to help Aeta Wave-Breaker. Of course, I could always try and recover the jewelry for myself.
fbmwMVBanditVictim	FormID: 010033FF	50	0	I've spoken to Dro'zhirr, and offered him one half of the reward money for the jewelry, which is much more than the pieces would be able to bring on the black market. He has agreed to this proposition.
fbmwMVBanditVictim	FormID: 010033FF	60	0	I've told Dro'zhirr I just want the jewels back, which seemed to anger him.
fbmwMVBanditVictim	FormID: 010033FF	100	0	I've returned the stolen jewelry to Aeta Wave-Breaker, for which she was very grateful. She has paid me handsomely, as promised.
fbmwMVBanditVictim	FormID: 010033FF	105	0	I've returned the stolen jewelry to Aeta Wave-Breaker, for which she was very grateful. She has paid me handsomely, as promised.
fbmwMVBanditVictim	FormID: 010033FF	110	0	I've returned the stolen jewelry to Aeta Wave-Breaker, for which she was very grateful. She has paid me handsomely, as promised. Of course, I owe half of this reward to Dro'zhirr, but half is still better than what these goods would fetch on the
fbmwMVBanditVictim	FormID: 010033FF	120	0	I've paid Dro'zhirr the portion of the reward money owed him. He seemed pleased with the outcome. Knowing this rogue, he'll probably just steal them another time.
fbmwMVBastard	FormID: 01003400	10	0	General Larius Varro in Fort Moonmoth has warned me of a Nord Bandit who is accosting travelers somewhere near Hla Oad. I get the feeling he wouldn't mind if I could [QUOTE]take care[QUOTE] of this problem for him.
fbmwMVBastard	FormID: 01003400	100	0	I was accosted by an outlaw named Fjol while traveling near Hla Oad. He demanded either 100 gold or my life.
fbmwMVBastard	FormID: 01003400	105	0	I paid Fjol the 100 gold.
fbmwMVBastard	FormID: 01003400	110	0	I was able to kill Fjol and report my deeds to the general. He rewarded me with 100
fbmwMVBountyHunter	FormID: 01003401	10	0	While in the House of Earthly Delights in Suran, I met a Breton named Daric Bielle. He is a drunken sot, obviously hasn't showered in weeks, and reeks of failure.
fbmwMVBountyHunter	FormID: 01003401	20	0	Bielle is a bounty hunter, or former bounty hunter. For months now, he has been tracking a runaway slave, Haj-Ei. But the slave has proven more elusive than he thought, he has been unable to catch him, and has been unsuccessful at killing him and collecting the bounty that way. Daric and his guide, Hides His Eyes, have been in Suran for weeks, hoping to hear word of the elusive runaway.
fbmwMVBountyHunter	FormID: 01003401	30	0	I have agreed to try and find Haj-Ei, although I don't know if I will be any more successful than the bounty hunter. Bielle has said he will reward me well, giving me a share of the bounty. He had heard that Haj-Ei had been hiding out somewhere around town, but isn't sure exactly where. Of course, anything this man says is

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVBountyHunter	FormID: 01003401	40	0	I've decided not to take up this bounty hunter's quest to find the escaped slave. I have no desire to become involved in this dispute.
fbmwMVBountyHunter	FormID: 01003401	50	0	I've asked around town about Haj-Ei's whereabouts, but no one seems sure. Either that, or they're unwilling to tell me.
fbmwMVBountyHunter	FormID: 01003401	60	0	People in Suran don't seem to know much about the escaped slave. They did, however, suggest I talk to Dranas Sarathram, the slaver in town. It figures he would know about any escaped slaves in the area.
fbmwMVBountyHunter	FormID: 01003401	65	0	While the people of Suran don't seem to know a lot about the whereabouts of Haj-Ei, some have suggested I talk to Dranas Sarathram, the local slaver. He apparently has become an expert in Argonians, their culture, and language.
fbmwMVBountyHunter	FormID: 01003401	70	0	Dranas Sarathram doesn't know of any escaped slaves in the area. He says it's often difficult to track down the Argonian slaves, as few non-Argonians can speak their language, and Argonians themselves aren't likely to help.
fbmwMVBountyHunter	FormID: 01003401	80	0	When I asked him more about the Argonian language, Dranas told me that Hides His Eyes actually translates to Haj-Ei. This seems to be more than a simple coincidence.
fbmwMVBountyHunter	FormID: 01003401	90	0	Although Daric Bielle would never know it, being both a Breton and a drunkard, Hides His Eyes translates very nearly to Haj-Ei, the name of the guide he's been paying the last few weeks. These softskins will never understand.
fbmwMVBountyHunter	FormID: 01003401	100	0	Speaking with Dranas Sarathram jogged something in my memory about Argonian culture, and the way their names are translated. Though Daric Bielle would never put it together through his alcohol-soaked brain, Hides His Eyes translates very nearly to Haj-Ei in the Argonian language. I remember reading about the interesting Argonian naming conventions at some point in my studies.
fbmwMVBountyHunter	FormID: 01003401	110	0	I've confronted Hides His Eyes, or Haj-Ei, about being the escaped slave Daric Bielle has been looking for. He made no attempt to deny the fact, and seemed proud to have actually gotten Bielle to pay him as a guide for the last few weeks. He has asked me not to tell Bielle about his true identity.
fbmwMVBountyHunter	FormID: 01003401	120	0	I've agreed not to tell anyone about Hides His Eyes being the escaped slave. It doesn't seem right to force this man back into bondage.
fbmwMVBountyHunter	FormID: 01003401	130	0	I've told Haj-Ei that I am honor-bound to tell Bielle his secret. He says he would rather die than be forced back into slavery.
fbmwMVBountyHunter	FormID: 01003401	140	0	I have told Daric Bielle about Hides His Eyes being the very slave he has been looking for. In his drunken stupor, I don't know that he even understood my explanation, but he thanked me for my help and gave me the reward money I was

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVBugrol	FormID: 01003402	10	0	I met an orc in the woods north of Caldera named Bugrol. Seems he's on the run from the town guards, or townbosses, as he calls them.
fbmwMVBugrol	FormID: 01003402	20	0	Bugrol wants me to deliver a note he gave me to his friend Bashuk gra-Bat in Caldera. He promises me a present if I do so. I can only imagine what that might be.
fbmwMVBugrol	FormID: 01003402	25	0	Bugrol wanted me to deliver a note he gave me to his friend Bashuk gra-Bat in Caldera. I couldn't imagine a bigger waste of time.
fbmwMVBugrol	FormID: 01003402	30	0	Delivered Bugrol's note to Bashuk in Caldera. Quite a pair these two are.
fbmwMVBugrol	FormID: 01003402	35	0	Bashuk gra-Bat gave me a note to bring back to Bugrol, assuming the little coward hasn't run off somewhere. This is so demeaning.
fbmwMVBugrol	FormID: 01003402	40	0	Gave Bugrol the note from Bashuk. I can't believe I'm playing messenger for these
fbmwMVBugrol	FormID: 01003402	100	0	There don't seem to be any more notes to pass between Bugrol and Bashuk, thank the gods. I feel I'm actually a bit stupider for ever having talked to either one of them. But, the fool did give me a diamond as his [QUOTE]present[QUOTE].
fbmwMVCharming	FormID: 010033FC	90	0	Apparently he thought it was just a shiny rock. Probably found it while he was
fbmwMVCharming	FormID: 010033FC	100	0	Because I did not give the bandit Nels Llendo the money he desired, he attacked
fbmwMVCharming	FormID: 010033FC	100	0	I met the [QUOTE]famed[QUOTE] highwayman, Nels Llendo. After I paid the pompous ass 50 gold, he took his leave. However, he did mention he was staying at the Halfway Tavern in Pelagiad, and I could find him there. Perhaps he can be of some use later. Or I can get my money back.
fbmwMVCharming	FormID: 010033FC	120	0	I met the [QUOTE]famed[QUOTE] highwayman, Nels Llendo. While he did not attempt to rob me, he did ask for a kiss, which seemed harmless enough. It seems he is rather smitten with me, for he asked me to visit him at the Halfway Tavern in
fbmwMVCharming	FormID: 010033FC	130	0	I met the [QUOTE]famed[QUOTE] highwayman, Nels Llendo. While he did not attempt to rob me, he did ask for a kiss, which I found to be utterly distasteful. He was polite enough, though, and told me if I ever changed my mind, he could be found at the Halfway Tavern in Pelagiad. It's possible he might be of some use,
fbmwMVCharming	FormID: 010033FC	140	0	While Nels Llendo is a bandit and a rogue, he was not an unpleasant sort. I'll have to remember to look him up when I next visit Pelagiad.
fbmwMVCultistVictim	FormID: 01003403	10	0	I encountered a distraught traveler east of Ald Velothi. He was a Redguard named Sason, and he believes his wife was kidnapped by cultists.
fbmwMVCultistVictim	FormID: 01003403	15	0	While exploring a shrine near Ald Velothi, I happened upon a woman named Malexa who had been taken prisoner by the cultists. She worries that they have some ritual sacrifice planned for her.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVCultistVictim	FormID: 01003403	20	0	Sason tells me that his wife, Malexa, has been taken by some evil cultists. They cast Sason into a sorcerous sleep, and when he awoke, Malexa was gone. He is certain they have taken her to perform some unholy ritual.
fbmwMVCultistVictim	FormID: 01003403	30	0	Sason would like me to rescue his wife, Malexa, from the hands of the cultists who have kidnapped her. He says he can reward me with only 200 septims, but I will gain some favor with House Redoran, of which he is a member.
fbmwMVCultistVictim	FormID: 01003403	35	0	Malexa has begged me to help her escape from the Molag Bal cultists and return her to her husband, Sason. Perhaps he will have some reward for me if I can do this.
fbmwMVCultistVictim	FormID: 01003403	40	0	I have agreed to try and rescue Malexa from the cultists who have taken her. I can only imagine they have taken her to a nearby shrine and are planning on performing some sort of sacrifice with her. Sason believes there's a shrine west of here.
fbmwMVCultistVictim	FormID: 01003403	45	0	I have agreed to try and help Malexa escape from her kidnappers. I don't want to think about what they have planned for this young woman. She believes her
fbmwMVCultistVictim	FormID: 01003403	46	0	I have decided not to try and rescue Malexa from the cultists. I have no need to get involved in this issue.
fbmwMVCultistVictim	FormID: 01003403	50	0	I am leading Malexa back to her husband. The shrine in which she is being held is one to Molag Bal, and is extremely well guarded.
fbmwMVCultistVictim	FormID: 01003403	100	0	I was able to rescue Malexa and reunite her with Sason. Luckily, the Molag Bal cultists had not had adequately prepared for the ritual sacrifice. The couple seemed overjoyed to be reunited, and Sason rewarded me well. He also swore to let my
fbmwMVCultistVictim	FormID: 01003403	110	0	I returned to Sason after the unfortunate death of Malexa. He was devastated, but appreciated my attempt to help her.
fbmwMVDeadTaxman	FormID: 01003404	10	0	I found a corpse while traveling near Seyda Neen. It seems to be the corpse of one Processus Vitellius, based on some items found on his body. He is carrying a parchment with what look like tax records. He also had 200 gold on his body,
fbmwMVDeadTaxman	FormID: 01003404	20	0	I've spoken to Socucius Ergalla in Seyda Neen about Processus Vitellius. Socucius wants to know if I found the tax money he'd collected on the corpse.
fbmwMVDeadTaxman	FormID: 01003404	30	0	I've told Socucius the truth about the 200 gold in tax money I found on the corpse of
fbmwMVDeadTaxman	FormID: 01003404	40	0	I decided to keep the truth about the 200 gold I found on Processus to myself. Socucius was disappointed that the money had been lost, and saddened by the death of his tax collector. He thanked me for letting him know what had happened.
fbmwMVDeadTaxman	FormID: 01003404	45	0	Socucius wasn't happy to hear I no longer had the 200 gold that were on the corpse. He's told me I should return when I have the money.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVDeadTaxman	FormID: 01003404	46	0	I've been able to get 200 gold to replace the money on Processus' corpse, and I've brought it to Socucius Ergalla.
fbmwMVDeadTaxman	FormID: 01003404	48	0	He seemed impressed with my honesty, but confused as to why someone would murder Processus but not take his money. If I can find out who has done this, and execute the murderer, Socucius has promised to pay me 500 gold.
fbmwMVDeadTaxman	FormID: 01003404	50	0	I've asked around town about the murder of Processus Vitellius. It seems he wasn't a popular person in general, which is no surprise, considering he was a tax collector. Some have suggested I speak with Thavere Vedrano, the lighthouse keeper, as she seemed to have some relationship with him.
fbmwMVDeadTaxman	FormID: 01003404	60	0	Thavere Vedrano has mentioned to me an argument that Processus had been having with Foryn Gilnith. Apparently, there was some disagreement about the amount of money Gilnith owed, and how much he had really been making with his
fbmwMVDeadTaxman	FormID: 01003404	70	0	Gilnith killed Processus, of this there is no doubt. He admits to it openly, and seems not in the least bit ashamed of it. Gilnith contends that Processus was corrupt, as are all the employees in the Census and Excise Office. He claims that Processus was attempting to gouge him on the taxes that were levied, and was taking a cut for himself, spending it on new jewelry and the like.
fbmwMVDeadTaxman	FormID: 01003404	80	0	I believe Gilnith's story, and have decided to keep this knowledge to myself. Perhaps Processus was a corrupt man, perhaps not. It does not seem a good
fbmwMVDeadTaxman	FormID: 01003404	85	0	I simply can't believe Gilnith's story, and even if it were true, it is no excuse for
fbmwMVDeadTaxman	FormID: 01003404	90	0	I brought the ring I found on Gilnith's body to Thavere Vedrano in the lighthouse. She was grateful to have something to remember her lover by, and thanked me by giving me two potions of healing.
fbmwMVDeadTaxman	FormID: 01003404	100	0	After killing Gilnith, I reported my findings to the Census and Excise Office. Socucius seemed pleased to see Processus' murder avenged, and he paid me as promised.
fbmwMVFakeSlave	FormID: 01003405	10	0	I met an Argonian on the road near Bal Ur named Tul. He has no armor and no weapons I can see, and he desires my help.
fbmwMVFakeSlave	FormID: 01003405	20	0	It seems Tul is an escaped slave from the Dren Plantation. He would like help getting to a nearby abolitionist wayhouse he has heard rumors of. He does not know the location of this place, and would like my help finding it. The wayhouse is he is probably talking about is Sterdecan's farm, not too far from here.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVFakeSlave	FormID: 01003405	25	0	It seems Tul is an escaped slave from the Dren Plantation. He would like help getting to a nearby abolitionist wayhouse he has heard rumors of. He does not know the location of this place, and would like my help finding it. I have no knowledge of any abolitionists in the area, but that doesn't mean one does not exist. It could be difficult to find, though, although he seems to believe the person is a Redguard and
fbmwMVFakeSlave	FormID: 01003405	40	0	I have agreed to try and lead Tul to Sterdecan's farm nearby. He seems odd for a slave, though. He looks well fed and strong. Perhaps he was a newly acquired slave at the Dren Plantation, although he seems to know the place well.
fbmwMVFakeSlave	FormID: 01003405	45	0	I have agreed to try and help Tul find the nearby abolitionist he's heard rumor of. He seems odd for a slave, though. He looks well fed and strong. Perhaps he was a newly acquired slave at the Dren Plantation, although he seems to know the place well.
fbmwMVFakeSlave	FormID: 01003405	50	0	I have decided not to try and help Tul find the abolitionist. I have no desire to become involved in this.
fbmwMVFakeSlave	FormID: 01003405	55	0	A local has told me that the only Redguard nearby is Sterdecan, who lives to the
fbmwMVFakeSlave	FormID: 01003405	60	0	We've arrived at Sterdecan's farm. My suspicions about Tul were not unfounded. He is no slave, but rather a bounty hunter, and had been using me to find the
fbmwMVFakeSlave	FormID: 01003405	70	0	Tul and I have parted ways. I have no desire to get into the politics behind the abolitionist movement, and felt it best to walk away from the situation.
fbmwMVFakeSlave	FormID: 01003405	80	0	Tul is dead. The bounty hunter took me for a fool, and he has paid the price.
fbmwMVFakeSlave	FormID: 01003405	90	0	Tul has died on the way to the abolitionist's house.
fbmwMVFakeSlave	FormID: 01003405	100	0	I have spoken with Sterdecan. He was not surprised by the bounty hunter's ruse. For my help, and for my attempt to help free a slave, he rewarded me with a magical
fbmwMVFakeSlave	FormID: 01003405	110	0	Tul tells me that since Sterdecan is dead, he has no further business with me.
fbmwMVIInnocentAshlanders	FormID: 01003406	10	0	Marsus Tullius tells me that he has been robbed by a couple of Ashlanders, and they've stolen the guar hides he was carrying to Tel Aruhn.
fbmwMVIInnocentAshlanders	FormID: 01003406	20	0	Tullius says that if I am able to recover the hides for him, his father in Tel Aruhn will reward me handsomely.
fbmwMVIInnocentAshlanders	FormID: 01003406	30	0	I've agreed to help Marsus Tullius recover his stolen guar hides. Tullius could give me no information on his attackers, other than that they were Ashlanders. It will probably be best to check the nearby Ashlander camps for any clues.
fbmwMVIInnocentAshlanders	FormID: 01003406	40	0	I've decided against trying to track down the Ashlanders who robbed Marsus Tullius.
fbmwMVIInnocentAshlanders	FormID: 01003406	45	0	I've spoken to members of the Zainab Ashlander tribe. They seem to have no knowledge of the guar hide theft.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVIInnocentAshlanders	FormID: 01003406	46	0	I've spoken to members of the Urshilaku Ashlander camp, and they seem to have no knowledge of the guar hide theft.
fbmwMVIInnocentAshlanders	FormID: 01003406	47	0	I've spoken to members of the Ahemmusa Ashlander camp, and they seem to have no knowledge of the guar hide theft.
fbmwMVIInnocentAshlanders	FormID: 01003406	50	0	I spoke to members of the Erabenimsun Ashlander camp, and they tell me that two of their tribe, Tinti and Hairan, do have the hides. However, they tell me that both of them are honorable warriors, and would not have taken the hides without good reason. They suggest I speak to those two directly, if I have the courage.
fbmwMVIInnocentAshlanders	FormID: 01003406	60	0	Tinti and Hairan tell me that the guar hides that Marsus Tullius had in his possession were taken from the Erabenimsun Tribal Herds. They question his right to call them thieves, when all they have done is reclaim what is their own, in their eyes.
fbmwMVIInnocentAshlanders	FormID: 01003406	70	0	Because the Ashlanders have accepted me as one of their own, Tinti and Hairan are willing to give me the hides to return, in the name of friendship.
fbmwMVIInnocentAshlanders	FormID: 01003406	75	0	Tinti and Hairan have told me that the hides are theirs by tribal right, and they will die before giving them back to the Imperial trader.
fbmwMVIInnocentAshlanders	FormID: 01003406	80	0	I've refused to take the hides from Tinti and Hairan. The hides do seem to belong to the Erabenimsun, and should stay with the tribe. They seem pleased with my decision, and have given me a Herder's Belt as a token of our friendship.
fbmwMVIInnocentAshlanders	FormID: 01003406	85	0	I've accepted the hides from Tinti and Hairan, along with their blessing to return the hides to Tullius, with the understanding that he will never approach the Tribal Herds
fbmwMVIInnocentAshlanders	FormID: 01003406	100	0	Tullius has his hides back, and I've told him the Ashlanders' conditions for their return. He swears to stay away from Erabenimsun lands in the future. He is pleased to have the hides back, and told me I should visit his father, Stentus Tullius, in Tel
fbmwMVIInnocentAshlanders	FormID: 01003406	105	0	I've returned the hides to Tullius, and he seems pleased to have them back. He tells me I should visit his father, Stentus Tullius, in Tel Aruhn for my reward.
fbmwMVIInnocentAshlanders	FormID: 01003406	110	0	I've told Tullius of my decision not to accept the hides from the Ashlanders. He genuinely seemed surprised that the herds belonged to the Erabenimsun people, and was only dismayed that he would have to find more hides to replace them.
fbmwMVIInnocentAshlanders	FormID: 01003406	115	0	Unfortunately, his father financed this trade excursion, and without the hides, he I've spoken with Tullius' father, and he's rewarded me for helping his son.
fbmwMVLostRing	FormID: 01003407	10	0	I met a woman who has lost her ring in a pond. She would like me to retrieve it for
fbmwMVLostRing	FormID: 01003407	20	0	I have agreed to retrieve Synette Jeline's ring from the pond.
fbmwMVLostRing	FormID: 01003407	30	0	I have decided not to get Synette Jeline's ring from the pond for her.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVLostRing	FormID: 01003407	40	0	After retrieving the ring for Synette Jeline, she and an accomplice began to attack me. It seems this was all a ruse to lure unwary travelers to their doom.
fbmwMVMissingCompanion	FormID: 01003408	10	0	While wandering near Ald'ruhn, I found Falanu Indaren, who had apparently been attacked by a pack of nix-hounds while traveling with her husband.
fbmwMVMissingCompanion	FormID: 01003408	15	0	While wandering near Ald'ruhn, I found Drerel Indaren, hiding among some rocks. He has been attacked by some nix-hounds while traveling with his wife, and looks a little worse for the wear.
fbmwMVMissingCompanion	FormID: 01003408	20	0	It seems that Falanu attempted to play dead when the nix-hounds attacked, while her husband, Drerel Indaren, tried to fight them off. The hounds were too much for him, though, and he was chased off by them. She fears he may be dead, but is afraid to look for him for fear of being attacked again.
fbmwMVMissingCompanion	FormID: 01003408	25	0	Apparently, Drerel attempted to fight off the nix-hounds while his wife pretended to be dead. Although he put up a valiant struggle, the nix-hounds got the best of him. He fled away from his wife, so as not to draw the nix-hounds any closer to her. He fears they might have found her again and she might be dead, and would like me to
fbmwMVMissingCompanion	FormID: 01003408	30	0	I have decided to search for Drerel Indaren. Falanu doesn't figure he got too far, as he was injured by the nix-hounds. I can only hope I am able to find him before he succumbs to his injuries. She was unsure, but she believes he fled to the west.
fbmwMVMissingCompanion	FormID: 01003408	31	0	I have no time to try and help Falanu Indaren find her husband.
fbmwMVMissingCompanion	FormID: 01003408	35	0	I've agreed to travel with Drerel Indaren in an attempt to find his wife, Falanu. We can only hope that she was able to adequately fool the nix-hounds into thinking she was dead, and that the beasts moved on. He thinks he fled west, but is unsure due
fbmwMVMissingCompanion	FormID: 01003408	36	0	While I appreciate Drerel's plight, I have no time to help him find his wife.
fbmwMVMissingCompanion	FormID: 01003408	40	0	I've found Drerel Indaren, and will attempt to lead him back to his wife. The nix-hounds did injure him, but he managed to survive by hiding among some rocks.
fbmwMVMissingCompanion	FormID: 01003408	50	0	I was able to lead Drerel Indaren back to his wife, Falanu, and both were relieved to see that the other was alive.
fbmwMVMissingCompanion	FormID: 01003408	60	0	The reunited couple was very grateful for my troubles, but had little to offer me in the way of payment for my services. They did, however, give me one of their
fbmwMVMissingCompanion	FormID: 01003408	70	0	Unfortunately, Drerel Indaren was killed on our way to find his wife. Sadly, the two will never be reunited.
fbmwMVMonsterDisease	FormID: 01003409	10	0	While traveling along the coast near Gnosis, I ran into a man who seemed very agitated, perhaps a bit mad.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVMonsterDisease	FormID: 01003409	20	0	This man, Din, seems to be suffering from some sort of disease, perhaps caused by a recent slaughterfish bite he received.
fbmwMVMonsterDisease	FormID: 01003409	30	0	Din clearly needs to be rid of this disease, which seems to be causing violent outbursts and some dementia. He has mentioned the healer Mehra Drora in Gnosis.
fbmwMVMonsterDisease	FormID: 01003409	40	0	Din has agreed to try and follow me to Gnosis. It's good I came along. These violent outbursts he's having would most certainly have gotten him killed had he attempted to make the journey alone.
fbmwMVMonsterDisease	FormID: 01003409	46	0	I have decided to try and use my magical abilities to cure Din of his dementia.
fbmwMVMonsterDisease	FormID: 01003409	47	0	Din has agreed to try and follow me to Gnosis. It's good I came along. These violent outbursts he's having would most certainly have gotten him killed had he attempted to make the journey alone.
fbmwMVMonsterDisease	FormID: 01003409	48	0	I've decided to take my leave of the madman Din. Whatever disease he has, I don't want to catch it.
fbmwMVMonsterDisease	FormID: 01003409	49	0	I have been able to use my magical abilities to rid Din of the disease that was causing his madness.
fbmwMVMonsterDisease	FormID: 01003409	50	0	I have successfully led Din to Mehra Drora, the healer in Gnosis.
fbmwMVMonsterDisease	FormID: 01003409	60	0	Din was very grateful for my help. As it turns out, he is a member of the Legion, and he has promised to let them know about my willingness to help him out. He also offered the little gold he had as payment.
fbmwMVMonsterDisease	FormID: 01003409	70	0	Din met his end on the road to Gnosis. Although he seemed mad, I fear it was a disease that caused this, and it probably could have been cured.
fbmwMVOutcastAshlanders	FormID: 0100340A	10	0	The trader Athanden Girith claims he has been attacked by two Ashlanders, who robbed him and left him for dead.
fbmwMVOutcastAshlanders	FormID: 0100340A	20	0	Girith claims that the Ashlanders have stolen his shipment of guar hides, and he would like my help in getting them back. If I can retrieve the stolen hides, his friend Berwen in Tel Mora will reward me well.
fbmwMVOutcastAshlanders	FormID: 0100340A	25	0	Girith has described the Ashlanders that attacked him: [QUOTE]They looked kind of like a normal dark elf, but wild. They wore animal skins and had tattoos. And they had odd hair.[QUOTE] This may not narrow down my search as much as I had
fbmwMVOutcastAshlanders	FormID: 0100340A	30	0	I have agreed to try and hunt down the missing guar hides for Athanden Girith. It will be best to check with the local Ashlanders first.
fbmwMVOutcastAshlanders	FormID: 0100340A	40	0	I've decided not to get involved in this dispute. I have no desire to run afoul of the

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVOutcastAshlanders	FormID: 0100340A	60	0	I've spoken to Ashlanders about the missing guar hides. They tell me that the two I am searching for are named Emul-Ran and Ilabael. They are outcasts, belonging to no Ashlander tribe. They can apparently be found camped south of the Ahemmusa
fbmwMVOutcastAshlanders	FormID: 0100340A	70	0	I have found Emul-Ran and Ilabael. They are indeed the thieves who took Girith's hides, and were too proud to say otherwise.
fbmwMVOutcastAshlanders	FormID: 0100340A	100	0	I have returned the guar hides to Athanden Girith. He was happy to get them back, and also to hear that the Ashlanders were dead. Girith promises me that I will be rewarded well if I visit his friend Berwen in Tel Mora.
fbmwMVOutcastAshlanders	FormID: 0100340A	102	0	I have returned the guar hides to Athanden Girith. He was happy to get them back, but seemed a little disappointed that the Ashlanders weren't dead. Girith promises me that I will be rewarded well if I visit his friend Berwen in Tel Mora.
fbmwMVOutcastAshlanders	FormID: 0100340A	105	0	I have returned the guar hides to Athanden Girith. He was happy to get them back, and also to hear that at least one of the Ashlanders was dead. Girith promises me that I will be rewarded well if I visit his friend Berwen in Tel Mora.
fbmwMVOutcastAshlanders	FormID: 0100340A	110	0	I mentioned Athanden Girith's name to Berwen in Tel Mora. She immediately recognized my name, and what I had done for her friend. She was, as Girith had promised, more than generous. She gave me three healing potions and a ring she
fbmwMVParalyzedBarbarian	FormID: 0100340B	10	0	I encountered Hisin Deep-Raed standing along the side of the road today. Well, [QUOTE]standing[QUOTE] is not the correct term; he was rooted to the spot.
fbmwMVParalyzedBarbarian	FormID: 0100340B	20	0	It seems the Nord was traveling with a woman as her [QUOTE]escort[QUOTE]. He must have offended her in some way, which is not hard to imagine, and she magically infected him with a disease, leaving him paralyzed. Though he is loath to admit it, the fool is completely helpless. It's clear he needs my help, and in his own
fbmwMVParalyzedBarbarian	FormID: 0100340B	40	0	I have decided to try and find a potion that might cure Hisin Deep-Raed's disease. While I would generally hurry to get back and help a poor soul, a little time spent like this might be good for the big barbarian.
fbmwMVParalyzedBarbarian	FormID: 0100340B	50	0	The barbarian deserves whatever has happened to him, and I don't feel he deserves
fbmwMVParalyzedBarbarian	FormID: 0100340B	60	0	I've told the barbarian I would attempt to cast a spell on him in order to cure the disease that has been placed on him. Leaving him here for a while wouldn't be the worst thing in the world, but perhaps the big fool has suffered enough.
fbmwMVParalyzedBarbarian	FormID: 0100340B	65	0	I was able to cast a spell on the barbarian to cure his disease.
fbmwMVParalyzedBarbarian	FormID: 0100340B	100	0	Hisin Deep-Raed is free of his disease. He seems a bit shamed by his ordeal, but maybe a little better for it.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVPParalyzedBarbarian	FormID: 0100340B	110	0	Though his other faults are too great to number, the oaf is nothing if not grateful. He has given me his fur helm, which he calls the Icecap. It reeks of barbarian.
fbmwMVPoorPilgrim	FormID: 0100340C	10	0	While traveling in the area west of Maar Gan, I met a pilgrim named Fonus Rathryon. He wishes to travel to Koal Cave, on a pilgrimage, and must be there
fbmwMVPoorPilgrim	FormID: 0100340C	20	0	I've agreed to escort Fonus Rathryon to Koal Cave, and he has promised to pay me a fee of 150 septims upon our arrival there.
fbmwMVPoorPilgrim	FormID: 0100340C	23	0	I've declined not to escort Fonus Rathryon on his pilgrimage. I've better things to do than babysit some religious fanatic.
fbmwMVPoorPilgrim	FormID: 0100340C	24	0	I decided to escort Fonus Rathryon to Koal Cave.
fbmwMVPoorPilgrim	FormID: 0100340C	25	0	Fonus Rathryon has reminded me that he wishes to be in Koal within the next day and a half. Hopefully, I'll be able to get him there on time.
fbmwMVPoorPilgrim	FormID: 0100340C	30	0	I was again reminded that Fonus Rathryon is on a schedule, and he needs to be at Koal Cave within the next day.
fbmwMVPoorPilgrim	FormID: 0100340C	35	0	Fonus Rathryon reminded me yet again that he must be in Koal Cave very soon. Only half a day until I promised him I would get him there. We'll have to pick up the
fbmwMVPoorPilgrim	FormID: 0100340C	90	0	We have arrived at the entrance to Koal Cave.
fbmwMVPoorPilgrim	FormID: 0100340C	100	0	I escorted Fonus Rathryon to Koal Cave, and he paid me the 150 septims that he
fbmwMVPoorPilgrim	FormID: 0100340C	110	0	I was unable to get Fonus Rathryon to Koal Cave within the time specified, and he has decided to find another guide. Oh, well. Best of luck to him. He was wearing on
fbmwMVPoorPilgrim	FormID: 0100340C	120	0	While escorting Fonus Rathryon to Koal Cave, he came to an untimely end. There's no more I can do for him now.
fbmwMVRichPilgrim	FormID: 0100340E	10	0	Viatrix Petilia stopped me on the side of the road near Ald'ruhn. She claims to be a pilgrim on her way to Ghostgate Shrine. Her haughty attitude suggests a person who is used to being waited on. She'd like me to escort her to the Ghostgate Shrine, and she promises a [QUOTE]tip[QUOTE] if I deliver her there safely, and within two
fbmwMVRichPilgrim	FormID: 0100340E	20	0	I have agreed to escort Viatrix Petilia to Ghostgate. Although the trip shouldn't take too long, I have a feeling it might seem that way.
fbmwMVRichPilgrim	FormID: 0100340E	30	0	I've decided not to escort Viatrix Petilia to Ghostgate. No amount of money is enough to spend any extended period of time with this woman.
fbmwMVRichPilgrim	FormID: 0100340E	40	0	Viatrix Petilia has reminded me that she needs to be in Ghostgate in a day and a half. Her attitude is truly grating.
fbmwMVRichPilgrim	FormID: 0100340E	50	0	Viatrix Petilia mentioned yet again that she must be in Ghostgate within a day. She is truly annoying. I won't be sorry to be rid of her.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
fbmwMVRichPilgrim	FormID: 0100340E	60	0	Yet again, Viatrix Petilia has told me that she must be in Ghostgate within the next half day. I should pick up the pace just to get rid of her more quickly.
fbmwMVRichPilgrim	FormID: 0100340E	95	0	We have arrived at the Ghostgate Shrine.
fbmwMVRichPilgrim	FormID: 0100340E	100	0	I've led Viatrix Petilia safely to Ghostgate. She did, indeed, give me a [QUOTE]tip[QUOTE] for my services, but it seems rather meager compensation
fbmwMVRichPilgrim	FormID: 0100340E	120	0	Viatrix Petilia has left my company because I did not deliver her to Ghostgate within the two days she desired. I can't say I'm sorry to see her go, although I am curious what she would have offered as a reward.
fbmwMVRichPilgrim	FormID: 0100340E	130	0	Unfortunately, Viatrix Petilia has come to a bad end, and will never make it to Ghostgate. I wish I could feel worse about her death, but I really don't.
fbmwMVRunawaySlave	FormID: 01003410	10	0	South of Tel Aruhn, I encountered an Argonian in the wilderness. He seemed frightened, and looked to be in bad shape.
fbmwMVRunawaySlave	FormID: 01003410	20	0	It turns out the Argonian, Reeh-Jah, is an escaped slave from the market in Tel Aruhn. He's been on the run for a number of days, and fears for his life, for good reason. He tells me that he wants to get to the Argonian Mission in Ebonheart; he
fbmwMVRunawaySlave	FormID: 01003410	30	0	I have decided to try to escort this runaway to the Argonian Mission in Ebonheart. To leave him out here would certainly mean his death.
fbmwMVRunawaySlave	FormID: 01003410	35	0	The stupid slave has chosen the wrong person in whom to confide. There will certainly be a reward from the slave trader in Tel Aruhn for this one's return. Reeh-Jah fears me, and will follow without question. My only concern is that he will flee if
fbmwMVRunawaySlave	FormID: 01003410	36	0	I've decided to leave the slave to find his own way home. I don't wish to become a part of this battle.
fbmwMVRunawaySlave	FormID: 01003410	90	0	Reeh-Jah is dead. It seems his dreams of freedom have come true, but not how he
fbmwMVRunawaySlave	FormID: 01003410	97	0	I have arrived at the Argonian Mission with Reeh-Jah.
fbmwMVRunawaySlave	FormID: 01003410	100	0	Though it was a long journey, I was able to deliver Reeh-Jah to Im-Kilaya at the Argonian Mission in Ebonheart. Im-Kilaya was grateful, and rewarded me for my
fbmwMVRunawaySlave	FormID: 01003410	103	0	I've arrived at the Tel Aruhn slave market with Reeh-Jah.
fbmwMVRunawaySlave	FormID: 01003410	105	0	I was able to bring the slave Reeh-Jah to Tel Aruhn, and turn him over to Savile Imayn, the slave trader. As I expected, she was happy to get one of her slaves back--not only is it her merchandise, but it serves to tell the others that there is no true chance of escape. And, as I assumed, there was a reward for the fool.
fbmwMVRunawaySlave	FormID: 01003410	120	0	I've brought news of Reeh-Jah's death to Savile Imayn. His death pleased her, as it serves as an example to the others. Escape equals death.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVRunawaySlave	FormID: 01003410	130	0	I spoke with Im-Kilaya at the Argonian Mission in Ebonheart. He was saddened at the death of Reeh-Jah, but was happy to hear he died a free man. He gave me thanks and hoped I would continue to help slaves to their freedom.
fbmwMVRunawaySlave	FormID: 01003410	140	0	I attempted to speak with Im-Kilaya at the Argonian Mission in Ebonheart. He had heard about me bringing the slave back to Tel Aruhn. I am not welcome in the
fbmwMVSkoomaCorpse	FormID: 01003411	10	0	After having found the corpse of Ernil, and the other objects on it, I decided to travel to see Tsiya in Balmora.
fbmwMVSkoomaCorpse	FormID: 01003411	15	0	I talked to Tsiya, but I hadn't picked up the item Ernil was carrying for her. She seems like she wants it back, though.
fbmwMVSkoomaCorpse	FormID: 01003411	20	0	I've delivered the pipe to Tsiya. She was glad to have it back, although she was upset about the death of her friend, Ernil Omoran, whose corpse it was I had found.
fbmwMVSkoomaCorpse	FormID: 01003411	30	0	As a reward for her items, she has given me some gold and some moon sugar.
fbmwMVSlaveMule	FormID: 01003412	10	0	I told Tsiya there was nothing on the corpse of Ernil for her. She'll be better off, There is a man in Fatleg's Drop Off in Hla Oad who would like me to deliver a slave for him to Balmora. The slave looks pathetic, malnourished, and broken.
fbmwMVSlaveMule	FormID: 01003412	20	0	It seems this slave is the final part of a payment for some deal Relam Arinith has made with Vorar Helas in Balmora. If I agree to do this, Helas will reward me upon
fbmwMVSlaveMule	FormID: 01003412	30	0	I have agreed to deliver the slave, Rabinna, to Vorar Helas in Balmora. He can be found in the east side of town.
fbmwMVSlaveMule	FormID: 01003412	65	0	Rabinna has told me the [QUOTE]payment[QUOTE] owed to Vorar Helas wasn't she herself, but rather what she was carrying. Apparently, Arinith had forced the slave to swallow a large quantity of wrapped moon sugar, and this was what was
fbmwMVSlaveMule	FormID: 01003412	75	0	Now that I have gained Rabinna's confidence, she has told me Helas will likely slaughter her for the drugs once we arrive in Balmora. She feels her only hope of survival is to be taken to Im-Kilaya at the Argonian Mission in Ebonheart. Apparently, Im-Kilaya has been known to help smuggle slaves to freedom. Helas will likely slaughter her for the drugs once we arrive in Balmora.
fbmwMVSlaveMule	FormID: 01003412	95	0	I have agreed to help Rabinna get to Ebonheart in the hopes that someone in the Argonian mission might help her obtain her freedom.
fbmwMVSlaveMule	FormID: 01003412	100	0	While I understand Rabinna's desire for freedom, I have decided to deliver her as planned to Vorar Helas in Balmora.
fbmwMVSlaveMule	FormID: 01003412	101	0	Rabinna has been killed while I was escorting her.
fbmwMVSlaveMule	FormID: 01003412	102	0	Upon arriving at my destination in Balmora, Vorar Helas immediately attacked the slave Rabinna, attempting to kill her.

Morroblovion Quest and Form ID's

Quest ID	Form ID			
fbmwMVSlaveMule	FormID: 01003412	103	0	Vorar Helas tells me that the [QUOTE]payment[QUOTE] owed to him wasn't the slave, but rather what the Rabinna was carrying. Apparently, Arinith had forced the slave to swallow a large quantity of wrapped moon sugar, and this was what was
fbmwMVSlaveMule	FormID: 01003412	105	0	Vorar Helas has told me I'd better get the moon sugar he is owed, or there will be
fbmwMVSlaveMule	FormID: 01003412	108	0	Vorar Helas has rewarded me well for my effort in bringing him his [QUOTE]payment[QUOTE]. He has given me 400 septims and an enchanted ring. It's a shame about Rabinna; she would have been a fine slave, had she survived.
fbmwMVSlaveMule	FormID: 01003412	109	0	I've finally gotten Vorar Helas his moon sugar, and he's given me my payment.
fbmwMVSlaveMule	FormID: 01003412	110	0	Vorar Helas was very unhappy I showed up again without his moon sugar, and he
fbmwMVSlaveMule	FormID: 01003412	111	0	Rabinna is grateful that Helas is dead, as he would have killed her for the drugs she
fbmwMVSlaveMule	FormID: 01003412	112	0	I have agreed to take Rabinna to Im-Kilaya.
fbmwMVSlaveMule	FormID: 01003412	113	0	Rabinna will find her way to freedom on her own.
fbmwMVSlaveMule	FormID: 01003412	114	0	Rabinna and I have arrived at the Argonian Mission in Ebonheart.
fbmwMVSlaveMule	FormID: 01003412	115	0	I have delivered Rabinna to Im-Kilaya in Ebonheart, for which both were very grateful. Im-Kilaya has given me some money to help fund any further slave
fbmwMVStrayedPilgrim	FormID: 01003413	10	0	I met a Bosmer pilgrim named Thoronor, who was on his way to Vivec. Apparently, he and his traveling companion, Edras Oril, were separated along the way. He would like my help in finding his friend.
fbmwMVStrayedPilgrim	FormID: 01003413	15	0	I met a dark elf named Edras Oril, hiding among some trees. It seems he was trapped there by some kagouti when he and his friend were separated.
fbmwMVStrayedPilgrim	FormID: 01003413	20	0	I have agreed to help Thoronor in his search for Edras Oril. Apparently, Oril wandered away to investigate some strange animal sounds he heard, and he hasn't been seen since. Perhaps whatever made those sounds was more than he could
fbmwMVStrayedPilgrim	FormID: 01003413	21	0	I've decided that Thoronor will be able to find Edras Oril on his own. I have more pressing business.
fbmwMVStrayedPilgrim	FormID: 01003413	24	0	Edras Oril would like me to help him get back to his friend, Thoronor. He won't budge if there's a chance the kagouti can still get him, though.
fbmwMVStrayedPilgrim	FormID: 01003413	25	0	I've agreed to help Edras Oril find his friend, Thoronor. To do so, I'll have to get rid of the nearby kagouti that Edras fears (and seems so fascinated with).
fbmwMVStrayedPilgrim	FormID: 01003413	26	0	Edras Oril can find his own way back to his friend. I have no time to try and babysit a couple of wayward scholars.
fbmwMVStrayedPilgrim	FormID: 01003413	27	0	Although I told Edras Oril I would not help him, I have cast a spell to make him
fbmwMVStrayedPilgrim	FormID: 01003413	28	0	I've agreed to escort Edras back to his friend, Thoronor.
fbmwMVStrayedPilgrim	FormID: 01003413	29	0	I've told Edras Oril again that although I cast a spell on him, I will not lead him back

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVStrayedPilgrim	FormID: 01003413	30	0	I found Edras Oril not far from his friend. A small group of Kagouti had gotten between him and the path back to Thoronor. Good thing I found him, or he might have been trapped out here for a much longer time.
fbmwMVStrayedPilgrim	FormID: 01003413	40	0	Edras Oril refuses to move from his hiding place with the kagouti still on the prowl.
fbmwMVStrayedPilgrim	FormID: 01003413	43	0	In order to sneak Edras Oril by the kagouti, I've given him a potion that should make him unnoticeable to the kagouti. Hopefully, we'll be able to sneak by without attracting too much attention.
fbmwMVStrayedPilgrim	FormID: 01003413	45	0	In order to sneak Edras Oril by the kagouti, I've cast a spell on him that should make him unnoticeable to the kagouti. Hopefully, we'll be able to sneak by without attracting too much attention.
fbmwMVStrayedPilgrim	FormID: 01003413	48	0	I've spoken to Edras Oril, and he's agreed to follow me back to his friend, now that the kagouti are dead. Seems that he's completely terrified of them, though he seems to enjoy speaking at great length about the various noises they make
fbmwMVStrayedPilgrim	FormID: 01003413	90	0	I've been able to escort Edras Oril back to where I found Thoronor.
fbmwMVStrayedPilgrim	FormID: 01003413	100	0	I was able to reunite Edras Oril and Thoronor. Hopefully, these two pilgrims will be able to continue on their journey now. Hopefully, they'll stick together from now on. They've given me an amulet for my troubles that they say is enchanted.
fbmwMVStrayedPilgrim	FormID: 01003413	110	0	Unfortunately, Edras Oril has been killed. His book on the habits of kagouti will never get published. Kagouti scholars in all of Tamriel will surely mourn his passing.
fbmwMVStrayedPilgrim	FormID: 01003413	115	0	I've told Edras Oril that his friend Thoronor is dead.
fbmwMVThiefTrader	FormID: 01003414	10	0	I met Lucan Ostorius, who claims to be a trader. He is waiting for Yak gro-Skandar, a smith with whom he was supposed to trade some goods. Apparently, though, gro-Skandar has yet to show up, agitating Lucan greatly. It seems Lucan would like me to help him by delivering a shipment of weapons for him to Yak gro-Skandar at the Rat in the Pot in Ald'ruhn. He has offered to pay me 100 septims for my time, and he
fbmwMVThiefTrader	FormID: 01003414	15	0	I met a fellow guildmember, Lucan Ostorius, who would like some help getting a shipment of stolen weapons to Yak gro-Skandar at the Rat in the Pot in Ald'ruhn.
fbmwMVThiefTrader	FormID: 01003414	20	0	I've agreed to help Lucan by taking the weapons to Yak gro-Skandar, and I have sworn a solemn oath to Zenithar that I will fulfill my part of the bargain.
fbmwMVThiefTrader	FormID: 01003414	25	0	I agreed to help Lucan get the weapons to Yak gro-Skandar, and he has agreed to give me 100 septims for my trouble.
fbmwMVThiefTrader	FormID: 01003414	30	0	I have decided not to help Lucan deliver his shipment. Something seems strange
fbmwMVThiefTrader	FormID: 01003414	35	0	I have no time to help Lucan, guildmate or not. Hopefully, I will be forgiven for this.
fbmwMVThiefTrader	FormID: 01003414	90	0	Lucan Ostorius attacked me, apparently assuming I was not going to deliver his



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwMVThiefTrader	FormID: 01003414	100	0	I met up with Yak gro-Skandar, and delivered the stolen weapons to him. He gave me the 100 septims promised by Lucan Ostorius, and seemed pleased about his goods. It's always good to be able to help a couple of honest traders.
fbmwMVThiefTrader	FormID: 01003414	105	0	I met up with Yak gro-Skandar, another fellow guild member, in Ald'ruhn. He seemed happy with the shipment, and paid me the 100 septims Lucan promised
fbmwNQKing	FormID: 0102D8AE	1	0	I have killed King Hlaalu Helseth.
fbmwNQKing	FormID: 0102D8AE	10	0	Resdayn Timsar says that if King Helseth were to die, than the people of Mournhold would probably accept me as the new..
fbmwRecoverWidowmaker	FormID: 0100340D	10	0	Botrir is a Nord barbarian I met on my travels. I found him nearly naked and
fbmwRecoverWidowmaker	FormID: 0100340D	20	0	Apparently, Botrir was escorting a young woman, Iveri Llothri, to Bal Ur, when she apparently ensorcelled him and took his prized axe, Widowmaker. He is out for the witch's blood, and would like my help in recovering his axe. As she has taken all of his armor, it is no surprise he needs the help. He's big, but doesn't seem too sharp.
fbmwRecoverWidowmaker	FormID: 0100340D	30	0	I've agreed to go with Botrir to recover Widowmaker. The witch apparently headed northwest, so that is the direction in which we should probably travel to find her.
fbmwRecoverWidowmaker	FormID: 0100340D	40	0	I've decided not to get involved in the affairs of this barbarian and the witch that stole his belongings.
fbmwRecoverWidowmaker	FormID: 0100340D	50	0	We found the witch camped not far from where I found Botrir, Iveri Llothri did indeed seem to be a powerful witch, but we were able to recover the axe.
fbmwRecoverWidowmaker	FormID: 0100340D	60	0	I have decided that the axe is much to powerful for one the likes of Botrir to keep. There is murder in his eyes.
fbmwRecoverWidowmaker	FormID: 0100340D	70	0	Botrir was ecstatic about the recovery of Widowmaker, and it is easy to see why. It is a beautiful axe, and looks enchanted. I can imagine he is a formidable warrior indeed, wielding an axe such as this one. Botrir has little to give me in return for my help, but he has offered to teach me something of the way of the axe. I'm certain he has much to teach when it comes to cleaving bone with that weapon.
fbmwRecoverWidowmaker	FormID: 0100340D	80	0	Botrir was ecstatic about the recovery of Widowmaker, and it is easy to see why. It is a beautiful axe, and looks enchanted. I can imagine he is a formidable warrior indeed, wielding an axe such as this one. Botrir has little to give me in return for my help, but he has offered to teach me something of the way of the axe. I'm certain he has much to teach when it comes to cleaving bone with that weapon.
fbmwRecoverWidowmaker	FormID: 0100340D	90	0	Botrir has been killed while attempting to recover his prized axe, Widowmaker. It is a shame I'll never get to see him wield it.
fbmwRomanceAhnassi	FormID: 0101BE47	1	0	Ahnassi gave me the book 'Honor Among Thieves' as a gift.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwRomanceAhnassi	FormID: 0101BE47	30	0	Ahnassi is my friend, and will tell me secrets.
fbmwRomanceAhnassi	FormID: 0101BE47	32	0	Hrordis upstairs has a magic belt and worships Mehrunes Dagon.
fbmwRomanceAhnassi	FormID: 0101BE47	33	0	Ahnassi told me that some Camonna Tong thug has been threatening her. She asked me to protect her, but I told her I couldn't make any commitments.
fbmwRomanceAhnassi	FormID: 0101BE47	37	0	Ahnassi gave me a Quality Potion of Feather as a gift.
fbmwRomanceAhnassi	FormID: 0101BE47	40	0	I have offered to take care of the bad person who has threatened Ahnassi. The bad person is Daren Adryn, a Dark Elf, and a Camonna Tong bigwig. Ahnassi says he is found at Nadene Rotheran's Shack in Gnaar Mok.
fbmwRomanceAhnassi	FormID: 0101BE47	42	0	I spoke to Daren Adryn about Ahnassi, but he said he never heard of her, and that is wasn't any of my business, anyway. Then he threatened me, and told me to go
fbmwRomanceAhnassi	FormID: 0101BE47	45	0	I took care of the bad person, Daren Adryn, the Camonna Tong thug who threatened Ahnassi. Ahnassi thanked me, and says she wishes to share a gift, a special gift, with her true and good friend.
fbmwRomanceAhnassi	FormID: 0101BE47	50	0	Ahnassi gave me as a special gift an extravagant shirt and pants, and with them a very special book.
fbmwRomanceAhnassi	FormID: 0101BE47	60	0	Ahnassi says that Beldrose Dralor has a special key to special chests in the Redoran Treasury at the Redoran Compound in Vivec. He hides this key in his wife's clothes chest in his manor on the tier-top of Redoran Compound.
fbmwRomanceAhnassi	FormID: 0101BE47	65	0	Ahnassi has asked me to find her mate called J'Dhannar. He is a skooma addict, and he lives where he can in St. Olms Canton. I have agreed to try to find him, and to try to persuade him to give up the sugar. I don't know how to do this. Perhaps I should find out whether there is a cure for the skooma addict.
fbmwRomanceAhnassi	FormID: 0101BE47	70	0	I found and spoke to J'Dhannar, but he says that all the world knows there is no cure for a skooma addict. He is certainly trapped in despair. But could he be wrong? Perhaps I must continue to search for someone who knows of a cure for a skooma
fbmwRomanceAhnassi	FormID: 0101BE47	75	0	I gave J'Dhannar a book, 'Confessions of a Dunmer Skooma-Eater', and he promised to read it. He told me to return to Ahnassi and to tell her that J'Dhannar is sorry, and he forgives her, and he will always have Ahnassi in his heart, but their bond is broken now, for better or worse, and they must each find their own way alone.
fbmwRomanceAhnassi	FormID: 0101BE47	80	0	Ahnassi has asked me to come visit her at Ahnassi's house. Ahnassi gave me the key, and told me the house is here in Pelagiad, across the street from the Halfway, by the fort wall, off the street, with the stone fences nearby.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwRomanceAhnassi	FormID: 0101BE47	81	0	Ahnassi has a friend, Senyndie, a Redguard female, who trains fighters at the Arena in Vivec. Ahnassi says that Senyndie is a secret master of the guild discipline called 'acrobatics'. Ahnassi says I should go see Senyndie and tell her I am Ahnassi's friend, and perhaps Senyndie will teach me more about acrobatics.
fbmwRomanceAhnassi	FormID: 0101BE47	82	0	Ahnassi says it is my turn to give her a gift. She wants just two flowers -- one coda flower for Ahnassi, and one pretty gold kanet for me.
fbmwRomanceAhnassi	FormID: 0101BE47	83	0	I brought Ahnassi her two flowers -- one coda flower for Ahnassi, and one pretty gold kanet for me. Now she says it is my turn again to ask Ahnassi to share a gift.
fbmwRomanceAhnassi	FormID: 0101BE47	85	0	Ahnassi says that a friend has told her that the wizard Mavon Drenim has a Flamemirror Robe that he does not wear, but keeps in his clothes closet at the Telvanni Tower of the Telvanni Compound in Vivec. Ahnassi wants me to get this Flamemirror Robe and show it to her, to show her how smart I am.
fbmwRomanceAhnassi	FormID: 0101BE47	87	0	I gave Ahnassi the Flamemirror Robe as a gift. I think she was impressed. In return, she gave me a set of 20 ebony throwing stars. I don't believe I've ever heard of so many in one place. I don't know whether to keep them use them, or sell them.
fbmwRomanceAhnassi	FormID: 0101BE47	90	0	Ahnassi says there is a secret underwater passage into the Imperial Commission in Ebonheart. She also says that Elvul's Black Blindfold, a magic glove which blinds and befuddles archers, may be found in a wardrobe in the living quarters of the Imperial Commission. The Imperial Commission will be guarded by tough Imperial guards, but if I can find the hidden entrance, I may be able to avoid the guards.
fbmwRomanceAhnassi	FormID: 0101BE47	95	0	I thanked Ahnassi for the tip she gave me that led me to the Flamemirror Robe.
fbmwRomanceAhnassiA	FormID: 0101BE48	1	0	I spoke to Ahnassi's friend, Senyndie, a secret master of acrobatics. Senyndie says she might be able to teach me things, and that she loves to help Ahnassi with her
fbmwTGAdvancement	FormID: 01010562	1	0	I have joined the Thieves' Guild. The Primary Attributes are Personality and Agility. The Primary Skills are Marksman, Security, Acrobatics, Sneak, Blade, and Light
fbmwTGAdvancement	FormID: 01010562	10	0	Armor. I must perform regular duties and concentrate on increasing these areas to
fbmwTGAdvancement	FormID: 01010562	11	0	I am eligible for promotion to the rank of Wet Ear in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	20	0	I have attained the rank of Wet Ear in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	21	0	I am eligible for promotion to the rank Footpad in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	21	0	I have attained the rank of Footpad in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	30	0	I am eligible for promotion to the rank of Blackcap in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	31	0	I have attained the rank of Blackcap in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	40	0	I am eligible for promotion to the rank of Operative in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	41	0	I have attained the rank of Operative in the Thieves' Guild.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGAdvancement	FormID: 01010562	50	0	I am eligible for promotion to the rank of Bandit in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	51	0	I have attained the rank of Bandit in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	60	0	I am eligible for promotion to the rank of Captain in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	61	0	I have attained the rank of Captain in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	70	0	I am eligible for promotion to the rank of Ringleader in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	71	0	I have attained the rank of Ringleader in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	80	0	I am eligible for promotion to the rank of Mastermind in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	81	0	I have attained the rank of Mastermind in the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	90	0	I am eligible for promotion to the rank of Master Thief of the Thieves' Guild.
fbmwTGAdvancement	FormID: 01010562	91	0	I have attained the rank of Master Thief of the Thieves' Guild.
fbmwTGAldruhnDefenses	FormID: 01009324	10	0	Aengoth the Jeweler wants me to bring him four pieces of scrap metal so that Estoril can repair some Dwemer Centurion Spiders to guard the Thieves Guild.
fbmwTGAldruhnDefenses	FormID: 01009324	100	0	Aengoth the Jeweler thanked me for bringing him four pieces of scrap metal. Now Estoril will repair the Dwemer Centurion Spiders.
fbmwTGBadGandosa	FormID: 01009325	10	0	Aengoth the Jeweler believes that Gandosa Arobar, the daughter of Miner Arobar, has a copy of Boethiah's Pillow Book somewhere in Arobar Manor which is in Ald'ruhn Manor District. Aengoth says that a client wants some dirt on Miner
fbmwTGBadGandosa	FormID: 01009325	100	0	Aengoth the Jeweler thanked me for bringing him a copy of Boethiah's Pillow Book.
fbmwTGBalmoraDefenses	FormID: 01009326	5	0	Sugar-Lips Habasi has a job for me that involves the South Wall and a master of
fbmwTGBalmoraDefenses	FormID: 01009326	10	0	Sugar-Lips Habasi told me that one of the masters of locks and traps has been living here in Balmora, but has not contacted the Thieves Guild. I should find this Altmer and convince him to help secure the South Wall.
fbmwTGBalmoraDefenses	FormID: 01009326	20	0	I was told that the only Altmer in town are Culumaire at the Lucky Lockup, Estirdalin at the Guild of Mages, Imare at the Hlaalu Council Manor, Nalcarya the Alchemist, and Hecerinde and Tyermaillin who both have residences in Balmora.
fbmwTGBalmoraDefenses	FormID: 01009326	50	0	I convinced Hecerinde to help secure for the Thieves Guild in Balmora.
fbmwTGBalmoraDefenses	FormID: 01009326	100	0	Sugar-Lips Habasi thanked me for convincing Hecerinde to help secure the South
fbmwTGBalmoraDefenses	FormID: 01009326	110	0	Sugar-Lips Habasi was very upset that Hecerinde was dead. Habasi has no further
fbmwTGBitterBribe	FormID: 01009327	10	0	Gentleman Jim Stacey asked me to get the Bitter Cup, an artifact sacred to Clavicus Vile, and deliver it to Eydis Fire-Eye. The Bitter Cup was lost in the ruins of Ald Redaynia which are located in the islands north of the Urshilaku Camp.
fbmwTGBitterBribe	FormID: 01009327	25	0	I sipped the potent nectar of the Bitter Cup. It bestowed its [QUOTE]gift[QUOTE] upon me, and then it promptly vanished.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGBitterBribe	FormID: 01009327	30	0	Instead of delivering the Bitter Cup to Eydis Fire-Eye as Gentleman Jim Stacey had requested, I sipped its potent nectar. The Cup bestowed its [QUOTE]gift[QUOTE] upon me, and then it promptly vanished.
fbmwTGBitterBribe	FormID: 01009327	50	0	Eydis Fire-Eye accepted the Bitter Cup and agreed to betray Sjoring Hard-Heart's orders to crush the Thieves Guild.
fbmwTGBitterBribe	FormID: 01009327	100	0	Gentleman Jim Stacey thanked me for delivering the Bitter Cup to Eydis Fire-Eye.
fbmwTGBitterBribe	FormID: 01009327	110	0	Gentleman Jim Stacey was displeased that I botched the bribery of Eydis Fire-Eye. But he said he might have done the same himself, given the circumstances.
fbmwTGBitterBribe	FormID: 01009327	120	0	Since Eydis Fire-Eye is dead, there is little we can do to bribe her.
fbmwTGBrotherBragor	FormID: 01009328	10	0	Sugar-Lips Habasi told me that New-Shoes Bragor was caught by the guards in Pelagiad and is being held in Fort Pelagiad. Habasi heard that Mebestien Ence is secretly smuggling Dwemer materials and that Shadbak gra-Burbug, a guard in Fort Pelagiad, has been taking bribes to overlook the smuggling. I should steal a Dwemer artifact from Mebestien Ence who has shop in Pelagiad, show it to Shadbak gra-
fbmwTGBrotherBragor	FormID: 01009328	50	0	Shadbak gra-Burbug agreed to release New-Shoes Bragor when I showed her the Dwemer artifact.
fbmwTGBrotherBragor	FormID: 01009328	70	0	New-Shoes Bragor gave me his shoes.
fbmwTGBrotherBragor	FormID: 01009328	100	0	Sugar-Lips Habasi thanked me for getting New-Shoes Bragor released.
fbmwTGBrotherBragor	FormID: 01009328	110	0	Sugar-Lips Habasi wasn't happy that the person who was to help us free our brother Bragor is dead. He will have to stay in his cell.
fbmwTGBrotherThief	FormID: 01009329	10	0	Gentleman Jim Stacey asked me to find out what happened to a fellow thief, Nads Tharen, who was going to deliver a key to us. Nads Tharen used to hang out at the Elven Nations Cornerclub. I must find out what happened to him and bring back the
fbmwTGBrotherThief	FormID: 01009329	20	0	I was told that Nads Tharen spoke with Arvama Rathri the last time he was in the Elven Nations Cornerclub.
fbmwTGBrotherThief	FormID: 01009329	25	0	I was told that Nads Tharen lives in the St. Delyn Canalworks South-Two.
fbmwTGBrotherThief	FormID: 01009329	30	0	I was told that Arvama Rathri lives in the St. Delyn Canalworks South-Two.
fbmwTGBrotherThief	FormID: 01009329	50	0	Arvama Rathri told me that she has never spoken with Nads Tharen.
fbmwTGBrotherThief	FormID: 01009329	100	0	Gentleman Jim Stacey thanked me for returning Nads Tharen's key.
fbmwTGBrotherThief	FormID: 01009329	110	0	Gentleman Jim Stacey thanked me for returning Nads Tharen's key and avenging his murderer, Arvama Rathri.
fbmwTGCookbookAlchemy	FormID: 0100932A	10	0	Big Helende told me that a client, Tusamircil, wanted a good recipe for a Dispel potion. The best alchemist in Sadrith Mora is Anis Seloth, and Big Helende thinks I can find this recipe in Anis Seloth's shop.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGCookbookAlchemy	FormID: 0100932A	50	0	I delivered the potion recipe to Tusamircil.
fbmwTGCookbookAlchemy	FormID: 0100932A	100	0	Big Helende thanked me for bringing her a recipe for a Dispel potion.
fbmwTGCookbookAlchemy	FormID: 0100932A	110	0	Big Helende was upset that Tusamircil is dead. She says she will continue to give me jobs for now, though.
fbmwTGDartsJudgement	FormID: 0100932B	10	0	Aengoth the Jeweler told me that Eindel, a Bosmer archer in the Llethri Manor, has four Daggers of Judgement. I can use them myself, or get a good price for them
fbmwTGDartsJudgement	FormID: 0100932B	100	0	Aengoth the Jeweler bought the Daggers of Judgement from me.
fbmwTGDartsJudgement	FormID: 0100932B	105	0	I've decided to keep the Daggers of Judgement for my own use. Aengoth has been pleased with my work for him.
fbmwTGDiamonds	FormID: 0100932C	10	0	Sugar-Lips Habasi asked me to bring her a diamond. She believes that Nalcarya of White Haven here in Balmora has diamonds, but any diamond will do.
fbmwTGDiamonds	FormID: 0100932C	100	0	I delivered a diamond to Sugar-Lips Habasi.
fbmwTGEbonyStaff	FormID: 0100932D	10	0	Big Helende told me that Felen Maryon in Bal Fell has an enchanted ebony staff she'd like stolen.
fbmwTGEbonyStaff	FormID: 0100932D	20	0	I've agreed to try and retrieve the ebony staff from Felen Maryon. I'm to look for him in the Telvanni Tower in Tel Branora.
fbmwTGEbonyStaff	FormID: 0100932D	100	0	I returned Felen's Ebony Staff to Big Helende. She gave me 250 gold as my share of the profits, as well as a Ring of Far Reaching as a reward for my efforts.
fbmwTGEbonyStaff	FormID: 0100932D	105	0	I've decided to keep the ebony staff I stole from Felen Maryon. Big Helende has no problem with this, and gave me a Ring of Far Reaching as a reward for the work I've
fbmwTGEbonyStaff	FormID: 0100932D	110	0	I've decided to pass on Big Helende's last job for me.
fbmwTGENemyParley	FormID: 0100932E	10	0	Gentleman Jim Stacey believes that Percius Mercius of the Ald'ruhn Guild of Fighters may help us. I should speak with him about the other members of the
fbmwTGENemyParley	FormID: 0100932E	50	0	Percius Mercius told me that Hrundi is a good man who could be persuaded to join our cause. Hrundi also has a secret Dunmer lover.
fbmwTGENemyParley	FormID: 0100932E	60	0	Percius Mercius told me that Eydis Fire-Eye is a secret worshipper of Clavicus Vile, but he does not know how this could be used against her.
fbmwTGENemyParley	FormID: 0100932E	70	0	Percius Mercius told me that the Master of the Fighters Guild, Sjoring Hard-Heart, cannot be bribed or threatened into supporting the Thieves Guild.
fbmwTGENemyParley	FormID: 0100932E	100	0	Gentleman Jim Stacey thanked me for the information I got from Percius Mercius.
fbmwTGENemyParley	FormID: 0100932E	110	0	Gentleman Jim Stacey wanted to speak to Percius Mercius about helping the Thieves Guild, but Mercius is dead. We'll have to find other ways.
fbmwTGGrandmasterRetort	FormID: 0100932F	10	0	Big Helende told me that a client wants a Master's Retort. Big Helende told me that Berwen the Trader in Tel Mora has a Master's Retort.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGGrandmasterRetort	FormID: 0100932F	100	0	Big Helende thanked me for delivering a Master's Retort.
fbmwTGHostage	FormID: 01009330	10	0	Gentleman Jim Stacey asked me to speak with Hrundi in Fighter's Guild quarters in Wolverine Hall in Sadrith Mora. I must convince him to stop persecuting the Thieves Guild. If I cannot convince him directly, I must find Hrundi's Dunmer lover and threaten to kill her if he does not back down.
fbmwTGHostage	FormID: 01009330	60	0	I found out that Falena Hlaren is Hrundi's lover.
fbmwTGHostage	FormID: 01009330	70	0	Hrundi agreed to betray Sjoring Hard-Heart.
fbmwTGHostage	FormID: 01009330	100	0	Gentleman Jim Stacey thanked me for convincing Hrundi to stop persecuting the
fbmwTGHostage	FormID: 01009330	110	0	Stacey has learned that Hrundi is dead. He will be of little help to our cause.
fbmwTGKillHardHeart	FormID: 01009331	10	0	Gentleman Jim Stacey asked me to kill Sjoring Hard-Heart, the Master of the Fighters Guild in Vivec.
fbmwTGKillHardHeart	FormID: 01009331	100	0	Gentleman Jim Stacey thanked me for killing Sjoring Hard-Heart and gave me the Skeleton Key, a priceless artifact.
fbmwTGKilllenith	FormID: 01009332	10	0	Gentleman Jim Stacey asked me to kill the Camonna Tong's best enforcers, Navil and Ranes lenith. The lenith brothers can usually be found on the Dren Plantation
fbmwTGKilllenith	FormID: 01009332	100	0	Gentleman Jim Stacey thanked me for killing the Camonna Tong's best enforcers.
fbmwTGLootAldruhnMG	FormID: 01009333	10	0	Aengoth the Jeweler told me that he heard the Guild of Mages in Ald'ruhn is empty and that now would be a good time to fetch Anareren's Devil Tanto.
fbmwTGLootAldruhnMG	FormID: 01009333	100	0	Aengoth thanked me for bringing him Anareren's Devil Tanto.
fbmwTGManorKey	FormID: 01009334	10	0	Sugar-Lips Habasi asked me to bring her the key to the top floor of the Nerano Manor here in Balmora. Ondres Nerano certainly has a key, but it may be easier to get the key from one of his servants, such as Sovor Trandel at the Balmora Council
fbmwTGManorKey	FormID: 01009334	30	0	Sovor Trandel has suggested that, for a little [QUOTE]compensation[QUOTE], he'd be willing to help me out.
fbmwTGManorKey	FormID: 01009334	50	0	I convinced Sovor Trandel to give me the key to Nerano Manor.
fbmwTGManorKey	FormID: 01009334	70	0	I told Ondres Nerano that Sovor Trandel gave me a key to his manor. Ondres Nerano gave me 10 gold as a reward.
fbmwTGManorKey	FormID: 01009334	100	0	Sugar-Lips Habasi thanked me for bringing her the key to Nerano Manor.
fbmwTGMasterHelm	FormID: 01009335	10	0	Aengoth the Jeweler asked me to bring him a Redoran Master Helm. Many of the Redoran councilors have one, but Aengoth knows of one in Arobar Manor.
fbmwTGMasterHelm	FormID: 01009335	100	0	Aengoth the Jeweler thanked me for bringing him a Redoran Master Helm.
fbmwTGMissionReport	FormID: 01009336	10	0	Crazy-Legs Arantamo told me that a client asked us to steal an Ordinator's mission report. The report is in the Hall of Justice.
fbmwTGMissionReport	FormID: 01009336	100	0	Crazy-Legs Arantamo thanked me for bringing him the Ordinator's mission report.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwTGOverduePayments	FormID: 01009337	10	0	Sugar-Lips Habasi told me that Ra'Zhid at Fatleg's Drop Off in Hla Oad promised to deliver some Dwemer artifacts to the Thieves Guild. Habasi asked me to bring her a Dwemer tube, Dwemer goblet, and Dwemer bowl.
fbmwTGOverduePayments	FormID: 01009337	30	0	Ra'Zhid told me that he has not yet received the Dwemer artifacts.
fbmwTGOverduePayments	FormID: 01009337	50	0	Sugar-Lips Habasi told me that Ra'Zhid is lying. Ra'Zhid does have the Dwemer artifacts somewhere in Hla Oad.
fbmwTGOverduePayments	FormID: 01009337	100	0	Sugar-Lips Habasi thanked me for bringing her Ra'Zhid's dwemer artifacts.
fbmwTGRedoranCookbook	FormID: 01009338	10	0	Big Helende told me that Dinara Othrelas of Llethri Manor in Ald'ruhn and Fara of Fara's Hole in the Wall here in Sadrith Mora have an annual cooking contest. Fara wants an edge in this year's contest and has hired us to steal the book [QUOTE]Redoran Cooking Secrets[QUOTE] from Llethri Manor.
fbmwTGRedoranCookbook	FormID: 01009338	30	0	I convinced Dinara Othrelas to give me her copy of [QUOTE]Redoran Cooking
fbmwTGRedoranCookbook	FormID: 01009338	50	0	I gave the book [QUOTE]Redoran Cooking Secrets[QUOTE] to Fara.
fbmwTGRedoranCookbook	FormID: 01009338	100	0	Big Helende thanked me for delivering [QUOTE]Redoran Cooking Secrets[QUOTE].
fbmwTGSadrithMoraDefense	FormID: 01009339	10	0	Big Helende asked me to hire a wizard from the local Mages Guild to guard the Thieves Guild here in Sadrith Mora. The Mages Guild in Sadrith Mora is in Wolverine
fbmwTGSadrithMoraDefense	FormID: 01009339	50	0	Arielle Phiencl will send someone to guard the Thieves Guild if I bring her four samples of raw ebony.
fbmwTGSadrithMoraDefense	FormID: 01009339	70	0	I brought four samples of raw ebony to Arielle Phiencl, and she agreed to send someone to guard the Thieves Guild.
fbmwTGSadrithMoraDefense	FormID: 01009339	100	0	Big Helende thanked me for getting a guard for the Thieves Guild.
fbmwTGSadrithMoraDefense	FormID: 01009339	110	0	Since Arielle Phiencl is dead, the job Big Helende had for me is over.
fbmwTGssChurchPolice	FormID: 0100933A	10	0	Gentleman Jim Stacey asked me to steal Berel Sala's large Dwemer goblet and donate it to Danso Indules in the name of the Bal Molagmer. Berel Sala is the head of the Ordinators. He and his Dwemer goblet are in the Justice Offices in Vivec.
fbmwTGssChurchPolice	FormID: 0100933A	50	0	Danso Indules wanders about the city of Vivec healing the sick. I'm likely to find her Danso Indules accepted the large Dwemer goblet, but seemed puzzled.
fbmwTGssChurchPolice	FormID: 0100933A	55	0	Danso Indules accepted the goblet, and seemed appreciative. She has heard stories of the return of the Bal Molagmer.
fbmwTGssChurchPolice	FormID: 0100933A	60	0	Danso Indules said that he would not accept anything stolen from Berel Sala.
fbmwTGssChurchPolice	FormID: 0100933A	100	0	Gentleman Jim Stacey thanked me for stealing Berel Sala's Dwemer goblet and delivering it to Danso Indules.
fbmwTGssEnamor	FormID: 0100933B	10	0	Gentleman Jim Stacey asked me to return the stolen sword [QUOTE]Enamor[QUOTE] to Salyn Sarethi's personal chest in the Buoyant Armiger



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGssEnamor	FormID: 0100933B	100	0	Gentleman Jim Stacey thanked me for delivering the sword [QUOTE]Enamor[QUOTE] and the note to Salyn Sarethi's chest in Ghostgate.
fbmwTGssGenerosity1	FormID: 0100933C	1	0	Gentleman Jim Stacey told me of the Bal Molagmer. How they once carried the light of justice throughout Morrowind, stealing from the unjust, and giving to the poor. He gave me a pair of Bal Molagmer gloves, which I should wear before speaking
fbmwTGssGenerosity1	FormID: 0100933C	10	0	Gentleman Jim Stacey asked me to find the Hlervu Locket in Venim Manor in Ald'ruhn and return it to Braynas Hlervu in the name of the Bal Molagmer.
fbmwTGssGenerosity1	FormID: 0100933C	30	0	I gave the locket back to Bolvyn Venim.
fbmwTGssGenerosity1	FormID: 0100933C	50	0	Braynas Hlervu accepted the Hlervu Locket as a gift.
fbmwTGssGenerosity1	FormID: 0100933C	55	0	Braynas Hlervu accepted the Hlervu Locket in the name of the Bal Molagmer.
fbmwTGssGenerosity1	FormID: 0100933C	100	0	Gentleman Jim Stacey thanked me for returning the Hlervu Locket to Braynas
fbmwTGssGenerosity1	FormID: 0100933C	110	0	Gentleman Jim Stacey was upset to hear that Braynas Hlervu was dead, but he believes there is other work the Bal Molagmer must do.
fbmwTGssGenerosity2	FormID: 0100933D	10	0	Gentleman Jim Stacey asked me to find a forged deed of sale for Indrele Rathryon's land. The deed is in the Library of Vivec. I should deliver the deed to Indrele Rathryon herself in Seyda Neen in the name of the Bal Molagmer.
fbmwTGssGenerosity2	FormID: 0100933D	30	0	I gave the land deed back to Velanda Omani.
fbmwTGssGenerosity2	FormID: 0100933D	50	0	Indrele Rathryon accepted the false deed to her land.
fbmwTGssGenerosity2	FormID: 0100933D	55	0	Indrele Rathryon accepted the false deed to her land. She seemed to recognize the Bal Molagmer gloves I was wearing, but could not place from where.
fbmwTGssGenerosity2	FormID: 0100933D	100	0	Gentleman Jim Stacey thanked me for taking the land deed to Indrele Rathryon.
fbmwTGssGreedySlaver	FormID: 0100933E	5	0	Gentleman Jim Stacey wishes for me to do something involving a slaver in the name of the Bal Molagmer.
fbmwTGssGreedySlaver	FormID: 0100933E	10	0	Gentleman Jim Stacey asked me to steal Brallion's ring and give it to Ilmeni Dren. Brallion is a wealthy slave-trader in the Great Market of Sadrith Mora, and Ilmeni Dren is a secret abolitionist in St. Delyn Canton in Vivec.
fbmwTGssGreedySlaver	FormID: 0100933E	20	0	I nicked Brallion's ring right off his hand. The Bal Molagmer would have been proud.
fbmwTGssGreedySlaver	FormID: 0100933E	30	0	I bought Brallion's ring from him. It was a poor investment, but the obvious duty of the Bal Molagmer.
fbmwTGssGreedySlaver	FormID: 0100933E	50	0	Ilmeni Dren accepted Brallion's ring, but questioned my knowledge of the Bal Molagmer. Perhaps I should have worn the gloves.
fbmwTGssGreedySlaver	FormID: 0100933E	55	0	Ilmeni Dren accepted Brallion's ring, and seemed to have stories of the Bal
fbmwTGssGreedySlaver	FormID: 0100933E	100	0	Gentleman Jim Stacey thanked me for stealing Brallion's ring and delivering it to

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTGssGreedySlaver	FormID: 0100933E	110	0	Stacey was unhappy to learn that Ilmeni Dren is dead, and does not want the Bal Molagmer to be associated with her death.
fbmwTGssGreedySlaver	FormID: 0100933E	120	0	Stacey learned that Brallion was dead, and did not want to be associated with his
fbmwTGssPlutocrats	FormID: 0100933F	10	0	Gentleman Jim Stacey asked me to steal Odral Helvi's exquisite copies of [QUOTE]A Brief History of the Empire[QUOTE] and deliver them to Vala Catraso in the Ald'ruhn Guild of Mages. Odral Helvi is in the Governor's Hall in Caldera.
fbmwTGssPlutocrats	FormID: 0100933F	30	0	Vala Catraso accepted four volumes of [QUOTE]A Brief History of the
fbmwTGssPlutocrats	FormID: 0100933F	50	0	Vala Catraso accepted Odral Helvi's copies of [QUOTE]A Brief History of the
fbmwTGssPlutocrats	FormID: 0100933F	100	0	Gentleman Jim Stacey thanked me for stealing Odral Helvi's [QUOTE]A Brief History of the Empire[QUOTE] and delivering it to Vala Catraso in the Ald'ruhn Guild of
fbmwTGssYngling	FormID: 01009340	10	0	Gentleman Jim Stacey asked me to bring him Yngling Half-Troll's Ledger which is in Yngling Manor in Vivec, St. Olms Plaza. This ledger has proof that Yngling Half-Troll
fbmwTGssYngling	FormID: 01009340	50	0	I gave the ledger to Yngling Half-Troll, who promptly destroyed it.
fbmwTGssYngling	FormID: 01009340	100	0	Gentleman Jim Stacey thanked me for bringing him evidence of Yngling Half-Troll's
fbmwTGssYngling	FormID: 01009340	110	0	I told Stacey that the ledger was destroyed. He doesn't know that I gave it to Half-
fbmwTGVintageBrandy	FormID: 01009341	5	0	Sugar-Lips tells me that Ralen Hlaalo is dead, but has left behind some vintage
fbmwTGVintageBrandy	FormID: 01009341	10	0	Sugar-Lips Habasi told me that Ralen Hlaalo had a bottle of vintage brandy. Since Ralen Hlaalo is dead, Sugar-Lips Habasi asked me to bring her the vintage brandy
fbmwTGVintageBrandy	FormID: 01009341	100	0	I brought a bottle of vintage brandy to Sugar-Lips Habasi.
fbmwTGWithershins	FormID: 01009342	10	0	Aengoth the Jeweler asked me to bring him a copy of the book [QUOTE]Withershins[QUOTE]. He thinks Miles Gloriosus in the Maar Gan
fbmwTGWithershins	FormID: 01009342	100	0	Aengoth the Jeweler thanked me for bringing him a copy of
fbmwTownAldBevene	FormID: 0101C641	1	0	Bevene Releth the clothier made a firejade amulet and delivered it to a customer named Ienas Sarandas, but Sarandas has not made the promised final payment. Bevene Releth has offered to pay me 25 gold if I will either retrieve the unpaid for amulet, or will collect the final 50 gold from Sarandas.
fbmwTownAldBevene	FormID: 0101C641	3	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold. She seemed very pleased with the way I had handled the affair.
fbmwTownAldBevene	FormID: 0101C641	5	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold.
fbmwTownAldBevene	FormID: 0101C641	10	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold. She had heard that Ienas Sarandas had been found dead, and she suspected me, though she had no proof. She did not seem at all pleased with the way I had handled the affair.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownAldBivale	FormID: 0101C642	1	0	The clothier Bivale Teneran made a brocade shirt and silk pants for lenas Sarandas, but lenas Sarandas has not made the final payment on time. Bivale Teneran has offered to pay me 50 gold if I will find lenas Sarandas, get the 360 drakes he owes Bivale Teneran, or get the shirt and pants and bring them back to Bivale Teneran.
fbmwTownAldBivale	FormID: 0101C642	3	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50 gold. She seemed very pleased with the way I had handled the affair.
fbmwTownAldBivale	FormID: 0101C642	5	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50
fbmwTownAldBivale	FormID: 0101C642	10	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50 gold. She had heard that lenas Sarandas had been found dead, and she suspected me, though she had no proof. She did not seem at all pleased with the way I had
fbmwTownAldDaynes	FormID: 0101C643	1	0	Daynes Redothril the pawnbroker sold two fine matched rings, one with an raw ebony stone, the other with a raw glass stone, to a customer named lenas Sarandas. But Sarandas has failed to pay the remaining 150 gold owed. If I can find Sarandas, and either get the ebony ring and the glass ring and return them to Redothril, or get the 150 gold Sarandas owes Redothril, the pawnbroker will pay me 50 gold.
fbmwTownAldDaynes	FormID: 0101C643	3	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50 gold. He seemed very pleased with the way I had handled the affair.
fbmwTownAldDaynes	FormID: 0101C643	5	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50
fbmwTownAldDaynes	FormID: 0101C643	10	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50 gold. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled
fbmwTownAldLlethri	FormID: 0101C644	1	0	The enchanter Llether Vari offered to pay me 50 gold if I will find a customer named lenas Sarandas, and either collect a payment of 120 gold, or retrieve designer shoes from lenas Sarandas and return them to Llether Vari.
fbmwTownAldLlethri	FormID: 0101C644	3	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold. He seemed very pleased with the way I had handled the affair.
fbmwTownAldLlethri	FormID: 0101C644	5	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold.
fbmwTownAldLlethri	FormID: 0101C644	10	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	5	0	The clothier Bivale Teneran made a brocade shirt and silk pants for lenas Sarandas, but lenas Sarandas has not made the final payment on time. Bivale Teneran has offered to pay me 50 gold if I will find lenas Sarandas, get the 360 gold he owes Bivale Teneran, or get the shirt and pants and bring them back to Bivale Teneran.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownAldRuhn	FormID: 01F0A39C	10	0	The enchanter Llether Vari offered to pay me 50 drakes if I will find a customer named lenas Sarandas, and either collect a payment of 120 gold, or retrieve designer shoes from lenas Sarandas and return them to Llether Vari.
fbmwTownAldRuhn	FormID: 01F0A39C	15	0	Bevene Releth the clothier made a firejade amulet and delivered it to a customer named lenas Sarandas, but Sarandas has not made the promised final payment. Bevene Releth has offered to pay me 25 gold if I will either retrieve the unpaid-for amulet, or will collect the final 50 gold from Sarandas.
fbmwTownAldRuhn	FormID: 01F0A39C	20	0	The trader Tiras Sadus sold an Ashlander hand-crafted racer suede belt to a customer, but the customer has failed to make his final payment on time. If I can find lenas Sarandas and retrieve the belt for the trader, or if I can get the 50 septims owed to the trader, Tiras Sadus will pay me 25 gold.
fbmwTownAldRuhn	FormID: 01F0A39C	25	0	Daynes Redothril the pawnbroker sold two fine matched rings, one with an raw ebony stone, the other with a raw glass stone, to a customer named lenas Sarandas. But Sarandas has failed to pay the remaining 150 gold owed. If I can find Sarandas, and either get the ebony ring and the glass ring and return them to Redothril, or get the 150 gold Sarandas owes Redothril, the pawnbroker will pay me 50 gold.
fbmwTownAldRuhn	FormID: 01F0A39C	35	0	I spoke to lenas Sarandas about his overdue payments. He said he had no cash at present to pay his debts, but that he was sure he would be able to pay very soon. I decided to take no immediate action.
fbmwTownAldRuhn	FormID: 01F0A39C	40	0	I spoke to lenas Sarandas about his overdue payments. I tried to threaten him with violence, but he dismissed my threats, and repeated that he did not have the cash, but that he expected to have it soon.
fbmwTownAldRuhn	FormID: 01F0A39C	45	0	I persuaded lenas Sarandas to give me the goods. Now I must return the brocade shirt and silk pants to Bivale Teneran, the racer suede belt to Tiras Sadus, the ebony ring and glass ring to Daynes Redothril, the designer shoes to Llether Vari, and the firejade amulet to Bevene Releth. lenas Sarandas has resolved to live honestly and
fbmwTownAldRuhn	FormID: 01F0A39C	50	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50 gold. She seemed very pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	52	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50
fbmwTownAldRuhn	FormID: 01F0A39C	55	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold. He seemed very pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	57	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold.
fbmwTownAldRuhn	FormID: 01F0A39C	60	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold. She seemed very pleased with the way I had handled the affair.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownAldRuhn	FormID: 01F0A39C	62	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold.
fbmwTownAldRuhn	FormID: 01F0A39C	65	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 gold. He seemed very pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	67	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 gold.
fbmwTownAldRuhn	FormID: 01F0A39C	70	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50 gold. He seemed very pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	72	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50
fbmwTownAldRuhn	FormID: 01F0A39C	75	0	I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50 gold. She had heard that lenas Sarandas had been found dead, and she suspected me, though she had no proof. She did not seem at all pleased with the way I had
fbmwTownAldRuhn	FormID: 01F0A39C	76	0	I returned the designer shoes to Llether Vari, and he paid me 50 gold. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	77	0	I returned the firejade amulet to Bevene Releth, and she paid me 25 gold. She had heard that lenas Sarandas had been found dead, and she suspected me, though she had no proof. She did not seem at all pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	78	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 gold. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled the affair.
fbmwTownAldRuhn	FormID: 01F0A39C	79	0	I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50 gold. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled
fbmwTownAldRuhn	FormID: 01F0A39C	99	0	I have returned all the clothing and jewelry items from lenas Sarandus to the various merchants he owed money to, and received the reward payments from
fbmwTownAldTiras	FormID: 0101C645	1	0	The trader Tiras Sadus sold an Ashlander hand-crafted racer suede belt to a customer, but the customer has failed to make his final payment on time. If I can find lenas Sarandas and retrieve the belt for the trader, or if I can get the 50 septims owed to the trader, Tiras Sadus will pay me 25 gold.
fbmwTownAldTiras	FormID: 0101C645	3	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 drakes. He seemed very pleased with the way I had handled the affair.
fbmwTownAldTiras	FormID: 0101C645	5	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 drakes.
fbmwTownAldTiras	FormID: 0101C645	10	0	I returned the racer suede belt to Tiras Sadus, and he paid me 25 drakes. He had heard that lenas Sarandas had been found dead, and he suspected me, though he had no proof. He did not seem at all pleased with the way I had handled the affair.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownBalmora	FormID: 0101C646	1	0	I hear that the Balmora magistrate, Nolus Atrius, is on the take. But he has important friends who can protect him. The Legion Champion, Larrius Varro, over at Fort Moonmoth, has sworn an oath to stop corruption. But it's not clear how he can
fbmwTownBalmora	FormID: 0101C646	3	0	Larrius Varro, says he has a 'nice present from the Emperor'. He says it is supposed to be 'a surprise'. He says he doesn't know where it is, but that I should check back later to see if he has found it. After I have done some things. It sounds like he has some sort of payment for me if I make 'bad people' 'go away'.
fbmwTownBalmora	FormID: 0101C646	5	0	I was told that the Legion Champion, Larrius Varro, over at Fort Moonmoth, has sworn an oath to stop corruption, but the syndicates have got their people protected. To fulfill his oath, it seems like Varro may have to work outside the
fbmwTownBalmora	FormID: 0101C646	10	0	There's a rumor that the Legion Champion, Larrius Varro, over at Fort Moonmoth wants to talk to me about an unspecified subject.
fbmwTownBalmora	FormID: 0101C646	15	0	The Legion Champion, Larrius Varro, at Fort Moonmoth told me a little story. He didn't come right out and say it, but he suggests that some 'bad people' are bribing a 'bad magistrate' to fix sentences and crimes for criminals. The General also suggests making these 'bad people' go away might require a 'bloodbath'. I think he
fbmwTownBalmora	FormID: 0101C646	20	0	The 'bad people' that Larrius Varro wants to 'go away' are five members of the Camonna Tong. Varro doesn't know their names, but he knows they are a scout, a pawnbroker, a savant, a thief, and a smith, and that they are in Balmora. It seems that Varro wants me to find the names of these 'bad people' and make them 'go
fbmwTownBalmora	FormID: 0101C646	27	0	I was told that the Balmora hangout for the Camonna Tong is the cornerclub called the Council Club.
fbmwTownBalmora	FormID: 0101C646	29	0	A Thieves Guild informant tells me that if the bad people I am looking for are Camonna Tong, and they're in Balmora, I'll find them at the Council Club cornerclub, the local Camonna Tong hangout. Larrius Varro mentioned a scout, a pawnbroker, a savant, a thief, and a smith. The scout would be Vadusa Sathryon. Marasa Aren would be the pawnbroker. The thief would be Madrale Thirith. Sovor Trandel is the
fbmwTownBalmora	FormID: 0101C646	30	0	Larrius Varro says that everything has been taken care of. I assume he is referring to the deaths of Vadusa Sathryon, Marasa Aren, Madrale Thirith, Sovor Trandel, and Thanelen Velas of the Camonna Tong. He then gave me a ring he called the 'nice
fbmwTownBalmora	FormID: 0101C646	35	0	Larrius Varro says that everything has been taken care of. I assume he is referring to the deaths of Vadusa Sathryon, Marasa Aren, Madrale Thirith, Sovor Trandel, and Thanelen Velas of the Camonna Tong. He then gave me a ring he called the 'nice present from the Emperor'. He also gave me a book in recognition of my exceptional

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownSadrith	FormID: 0101C647	1	0	A ghost is haunting the South Turret bed chamber at the Gateway Inn. When someone drives it out, it comes right back. It's ruining business at the Gateway, and Angaredhel the Prefect is unhappy.
fbmwTownSadrith	FormID: 0101C647	5	0	Angaredhel at the Gateway Inn says a ghost keeps reappearing in the South Turret bed chamber. He can't rent the room, and all the guests are in an uproar. Mage-Mistress Arara Uvulas, Master Neloth's Mouth, came to take a look, but said she couldn't see how to stop the hauntings. Angaredhel says the person who gets rid of the ghost permanently will receive a very generous gift from a local enchanter.
fbmwTownSadrith	FormID: 0101C647	6	0	Angaredhel says the haunting is in the South Turret bed chamber. It's upstairs, then south and up stairs to the room. He says it isn't hard to drive it away, but it always comes back. Mage-Mistress Arara Uvulas, Master Neloth's Mouth, inspected the room, but couldn't say why it reappears or how to stop it. She thinks it may be some mischievous sorcerer. I should go talk to her; she's always at the Telvanni Council
fbmwTownSadrith	FormID: 0101C647	8	0	I killed the haunting, and reported to Angaredhel, but he says no matter how often it is killed, it reappears. So killing the haunt is not the solution. Angaredhel told me to talk to Mage-Mistress Arara Uvulas, Master Neloth's Mouth, in the Telvanni Council House. She is the expert that Angaredhel consulted. Maybe she can tell me
fbmwTownSadrith	FormID: 0101C647	10	0	I spoke with Arara Uvulas, Master Neloth's Mouth, who came to inspect the South Turret bed chamber when the Gateway haunting manifests. She says she can find no evidence of a restless spirit or ancestral influences. Banishing the ghost is easy, but she doesn't know why it reappears, or how to stop it. She suspects that a Conjuration expert is involved -- someone skilled at summoning ghosts.
fbmwTownSadrith	FormID: 0101C647	15	0	At Wolverine Hall they say that the only local Conjuration expert is Uleni Heleran, a Mages Guild instructor. She teaches Conjuration.
fbmwTownSadrith	FormID: 0101C647	20	0	Someone at Wolverine Hall said that Uleni Heleran has a mischievous personality, and that she has some sort of bad feeling for Angaredhel and the Gateway Inn. The person also noticed that Uleni Heleran had been magically transporting into Wolverine Hall quite a bit lately, apparently using either a Mark and Recall spell
fbmwTownSadrith	FormID: 0101C647	30	0	I spoke to Uleni Heleran about the Gateway hauntings. She wouldn't respond directly to my questions, suggesting that the matter was none of my business.
fbmwTownSadrith	FormID: 0101C647	35	0	I was able to persuade Uleni Heleran that, though the Gateway haunting joke was charming enough, the humor was beginning to lose its luster, and that someone might get hurt. She agreed to stop the hauntings, but she gave me a little note and asked me to give it to Angaredhel.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownSadrith	FormID: 0101C647	50	0	I told Angaredhel that the hauntings would stop, but I didn't give him the note from Uleni Heleran, or reveal Uleni's name. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Fighter
fbmwTownSadrith	FormID: 0101C647	55	0	I told Angaredhel that the hauntings would stop, but I didn't give him the note from Uleni Heleran, or reveal Uleni's name. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Mage
fbmwTownSadrith	FormID: 0101C647	60	0	I told Angaredhel that the hauntings would stop, but I didn't give him the note from Uleni Heleran, or reveal Uleni's name. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Thief Ring.
fbmwTownSadrith	FormID: 0101C647	65	0	I told Angaredhel that the hauntings would stop, and revealed Uleni's name, but I didn't give him her message. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Fighter Ring.
fbmwTownSadrith	FormID: 0101C647	70	0	I told Angaredhel that the hauntings would stop, and revealed Uleni's name, but I didn't give him her message. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Mage Ring.
fbmwTownSadrith	FormID: 0101C647	75	0	I told Angaredhel that the hauntings would stop, and revealed Uleni's name, but I didn't give him her message. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Thief Ring.
fbmwTownSadrith	FormID: 0101C647	80	0	I told Angaredhel that the hauntings would stop, and gave him the note from Uleni Heleran. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Fighter Ring.
fbmwTownSadrith	FormID: 0101C647	85	0	I told Angaredhel that the hauntings would stop, and gave him the note from Uleni Heleran. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Mage Ring.
fbmwTownSadrith	FormID: 0101C647	90	0	I told Angaredhel that the hauntings would stop, and gave him the note from Uleni Heleran. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Thief Ring.
fbmwTownSadrith	FormID: 0101C647	100	0	I told Angaredhel that the hauntings would stop, because I determined that Uleni Heleran was the source of the hauntings, and I 'took care of her'. He didn't want to know the details. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Fighter Ring.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownSadriith	FormID: 0101C647	105	0	I told Angaredhel that the hauntings would stop, because I determined that Uleni Heleran was the source of the hauntings, and I 'took care of her'. He didn't want to know the details. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Mage Ring.
fbmwTownSadriith	FormID: 0101C647	110	0	I told Angaredhel that the hauntings would stop, because I determined that Uleni Heleran was the source of the hauntings, and I 'took care of her'. He didn't want to know the details. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Thief Ring.
fbmwTownTelVos	FormID: 0101C648	1	0	In Tel Vos they say their new mage-lord Master Aryon has done a lot for Tel Vos, and they are very happy with him. But he is still having trouble with the nearby Zainab Ashlander tribe, and Aryon's captain, Turedus Talanian, is looking for someone who can help forge a bond with the Zainab.
fbmwTownTelVos	FormID: 0101C648	5	0	Someone told me that the Zainab and Ashlanders in general are very proud, and they do not like to admit to things that shame them. Perhaps this is part of the reason why they have a reputation as lying and untrustworthy. I was told that the Ashlander men in particular are very proud.
fbmwTownTelVos	FormID: 0101C648	10	0	Master Aryon is trying to establish trade links with the Zainab. Turedus Talanian, chief of Master Aryon's mercenary guard, has hired me to visit the Zainab camp and find out what goods the tribe would be interested in trading for. When I've determined what goods the tribe would be interested in, I'll report back to Turedus
fbmwTownTelVos	FormID: 0101C648	13	0	The Zainab Ashlander trader Ashur-Dan said he could not think of any trade goods that the Zainab need.
fbmwTownTelVos	FormID: 0101C648	15	0	The Zainab Ashlander trader Ashur-Dan said he could not think of any trade goods that the Zainab need. But he suggested I speak with the men and women of the
fbmwTownTelVos	FormID: 0101C648	20	0	When I asked an Ashlander what trade goods the Zainab need, he said that the Zainab do not need the big buildings, furniture, fancy clothes and weapons of the
fbmwTownTelVos	FormID: 0101C648	25	0	When I asked an Ashlander what trade goods the Zainab need, she mentioned one thing. Though the tribe's wise women were good healers, they could not make the bottled magics that cure common disease and blight disease, so the trader and all the Zainab had few of these things. Now I can report back to Turedus Talanian, and tell him that Cure Common Disease and Cure Blight Disease potions would be

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownTelVos	FormID: 0101C648	30	0	The Zainab Ashlander wise woman Sonummu Zabamat said that the tribe needs more Cure Common Disease and Cure Blight Disease potions. The tribe's men travel long distances, hunting and herding, and when they catch diseases, they can't return to camp to be cured by the wise woman, but if they carry potions, they can cure themselves. Now I can report back to Turedus Talanian, and tell him that Cure Common Disease and Cure Blight Disease potions would be valuable trade goods.
fbmwTownTelVos	FormID: 0101C648	35	0	I reported to Turedus Talanian that Cure Common Disease and Cure Blight Disease potions would be valuable trade goods for the Zainab Ashlanders. He paid me 100 drakes for my service. He said he'd tell Master Aryon how I'd handled the matter, and thought that he would be pleased.
fbmwTownVivec	FormID: 0101C649	1	0	Two Ordinators and five outlanders have been killed in Vivec, their throats slit. The rumor is that the Office of the Watch at the Hall of Justice is looking for outside
fbmwTownVivec	FormID: 0101C649	5	0	Two Ordinators and five outlanders have been killed in Vivec, their throats slit. The rumor is that the Office of the Watch at the Hall of Justice is very concerned, and is looking for special help.
fbmwTownVivec	FormID: 0101C649	10	0	Elam Andas, chief of Vivec's Order of the Watch, has asked me to find and execute a killer who has slit the throats of five outlanders and two Ordinators.
fbmwTownVivec	FormID: 0101C649	15	0	Two outlander victims were found in Foreign Quarters corridors, one on Foreign Quarter Canalside, one in a Hlaalu Compound corridor, and one in the water near the Arena. All were armed. Only one, a mage, appears to have put up a fight. All had their throats slit with a dagger. The two Ordinators with their throats slit were found near the victim at Hlaalu Compound. It may be someone very stealthy or a
fbmwTownVivec	FormID: 0101C649	20	0	There are no witnesses to any of the killings. But in Hlaalu compound, at about the same time as one of the killings, an outlander reported being threatened by Dunmer woman armed with a dagger. It was dark, but the outlander was sure the Dunmer woman with a dagger was dressed in a skirt and netch leather armor.
fbmwTownVivec	FormID: 0101C649	25	0	In the Foreign Quarter I was told that someone has seen a Dunmer woman down in the Underworks. That's odd, since Dunmer are not seen often in the Foreign Quarter, and there's nothing in the Underworks but rats and sewers.
fbmwTownVivec	FormID: 0101C649	50	0	I reported to Elam Andas, and he said the Dunmer woman I killed in the Foreign Quarter Underworks matched the description of the killer he wanted executed. As a reward, he offered me a choice between an Indoril helm and cuirass or a Belt of the Armor of God. I accepted the Indoril helm and cuirass. I am not supposed to wear it in Vivec City, to avoid being mistaken for an Ordinator.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTownVivec	FormID: 0101C649	55	0	I reported to Elam Andas, and he said the Dunmer woman I killed in the Foreign Quarter Underworks matched the description of the killer he wanted executed. As a reward, he offered me a choice between an Indoril helm and cuirass or a Belt of the Armor of God. I accepted the Belt of the Armor of God.
fbmwTR05People	FormID: 0101C64A	1	0	Tienius Delitian, Helseth's Captain of the Guards, wants to know the source of rumors about King Llethan's death. I will have to speak to people, and earn their trust, then see how they speak about King Llethan's death.
fbmwTR05People	FormID: 0101C64A	25	0	Ravani Llethan, King Llethan's widow, told me she read in a broadside sheet called 'The Common Tongue' that Helseth poisoned many people in the West. From this the suggestion is that Helseth has poisoned her husband, Athyn Llethan.
fbmwTR05People	FormID: 0101C64A	50	0	Someone told me of reading in a broadside sheet called [QUOTE]The Common Tongue[QUOTE] that Helseth poisoned many people in the West. The suggestion seems to be that Helseth has poisoned Athyn Llethan. I should report this to Tienius
fbmwTR05People	FormID: 0101C64A	100	0	I told Tienius Delitian that a possible source of rumors about King Llethan's death was a broadside sheet called [QUOTE]The Common Tongue[QUOTE].
fbmwTR05People	FormID: 0101C64A	110	0	I gave Tienius Delitian a copy of [QUOTE]The Common Tongue[QUOTE], a possible source of rumors about King Llethan's death. Tienius Delitian seemed pleased with my work. He will mention my loyal services and exceptional qualities to King Helseth, and he says he might find further employment for me.
fbmwTR06Temple	FormID: 0101C64B	1	0	Tienius Delitian, Helseth's Captain of the Guards, says there are rumors of discontent in the Temple. He wants me to go to Almalexia's Temple, look for someone discontented, listen sympathetically, and find out whether the Temple is willing to accept King Helseth -- or whether the Temple plans to act against him.
fbmwTR06Temple	FormID: 0101C64B	50	0	Galsa Andrano, a healer at Almalexia's Temple, is the sort of Temple informant Tienius Delitian is looking for. She says that if Helseth seeks in earnest to be king, then Almalexia and the Temple are sworn to destroy him.
fbmwTR06Temple	FormID: 0101C64B	100	0	I told Tienius Delitian that I spoke with Galsa Andrano, a healer at Almalexia's Temple. From her I learned that Almalexia and the Temple are sworn to destroy King Helseth if he seeks in earnest to be king. Tienius Delitian seemed well-satisfied
fbmwTR07Guard	FormID: 0101C64C	1	0	Tienius Delitian has questions about the loyalties of some of the Royal Guards. I'm to pose as a candidate wanting to join the Guards as an excuse for talking to the guards, sounding them out, and looking for evidence of disloyalty. If I find any hint of treason or find evidence of disloyalty, I should bring it to Tienius Delitian. I should take no action against any guard, but should let Tienius Delitian decide what to do.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTR07Guard	FormID: 0101C64C	5	0	When I asked Ivulen Irano about King Helseth, he delivered what sounded like a memorized and not-very-sincere sounding speech. Maybe he's just not very bright. But maybe he's just not a very good liar.
fbmwTR07Guard	FormID: 0101C64C	10	0	Ivulen Irano made a special point of telling me to tell Aleri Aren about my Hlaalu connections. He also made a special point of my NOT telling Tienius Delitian.
fbmwTR07Guard	FormID: 0101C64C	15	0	I spoke to Aleri Aren about my Hlaalu connections, like Ivulen Irano suggested. Aleri Aren acted like she didn't know what he was talking about. I suspect Ivulen Irano said something to me that he shouldn't have, and Aleri Aren was covering up for
fbmwTR07Guard	FormID: 0101C64C	50	0	Near a chest owned by Ivulen Irano I found a handwritten copy of guard duty rosters for the past several weeks. The handwriting is tiny and almost illegible, with frequent misspellings. But three names are always correctly spelled -- Milvela Dralen, Ivulen Irano, and Aleri Aren -- and those watches when all three are the only guards in the Throne Room have been underlined twice. This is quite peculiar. I
fbmwTR07Guard	FormID: 0101C64C	100	0	After reading Ivulen Irano's handwritten notes on the watch schedules, Tienius Delitian agreed that I'd found clear evidence of disloyalty among the guards. He praised my work, and asked me for help with another official matter.
fbmwTR08Hlaalu	FormID: 0101C64D	1	0	Tienius Delitian has asked me to search Llethan Manor for documents, diaries or other tangible evidence of conspiracy by Hlaalu nobles.
fbmwTR08Hlaalu	FormID: 0101C64D	2	0	Tienius Delitian has asked me to search Llethan Manor for documents, diaries or other tangible evidence of conspiracy by Hlaalu nobles. The widow of the dead king, Ravani Llethan, lives at Llethan Manor, and there may be guards. Delitian suggests I should offer my condolences to the widow, and have a look around.
fbmwTR08Hlaalu	FormID: 0101C64D	50	0	I found a letter in Llethan Manor that appears to refer to a conspiracy to assassinate King Helseth. If Tienius Delitian wants tangible evidence of a conspiracy, this letter should be sufficient.
fbmwTR08Hlaalu	FormID: 0101C64D	60	0	I gave Tienius Delitian the letter I found in Llethan Manor. He concluded that Forven Berano, Hloggar the Bloody, and Bedal Alen are conspiring to assassinate King Helseth. He will immediately draw up writs for their execution, and asked me to execute these traitors. I told him I wasn't interested.
fbmwTR08Hlaalu	FormID: 0101C64D	70	0	I gave Tienius Delitian the letter I found in Llethan Manor. He concluded that Forven Berano, Hloggar the Bloody, and Bedal Alen are conspiring to assassinate King Helseth. He gave me Royal Writs for their execution, and asked me to execute these traitors. I agreed, and will report back to him when the three traitors are dead.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTR08Hlaalu	FormID: 0101C64D	72	0	I warned Bedal Alen that Tienius Delitian had evidence of his conspiracy, and that a writ for his execution had been issued. Bedal Alen thanked me, and teleported away to safety. Now I'll have to persuade Delitian that someone in the Palace must have warned Bedal Alen and enabled him to escape.
fbmwTR08Hlaalu	FormID: 0101C64D	73	0	Bedal Alen has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. The execution was reported as a crime.
fbmwTR08Hlaalu	FormID: 0101C64D	74	0	Bedal Alen has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. No one has reported my actions.
fbmwTR08Hlaalu	FormID: 0101C64D	75	0	I warned Forven Berano that Tienius Delitian had evidence of his conspiracy, and that a writ for his execution had been issued. Forven Berano thanked me and used an Almsivi Intervention to transport himself to safety. Now I'll have to persuade Delitian that someone in the Palace must have warned Forven Berano and enabled
fbmwTR08Hlaalu	FormID: 0101C64D	76	0	Forven Berano has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. The execution was reported as a crime.
fbmwTR08Hlaalu	FormID: 0101C64D	77	0	Forven Berano has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. No one has reported my actions.
fbmwTR08Hlaalu	FormID: 0101C64D	78	0	I warned Hloggar the Bloody that Tienius Delitian had evidence of his conspiracy, and that a writ for his execution had been issued. Hloggar the Bloody thanked me and teleported away to safety. Now I'll have to persuade Delitian that someone in the Palace must have warned Hloggar the Bloody and enabled him to escape.
fbmwTR08Hlaalu	FormID: 0101C64D	79	0	Hloggar the Bloody has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. The execution was reported as a crime.
fbmwTR08Hlaalu	FormID: 0101C64D	80	0	Hloggar the Bloody has been slain according to the writ for honorable execution in the name of King Hlaalu Helseth. No one has reported my actions.
fbmwTR08Hlaalu	FormID: 0101C64D	100	0	I reported to Tienius Delitian that Forven Berano, Hloggar the Bloody, and Bedal Alen had escaped. He thanked me for trying.
fbmwTR08Hlaalu	FormID: 0101C64D	110	0	I reported to Tienius Delitian that Forven Berano, and Hloggar the Bloody escaped, but that I executed Bedal Alen. He thanked me for my efforts, and paid me 1000
fbmwTR08Hlaalu	FormID: 0101C64D	120	0	I reported to Tienius Delitian that Bedal Alen, and Hloggar the Bloody escaped, but that I executed Forven Berano. He thanked me for my efforts, and paid me 1000
fbmwTR08Hlaalu	FormID: 0101C64D	130	0	I reported to Tienius Delitian that Bedal Alen, and Forven Berano escaped, but that I executed Hloggar the Bloody. He thanked me for my efforts, and paid me 1000 gold.
fbmwTR08Hlaalu	FormID: 0101C64D	140	0	I reported to Tienius Delitian that Bedal Alen escaped, but that I executed Hloggar the Bloody and Forven Berano. He thanked me for my efforts, and paid me 2000

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTR08Hlaalu	FormID: 0101C64D	150	0	I reported to Tienius Delitian that Hloggar the Bloody escaped, but that I executed Bedal Alen and Forven Berano. He thanked me for my efforts, and paid me 2000
fbmwTR08Hlaalu	FormID: 0101C64D	160	0	I reported to Tienius Delitian that Forven Berano escaped, but that I executed Bedal Alen and Hloggar the Bloody. He thanked me for my efforts, and paid me 2000 gold.
fbmwTR08Hlaalu	FormID: 0101C64D	170	0	I reported to Tienius Delitian that I had executed Forven Berano, Hloggar the Bloody, and Bedal Alen. He thanked me for my efforts, and paid me 3000 gold.
fbmwTR09	FormID: 0101C64E	1	0	Tienius Delitian has asked me to find the anonymous writer of 'The Common Tongue' and persuade him to stop printing such lies about King Helseth. Delitian thinks I may have better luck if I approach less-reputable citizens -- persons who place profit above honor. Apparently Delitian doesn't care HOW I take care of it, as long as it is taken care of in private. When I'm sure this anonymous writer will never print lies about King Helseth again, I'm to report back to Delitian.
fbmwTR09	FormID: 0101C64E	2	0	Gee-Pop Varis says his son, Trels Varis, is a scholar in a private Temple school in Kragenmoor, out west near Cyrodiil.
fbmwTR09	FormID: 0101C64E	3	0	Granny Varis says she has no idea where Trels Varis is right now, but Gee-Pop Varis says his son, Trels Varis, is a scholar in a private Temple school in Kragenmoor. It doesn't make sense that the father knows but the mother doesn't. I mentioned this peculiarity to Gee-Pop Varis, and he said Granny is getting old and forgetful. But I
fbmwTR09	FormID: 0101C64E	4	0	Granny Varis says she has a son named Trels Varis, but she hasn't seen him recently and has no idea where he is right now.
fbmwTR09	FormID: 0101C64E	5	0	Gee-Pop Varis says his son, Trels Varis, is a scholar in a private Temple school in Kragenmoor, but Granny Varis says she has no idea where Trels Varis is right now. It doesn't make sense that the father knows but the mother doesn't. I mentioned this peculiarity to Granny Varis, and she said Gee-Pop would forget his head if it weren't jammed tight on his neck. But I suspect they are not telling me the truth.
fbmwTR09	FormID: 0101C64E	6	0	I suspect Granny and Gee-Pop Varis are not telling me the truth about their son, Trels Varis. But it gives me an idea. If I threaten to hurt Granny and Gee-Pop, it may persuade Trels Varis to stop printing lies about King Helseth in 'The Common
fbmwTR09	FormID: 0101C64E	10	0	Someone suggested, if I am looking for an anonymous writer, that I should talk to someone who deals in writing -- books and scrolls, for example. Perhaps a person with a shady reputation -- like a pawnbroker.
fbmwTR09	FormID: 0101C64E	20	0	'Ten-Tongues' Weerhat says the guy who writes 'The Common Tongue' is named Trels Varis. He says he does not know Trels Varis personally, but he says the first place he heard about Trels Varis was in the Craftsmen's Hall.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTR09	FormID: 0101C64E	30	0	I'm told there's no one named Trels Varis in the Craftsmen's Hall. But the way it's being said, I am almost certain that Trels Varis is here somewhere, but that no one
fbmwTR09	FormID: 0101C64E	40	0	I found Trels Varis. But now he is going to kill me to preserve the secret of his
fbmwTR09	FormID: 0101C64E	50	0	I found Trels Varis. He wishes to keep his hidden office a secret, and threatened to kill me, but instead he decided to let me go. Since the location of his office is no longer a secret, he plans to relocate immediately. He warned me not to touch anything or interfere with him or his colleagues, or he will kill me.
fbmwTR09	FormID: 0101C64E	60	0	Trels Varis gave me his word that he would not discuss King Helseth in 'The Common Tongue'. In return, I gave him 3000 gold to contribute to the Widows and Orphans Fund. Now that the secret of the hidden office is spoiled, Trels Varis plans to relocate immediately. I should report to Tienius Delitian.
fbmwTR09	FormID: 0101C64E	70	0	After I threatened his aged parents, Trels Varis gave me his word that he would not discuss King Helseth in 'The Common Tongue'. Now that the secret of the hidden office is spoiled, Trels Varis plans to relocate immediately. I should report to Tienius
fbmwTR09	FormID: 0101C64E	80	0	I have killed Trels Varis. That will certainly stop him from printing lies about King Helseth. I should report to Tienius Delitian.
fbmwTR09	FormID: 0101C64E	90	0	I have killed Trels Varis.
fbmwTR09	FormID: 0101C64E	95	0	'Ten-Tongues' Weerhat says the guy who writes 'The Common Tongue' is named Trels Varis. And I have killed Trels Varis. That should certainly stop him from printing lies about King Helseth. I should report to Tienius Delitian.
fbmwTR09	FormID: 0101C64E	100	0	I reported to Tienius Delitian that Trels Varis had given me his word that he would not discuss King Helseth in 'The Common Tongue'. He gave me 3000 gold to cover my expenses, and an additional 5000 gold as a reward.
fbmwTR09	FormID: 0101C64E	110	0	I reported to Tienius Delitian that Trels Varis had given me his word that he would not discuss King Helseth in 'The Common Tongue'. Tienius Delitian was very pleased with my service. He gave me 3000 gold to cover my expenses and a 'King's Oath' blade -- exactly like those used by the Royal Guard. Only those sworn to the king's service and tested by great trials may use them. They bear deadly curses that kill
fbmwTR09	FormID: 0101C64E	120	0	I reported to Tienius Delitian that Trels Varis had given me his word that he would not discuss King Helseth in 'The Common Tongue'. Tienius Delitian was very pleased with my service. He gave me 5000 gold and a 'King's Oath' blade -- exactly like those used by the Royal Guard. Only those sworn to the king's service and tested by great trials may use them. They bear deadly curses that kill thieves and traitors.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTR09	FormID: 0101C64E	130	0	I reported to Tienius Delitian that Trels Varis was dead, and that he could no longer print lies about King Helseth. Tienius Delitian was pleased with my service, and gave me 5000 gold as a reward.
fbmwTRAssassins	FormID: 0101C64F	10	0	King Hlaalu Helseth has spoken to me about possible threats to his monarchy. He would like me to meet an informant of his at the Winged Guar, and ask the man about his [QUOTE]uncle's farm[QUOTE]. His informant is an orc, and should be easy
fbmwTRAssassins	FormID: 0101C64F	20	0	I've spoken to Barenziah about the plot Helseth suspects. She finds the idea a bit farfetched. She suggests I speak with a friend of hers, Plitinius Mero, who can often be found wandering in the Palace Courtyard.
fbmwTRAssassins	FormID: 0101C64F	30	0	Plitinius Mero tells me that Helseth is incredibly well protected, and any attempt on him would be unlikely to succeed. He suggests I speak with the informant, though.
fbmwTRAssassins	FormID: 0101C64F	40	0	Also, Mero has told me I may return to him any time I am in need of information.
fbmwTRAssassins	FormID: 0101C64F	50	0	I have found Helseth's informant in the Winged Guar. His name is Bakh gro-Sham.
fbmwTRAssassins	FormID: 0101C64F	50	0	Bakh gro-Sham believes that Helseth is generally paranoid, but that this time there may be an assassination attempt planned. The attempt, however, will be on
fbmwTRAssassins	FormID: 0101C64F	60	0	The Queen Mother is unconcerned about any attempt on her life. She believes it to be nothing more than a rumor, and if not, feels completely capable of defending
fbmwTRAssassins	FormID: 0101C64F	70	0	Plitinius Mero does not believe that an attempt on Barenziah's life makes any sense. He does say that Helseth could be using this as a sort of test, and wouldn't be above putting his mother in harm's way.
fbmwTRAssassins	FormID: 0101C64F	80	0	I've relayed the information to King Helseth regarding the plot against his mother. He has asked me to wait in the room outside Barenziah's chambers tomorrow night and protect her from any attackers. I am to close both doors in the anteroom and hide behind the screens in the room, so as not to alert the attackers.
fbmwTRAssassins	FormID: 0101C64F	85	0	I am in the position where King Helseth told me to wait outside of Barenziah's chambers, and I have closed the door to the room behind me.
fbmwTRAssassins	FormID: 0101C64F	90	0	I have defeated the assassins.
fbmwTRAssassins	FormID: 0101C64F	100	0	I reported to Helseth after the assassination attempt. He was pleased, and perhaps a bit surprised, by my success. He rewarded me with a magical collar, a symbol of my loyalty to his throne.
fbmwTRBamz	FormID: 0101C650	10	0	Fedris Hler has told me to investigate the source of the attacks on the city. A passageway to an underground Dwemer ruin has opened in the Plaza, and I am to explore the area and report to Drin as soon as I have information on the creatures' origin. The entrance is in the ruins of the Memorial Statue.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRBamz	FormID: 0101C650	12	0	Delitian knows I have reported the attack to Hler, and he would also like me to investigate the source of the attacks. He suggests that I should report the findings to him, as it is a concern for the Empire.
fbmwTRBamz	FormID: 0101C650	15	0	Tienius Delitian has told me to investigate the source of the attacks on the city. A passageway to an underground Dwemer ruin has opened in the Plaza, and I am to explore the area and report to Delitian as soon as I have information on the creatures' origin. The entrance is in the ruins of the Memorial Statue.
fbmwTRBamz	FormID: 0101C650	17	0	Hler has heard that I reported the attack to Tienius Delitian. He would also like me to investigate the source of the attacks, but he believes this is a matter for the Temple to deal with.
fbmwTRBamz	FormID: 0101C650	50	0	I have witnessed Dwemer constructs and these mysterious new Fabricant creatures battling in the ruins of Bamz-Amschend. The Dwemer creatures seemed to be defending the ruins against the intruding constructs. Their origin is still a mystery to me, but it is clear that they are not of Dwemer make. I should report my findings
fbmwTRBamz	FormID: 0101C650	100	0	I have reported to Tienius Delitian about the fight I witnessed in the ruins of Bamz-Amschend. He tells me the King would like to speak with me.
fbmwTRBamz	FormID: 0101C650	105	0	I have reported to Fedris Hler about the fight I witnessed in the ruins of Bamz-Amschend. I should relay the information to Almalexia.
fbmwTRBlade	FormID: 0101C651	10	0	Almalexia believes me to be the Nerevarine, the reincarnation of her former lover, Nerevar. She believes that together the two of us might be able to free Morrowind
fbmwTRBlade	FormID: 0101C651	15	0	Almalexia has told me of Trueflame and Hopesfire, the blades of Nerevar and Almalexia. Trueflame was apparently lost at the Battle of Red Mountain.
fbmwTRBlade	FormID: 0101C651	20	0	According to Almalexia, the pieces of the blade are all in Mournhold. She has given me the first, and when I find the other two, I am to find the craftsman who will best be able to forge the blade.
fbmwTRBlade	FormID: 0101C651	25	0	Barenziah has suggested that Karrod, Helseth's champion, may have one of the pieces of the blade. I will need to duel him in order to have access to him, though, and I will first need to convince King Helseth to allow the duel to take place.
fbmwTRBlade	FormID: 0101C651	30	0	Barenziah suggests that Karrod, Helseth's champion, may have a piece of the blade. As I have already bested him in combat, he may be willing to speak with me about
fbmwTRBlade	FormID: 0101C651	35	0	Because I was able to defeat him, Karrod has given me the piece of the Blade of Nerevar he had. It is a weapon in its own right, a deadly shortblade.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRBlade	FormID: 0101C651	40	0	Torasa Aram does not believe she has any of the pieces of the blade, but she does have a unique shield from the same era. She will allow me the use of the item, but only if I make some donations to her museum.
fbmwTRBlade	FormID: 0101C651	45	0	Because I have made substantial contributions to her museum, Torasa Aram has allowed me the use of the Dwemer Battle Shield. She also tells me that the spike attached to the front of the shield seems to be a bit loose, and I might have a
fbmwTRBlade	FormID: 0101C651	50	0	After taking the shield to a smith, I've been told that the spike on the shield was not part of the original design, and that it looks like it belonged to a weapon. I believe it to be one of the missing pieces of the blade.
fbmwTRBlade	FormID: 0101C651	55	0	I've been told that the best weaponsmith in town is Yagak gro-Gluk, who is located in the Craftmen's Hall.
fbmwTRBlade	FormID: 0101C651	60	0	Yagak gro-Gluk has told me that he can remake the blade, but it will take him two days to complete it.
fbmwTRBlade	FormID: 0101C651	65	0	I have received the blade from gro-Gluk. It is a beautiful weapon, but it is not a flaming blade, as Almalexia had suggested it would be.
fbmwTRBlade	FormID: 0101C651	70	0	Yagak gro-Gluk says he cannot enchant the blade, but he suggests I visit the ruins of Bamz-Amschend and seek the writings of the Dwemer mystic, Radac Stungnthumz. If I can return with some of the writings, gro-Gluk believes he may be able to
fbmwTRBlade	FormID: 0101C651	75	0	I have spoken with the ghost of Radac Stungnthumz. He tells me that he is not a mystic, nor was he in life. However, if I wish to create a flaming blade, he can help. I am to retrieve the Pyroil Tar from the caves of Myn Dhrur, far beneath the ruins of
fbmwTRBlade	FormID: 0101C651	77	0	The ghost of Radac Stungnthumz tells me that I can get into Norenen-dur, and the Citadel of Myn Dhrur, through a cave-in at the Passage of the Walker.
fbmwTRBlade	FormID: 0101C651	80	0	I have returned the Pyroil Tar to Radac Stungnthumz, and he has applied it to the blade successfully. I should now return to Almalexia.
fbmwTRBlade	FormID: 0101C651	100	0	I returned to Almalexia with the newly forged Trueflame. She was excited and began to speak of greater things to come.
fbmwTRChampion	FormID: 0101C652	10	0	King Hlaalu Helseth would like me to fight his champion, Karrod.
fbmwTRChampion	FormID: 0101C652	20	0	I am to return to the throne room tomorrow and face the mighty Redguard, Karrod, in personal combat. If I can defeat him, Helseth will take me into his confidence.
fbmwTRChampion	FormID: 0101C652	30	0	Barenziah has mentioned that Karrod can often be found drinking in the Winged
fbmwTRChampion	FormID: 0101C652	40	0	I have spoken with Ra'Tesh, the bartender at the Winged Guar. He has great admiration for Karrod, and does not wish to see him get hurt. He will help me defeat Karrod, if I promise not to mar the warrior's fine features.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRChampion	FormID: 0101C652	50	0	I have agreed not to hurt Karrod too badly in our fight. In exchange, Ra'Tesh will have one of his barmaids keep the Redguard occupied all night, and leave him unrested when it is time for our battle.
fbmwTRChampion	FormID: 0101C652	60	0	I have told Ra'Tesh I cannot guarantee Karrod's safety in our duel.
fbmwTRChampion	FormID: 0101C652	70	0	I have come to the throne room to face Karrod. Helseth tells me that it is to be a fair fight, and none are to interfere. I may use any spells or weapons at my disposal.
fbmwTRChampion	FormID: 0101C652	80	0	I have defeated Karrod, and the duel has been stopped by King Helseth. He has given me the ceremonial blade of his father, the Dagger of Symmachus, as a token
fbmwTRChampion	FormID: 0101C652	100	0	Now that I have gained the king's confidence, he would like me to gather what information I can about the Lady Almalexia. Helseth suspects the attack on Mournhold may have been orchestrated by one of the Tribunal. I should report to him only when I have learned all that I can. The King was explicit that, in order to keep Almalexia from suspecting we are working together, I should not be seen with
fbmwTRChampion	FormID: 0101C652	110	0	I have returned to King Helseth and reported the details of my encounter with Almalexia in the Clockwork City of Sotha Sil. The King did not seem displeased that the gods are dead, though he realizes it may take some time for the people of Morrowind to accept what has happened. Helseth believes that a new era has come to Morrowind, and that the Dunmer will thrive under his guidance. King Helseth has
fbmwTRDBAttack	FormID: 0101C653	10	0	An attempt was made on my life as I tried to rest. I do not know who wishes me dead, but the attack should probably be reported to a guard.
fbmwTRDBAttack	FormID: 0101C653	20	0	One of the assassins had an odd dart on his body, the look of which I've never seen before. I could probably sell it for a lot of gold.
fbmwTRDBAttack	FormID: 0101C653	30	0	A guard has told me that my attackers were likely members of the Dark Brotherhood, and that I have been targeted for assassination. He suggests I speak with Apelles Matius in Ebonheart for more information.
fbmwTRDBAttack	FormID: 0101C653	40	0	Apparently, the Dark Brotherhood does not have a large base of operations here on Vvardenfell, but has a very large contingent in Mournhold. Due to the Blight, no residents are allowed to travel to the capital city, and all visits are made only by the special order of Duke Dren.
fbmwTRDBAttack	FormID: 0101C653	50	0	I've been told to speak to Ascienne Rane in the Grand Council Chambers about transport to Mournhold.
fbmwTRDBAttack	FormID: 0101C653	60	0	Ascienne Rane has agreed to transport me to Mournhold. If I wish to return to the mainland, I should speak to Effe-Tei, an Argonian Mage in the Royal Palace. When I arrive, I should speak with one of the Royal Guard for more information about the

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRDBAttack	FormID: 0101C653	100	0	I've been told that the Dark Brotherhood is rumored to have a base in the ruins of Old Mournhold, accessible through the sewer system in the Great Bazaar. I've been warned that I enter there at my own peril.
fbmwTRDBHunt	FormID: 0101C654	1	0	I have found the Dark Brotherhood's hideout in the ruins of Old Mournhold.
fbmwTRDBHunt	FormID: 0101C654	100	0	I have killed Dandras Vules, the leader of the Dark Brotherhood in Mournhold. As he died, he spoke to me: [QUOTE]Tell my liege I have failed...[QUOTE]. Of whom Vules was speaking, I have yet to determine. Perhaps there is some evidence in his chambers that might lead me to the one who wishes me dead.
fbmwTRDBHunt	FormID: 0101C654	110	0	I've found a Dark Brotherhood contract that marks me for execution. The contract was written on the order of [QUOTE]H[QUOTE]. This should give me some clue as to who wants me dead. I should report my findings to a guard immediately.
fbmwTRKillGoblins	FormID: 0101C655	10	0	Fedris Hler, Almalexia's Chief Steward, has asked me to perform a service for the goddess. It seems that King Helseth is recruiting a troop of goblins to serve as
fbmwTRKillGoblins	FormID: 0101C655	20	0	According to Hler, Almalexia considers the goblins an abomination, and is horrified that Helseth would consider using the beasts as soldiers. The goddess worries that the temperamental Helseth will lose control of the creatures, and they will attack Mournhold. I am to kill the goblin warchiefs and report back to Hler. Although he did not know where the goblins were being trained, perhaps one of the locals has
fbmwTRKillGoblins	FormID: 0101C655	30	0	In addition to the two goblin warchiefs, Hler mentioned that there are at least two Altmer in charge of training the goblins for Helseth. If I can also get rid of them, the goddess will be pleased.
fbmwTRKillGoblins	FormID: 0101C655	40	0	There have been reports of strange creatures in and around the sewers of the Godsreach area of Mournhold. It could be where the goblins are hiding.
fbmwTRKillGoblins	FormID: 0101C655	50	0	I've killed the two goblin warchiefs.
fbmwTRKillGoblins	FormID: 0101C655	57	0	I've killed the Altmer trainer Armion.
fbmwTRKillGoblins	FormID: 0101C655	58	0	I've killed the Altmer trainer Yarnar.
fbmwTRKillGoblins	FormID: 0101C655	100	0	Fedris Hler has told me that the goddess Almalexia is very pleased to hear that the goblin menace has been taken care of. As a token of gratitude, I have been given a large sum of gold as a reward.
fbmwTRMazedBand	FormID: 0101C656	10	0	Gavas Drin has told me that Fedris Hler would like to speak to me.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRMazedBand	FormID: 0101C656	20	0	I have spoken to Fedris Hler, and apparently Almalexia was pleased enough with the jobs I have done that she has a special assignment for me. I am to retrieve an artifact, Barilzar's Mazed Band, from the tombs beneath the Temple and return it at once. The band is supposed to be in an Abandoned Crypt, which I can reach through a passage in the northwest section of the Temple Sewers.
fbmwTRMazedBand	FormID: 0101C656	30	0	Hler knows very little about Barilzar's Mazed Band, but suggests I speak with Gavas Drin, who may know a bit more about it.
fbmwTRMazedBand	FormID: 0101C656	40	0	Drin tells me that the Mazed Band is a powerful ring created long ago by the wizard Barilzar. Drin says he does not know the artifacts purpose, or the extent of it's powers, but only that the goddess wishes to retrieve it. He assumes that she will use it to better minister to her people here in Mournhold.
fbmwTRMazedBand	FormID: 0101C656	50	0	I've asked Barenziah about the Mazed Band. She had heard of it, but did not know it's true origin. She believed that it was a powerful artifact, but that it was
fbmwTRMazedBand	FormID: 0101C656	53	0	Plitinius Mero did not wish to speak to me about the Mazed Band. He believes it is an evil artifact, and something that is best left buried. It was an odd reaction from
fbmwTRMazedBand	FormID: 0101C656	55	0	I've spoken with Torasa Aram, the curator at the Museum of Artifacts in Mournhold. She had heard of the band, but was unsure whether it truly existed. The band is rumored to be very powerful, and only able to be worn and used by beings of divine
fbmwTRMazedBand	FormID: 0101C656	60	0	I have encountered the ancient lich lord Barilzar, creator of the Mazed Band. He tells me that the band is never to be used again, and that he will defend it until his
fbmwTRMazedBand	FormID: 0101C656	70	0	I have retrieved Barilzar's Mazed Band.
fbmwTRMazedBand	FormID: 0101C656	80	0	I've returned to Fedris Hler with the Mazed Band. He has told me to speak with Gavas Drin for further instructions.
fbmwTRMazedBand	FormID: 0101C656	90	0	Gavas Drin tells me that the Mazed Band is to be given directly to Almalexia. I am to proceed to the High Chapel and speak directly with the goddess.
fbmwTRMazedBand	FormID: 0101C656	100	0	The goddess Almalexia has taken the Mazed Band and thanked me for my efforts. She has blessed me with a new ability, Almalexia's Light, and told me that I might be of further assistance to her one day.
fbmwTRMHAttack	FormID: 0101C657	10	0	Strange creatures have burst through the ground at the Plaza Brindisi Dorom, and the High Ordinators and Royal Guard are trying to protect the city.
fbmwTRMHAttack	FormID: 0101C657	20	0	The Royal Guard have asked me to help defend the city against the attacking
fbmwTRMHAttack	FormID: 0101C657	25	0	The High Ordinators have asked me to help defend the city against the attacking
fbmwTRMHAttack	FormID: 0101C657	30	0	The creatures attacking the city have been defeated. The plaza is in ruins.
fbmwTRMHAttack	FormID: 0101C657	100	0	The Royal Guard have ordered me to report the attack to Tienius Delitian at the

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRMHAttack	FormID: 0101C657	105	0	The High Ordinators have ordered me to report the attack to Fedris Hler at the
fbmwTRMHAttack	FormID: 0101C657	110	0	I have reported the attack on the city to Tienius Delitian.
fbmwTRMHAttack	FormID: 0101C657	115	0	I have reported the attack on the city to Fedris Hler.
fbmwTRMissingHand01	FormID: 0101C658	1	0	I encountered a Dunmer named Salas Valor dressed in splendid armor. He seemed very angry -- perhaps a little mad -- and more than a little dangerous.
fbmwTRMissingHand01	FormID: 0101C658	10	0	I encountered a Dunmer named Salas Valor dressed in splendid armor. He seemed very angry -- perhaps a little mad -- and more than a little dangerous. I asked him about his armor, and he said it is the armor of Almalexia's Hands, Her most loyal and trusted guards and followers. He says he was one of Her Hands, but no more.
fbmwTRMissingHand01	FormID: 0101C658	90	0	I have killed Salas Valor.
fbmwTRMissingHand02	FormID: 0101C659	1	0	Almalexia has sent me to deal with Salas Valor, one of Her elite guards, the Hands, who has gone mad, and who now presents a threat to Almalexia. She says She pities him, and knows that he is not responsible for his actions, but She says he is very dangerous, and I may not be able to spare his life.
fbmwTRMissingHand02	FormID: 0101C659	10	0	I went to speak with Salas Valor, but it is almost as though he had been waiting for me. He seemed to know that Almalexia had sent me, and that she wanted one or both of us dead. He told me to make my peace with the gods, then attacked me.
fbmwTRMissingHand02	FormID: 0101C659	90	0	Salas Valor is dead. Any threat he represented to the peace of Mournhold is now eliminated. I should report to Almalexia.
fbmwTRMissingHand02	FormID: 0101C659	100	0	I reported to Almalexia that Salas Valor is dead, and that any threat he represented to the peace of Mournhold is now eliminated. She was pleased, and rewarded me with a special divine blessing.
fbmwTRMissingHand02	FormID: 0101C659	110	0	I reported to Almalexia that Salas Valor is dead, and that any threat he represented to the peace of Mournhold is now eliminated. She was pleased, and offered to reward me with a special divine blessing. I declined her blessing, however, and I
fbmwTRShowPower	FormID: 0101C65A	10	0	I have spoken with Almalexia about a cult that has formed in Mournhold under the direction of a dunmer named Eno Romari. They are called the End of Times, and Almalexia is troubled by them.
fbmwTRShowPower	FormID: 0101C65A	20	0	Apparently, members of the End of Times cult have been found dead throughout
fbmwTRShowPower	FormID: 0101C65A	30	0	The cult's followers all seem to have been poisoned, but it is not known by whom. Almalexia wishes me to find out more about this group and their leader. I should speak with Meralyn Othan in the Great Bazaar. Her brother was one of the dead cultists. Almalexia has also warned me to take care with Eno Romari, and not make

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRShowPower	FormID: 0101C65A	40	0	I've spoken to Meralyn Othan. She is visibly upset about the death of her brother, who she says was a sort of a lost soul.
fbmwTRShowPower	FormID: 0101C65A	50	0	Meralyn Othan tells me that the End of Times is a suicide cult. I should be able to find their members, and perhaps Eno Romari, in Godsreach, near the Winged Guar.
fbmwTRShowPower	FormID: 0101C65A	55	0	I've spoken to Eno Romari about his End of Times cult. They believe the power of the Tribunal is faltering, and that a new and frightening age is coming to all of
fbmwTRShowPower	FormID: 0101C65A	60	0	Eno Romari has told me more about his End of Time group. He tells me that many of his followers perform a ritual called the Cleansing, which is a form of ritual suicide. I should report this information to Almalexia immediately.
fbmwTRShowPower	FormID: 0101C65A	70	0	I have reported my findings on the End of Time and Eno Romari to Almalexia. She was furious, and wishes for me to help her show this group that she is still a
fbmwTRShowPower	FormID: 0101C65A	80	0	Almalexia would like to demonstrate her power by creating ashstorms throughout the city of Mournhold. Her powers, however, have been expended by caring for her people after the attack on the city. She would like me to travel to Bamz-Amschend and activate the Karstangz-Bcharn, an ancient Dwemer creation said to be able to
fbmwTRShowPower	FormID: 0101C65A	90	0	I have found the Karstangz-Bcharn, and I was able to activate it. From deep within these ruins, it will be difficult to tell what effect it has had on the city above.
fbmwTRShowPower	FormID: 0101C65A	95	0	If I understand the Dwemer symbols on the Karstangz-Bcharn, I believe the machine is now causing ashstorms in Mournhold.
fbmwTRShowPower	FormID: 0101C65A	100	0	Almalexia is pleased with the ashstorms created by the Karstangz-Bcharn. The city of Mournhold is strangled by the harsh weather. The decorative trees lining the city streets are dying, and the people are frightened. I can only hope the goddess does
fbmwTRShrineDead	FormID: 0101C65B	10	0	Fedris Hler, apparently pleased with my efforts involving the goblin army, has another task for me. He has instructed me to speak with Gavas Drin, Almalexia's
fbmwTRShrineDead	FormID: 0101C65B	20	0	I've met with Gavas Drin, who would like me to perform a task for Almalexia. Deep in the ruins beneath the Temple is a shrine that has been untouched for many years. Apparently, the shrine has soured, and the entire area overrun by the undead.
fbmwTRShrineDead	FormID: 0101C65B	30	0	It is Almalexia's belief that the Shrine of the Dead can be reclaimed, and its power used for the good of Mournhold. Although traditional Temple doctrine disavows ancestor worship, the Lady believes that it has its place, and that the power to be

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRShrineDead	FormID: 0101C65B	40	0	Drin asks that I escort one of Almalexia's young curates, Urvel Dulni, to this shrine to cleanse it and restore its power. I will first have to rid the area of all of the Profane, powerful lichs who draw strength from the power of the Shrine of the Dead. When they are destroyed, Dulni will cleanse the shrine. I should enter the sewers from the Temple basement. Once there, I will need to head east through the old Temple
fbmwTRShrineDead	FormID: 0101C65B	50	0	I have killed the last of the Profane, the lichs guarding the Shrine of the Dead.
fbmwTRShrineDead	FormID: 0101C65B	60	0	Urvel Dulni has succeeded in cleansing the shrine.
fbmwTRShrineDead	FormID: 0101C65B	70	0	Urvel Dulni has died.
fbmwTRShrineDead	FormID: 0101C65B	100	0	Gavas Drin was pleased, and a bit surprised, at the news we were able to restore the shrine. He has presented me with a Blessed Spear, a gift from the Lady
fbmwTRShrineDead	FormID: 0101C65B	110	0	Gavas Drin was disturbed that Urvel Dulni died on our journey, before the shrine could be cleansed.
fbmwTRShrineDead	FormID: 0101C65B	115	0	Gavas Drin was unhappy that Urvel Dulni was killed, but seemed a bit consoled in the fact that the Shrine had been cleansed. He gave me some gold as reward for my
fbmwTRShrineDead	FormID: 0101C65B	116	0	Gavas Drin was unhappy that Urvel Dulni was killed, and the Shrine of the Dead will never be cleansed.
fbmwTRShrineDead	FormID: 0101C65B	200	0	I have been told that I will be granted an audience with the goddess Almalexia.
fbmwTRSothaSil	FormID: 0101C65C	10	0	Almalexia has one final mission for me--to stop Sotha Sil. She tells me that the god has gone mad, and that he is the creator of the Fabricants that attacked Mournhold. The goddess will transport me to Sotha Sil's Clockwork City. There, I should try to reason with Sotha Sil, though Almalexia believes he is beyond reason. If he will not be swayed, I am to use Trueflame to end his life.
fbmwTRSothaSil	FormID: 0101C65C	20	0	I have been transported to Sotha Sil's Clockwork City.
fbmwTRSothaSil	FormID: 0101C65C	50	0	I have found the corpse of Sotha Sil. The god's body has been ravaged by powerful
fbmwTRSothaSil	FormID: 0101C65C	70	0	Almalexia has appeared in the Clockwork City, and revealed all. Using the dimension traveling powers of the Mazed Band, Almalexia traveled to the Clockwork City to slay Sotha Sil and to portal the Fabricants to Mournhold. She believes the time of the Tribunal is ended, and she alone may usher Morrowind into a new era as the one savior of her people. I fear it is Almalexia who has gone mad, and not Sotha Sil.
fbmwTRSothaSil	FormID: 0101C65C	100	0	Almalexia is dead at my hand. The goddess hoped to leave me here dead, and make me a martyr to her new cause. Now, she and Sotha Sil both lie dead in what is left of the Clockwork City.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTRSothaSil	FormID: 0101C65C	110	0	I have returned to Mournhold and been visited by the spirit of the Daedra Azura. She has told me that the death of Almalexia was just, and that it was she, not Sotha Sil, who was mad. The time of the Tribunal, says Azura, is gone. As a sign of her love for the Dunmer, she has ended the ashstorms in Mournhold, and promised they will
fbmwTTAdvancement	FormID: 01010561	1	0	I have joined the Tribunal Temple. The Primary Attributes are Intelligence and Personality. The Primary Skills are Alchemy, Blunt, Conjuraction, Mysticism, Restoration, and Hand to Hand. I must perform regular duties and concentrate on
fbmwTTAdvancement	FormID: 01010561	10	0	I am eligible for promotion to the rank of Novice in the Temple.
fbmwTTAdvancement	FormID: 01010561	11	0	I have attained the rank of Novice in the Temple.
fbmwTTAdvancement	FormID: 01010561	20	0	I am eligible for promotion to the rank of Initiate in the Temple.
fbmwTTAdvancement	FormID: 01010561	21	0	I have attained the rank of Initiate in the Temple.
fbmwTTAdvancement	FormID: 01010561	30	0	I am eligible for promotion to the rank of Acolyte in the Temple.
fbmwTTAdvancement	FormID: 01010561	31	0	I have attained the rank of Acolyte in the Temple.
fbmwTTAdvancement	FormID: 01010561	40	0	I am eligible for promotion to the rank of Adept in the Temple.
fbmwTTAdvancement	FormID: 01010561	41	0	I have attained the rank of Adept in the Temple.
fbmwTTAdvancement	FormID: 01010561	50	0	I am eligible for promotion to the rank of Curate in the Temple.
fbmwTTAdvancement	FormID: 01010561	51	0	I have attained the rank of Curate in the Temple.
fbmwTTAdvancement	FormID: 01010561	60	0	I am eligible for promotion to the rank of Dicile in the Temple.
fbmwTTAdvancement	FormID: 01010561	61	0	I have attained the rank of Dicile in the Temple.
fbmwTTAdvancement	FormID: 01010561	70	0	I am eligible for promotion to the rank of Diviner in the Temple.
fbmwTTAdvancement	FormID: 01010561	71	0	I have attained the rank of Diviner in the Temple.
fbmwTTAdvancement	FormID: 01010561	80	0	I am eligible for promotion to the rank of Master in the Temple.
fbmwTTAdvancement	FormID: 01010561	81	0	I have attained the rank of Master in the Temple.
fbmwTTAdvancement	FormID: 01010561	90	0	I am eligible for promotion to the rank of Patriarch in the Temple.
fbmwTTAdvancement	FormID: 01010561	91	0	I am now the Patriarch of the Temple.
fbmwTTAldDaedroth	FormID: 01F0A291	10	0	Tholer Saryoni told me that the Fourth Corner of the House of Troubles is Sheogorath. I must renew a pact with Sheogorath by finding a glove called the [QUOTE]Gambolpuddy[QUOTE] and donating it to Sheogorath's statue in Ald Daedroth. This shrine is on an island between Vvardenfell and Azura's Coast.
fbmwTTAldDaedroth	FormID: 01F0A291	100	0	I made the Pilgrimage to Ald Daedroth and read a passage from the Four Corners of the House of Troubles. The pact with Sheogorath has been renewed.
fbmwTTAldSotha	FormID: 01F0A292	10	0	Tholer Saryoni told me that the Second Corner of the House of Troubles is Mehrunes Dagon. I must find the statue of Mehrunes Dagon in Ald Sotha and read from Vivec's [QUOTE]Four Corners[QUOTE].

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTTAldSotha	FormID: 01F0A292	100	0	I made the Pilgrimage to Ald Sotha and read a passage from the Four Corners of the House of Troubles.
fbmwTTAssarnibibi	FormID: 01F0A293	10	0	Archcanon Tholer Saryoni asked me to bring him the Ebony Mail. The Ebony Mail can be found in Mount Assarnibibi where Molag Bal oversaw the 99 lovers of Boethiah that gave birth to Almalexia. Mount Assarnibibi is north of Molag Mar.
fbmwTTAssarnibibi	FormID: 01F0A293	50	0	I received the Ebony Mail from the shrine at Assarnibibi.
fbmwTTAssarnibibi	FormID: 01F0A293	100	0	Saryoni thanked me for bringing him the Ebony Mail, but said that I should keep it and do good deeds. I am the new Archcanon of the Temple.
fbmwTTBalUR	FormID: 01F0A294	10	0	Tholer Saryoni told me that the Third Corner of the House of Troubles is Molag Bal. I must find the statue of Molag Bal in Bal Ur and recite Vivec's [QUOTE]Four Corners[QUOTE]. Bal Ur is north of Suran, but I will need to levitate over the
fbmwTTBalUR	FormID: 01F0A294	100	0	I made the Pilgrimage to Bal Ur and read a passage from the Four Corners of the House of Troubles.
fbmwTTCompassion	FormID: 01F0A295	10	0	Tuls Valen wants me to reenact Vivec's compassionate healing of a foe. I must either learn the Rilm's Gift spell or use the potion he gave me to cure the Orc Bulfim gra-Shugarz of ash-chancre. Bulfim gra-Shugarz is in Maekashishi. I can get there by heading east from Ald Velothi until I reach the mountains, then following the
fbmwTTCompassion	FormID: 01F0A295	50	0	I cured Bulfim gra-Shugarz.
fbmwTTCompassion	FormID: 01F0A295	100	0	Tuls Valen thanked me for curing Bulfim gra-Shugarz.
fbmwTTCompassion	FormID: 01F0A295	110	0	Tuls Valen thanked me for curing Bulfim gra-Shugarz without needing to use the Potion he gave me.
fbmwTTCompassion	FormID: 01F0A295	200	0	I told Tuls Valen that Bulfim gra-Shugarz was dead.
fbmwTTCuringTouch	FormID: 01F0A296	10	0	Tharer Rotheloth asked me to cure a villager named Lette in Tel Mora. She has swamp fever and there is no Temple in Tel Mora where she can go for healing.
fbmwTTCuringTouch	FormID: 01F0A296	50	0	I cured Lette of her simple affliction.
fbmwTTCuringTouch	FormID: 01F0A296	100	0	Tharer Rotheloth thanked me for curing Lette.
fbmwTTCuringTouch	FormID: 01F0A296	200	0	I told Tharer Rotheloth that Lette of Tel Mora was dead.
fbmwTTDagonFel	FormID: 01F0A297	1	0	I heard that Archcanon Tholer Saryoni wishes to speak with me. I have been given a key to his quarters.
fbmwTTDagonFel	FormID: 01F0A297	10	0	Tholer Saryoni told me that the First Corner of the House of Troubles is Malacath. There is a shrine to Malacath on the island of Sheogorad. To get there I should go south past the Dwemer ruins and take the second road heading west. I must find this shrine, donate four daedra hearts, and recite Vivec's [QUOTE]Four

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTTDagonFel	FormID: 01F0A297	100	0	I made the Pilgrimage to Dagon Fel and read a passage from the Four Corners of the House of Troubles.
fbmwTTDisease	FormID: 01002C75	10	0	Endryn Llethan asked me to speak with the holy pilgrim Tanusea Veloth. She has Corpus disease and may spread it to others here in Vivec, but she is blessed by
fbmwTTDisease	FormID: 01002C75	20	0	Almalexia and does not suffer from the disease. I must find her and convince her to
fbmwTTDisease	FormID: 01002C75	40	0	Tanusea Veloth refused to leave Vivec City. She does not believe that I am pious
fbmwTTDisease	FormID: 01002C75	50	0	I saw no other recourse but to kill Tanusea Veloth. The temple has lost a kind soul.
fbmwTTDisease	FormID: 01002C75	100	0	I convinced Tanusea Veloth with quotes from the sacred texts of the Temple. She agreed to go to the Corprusarium.
fbmwTTDisease	FormID: 01002C75	110	0	Endryn Llethan thanked me for convincing Tanusea Veloth to go to the
fbmwTTFalseIncarnate	FormID: 01F0A298	10	0	Endryn Llethan thanked me for killing Tanusea Veloth and preventing the spread of the Divine Disease.
fbmwTTFalseIncarnate	FormID: 01F0A298	50	0	Tuls Valen asked me to speak with Elvil Vidron in Suran. Elvil Vidron has proclaimed himself to be the Incarnate. I must either persuade him to give up the notion that
fbmwTTFalseIncarnate	FormID: 01F0A298	55	0	he is the Incarnate or kill him.
fbmwTTFalseIncarnate	FormID: 01F0A298	60	0	I convinced Elvil Vidron that he is not the Incarnate.
fbmwTTFalseIncarnate	FormID: 01F0A298	100	0	I showed Elvil Vidron the Moon-and-Star ring. He recognized me as the true
fbmwTTFalseIncarnate	FormID: 01F0A298	110	0	I knew no other recourse but to prove to Elvil Vidron that he was not the Incarnate.
fbmwTTFelmsCleaver	FormID: 01002C77	10	0	Tuls Valen thanked me for stopping the false incarnate.
fbmwTTFelmsCleaver	FormID: 01002C77	100	0	Another sacred relic has been lost. Uvoo Llaren wants me to find the Cleaver of St. Felms. This cleaver is believed to be in the Ash Vampire Citadel of Tureynulal, which
fbmwTTFelmsCleaver	FormID: 01002C77	110	0	Uvoo Llaren thanked me for returning the Cleaver of St. Felms the Bold.
fbmwTTGalomDeus	FormID: 01002C78	10	0	The Cleaver of St. Felms the Bold has been entrusted to my care.
fbmwTTGalomDeus	FormID: 01002C78	100	0	Tharer Rotheloth gave me the equipment of a vampire hunter. I must find the vampire Raxle Berne and slay him in the name of the Tribunal. Galom Daeus is southwest of Uvirith's Grave, which is west of Tel Fyr. I should go south from
fbmwTTHairShirt	FormID: 01002C7A	10	0	Uvirith's grave until I reach a river of lava, then follow that river to the west until I
fbmwTTHairShirt	FormID: 01002C7A	100	0	Tharer Rotheloth thanked me for slaying the vampire Raxle Berne in the name of
fbmwTTHairShirt	FormID: 01002C7A	110	0	The Ordinator Feril Salmyn was lost while searching for Lost Kogoruhn. Uvoo Llaren asked me to find him if he is alive. If he is dead, I should return the Hair Shirt of St.
				Uvoo Llaren thanked me for returning the Hair Shirt of St. Aralor.
				The Hair Shirt of St. Aralor the Penitent has been entrusted to my care.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTTHassour	FormID: 01002C7B	10	0	Tuls Valen asked me to investigate a dark cult in Hassour. To get there I should head east from Balmora, past Fort Moonmoth and into the Foyada Mamaea. I should follow the foyada all the way south.
fbmwTTHassour	FormID: 01002C7B	50	0	I have slain the dark and powerful Dagoth Fovon.
fbmwTTHassour	FormID: 01002C7B	100	0	Tuls Valen thanked me for being the instrument of the Temple's justice in Hassour.
fbmwTTLlothisCrosier	FormID: 01002C7C	10	0	There is one more relic that has been lost. Uvoo Llaren asked me to find the Crosier of St. Llothis the Pious. The Crosier was wielded in righteous battle against the minions of Dagoth Ur by the late Captain of the Buoyant Armigers, Voruse Bethrimo. It was lost on Red Mountain near the foul lair of Dagoth Ur himself and
fbmwTTLlothisCrosier	FormID: 01002C7C	100	0	Uvoo Llaren thanked me for returning the Crosier of St. Llothis the Pious.
fbmwTTLlothisCrosier	FormID: 01002C7C	110	0	The Crosier of St. Llothis the Pious has been entrusted to my care.
fbmwTTMaarGan	FormID: 01002C7D	10	0	Tuls Valen wants me to make the Pilgrimage to Maar Gan. I should go to the temple shrine in Maar Gan and read the plaque describing Vivec's taunting of Mehrunes
fbmwTTMaarGan	FormID: 01002C7D	30	0	I taunted the Dremora at the shrine of Maar Gan and he attacked me.
fbmwTTMaarGan	FormID: 01002C7D	60	0	I completed the pilgrimage to the shrine of Maar Gan.
fbmwTTMaarGan	FormID: 01002C7D	100	0	Tuls Valen praised my handling of the Dremora Anhaedra.
fbmwTTMaarGan	FormID: 01002C7D	110	0	Tuls Valen has no more duties for me. He said I should seek Uvoo Llaren in Ghostgate or Endryn Llethan in Vivec.
fbmwTTMawai	FormID: 01002C7E	10	0	Tharer Rotheloth asked me to bring the Necromancer Delvam Andarys to justice. He is hiding in Mawia. From Molag Mar, I should follow the river to the east as it heads south, then turn east and follow the coast. Mawia is on a small island just south of
fbmwTTMawai	FormID: 01002C7E	50	0	I have slain the Necromancer Delvam Andarys of Mawia.
fbmwTTMawai	FormID: 01002C7E	100	0	Tharer Rotheloth thanked me for bringing the Necromancer Delvam Andarys to
fbmwTTMinistryHeathen	FormID: 01002C7F	10	0	Uvoo Llaren asked me to cure Assantus Hansar in an outcast Ashlander camp south of Ghostgate. I should be prepared to calm him, as outcast Ashlanders can be aggressive even when they are ill.
fbmwTTMinistryHeathen	FormID: 01002C7F	50	0	I cured Assantus Hansar.
fbmwTTMinistryHeathen	FormID: 01002C7F	100	0	Uvoo Llaren thanked me for curing Assantus Hansar.
fbmwTTMinistryHeathen	FormID: 01002C7F	200	0	I told Uvoo Llaren than Assantus Hansar was dead.
fbmwTTMountKand	FormID: 01002C80	10	0	Tharer Rotheloth asked me to make the Pilgrimage to Mount Kand.
fbmwTTMountKand	FormID: 01002C80	25	0	I answered the Fire Daedra's riddle correctly.
fbmwTTMountKand	FormID: 01002C80	50	0	I answered the Frost Daedra's riddle correctly.
fbmwTTMountKand	FormID: 01002C80	75	0	I answered the Storm Daedra's riddle correctly. I should go to the Triolith of Mount Kand to receive my wisdom.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTTMountKand	FormID: 01002C80	100	0	I received Vivec's blessings from the shrine at Mount Kand.
fbmwTTMountKand	FormID: 01002C80	110	0	Tharer Rotheloth thanked me for making the pilgrimage to Mount Kand.
fbmwTTRilmsShoes	FormID: 01002C81	10	0	Endryn Llethan asked me to find the Shoes of St. Rilms and return them to the Temple. A priest recently dreamt that the shoes were in the depths of Ald Sotha
fbmwTTRilmsShoes	FormID: 01002C81	100	0	Endryn Llethan thanked me for returning the sacred Shoes of St. Rilms.
fbmwTTRilmsShoes	FormID: 01002C81	110	0	The Shoes of St. Rilms have been entrusted to my care.
fbmwTTSanctusShrine	FormID: 01002C82	10	0	Endryn Llethan wants me to make the Pilgrimage to the Sanctus Shrine in Dagon Fel. I must travel there on foot without speaking to anyone. As the waters of Dagon Fel can be dangerous, Endryn Llethan suggested that I purchase some potions of
fbmwTTSanctusShrine	FormID: 01002C82	20	0	Endryn Llethan swore me to silence. I must travel to the Sanctus Shrine in Dagon Fel under a strict oath of silence.
fbmwTTSanctusShrine	FormID: 01002C82	50	0	I made the Pilgrimage to the Sanctus Shrine where Saryoni first wrote his famous
fbmwTTSanctusShrine	FormID: 01002C82	70	0	I failed my vow of silence.
fbmwTTSanctusShrine	FormID: 01002C82	100	0	Endryn Llethan praised me for making the Pilgrimage to the Sanctus Shrine in Dagon
fbmwTTSanctusShrine	FormID: 01002C82	110	0	Endryn Llethan was disappointed that I failed my silent Pilgrimage to the Sanctus Shrine in Dagon Fel.
fbmwTTSevenGraces	FormID: 01002C79	10	0	I was given a copy of the [QUOTE]The Pilgrim's Path[QUOTE] and asked to make the Pilgrimage of the Seven Graces.
fbmwTTSevenGraces	FormID: 01002C79	11	0	I made the Pilgrimage to Stop the Moon and read the Grace of Daring.
fbmwTTSevenGraces	FormID: 01002C79	12	0	I made the Pilgrimage to the Fields of Kummu and read the Grace of Humility.
fbmwTTSevenGraces	FormID: 01002C79	13	0	I made the Pilgrimage to the Mask of Vivec and read the Grace of Justice.
fbmwTTSevenGraces	FormID: 01002C79	14	0	I made the Pilgrimage to the Palace of Vivec and read the Grace of Generosity.
fbmwTTSevenGraces	FormID: 01002C79	15	0	I made the Ruddy Man Pilgrimage and read the Grace of Valor.
fbmwTTSevenGraces	FormID: 01002C79	16	0	I spoke with Krazzt and gave him a longsword. I should read the inscription on the shrine to complete the Pilgrimage.
fbmwTTSevenGraces	FormID: 01002C79	17	0	I made the Pilgrimage to the Puzzle Canal and read the Grace of Courtesy.
fbmwTTSevenGraces	FormID: 01002C79	18	0	I made the Pilgrimage to Ghostgate and read the Grace of Pride.
fbmwTTSevenGraces	FormID: 01002C79	100	0	I have completed the Pilgrimages of the Seven Graces.
fbmwTTStAralor	FormID: 01002C83	10	0	Endryn Llethan asked me to cleanse the foul Daedra worshippers from beneath the St. Delyn Canton here in Vivec. I must kill the leader of the cult, Bjadmund.
fbmwTTStAralor	FormID: 01002C83	60	0	I have killed the leader of the Sheogorath cult, Bjadmund.
fbmwTTStAralor	FormID: 01002C83	100	0	Endryn Llethan thanked me for cleansing St. Delyn Canton.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwTTSupplyMonk	FormID: 01002C84	10	0	Uvoo Llaren asked me to deliver food and drink to the hermit Sendas Sathis. He lives in the wilderness of Shuran Island between Sheogorad and Vvardenfell. The island is west of the stronghold of Rotheran.
fbmwTTSupplyMonk	FormID: 01002C84	50	0	I delivered food and drink to Sendas Sathis.
fbmwTTSupplyMonk	FormID: 01002C84	100	0	Uvoo Llaren thanked me for bringing food and drink to Sendas Sathis.
fbmwTTSupplyMonk	FormID: 01002C84	200	0	I told Uvoo Llaren that Sendas Sathis was dead.
fbmwVARimintil	FormID: 01003BC5	10	0	Raven Omayn has asked me to kill Rimintil for Mistress Dratha. Rimintil can be found in the Central Tower in Tel Vos.
fbmwVARimintil	FormID: 01003BC5	100	0	I have killed Rimintil, and Raven Omayn tells me Mistress Dratha is pleased. She has rewarded me with a Flamemirror Robe.
fbmwVASHashev	FormID: 01003BC6	10	0	Sirilonwe has asked me to kill a rival for her, as she doesn't want to get her hands dirty. His name is Shashev, and he is staying at the Ald Skar Inn in Ald'ruhn.
fbmwVASHashev	FormID: 01003BC6	100	0	I have returned to Sirilonwe with Shashev's key.
fbmwVAVampAmulet	FormID: 01003BC7	10	0	Volrina Quarra has offered me the chance to perform another service for her. She needs to make a large number of magical amulets for her clan, and has need of raw
fbmwVAVampAmulet	FormID: 01003BC7	20	0	I have agreed to find the ingredients Volrina Quarra needs. The raw materials are five extravagant sapphire amulets, two portions of void salts, the heart of a daedra, some ectoplasm, a skull, and some vampire dust.
fbmwVAVampAmulet	FormID: 01003BC7	25	0	I have decided not to try and find the materials needed by Volrina Quarra.
fbmwVAVampAmulet	FormID: 01003BC7	30	0	I have returned to Volrina Quarra with the ingredients she asked for. She apparently was using them to create powerful amulets for her clan. This is not her first attempt at such an enchantment. She has given me as a reward an amulet (one of her failed attempts) that will allow me to return to Druscashti at will. She has also told me that I may earn further reward by killing vampires of other clans.
fbmwVAVampAmulet	FormID: 01003BC7	40	0	Because I have killed a great number of vampires of the Aundae and the Berne Clans, Volrina Quarra has rewarded me with the right to feed from the clan cattle. The only provision is that I may not kill any of them. If I do, I will no longer be welcome in Druscashti, and will be attacked on sight.
fbmwVAVampAmulet	FormID: 01003BC7	50	0	Because I have killed some of the cattle, I have lost the privilege of using them for
fbmwVAVampBlood	FormID: 01003BC8	10	0	I spoke with Raxle Berne, the head of the Berne vampire clan in Morrowind. While he considers me an abomination, he seems willing to allow me to do some of the more menial tasks for the clan.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
fbmwVAVampBlood	FormID: 01003BC8	20	0	Berne has ordered me to retrieve a potion made with the blood of Volrina Quarra. She is the head of the Quarra vampire clan in Morrowind. If I am successful, Berne will allow me the use of the clan's service providers.
fbmwVAVampBlood	FormID: 01003BC8	30	0	I have agreed to try and recover the potion for Raxle Berne, though it will mean entering the Quarra lair in Druscashti which is located southwest of Urshilaku Camp.
fbmwVAVampBlood	FormID: 01003BC8	40	0	I have decided not to try and retrieve the potion for Raxle Berne.
fbmwVAVampBlood	FormID: 01003BC8	50	0	I have returned Quarra Blood Potion to Raxle Berne. He believes it will grant him strength beyond that of any of the other clan lords. In return, he will grant me access to those in the clan who provide services.
fbmwVAVampBlood2	FormID: 01003BC9	10	0	Raven Omayn tells me that Mistress Dratha would like to obtain the Blood of the Quarra Ancients for her studies. She believes it will be found in Druscashti, the home of Volrina Quarra and her kin, which is located southwest of Urshilaku Camp.
fbmwVAVampBlood2	FormID: 01003BC9	15	0	Raven Omayn tells me that Mistress Dratha would like to obtain the Blood of the Quarra Ancients for her studies. She believes it will be found in Druscashti, the home of Volrina Quarra and her kin. However, as I have retrieved it for Raxle Berne,
fbmwVAVampBlood2	FormID: 01003BC9	100	0	It seems Mistress Dratha was pleased to receive the Blood of the Quarra Ancients. I have been rewarded with a Jinksword, which Raven Omayn believes could only be
fbmwVAVampChild	FormID: 01003BCA	10	0	I have spoken to Dhaunayne Aundae, leader of the Aundae Clan in Morrowind. She has great disdain for me, considering me an [QUOTE]accident[QUOTE], but she seems willing to give me a task, as I am considered expendable.
fbmwVAVampChild	FormID: 01003BCA	20	0	Although it seems impossible to imagine, the vampire elder was once a mortal, and had a family. She would like me to find what happened to a son of hers, Vilandon. After she was turned, she abandoned her family, and now feels a curiosity about what may have become of her son.
fbmwVAVampChild	FormID: 01003BCA	30	0	I have agreed to find out what became of Vilandon, the son of Dhaunayne Aundae. If I am successful, the vampire has promised me access to the services of Clan Aundae. She has told me that her family had once settled in Sadrith Mora, and given me a ring belonging to her family. Apparently any mortal, especially an Altmer, with knowledge of her family should immediately recognize the seal.
fbmwVAVampChild	FormID: 01003BCA	40	0	I have decided not to attempt to find out the fate of Dhaunayne Aundae's son,
fbmwVAVampChild	FormID: 01003BCA	50	0	In Sadrith Mora, I have spoken to Iniel, a high elf and member of the Mage's Guild. She claims she does recognize the ring, and has seen one of similar make on a high elf in Sadrith Mora, though she does not remember who it was. She believes it may have been while she was in the Gateway Inn, though.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVAVampChild	FormID: 01003BCA	60	0	At the Mage's Guild in Sadrith Mora, I spoke with Tusamircil, a high elven alchemist. He believes he has seen the ring before, on an Altmer named Sinyaramen who is a guest at the Gateway Inn in Sadrith Mora. Apparently, Sinyaramen is unlikely to talk to me. However, Tusamircil has a potion that Sinyaramen asked to be made, so if I approach him on the pretense of delivering it, he may deign to speak to me.
fbmwVAVampChild	FormID: 01003BCA	65	0	I have decided not to take the potion from Tusamircil.
fbmwVAVampChild	FormID: 01003BCA	66	0	I have taken the potion from Tusamircil.
fbmwVAVampChild	FormID: 01003BCA	70	0	I have spoken to Sinyaramen in the Gateway Inn. He had no desire to speak to me, but wanted the potion Tusamircil had concocted.
fbmwVAVampChild	FormID: 01003BCA	80	0	Sinyaramen tells me that the ring is of his family, and Vilandon was his grandfather.
fbmwVAVampChild	FormID: 01003BCA	90	0	It appears Vilandon was a vampire hunter. He became one after hearing that his mother had been slain by one of our kind. Vilandon, it appears, was killed while performing his duties. He was bested by the vampire Kjeld, hundreds of years ago.
fbmwVAVampChild	FormID: 01003BCA	100	0	I have returned to Ashmelech and told Dhaunayne Aundae my findings. She has ordered the death of Kjeld, and ordered me to carry it out.
fbmwVAVampChild	FormID: 01003BCA	110	0	Kjeld is one of the Quarra vampires living in their lair in Druscashti which is located southwest of Urshilaku Camp. These vampires are powerful in their stronghold, and it will be difficult to reach him.
fbmwVAVampChild	FormID: 01003BCA	120	0	I have returned to Dhaunayne Aundae, having killed Kjeld. She feels satisfied by this, and has given me access to the Aundae services in Ashmelech.
fbmwVAVampChild	FormID: 01003BCA	130	0	I have returned to Ashmelech and told Dhaunayne Aundae my findings. As Kjeld is already dead, Dhaunayne is satisfied, and my quest is complete. I will be given use of the Aundae services.
fbmwVAVampContess	FormID: 01003BCB	10	0	I have spoken again with Raxle Berne about serving the Berne clan. He has told me of a powerful vampire named Merta living near Maar Gan. She was once a member of the Berne Clan, but broke all ties with them. Now, she lives as a rogue, but wealthy and powerful. Berne wants this rogue dead, and will allow me to try and kill
fbmwVAVampContess	FormID: 01003BCB	20	0	I have agreed to kill Merta for Raxle Berne. If I do, he says he will reward me well for my efforts. He suggests I search the Reloth tomb to the west of Maar Gan for this
fbmwVAVampContess	FormID: 01003BCB	30	0	I have decided not to try and kill the vampire Merta.
fbmwVAVampContess	FormID: 01003BCB	40	0	I have killed the vampire Merta.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVAVampContess	FormID: 01003BCB	50	0	I returned to Raxle Berne and told him of my success in killing Merta. He seemed pleased, and gave me the Berne Amulet in return for my service. It will allow me to return to Galom Daeus if I need to. He has also told me that I might receive further reward if I am able to kill great numbers of vampires in the opposing clans.
fbmwVAVampContess	FormID: 01003BCB	60	0	Because I have been able to kill a large number of Quarra and Aundae vampires, Raxle Berne has allowed me the use of the Berne cattle here in Galom Daeus, provided I kill none of them. If I do, I will no longer be welcome in Galom Daeus, and
fbmwVAVampContess	FormID: 01003BCB	70	0	Because I have killed some of the cattle, I have lost the privilege of using them for
fbmwVAVampCult	FormID: 01003BCC	10	0	I have spoken with Volrina Quarra, ruler of the Quarra clan in Morrowind. Although she considers me an abomination, she has offered to allow me to serve her clan by killing a rogue vampire. If I can do so, she will allow me use of the clan services.
fbmwVAVampCult	FormID: 01003BCC	20	0	I have agreed to try and kill Irarak, rogue vampire and leader of his [QUOTE]dark cult[QUOTE]. Volrina Quarra has told me I am likely to find him near Gnisis.
fbmwVAVampCult	FormID: 01003BCC	30	0	I have decided not to try and kill Irarak.
fbmwVAVampCult	FormID: 01003BCC	40	0	There are rumors in Gnisis about the vampire [QUOTE]Lord Irarak[QUOTE]. They say that he and his [QUOTE]followers[QUOTE] are often found loitering in local ancestral burial tombs [QUOTE]practicing their dark arts[QUOTE].
fbmwVAVampCult	FormID: 01003BCC	50	0	Apparently, there are a few burial tombs nearby. They are Ginith to the northwest of town, and Rethandus to the northeast.
fbmwVAVampCult	FormID: 01003BCC	60	0	It seems Lord Irarak was once a dark elf named Gulmon Droth. He has recently gained a number of followers among the younger residents of Gnisis.
fbmwVAVampCult	FormID: 01003BCC	70	0	I have found this [QUOTE]Lord Irarak[QUOTE] in the Ginith Ancestral Tomb near
fbmwVAVampCult	FormID: 01003BCC	80	0	Irarak has offered to allow me to rule with him over his cult of mislead followers, from afar, of course. He claims that these people provide him with food, shelter, and a great deal of money, due simply to their fascination with the undead.
fbmwVAVampCult	FormID: 01003BCC	90	0	I have agreed to let Irarak live here in peace with his followers. While these fools may be misled, they seem harmless enough. Plus, he paid me well for my mercy.
fbmwVAVampCult	FormID: 01003BCC	100	0	I have decided not to allow this fool to continue with his ridiculous cult.
fbmwVAVampCult	FormID: 01003BCC	110	0	Irarak is dead. His cult will have to find a new way to spend their time and gold.
fbmwVAVampCult	FormID: 01003BCC	120	0	I have returned to Druscashti and told Volrina Quarra of the death of [QUOTE]Lord Irarak[QUOTE]. She was pleased, and will allow me to use clan services.
fbmwVAVampCult	FormID: 01003BCC	130	0	I have returned to Druscashti and told Volrina Quarra of my decision to let [QUOTE]Lord Irarak[QUOTE] live. She was not pleased by my decision, and I have been told not to return to the Quarra lair.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVAVampCureQuest	FormID: 01F8ADA2	10	0	I have found some papers by a Buoyant Armiger, Galur Rithari. In them, he gives hints as to how vampirism may be cured. It suggests that the cure may be obtained with the help of a Daedra Prince, perhaps Molag Bal.
fbmwVAVampCureQuest	FormID: 01F8ADA2	20	0	In Molag Bal's shrine in Bal Ur, I spoke with Derar Hlervu. She has told me that she knows of no cure for vampirism, and that only the Daedra Lord himself will be able
fbmwVAVampCureQuest	FormID: 01F8ADA2	30	0	I have spoken to Molag Bal through his statue in the shrine at Bal Ur. He tells me that he does not have the cure for my vampirism, but he will get it for me if I do him a favor. His daughter, Molag Grunda, has been consorting with a Frost Atronach named Nomeg Gwai. If I can kill the two of them, returning their souls to a realm where Molag Bal may punish them, Molag Bal will give me the cure. They live now
fbmwVAVampCureQuest	FormID: 01F8ADA2	40	0	I have succeeded in killing Molag Grunda and her paramour, Nomeg Gwai.
fbmwVAVampCureQuest	FormID: 01F8ADA2	50	0	I've returned to the Shrine of Molag Bal and spoken with the Daedra lord. He was pleased with my efforts, and has retrieved the cure from the Daedra Vaermina.
fbmwVAVampCurse	FormID: 01003BCD	10	0	While exploring a dungeon in the northern regions of Vvardenfell, I encountered the vampire Mastrius deep within its bowels.
fbmwVAVampCurse	FormID: 01003BCD	20	0	It seems Mastrius has been locked in this dungeon for centuries. He had terrorized the surface for years until the Daedra Azura intervened. Azura cast a spell on Mastrius, trapping him inside the dungeon and draining him of his strength.
fbmwVAVampCurse	FormID: 01003BCD	30	0	Mastrius has asked me if I would be willing to help him escape from his prison. If I do, he promises that the two of us can rule the world outside, and will have plenty of mortals upon which we may feed.
fbmwVAVampCurse	FormID: 01003BCD	40	0	I have agreed to help Mastrius escape from this dungeon. He has told me he needs Spell Breaker, a powerful artifact that will act as a conduit for the spell. I will also need to bring him a daedra's heart, which should give him the strength to break the
fbmwVAVampCurse	FormID: 01003BCD	50	0	I have decided not to assist Mastrius in escaping his prison. I have no wish to meddle in the affairs of this vampire, especially when it concerns a Daedra Prince.
fbmwVAVampCurse	FormID: 01003BCD	55	0	Mastrius tells me that Spell Breaker is located in Bthuand, a dwemer ruin north of
fbmwVAVampCurse	FormID: 01003BCD	60	0	I have returned to Mastrius with the Spell Breaker and the daedra's heart, and have given them to the ancient vampire. He has asked me to do one final thing for him: he needs to siphon off some of my power for the spell to work.
fbmwVAVampCurse	FormID: 01003BCD	70	0	I have agreed to allow Mastrius to borrow some of my strength for the spell. Together, he and I can rule the outside world.
fbmwVAVampCurse	FormID: 01003BCD	80	0	I have told Mastrius I will not allow him to use my power to make himself whole. I have done enough for this vampire.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVAVampCurse	FormID: 01003BCD	90	0	After draining some of my health and fatigue, the vampire returned to full strength. He has decided I am no longer necessary, though.
fbmwVAVampCurse	FormID: 01003BCD	100	0	I have killed Mastrius. He will never again see the outside world.
fbmwVAVampDust	FormID: 01003BCE	10	0	Sirilonwe has asked me to get her three portions of vampire dust for a spell she is
fbmwVAVampDust	FormID: 01003BCE	100	0	I've returned to Sirilonwe with the vampire dust, and she has rewarded me with an Amulet of Gem Feeding.
fbmwVAVampHunter	FormID: 01003BCF	10	0	Dhaunayne Aundae has asked me to provide her with another service. Apparently, a vampire hunter has been nosing around Ashmelech. He was able to escape, but Aundae is furious about the intrusion. She wants this vampire hunter killed. She wants him killed in daylight, though, and around witnesses, in order to provide an
fbmwVAVampHunter	FormID: 01003BCF	20	0	I have agreed to try and kill this vampire hunter, whose name I do not yet know. Dhaunayne Aundae believes he is likely basing his operation out of Ald'ruhn,
fbmwVAVampHunter	FormID: 01003BCF	30	0	I have decided not to try and kill this vampire hunter. Killing a vampire hunter is risky business. Doing in the light of day is suicide.
fbmwVAVampHunter	FormID: 01003BCF	40	0	I have asked around Ald'ruhn about the presence of a vampire hunter. I've been told there is a powerful one nearby.
fbmwVAVampHunter	FormID: 01003BCF	50	0	Some have mentioned seeing a vampire hunter around Ald'ruhn named Ano Vando.
fbmwVAVampHunter	FormID: 01003BCF	60	0	Ano Vando is dead, although I fear that Dhaunayne Aundae will not be pleased. He was not killed in the middle of the day, and perhaps was not made example of
fbmwVAVampHunter	FormID: 01003BCF	70	0	Ano Vando is dead, and killed during the day with other residents around. Dhaunayne Aundae should be pleased.
fbmwVAVampHunter	FormID: 01003BCF	80	0	I have returned to Ashmelech and spoken with Daunayne Aundae. She was unhappy with my failure to provide an example for other vampire hunters.
fbmwVAVampHunter	FormID: 01003BCF	90	0	I have returned to Ashmelech and spoken with Daunayne Aundae. She was pleased with how I handled the killing of Ano Vando, and rewarded me with an amulet that, when used, will return me to Ashmelech. She has also told me that I might find further reward with her if I am able to kill a great number of the vampires from
fbmwVAVampHunter	FormID: 01003BCF	100	0	As a reward for killing many of the vampires from the Quarra and Berne clans, Daunayne Aundae has allowed me to feed off the cattle here in Ashmelech, provided I do not kill any of them. If I do, I will no longer be welcome in Ashmelech,
fbmwVAVampHunter	FormID: 01003BCF	110	0	Because I have killed some of the cattle, I have lost the privilege of using them for

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVAVampMarara	FormID: 01003BD0	10	0	While in Tel Mora, I heard rumors of a powerful vampire living in a tomb nearby. She apparently has grown weary of her unlife, and longs for her own death. She refuses, however, to allow herself to be slain by the hands of any mortal, though many have tried to claim the riches that lie within the tomb.
fbmwVAVampMarara	FormID: 01003BD0	20	0	I have met the vampire Marara. She no longer desires the unlife she has had for many hundreds of years, and wishes to be killed in combat by another of her kind.
fbmwVAVampMarara	FormID: 01003BD0	30	0	I have decided to kill Marara. If she has no wish to continue her life as a vampire, perhaps I can oblige her.
fbmwVAVampMarara	FormID: 01003BD0	40	0	I have decided not to kill Marara. Her death is her own, and I have no wish to take
fbmwVAVampMarara	FormID: 01003BD0	100	0	I have succeeded in killing the vampire Marara.
fbmwVAVampRich	FormID: 01003BD1	10	0	I have heard rumor that young Sanvyn Llethri wishes to become a vampire. And, although his parents are against it, he is actively pursuing this course.
fbmwVAVampRich	FormID: 01003BD1	20	0	I have spoken with Fathasa Llethri about her son, Sanvyn, who wishes to become a vampire. She, unlike most people, seems willing to speak to me, even though I am exactly what her son wishes to become. She has promised me a great reward if I can convince him not to pursue his quest for the unlife. She wishes for me to show her son that vampires are not as powerful as he believes.
fbmwVAVampRich	FormID: 01003BD1	30	0	I have agreed to try and convince Sanvyn Llethri not to become a vampire. From what his mother tells me, though, he is dead set on it. He believes the vampire to be the epitome of strength and power, and his mother would like me to convince him
fbmwVAVampRich	FormID: 01003BD1	40	0	I have decided not to try and dissuade Sanvyn Llethri from trying to become a vampire. It is none of my business what this child does with his life.
fbmwVAVampRich	FormID: 01003BD1	50	0	I have spoken with Sanvyn Llethri in an attempt to dissuade him from becoming a vampire. He seems unconvinced, however. He is convinced that being a vampire is the height of power, and he will command respect by being one.
fbmwVAVampRich	FormID: 01003BD1	60	0	Sanvyn Llethri has become more and more agitated the more I try and convince him to abandon his quest to become a vampire. He is convinced that vampires are the height of power, and that without this kind of power, he will be weak and worthless
fbmwVAVampRich	FormID: 01003BD1	65	0	I have fought Sanvyn Llethri, but he has gotten the better of me.
fbmwVAVampRich	FormID: 01003BD1	70	0	After allowing Sanvyn Llethri to fight me, and allowing him to get the better of me, the boy seems convinced that we vampires are not as all-powerful as he believed.
fbmwVAVampRich	FormID: 01003BD1	80	0	Fathasa Llethri has thanked me for my help. In appreciation, she rewarded me with a magical ring that will protect me against fire damage.
fbmwVAVampRich	FormID: 01003BD1	90	0	Sanvyn Llethri is dead.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVisthaWarn	FormID: 01001DC1	1	0	I have been warned by Vistha-Kai, Warden of the Corprusarium, not to harm the inmates of the Corprusarium.
fbmwVRichTrader	FormID: 0100340F	10	0	I ran into a trader, Teris Raledran, while traveling near Seyda Neen. He is trying to get a shipment of clothing to Agrippina Herennia in Vivec. He would like me to escort him and his pack guar, Rollie, and ensure their safety on the way.
fbmwVRichTrader	FormID: 0100340F	20	0	I've agreed to escort Teris Raledran, and Rollie the Guar, to Agrippina Herennia's shop in Vivec's Foreign Quarter, Canalworks level. In return, he has agreed to pay
fbmwVRichTrader	FormID: 0100340F	25	0	I've decided to escort neither Teris Raledran nor his guar to Vivec. This man is unstable at best. And the guar is no better.
fbmwVRichTrader	FormID: 0100340F	80	0	We've gotten near Vivec, and Teris has told me that the Rollie isn't allowed to enter the city proper. He'll have to wait outside while we continue on.
fbmwVRichTrader	FormID: 0100340F	90	0	I've arrived at Agrippina Herrenia's shop in Vivec with Teris Raledran.
fbmwVRichTrader	FormID: 0100340F	100	0	As promised, Teris has paid me 200 septims. Rollie had little to say to me on the
fbmwVRichTrader	FormID: 0100340F	105	0	Teris has paid me 100 septims for escorting him to Vivec. Although he promised me 200, I really only got half my job done, as Rollie did not make it. Perhaps he can use the rest of the money to create a memorial to his friend, Rollie the Guar.
fbmwVRichTrader	FormID: 0100340F	110	0	While on our way to Vivec, Teris Raledran met his end. It was sad to see the end of the eccentric trader, and I'm sure Rollie feels the pain of his death.
fbmwVRichTrader	FormID: 0100340F	120	0	On the way to Vivec, Rollie the guar met an unfortunate end. It was sad to see the big animal die, and I'm sure Teris will never be the same.
fbmwVTraderAbandoned	FormID: 01003415	10	0	I met Pemenie, a Redguard trader, while traveling west of Balmora. She would like help getting a shipment of goods to Gnaar Mok. Seems her escort abandoned her
fbmwVTraderAbandoned	FormID: 01003415	20	0	I've agreed to escort Pemenie to Gnaar Mok in exchange for some enchanted boots she currently has in her inventory.
fbmwVTraderAbandoned	FormID: 01003415	30	0	I've decided not to escort Pemenie to Gnaar Mok. Something about her seems a bit off, and I have no idea what these [QUOTE]Boots of Blinding Speed[QUOTE] actually
fbmwVTraderAbandoned	FormID: 01003415	40	0	I've been told by some locals that the trader Pemenie has a bounty on her head, and should not be trusted.
fbmwVTraderAbandoned	FormID: 01003415	50	0	When questioned about having a bounty on her head, Pemenie told me that it simply wasn't true, and was probably a case of mistaken identity. She sounded
fbmwVTraderAbandoned	FormID: 01003415	60	0	Pemenie has become increasingly agitated when asked about the bounty. I fear there is more to this [QUOTE]honest trader[QUOTE] than meets the eye.
fbmwVTraderAbandoned	FormID: 01003415	70	0	Pemenie became so enraged when I asked her again about the bounty that she declined to follow me any further. That woman is clearly not the simple trader she

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVTraderAbandoned	FormID: 01003415	90	0	Pemenie and I have arrived in Gnaar Mok.
fbmwVTraderAbandoned	FormID: 01003415	100	0	I was able to escort Pemenie safely to Gnaar Mok, and in exchange, she gave me the Boots of Blinding Speed. I have not yet worn them, but they may be powerful
fbmwVTraderAbandoned	FormID: 01003415	110	0	While escorting her to Gnaar Mok, Pemenie met an unfortunate end. Well, unfortunate for her, anyway.
fbmwVTraderLate	FormID: 01003416	10	0	During my travels, I encountered an Argonian trader named Rasha. It seems he's a little behind on his deliveries, and doesn't feel he'll make it to Ald'ruhn in time for
fbmwVTraderLate	FormID: 01003416	20	0	Rasha has asked me if I'd be willing to deliver his shipment of clothing to Bivale Teneran the clothier in Ald'ruhn. Apparently, Teneran will pay me for the shipment
fbmwVTraderLate	FormID: 01003416	30	0	I've agreed to take the clothing shipment, which turns out to be five shirts, to Bivale Teneran in Ald'ruhn. Teneran will compensate me upon delivery.
fbmwVTraderLate	FormID: 01003416	40	0	I've decided not to take Rasha's clothing shipment to Ald'ruhn.
fbmwVTraderLate	FormID: 01003416	100	0	Rasha's shirts have been successfully delivered to Bivale Teneran the clothier in Ald'ruhn. As payment, she has given me a Belt of Iron Will. Not a bad payment for a
fbmwVTraderMissed	FormID: 01003417	10	0	I met a trader named Paur Maston while traveling north of Bal Fell. It seems he was supposed to meet up with his partner, a Khajiit named Vanjirra, but Paur arrived
fbmwVTraderMissed	FormID: 01003417	15	0	late, and she had already gone on to Molag Mar.
fbmwVTraderMissed	FormID: 01003417	20	0	I met a trader named Vanjirra in Molag Mar. She is partners with Paur Maston.
fbmwVTraderMissed	FormID: 01003417	20	0	It seems Paur Maston fears for his life on the trip to Molag Mar. No wonder. I've heard it can be quite a dangerous journey. He would like me to escort him to Molag Mar and protect him from any dangers we might face. While he has little to offer
fbmwVTraderMissed	FormID: 01003417	30	0	me, he promises that his partner will compensate me once we arrive in Molag Mar.
fbmwVTraderMissed	FormID: 01003417	30	0	I've agreed to escort Paur Maston on his trip to Molag Mar. It could be quite a dangerous trip, but he promises I'll be well rewarded once we arrive and he can find
fbmwVTraderMissed	FormID: 01003417	40	0	I've decided not to escort Paur Maston to Molag Mar. I have other things that are more important to take care of.
fbmwVTraderMissed	FormID: 01003417	90	0	Paur Maston met his end while on the trip to Molag Mar. Sadly, he will never be able to meet up with his partner, Vanjirra.
fbmwVTraderMissed	FormID: 01003417	95	0	Paur Maston and I have arrived in Molag Mar.
fbmwVTraderMissed	FormID: 01003417	100	0	We have found Paur Maston's partner, Vanjirra. They were honest folks, and did reward me for my efforts.
fbmwVTraderMissed	FormID: 01003417	110	0	I arrived in Molag Mar with Paur Maston. Of course, I knew that Vanjirra was already dead, but didn't figure that Paur needed to know that as well. The fool still paid me what he could for escorting him here.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVTraderMissed	FormID: 01003417	130	0	I arrived in Molag Mar and spoke to Vanjirra. She was saddened to hear of Paur's demise on our journey here, but was grateful that I was kind enough to tell her what had happened. An honest person, she rewarded me in a small way for my efforts.
fbmwVVictimRomance	FormID: 01003418	10	0	While on the road northwest of Pelagiad, I met a beautiful young Breton woman, Maurrie Aurmine, who seemed distressed after being attacked by a bandit.
fbmwVVictimRomance	FormID: 01003418	20	0	It seems this young woman is not as distressed as I thought she was...or at least not for the reasons I thought she was. It seems that although this bandit, Nelos Onmar, has stolen her jewels and her gold, he has also stolen her heart. Foolish girl.
fbmwVVictimRomance	FormID: 01003418	30	0	Maurrie has asked me to track down this Nelos, and to deliver to him her glove as a token of her affection. It seems a silly task, as she offers no reward, and asks me to do this simply for the sake of love.
fbmwVVictimRomance	FormID: 01003418	40	0	I have agreed to try and find the bandit Nelos Onmar, and to deliver the glove of this young Breton woman. She believes he is in Pelagiad, so perhaps I can find more out about him there. I fear for her heart, for these outlaws care nothing for others,
fbmwVVictimRomance	FormID: 01003418	50	0	I've decided not to attempt to find the bandit Nelos Onmar. I have no time for this silly girl's childish fantasies.
fbmwVVictimRomance	FormID: 01003418	60	0	I have located Nelos Onmar, and brought to him Maurrie's glove. He seemed moved by this, and has given me a note to give to her. Perhaps this rogue can be moved by the young woman's heart, but perhaps it is but a game to him. Either way, I have been given his note to deliver to her.
fbmwVVictimRomance	FormID: 01003418	100	0	I have brought the note from Nelos Onmar back to Maurrie Aurmine. She seemed overwhelmed by its contents, and is full of gratitude for my having delivered it. In return, she has suggested I visit her friend Barnand Erelie in Tel Branora. She believes I would do well to meet this man, and that we might enjoy one another's company. I have seen stranger things happen in the past few days.
fbmwVVictimRomance	FormID: 01003418	105	0	I have brought the note from Nelos Onmar back to Maurrie Aurmine. She seemed overwhelmed by its contents, and is full of gratitude for my having delivered it. In return, she has suggested I visit her friend Emusette Bracques in Tel Aruhn. She believes I would do well to meet this woman, and that we might enjoy one another's company. I have seen stranger things happen in the past few days.
fbmwVVictimRomance	FormID: 01003418	110	0	I have visited Barnand Erelie, at the suggestion of Maurrie Aurmine. Barnand knew how I had helped Maurrie, and was grateful. He gave me some healing potions as a
fbmwVVictimRomance	FormID: 01003418	115	0	I have visited Emusette Bracques, at the suggestion of Maurrie Aurmine. Emusette knew how I had helped Maurrie, and was grateful. She gave me some healing

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
fbmwVWanderingPilgrim	FormID: 01003419	10	0	I've met a wandering pilgrim named Nevrasa Dralor.
fbmwVWanderingPilgrim	FormID: 01003419	20	0	Apparently, Nevrasa has been searching for a holy place near here, the Fields of Kummu. She tells me it is near a farm, and along the coast.
fbmwVWanderingPilgrim	FormID: 01003419	30	0	I have agreed to escort Nevrasa Dralor to the Fields of Kummu. It can be dangerous traveling in this area, and she doesn't look like she can take care of herself. She tells me the Fields of Kummu are somewhere along the coast, near a farm.
fbmwVWanderingPilgrim	FormID: 01003419	40	0	I have decided against acting as a guide for Nevrasa Dralor. I have better things to do than wander the countryside looking for some holy place.
fbmwVWanderingPilgrim	FormID: 01003419	90	0	We've arrived at the Fields of Kummu. It is a peaceful spot, and I can see how some could find solace here.
fbmwVWanderingPilgrim	FormID: 01003419	100	0	Nevrasa was grateful for my help in escorting her to this holy place. She has rewarded me with 150 septims.
fbmwVWanderingPilgrim	FormID: 01003419	110	0	Nevrasa Dralor has died while on her pilgrimage. Now she can be closer to her god.
FG00Expulsion	FormID: 00025E27	10	0	Because of my crimes against the Fighters Guild, I have been expelled. I should speak with Vilena Donton in Chorrol.
FG00Expulsion	FormID: 00025E27	20	0	In order to be accepted back into the Fighters Guild, I must collect twenty bear pelts and return them to Vilena Donton in Chorrol.
FG00Expulsion	FormID: 00025E27	30	0	I returned twenty bear pelts to Vilena Donton, and I have been reinstated into the Fighters Guild.
FG00Expulsion	FormID: 00025E27	40	0	I have committed another crime against my Fighters Guild brothers, and I have been expelled again. I should report to Vilena Donton in Chorrol.
FG00Expulsion	FormID: 00025E27	50	0	Vilena Donton has offered me a chance to redeem myself. I must bring her twenty minotaur horns in order to be reinstated into the Fighters Guild.
FG00Expulsion	FormID: 00025E27	60	0	I have been reinstated into the Fighters Guild once again. I have been warned that I will not be allowed back into the guild, should I commit another crime against my
FG00Expulsion	FormID: 00025E27	100	0	Because of my crimes against the Fighters Guild, I have been permanently expelled.
FGC01Rats	FormID: 00035713	10	0	Azzan has told me of a contract in Anvil with Arvena Thelas. I should speak to her about a problem with rats in her basement.
FGC01Rats	FormID: 00035713	20	0	Arvena Thelas has rats in her basement, but they're not the problem. She loves the rats, but she's been finding them dead. She would like me to go down and investigate what's been happening.
FGC01Rats	FormID: 00035713	30	0	I've killed a mountain lion in Arvena Thelas' basement. They must be sneaking in through a hole in the wall somewhere. I should tell Arvena what has happened.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGC01Rats	FormID: 00035713	40	0	Arvena Thelas was glad to know what was killing her rats, but she still doesn't feel safe. She'd like me to speak with Pinarus Inventius about hunting down mountain
FGC01Rats	FormID: 00035713	50	0	Pinarus has agreed to look for mountain lions with me. If we find them, we'll kill them, and make Arvena feel safer.
FGC01Rats	FormID: 00035713	55	0	We've killed all the mountain lions Pinarus believes are in the area. I should return to Arvena Thelas.
FGC01Rats	FormID: 00035713	60	0	I've told Arvena about the mountain lions, but she doesn't believe her problem is solved, as there's a mountain lion in her basement now. I'll have to kill it.
FGC01Rats	FormID: 00035713	65	0	I've killed the second mountain lion in Arvena Thelas' basement. I should tell
FGC01Rats	FormID: 00035713	70	0	Arvena now believes that her neighbor, Quill-Weave, might be responsible. Arvena has seen her sneaking around outside the house at night. I should watch Quill-Weave and see what she's doing. I should not let Quill-Weave see me, though, lest
FGC01Rats	FormID: 00035713	80	0	I've seen Quill-Weave leaving meat outside Arvena Thelas' house. This must be what is attracting the mountain lions into town and into Arvena's basement. I should confront Quill-Weave.
FGC01Rats	FormID: 00035713	90	0	I've confronted Quill-Weave, and she has admitted to trying to kill off Arvena's rats. She has promised to stop, and has asked me not to tell Arvena what she's done.
FGC01Rats	FormID: 00035713	100	0	I've told Arvena Thelas what Quill-Weave has been doing. She thanked me for my help, and has paid me for the contract. She's also taught me a bit about Speechcraft.
FGC01Rats	FormID: 00035713	105	0	I've told Arvena Thelas that the problem has been solved, and she has paid me for the contract. I should see Quill-Weave and tell her I've protected her secret.
FGC01Rats	FormID: 00035713	110	0	Quill-Weave thanked me for protecting her secret, and has trained me in Acrobatics
FGC01Rats	FormID: 00035713	200	0	All of the rats in Arvena Thelas' basement are dead. I've failed my contract.
FGC02Protect	FormID: 00035714	10	0	Azzan has told me about a contract in Anvil, at Norbert Lelles store, Lelles' Quality
FGC02Protect	FormID: 00035714	20	0	I've spoken to Norbert Lelles, who says he has had break-ins at his store almost nightly. He would like someone to stay in the store tonight and catch the crooks in
FGC02Protect	FormID: 00035714	30	0	I have taken care of the crooks breaking into Norbert Lelles' store. I should speak with the shopkeeper himself.
FGC02Protect	FormID: 00035714	100	0	Norbert Lelles was surprised to learn that the men breaking in were all former employees, though none had been with him long. He was glad that the problem was
FGC03Flagon	FormID: 00002E60	22	0	Newheim has mentioned that he had a family heirloom, a pewter flagon, stolen by the thieves. If I return it to him, he'll reward me.
FGC03Flagon	FormID: 00002E60	33	0	I have found Newheim the Portly's flagon. I should return it to him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGC03Flagon	FormID: 00002E60	95	0	I've returned Newheim's Flagon to the Nord, who was pleased to have the heirloom returned. He rewarded me with three bottles of his own special brew.
FGC03Thieves	FormID: 00035715	10	0	Azzan has given me a contract to find the lair of some thieves near Anvil. I am to travel with another fairly new recruit, Maglir. I should go to Anvil first and see what information I can learn about the thieves.
FGC03Thieves	FormID: 00035715	20	0	People in Anvil have suggested I speak with Newheim the Portly. He apparently had some goods stolen by the thieves.
FGC03Thieves	FormID: 00035715	24	0	Newheim has told me that the thieves are all Bosmer and may be located in Hrota Cave, north of the city of Anvil. Maglir and I should travel there and take care of
FGC03Thieves	FormID: 00035715	30	0	Maglir and I have succeeded in clearing Hrota Cave of all of the thieves living there. I should return to Azzan for payment of the contract.
FGC03Thieves	FormID: 00035715	100	0	Azzan was pleased with our efforts, and has paid the contract.
FGC04Scholar	FormID: 00035716	10	0	Azzan has given me a contract to escort Elante of Alinor, a scholar doing research on Daedra. I am to meet her at the entrance to Brittlorock Cave, northeast of Sutch, and protect her while she explores inside.
FGC04Scholar	FormID: 00035716	20	0	I've found Elante of Alinor in Brittlorock Cave. She tells me that she would like to travel to the bottom of this cave complex, as she has heard there is a Daedric Shrine there. She will lead the way, and I will protect her.
FGC04Scholar	FormID: 00035716	30	0	Elante of Alinor has reached the Daedric shrine, and is ready to leave Brittlorock
FGC04Scholar	FormID: 00035716	40	0	Elante of Alinor wishes to remain in Brittlorock and continue studying the shrine. I should return to Azzan for my payment.
FGC04Scholar	FormID: 00035716	90	0	Elante of Alinor has died. I should report this to Azzan.
FGC04Scholar	FormID: 00035716	100	0	Azzan was pleased with my efforts escorting Elante of Alinor. He has paid out the contract to me.
FGC04Scholar	FormID: 00035716	110	0	Azzan was unhappy that I allowed harm to come to Elante of Alinor.
FGC05Stone	FormID: 00035717	10	0	Azzan has told me to report to the Chapel of Talos in Bruma and speak with the priest Cirroc about a contract.
FGC05Stone	FormID: 00035717	20	0	I've spoken to the priest Cirroc in Bruma. He would like me to retrieve a holy relic of the Church, the Stone of St. Alessia. He believes it was stolen by bandits recently, and he's heard that they were headed east out of town.
FGC05Stone	FormID: 00035717	30	0	I've found the lone survivor of the group of bandits that stole the Stone of St. Alessia. He and his men were attacked by ogres and left for dead. He tells me that the creatures took the Stone and all their other precious stones with them. He believes that the creatures live in the Ayeleid ruin of Sedor.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
FGC05Stone	FormID: 00035717	40	0	I have found the Stone of St. Alessia in Sedor. I should return it to Cirroc at the Temple of Talos in Bruma.
FGC05Stone	FormID: 00035717	50	0	I have returned the Stone of St. Alessia to Cirroc. As a show of his gratitude, he's given me some Strong Healing Potions. I should return to Azzan to collect my
FGC05Stone	FormID: 00035717	100	0	Azzan has paid me the balance of the contract. He tells me that he has no further contracts to offer, but I should speak with Burz gro-Khash in Cheydinhal.
FGC06Courier	FormID: 00027F8E	10	0	Burz gro-Khash has given me a contract to deliver a weapons shipment to Fighters Guild members in the Desolate Mine northwest of Cheydinhal.
FGC06Courier	FormID: 00027F8E	20	0	I've spoken with Rienna, one of the fighters in the Desolate Mine. She tells me that the cave has been infested with goblins, and we should clear the place out before leaving. I will have to give them each weapons, though.
FGC06Courier	FormID: 00027F8E	30	0	I have given weapons to the three Fighters Guild members. We should now clear the Mine of goblins.
FGC06Courier	FormID: 00027F8E	40	0	The Desolate Mine is now clear of the goblins infesting it. I should return to Burz gro-Khash for payment.
FGC06Courier	FormID: 00027F8E	100	0	Burz gro-Khash was pleased with my efforts, and has paid me for completing the
FGC06Courier	FormID: 00027F8E	110	0	I returned to Burz gro-Khash, who was not happy I allowed other guild members to die. I was still rewarded for delivering the weapons.
FGC07Heirloom	FormID: 00035718	10	0	Burz gro-Khash has given me a contract to retrieve an heirloom for Biene Amelion, who lives in Water's Edge, a small settlement near Leyawiin. I should report to her
FGC07Heirloom	FormID: 00035718	20	0	Biene Amelion has told me that she wishes for me to retrieve her grandfather's ceremonial sword and cuirass from their family tomb. She is in debt to a local merchant, and she wishes to sell the sword and cuirass to pay off the debt.
FGC07Heirloom	FormID: 00035718	25	0	I have learned where to retrieve the sword and armor for Biene Amelion.
FGC07Heirloom	FormID: 00035718	30	0	I have retrieved the ceremonial sword and armor from the Amelion Tomb. I should return them to Biene Amelion.
FGC07Heirloom	FormID: 00035718	40	0	I have decided to give Biene Amelion the money to pay off her debt. She has told me that I may keep the sword and armor, if I wish to retrieve them from the Amelion Family Tomb. I should return to Burz gro-Khash for payment of the
FGC07Heirloom	FormID: 00035718	40	1	I have decided to give Biene Amelion the money to pay off her debt. She has asked that I keep the sword and armor until a time that she may be able to repay me. I should return to Burz gro-Khash for payment.
FGC07Heirloom	FormID: 00035718	50	0	I have given Biene Amelion her grandfather's ceremonial sword and armor so she may sell it in order to pay off her debt. I should return to gro-Khash in Cheydinhal.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGC07Heirloom	FormID: 00035718	100	0	I have returned to Burz gro-Khash, who was pleased with my efforts. He has paid me what was owed on the contract.
FGC08Prison	FormID: 00035719	10	0	Burz gro-Khash has given me a contract to find and kill some fugitives from a prison break that have been menacing Bravil. I should go there and see what I can learn.
FGC08Prison	FormID: 00035719	20	0	The residents of Bravil are reluctant to speak about the fugitives, for fear of retribution. Perhaps I will have to persuade one of them to give me the information.
FGC08Prison	FormID: 00035719	30	0	I have persuaded one of Bravil's citizens to tell me more about the fugitives. There are four of them. They are thought to be hiding in Bloodmayne Cave.
FGC08Prison	FormID: 00035719	40	0	One of my fellow Thieves has given me information on the fugitives. There are four of them: Enrion, Hlofgar, Ashanta, and Dreet-Lai. They are thought to be hiding in
FGC08Prison	FormID: 00035719	50	0	I have found and killed Enrion.
FGC08Prison	FormID: 00035719	60	0	I have found and killed Hlofgar.
FGC08Prison	FormID: 00035719	70	0	I have found and killed Ashanta.
FGC08Prison	FormID: 00035719	80	0	I have found and killed Dreet-Lai.
FGC08Prison	FormID: 00035719	90	0	Now that I have killed all of the fugitives, I should return to Burz gro-Khash for my
FGC08Prison	FormID: 00035719	100	0	Burz gro-Khash was impressed with my efforts in tracking down and killing the fugitives. He has paid me the balance of the contract.
FGC09Ogres	FormID: 0003571A	10	0	Burz gro-Khash has given me a contract to help Lord Rugdumph gro-Shurgak find his daughter, Lady Rogbut gra-Shurgak. I can find Lord Rugdumph at his estate near
FGC09Ogres	FormID: 0003571A	20	0	Lord Rugdumph tells me that his daughter was out picking rocks, and he fears she may have been taken away by a band of ogres that are known to live east of the estate. I am to find and return her.
FGC09Ogres	FormID: 0003571A	30	0	I have killed the ogres who kidnapped Lady Rogbut. I should now escort her back to her father's estate.
FGC09Ogres	FormID: 0003571A	40	0	I have escorted Lady Rogbut back to her father's estate, much to Lord Rugdumph's relief. He has rewarded me with Rugdumph's Sword. I should now return to Burz gro-Khash for payment of the contract.
FGC09Ogres	FormID: 0003571A	100	0	Burz gro-Khash was pleased with my efforts in retrieving Lady Rogbut gra-Shurgak, and he paid me what was owed on the contract.
FGC10Swamp	FormID: 0003571B	10	0	Burz gro-Khash has given me a contract to go to Harlun's Watch, near Cheydinhal, and investigate the disappearances of some of the local populace. I should speak to
FGC10Swamp	FormID: 0003571B	20	0	I have spoken to Drarana Thelis in Harlun's Watch. She tells me that folks have been seeing strange lights in the swamps, and when they've gone to investigate, none

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGC10Swamp	FormID: 0003571B	30	0	It seems that the strange lights people were seeing over the swamp are will-o-the-wisps. But, there don't seem to be any signs of the townsfolk who disappeared. The
FGC10Swamp	FormID: 0003571B	35	0	Will-o-the-wisps were surrounding a cave, though. I should investigate.
FGC10Swamp	FormID: 0003571B	35	1	I've killed all of the trolls in Swampy Cave. I should report what I've found to
FGC10Swamp	FormID: 0003571B	40	0	I've killed all of the trolls in Swampy Cave. I should look for evidence that these
FGC10Swamp	FormID: 0003571B	40	0	were the creatures responsible for the disappearances at Harlun's Watch.
FGC10Swamp	FormID: 0003571B	40	0	Inside the Swampy Cave, I've found the corpses of the townsfolk that are missing. It
FGC10Swamp	FormID: 0003571B	40	1	looks like trolls have been feeding on the people weakened by the will-o-the-wisps.
FGC10Swamp	FormID: 0003571B	50	0	I should make sure to clear out all the remaining trolls from the cave complex.
FGC10Swamp	FormID: 0003571B	100	0	Inside the Swampy Cave, I've found the corpses of the townsfolk that are missing. It
FGC10Swamp	FormID: 0003571B	100	1	looks like trolls have been feeding on the people weakened by the will-o-the-wisps.
FGC10Swamp	FormID: 0003571B	100	0	I should report this to Drarana Thelis.
FGC10Swamp	FormID: 0003571B	100	1	Drarana Thelis was saddened at the fates of the townsfolk, but has rewarded me for
FGC10Swamp	FormID: 0003571B	100	0	my efforts. I should report to Burz gro-Khash for payment of the contract.
FGC10Swamp	FormID: 0003571B	100	0	Burz gro-Khash has paid me the balance of the contract. He tells me that he has no
FGC10Swamp	FormID: 0003571B	100	1	further contracts to offer.
FGD00JoinFG	FormID: 00024298	10	0	Burz gro-Khash has paid me the balance of the contract. He tells me that he has no
FGD00JoinFG	FormID: 00024298	20	0	further contracts to offer, but I should speak with Azzan in Sutch, if I have not
FGD00JoinFG	FormID: 00024298	22	0	I have been told that the Fighters Guild is looking for new members. I should speak
FGD00JoinFG	FormID: 00024298	25	0	to Vilena Donton in Chorrol, Azzan in Anvil, or Burz gro-Khash in Cheydinhal, if I wish
FGD00JoinFG	FormID: 00024298	100	0	I have spoken with Vilena Donton in Chorrol. She has told me that I must not be a
FGD01Default	FormID: 00024297	5	0	wanted criminal or have a long history of lawlessness in order to join the Fighters
FGD01Default	FormID: 00024297	10	0	I have spoken with Azzan in Anvil. He has told me that I must not be a wanted
FGD01Default	FormID: 00024297	20	0	criminal or have a long history of lawlessness in order to join the Fighters Guild.
FGD01Default	FormID: 00024297	30	0	I have spoken with Burz gro-Khash in Cheydinhal. He has told me that I must not be
FGD01Default	FormID: 00024297	30	0	a wanted criminal or have a long history of lawlessness in order to join the Fighters
FGD01Default	FormID: 00024297	30	0	I have joined the Fighters Guild. I am to speak with Azzan in Anvil or Burz gro-Khash
FGD01Default	FormID: 00024297	30	0	in Cheydinhal to receive contracts.
FGD01Default	FormID: 00024297	30	0	I have been told to report to Vilena Donton in Chorrol for assigned duties.
FGD01Default	FormID: 00024297	30	0	Vilena Donton has told me that, as a member of the Fighters Guild, there are a
FGD01Default	FormID: 00024297	30	0	number of duties I'll be expected to perform. She would like me to speak with
FGD01Default	FormID: 00024297	30	0	Modryn Oreyne has told me that as my first duty, I am to find out why Maglir has
FGD01Default	FormID: 00024297	30	0	defaulted on a contract he was given near Skingrad.
FGD01Default	FormID: 00024297	30	0	I have been told that I can find Maglir at the West Weald Inn in Skingrad.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGD01Default	FormID: 00024297	40	0	Maglir tells me his contract was to find the scholar Brenus Astis' journal within Fallen Rock Cave. He doesn't believe he's being paid well enough for the dangerous assignment, so he has chosen not to complete it. He has told me I should complete
FGD01Default	FormID: 00024297	50	0	I have found Brenus Astis' journal. I should either speak with Maglir or tell Modryn Oreyn that the contract is now completed.
FGD01Default	FormID: 00024297	60	0	Maglir has told me that he doesn't care whether or not Modryn Oreyn knows that he did not complete the contract.
FGD01Default	FormID: 00024297	100	0	I told Modryn Oreyn that I completed Maglir's contract. He doesn't believe it's good to let Maglir slide on these things, but he applauded my sense of duty.
FGD01Default	FormID: 00024297	105	0	I told Modryn Oreyn that I convinced Maglir to complete the contract. I'm not certain he believed me, though.
FGD02DandD	FormID: 0002429C	10	0	Modryn Oreyn has assigned me another of my duties. I am to travel to Leyawiin and find out why three members of the Fighters Guild--Dubok gro-Shagk, Rellian, and Vantus Prelius--have been causing trouble.
FGD02DandD	FormID: 0002429C	20	0	I have been told that I can find the three Fighters Guild members in the Five Claws Lodge, likely causing trouble. They warn me that it will be difficult to subdue the
FGD02DandD	FormID: 0002429C	30	0	I've found the three Fighters Guild members, arguing loudly in the Five Claws Lodge. I will need to subdue them, either by knocking them unconscious or using a spell.
FGD02DandD	FormID: 0002429C	40	0	I've managed to subdue the three Fighters Guild members. I should find out why they have been causing so much trouble.
FGD02DandD	FormID: 0002429C	50	0	The men tell me that the reason they've been spending time in the tavern is sheer boredom. The Blackwood Company has been stealing all the Fighters Guild work in
FGD02DandD	FormID: 0002429C	55	0	I've agreed to find work for my three guildmates here in Leyawiin. Perhaps some of the locals know of some.
FGD02DandD	FormID: 0002429C	60	0	I've heard a rumor that Margarte, who lives in Leyawiin, may have jobs for the
FGD02DandD	FormID: 0002429C	70	0	Margarte has told me that she would pay well for minotaur horns or ogre teeth. However, she doesn't trust the Guild yet. I'll need to bring her five portions of ectoplasm, and she'll give us her business.
FGD02DandD	FormID: 0002429C	75	0	I've brought Margarte the ectoplasm she requested. She'll now pay Fighters Guild members for minotaur horns and ogre teeth. I should tell the men back at the Five
FGD02DandD	FormID: 0002429C	80	0	I've told Dubok, Rellian, and Vantus about Margarte's need for ingredients. They've agreed to accept the long-term contract. As this should keep them out of trouble, I should report back to Oreyn.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGD02DandD	FormID: 0002429C	100	0	Oreyn was pleased with my efforts, though troubled that the Blackwood Company is stealing Fighters Guild contracts.
FGD03Viranus	FormID: 0002D154	5	0	I've been told I should report to Modryn Oreyn in Chorrol for assigned duties.
FGD03Viranus	FormID: 0002D154	10	0	Modryn Oreyn would like me to complete a mission with Viranus Donton, the Guild Master's son.
FGD03Viranus	FormID: 0002D154	20	0	In order to boost the young Donton's confidence, I'm to help Viranus discover what became of Galtus Previa in Nonwyll Cavern, northwest of Chorrol.
FGD03Viranus	FormID: 0002D154	30	0	I've spoken with Viranus Donton, and he is prepared accompany me to Nonwyll
FGD03Viranus	FormID: 0002D154	50	0	Viranus Donton and I have arrived at Nonwyll Cavern. We'll have to find out what happened to Galtus Previa, and I should make sure no harm comes to the young
FGD03Viranus	FormID: 0002D154	70	0	We have found the corpse of Galtus Previa. We should now return to Modryn
FGD03Viranus	FormID: 0002D154	100	0	We have returned with news of Galtus Previa to Modryn Oreyn. He was pleased with our efforts, and has paid the contract to Donton. For my efforts, he has given
FGD04Defector	FormID: 0002D71A	10	0	Modryn Oreyn has told me to go to Bravil and find out why Maglir has defaulted on another contract.
FGD04Defector	FormID: 0002D71A	20	0	I've been told that Maglir can be found in the tavern at the Lonely Suitor Lodge.
FGD04Defector	FormID: 0002D71A	30	0	Maglir tells me that he is no longer a member of the Fighters Guild. He is tired of trying to scrounge up work, so he has joined the Blackwood Company.
FGD04Defector	FormID: 0002D71A	35	0	Oreyn says I should speak with Aryarie in the Bravil Mages Guild in order to get the details needed to complete Maglir's contract.
FGD04Defector	FormID: 0002D71A	35	1	Maglir tells me I should speak with Aryarie at the Mage's Guild if I want to finish the Guild contract.
FGD04Defector	FormID: 0002D71A	40	0	Aryarie at the Mage's Guild has told me she is glad someone from the Fighters Guild is going to fulfill her contract. She was unwilling to hire the Blackwood Company, as she disliked their reputation. She would like me to find 10 portions of imp gall, and suggests Robber's Glen Cave might be a good spot to hunt for it.
FGD04Defector	FormID: 0002D71A	50	0	I have found 10 portions of Imp Gall. I should bring them to Aryarie.
FGD04Defector	FormID: 0002D71A	60	0	Aryarie was pleased with the Imp Gall I brought her. As an extra reward, she's given me a Ring of Aegis. I should return to Oreyn.
FGD04Defector	FormID: 0002D71A	100	0	Modryn Oreyn was disturbed by the news about Maglir, but was glad that I was able to complete the contract.
FGD05Oreyn	FormID: 0002D71B	5	0	Oreyn would like to speak more about duties, once I am promoted to the next rank.
FGD05Oreyn	FormID: 0002D71B	10	0	I went to Modryn Oreyn to ask about duties, but he told me he had no [QUOTE]official[QUOTE] duties. However, he asked me to meet him at his house

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGD05Oreyn	FormID: 0002D71B	20	0	I met Modryn Oreyn at his house, as he requested. He told me a story about Azani Blackheart, Vitellus Donton's death, and the Blackwood Company's current involvement. He would like me to go with him now to find out what really
FGD05Oreyn	FormID: 0002D71B	30	0	I've told Oreyn that I will not accompany him in investigating how the Blackwood Company fulfilled the Azani Blackheart contract.
FGD05Oreyn	FormID: 0002D71B	35	0	I am to meet Oreyn at the Fighters Guild in Leyawiin. From there, we will travel to Arpenia to look for Azani Blackheart.
FGD05Oreyn	FormID: 0002D71B	40	0	We've searched the ruins of Arpenia, and the place is deserted. There are no corpses, no signs of battle. Oreyn believes that the entire story was made up by the Blackwood Company, that perhaps they paid off Azani Blackheart to move his base of operations. Oreyn suggests we search nearby Ayeleid ruins, and knows of one to
FGD05Oreyn	FormID: 0002D71B	50	0	Oreyn and I have found and defeated Azani Blackheart.
FGD05Oreyn	FormID: 0002D71B	60	0	Oreyn wishes to make sure people know who truly defeated the great warrior, and recognize the lies of the Blackwood Company. Oreyn would like me to give him Azani Blackheart's Ring as proof of our accomplishments here today.
FGD05Oreyn	FormID: 0002D71B	100	0	I have given the ring to Oreyn. This will allow him to prove that it was the Fighters Guild who finally defeated Azani Blackheart.
FGD06DeadViranus	FormID: 0002D71C	5	0	I have been told to report to Modryn Oreyn for assigned duties.
FGD06DeadViranus	FormID: 0002D71C	10	0	Modryn Oreyn has given me another duty to perform. A band of fighters was contracted to clear the Forsaken Mine of trolls, but none of them have been heard from, including Viranus Donton. I am to go investigate.
FGD06DeadViranus	FormID: 0002D71C	20	0	I found Viranus Donton dead. I should look for clues as to what happened here.
FGD06DeadViranus	FormID: 0002D71C	25	0	I've told Oreyn that Viranus Donton is dead. He wants me to go back to Forsaken Mine and find proof of what happened.
FGD06DeadViranus	FormID: 0002D71C	30	0	I've found a journal that Viranus Donton kept during his final days. In it, he describes how the mission went well until the Blackwood Company arrived. They battled, and he survived, gravely wounded. It appears he finally succumbed to his wounds. I
FGD06DeadViranus	FormID: 0002D71C	100	0	Oreyn was both angered and saddened by what I told him. He has asked that I allow him to tell Vilena Donton the news about her son. Until then, he suggests I find
FGD07Kidnap	FormID: 000356C8	5	0	I have been promoted to the rank of Champion of the Fighters Guild. I'm told that Modryn Oreyn is looking for me, and I should speak with him as soon as possible.
FGD07Kidnap	FormID: 000356C8	10	0	I have spoken to Modryn Oreyn, who tells me that, although he has been expelled from the Fighters Guild, he will still work to restore its honor. To that end, he wants me to go to the Glademist Cave and capture a Blackwood Company leader, Ajum-



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGD07Kidnap	FormID: 000356C8	20	0	I have found Ajum-Kajin, cowering in his Blackwood Company hideout. I must convince him to return with me.
FGD07Kidnap	FormID: 000356C8	30	0	Ajum-Kajin will now return with me to Modryn Oreyn's house.
FGD07Kidnap	FormID: 000356C8	40	0	Oreyn would like me to learn some things from Ajum-Kajin: how large the Blackwood Company is; who leads the Company; and what is the source of their power. Oreyn has told me I am to use whatever means necessary to get this
FGD07Kidnap	FormID: 000356C8	45	0	It appears Ajum-Kajin may be ready to give me information.
FGD07Kidnap	FormID: 000356C8	50	0	I've learned that the Blackwood Company is over 100 strong, and growing every day. I must find out who leads them.
FGD07Kidnap	FormID: 000356C8	55	0	It looks like Ajum-Kajin is ready to tell me more. I should question him.
FGD07Kidnap	FormID: 000356C8	60	0	I've learned their leader is Ri'Zakar. I must now learn the source of their power, what gives them such courage in battle.
FGD07Kidnap	FormID: 000356C8	70	0	Ajum-Kajin seems unwilling to answer me as to the source of the Blackwood Company's power. I will have to persuade him further.
FGD07Kidnap	FormID: 000356C8	80	0	Rather than divulge the Blackwood Company's secret, Ajum-Kajin has killed himself. I should speak with Oreyn for further instruction.
FGD07Kidnap	FormID: 000356C8	100	0	Though we did not get all of the answers we had hoped for, Oreyn is pleased with the information we gained.
FGD07Kidnap	FormID: 000356C8	105	0	Ajum-Kajin has died. I will be unable to learn any more from him. Oreyn is unhappy I took the interrogation too far.
FGD08Infiltration	FormID: 000356C9	10	0	Modryn Oreyn would like me to join the Blackwood Company. I am to go to their headquarters in Leyawiin, infiltrate their ranks, and follow them on a mission to find out the secret of their effectiveness.
FGD08Infiltration	FormID: 000356C9	20	0	I was able to join the Blackwood Company. I am to report to the training room to prepare for an upcoming mission.
FGD08Infiltration	FormID: 000356C9	30	0	The Blackwood Company has been hired by the Water's Edge Settlement to take care of some goblins that have been raiding their town. First, though, we are all to drink a potion made from the sap of a Hist Tree.
FGD08Infiltration	FormID: 000356C9	40	0	I have ingested the Hist Sap potion. I feel a strange feeling coming over me.
FGD08Infiltration	FormID: 000356C9	50	0	We've arrived at Water's Edge, which it seems has been overrun by goblins. I have been given the order to attack.
FGD08Infiltration	FormID: 000356C9	60	0	While leaving Water's Edge, the Hist Sap again began to have a strange effect on
FGD08Infiltration	FormID: 000356C9	60	1	The goblins invading Water's Edge have been defeated.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
FGD08Infiltration	FormID: 000356C9	70	0	I've awakened from my Hist Sap stupor at Modryn Oreyn's house. He worries that the company will have taken the settlement and moved the residents out.
FGD08Infiltration	FormID: 000356C9	80	0	I've returned to Water's Edge to a gruesome sight. Biene Amelion's father stands over the corpses of his daughter and the rest of the settlement. There are corpses all around--not goblin corpses as it had appeared in my Hist Sap-clouded mind, but human corpses. The Blackwood Company and I slaughtered the entire population of Water's Edge. I must return to Oreyn immediately.
FGD08Infiltration	FormID: 000356C9	100	0	Oreyn was deeply troubled by what I told him, but realizes that there was little I could have done to prevent it. He believes it is time to end the Blackwood Company
FGD09Hist	FormID: 000356CA	10	0	Modryn Oreyn has decided that the threat of the Blackwood Company must be ended. He wants me to travel to their headquarters and destroy the Hist Tree. It will be behind a locked door, and it is likely that only Ri'Zakar himself has a key.
FGD09Hist	FormID: 000356CA	20	0	I have killed Ri'Zakar. I should get the basement key from his corpse.
FGD09Hist	FormID: 000356CA	25	0	I've gotten the key to get into the basement, where the Hist Tree is located.
FGD09Hist	FormID: 000356CA	30	0	The tree has become a perversion of nature. It is surrounded by alien machinery. If I am to destroy this monstrosity, I will need to find a way to destroy the machinery
FGD09Hist	FormID: 000356CA	40	0	I have destroyed the machinery surrounding the Hist Tree, and the tree was destroyed in the process. I should return to Oreyn.
FGD09Hist	FormID: 000356CA	50	0	Oreyn believes our work is now finished. He has given me the Helm of Oreyn Bearclaw as a symbol of our friendship. He suggests I speak with Vilena Donton and tell her all that has transpired.
FGD09Hist	FormID: 000356CA	90	0	Vilena Donton was astounded by the events I recounted, and she now realizes that her unwillingness to act could have caused the demise of the Fighters Guild. She has promoted me to Master of the Guild.
FGD09Hist	FormID: 000356CA	95	0	Vilena Donton suggests that one of my first actions should be to reinstate Modryn Oreyn as my second-in-command, if he will accept the post.
FGD09Hist	FormID: 000356CA	100	0	I have asked Modryn Oreyn to act as my second-in-command. He accepted, and will run day-to-day activities of the Fighters Guild in my absence.
HouseBravil	FormID: 00085480	10	0	I just bought a house in Bravil on the east side of the canal.
HouseBravil	FormID: 00085480	20	0	Now that I've arrived at my new house in Bravil, I may want to head over to Nilawen at The Fair Deal to secure some furnishings for it.
HouseBravil	FormID: 00085480	30	0	I've now bought everything Nilawen has for my house in Bravil.
HouseBruma	FormID: 00085481	10	0	I just bought a house in Bruma. It's right next to the main gate.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
HouseBruma	FormID: 00085481	20	0	Now that I've arrived at my new house in Bruma, I may want to head over to Suurootan at Novaroma to secure some furnishings for it.
HouseBruma	FormID: 00085481	30	0	I've now bought everything Suurootan has for my house in Bruma.
HouseCheydinhal	FormID: 00085483	10	0	I just bought a house in Cheydinhal. It's right next to the town statue.
HouseCheydinhal	FormID: 00085483	20	0	Now that I've arrived at my new house in Cheydinhal, I may want to head over to Borba gra-Uzgash at Borba's Goods and Stores to secure some furnishings for it.
HouseCheydinhal	FormID: 00085483	30	0	I've now bought everything Borba gra-Uzgash has for my house in Cheydinhal.
HouseChorrol	FormID: 00085482	10	0	I just bought a house in Chorrol. It's on the main plaza and back up against the
HouseChorrol	FormID: 00085482	20	0	Now that I've arrived at my new house in Chorrol, I may want to head over to Seed-Neeus at Northern Goods and Trade to secure some furnishings for it.
HouseChorrol	FormID: 00085482	30	0	I've now bought everything Seed-Neeus has for my house in Chorrol.
HouseImperialCity	FormID: 00085485	10	0	I just bought a house in the Imperial City. It's in the Waterfront district, on the far side of the harbor wall.
HouseImperialCity	FormID: 00085485	20	0	Now that I've arrived at my new house in the Imperial City, I may want to head over to Sergius Verus at Three Brothers Trade Goods to secure some furnishings for it.
HouseImperialCity	FormID: 00085485	30	0	I've now bought everything Sergius has for my house in the Imperial City.
HouseLeyawiin	FormID: 0008547F	10	0	I just bought a house in Leyawiin. It's right in the middle of town.
HouseLeyawiin	FormID: 0008547F	20	0	Now that I've arrived at my new house in Leyawiin, I may want to head over to Gundalas at Best Goods and Guarantees to secure some furnishings for it.
HouseLeyawiin	FormID: 0008547F	30	0	I've now bought everything Gundalas has for my house in Leyawiin.
HouseServant	FormID: 000B97DD	100	0	I've hired a pleasant Nord woman named Eyja to staff my home as a maid at Rosethorn Hall. She said she'd take residence in the Servant's Quarters.
HouseSkingrad	FormID: 00085484	5	0	I was told that I need to speak with Shum gro-Yarug to buy a house in Skingrad.
HouseSkingrad	FormID: 00085484	10	0	I just bought a house in Skingrad. It's just inside the main gate, next to the bridge that leads to the Chapel.
HouseSkingrad	FormID: 00085484	20	0	Now that I've arrived at my new house in Skingrad, I may want to head over to Gunder at Colovian Traders to secure some furnishings for it.
HouseSkingrad	FormID: 00085484	30	0	I've now bought everything Gunder has for my house in Skingrad.
HouseSkingradQuest	FormID: 000B6C0C	10	0	I've discovered an old, dusty parchment in an unused part of Rosethorn Hall. I doubt that it's been disturbed in at least 200 years or more. It tells of a treasure located somewhere within this place. If I can answer the riddle, I may know what I'm looking
HouseSkingradQuest	FormID: 000B6C0C	100	0	Inside a battered hourglass, I've discovered a ring and several precious gems. This must be the treasure of Rosethorn Hall.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG00Join	FormID: 0002CD10	10	0	I have been told if I wish to join the Mages Guild, I should speak with the head of any of the local guild halls in Cyrodiil.
MG00Join	FormID: 0002CD10	20	0	I have spoken with Teekeus in Chorrol. He has told me that I must not be a wanted criminal if I wish to join the Mages Guild,
MG00Join	FormID: 0002CD10	21	0	I have spoken with Carahil in Anvil. She has told me I must not be a wanted criminal if I wish to join the Mages Guild.
MG00Join	FormID: 0002CD10	22	0	I have spoken with Kud-Ei in Bravil. She has told me that in order to join the Mages Guild, I must not be a wanted criminal.
MG00Join	FormID: 0002CD10	23	0	I have spoken with Jeanne Frasoric in Bruma. She has told me I must not be a wanted criminal if I wish to join the Mages Guild.
MG00Join	FormID: 0002CD10	24	0	I have spoken with Falcar in Cheydinhal. He has told me I cannot be a wanted criminal if I wish to join the Mages Guild.
MG00Join	FormID: 0002CD10	25	0	I have spoken with Dagail in Leyawiin. She has told me that in order to join the Mages Guild, I must not be a wanted criminal.
MG00Join	FormID: 0002CD10	26	0	I have spoken with Adrienne Berene in Skingrad. She told me I must not be a wanted criminal if I wish to join the Mages Guild.
MG00Join	FormID: 0002CD10	50	0	I have joined the Mages Guild. I must acquire recommendations from all of the local Guild Hall leaders in order to gain access to the Arcane University.
MG00Join	FormID: 0002CD10	90	0	I have received recommendations from all of the local guild halls in Cyrodiil. I must now travel to the Arcane University, and speak with Raminus Polus.
MG00Join	FormID: 0002CD10	100	0	I have been given a recommendation from each ranking member in the local guild halls, and have been given access to the Arcane University.
MG01Destruct	FormID: 0002D28B	10	0	In order to get a recommendation from Adrienne Berene, I need to find Erthor and return him to the Skingrad Mages Guild. I should speak with the other guild mages
MG01Destruct	FormID: 0002D28B	15	0	I have been told Erthor was last seen at Bleak Flats Cave, west of Skingrad. I should remind Adrienne of this.
MG01Destruct	FormID: 0002D28B	17	0	I need to go to Bleak Flats Cave and find Erthor.
MG01Destruct	FormID: 0002D28B	20	0	Sulinus Vassinus has offered to complete my task at Bleak Flats Cave for me, at a price. If I'm going to take him up on the offer, I need to bring him 300 gold. Otherwise, I should speak with the other guild mages to find where Erthor is.
MG01Destruct	FormID: 0002D28B	30	0	I've paid Sulinus Vassinus, and he has agreed to go to Bleak Flats Cave and perform the task I was given. Once he returns, I can take credit for it.
MG01Destruct	FormID: 0002D28B	40	0	Sulinus Vassinus has returned, and says that Erthor is safe. I need to go to Adrienne Berene, and tell her I saved him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG01Destruct	FormID: 0002D28B	70	0	I've found Erthor in Bleak Flats Cave, and have agreed to escort him back to Adrienne Berene in Skingrad.
MG01Destruct	FormID: 0002D28B	80	0	I've found Erthor in Bleak Flats Cave, and have told him to return to his guild hall. I need to report back to Adrienne Berene in Skingrad once Erthor has returned to
MG01Destruct	FormID: 0002D28B	100	0	Adrienne Berene has agreed to send a recommendation to the Arcane University on
MG02Alter	FormID: 0002D410	10	0	I need to get the key to the Cheydinhal Mages' Guild well from Deetsan.
MG02Alter	FormID: 0002D410	20	0	I need to enter the well behind the Mages Guild in Cheydinhal to retrieve a Ring of Burden for Falcar. The last person given this task has disappeared; should I learn anything about him, I should speak with Deetsan.
MG02Alter	FormID: 0002D410	30	0	I have found the Ring of Burden, and should return it to Falcar.
MG02Alter	FormID: 0002D410	80	0	I need to search Falcar's quarters in the Cheydinhal Mages' Guild for any sign of his recommendation letter. If found, it should be given to Deetsan, along with anything
MG02Alter	FormID: 0002D410	90	0	There's no evidence of a recommendation in Falcar's room, but I've found Black Soul Gems. I should take them to Deetsan immediately.
MG02Alter	FormID: 0002D410	100	0	Deetsan has agreed to send a letter of recommendation to the Arcane University in Falcar's stead.
MG03Illusion	FormID: 0002D936	10	0	I've been given a charm scroll, and need to use it to help persuade Varon Varmori in Bravil to return Ardaline's staff.
MG03Illusion	FormID: 0002D936	20	0	Varon Vamori admitted to taking Ardaline's staff, but has sold it to a friend in the Imperial City. I need to deliver this news to Kud-Ei.
MG03Illusion	FormID: 0002D936	30	0	Kud-Ei has given me several more scrolls, and asked me to get the staff back. I need to find Soris Arenim in the Imperial City.
MG03Illusion	FormID: 0002D936	40	0	I've spoken with Erissare Arenim. She told me that Soris has the staff in the basement of their house.
MG03Illusion	FormID: 0002D936	50	0	I've spoken with Soris Arenim. He will not give back the staff, but will sell it for 200 gold. If I choose to buy it back, I need to pay him the money.
MG03Illusion	FormID: 0002D936	60	0	I've paid Soris Arenim, and he has given me Ardaline's staff. I need to deliver the staff to Kud-Ei in Bravil.
MG03Illusion	FormID: 0002D936	90	0	I've stolen the staff from Soris Arenim's house. I need to deliver it to Kud-Ei in Bravil.
MG03Illusion	FormID: 0002D936	100	0	I have delivered Ardaline's staff to Kud-Ei, and have earned a recommendation for
MG04Restore	FormID: 0002D32B	10	0	I need to speak with Arielle Jurard at the Brina Cross Inn, north of Anvil.
MG04Restore	FormID: 0002D32B	20	0	I need to rent a bed for the night at the Brina Cross Inn, while posing as a traveling
MG04Restore	FormID: 0002D32B	30	0	I have rented a bed at the Brina Cross Inn. I need to wait in my room for Arielle Jurard, and then spend the night sleeping in the Inn.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG04Restore	FormID: 0002D32B	35	0	Arielle Jurard has instructed me to sleep at the Brina Cross Inn, then travel along the Gold Road towards Kvatch.
MG04Restore	FormID: 0002D32B	40	0	I've spent the night at the Brina Cross Inn. I need to follow the Gold Road towards Kvatch, and be wary of anyone along the road.
MG04Restore	FormID: 0002D32B	50	0	I need to talk to Carahil in Anvil and inform her that Caminalda has been defeated.
MG04Restore	FormID: 0002D32B	100	0	I have completed my task for Carahil.
MG05A	FormID: 00028C05	5	0	I've delivered the [QUOTE]Fingers of the Mountain[QUOTE] book to Earana. I need to return to her in a days' time to receive my reward for helping her.
MG05A	FormID: 00028C05	10	0	Earana has asked me to steal back the book [QUOTE]Fingers of the Mountain[QUOTE] and deliver it to her. I'll need to find where Teekeeus has placed
MG05A	FormID: 00028C05	15	0	Teekeeus has asked that I re-acquire the book [QUOTE]Fingers of the Mountain[QUOTE] from Earana. I need to get the book and return it to him.
MG05A	FormID: 00028C05	20	0	I've stolen the [QUOTE]Fingers of the Mountain[QUOTE] book from the Chorrol Mages Guild. I need to find Earana, and deliver it to her.
MG05A	FormID: 00028C05	25	0	I've stolen the [QUOTE]Fingers of the Mountain[QUOTE] book from Earana's room in the Grey Mare. I need to find Teekeeus, and deliver it to him.
MG05A	FormID: 00028C05	30	0	I've delivered the [QUOTE]Fingers of the Mountain[QUOTE] book to Earana. I need to return to her in a days' time to receive my reward for helping her.
MG05A	FormID: 00028C05	40	0	Earana has given me a translation of a portion of the book I delivered to her. I need to read her notes, and then travel back to Cloud Top.
MG05A	FormID: 00028C05	100	0	I was struck by lightning, and have been granted a powerful new spell.
MG05A	FormID: 00028C05	100	1	I was struck by lightning, and have been granted a powerful new spell.
MG05A	FormID: 00028C05	150	0	Teekeeus has asked that I re-acquire the book [QUOTE]Fingers of the Mountain[QUOTE] from Earana. I need to get the book and return it to him.
MG05A	FormID: 00028C05	200	0	I have refused to steal [QUOTE]Fingers of the Mountain[QUOTE] for Earana. That should be an end to my dealings with her.
MG05A	FormID: 00028C05	255	0	I have delivered the book [QUOTE]Fingers of the Mountain[QUOTE] to Teekeeus, who has agreed to send a recommendation to the Arcane University for me.
MG05A	FormID: 00028C05	255	1	I have delivered the book [QUOTE]Fingers of the Mountain[QUOTE] to Teekeeus, who has agreed to send a recommendation to the Arcane University for me.
MG05Fingers	FormID: 000224E1	5	0	I need to speak to Earana, and find out why she is in Chorrol.
MG05Fingers	FormID: 000224E1	10	0	A High Elf named Earana in Chorrol has asked me to bring her a book so that she may translate it. I need to travel to Cloud Top to find the book.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG05Fingers	FormID: 000224E1	15	0	Earana has asked me to bring her a book titled 'Fingers of the Mountain' so that she may translate it. I need to tell Teekeeus about this immediately.
MG05Fingers	FormID: 000224E1	20	0	Teekeeus has asked that I find the Fingers of the Mountain text, and bring it to him immediately. I need to search Cloud Top for the book.
MG05Fingers	FormID: 000224E1	30	0	I've found the book titled [QUOTE]Fingers of the Mountain[QUOTE]; I need to deliver it to either Earana at the Grey Mare tavern in Chorrol, or to Teekeeus at the
MG05Fingers	FormID: 000224E1	100	0	I've delivered the [QUOTE]Fingers of the Mountain[QUOTE] book to Teekeeus at the Chorrol Mages Guild. In exchange, Teekeeus has agreed to write a recommendation for me. I shall have to tell Earana she won't be getting the book.
MG05Fingers	FormID: 000224E1	200	0	I've delivered the [QUOTE]Fingers of the Mountain[QUOTE] book to Earana. I need to return to her in a days' time to receive my reward for helping her.
MG06Bruma	FormID: 0002CBC8	10	0	Jeanne Frasoric has tasked me with finding J'skar. I should speak with the guild
MG06Bruma	FormID: 0002CBC8	20	0	I need to unlock Jeanne's desk in her room upstairs in the Bruma Mages Guild, and find her Manual of Spellcraft. If I bring it to Volanaro, he's agreed to help me find
MG06Bruma	FormID: 0002CBC8	30	0	I have Jeanne's Manual of Spellcraft. I need to deliver it to Volanaro.
MG06Bruma	FormID: 0002CBC8	40	0	I need to meet Volanaro in the living quarters of the Bruma Mages Guild hall after
MG06Bruma	FormID: 0002CBC8	50	0	I need to tell Jeanne Frasoric that J'skar is visible again.
MG06Bruma	FormID: 0002CBC8	100	0	Jeanne Frasoric has agreed to send a recommendation to Raminus Polus.
MG07Leyawiin	FormID: 0002D93C	10	0	I need to find an amulet so that Dagail will send a recommendation to the Arcane University for me. Agata may know more.
MG07Leyawiin	FormID: 0002D93C	20	0	I need to speak with the mages in the Leyawiin guild hall, in case any of them have seen Dagail's amulet.
MG07Leyawiin	FormID: 0002D93C	30	0	Kalthar seemed to know a great deal about the missing amulet. I should tell Agata what he has told me.
MG07Leyawiin	FormID: 0002D93C	35	0	Agata has asked that I attempt to question Dagail about her father, to find out what his connection to the amulet may be.
MG07Leyawiin	FormID: 0002D93C	40	0	I need to find the fort at which Dagail's father was stationed. It should be somewhere near Leyawiin.
MG07Leyawiin	FormID: 0002D93C	50	0	I've arrived at Fort Blueblood. Dagail's father should be buried inside.
MG07Leyawiin	FormID: 0002D93C	60	0	I have found the amulet Dagail needed. I should return it to her immediately.
MG07Leyawiin	FormID: 0002D93C	70	0	I've defeated Kalthar, who was attempting to manipulate Dagail. I need to give her this information immediately.
MG07Leyawiin	FormID: 0002D93C	100	0	I have delivered the amulet to Dagail.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG08MagesStaff	FormID: 00034E14	10	0	I need to find the grove near Wellspring Cave, northeast of the Imperial City, to acquire wood for my Mage's Staff.
MG08MagesStaff	FormID: 00034E14	20	0	I have arrived at Wellspring Cave. I should speak with Elette or Zahrasha.
MG08MagesStaff	FormID: 00034E14	22	0	I have found Zahrasha, who is dead. I should investigate what happened to her.
MG08MagesStaff	FormID: 00034E14	22	1	I have found Zahrasha, who is dead.
MG08MagesStaff	FormID: 00034E14	25	0	I have found Elette, who is dead.
MG08MagesStaff	FormID: 00034E14	25	1	I have found Elette, who is dead. I should find out what happened to her.
MG08MagesStaff	FormID: 00034E14	30	0	The necromancers that ambushed me have been defeated. I need to take this unfinished staff, and get back to Raminus Polus to tell him what's happened.
MG08MagesStaff	FormID: 00034E14	30	1	The necromancers that ambushed me have been defeated. I need to get wood for a staff, and get back to Raminus Polus to tell him what's happened.
MG08MagesStaff	FormID: 00034E14	40	0	I have checked in with Raminus Polus. I now need to find Delmar in the Arcane
MG08MagesStaff	FormID: 00034E14	50	0	I've chosen a staff, and need to speak to Delmar when it's complete.
MG08MagesStaff	FormID: 00034E14	100	0	My Mage's Staff is complete.
MG09Motives	FormID: 0003564F	10	0	Raminus Polus has asked me to retrieve a book from Janus Hassildor, Count of
MG09Motives	FormID: 0003564F	20	0	Mercator Hosidius, a liason to the Count of Skingrad, has told me the Count is not accepting visitors. I need to return tomorrow.
MG09Motives	FormID: 0003564F	30	0	Mercator Hosidius told me the Count will meet with me North of the Cursed Mine west of town at 2 AM.
MG09Motives	FormID: 0003564F	40	0	Count Hassildor saved me from the ambush set by Mercator Hosidius. I need to deliver his message to Raminus Polus.
MG09Motives	FormID: 0003564F	100	0	I've delievered Hassildor's message to Raminus Polus.
MG10Vahtacen	FormID: 00035F28	10	0	Raminus Polus has asked that I speak with Irlav Jarol about assisting with his
MG10Vahtacen	FormID: 00035F28	20	0	I need to find the Ayelid ruins of Vahtacen and speak with Skaleel.
MG10Vahtacen	FormID: 00035F28	30	0	A room in Vahtacen contains a pillar that reacts to magic. I need to figure out how it works, but I must be careful so that I am not harmed. It's been suggested that I should stay away from anything but simple, single-effect spells.
MG10Vahtacen	FormID: 00035F28	35	0	Skaleel may have some reference material for deciphering the Ayleid symbols in Vahtacen. I should ask her for it.
MG10Vahtacen	FormID: 00035F28	37	0	Denel has offered to find translations of the inscriptions on the walls of Vahtacen. I should read all the inscriptions, and then tell him what they say.
MG10Vahtacen	FormID: 00035F28	40	0	I've solved the puzzle of the pillar, opening up more of the ruins of Vahtacen.
MG10Vahtacen	FormID: 00035F28	50	0	I've found an object deep within Vahtacen. I should take it to Skaleel.
MG10Vahtacen	FormID: 00035F28	60	0	I need to deliver the Ayelid artifact to Irlav Jarol.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG10Vahtacen	FormID: 00035F28	100	0	I have delivered the artifact to Irlav Jarol.
MG11NecroMoon	FormID: 00036300	10	0	I need to go to the Mystic Archives and speak with Tar-Meena.
MG11NecroMoon	FormID: 00036300	20	0	Tar-Meena told me to find a book entitled [QUOTE]Necromancer's Moon[QUOTE]. I need to look for it in the Mystic Archives of the Arcane University.
MG11NecroMoon	FormID: 00036300	30	0	I've found the book [QUOTE]Necromancer's Moon[QUOTE], and should take it to Raminus Polus after consulting with Tar-Meena.
MG11NecroMoon	FormID: 00036300	40	0	I need to find Bothiel in the Arcane University and speak with her about this [QUOTE]Shade of the Revenant[QUOTE].
MG11NecroMoon	FormID: 00036300	45	0	Bothiel gave me a piece of paper Falcar dropped when he visited her about the Revenant mentioned in the Necromancer's book. I should show the note to Raminus
MG11NecroMoon	FormID: 00036300	50	0	I need to find the Dark Fissure, south of Cheydinhal, before the next time [QUOTE]the Shade of the Revenant[QUOTE] occurs. I should be on the lookout for the [QUOTE]heavenly lights[QUOTE] mentioned in the Necromancer's book.
MG11NecroMoon	FormID: 00036300	60	0	I have found evidence of Necromancers creating Black Soul Gems at the Dark Fissure Cave, as well as other altars throughout Cyrodiil. I need to get this information to Raminus Polus at the Arcane University.
MG11NecroMoon	FormID: 00036300	60	1	I've witnessed Necromancers creating Black Soul Gems at the Dark Fissure cave. I need to get this information to Raminus Polus.
MG11NecroMoon	FormID: 00036300	100	0	I've told Raminus Polus everything about Necromancers and black soul gems that I
MG12Gate	FormID: 0000395F	10	0	I need to speak with Hannibal Traven, who has a special assignment for me.
MG12Gate	FormID: 0000395F	20	0	I need to travel to Nenyond Twyll, south of the Imperial City, and make sure Mucianus Alias is safely rescued from the Necromancers there. I am to escort him
MG12Gate	FormID: 0000395F	30	0	Fithragaer is the only survivor from the group of Battlemages sent to find Mucianus Alias. I need to help him reach the Necromancers within Nenyond Twyll.
MG12Gate	FormID: 0000395F	40	0	Fithragaer, the only surviving Battlemage, is dead. I'll need to continue on my own into the ruins to find Mucianus Alias.
MG12Gate	FormID: 0000395F	50	0	I've found Mucianus Alias. He's been transformed into some kind of walking dead; there's nothing I can do for him. I should report his fate to Hannibal Traven at the
MG12Gate	FormID: 0000395F	100	0	Arch-Mage Traven has been informed of Mucianus Alias' fate.
MG13Information	FormID: 00003960	10	0	Count Hassildor wishes to see me; I should travel to Skingrad immediately and speak with Hal-Liurz.
MG13Information	FormID: 00003960	20	0	Count Hassildor has information that he will provide only if I remove the Vampire Hunters lurking around Skingrad, as well as a nest of vampires in Bloodcrust Cavern

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG13Information	FormID: 00003960	30	0	The Vampires in Bloodcrust Cavern have been disposed of. I should return to Count Hassildor and let him know my task is complete.
MG13Information	FormID: 00003960	30	1	The Vampires in Bloodcrust Cavern have been disposed of. Now I must deal with the Vampire Hunters.
MG13Information	FormID: 00003960	40	0	The Vampire Hunters in Skingrad have been killed.
MG13Information	FormID: 00003960	50	0	The Vampire Hunters have left Skingrad. I should return to Castle Skingrad and speak with Hal-Liurz.
MG13Information	FormID: 00003960	50	1	The Vampire Hunters have left Skingrad. All that's left now is to remove the vampires from Bloodcrust Cavern.
MG13Information	FormID: 00003960	60	0	Count Hassildor's news about Mannimarco must be delivered to Hannibal Traven
MG13Information	FormID: 00003960	100	0	I have told Arch-Mage Traven about Mannimarco's presence in Cyrodiil.
MG14Plot	FormID: 00003961	10	0	Hannibal Traven wants me to check in with Jeanne Frasoric at the Bruma Mages Guild. I should go there immediately.
MG14Plot	FormID: 00003961	20	0	I have arrived at the Bruma Mages Guild. It appears to have been attacked; I should look for survivors.
MG14Plot	FormID: 00003961	30	0	I have found Selenia Orania. She is dead. I should look for other survivors.
MG14Plot	FormID: 00003961	40	0	I have found Volanaro, who was killed. I should look for other survivors.
MG14Plot	FormID: 00003961	50	0	Jeanne Frasoric is dead. I should look for other survivors.
MG14Plot	FormID: 00003961	60	0	J'skar is the only survivor of the slaughter at the Mages Guild Hall in Bruma. He's given me information about the King of Worms. Hannibal Traven should be told immediately; I should return to the Imperial City.
MG14Plot	FormID: 00003961	100	0	I've told Hannibal Traven what J'skar saw at the Bruma Mages Guild hall.
MG15Helm	FormID: 0000C039	10	0	I need to travel to Fort Teleman and retrieve the Bloodworm Helm, so that it may be kept safe at the Arcane University.
MG15Helm	FormID: 0000C039	20	0	I have arrived at Fort Teleman. I need to find Irlav Jarol, who should have the
MG15Helm	FormID: 0000C039	30	0	I've recovered the Bloodworm Helm. I need to deliver it to Arch-Mage Traven
MG15Helm	FormID: 0000C039	100	0	I have delivered the Bloodworm Helm to Hannibal Traven.
MG16Amulet	FormID: 0000C03A	10	0	I need to travel to Fort Ontus to retrieve the Necromancer's Amulet, and return it to the Imperial City.
MG16Amulet	FormID: 0000C03A	20	0	I've arrived at Fort Ontus. I need to find Caranya, and get the Necromancer's Amulet
MG16Amulet	FormID: 0000C03A	30	0	Caranya was a traitor to the Mages Guild, and intended to deliver the Amulet to the King of Worms. I need to get out of Fort Ontus and take the Amulet back to the
MG16Amulet	FormID: 0000C03A	100	0	
MG16Amulet	FormID: 0000C03A	100	1	I've delivered the Necromancer's Amulet to Hannibal Traven.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MG17Ambush	FormID: 0000C03B	10	0	I need to travel to the south of Cyrodiil and meet a group of Battlemages preparing to storm the ruins of Silorn.
MG17Ambush	FormID: 0000C03B	20	0	I have arrived at Silorn, and spoken with Thalfin. We cannot enter the ruins, so I must help prepare an ambush for the Necromancers when they attempt to leave.
MG17Ambush	FormID: 0000C03B	30	0	I have been discovered by the Necromancers at Silorn. They will surely have alerted Falcar; I'll need to enter the ruins and find him.
MG17Ambush	FormID: 0000C03B	30	1	Falcar has fled back into the ruins of Silorn. I must find him.
MG17Ambush	FormID: 0000C03B	90	0	I've recovered the Black Soul Gem. It needs to be taken back to Hannibal Traven at the Arcane University.
MG17Ambush	FormID: 0000C03B	100	0	The Black Soul Gem has been delivered to Hannibal Traven.
MG18KingofWorms	FormID: 0000C03C	10	0	Hannibal Traven has promoted me to Arch-Mage, and has tasked me with stopping the King of Worms. I need to take the Black Soul Gem to Echo Cave and confront
MG18KingofWorms	FormID: 0000C03C	20	0	I've arrived at Echo Cave, and have gained access to Mannimarco's lair. I need to find him inside, and put an end to him.
MG18KingofWorms	FormID: 0000C03C	30	0	I have killed the King of Worms. I should return to the Arcane University to
MG18KingofWorms	FormID: 0000C03C	100	0	Raminus Polus thanked me for putting an end to the King of Worms, and has recognized me as Arch-Mage of the Mages' Guild.
MG19Alchemy	FormID: 000A78CE	10	0	I need to speak with Julienne Fanis about collecting Alchemical ingredients for the
MG19Alchemy	FormID: 000A78CE	100	0	Julienne Fanis has told me there is a special chest in the Arch Mage's quarters. Once a week, I may place an ingredient inside, and return a day later to find that ingredient replicated for my use. If I take too long in returning to the chest,
MGExpulsion01	FormID: 00022E92	10	0	I have stolen from the Mages' Guild, and have been suspended from the guild for it.
MGExpulsion01	FormID: 00022E92	15	0	In order to regain favor with the Mages Guild, I must bring 20 Nightshade and 20 Mandrake Root to Raminus Polus at the Arcane University.
MGExpulsion01	FormID: 00022E92	20	0	I have attacked a member of the Mages Guild, and have been suspended from the
MGExpulsion01	FormID: 00022E92	25	0	In order to regain favor with the guild, I must bring 20 Dragon's Tongue and 20 Redwort Flower to Raminus Polus at the Arcane University.
MGExpulsion01	FormID: 00022E92	30	0	I have killed a member of the Mages Guild, and have been suspended from the guild
MGExpulsion01	FormID: 00022E92	35	0	In order to regain favor with the guild, I must gather 20 Vampire Dust and 20 Daedra Hearts and deliver them to Raminus Polus at the Arcane University.
MGExpulsion01	FormID: 00022E92	100	0	I have been reinstated into the Mages Guild.
MGExpulsion02	FormID: 00025032	10	0	I have stolen from the Mages' Guild, and have been suspended from the guild for it.
MGExpulsion02	FormID: 00025032	15	0	In order to regain favor with the Mages Guild, I must bring 20 Nightshade and 20 Mandrake Root to Raminus Polus at the Arcane University.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MGExpulsion02	FormID: 00025032	20	0	I have attacked a member of the Mages Guild, and have been suspended from the
MGExpulsion02	FormID: 00025032	25	0	In order to regain favor with the guild, I must bring 20 Dragon's Tongue and 20
MGExpulsion02	FormID: 00025032	30	0	Redwort Flower to Raminus Polus at the Arcane University.
MGExpulsion02	FormID: 00025032	35	0	I have killed a member of the Mages Guild, and have been suspended from the guild
MGExpulsion02	FormID: 00025032	100	0	In order to regain favor with the guild, I must gather 20 Vampire Dust and 20
MGExpulsion02	FormID: 00025032	100	0	Daedra Hearts and deliver them to Raminus Polus at the Arcane University.
MGExpulsion02	FormID: 00025032	100	0	I have been reinstated into the Mages Guild, with the warning that any further
MGExpulsion02	FormID: 00025032	100	0	infractions will result in permanent removal from the guild.
MQ01	FormID: 0001E723	5	0	
MQ01	FormID: 0001E723	10	0	
MQ01	FormID: 0001E723	10	1	Use the left stick to move around. The right stick turns you.
MQ01	FormID: 0001E723	10	2	To move forward, &sUActnForward;; &sUActnBack; to move back. To move left,
MQ01	FormID: 0001E723	15	0	&sUActnSldleft;. To move right, &sUActnSldright;. The mouse turns you. To run,
MQ01	FormID: 0001E723	15	1	You need a weapon. Check Captain Renault's body. To open any container,
MQ01	FormID: 0001E723	18	0	approach it and &sUActnActivate; when its name appears.
MQ01	FormID: 0001E723	20	0	
MQ01	FormID: 0001E723	20	1	To bring up your journal, &sUActnMenuMode;. You can use this to view your
MQ01	FormID: 0001E723	22	0	character's attributes, equip armor and weapons, and choose spells.
MQ01	FormID: 0001E723	22	1	Pull the Right or Left Trigger to change sections. From the items tab you can equip
MQ01	FormID: 0001E723	22	2	armor and weapons.
MQ01	FormID: 0001E723	24	0	Click on the fist icon at the bottom of the journal to bring up the inventory tab.
MQ01	FormID: 0001E723	26	0	From here, you can equip armor and weapons by clicking on them.
MQ01	FormID: 0001E723	26	1	Press A to equip the item. Press A again to unequip it. X will drop items.
MQ01	FormID: 0001E723	26	2	Click on an item to equip it. Click again to unequip it. Shift-click to drop an item.
MQ01	FormID: 0001E723	28	0	
MQ01	FormID: 0001E723	28	1	To ready your weapon or fists, &sUActnRdyitem;. To attack, &sUActnUse;. To block,
MQ01	FormID: 0001E723	34	0	&sUActnBlock;.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ01	FormID: 0001E723	34	1	Now practice casting spells. To cast your selected spell, &sUActnCast;. If you want to change spells, &sUActnMenuMode; to bring up your journal again.
MQ01	FormID: 0001E723	36	0	
MQ01	FormID: 0001E723	36	1	Select the spell icon at the bottom of the journal to bring up the magic tab.
MQ01	FormID: 0001E723	36	2	Click on the spell icon at the bottom of the journal to bring up the magic tab.
MQ01	FormID: 0001E723	38	0	
MQ01	FormID: 0001E723	42	0	
MQ01	FormID: 0001E723	50	0	Before you can use the bow, you'll need arrows. Check the skeleton to see what it
MQ01	FormID: 0001E723	52	0	Now that you have arrows, pick up the bow and practice using it.
MQ01	FormID: 0001E723	54	0	To use a bow, you'll need to have both the bow and some arrows equipped. Go into your inventory and equip them now.
MQ01	FormID: 0001E723	56	0	Now you're ready to practice with your bow. The bucket near the well will make a good target. To draw and aim, &sUActnUse;. Release it when you're ready to fire.
MQ01	FormID: 0001E723	58	0	Nice shot! You can retrieve arrows from the world, as well as recovering some of the arrows you fire into enemies.
MQ01	FormID: 0001E723	60	0	
MQ01	FormID: 0001E723	62	0	
MQ01	FormID: 0001E723	64	0	You have found a Mortar and Pestle. Equip it to create potions or poisons from ingredients with like effects. Your Alchemy skill will make your creations more
MQ01	FormID: 0001E723	65	0	You have found a Repair Hammer. Equip it to repair your weapons and armor using your Armorer skill. Damaged weapons and armor are less effective, so it is wise to keep them in good repair.
MQ01	FormID: 0001E723	70	0	If you have a lockpick, you can try to pick most locks. Move the pick upward into a tumbler. When the tumbler reaches the top of the lock, press A to secure it in place. When all tumblers are at the top, the lock will open.
MQ01	FormID: 0001E723	70	1	If you have a lockpick, you can try to pick most locks. Move the pick upward into a tumbler. When the tumbler reaches the top of the lock, click the left mouse button to secure it in place. When all tumblers are at the top, the lock will open.
MQ01	FormID: 0001E723	72	0	Your Health is low and you are close to death. Increase it by drinking potions, casting heal spells, or sleeping. The red bar at the bottom left displays your current
MQ01	FormID: 0001E723	73	0	Your Magicka is low and you may not be able to cast spells. Magicka returns slowly on its own, or you can increase it by drinking potions or sleeping. The blue bar at the bottom left displays your current Magicka.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ01	FormID: 0001E723	74	0	Your Fatigue is low and you cannot do as much melee damage. Fatigue returns slowly on its own, especially while walking instead of running. The green bar at the bottom left displays your current Fatigue.
MQ01	FormID: 0001E723	75	0	You have picked up more than you can carry. In order to move again, you'll need to drop some items, so &sUActnMenuMode; to bring up your journal.
MQ01	FormID: 0001E723	76	0	You can hotkey items and spells from your journal by holding Y and pressing a direction on the D-pad. Pressing the D-pad while exploring will equip that item
MQ01	FormID: 0001E723	76	1	You can hotkey items and spells from your journal by holding down a number key and then clicking the item you want in that slot. Pressing this number while exploring will equip that item instantly.
MQ01	FormID: 0001E723	78	0	Your current encumbrance exceeds the maximum you can carry (displayed in the lower left of the inventory page). Shift-click to drop items you don't need.
MQ01	FormID: 0001E723	78	1	Your current encumbrance exceeds the maximum you can carry (displayed in the lower left of the inventory page). Press X to drop items you don't need.
MQ01	FormID: 0001E723	80	0	That goblin up ahead hasn't seen you yet. You may be able to sneak by him. To go into sneak mode, &sUActnCrouch;
MQ01	FormID: 0001E723	82	0	Notice that the crosshair changes to an 'eye' while you are sneaking. If the eye is dim, no one can detect you. If the eye is bright, someone can detect you.
MQ01	FormID: 0001E723	84	0	You now must choose your class. The major skills of your class will start higher than your other skills. You will increase your level by raising these major skills.
MQ01	FormID: 0001E723	88	0	
MQ01	FormID: 0001E723	88	1	
MQ01	FormID: 0001E723	90	0	The red arrow on your compass shows the direction of Weynon Priory. You can walk there by following your compass, or use your world map to travel there directly. Or you can set off in any direction and begin exploring the world on your own. Good
MQ01	FormID: 0001E723	92	0	
MQ01	FormID: 0001E723	92	1	To view your quest log, &sUActnMenuMode; to bring up your journal.
MQ01	FormID: 0001E723	94	0	
MQ01	FormID: 0001E723	94	1	Select the compass at the bottom of the journal to bring up the quest and map tab.
MQ01	FormID: 0001E723	94	2	Click on the compass at the bottom of the journal to bring up the quest and map
MQ01	FormID: 0001E723	96	0	
MQ01	FormID: 0001E723	96	1	This page displays all your active quests. Select an active quest and press X to display the world map showing your current quest target (if any). You can select any icon on the map to travel directly to that location.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ01	FormID: 0001E723	96	2	This page displays all your active quests. Click on an active quest and hit the MAP button to display the world map showing your current quest target (if any). You can click on any icon on the map to travel directly to that location.
MQ01	FormID: 0001E723	100	0	
MQ01	FormID: 0001E723	110	0	In each attempt to persuade, you must Admire, Boast, Joke, and Coerce. Each of these actions raises or lowers the NPC's disposition. Don't take too long, because the NPC's disposition is steadily falling.
MQ01	FormID: 0001E723	120	0	As you highlight each possible action, the NPC's face shows his reaction to it. He will Love, Like, Dislike or Hate each action. His disposition goes up if you select a Loved or Liked action and goes down if you select a Disliked or Hated action.
MQ01	FormID: 0001E723	130	0	The potential gain or loss for each action is based on your Speechcraft and how full the wedge is. Try to select fuller wedges when they are aligned with actions the NPC likes. Try to select less full wedges when they are aligned with actions he doesn't
MQ01	FormID: 0001E723	140	0	All of your possessions have been confiscated by the guards. You will get them back when you have served your sentence. Activate the bed to begin serving your
MQ01	FormID: 0001E723	150	0	Combine ingredients with like effects to create potions and poisons. Your Alchemy skill will make your creations more powerful. The more potions you create, the higher your alchemy skill will go. Use additional apparatuses to improve the
MQ02	FormID: 0001E724	0	0	
MQ02	FormID: 0001E724	10	0	I witnessed Emperor Uriel Septim's assassination. Before he died, the emperor gave me the Amulet of Kings. He told me to take it to someone named Jauffre, and that Jauffre would know how to find his last surviving son. He warned that the assassins were in the service of the Lord of Destruction.
MQ02	FormID: 0001E724	20	0	Baurus, one of the Emperor's bodyguards, told me that Jauffre was the head of the Blades, an order of knights sworn to protect the Emperors.
MQ02	FormID: 0001E724	20	1	I should take the Amulet of Kings to Jauffre, at Weynon Priory near the city of
MQ02	FormID: 0001E724	25	0	
MQ02	FormID: 0001E724	30	0	I've arrived in Chorrol. Now to find Jauffre at Weynon Priory.
MQ02	FormID: 0001E724	40	0	I've arrived at Weynon Priory. Now I must take the Amulet of Kings to Jauffre.
MQ02	FormID: 0001E724	42	0	
MQ02	FormID: 0001E724	50	0	I found Jauffre and gave him the Amulet of Kings. The Emperor's words to me filled him with foreboding. Mehrunes Dagon, the Lord of Destruction, is one of the princes of Oblivion, the demonic world. Jauffre fears that with no Emperor on the throne, the daedra from Oblivion may be able to invade our world.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ02	FormID: 0001E724	50	1	I found Jauffre and gave him the Amulet of Kings. The Emperor's words to me filled him with foreboding, especially in light of the destruction of the city of Kvatch. Mehrunes Dagon, the Lord of Destruction, is one of the princes of Oblivion, the demonic world. It seems that with no Emperor on the throne, the daedra from
MQ02	FormID: 0001E724	100	0	
MQ03	FormID: 0001E725	0	0	
MQ03	FormID: 0001E725	10	0	Jauffre told me that the Emperor has an illegitimate son named Martin who is currently serving as a priest in the Chapel of Akatosh in the city of Kvatch. I must proceed to Kvatch at once and bring Martin safely back to Weynon Priory.
MQ03	FormID: 0001E725	10	1	Jauffre told me that the Emperor has an illegitimate son named Martin who is currently serving as a priest in the Chapel of Akatosh in the city of Kvatch. Jauffre fears that the attack on Kvatch was part of the enemy's plan to eliminate all the Septim heirs. I must return to Kvatch at once, find Martin, and bring him safely back
MQ03	FormID: 0001E725	10	2	Jauffre told me that the Emperor has an illegitimate son named Martin who is currently serving as a priest in the Chapel of Akatosh in the city of Kvatch. I realized that Martin was among the survivors I helped rescue from Kvatch. I must return to Kvatch at once and bring him safely back to Weynon Priory.
MQ03	FormID: 0001E725	20	0	I arrived at Kvatch to find the city in ruins and the survivors camped outside the walls. I need to find out if anyone here knows what happened to Martin.
MQ03	FormID: 0001E725	30	0	I should talk to Savlian Matius, the acting captain of the surviving Kvatch guard. He may know if Martin survived the fall of the city.
MQ03	FormID: 0001E725	40	0	Savlian Matius told me that he believes Martin is with a group that barricaded themselves within the Chapel of Akatosh inside the city. I need to follow his instructions in order to break the siege of Kvatch and rescue the survivors.
MQ03	FormID: 0001E725	45	0	I have found Martin among the survivors inside the Chapel of Akatosh. He was surprised to learn that Emperor Uriel Septim was his father, but he will not leave until the way is safe for everyone to escape.
MQ03	FormID: 0001E725	45	1	I need to help Savlian Matius break the siege of Kvatch.
MQ03	FormID: 0001E725	45	2	I need to see if anyone in the camp outside Kvatch will help me rescue Martin and the other people trapped in the Chapel of Akatosh.
MQ03	FormID: 0001E725	50	0	I found Martin among the survivors of Kvatch. He was surprised to learn that Emperor Uriel Septim was his father, but has agreed to return to Weynon Priory
MQ03	FormID: 0001E725	50	1	I have rescued Martin from the Chapel of Akatosh. He was surprised to learn that Emperor Uriel Septim was his father, but has agreed to return to Weynon Priory



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ03	FormID: 0001E725	60	0	I need to return to Weynon Priory with Martin and discuss our next move with
MQ03	FormID: 0001E725	100	0	
MQ04	FormID: 0001E726	0	0	
MQ04	FormID: 0001E726	5	0	
MQ04	FormID: 0001E726	5	1	
MQ04	FormID: 0001E726	7	0	
MQ04	FormID: 0001E726	10	0	Weynon Priory is under attack! I must find and protect Jauffre, but make sure that Martin remains safe from the enemy as well.
MQ04	FormID: 0001E726	15	0	
MQ04	FormID: 0001E726	20	0	
MQ04	FormID: 0001E726	20	1	I found Jauffre. He believes the attackers may have taken the Amulet of Kings from its hiding place in Weynon House. I should go and see if it is still safe.
MQ04	FormID: 0001E726	20	2	I found Jauffre. The attackers have stolen the Amulet of Kings from its hiding place in Weynon House. At least Martin is safe.
MQ04	FormID: 0001E726	25	0	The enemy has stolen the Amulet of Kings from its hiding place in Weynon Priory. I should let Jauffre know at once.
MQ04	FormID: 0001E726	27	0	
MQ04	FormID: 0001E726	30	0	We agreed that we must find someplace safe to take Martin. Jauffre suggested Cloud Ruler Temple, the hidden Blades fortress near Bruma. I should escort Martin and Jauffre there immediately.
MQ04	FormID: 0001E726	35	0	
MQ04	FormID: 0001E726	36	0	
MQ04	FormID: 0001E726	40	0	
MQ04	FormID: 0001E726	41	0	
MQ04	FormID: 0001E726	42	0	
MQ04	FormID: 0001E726	43	0	
MQ04	FormID: 0001E726	44	0	
MQ04	FormID: 0001E726	45	0	
MQ04	FormID: 0001E726	50	0	I brought Martin and Jauffre safely to Cloud Ruler Temple.
MQ04	FormID: 0001E726	100	0	
MQ05	FormID: 0001E727	0	0	
MQ05	FormID: 0001E727	10	0	I should speak to Jauffre about how to recover the Amulet from the enemy.
MQ05	FormID: 0001E727	20	0	Jauffre wants me to contact Baurus at Luther Broad's Boarding House in the Imperial City. The enemy has the Amulet of Kings, and Baurus may have the leads

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ05	FormID: 0001E727	25	0	I must follow the man who is watching Baurus and me.
MQ05	FormID: 0001E727	30	0	
MQ05	FormID: 0001E727	31	0	
MQ05	FormID: 0001E727	32	0	The enemy agent who attacked Baurus is dead. I should find out what Baurus has learned about our enemies.
MQ05	FormID: 0001E727	34	0	Baurus wants me to search the dead agent's body.
MQ05	FormID: 0001E727	35	0	I have found a strange book about the Mythic Dawn cult. I should show this to
MQ05	FormID: 0001E727	36	0	Baurus has learned that the enemy is a secret cult of Mehrunes Dagon worshippers known as the Mythic Dawn. He will continue to track down agents in the Imperial City. I should talk to Tar-Meena at the Arcane University, an expert in daedric cults. She may be able to tell me more about how to find the Mythic Dawn.
MQ05	FormID: 0001E727	40	0	Tar-Meena told me that Mankar Camoran is the leader of the Mythic Dawn. Tar-Meena believes that the location of their secret shrine is hidden within Mankar Camoran's books about the Mysterium Xarxes. If I want to locate the Mythic Dawn, I must find and decipher the clues in all four volumes.
MQ05	FormID: 0001E727	40	1	Tar-Meena gave me the second of Mankar Camoran's books about the Mysterium Xarxes, but said that she has never seen Mankar Camoran's third and fourth books on the Mysterium Xarxes. She suggested that I speak to Phintias, the proprietor of the First Edition bookstore in the Market District.
MQ05	FormID: 0001E727	44	0	
MQ05	FormID: 0001E727	45	0	I now have Volume 3 of the four books I need. I should search Gwinas's body for clues to what he wanted with it.
MQ05	FormID: 0001E727	45	1	I now have Volume 3 of the four books I need. I now need to meet with the Sponsor to get Volume 4, but I should find Baurus first.
MQ05	FormID: 0001E727	45	2	I now have Volume 3 of the four books I need, but I should find out why the
MQ05	FormID: 0001E727	45	3	I now have Volume 3 of the four books I need. I should wait for Gwinas to come to the store, and see why he wanted it.
MQ05	FormID: 0001E727	45	4	I now have Volume 3 of the four books I need. I still need to find out what Gwinas wanted with it.
MQ05	FormID: 0001E727	50	0	Phintias, the bookseller at First Edition, has told me that he has a copy of Volume 3 of Mankar Camoran's [QUOTE]Commentaries on the Mysterium Xarxes[QUOTE] locked away. He is holding it for a client named Gwinas who has already paid for it. I need to get that book, and find out why Gwinas wanted it.

**Morroblovion Quest and Form ID's**

Quest ID	Form ID			
MQ05	FormID: 0001E727	50	1	Phintias told me he was holding Volume 3 of Mankar Camoran's [QUOTE]Commentaries on the Mysterium Xarxes[QUOTE] for a client named Gwinas, who has already paid for it. I should wait for Gwinas to come to the store,
MQ05	FormID: 0001E727	50	2	
MQ05	FormID: 0001E727	60	0	Phintias told me that Gwinas is on his way to pick up his copy of Volume 3. I should wait for him to arrive and find out what Gwinas knows.
MQ05	FormID: 0001E727	62	0	Gwinas has picked up his copy of Volume 3. I need to get that book from Gwinas.
MQ05	FormID: 0001E727	64	0	I found out that Gwinas is staying at the Tiber Septim Hotel in the Talos Plaza District. I need to find Gwinas and get Volume 3 of Camoran's
MQ05	FormID: 0001E727	65	0	I found out that Gwinas is staying at the Tiber Septim Hotel in the Talos Plaza District. I need to find out what Gwinas wanted with Volume 3 of Camoran's
MQ05	FormID: 0001E727	70	0	Gwinas told me that Volume 4, the last book I need, can only be given to you by a member of the Mythic Dawn. He had set up a meeting with one, whom he called [QUOTE]The Sponsor[QUOTE]. He was to go alone and sit at the table in the Sunken Sewer beneath the Imperial City. I will go and take that meeting instead, but should
MQ05	FormID: 0001E727	71	0	I took a note from Gwinas, from someone in the Mythic Dawn calling themselves [QUOTE]The Sponsor[QUOTE]. The note explains that Volume 4, one of the books I need, can only be given to you by a member of the Mythic Dawn. He was to go alone and sit at the table in the Sunken Sewer beneath the Imperial City, where The
MQ05	FormID: 0001E727	71	1	Sponsor would meet him. I will go and take that meeting instead, but must get
MQ05	FormID: 0001E727	72	0	
MQ05	FormID: 0001E727	75	0	I must follow Baurus to the Sunken Sewer beneath the Elven Gardens District and obtain Volume 4 of Mankar Camoran's [QUOTE]Commentaries on the Mysterium Xarxes[QUOTE]. One of us will need to meet [QUOTE]The Sponsor[QUOTE] alone to
MQ05	FormID: 0001E727	76	0	
MQ05	FormID: 0001E727	77	0	I've decided to be the one to take the book from The Sponsor and Baurus will provide backup. No matter what happens, I must get that book.
MQ05	FormID: 0001E727	78	0	I've decided Baurus will be the one to take the book from The Sponsor and I will provide backup. No matter what happens, we must get that book.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MQ05	FormID: 0001E727	79	0	
MQ05	FormID: 0001E727	80	0	
MQ05	FormID: 0001E727	81	0	
MQ05	FormID: 0001E727	81	1	The Sponsor has realized that I did not come alone. I must get the fourth book from
MQ05	FormID: 0001E727	81	2	The Sponsor has realized that Baurus did not come alone. I must get the fourth book
MQ05	FormID: 0001E727	82	0	The Sponsor wants me dead! I need to get the fourth book of Mankar Camoran's [QUOTE]Commentaries[QUOTE] from him no matter what.
MQ05	FormID: 0001E727	82	1	The Sponsor wants Baurus dead! I need to get the fourth book of Mankar Camoran's [QUOTE]Commentaries[QUOTE] from him no matter what.
MQ05	FormID: 0001E727	82	2	
MQ05	FormID: 0001E727	85	0	
MQ05	FormID: 0001E727	90	0	I have the fourth and last volume of Mankar Camoran's writings on the Mysterium Xarxes. I can now piece together the clues within them to find the Mythic Dawn's secret shrine. Maybe Tar-Meena can help.
MQ05	FormID: 0001E727	91	0	Tar-Meena says that Mankar Camoran hid a message within his writings, so only the [QUOTE]enlightened ones[QUOTE] could join him and the Mythic Dawn. I should study these books some more.
MQ05	FormID: 0001E727	92	0	Tar-Meena thinks using the first word of each paragraph in the books may reveal a message. I need to keep looking and see where this leads.
MQ05	FormID: 0001E727	93	0	Tar-Meena has discovered the message in the books: [QUOTE]Green Emperor Way Where Tower Touches Midday Sun[QUOTE]. I should go to Green Emperor Way by the Imperial Tower and see what can be found.
MQ05	FormID: 0001E727	95	0	
MQ05	FormID: 0001E727	100	0	
MQ05	FormID: 0001E727	100	1	
MQ06	FormID: 0001E728	0	0	
MQ06	FormID: 0001E728	10	0	I have followed the clues hidden in the four volumes written by Mankar Camoran to a gravestone in Green Emperor Way. At noon, a map of Cyrodiil appeared on the gravestone, with the location of the Mythic Dawn's shrine marked on it. I need to find my way into the shrine and locate the Amulet of Kings.
MQ06	FormID: 0001E728	20	0	I have arrived at Lake Arrius Caverns. The secret Mythic Dawn shrine must be somewhere inside.
MQ06	FormID: 0001E728	30	0	I have passed the first hurdle. The Mythic Dawn guard has let me into the secret shrine. Now to locate the Amulet of Kings.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ06	FormID: 0001E728	40	0	Harrow, the Warden of the Shrine, accepted me as an initiate into the Mythic Dawn cult. I was required to give him all my possessions and dress in an initiate's robe. He said that the Master, Mankar Camoran himself, is here at the shrine, and might perform my initiation himself. I should follow Harrow and see if he leads me to
MQ06	FormID: 0001E728	41	0	
MQ06	FormID: 0001E728	41	1	My cover is blown. The Mythic Dawn know I am an enemy. I must reach the inner shrine and locate the Amulet of Kings.
MQ06	FormID: 0001E728	41	2	
MQ06	FormID: 0001E728	45	0	
MQ06	FormID: 0001E728	46	0	
MQ06	FormID: 0001E728	48	0	
MQ06	FormID: 0001E728	49	0	
MQ06	FormID: 0001E728	50	0	
MQ06	FormID: 0001E728	50	1	Mankar Camoran escaped to his realm of Paradise with the Amulet of Kings, and closed his magical portal behind him. But I have the Mysterium Xarxes, the Mythic Dawn's book of secrets. Now I must escape this place and return to Cloud Ruler
MQ06	FormID: 0001E728	50	2	Mankar Camoran escaped to his realm of Paradise with the Amulet of Kings, and closed his magical portal behind him. But the Mysterium Xarxes itself is here in the shrine. I must get the Mysterium Xarxes. It is my only hope of finding a way to
MQ06	FormID: 0001E728	51	0	
MQ06	FormID: 0001E728	60	0	I have the Mysterium Xarxes, the Mythic Dawn's book of secrets. Now I must escape this place and return to Cloud Ruler Temple.
MQ06	FormID: 0001E728	70	0	I have escaped with the Mysterium Xarxes. Now to deliver it to Martin at Cloud
MQ06	FormID: 0001E728	80	0	
MQ06	FormID: 0001E728	100	0	
MQ07	FormID: 0001E729	0	0	
MQ07	FormID: 0001E729	10	0	I delivered the Mysterium Xarxes to Martin, and told him that Mankar Camoran had escaped to Paradise with the Amulet of Kings. Martin believes the key to opening a portal to Camoran's Paradise lies within the pages of the Mysterium Xarxes, but he will need some time to study it, and ward himself against its evil power.
MQ07	FormID: 0001E729	10	1	Martin asked me to speak to Jauffre about Mythic Dawn agents spying on Cloud

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ07	FormID: 0001E729	20	0	Jauffre told me that strangers have been sighted near Cloud Ruler Temple. He suspects they are Mythic Dawn spies based out of Bruma. He suggested that Captain Burd of the Bruma Guard might know of any strangers in town. Steffan of the Blades can tell me where he has seen the suspected spies.
MQ07	FormID: 0001E729	25	0	Steffan told me that the suspicious strangers have been seen on the road to Cloud Ruler Temple, usually near the runestone at dusk.
MQ07	FormID: 0001E729	30	0	The Mythic Dawn agent named Jearl is dead. I should report to Jauffre that both the Mythic Dawn spies are dead.
MQ07	FormID: 0001E729	30	1	The Mythic Dawn agent named Jearl is dead. I should continue to search for the other Mythic Dawn spy in Bruma.
MQ07	FormID: 0001E729	30	2	The Mythic Dawn agent named Jearl is dead. I should continue to search for other spies and locate their base in Bruma. Perhaps I should speak to Captain Burd, as
MQ07	FormID: 0001E729	30	3	The Mythic Dawn agent named Jearl is dead. I should continue to search for other spies and locate their base in Bruma.
MQ07	FormID: 0001E729	31	0	The Mythic Dawn agent named Saveri Faram is dead. I should report to Jauffre that both the Mythic Dawn spies are dead.
MQ07	FormID: 0001E729	31	1	The Mythic Dawn agent named Saveri Faram is dead. I should continue to search for the other Mythic Dawn spy in Bruma.
MQ07	FormID: 0001E729	31	2	The Mythic Dawn agent named Saveri Faram is dead. I should continue to search for other spies and locate their base in Bruma. Perhaps I should speak to Captain Burd,
MQ07	FormID: 0001E729	31	3	The Mythic Dawn agent named Saveri Faram is dead. I should continue to search for other spies and locate their base in Bruma.
MQ07	FormID: 0001E729	35	0	
MQ07	FormID: 0001E729	40	0	I found a key marked 'Basement Key'. Perhaps this clue can help me locate a Mythic Dawn agent's base in Bruma. Captain Burd may be able to provide some information about suspicious activity.
MQ07	FormID: 0001E729	40	1	I found a key marked 'Basement Key'. Perhaps this clue can help me locate a Mythic Dawn agent's base in Bruma.
MQ07	FormID: 0001E729	45	0	
MQ07	FormID: 0001E729	50	0	Captain Burd told me that no strangers were in town, although he said that Jearl had recently returned from a trip. I should search Jearl's house for anything that might reveal more about the activities of Mythic Dawn agents in Bruma.
MQ07	FormID: 0001E729	50	1	Captain Burd told me that no strangers were in town, although he said that Jearl had recently returned from a trip. I should talk to Jearl.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ07	FormID: 0001E729	60	0	I've learned that Jearl has a visitor staying with her. I should find out who this visitor
MQ07	FormID: 0001E729	60	1	I should tell Captain Burd about the visitor staying with Jearl, since he said there
MQ07	FormID: 0001E729	61	0	were no strangers in town.
MQ07	FormID: 0001E729	70	0	When I told Burd that Jearl had an unknown visitor staying with her, he authorized
MQ07	FormID: 0001E729	70	1	me to enter her house and search it.
MQ07	FormID: 0001E729	70	1	When I told Burd that Jearl was a Mythic Dawn agent, he authorized me to enter
MQ07	FormID: 0001E729	80	0	her house and search it.
MQ07	FormID: 0001E729	80	0	I found a document in Jearl's basement that reveals the enemy's plans. I should
MQ07	FormID: 0001E729	85	0	show this document to Jauffre immediately.
MQ07	FormID: 0001E729	86	0	Jauffre told me to make sure that all the Mythic Dawn agents were dead. The
MQ07	FormID: 0001E729	86	0	document I found spoke of two agents. I must track down and kill both of them.
MQ07	FormID: 0001E729	90	0	Jauffre was pleased that I eliminated the spies in Bruma, but is worried that the
MQ07	FormID: 0001E729	90	1	Mythic Dawn have already learned that Martin is at Cloud Ruler Temple. He
MQ07	FormID: 0001E729	100	0	promised to warn the Countess that Bruma is in grave danger.
MQ07	FormID: 0001E729	100	0	I should speak to Martin about his progress in deciphering the Mysterium Xarxes.
MQ08	FormID: 0001E72A	0	0	
MQ08	FormID: 0001E72A	9	0	The book [QUOTE]Modern Heretics[QUOTE] describes the location of the Shrine of
MQ08	FormID: 0001E72A	10	0	Azura. Perhaps if I visit this Shrine I can learn how to obtain a Daedric Artifact.
MQ08	FormID: 0001E72A	10	0	Martin has found a section of the Mysterium Xarxes which describes a ritual which
MQ08	FormID: 0001E72A	10	1	will allow him to open a portal to Camoran's Paradise, where Mankar Camoran has
MQ08	FormID: 0001E72A	15	0	taken the Amulet of Kings. He has learned that four items are required for this
MQ08	FormID: 0001E72A	15	0	ritual, but has only identified one so far: 'the blood of a Daedra Lord', which he says
MQ08	FormID: 0001E72A	20	0	I need to locate a Daedric Artifact and bring it back to Martin at Cloud Ruler Temple.
MQ08	FormID: 0001E72A	20	0	I should read [QUOTE]Modern Heretics[QUOTE] for information about how to
MQ08	FormID: 0001E72A	30	0	locate a daedric artifact.
MQ08	FormID: 0001E72A	30	0	I have a Daedric Artifact, which Martin needs for the ritual to open a portal to
MQ08	FormID: 0001E72A	100	0	Camoran's Paradise. I should bring it to him at Cloud Ruler Temple.
MQ08	FormID: 0001E72A	100	0	I gave Martin the Daedric Artifact he needed for the Mysterium Xarxes ritual.
MQ08	FormID: 0001E72A	100	1	
MQ09	FormID: 0001E72B	0	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ09	FormID: 0001E72B	5	0	I should speak to Martin about the second item he needs for the ritual to open a portal to Mankar Camoran's realm of Paradise.
MQ09	FormID: 0001E72B	10	0	Martin has deciphered a second item needed for the ritual: the 'blood of a Divine'. He could not imagine a way to obtain such a thing, until Jauffre suggested a solution: the blood of Tiber Septim, who was once mortal but became a god. I
MQ09	FormID: 0001E72B	20	0	Jauffre told me that the Armor of Tiber Septim, a holy relic of the Blades, is contained in a shrine in the catacombs of Sancre Tor. It is said to be splashed with Tiber Septim's blood. Jauffre warned me that the catacombs have become very dangerous, but neither he nor Martin can think of any other way to obtain the blood
MQ09	FormID: 0001E72B	20	1	I need to go to Sancre Tor, find the Shrine of Tiber Septim and bring his ancient armor back to Martin.
MQ09	FormID: 0001E72B	30	0	I have found the entrance to the catacombs of Sancre Tor. I should search them for the Shrine of Tiber Septim.
MQ09	FormID: 0001E72B	40	0	I have found the Shrine of Tiber Septim. Its entrance is blocked by some kind of enchantment. I will have to find some way to dispel the enchantment in order to reach the Armor inside the shrine.
MQ09	FormID: 0001E72B	50	0	I have destroyed an undead Blade in the catacombs of Sancre Tor. His released spirit told me that he had been bound here long ago with three companions by the Underking to guard the desecrated Shrine of Tiber Septim. He promised to attempt to dispel the curse that the Underking placed on the Shrine.
MQ09	FormID: 0001E72B	50	1	I should free the spirits of the other cursed Blades of Sancre Tor, so that they can help to dispel the Underking's evil enchantment from the Shrine of Tiber Septim.
MQ09	FormID: 0001E72B	51	0	I have destroyed the second of the cursed Blades guarding Sancre Tor, freeing his spirit to help his companions lift the Underking's enchantment from the Shrine of Tiber Septim. I should continue to search for the other two undead Blades.
MQ09	FormID: 0001E72B	52	0	I have destroyed the third of the cursed Blades guarding Sancre Tor. I need to find and destroy the last of the cursed Blades, so that his freed spirit can help the ghosts of his companions dispel the evil enchantment blocking the way to the Shrine of
MQ09	FormID: 0001E72B	53	0	All of the cursed Blades of Sancre Tor have been destroyed. Their freed spirits have gone to the Shrine of Tiber Septim to try to dispel the enchantment laid upon it by the Underking long ago. I should go to the Shrine at once to see if they succeed in
MQ09	FormID: 0001E72B	55	0	
MQ09	FormID: 0001E72B	56	0	



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ09	FormID: 0001E72B	70	0	The ghosts of the four cursed Blades have dispelled the evil enchantment on the Shrine of Tiber Septim. The way to the Armor is now open.
MQ09	FormID: 0001E72B	75	0	
MQ09	FormID: 0001E72B	80	0	I have the Armor of Tiber Septim. Now to take it to Martin at Cloud Ruler Temple.
MQ09	FormID: 0001E72B	90	0	I gave Martin the Armor of Tiber Septim. He was able to recover Tiber Septim's blood from it, which he needed for the Mysterium Xarxes ritual.
MQ09	FormID: 0001E72B	100	0	
MQ10	FormID: 0001E72C	0	0	
MQ10	FormID: 0001E72C	10	0	Martin told me that Jauffre needs to speak to me.
MQ10	FormID: 0001E72C	20	0	Jauffre told me that an Oblivion Gate has opened near Bruma, and the Countess has asked for the Blades to help her guardsmen close it. I should find Captain Burd outside the city walls and help him close the Gate.
MQ10	FormID: 0001E72C	30	0	Captain Burd and his men are ready to help me close the Oblivion Gate. I just need to let Burd know when I'm ready.
MQ10	FormID: 0001E72C	31	0	Captain Burd and his men are heading into the Oblivion Gate with me. I need to accompany Burd to the Sigil Stone chamber of the Oblivion Gate and show him how
MQ10	FormID: 0001E72C	32	0	
MQ10	FormID: 0001E72C	33	0	
MQ10	FormID: 0001E72C	33	1	
MQ10	FormID: 0001E72C	35	0	Captain Burd and I have entered the Oblivion Gate. I need to accompany him to the sigil stone and show him how to close the Gate.
MQ10	FormID: 0001E72C	38	0	I've reached the Sigil Stone. Now I need to bring Captain Burd here and show him how to close an Oblivion Gate.
MQ10	FormID: 0001E72C	40	0	Burd and I have reached the Sigil Stone chamber. Now to close the Gate.
MQ10	FormID: 0001E72C	50	0	
MQ10	FormID: 0001E72C	50	1	I closed the Gate with Captain Burd. I should ask him if he needs any more help
MQ10	FormID: 0001E72C	55	0	Captain Burd thanked me for my help, and said that he and his guardsmen will do their best to close any new Oblivion Gates that open near Bruma. I should report my
MQ10	FormID: 0001E72C	60	0	Jauffre was pleased to hear of my success helping the Bruma Guard close the
MQ10	FormID: 0001E72C	100	0	
MQ11	FormID: 0001E72D	0	0	
MQ11	FormID: 0001E72D	1	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ11	FormID: 0001E72D	10	0	Jauffre is worried that the Bruma Guard will not be able to defend Bruma from a full-scale attack by the Mythic Dawn and their daedric allies. He suggested that I try to obtain support from the other cities of Cyrodiil. Perhaps I can persuade the Elder Council in the Imperial City or the guilds to help as well.
MQ11	FormID: 0001E72D	20	0	I spoke to the Countess of Anvil. She said she would be glad to send help, if only her own city wasn't threatened by an Oblivion Gate. I should close the gate outside Anvil and then talk to the Countess again.
MQ11	FormID: 0001E72D	21	0	I spoke to the Countess of Anvil. She promised to send some of her best soldiers to help defend Bruma.
MQ11	FormID: 0001E72D	22	0	I spoke to the Count of Skingrad. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Skingrad and then talk to the Count again.
MQ11	FormID: 0001E72D	23	0	I spoke to the Count of Skingrad. He promised to send some of his best soldiers to help defend Bruma.
MQ11	FormID: 0001E72D	24	0	I spoke to the Countess of Chorrol. She said she would be glad to send help, if only her own city wasn't threatened by an Oblivion Gate. I should close the gate outside Chorrol and then talk to the Countess again.
MQ11	FormID: 0001E72D	25	0	I spoke to the Countess of Chorrol. She promised to send some of her best soldiers to help defend Bruma.
MQ11	FormID: 0001E72D	26	0	I spoke to the Count of Bravil. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Bravil and then talk to the Count again.
MQ11	FormID: 0001E72D	27	0	I spoke to the Count of Bravil. He promised to send some of his best soldiers to help defend Bruma.
MQ11	FormID: 0001E72D	28	0	I spoke to the Count of Leyawiin. He said cannot send aid to Bruma with an Oblivion Gate threatening his own city. I should close the gate outside Leyawiin and then talk to the Count again.
MQ11	FormID: 0001E72D	29	0	I spoke to the Count of Leyawiin. He promised to send soldiers to help defend
MQ11	FormID: 0001E72D	30	0	I spoke to the Count of Cheydinhal. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Cheydinhal and then talk to the Count again.
MQ11	FormID: 0001E72D	31	0	I spoke to the Count of Cheydinhal. He promised to send some of his best soldiers to help defend Bruma.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ11	FormID: 0001E72D	32	0	I spoke to Savlian Matus of the Kvatch guard. He would like to send help to Bruma, but he cannot spare the troops until the city is completely retaken from the daedra.
MQ11	FormID: 0001E72D	33	0	Savlian Matus thanked me again for my help in retaking Kvatch, and promised to send whatever troops he could spare to help defend Bruma.
MQ11	FormID: 0001E72D	40	0	I closed the Oblivion Gate outside of Anvil. I should speak to the Countess about sending aid to Bruma now that Anvil is no longer directly threatened.
MQ11	FormID: 0001E72D	41	0	I closed the Oblivion Gate outside of Skingrad. I should speak to the Count about sending aid to Bruma now that Skingrad is no longer directly threatened.
MQ11	FormID: 0001E72D	42	0	I closed the Oblivion Gate outside of Chorrol. I should speak to the Countess about sending aid to Bruma now that Chorrol is no longer directly threatened.
MQ11	FormID: 0001E72D	43	0	I closed the Oblivion Gate outside of Bravil. I should speak to the Count about sending aid to Bruma now that Bravil is no longer directly threatened.
MQ11	FormID: 0001E72D	44	0	I closed the Oblivion Gate outside of Leyawiin. I should speak to the Count about sending aid to Bruma now that Leyawiin is no longer directly threatened.
MQ11	FormID: 0001E72D	45	0	I closed the Oblivion Gate outside of Cheydinhal. I should speak to the Count about sending aid to Bruma now that Cheydinhal is no longer directly threatened.
MQ11	FormID: 0001E72D	50	0	I spoke to Chancellor Ocato, the head of the Elder Council. He was unable to promise any soldiers from the Imperial Legions, since they are all tied down in the provinces fighting the daedric invasion. He suggested I ask the Counts and
MQ11	FormID: 0001E72D	90	0	The Countess of Bruma urged me to obtain any additional help that I can find. She fears that her troops will be overwhelmed before I can close the Great Gate.
MQ11	FormID: 0001E72D	95	0	I have obtained allies from everyone that might help. Bruma is as well-defended as
MQ11	FormID: 0001E72D	100	0	
MQ12	FormID: 0001E72E	0	0	
MQ12	FormID: 0001E72E	10	0	Martin has deciphered the third item needed for the ritual: a rare Ayleid artifact known as a Great Welkynd Stone. He knows of only one place that still might contain one, the Ayleid ruins of Miscarcand. I must find the Great Welkynd Stone of Miscarcand and bring it to Martin at Cloud Ruler Temple.
MQ12	FormID: 0001E72E	20	0	I have entered the ruins of Miscarcand. Now I must find its Great Welkynd Stone.
MQ12	FormID: 0001E72E	25	0	
MQ12	FormID: 0001E72E	26	0	
MQ12	FormID: 0001E72E	27	0	
MQ12	FormID: 0001E72E	30	0	I have found the Great Welkynd Stone. Now to bring it to Martin at Cloud Ruler
MQ12	FormID: 0001E72E	40	0	I gave Martin the Great Welkynd Stone that he needs for the Mysterium Xarxes

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ12	FormID: 0001E72E	40	1	Martin has not yet deciphered the last item needed for the ritual to open a portal to Camoran's Paradise. I should help the Bruma Guard close the Oblivion Gate outside Bruma while he continues to study the Mysterium Xarxes.
MQ12	FormID: 0001E72E	100	0	
MQ13	FormID: 0001E72F	0	0	
MQ13	FormID: 0001E72F	1	0	
MQ13	FormID: 0001E72F	2	0	
MQ13	FormID: 0001E72F	5	0	Jauffre said that Martin has completely deciphered the ritual in the Mysterium Xarxes. I should speak to Martin immediately.
MQ13	FormID: 0001E72F	10	0	Martin has deciphered the fourth item needed for the ritual: a Great Sigil Stone. Unfortunately, it is the anchor for a Great Gate -- the kind of Oblivion Gate the Mythic Dawn opened at Kvatch. While it is very dangerous to allow the Mythic Dawn to proceed with their plan to attack Bruma, it is our only hope to obtain a Great Sigil Stone. Martin will lead the defense of Bruma, while I enter the Great
MQ13	FormID: 0001E72F	10	1	I should tell the Countess of Bruma that Martin will meet her in the Chapel of Talos for a war council.
MQ13	FormID: 0001E72F	20	0	I told the Countess of Martin's plans. She reluctantly agreed, and is going to meet Martin at the Chapel of Talos. When I am ready for battle, I should inform the
MQ13	FormID: 0001E72F	30	0	The Countess has ordered her men to let the Mythic Dawn open the three Gates, and to deploy for battle outside the city gates. Martin has gone to lead the defense of the city. I should proceed to the battleground at once, and protect Martin at all
MQ13	FormID: 0001E72F	31	0	
MQ13	FormID: 0001E72F	32	0	
MQ13	FormID: 0001E72F	39	0	I arrived at the battlefield to find one open Oblivion Gate. Once all three are open, the Mythic Dawn will open a Great Gate, which I must enter and retrieve its Great
MQ13	FormID: 0001E72F	40	0	Martin and I have arrived on the battlefield. I must protect Martin until the Great
MQ13	FormID: 0001E72F	41	0	
MQ13	FormID: 0001E72F	44	0	
MQ13	FormID: 0001E72F	45	0	
MQ13	FormID: 0001E72F	46	0	
MQ13	FormID: 0001E72F	47	0	
MQ13	FormID: 0001E72F	100	0	
MQ14	FormID: 0001E730	0	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ14	FormID: 0001E730	10	0	The Great Gate has opened! I must enter it at once and get its Great Sigil Stone, before the Bruma defenders are overwhelmed.
MQ14	FormID: 0001E730	15	0	
MQ14	FormID: 0001E730	20	0	I have entered the Great Gate. The Daedric Siege Engine is crawling towards the portal! If it exits the Gate before I reach the Sigil Stone, all is lost.
MQ14	FormID: 0001E730	30	0	The Daedric Siege Engine has almost exited the Gate! I must reach the Sigil Stone!
MQ14	FormID: 0001E730	40	0	The Daedric Siege Engine has exited the Great Gate!
MQ14	FormID: 0001E730	45	0	
MQ14	FormID: 0001E730	48	0	
MQ14	FormID: 0001E730	50	0	
MQ14	FormID: 0001E730	50	1	I reached the Great Sigil Stone and closed the Gate. The Battle of Bruma is won! Now to give the sigil stone to Martin.
MQ14	FormID: 0001E730	60	0	Martin was pleased to see me return alive from the Great Gate. I gave him the Great Sigil Stone, and he has gone to Cloud Ruler Temple to prepare for the portal-
MQ14	FormID: 0001E730	100	0	
MQ14	FormID: 0001E730	100	1	
MQ15	FormID: 0000C20B	0	0	
MQ15	FormID: 0000C20B	10	0	I should prepare myself to travel to Camoran's Paradise and take back the Amulet of Kings from Mankar Camoran. When I am ready, I should meet Martin in the Great Hall at Cloud Ruler Temple.
MQ15	FormID: 0000C20B	15	0	Martin performed the ritual and opened the portal to Camoran's Paradise. He warned me that the portal would close behind me. Martin believes that since Mankar Camoran bound himself to the Mysterium Xarxes in the creation of Paradise, I can only return to Tamriel by killing him. I must enter the portal, kill
MQ15	FormID: 0000C20B	20	0	
MQ15	FormID: 0000C20B	20	1	I have arrived in Camoran's Paradise. The portal closed behind me. I must find Mankar Camoran, kill him and recover the Amulet of Kings.
MQ15	FormID: 0000C20B	30	0	I met a dremora named Kathutet who offered to help me get into the Forbidden Grottos if I helped him by freeing a Xivilai that the Mythic Dawn immortals have trapped in a cave. He claimed that the only way to leave the Savage Garden was by wearing the Bands of the Chosen, which he would give me if I help him.
MQ15	FormID: 0000C20B	32	0	I met a dremora named Kathutet who told me that he holds the key to the Forbidden Grotto, which he claims is the only way out of the Savage Garden. I should find out what this key is and get it from him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ15	FormID: 0000C20B	33	0	The Dremora Kathutet claims that something called the Bands of the Chosen are the key to the Forbidden Grotto, the only way out of the Savage Garden. I should get
MQ15	FormID: 0000C20B	35	0	
MQ15	FormID: 0000C20B	35	1	I found a Xivilai trapped in a cave, and set it free.
MQ15	FormID: 0000C20B	35	2	I freed the Xivilai Anaxes from the cave where he was trapped. I should return to Kathutet and see if he will give me the Bands of the Chosen, as he promised.
MQ15	FormID: 0000C20B	36	0	I killed the Xivilai that I freed from the cave.
MQ15	FormID: 0000C20B	36	1	The Xivilai Anaxes is dead, although Kathutet told me not to kill it. I should find out if he will still give me the Bands of the Chosen, as he promised.
MQ15	FormID: 0000C20B	40	0	The dremora Kathutet gave me the Bands of the Chosen, which he says will let me escape the Savage Garden into the Forbidden Grotto. I should find the door to the Forbidden Grotto and see if he was telling the truth.
MQ15	FormID: 0000C20B	42	0	Kathutet was angry at me for killing the Xivilai. I will have to take the Bands of the Chosen from him by force.
MQ15	FormID: 0000C20B	42	1	
MQ15	FormID: 0000C20B	45	0	I took the Bands of the Chosen from a Dremora named Kathutet. Perhaps they will provide the means to help me escape from the Savage Garden and reach Mankar
MQ15	FormID: 0000C20B	45	1	I have the Bands of the Chosen. I should find the door to the Forbidden Grotto and see if he was telling the truth.
MQ15	FormID: 0000C20B	50	0	I have entered the Forbidden Grotto. Now to find my way through to the Terrace of the Dawn where I hope to find Mankar Camoran and the Amulet of Kings.
MQ15	FormID: 0000C20B	51	0	
MQ15	FormID: 0000C20B	54	0	I met a High Elf named Eldamil. He served Mankar Camoran and the Mythic Dawn on Tamriel, but since coming to Gaiar Alata and seeing the true nature of Mankar Camoran's 'paradise', he claims to have regretted his deeds. He warned me that it was impossible to leave these caves while wearing the Bands of the Chosen, and
MQ15	FormID: 0000C20B	56	0	I accepted Eldamil's offer to help me escape the Forbidden Grottos. Eldamil wants me to pretend to be a prisoner until his Dremora overseer finishes his inspection. I wonder if I can trust him.
MQ15	FormID: 0000C20B	57	0	
MQ15	FormID: 0000C20B	58	0	
MQ15	FormID: 0000C20B	60	0	
MQ15	FormID: 0000C20B	62	0	
MQ15	FormID: 0000C20B	64	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ15	FormID: 0000C20B	65	0	
MQ15	FormID: 0000C20B	66	0	
MQ15	FormID: 0000C20B	67	0	Eldamil told me he would meet me further into the caves where he would be able to remove the Bands of the Chosen from my wrists. I should continue searching for a way through these caves to Mankar Camoran's palace.
MQ15	FormID: 0000C20B	68	0	
MQ15	FormID: 0000C20B	70	0	Eldamil removed the Bands of the Chosen. I should now be able to leave the Forbidden Grotto and continue on my way towards Mankar Camoran's palace at the
MQ15	FormID: 0000C20B	72	0	
MQ15	FormID: 0000C20B	75	0	
MQ15	FormID: 0000C20B	78	0	
MQ15	FormID: 0000C20B	79	0	
MQ15	FormID: 0000C20B	80	0	I found Mankar Camoran in his palace of Carac Agaialor. Now I must kill him and take the Amulet of Kings back to Tamriel.
MQ15	FormID: 0000C20B	82	0	
MQ15	FormID: 0000C20B	85	0	
MQ15	FormID: 0000C20B	89	0	
MQ15	FormID: 0000C20B	90	0	I killed Mankar Camoran. Upon his death, the Paradise he had created dissolved around me, and I found myself back in Cloud Ruler Temple with the Amulet of Kings in my hand. I must give the Amulet to Martin.
MQ15	FormID: 0000C20B	91	0	
MQ15	FormID: 0000C20B	92	0	
MQ15	FormID: 0000C20B	95	0	Martin took the Amulet of Kings from me, and placed it around his neck -- he is indeed of the Septim blood. But he reminded me that Mankar Camoran's death will not halt the Oblivion crisis. Mehrunes Dagon's invasion will continue until Martin lights the Dragonfires in the Temple of the One.
MQ15	FormID: 0000C20B	100	0	
MQ16	FormID: 0002A38F	0	0	
MQ16	FormID: 0002A38F	5	0	I must escort Martin to the Elder Council Chambers in the Imperial Palace, to formally present his claim to the Septim Throne.
MQ16	FormID: 0002A38F	5	1	
MQ16	FormID: 0002A38F	8	0	
MQ16	FormID: 0002A38F	9	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ16	FormID: 0002A38F	10	0	We have arrived in the Elder Council Chamber. I must formally present Martin's claim to Chancellor Ocato, the head of the Elder Council.
MQ16	FormID: 0002A38F	14	0	On behalf of the Elder Council, Chancellor Ocato has recognized Martin as Uriel Septim's heir. Now all that remains is for Martin to light the Dragonfires in the
MQ16	FormID: 0002A38F	15	0	
MQ16	FormID: 0002A38F	16	0	
MQ16	FormID: 0002A38F	18	0	
MQ16	FormID: 0002A38F	19	0	
MQ16	FormID: 0002A38F	20	0	The Imperial City is under attack! Oblivion Gates have opened all over the city and daedra are pouring out! I must escort Martin safely to the Temple of the One where he can light the Dragonfires, close the Oblivion Gates, and save the city!
MQ16	FormID: 0002A38F	21	0	
MQ16	FormID: 0002A38F	23	0	
MQ16	FormID: 0002A38F	25	0	
MQ16	FormID: 0002A38F	26	0	
MQ16	FormID: 0002A38F	27	0	
MQ16	FormID: 0002A38F	29	0	
MQ16	FormID: 0002A38F	30	0	Mehrunes Dagon is here! The barriers between Oblivion and Tamriel have been destroyed! Our only hope now is to somehow defeat Mehrunes Dagon and cast him back into Oblivion. Perhaps Martin will know what to do.
MQ16	FormID: 0002A38F	35	0	Martin said that while mortal weapons may hurt Mehrunes Dagon, they cannot destroy him. He said that if he can only reach the Temple of the One, there is still a chance to turn defeat into victory.
MQ16	FormID: 0002A38F	40	0	Martin and I are inside the Temple of the One. I must get Martin to the Dragonfires, or all hope is lost.
MQ16	FormID: 0002A38F	45	0	
MQ16	FormID: 0002A38F	46	0	
MQ16	FormID: 0002A38F	50	0	
MQ16	FormID: 0002A38F	54	0	
MQ16	FormID: 0002A38F	58	0	
MQ16	FormID: 0002A38F	60	0	
MQ16	FormID: 0002A38F	65	0	



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MQ16	FormID: 0002A38F	80	0	Martin shattered the Amulet of Kings and transformed himself into an avatar of Akatosh, the Dragon God of Time. In dragon form he banished Mehrunes Dagon to Oblivion and ended the Oblivion Crisis, and then vanished. Whether he is dead, or has ascended to join his ancestor Tiber Septim, no one knows.
MQ16	FormID: 0002A38F	100	0	
MQ16	FormID: 0002A38F	100	1	
MQDragonArmor	FormID: 000ADE3F	10	0	Chancellor Ocato has ordered a suit of Imperial Dragon armor forged for me in gratitude for the services I rendered to the Empire during the Oblivion Crisis. It will be waiting for me at the armory in the Imperial Legion Compound in two weeks.
MQDragonArmor	FormID: 000ADE3F	20	0	The Imperial Dragon armor ordered for me by Chancellor Ocato should be ready. I can pick it up from the armory in the Imperial Legion Compound.
MQDragonArmor	FormID: 000ADE3F	30	0	I received the Imperial Dragon armor that Chancellor Ocato had forged for me.
MS02	FormID: 0003636F	10	0	I've overheard a rumor that Velwyn Benirus wants to sell a manor here in Anvil, and that he's selling it cheap. I should go find him and see what he has to offer.
MS02	FormID: 0003636F	20	0	I've met Velwyn Benirus. He has a manor house for sale here in Anvil. I should question him further to see how much he wants for it.
MS02	FormID: 0003636F	30	0	I've purchased the manor from Velwyn. He gave me a key and the deed of ownership. I can now move in there at any time.
MS02	FormID: 0003636F	35	0	I've arrived at my new house in Anvil, Benirus Manor. Looks like the place may need some work, but it was a great deal I just couldn't pass up. I can now make myself at
MS02	FormID: 0003636F	40	0	Benirus Manor is haunted! I was awakened by ghosts that attacked me as I slept. As I awoke, I thought I heard a crash from downstairs. I should search the house and
MS02	FormID: 0003636F	45	0	I've found a skeletal hand next to a page from a diary. The diary makes mention of a secret room in the house that only a true-blooded Benirus can open. I am going to need to talk to Velwyn about this. I may have to ask around town to find out where
MS02	FormID: 0003636F	50	0	I've discovered that Velwyn has left town and made his way to the Imperial City. If I am to find out why Benirus Manor is haunted, I need to find him there.
MS02	FormID: 0003636F	60	0	I've been told that Velwyn stays in the King and Queen Tavern here in the Imperial City. I should go there to find him.
MS02	FormID: 0003636F	70	0	I've found Velwyn at The King and Queen Tavern in the Imperial City. I should speak to him further about the manor and the strange goings on within.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS02	FormID: 0003636F	75	0	After questioning Velwyn, I've learned that his grandfather dabbled in necromancy and was killed when the townspeople of Anvil found out. Strangely, the body was never recovered. Since then, the house has been cursed. I need to convince Velwyn to come back with me to Anvil and lift the curse.
MS02	FormID: 0003636F	80	0	Velwyn agreed to meet me back in Anvil at The Count's Arms. I should return there as soon as possible.
MS02	FormID: 0003636F	85	0	I've met Velwyn at The Count's Arms Tavern. He's agreed to escort me to the house and open the secret room.
MS02	FormID: 0003636F	87	0	Velwyn and I have arrived in Benirus Manor. I must proceed cautiously to the secret room's entrance and prevent any harm from befalling us if the curse is to ever be
MS02	FormID: 0003636F	88	0	Velwyn and I have arrived at the secret door.
MS02	FormID: 0003636F	90	0	Velwyn successfully opened the door to the secret room, which has stopped the ghosts from attacking. He then ran off, leaving me to clean up the mess. It's up to me, and me alone, to investigate what's beyond the mysterious portal.
MS02	FormID: 0003636F	100	0	After touching the altar, I heard the voice of Lorgren Benirus. He said he wished to atone for his past and make peace with the Nines. All he wished was to be whole again. This must be the way to lift the curse from Benirus Manor. I should touch his skeleton while I carry the bony hand and put an end to this madness.
MS02	FormID: 0003636F	110	0	Completing the skeleton was a ruse and Lorgren rose from the dead! I had no choice but to destroy him. With his destruction, the curse of Benirus Manor was lifted. I should return to The Count's Arms and speak to Velwyn.
MS02	FormID: 0003636F	120	0	I have met Velwyn back at The Count's Arms. He congratulated me and then told me he would be off again to live in the Imperial City. Now I can truly call Benirus
MS04	FormID: 0003AF05	5	0	I've heard an all female gang of thieves is preying on the men folk of Anvil. While I didn't get all the details, I was pointed in the direction of Gogan and Maelona, two local Anvil residents. Somehow, Gogan is [QUOTE]intimately[QUOTE] involved
MS04	FormID: 0003AF05	10	0	I've spoken to Maelona, a Reguard commoner who lives in Anvil. It seems that a gang of female thieves has taken up residence somewhere nearby. They're luring men out to their farmhouse by seducing them, and then in actuality, robbing them of all their goods when they arrive. The men are so embarrassed about this that they won't report it to the authorities. Maelona's husband is one of the
MS04	FormID: 0003AF05	20	0	Upon further questioning, I've discovered that Maelona's husband, Gogan, was carrying a family heirloom when the all-female gang robbed him. She's desperate to get the ring back, and is offering 100 gold for its return.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS04	FormID: 0003AF05	30	0	Maelona told me that the men are usually approached at the local watering hole, The Flowing Bowl. That's where I should make contact with the gang. I should speak to Gogan, as he may be able to add some more useful information.
MS04	FormID: 0003AF05	35	0	After speaking to Gogan, I've learned that there are at least two gang members, an Imperial and a Nord. They lure men to a remote location, trick them into removing their clothes and equipment, and then ambush them while they are defenseless. I think at this point I have enough information to pay a visit to The Flowing Bowl.
MS04	FormID: 0003AF05	40	0	Faustina Cartia approached me after I arrived at The Flowing Bowl. She said that I had what it took to join their gang, and if I was interested, to meet her in the farmhouse at a small settlement outside of Anvil called Gweden around 11 tonight. This was the break I was looking for, so I'll follow my map to that location.
MS04	FormID: 0003AF05	40	1	Signy Home-Wrecker has met me at The Flowing Bowl, accompanied by Faustina Cartia. She enticed me to meet them at their farmhouse around 11 this evening, [QUOTE]for a night of fun I won't soon forget[QUOTE]. I have decided to take them up on their tempting offer, as this will point me in the direction of their hideout. The farmhouse seems to be just outside of Anvil in the settlement named Gweden.
MS04	FormID: 0003AF05	50	0	I've arrived at Gweden. I'll need to wait until around 11 in the evening to go inside and find out what Faustina and Signy have in store for me.
MS04	FormID: 0003AF05	50	1	I've arrived at Gweden. I should enter the main farmhouse and find out what Faustina and Signy have in store for me.
MS04	FormID: 0003AF05	55	0	
MS04	FormID: 0003AF05	60	0	After entering the farmhouse, I encountered Faustina who enticed me to remove my weapons, armor and clothing and place them aside. Once I did so, she yelled out and the rest of the gang entered the room fully armed and ready for battle. I had no
MS04	FormID: 0003AF05	60	1	After entering the farmhouse, I encountered Faustina who tried to convince me to join in on their scheme. When I told her no, she yelled out and the rest of the gang entered the room fully armed and ready for battle. I had no choice but to kill them.
MS04	FormID: 0003AF05	60	2	After entering the farmhouse, I encountered Faustina who tried to entice me to remove my weapons, armor and clothing and place them aside. Knowing this was a ruse, I refused. She yelled out and the rest of the gang entered the room fully armed and ready for battle. I had no choice but to kill them.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS04	FormID: 0003AF05	100	0	Maelona and Gogan entered the farmhouse in Anvil City Guard armor. It turns out that they have been undercover as a married couple for some time trying to put a stop to the gang. She says I was spotted heading to Gweden so she went back for reinforcements and headed here. She said she would take care of the bodies, and
MS04	FormID: 0003AF05	110	0	Maelona and Gogan entered the farmhouse in Anvil City Guard armor. It turns out that they have been undercover as a married couple for some time trying to put a stop to the gang. She says I was spotted heading to Gweden so she went back for reinforcements and headed here. She has taken Faustina into custody and paid me
MS04	FormID: 0003AF05	150	0	I fear I've slain one of the gang members prematurely. Although this puts a stop to the crimes, a better way may have been available had I followed through with the
MS05	FormID: 0002CA50	10	0	I've heard that Kud-Ei at the Mage's Guild in Bravil is searching for assistance in locating a missing friend. A reward is being offered, so I've decided to find out more
MS05	FormID: 0002CA50	20	0	I've spoken to Kud-Ei of the Mage's Guild in Bravil. It seems that her friend, Henantier isn't missing after all, but trapped somewhere and Kud-Ei needs my help liberating him. Kud-Ei said to return to her when I'm ready and she'll take me to
MS05	FormID: 0002CA50	25	0	
MS05	FormID: 0002CA50	30	0	Kud-Ei has explained that Henantier has become the victim of his own creation, the Dreamworld Amulet. He's trapped inside his own dreams, and I'll need to put on the amulet and go to sleep to enter Henantier's dreams and hopefully retrieve him. When I'm ready to do this, I should speak to Kud-Ei, who will prepare me for the
MS05	FormID: 0002CA50	40	0	Kud-Ei has given me Henantier's Dreamworld Amulet. I need to enter his dream by going to sleep while wearing the amulet. Kud-Ei also warned me that if Henantier is slain in the Dreamworld while I'm there, I'd be killed as well, so I must be careful.
MS05	FormID: 0002CA50	50	0	I've entered Henantier's Dreamworld. To my surprise, I've arrived naked except for the Dreamworld amulet! Not only am I unarmed, but also I've discovered that the amulet is preventing me from using any magic. I'll have to explore this strange place in hopes of finding something to defend myself with.
MS05	FormID: 0002CA50	60	0	I've located Henantier. He seems awfully confused and doesn't understand where he is or how he got here. He did mention that he lost some things. Perhaps they're keys or clues explaining how to exit this bizarre place. I have no choice but to explore the recesses of his Dreamworld and find these objects.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MS05	FormID: 0002CA50	70	0	I've located the Element of Resolve. This must be one of the things that Henantier misplaced. Losing this attribute of his mind must be what's making him so confused. If I can find all of the elements, and bring them back to him, it should restore Henantier's sanity and help him awaken. I should continue searching for other elements if I ever intend to leave this waking nightmare.
MS05	FormID: 0002CA50	70	1	I've located the Element of Patience. This must be one of the things that Henantier misplaced. Losing this attribute of his mind must be what's making him so confused. If I can find all of the elements, and bring them back to him, it should restore Henantier's sanity and help him awaken. I should continue searching for other elements if I ever intend to leave this waking nightmare.
MS05	FormID: 0002CA50	70	2	I've located the Element of Courage. This must be one of the things that Henantier misplaced. Losing this attribute of his mind must be what's making him so confused. If I can find all of the elements, and bring them back to him, it should restore Henantier's sanity and help him awaken. I should continue searching for other elements if I ever intend to leave this waking nightmare.
MS05	FormID: 0002CA50	70	3	I've located the Element of Perception. This must be one of the things that Henantier misplaced. Losing this attribute of his mind must be what's making him so confused. If I can find all of the elements, and bring them back to him, it should restore Henantier's sanity and help him awaken. I should continue searching for other elements if I ever intend to leave this waking nightmare.
MS05	FormID: 0002CA50	72	0	I've located the Element of Resolve, the second Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	72	1	I've located the Element of Patience, the second Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	72	2	I've located the Element of Courage, the second Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	72	3	I've located the Element of Perception, the second Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	74	0	I've located the Element of Resolve, the third Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	74	1	I've located the Element of Patience, the third Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	74	2	I've located the Element of Courage, the third Element to be found in Henantier's Dreamword. I should continue searching for more elements.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS05	FormID: 0002CA50	74	3	I've located the Element of Perception, the third Element to be found in Henantier's Dreamword. I should continue searching for more elements.
MS05	FormID: 0002CA50	75	0	I've located the Element of Resolve, the final element in this bizarre amalgam of Henantier's dreams. I should bring all four elements to Henantier and try to restore
MS05	FormID: 0002CA50	75	1	I've located the Element of Patience, the final element in this bizarre amalgam of Henantier's dreams. I should bring all four elements to Henantier and try to restore
MS05	FormID: 0002CA50	75	2	I've located the Element of Courage, the final element in this bizarre amalgam of Henantier's dreams. I should bring all four elements to Henantier and try to restore
MS05	FormID: 0002CA50	75	3	I've located the Element of Perception, the final element in this bizarre amalgam of Henantier's dreams. I should bring all four elements to Henantier and try to restore
MS05	FormID: 0002CA50	80	0	After giving him the four Dreamworld Elements, I've succeeded in convincing Henantier he was in a dream, and we've returned to the real world. I should speak
MS05	FormID: 0002CA50	90	0	I've slain Henantier in his sleep. His nightmares are now over.
MS05	FormID: 0002CA50	100	0	Henantier has thanked me for saving him. As a reward, he's provided me with some of his magic scrolls.
MS05	FormID: 0002CA50	200	0	One of the characters needed to complete this quest has died.
MS06	FormID: 00033E93	10	0	I've heard a rumor about the ghost of an old man who walks the shores of Niben Bay at night. It's said that he walks slowly along the coast, and then looks mournfully out into the Bay until the sun rises. The people of Bravil have taken to calling him 'the Forlorn Watchman'. I was referred to Gilgondorin at Silverhome-on-
MS06	FormID: 00033E93	18	0	Gilgondorin told me that the Forlorn Watchman appears at Bawnwatch Camp every night at 8 on the shore of Niben Bay. He was very helpful, and even marked the camp's location on my map. Perhaps I should make my way out there and see what
MS06	FormID: 00033E93	20	0	The ghostly figure of the Forlorn Watchman has appeared on the shore of Niben Bay. Perhaps I should watch him for a bit and see what he does.
MS06	FormID: 00033E93	30	0	The ghost stopped its somber walk at a rocky outcropping jutting into Niben Bay. He identified himself as Grantham Blakeley, and simply said [QUOTE]Look for me in the mouth of the panther. Please, release me.[QUOTE] Then it turned back out to the Bay and looked out over the water. I think it was looking that way specifically. I should try and ask Gilgondorin about the [QUOTE]mouth of the panther[QUOTE].

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS06	FormID: 00033E93	30	1	The ghost stopped its somber walk at a rocky outcropping jutting into Niben Bay. He identified himself as Grantham Blakeley, and simply said [QUOTE]Look for me in the mouth of the panther. Please, release me.[QUOTE] Then it turned back out to the Bay and looked out over the water. I think it was looking that way specifically.
MS06	FormID: 00033E93	40	0	Perhaps someone in Bravil would know more about this spirit and the Gilgondorin said that the [QUOTE]mouth of the panther[QUOTE] is a reference to the old nautical term for the Panther River and the delta where it meets Niben Bay. The name was given to it by sailors because of the pointed rock formations jutting from the water that vaguely resemble teeth. He added its location to my map. I should make my way over there to unravel Grantham's cryptic message.
MS06	FormID: 00033E93	50	0	I've arrived at the Mouth of the Panther. Beyond the tooth-like rocks is the remains of a small cargo ship named the Emma May that looks like it sank a long time ago. I should investigate this wreck.
MS06	FormID: 00033E93	60	0	In the wreck of the Emma May, a spirit attacked me. The vessel seems completely infested with them. I suspect them to be the remains of the Emma May's crew. Why this happened to them puzzles me. I should press forward and investigate further.
MS06	FormID: 00033E93	70	0	I've discovered the logbook of the Emma May. It appears that at some point, there was a mutiny and the ship was diverted from its course. Two men tried to stop the mutiny, but were imprisoned below decks. Seeking shelter from a bad storm, the ship pulled into what looked like a safe cove. That was the last entry. I fear that they didn't see the rocks of the Mouth of the Panther and ran aground. I should continue
MS06	FormID: 00033E93	80	0	I've found a key in the remains of Gable, the traitor named in the Emma May's log. I should search the Emma May for a lock to match.
MS06	FormID: 00033E93	90	0	I've found a skeleton chained to the wall in the lowest deck of the Emma May. I believe these to be the remains of Grantham Blakeley. I should use the key I found
MS06	FormID: 00033E93	100	0	The ghost of Grantham Blakeley appeared after I unlocked the shackles. He thanked me for freeing him and said to take the map concealed somewhere in this room. I think the map leads to the old man's treasure. I should take the map and leave this
MS06	FormID: 00033E93	110	0	I now have Grantham's map in my possession. With it, I should be able to find the location of his treasure.
MS06	FormID: 00033E93	120	0	Grantham's map has led me to a treasure chest concealed among some rocks. This must be where Grantham hid his belongings while he was at sea. He has passed this on to me now, as a reward for helping free his spirit.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS08	FormID: 0001F426	5	0	While in Bravil, I've heard that Ursanne Loche's husband, Aleron, is missing. If I wish to help, I should attempt to locate Ursanne and see if I can find out more
MS08	FormID: 0001F426	10	0	I've met Ursanne Loche in Bravil. She's told me that her husband, Aleron Loche is missing and she needs my help to locate him. I should ask her more about Aleron to help determine if I'm interested in helping.
MS08	FormID: 0001F426	20	0	Aleron owed a great deal of money to an Orc usurer named Kurdan gro-Dragol. He went there a day ago to beg for more time, and hasn't returned since. Kurdan gro-Dragol usually frequents The Lonely Suitor Lodge, which is close by. Perhaps I should
MS08	FormID: 0001F426	30	0	Kurdan gro-Dragol has told me that he knows the location of Aleron Loche, and if I want him to reveal it to me, I'll have to retrieve an axe that belonged to his father and was lost on Fort Grief Island some time ago. If I don't bring the axe back, he says that Aleron will die. When I'm ready, I need to speak to Kurdan who will provide a
MS08	FormID: 0001F426	40	0	Kurdan gro-Dragol told me that the boat is waiting for me at the dock next to the magic shop here in Bravil. I should get underway soon, as I wish to find out what's
MS08	FormID: 0001F426	50	0	I've arrived at Fort Grief. I should proceed inside the ruined keep and begin my search for the axe.
MS08	FormID: 0001F426	60	0	To my surprise, I've come across Aleron Loche inside the ruined keep of Fort Grief! He told me that the search for the axe is a ruse that Kurdan gro-Dragol uses to lure people into the ruins. Apparently, Aleron and I are now the prey in a bizarre hunting sport that Kurdan created. I should talk to Aleron and find out more.
MS08	FormID: 0001F426	65	0	If Aleron and I are to survive, I need to proceed down into the Hunter's Run and defeat the hunters being sent after us. According to the [QUOTE]rules[QUOTE], one of them will have the key to unlock the door Kurdan sealed behind us. Since Aleron is in no condition to fight, I'll have to seek these hunters out myself.
MS08	FormID: 0001F426	70	0	I've defeated all of the hunters. I should search the body of the Orc Hunter for the key to the keep door of Fort Grief.
MS08	FormID: 0001F426	75	0	I've found the key to the door of the keep at Fort Grief. I should now return to Aleron and get us both off this island.
MS08	FormID: 0001F426	80	0	I've returned to find Kurdan himself standing over the corpse of Aleron, whom he'd murdered. I had no choice but to attack and slay him. I should search Kurdan's corpse for anything that may help me get out of these ruins.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS08	FormID: 0001F426	90	0	The key I discovered on the Orc Hunter was indeed a fake and the real key was on Kurdan's body. He'd never intended to let us leave whether we won his demented hunt or not. The real key should allow me to unlock the gateroom inside the Hunter's Run and then leave Fort Grief. I will then have to bring Ursanne the sad
MS08	FormID: 0001F426	100	0	I've told Ursanne about her husband's death. I said that he fought bravely and that his thoughts were with her before he died. She thanked me for my kind words and bestowed a book upon me that belonged to Aleron. I know that I did the best I could, but at least Aleron's death was avenged.
MS08	FormID: 0001F426	150	0	One of the characters needed to complete this quest has died.
MS09	FormID: 00017837	10	0	I've heard that Arnora Auria of Bruma is looking for some help recovering some money that was stolen from her. I should make my way to her house and see if I can
MS09	FormID: 00017837	15	0	I've spoken to Arnora, but it sounds like she wants me to do something potentially illegal. I've told her I'm not interested. It sounded like she'd welcome me back if I
MS09	FormID: 00017837	20	0	Arnora told me about a particular crime that she was forced to help her lover, Jorundr, commit. They stole some gold and buried it, but Jorundr was arrested. When she returned to the hiding place, the gold was gone. Jorundr must have moved it. Now she wants to recover the money. I should go to Bruma Castle
MS09	FormID: 00017837	30	0	Jorundr refused to speak to me. He said that he doesn't talk to [QUOTE]outsiders[QUOTE]. I think he's referring to the fact that I'm not a prisoner. Sounds like the only way to get him to talk is by getting arrested.
MS09	FormID: 00017837	35	0	I've committed a crime and been sent to jail. This may be the perfect opportunity to speak to Jorundr about the stolen gold.
MS09	FormID: 00017837	35	1	I've committed a crime and been sent to jail. Perhaps now I can convince Jorundr to tell me about the stolen gold.
MS09	FormID: 00017837	40	0	Jorundr had a completely different take on what happened with Arnora. He says she turned him in, hoping to get the gold for herself, but he had moved it. He's furious and wants revenge. Jorundr then offered to give me all of the gold if I kill her. All I have to do is show him her amulet.
MS09	FormID: 00017837	50	0	I've slain Arnora. I should take the amulet off her body and bring it to Jorundr.
MS09	FormID: 00017837	60	0	I've convinced Arnora to give me her amulet. However, I've agreed to split the gold with her. She gave me the key to unlock the chest next to her bed. Inside is the amulet Jorundr is looking for. I should retrieve it and bring it to the Bruma Castle
MS09	FormID: 00017837	70	0	I've shown Arnora's Amulet to Jorundr. He revealed the location of the treasure as being buried outside the town wall.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS09	FormID: 00017837	100	0	I've found the treasure that Jorundr concealed outside the walls of Bruma.
MS09	FormID: 00017837	140	0	I've killed a corrupt guard named Tyrellius Logellus near the stashed loot. Apparently, he had overheard my conversation with Jorundr in the Bruma Castle Dungeons and wanted the gold for himself. I think he's also killed Arnora. I can now
MS09	FormID: 00017837	150	0	I've found the treasure that Jorundr concealed. I should go check to see if Tyrellius was telling the truth about Arnora.
MS09	FormID: 00017837	160	0	I've found Arnora's body in her house. Tyrellius has indeed killed her. I should probably leave before the town guard thinks I had something to do with it. On the bright side, all of Jorundr's gold is now mine.
MS09	FormID: 00017837	180	0	Arnora's death occurred before I struck a bargain with Jorundr and if he would have rewarded me before, he certainly won't now.
MS09	FormID: 00017837	200	0	One of the characters needed to complete this quest has died.
MS10	FormID: 00017838	10	0	I was told by one of the townspeople in Cheydinhal that the guards have been imposing heavy and unfair fines lately. This seemed to begin ever since the new Captain of the Guard, Ulrich Leland, took office. I was referred to Llevana Nedaren, who lives in the south end of town, as she is the most vocal about her dislike of the
MS10	FormID: 00017838	20	0	Llevana Nedaren told me about the plight of a good friend of hers, Aldos Othran. She explained how he was evicted from his home for non-payment of fines and expressed her hatred of Ulrich. She mentioned that Ulrich's second in command, Garrus Darelliun, seemed sympathetic to the people's plight. I should speak to
MS10	FormID: 00017838	30	0	Garrus Darelliun let me know his dislike of his commanding officer and took it a step further by letting me know he thinks Ulrich is pocketing much of the money from the inflated fines. He said I should speak to Aldos, as Garrus needs a witness to bring
MS10	FormID: 00017838	40	0	I found Aldos, drunk as usual. He begged me to follow him back to his old house where wanted me to witness something. I should follow.
MS10	FormID: 00017838	50	0	Aldos Othran has been slain by a Cheydinhal guard. He had led me to his old house, where he exchanged heated words with the guards. During the argument, Aldos pulled a knife and the guard put him down. I should tell Llevana the sad news.
MS10	FormID: 00017838	60	0	Llevana was furious after I told her of Aldos's fate. She wants me to go speak to Ulrich and somehow convince him to follow me back to her house, where she would [QUOTE]take care of him.[QUOTE] This doesn't sound like the best method to deal with Ulrich. I think I should speak to Garrus first then decide how to handle this

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS10	FormID: 00017838	70	0	Garrus was saddened by the news of Aldos's death. He vowed to bring Ulrich to justice by any means. He suggested the only way to incriminate the Captain would be by searching his quarters. He is suggesting that I sneak in there and look for such evidence. I'll have to decide if I want to do this Garrus's way or Llevana's way.
MS10	FormID: 00017838	75	0	I have convinced Ulrich to follow me to Llevana's house. I should lead him there
MS10	FormID: 00017838	78	0	I have arrived at Llevana's house with Ulrich. I should see where he goes.
MS10	FormID: 00017838	79	0	
MS10	FormID: 00017838	80	0	Once Ulrich was led inside Llevana's house, she cast some sort of paralysis spell on him. At that point, Llevana released some rats upon Ulrich's helpless body that bit into him until he was dead. I should report this to Garrus.
MS10	FormID: 00017838	90	0	In Ulrich's quarters, I've discovered a letter he wrote to some relatives outside of Cyrodiil. In it, he talks about sending them a great deal of money and goods he purchased using the illicit funds. This is the evidence Garrus would need. I should
MS10	FormID: 00017838	95	0	
MS10	FormID: 00017838	95	1	Garrus was upset that I would resort to such a method to have Ulrich removed from his position, but he was glad it was over. He said he would report this to the Count of Cheydinhal, and told me to meet him at the Cheydinhal Bridge Inn in two hours.
MS10	FormID: 00017838	95	2	I have given the evidence to Garrus he needs to remove Ulrich from office. He said he would take it directly to the Count of Cheydinhal. He told me to meet him at the Cheydinhal Bridge Inn in two hours.
MS10	FormID: 00017838	97	0	It's been about two hours, and Garrus Darelliun should be meeting me at the Cheydinhal Bridge Inn.
MS10	FormID: 00017838	100	0	Garrus has informed me that he was made Captain of the Guard of Cheydinhal to replace Ulrich, and has rewarded me for helping him.
MS10	FormID: 00017838	120	0	
MS10	FormID: 00017838	150	0	I've slain Ulrich Leland. At my first opportunity, I should speak with Garrus Darelliun, his second-in-command.
MS10	FormID: 00017838	180	0	Although my actions removed Ulrich from his position as Captain of the Guard, Garrus didn't approve of my method.
MS10	FormID: 00017838	200	0	One of the characters needed to complete this quest has died.
MS11	FormID: 00017839	5	0	I've entered the house of Bradon Lirrian in Bruma. A guard named Carius Runellius has told me that this was the scene of a crime, and unless I was a guard or someone named Raynil Dralas, I should leave.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS11	FormID: 00017839	10	0	I've discovered that Bradon Lirrian, a resident here in Bruma, was actually a vampire. He was slain by a vampire hunter who has appeared in town named Raynil Dralas. However, the circumstances of this incident sound sketchy at best. I should make my way to the crime scene at Bradon's house to investigate.
MS11	FormID: 00017839	20	0	I've spoken to Carius Runellius, an investigator for the Bruma city watch, at the crime scene. He says that Raynil slipped into the house undetected and killed the vampire in its sleep around noon. The wife wasn't home, as she works during the day. Also, the body of an unidentified beggar has been found stashed in Bradon's house. I should question Bradon's wife if I want to investigate further.
MS11	FormID: 00017839	30	0	Bradon's wife, Erline, told me her husband is innocent. She says that he simply works at night, and sleeps during the day. She also suspects that someone must have planted the body. She seemed to cast a suspicious light on Raynil, whom she says she recognizes. I think I should locate Raynil and ask him some questions as well. I should start with some of the merchants and innkeepers in town.
MS11	FormID: 00017839	40	0	After asking around Bruma, I've discovered that Raynil has been staying at Olav's Tap and Tack while he's been in town. The inn is located next to the city gates. This should be my next destination if I'm to question Raynil.
MS11	FormID: 00017839	50	0	I've spoken to Olav at Olav's Tap and Tack. I was able to convince him to give me the key to Raynil's room. He told me that it was up the stairs and at the end of the hall. That should be my next destination.
MS11	FormID: 00017839	60	0	I've entered Raynil's room. I should carefully search the place for anything
MS11	FormID: 00017839	70	0	I've discovered a small journal in Raynil's room at the inn. It seems he was part of a group of adventurers who uncovered an artifact of some sort from some Ayleid ruins. They all agreed to stash the artifact in a cave until more research could be done about it. Each of them took a key to the chest it was secured in. The two other members of the group were Bradon and someone named Gelebourne. I need to find out more about Gelebourne to confirm my suspicions about Raynil. Olav may be
MS11	FormID: 00017839	80	0	The innkeeper, Olav, told me that Gelebourne was slain in Skingrad by none other than Raynil. As with Bradon, Raynil claimed Gelebourne was a vampire. I think Raynil is using the vampire as a cover story to get the keys to the chest where they stashed the artifact. I think it's time to speak to Carius Runellius about Raynil. He
MS11	FormID: 00017839	85	0	I've given Gelebourne's journal to Carius. He was shocked at the story contained within, and vowed to bring Raynil to justice. He's gone to inform the guards. He said to meet him back at Olav's Tap and Tack in an hour.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS11	FormID: 00017839	90	0	Carius told me that Raynil was seen leaving Bruma and heading west. According to the journal, the cave where the artifact is stashed is in that direction. Carius mentioned that the only cave in that direction that matches the journal's description is Boreal Stone Cave. Carius also feels I have only a day before Raynil can
MS11	FormID: 00017839	100	0	I've arrived at Boreal Stone Cave.
MS11	FormID: 00017839	110	0	I've located Raynil in Boreal Stone Cave. He refused to surrender, choosing instead to attack me. I was forced to kill him to defend myself. I can now recover the artifact mentioned in Gelebounre's journal from the chest.
MS11	FormID: 00017839	115	0	Opening the waterlogged chest with all three keys, I discovered the artifact to be an amulet. It seems fairly unremarkable, and I am unsure of its function. I think I should bring it back to Erline Lirrian and see what she wants me to do with it.
MS11	FormID: 00017839	120	0	Erline was pleased that I stopped Raynil. She told me that as an extra precaution, Bradon had a command word protection put on the amulet so no one could steal it and use it without his knowledge. Fortunately, Erline was given the command word. After giving it to her, she said the word, and the true nature of the item was revealed: The Phylacetary of Litheness. She then said I could keep the item, as a
MS11	FormID: 00017839	150	0	A full day has passed, and I haven't made it to Boreal Stone Cave to stop Raynil. I fear I may be too late. I should hasten there as soon as I can to confirm my theory.
MS11	FormID: 00017839	160	0	I've arrived at Boreal Stone Cave, and have found it to be completely empty. I fear Raynil has made off with the artifact and he has disappeared. I should inform Carius.
MS11	FormID: 00017839	170	0	Carius mentioned that Raynil has slipped through their grasp and made good his escape from the area. They will keep watch for him, but they doubt he will return. I'm afraid I'll never see him again.
MS11	FormID: 00017839	200	0	One of the characters needed to complete this quest has died.
MS12	FormID: 00017835	2	0	I've learned that the Countess of Bruma, Narina Carvain is the collector of Akaviri artifacts. Apparently, she's seeking a particular piece to add her relics. The townspeople I spoke to recommended I seek out Tolgan, her steward, if I was
MS12	FormID: 00017835	5	0	I've met a Nord named Tolgan. Apparently, he's the herald of Countess Narina Carvain from here in Bruma. He presented me with a stipend of gold, and a request from Lady Carvain to meet her at the castle. Not wanting to offend the Countess, I should accept the request, and make my way there when she holds court.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS12	FormID: 00017835	10	0	Countess Narina Carvain has told me that she's seeking a particular relic of Akaviri origin: The Draconian Madstone, an amulet that supposedly grants the wearer immunity to poison. It's recently come to her attention that it may be located in the ruins at Pale Pass. She's offering a substantial reward for the talisman's return. I
MS12	FormID: 00017835	13	0	I've declined Countess Narina Carvain's offer for now. She said I could return at any time if I wish to change my mind.
MS12	FormID: 00017835	15	0	I've accepted the task. Countess Carvain revealed that she has the diary of a messenger from the original Akiviri army that marched on Cyrodiil at the end of the First Era. The messenger's diary supposedly gives clues to the location of the ruins at Pale Pass. The Countess has provided me with a map, a translation of the diary to use as a guide and a key that may unlock a door at the site.
MS12	FormID: 00017835	20	0	Countess Carvain has told me that her scouts have already located the first landmark mentioned in the diary, Dragonclaw Rock. It's been marked on my map, so I should begin the journey from there.
MS12	FormID: 00017835	30	0	I've arrived at Dragonclaw Rock. I should consult the messenger's diary to learn the way to the next landmark.
MS12	FormID: 00017835	40	0	I've reached the second landmark, The Sentinel. I should consult the messenger's diary once again to discern the way to the third landmark.
MS12	FormID: 00017835	50	0	I've found the third landmark, The Serpent's Trail, which seems to be an underground passage. I'll need to traverse this passage if I'm to find the ruins.
MS12	FormID: 00017835	60	0	I've discovered the body of the messenger who penned the diary I've been carrying. Even though he died over a thousand years ago, the bones have been well preserved by the frost in the caves. He seems to be clutching something in his bony
MS12	FormID: 00017835	70	0	Near the body of the messenger, I've discovered a slate tablet with what appears to be Akaviri writing on its surface. These must be the orders the messenger spoke
MS12	FormID: 00017835	80	0	I've emerged from The Serpent's Trail and find myself face to face with the legendary Pale Pass. A path winds down into the snowy valley. If I follow it, it should
MS12	FormID: 00017835	85	0	I've discovered the crumbled walls of the once mighty Fort Pale Pass. It appears to have been destroyed by a landslide long ago. I should proceed into the ruins and
MS12	FormID: 00017835	90	0	The ruins appear to be infested with undead Akaviri. I don't know how long they've been trapped here, but I should proceed with caution. I need to locate the Akaviri commander of the fort who is said to possess the Draconian Madstone.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS12	FormID: 00017835	100	0	After seeing the orders, the Akaviri Commander vanished. The ruins are now silent and at peace. After so many years, the Akaviri's final mission has been completed. I should proceed ahead and search for the Madstone.
MS12	FormID: 00017835	105	0	I've destroyed the commander of the Akaviri fort. I should proceed ahead and search for the Madstone.
MS12	FormID: 00017835	110	0	I've obtained the Draconian Madstone. I should now make the long journey back to Countess Carvain in Bruma.
MS12	FormID: 00017835	150	0	I've given Countess Carvain the Draconian Madstone. She was extremely pleased, and rewarded me with an Akaviri artifact from her personal collection called the
MS13	FormID: 00031B77	10	0	Count Indarys of Cheydinhal has mentioned the opening of what they suspect to be a gate to the realm of Oblivion just outside the city walls. The guards seem on alert and tensions appear to be running high. He said if I wanted to help, I should make my way through the west gates of Cheydinhal and speak to the guards there.
MS13	FormID: 00031B77	10	1	One of the townspeople in Cheydinhal has mentioned the opening of what they suspect to be a gate to the realm of Oblivion just outside the city walls. The city guards seem on alert and tensions appear to be running high. I should make my way through the west gates of Cheydinhal to investigate.
MS13	FormID: 00031B77	13	0	I've come upon an Oblivion Gate dominating the landscape outside the walls of Cheydinhal. A few Cheydinhal guards seem to be patrolling its perimeter. I should approach one of them and see if I can render any assistance.
MS13	FormID: 00031B77	15	0	I've stepped through the Oblivion Gate outside of Cheydinhal and now find myself in the dreaded plane of Oblivion itself. I should proceed carefully, as unknown dangers await me here.
MS13	FormID: 00031B77	20	0	I've met Amminus Gregori at an Oblivion Gate that has appeared outside of Cheydinhal. He said that a group of Knights led by the Count of Cheydinhal's son, Farwil Indarys, went inside to close the Gate. That was almost two days ago. The Count has posted a generous reward for the closing of the Oblivion Gate and information on Farwil's whereabouts. I should question him to learn more.
MS13	FormID: 00031B77	30	0	Amminus told me that Farwil heads up a group of soldiers calling themselves [QUOTE]The Knights of the Thorn[QUOTE]. This group seems to be a splinter faction of the town guard that maintains a lodge just outside the city. From the Amminus's snide comments, it doesn't sound like they're appreciated.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS13	FormID: 00031B77	40	0	Amminus told me that the only way to close the Oblivion Gate is to locate the Sigil Stone that resides within. Once the stone is in hand, the Gate will cease to exist. I'll have to keep this in mind when I venture through.
MS13	FormID: 00031B77	45	0	I've stepped through the Oblivion Gate outside of Cheydinhal and now find myself in the dreaded plane of Oblivion itself. My only chance to destroy the gate and return home would be obtaining the Sigil Stone in this plane's citadel. I should make
MS13	FormID: 00031B77	50	0	I've located Farwil and one other survivor of his group. They look wounded and shaken. I should speak to them to learn what's happened here.
MS13	FormID: 00031B77	50	1	I've located a Dunmer and a Breton in the Oblivion plane. They look wounded and shaken. I should speak to them to learn what's happened here.
MS13	FormID: 00031B77	60	0	Farwil told me that all of the Knights of the Thorn have been killed except himself and Bremman Senyan. They died trying to get inside the citadel to obtain the Sigil Stone. He's now ordered me to go into the Citadel and recover the Sigil Stone, and says he'll not leave this place until that task is done.
MS13	FormID: 00031B77	60	1	The Dumner has identified himself as Farwil Indarys, son of the Count of Cheydinhal and a [QUOTE]Knight of the Thorn[QUOTE]. He told me that all his companions have been killed except himself and Bremman Senyan. They died trying to get inside the citadel to obtain the Sigil Stone. He's now ordered me to go into the Citadel and recover the Sigil Stone, and says he'll not leave this place until that task is done.
MS13	FormID: 00031B77	70	0	Farwil has been slain. I should take his signet ring from his body to the Count of Cheydinhal as proof of his son's demise.
MS13	FormID: 00031B77	80	0	After I touched the Sigil Stone, I appeared outside of Oblivion and back on Tamriel. The gate has been destroyed. I should report my actions to Amminus Gregori as
MS13	FormID: 00031B77	80	1	After I touched the Sigil Stone, I found myself outside of Oblivion and back on Tamriel. The gate is now nowhere to be found. I should now speak with Farwil.
MS13	FormID: 00031B77	90	0	Farwil thanked me in his odd way, and told me to go speak to his father, the Count of Cheydinhal. I should do so. Also, he's bestowed upon me the [QUOTE]honor[QUOTE] of being a Knight of the Thorn. To humor him, I courteously
MS13	FormID: 00031B77	95	0	Amminus Gregori has told me that Count Indarys wishes to speak to me personally. I should head to Castle Cheydinhal now.
MS13	FormID: 00031B77	100	0	I've spoken to Count Indarys. He was pleased that the Oblivion Gate outside his city was closed, and ecstatic that his son was still alive. To reward my actions, he presented me with a fine sword named Thornblade.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS13	FormID: 00031B77	105	0	I've spoken to Count Indarys. He was pleased that the Oblivion Gate outside his city was closed, and ecstatic that his son was still alive. To reward my actions, he presented me with a fine weapon named the Staff of Indarys.
MS13	FormID: 00031B77	110	0	I've spoken to Count Indarys. He was pleased that the Oblivion Gate outside his city was closed, but heartbroken about his son's death. Still, he was generous enough to
MS13	FormID: 00031B77	115	0	I've spoken to Count Indarys. He was pleased that the Oblivion Gate outside his city was closed, but heartbroken about his son's death. Still, he was generous enough to reward me with 200 gold. When I tried to present him with Farwil's signet ring, he relented and allowed me to keep it as a memento of my journey with Farwil.
MS13	FormID: 00031B77	150	0	Farwil has died by my hands. Count Indarys will be extremely upset that this has transpired. I fear I may have ruined the good deed my quest represented.
MS13	FormID: 00031B77	200	0	With the banishment of Mehrunes Dagon to Oblivion and end of the Oblivion Crisis, the gate at Cheydinhal has been destroyed.
MS13	FormID: 00031B77	200	1	With the banishment of Mehrunes Dagon to Oblivion and end of the Oblivion Crisis, the gate at Cheydinhal has been destroyed. Farwil and the few surviving Knights of the Thorn were fortunately returned to Tamriel when this occurred.
MS14	FormID: 00017606	10	0	I've heard that a famous painter named Rythe Lythandas has gone missing. Apparently, his wife Tivela has been frantically searching for him. Perhaps I should visit their home here in Cheydinhal to see if I can assist with the search.
MS14	FormID: 00017606	20	0	I've met a kindly Dunmer named Tivela Lythandas. It seems that her husband, Rythe, has gone missing. She seems extremely distraught, so perhaps I should talk to her to find out more information.
MS14	FormID: 00017606	30	0	Tivela told me that Rythe had been locked in his studio to work on his latest painting. He usually comes out to eat and sleep, but hadn't done so for more than a day. When she went in to investigate, he was gone. The odd thing was that the study door was still locked. Tivela gave me the key to Rythe's study. If I intend to
MS14	FormID: 00017606	35	0	I've declined to help Tivela locate her husband, but she said she'd be here if I
MS14	FormID: 00017606	38	0	I've reconsidered and decided to help Tivela locate Rythe. She gave me the key to his studio. If I intend to find her husband, that would be the best place to start.
MS14	FormID: 00017606	40	0	After touching the painting Rythe had been working on, I suddenly found myself standing in a strange forest. It looks familiar, like the Great Forest in the heart of Cyrodiil, but something is different about it.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS14	FormID: 00017606	50	0	I've located Rythe Lythandas. He was standing in this strange forest, seemingly waiting for someone to rescue him. He blames his predicament on a thief. I should continue speaking with Rythe to find out more.
MS14	FormID: 00017606	55	0	I've learned that a thief broke into Rythe's studio and stole his Brush of Truepaint. Using the artifact, he escaped into the painting. He then painted trolls to protect himself, but they turned on their creator and killed him. Now the Brush is on the thief's body, and we can't leave without it. I should take my leave of Rythe for now
MS14	FormID: 00017606	60	0	I've located the thief's corpse. I should now search it for the Brush of Truepaint.
MS14	FormID: 00017606	70	0	I've retrieved the Brush of Truepaint. I should go back and return it to Rythe, so together we can leave this strange landscape.
MS14	FormID: 00017606	72	0	I've given the Brush of Truepaint to Rythe. He said he could paint an exit and beckoned me to follow him. I should do so.
MS14	FormID: 00017606	75	0	Rythe used the Brush of Truepaint to paint a door back to his studio. I should now step through and return back to Tamriel.
MS14	FormID: 00017606	80	0	We've arrived back in Rythe's home. The painting is now sealed, and Rythe is safe. I should speak to him when I have a moment.
MS14	FormID: 00017606	100	0	As a reward for getting him home safely with the Brush of Truepaint, Rythe presented me with a fitting reward; his Apron of Adroitness.
MS14	FormID: 00017606	200	0	One of the characters needed to complete this quest has died.
MS16	FormID: 00023E85	10	0	I've heard rumors in Chorrol that Reynald Jemane has been seen in Cheydinhal, and that he's acting strange. Whenever approached by someone from Chorrol, he seems to have no memory of them whatsoever, even if he's met them before. This seems strange enough to follow up on. I should go find Reynald Jemane around town.
MS16	FormID: 00023E85	15	0	Reynald denies that he's ever been to Cheydinhal recently. In fact, in his drunken condition, it's doubtful he could make it anywhere without falling down. Reynald's paid me fifty gold to travel to Cheydinhal and find the man who's impersonating
MS16	FormID: 00023E85	18	0	I was told by a resident of Cheydinhal that there is in fact a Guilbert Jemane in town. I should go find this Guilbert and uncover his relation to Reynald.
MS16	FormID: 00023E85	20	0	I've met Guilbert Jemane, who is Reynald's twin brother. Guilbert did not know that his brother was still alive, and is anxious to meet him. He asked me to meet him in Chorrol, so that they can thank me together for my help in reuniting them.
MS16	FormID: 00023E85	25	0	The Jemane brothers have been reunited. After they speak, I should speak to Guilbert, who seems the more levelheaded of the two brothers.
MS16	FormID: 00023E85	100	0	Guilbert thanked me again for all I did to reunite his family.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS16A	FormID: 0002B8DB	10	0	Guilbert and Reynald Jemane have asked for my help in reclaiming their ancestral home. I need to look for Weatherleah, somewhere to the south of Chorrol. Perhaps I could ask around town and see if anyone can help.
MS16A	FormID: 0002B8DB	15	0	One of the townspeople in Chorrol mentioned that Sabine Laul at the Fighters Guild may know Weatherleah's location, as she has explored much of the surrounding area. I should speak to her next.
MS16A	FormID: 0002B8DB	18	0	Sabine Laul at the Fighters Guild in Chorrol told me that Weatherleah should be due south of Chorrol and she's kindly marked it on my map. I should head out there
MS16A	FormID: 0002B8DB	20	0	I've found Weatherleah south of Chorrol, but it's overrun with ogres. I should report this information to Guilbert.
MS16A	FormID: 0002B8DB	30	0	Guilbert was glad that I'd found Weatherleah's location, but I'll need to kill the ogres so that it's safe to travel there.
MS16A	FormID: 0002B8DB	40	0	The ogres have been defeated. I should make my way back to Chorrol and bring this information to Guilbert.
MS16A	FormID: 0002B8DB	50	0	Guilbert was very happy to hear that I'd killed the band of ogres at Weatherleah, and is anxious to return. I should take he and his brother there as soon as I'm ready.
MS16A	FormID: 0002B8DB	60	0	I'm taking the Jemane brothers back to Weatherleah to reclaim their inheritance.
MS16A	FormID: 0002B8DB	100	0	
MS16A	FormID: 0002B8DB	100	1	I've brought Guilbert Jemane safely to Weatherleah. Unfortunately, Reynald was killed along the way.
MS16A	FormID: 0002B8DB	100	2	The Jemane brothers have returned safely to Weatherleah.
MS16B	FormID: 0002BA46	10	0	A Dunmer named Fathis Ules has told me that Albert Jemane, Reynald and Guilbert's father, stole a valuable item from the Thieves Guild many years ago. He's offered to pay me well to return this item to him in Chorrol. Fathis believes it's now hidden inside of Redguard Valley Cave, which he's marked on my map.
MS16B	FormID: 0002BA46	20	0	I've arrived at the entrance to Redguard Valley Cave. I should proceed inside.
MS16B	FormID: 0002BA46	50	0	I've retrieved the Honorblade of Chorrol from the Ogre Chieftan. This has to be the item Fathis was seeking. However, due to the nature of the item, I think someone at Castle Chorrol would be anxious to have this back. I need to decide whether to sell the weapon to Fathis, or return it to the Castle.
MS16B	FormID: 0002BA46	70	0	I've returned the sword to Laythe Wavrick, Herald to the Countess of Chorrol. In gratitude, he's rewarded me with the Escutcheon of Chorrol, an item only bestowed to the most honored of heroes. I should go speak to the Jemane brothers about

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS16B	FormID: 0002BA46	80	0	I've given the sword I took from the Ogre Chieftan to Fathis, and he's paid me quite well in return. I should go speak to the Jemane brothers about what's happened.
MS16B	FormID: 0002BA46	100	0	Selling the Honorblade of Chorrol to Fathis has left me with no evidence of Albert Jemane's past, preventing me from convincing Guilbert that his father was once a notorious member of the Thieves Guild.
MS16B	FormID: 0002BA46	100	1	I've shown the reward given to me by Laythe Wavrick to Guilbert Jemane. He was saddened to hear that his father was actually a master thief, but was happy that the Honorblade was returned to Castle Chorrol where it belongs. He rewarded me with a personal keepsake as thanks for righting one of his family's past wrongs.
MS17	FormID: 000224CF	10	0	Jirolin Doran of Chorrol believes that ogres are somehow distantly related to his family line. As such, he's asked me to take an offering of gems and gold to Spy Rock in an effort to establish communications with the ogres.
MS17	FormID: 000224CF	20	0	I've placed Jirolin's gems at Spy Rock. I should return and let him know I've
MS17	FormID: 000224CF	30	0	I should return to Chorrol in one week's time to see if Jirolin has made any progress with the ogres.
MS17	FormID: 000224CF	40	0	Jirolin Doran took it upon himself to check back at Spy Rock; I should head there and
MS17	FormID: 000224CF	50	0	Jirolin is not at Spy Rock. He left a note stating the ogres were escorting him to their home at Rock Bottom Caverns. I should go there and find him.
MS17	FormID: 000224CF	60	0	I've found Jirolin Doran trapped in Rock Bottom Caverns. I'll need to help him
MS17	FormID: 000224CF	70	0	I've freed Jirolin from his confines. I need to make sure he returns safely to Chorrol, which means getting him out of Rock Bottom Caverns.
MS17	FormID: 000224CF	80	0	Jirolin will head back to Chorrol on his own. I can either head there myself, or go back into Rock Bottom Caverns to raid the stores of treasure the ogres have
MS17	FormID: 000224CF	100	0	Jirolin thanked me for saving him from the ogres, and gave me some of his offering to the ogres as a reward.
MS17	FormID: 000224CF	200	0	Jirolin Doran is dead.
MS18	FormID: 000224C7	10	0	Valus Odiil is concerned about his sons, who are going to fight creatures that have been appearing in the woods outside of Chorrol. After speaking with Valus, I've agreed to join them. When I'm prepared, I should make my way to Weynon Priory.
MS18	FormID: 000224C7	30	0	I need to follow Antus and Rallus Odiil to their farm.
MS18	FormID: 000224C7	40	0	We've arrived at Odiil Farm. I need to help Antus and Rallus Odiil defeat the creatures that have been plaguing their home.
MS18	FormID: 000224C7	50	0	The Goblins have been defeated; I should return to Valus Odiil and inform him that his sons did not survive.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MS18	FormID: 000224C7	50	1	The Goblins have been defeated; I should return to Valus Odiil and inform him that Rallus did not survive.
MS18	FormID: 000224C7	50	2	The Goblins have been defeated; I should return to Valus Odiil and inform him that Antus did not survive.
MS18	FormID: 000224C7	50	3	The Goblins have been defeated; I should return to Chorrol and tell Valus Odiil his
MS18	FormID: 000224C7	100	0	Valus Odiil thanked me for helping his sons, and gave me a fine weapon named Chillrend as a reward.
MS18	FormID: 000224C7	120	0	Valus Odiil thanked me for trying to help his sons, but since one of them died, he was unable to give a full reward due to funeral expenses.
MS18	FormID: 000224C7	200	0	Valus Odiil thanked me for trying to help his sons, but since both of them died, he was unable to give any reward due to funeral expenses.
MS21	FormID: 0002AB4A	5	0	
MS21	FormID: 0002AB4A	10	0	I've received a note from a man called Umbacano; he's interested in the Ayleid statue I found and sold. I should find him in the Imperial City and see what he
MS21	FormID: 0002AB4A	15	0	I've spoken to a collector of Ayleid artifacts named Umbacano. He has offered to pay me handsomely for any Ayleid Ancestor statues that I bring him.
MS21	FormID: 0002AB4A	20	0	Umbacano has offered to pay well for any more statues I find. I should look for more of them in Ayleid ruins, and bring them to him. If I can find all ten of the statues, he will pay me a large bonus.
MS21	FormID: 0002AB4A	40	0	Umbacano's research has uncovered evidence that some of the Ayleid statues he is looking for may be hidden in these ruins: Moranda, Mackamentain, Wenyandawik,
MS21	FormID: 0002AB4A	52	0	I have brought Umbacano a second Ayleid statue.
MS21	FormID: 0002AB4A	53	0	I have brought Umbacano a third Ayleid statue.
MS21	FormID: 0002AB4A	54	0	I have brought Umbacano a fourth Ayleid statue.
MS21	FormID: 0002AB4A	55	0	I have brought Umbacano a fifth Ayleid statue.
MS21	FormID: 0002AB4A	56	0	I have brought Umbacano a sixth Ayleid statue.
MS21	FormID: 0002AB4A	57	0	I have brought Umbacano a seventh Ayleid statue.
MS21	FormID: 0002AB4A	58	0	I have brought Umbacano a eighth Ayleid statue. Only two more to go.
MS21	FormID: 0002AB4A	59	0	I have brought Umbacano a ninth Ayleid statue. If I bring him one more he will pay be a bonus of 5,000 gold.
MS21	FormID: 0002AB4A	60	0	I have brought Umbacano all ten of the Ayleid statues. He was very pleased and rewarded me well.
MS21	FormID: 0002AB4A	100	0	
MS22	FormID: 0002B19E	10	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS22	FormID: 0002B19E	10	1	Umbacano has asked me to retrieve a carved panel from an Ayleid site known only as the High Fane in his sources. He has given me a sketch which will help me identify this ruin, as well as one of the carving which he wants. He also gave me a carved stone key which will allow me to enter the central chamber of the High Fane when I
MS22	FormID: 0002B19E	10	2	Umbacano promised to pay me 500 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	3	Umbacano promised to pay me 800 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	4	Umbacano promised to pay me 1200 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	5	Umbacano promised to pay me 1600 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	6	Umbacano promised to pay me 2000 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	7	Umbacano promised to pay me 2500 gold if I retrieved the carved panel from the High Fane for him.
MS22	FormID: 0002B19E	10	8	I need to locate the Ayleid ruin known as the High Fane. Most likely, it is now known by a different name.
MS22	FormID: 0002B19E	10	9	Fortunately, I recognized the drawing as Malada, an Ayleid ruin in the Valus Mountains. I should return to Malada and look for the carved panel that Umbacano
MS22	FormID: 0002B19E	10	10	Fortunately, I remembered a book I had read about the High Fane, which identified it as Malada, an Ayleid ruin in the Valus Mountains. I should go to Malada and look for the carved panel that Umbacano wants.
MS22	FormID: 0002B19E	15	0	In [QUOTE]The Cleansing of the High Fane[QUOTE], the High Fane is identified as the ruin now known as Malada, in the Valus Mountains. I should proceed to Malada and look for the carved panel that Umbacano wants.
MS22	FormID: 0002B19E	20	0	I have located the ruins of the High Fane, now known as Malada. I need to explore Malada and recover the carved panel that Umbacano wants.
MS22	FormID: 0002B19E	30	0	I've met a man named Claude Maric, who claims to be another treasure hunter hired by Umbacano. He promised to tell me more over drinks at the Tiber Septim Hotel across the street from Umbacano's house.
MS22	FormID: 0002B19E	33	0	Claude Maric seems to know where the High Fane is located. Perhaps I can persuade him to tell me what he knows.

**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
MS22	FormID: 0002B19E	35	0	Claude Maric says that Umbacano has also hired him to retrieve the carving from the High Fane, which Maric identified as Malada in the Valus Mountains. Maric warned me that Malada is very dangerous, and advised that I read [QUOTE]The
MS22	FormID: 0002B19E	40	0	
MS22	FormID: 0002B19E	40	1	I met a Khajiit named S'razirr in the wilderness near Malada. He admitted that he is working for Claude Maric. He agreed to help me against Maric in return for half of
MS22	FormID: 0002B19E	40	2	I met a Khajiit named S'razirr in the wilderness near Malada. He admitted that he is working for Claude Maric. He agreed to help me against Maric in return for one
MS22	FormID: 0002B19E	44	0	
MS22	FormID: 0002B19E	45	0	I met S'razirr at the Tiber Septim Hotel and paid him for his help at Malada.
MS22	FormID: 0002B19E	50	0	I have found the carving that Umbacano wants. I need to get out of the ruins and return to the Imperial City to deliver it.
MS22	FormID: 0002B19E	50	1	
MS22	FormID: 0002B19E	54	0	I was ambushed by Claude Maric outside of Malada. I must escape and return the carving to Umbacano in the Imperial City.
MS22	FormID: 0002B19E	55	0	I was ambushed by Claude Maric outside of Malada, but I refused to hand over the Ayleid carving. I must escape and return the carving to Umbacano in the Imperial
MS22	FormID: 0002B19E	60	0	
MS22	FormID: 0002B19E	70	0	I was ambushed by Claude Maric outside of Malada. He forced me to hand over the Ayleid carving. I should return to the Imperial City and find out how much
MS22	FormID: 0002B19E	72	0	
MS22	FormID: 0002B19E	75	0	
MS22	FormID: 0002B19E	76	0	I took back the carving from Claude Maric. Now to deliver it to Umbacano.
MS22	FormID: 0002B19E	80	0	Umbacano thanked me for attempting to recover the carving, but has already paid Claude Maric for completing the task.
MS22	FormID: 0002B19E	90	0	Umbacano thanked me for delivering the carving, and paid me the promised reward for it in gold.
MS22	FormID: 0002B19E	90	1	I promised to pay S'razirr one quarter of my reward for his help. I should meet him at the Tiber Septim Hotel ... if I intend to keep my side of our bargain.
MS22	FormID: 0002B19E	90	2	I promised to pay S'razirr half my reward for his help. I should meet him at the Tiber Septim Hotel ... if I intend to keep my side of our bargain.
MS22	FormID: 0002B19E	100	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS23	FormID: 0001D21C	5	0	A Dunmer named Ralsa Norvalo has approached me in the Imperial City Temple District and asked me to meet her husband Gilen. I refused for now, and she told me if I change my mind, to come to her house where she'll fill me in on all of the details.
MS23	FormID: 0001D21C	10	0	A Dunmer named Ralsa Norvalo has approached me, and said that her husband needs assistance in a matter of what she calls [QUOTE]the utmost importance to the safety of the citizens of the Imperial City[QUOTE]. She told me to meet Gilen at the house of someone named Seridur. Apparently, all will be explained when I get
MS23	FormID: 0001D21C	20	0	Seridur has revealed to me that he's a member of a group of individuals dedicated to the destruction of vampires called The Order of the Virtuous Blood. Their goal is to keep the Imperial City safe from these creatures of the night. I should continue speaking to him and find out how I can assist them.
MS23	FormID: 0001D21C	30	0	I've been told that Roland Jenserich here in the Temple District of the Imperial City is a vampire. The Order would like me to kill him.
MS23	FormID: 0001D21C	40	0	To locate Roland Jenserich, Seridur suggested I search his home, which is also here in the Temple District.
MS23	FormID: 0001D21C	45	0	I've arrived at Roland Jenserich's house. I should begin to search the place for any clues as to his whereabouts.
MS23	FormID: 0001D21C	50	0	After searching Roland's home, I've found a letter written to Roland from his girlfriend. It mentions a cabin where the two would meet. It's located east of the Imperial City in the Great Forest. I think this may be where Roland could be hiding. I should head out there immediately before he has a chance to escape.
MS23	FormID: 0001D21C	60	0	I've arrived at Roland's cabin. I should proceed inside to see if he's here. I should be cautious, as Seridur warned me that vampires could be very dangerous.
MS23	FormID: 0001D21C	70	0	Roland Jenserich insists that he's not a vampire. In fact, he's accusing Seridur of being one instead! I should listen to what he has to say about Seridur and see if I can determine who's telling the truth.
MS23	FormID: 0001D21C	80	0	Roland tells me that he thought his lover was having an affair, so he followed her one night on a walk. He came across Seridur draining the blood from her neck. Roland says he attacked Seridur, and in the chaos, Roland's lover was killed. Seridur got away. Knowing Seridur was a respected member of the Imperial City, he panicked and ran to the cabin here to collect his thoughts and decide what to do
MS23	FormID: 0001D21C	82	0	I've stayed my hand, and will let Roland live for now.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS23	FormID: 0001D21C	84	0	I've decided to give Roland a chance, and will investigate his story. Roland told me that Seridur makes the occasional trip to the First Edition bookshop in the Market District of the Imperial City. He told me I should speak to the owner, Phintias.
MS23	FormID: 0001D21C	85	0	I've discovered that Seridur makes the occasional visit to a place called Memorial Cave. It's a burial site for many heroes that died in past wars. Seridur supposedly has a relative interred there. Perhaps I should go investigate.
MS23	FormID: 0001D21C	90	0	I've entered Memorial Cave. It's now being used as a vampire den. I need to see if I can find Seridur in here and put a stop to his charade.
MS23	FormID: 0001D21C	96	0	
MS23	FormID: 0001D21C	100	0	I've slain Seridur. I should return immediately to Roland's cabin and give him the
MS23	FormID: 0001D21C	110	0	I've returned to Roland's cabin and told him what had transpired. He thanked me for clearing his name, and vowed to take Seridur's place to continue the Order of the Virtuous Blood. He said I should meet him there for a reward.
MS23	FormID: 0001D21C	150	0	I've slain Roland Jenserich. I should return to the Order and tell Seridur that my task is completed.
MS23	FormID: 0001D21C	160	0	Seridur was pleased with me, and rewarded me with 250 gold. He said that I've done a great service for the Imperial City and I should be proud.
MS23	FormID: 0001D21C	200	0	I've returned to Seridur's home, which the Order still uses to meet. Roland was there, and he told me I was now an honorary member of their group. He also bestowed an enchanted ring on me to help me in my future encounters with
MS23	FormID: 0001D21C	250	0	One of the characters needed to complete this quest has died.
MS26	FormID: 00035CA8	5	0	
MS26	FormID: 00035CA8	6	0	
MS26	FormID: 00035CA8	10	0	Apparently there is a corrupt Imperial Watchman in the city. Luronk gro-Glurzog in the Temple district was complaining about him. Luronk ran afoul of him at Jensine's Merchandise in the market district. Luronk didn't have a name, but maybe Jensine
MS26	FormID: 00035CA8	11	0	Apparently there is a corrupt Imperial Watchman in the city. Ruslan in the Temple district was complaining about him. Ruslan ran afoul of him at Jensine's Merchandise in the market district. Ruslan didn't have a name, but maybe Jensine
MS26	FormID: 00035CA8	20	0	I spoke to Jensine in the Imperial market district about the corrupt watchman. She told me the same story as Ruslan and Luronk. The Imperial Watch Captain Audens Avidius is extorting money from the shopkeepers. They are all too afraid of him to do anything about it. I need to find someone with the authority to stop him. She says only another watch captain would be able to arrest him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS26	FormID: 00035CA8	30	0	The guards are no help. Any complaints about guard activities are to be taken to the guard captain. Of course Audens Avidius is one of the guard captains, so that won't work. I could try talking to one of the other Watch Captains.
MS26	FormID: 00035CA8	40	0	I tried reporting Audens Avidius to Hieronymus Lex, who is one of the other guard captains. He is busy chasing after the Gray Fox. He said I should try the third guard
MS26	FormID: 00035CA8	45	0	I tried reporting Audens Avidius to Servatius Quintilius, who is one of the other guard captains. He is new to the job and won't act against one of the other guard captains. He said I should try the third guard captain, Itius Hayn.
MS26	FormID: 00035CA8	50	0	Watch Captain Itius Hayn is willing to arrest Audens Avidius if I can produce two witnesses that will publically accuse him. The only victims I know are Ruslan, Luronk gro-Grurzog, and Jensine. I'll need to talk to them.
MS26	FormID: 00035CA8	60	0	Jensine refuses to testify against Audens Avidius. I don't think I can persuade her. I'll have to try the other two, Luronk and Ruslan.
MS26	FormID: 00035CA8	70	0	Ruslan has agreed to testify against Audens Avidius in the morning. Now I just have to get Luronk gro-Glurzog to testify as well.
MS26	FormID: 00035CA8	71	0	
MS26	FormID: 00035CA8	75	0	Luronk gro-Glurzog has agreed to testify against Audens Avidius in the morning. Now I just have to get Ruslan to testify as well.
MS26	FormID: 00035CA8	76	0	
MS26	FormID: 00035CA8	80	0	I've convinced both Ruslan and Luronk to testify against Audens Avidius. I hope Itius Hayn is true to his word and arrests his fellow Watch Captain. Otherwise those two are going to be in a lot of trouble. I could keep an eye on those two and make sure they go to see Itius first thing in the morning.
MS26	FormID: 00035CA8	89	0	
MS26	FormID: 00035CA8	90	0	
MS26	FormID: 00035CA8	91	0	Audens Avidius has been arrested. That should make Jensine, Ruslan, and Luronk happy. Hopefully it will serve as a lesson for any other guard that is thinking about shaking down innocent citizens.
MS26	FormID: 00035CA8	95	0	
MS26	FormID: 00035CA8	100	0	
MS26	FormID: 00035CA8	119	0	Audens Avidius is dead. He was that crooked guard in the Imperial City that had threatened Luronk and Ruslan. He must have escaped from prison. He kept raving about how he would get me for putting him in jail.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS26	FormID: 00035CA8	120	0	Audens Avidius attacked me. He was that crooked guard in the Imperial City that had threatened Luronk and Ruslan. He must have escaped from prison. Sadly, I was forced to kill him. He kept raving about how he would get me for putting him in jail.
MS27	FormID: 0002E5BE	0	0	
MS27	FormID: 0002E5BE	5	0	
MS27	FormID: 0002E5BE	10	0	Umbacano has hired me to obtain an Ayleid Crown he wants from Herminia Cinna, a rival collector. He paid me in advance; whatever I do not use to purchase the crown I can keep as my fee.
MS27	FormID: 0002E5BE	15	0	Umbacano hired me to retrieve the Crown of the Ayleids from Herminia Cinna, a rival collector. By chance, I had already stolen the crown, and was able to deliver it immediately, to Umbacano's great surprise.
MS27	FormID: 0002E5BE	20	0	Herminia Cinna refused to sell me the Crown of Nenalata that Umbacano wants. She hinted that it can be used to access potent magical powers that would
MS27	FormID: 0002E5BE	20	1	Herminia Cinna gave me the key to the royal burial vault of Lindai, which she believes holds a similar Ayleid Crown. She suggested that Umbacano would not know the difference between the Crown of Lindai and the Crown of Nenalata, since
MS27	FormID: 0002E5BE	20	2	I need to bring Umbacano one of the Ayleid Crowns, either by stealing the Crown of Nenalata from Herminia Cinna, or by recovering the Crown of Lindai as Herminia
MS27	FormID: 0002E5BE	30	0	I have retrieved the Ayleid Crown from Herminia Cinna's house. Now to deliver it to
MS27	FormID: 0002E5BE	35	0	I have found the Ayleid Crown of Lindai, just as Herminia Cinna said. Now to return to Umbacano to complete my task.
MS27	FormID: 0002E5BE	50	0	I gave Umbacano the Ayleid Crown of Nenalata, as he requested.
MS27	FormID: 0002E5BE	55	0	I gave Umbacano the Ayleid Crown of Lindai, as Herminia Cinna suggested. He did not appear to be aware that it was not the Ayleid Crown that he had asked me to
MS27	FormID: 0002E5BE	60	0	Umbacano has asked me to meet him at the Ayleid ruin of Nenalata. He wants me to help him reach the throne room so that he can complete his research on the last
MS27	FormID: 0002E5BE	70	0	I met Umbacano outside the ruins of Nenalata. I need to guide him safely to the
MS27	FormID: 0002E5BE	80	0	
MS27	FormID: 0002E5BE	84	0	Umbacano is dead. The only thing left to do is try to escape this death trap!
MS27	FormID: 0002E5BE	85	0	
MS27	FormID: 0002E5BE	85	1	
MS27	FormID: 0002E5BE	85	2	
MS27	FormID: 0002E5BE	86	0	
MS27	FormID: 0002E5BE	86	1	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS27	FormID: 0002E5BE	86	2	
MS27	FormID: 0002E5BE	89	0	Umbacano died during the expedition to Nenalata. I failed in my duty to protect him. Now I will never know what secrets are hidden in the Throne Room of
MS27	FormID: 0002E5BE	90	0	Umbacano was transformed into an evil Ayleid King in the throne room of Nenalata. I must escape from this death trap!
MS27	FormID: 0002E5BE	95	0	Umbacano was horribly destroyed in Nenalata when he declared himself King of the Ayleids using the crown of the rival city of Lindai. Now to escape the wrath of the undead denizens of Nenalata!
MS27	FormID: 0002E5BE	100	0	
MS27	FormID: 0002E5BE	100	1	
MS29	FormID: 00016718	5	0	One of the shopkeepers in the Market District of the Imperial City has informed me of another shop that opened recently. Apparently, this shop's prices are so low it's undercutting all of their sales. They're collectively looking for someone to hire to investigate, as they suspect foul play. I was told to go speak with Jensine at her [QUOTE]Good as New[QUOTE] Merchandise store for more information.
MS29	FormID: 00016718	10	0	A group calling themselves the Society of Concerned Merchants has hired me to investigate a new store that's just opened up in the Market District with ridiculously low prices. They suspect the owner must be doing something illegal. I should pay a visit to Thoronir at The Copious Coinpurse.
MS29	FormID: 00016718	20	0	Speaking to Thoronir hasn't revealed any information. Since he's obviously hiding something, I should keep an eye on him, and watch what he does after his shop
MS29	FormID: 00016718	40	0	I've observed a meeting between Thoronir and a mysterious man named Agarmir. Looks like my new target is Agarmir. I should follow him and see where he goes.
MS29	FormID: 00016718	50	0	I've discovered that Agarmir has a house in Talos Plaza. I should go inside when he's not around and investigate.
MS29	FormID: 00016718	60	0	I've found my way into Agarmir's basement. The place consists of an odd assortment of clothing and trinkets. Most disturbing is the dirty shovel and mud-encrusted boots tucked into the corner and the bits of ground bonemeal strewn about. I suspect Agarmir's stock he sells to Thoronir is taken from the recently dead. I should continue to search carefully for more solid evidence into this grisly
MS29	FormID: 00016718	65	0	I've found a manifest that seems to detail names of the recently deceased, what they were buried with and their locations in Cyrodiil. I should take this macabre manifest and confront Thoronir, as he may not realize where his merchandise is

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS29	FormID: 00016718	70	0	After showing the macabre manifest to Thoronir, he agreed to stop meeting Agarmir. He also told me that Agarmir said he had [QUOTE]something important[QUOTE] to do this very day. I think I need to check out the local graveyard, as the last name on the list was here in the Imperial City. I should return with one more piece of evidence of Agarmir's crime to confirm the manifest's
MS29	FormID: 00016718	80	0	I've noticed that the door to the Trentius Family Mausoleum has been unsealed. This must be Agarmir's doing. I should proceed inside.
MS29	FormID: 00016718	82	0	I've located Agarmir inside the Trentius Family Mausoleum. It appears as though he's attempting to desecrate another grave along with someone else I don't recognize. I need to convince him to stop this heinous act.
MS29	FormID: 00016718	90	0	Agarmir has been slain. Since the penalty for grave robbing is death, it somehow seems as though justice has been done. I should search the gravesite for anything potentially incriminating.
MS29	FormID: 00016718	100	0	I've acquired Agarmir's shovel still damp with the fresh earth of the open grave. This is the final bit of proof I need of Agarmir's crimes. I should bring it back to Thoronir.
MS29	FormID: 00016718	110	0	Thoronir has agreed to donate all his ill-gotten merchandise to the local temple and begin selling legitimate merchandise. He also rewarded me with a small ring as a token of his esteem. I should now bring the macabre manifest and Agarmir's shovel
MS29	FormID: 00016718	150	0	Jensine awarded me a bounty of gold on behalf of the Society of Concerned Merchants for restoring the economy of the Market District to its rightful place.
MS29	FormID: 00016718	200	0	One of the characters needed to complete this quest has died.
MS31	FormID: 0000C1B8	10	0	I've awakened to find that the Bloated Float has somehow put to sea with myself on board. I need to find the owner and discover what's happened.
MS31	FormID: 0000C1B8	20	0	I've killed a thief named Lynch. Apparently, he's a member of some group calling themselves the [QUOTE]Blackwater Brigands[QUOTE]. They must have hijacked the Bloated Float and put her out to sea! It appears that Lynch has locked the Bloated Float's bouncer in the Storage Room. I should search his body and see if there's a
MS31	FormID: 0000C1B8	30	0	I've found the Bloated Float's bouncer, Graman gro-Marad, locked in a supply room. he confirmed that the ship has been hijacked and that the owner, Ormil, was also taken. Graman told me that if I can get him to the ship's wheel on the top deck, he could take the Bloated Float back to the Imperial City. I should now make my way

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS31	FormID: 0000C1B8	40	0	I've killed a second thief, this one a Dark Elf named Minx. Seems like these thieves are using strange code names. The only useful bit of advice I discovered is that their leader seems to be named Selene. I should search her belongings for anything of use, then make my way to the top deck and secure the ship's wheel for Graman.
MS31	FormID: 0000C1B8	50	0	I've slain yet another thief, this one a large Nord named Wrath. He was guarding the ship's wheel. He mentioned that they hijacked the Bloated Float to recover something called the [QUOTE]Golden Galleon[QUOTE]. I should now get Graman and tell him that the path to the ship's wheel is safe.
MS31	FormID: 0000C1B8	60	0	Graman said he wouldn't sail the ship while the Bloated Float's owner, Ormil, is still in danger. I need to rescue Ormil in the captain's cabin to get the ship underway.
MS31	FormID: 0000C1B8	70	0	After discussing the futility of her plan, Selene has agreed to hand back the control of the Bloated Float to Ormil. I should speak to Ormil to find out what he wishes me
MS31	FormID: 0000C1B8	75	0	Ormil has instructed me to escort Selene to the room next to mine on the inn deck where she'll be locked in until we arrive at port. I should do so before the Bloated
MS31	FormID: 0000C1B8	78	0	Selene is now safely locked inside a room on the inn deck. I should return to Ormil and let him know, so we can finally get this ship home.
MS31	FormID: 0000C1B8	80	0	I've decided to kill Selene. Now that she's dead, I should speak to Ormil.
MS31	FormID: 0000C1B8	90	0	Ormil has explained that the treasure the thieves were looking for was just a publicity stunt he created to drum up more business for the tavern. He never expected to have the Bloated Float hijacked as a result of that stunt. He then suggested I get some sleep again for the voyage back to the Imperial City. I should
MS31	FormID: 0000C1B8	95	0	The Bloated Float has arrived back at the Imperial City. I should speak with Ormil before I disembark.
MS31	FormID: 0000C1B8	100	0	Ormil presented me with a bag of gold, and explained to me that the Imperial City guard had been looking for Selene, and there was a reward for her capture.
MS37	FormID: 00022E5A	10	0	S'drassa of the Mage's Guild in Leyawiin has tasked me to find Garridan's Tears. S'drassa enjoys collecting crystals of a magical nature, and is willing to pay a handsome amount gold for each Tear I recover. I should continue to speak to him
MS37	FormID: 00022E5A	20	0	S'drassa described a bit about Garridan's Tears to me. Apparently, they're literally tears of a knight who was somehow frozen long ago. To find where they may be located, he suggested I speak to a colleague of his at the Arcane University in the
MS37	FormID: 00022E5A	30	0	Julienne Fanis referred me to a book, [QUOTE]Knightfall[QUOTE], available at the First Edition bookshop in the Market District if I wanted to learn more about the possible location of Garridan's Tears.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS37	FormID: 00022E5A	40	0	I've purchased Knightfall from Phinitas at the First Edition Bookshop in the Market District. I should read it to find out more about Garridan's Tears.
MS37	FormID: 00022E5A	50	0	Knightfall tells the tale of Garridan and the quest for the Everflow Ewer at a place known as Frostfire Glade. It is supposedly located in the mountains near Bruma. Using some of the references from the story, I was able to pinpoint it on my map. The book also mentions needing special refined frost salts to get into the Glade. I
MS37	FormID: 00022E5A	60	0	I've acquired refined frost salts from Julienne. I should now make my way to
MS37	FormID: 00022E5A	70	0	I've arrived at the entrance to Frostfire Glade. Like the book describes, the refined frost salts are in my hand; all I must do is open the seal by touching it.
MS37	FormID: 00022E5A	80	0	I've entered Frostfire Glade. The entire area seems filled with a swirling, freezing mist. The extreme cold in this place is unbearable without magical protection. The glade is true to its namesake; the frost burns as if it was fire. I should now carefully begin searching it for Garridan's Tears.
MS37	FormID: 00022E5A	85	0	In the center of Frostfire Glade, I've discovered an astonishing sight. Garridan himself locked in an eternal frozen struggle with a huge Frost Atronach. It appears that Garridan had dropped his weapon and was using the Ewer to protect himself. The Atronach smashed the Ewer, which must have reacted with the magical waters and froze everything solid. A sad end for such a noble knight.
MS37	FormID: 00022E5A	90	0	I've found one of Garridan's Tears. I should continue searching, as there may be
MS37	FormID: 00022E5A	91	0	I've found one of Garridan's Tears. I should continue searching, as there may be
MS37	FormID: 00022E5A	92	0	I've found one of Garridan's Tears. I should continue searching, as there may be
MS37	FormID: 00022E5A	93	0	I've found one of Garridan's Tears. I should continue searching, as there may be
MS37	FormID: 00022E5A	95	0	I've found the fifth and final one of Garridan's Tears. I can now return to S'drassa in Leyawiin for my hard-earned reward, and perhaps a warm fire.
MS37	FormID: 00022E5A	100	0	I've given Garridan's Tears to S'drassa. He rewarded me with a fair amount of gold for each of them, plus a bonus for finding more than he had expected.
MS37	FormID: 00022E5A	200	0	One of the characters needed to complete this quest has died.
MS38	FormID: 00028D83	4	0	
MS38	FormID: 00028D83	5	0	I met a mysterious Wood Elf named Glarthir in Skingrad who asked me to meet him behind the Great Chapel at midnight tonight. He wouldn't tell me what it was about, but promised to make it worth my while.
MS38	FormID: 00028D83	8	0	Dion, Captain of the Skingrad guard, warned me to not get involved with Glarthir, saying that he was crazy and possibly dangerous. He also asked me to contact him if Glarthir ever asked me to do anything strange.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS38	FormID: 00028D83	9	0	I met Glarthir behind the Great Chapel as he had asked. He wanted me to help uncover evidence of a conspiracy against him, but I decided not to get involved.
MS38	FormID: 00028D83	10	0	Glarthir claims that there is a conspiracy against him among the people of Skingrad. He wouldn't say why, but implied that he knows secrets which powerful people want to keep quiet. I have agreed to help him determine whether he is being followed or watched, and he has promised to pay me 150 gold for my services.
MS38	FormID: 00028D83	10	1	Glarthir believes that Bernadette Peneles is following him. I need to be outside his house at 6am and see what she does. He will then meet me behind the Great Chapel at midnight to get my report.
MS38	FormID: 00028D83	20	0	I told Glarthir that Bernadette Peneles was watching him, as he suspected.
MS38	FormID: 00028D83	20	1	I told Glarthir that Bernadette Peneles was not watching or following him. He was surprised but seemed to accept it as true.
MS38	FormID: 00028D83	20	2	Glarthir now wants me to observe the behavior of Toutius Sextius, another suspected member of the conspiracy against him. Glarthir said that if I waited outside Toutius Sextius's house this morning, I would see Toutius following him, and then could find out who Toutius was reporting to. At midnight I am to meet Glarthir in our usual spot behind the Great Chapel and tell him what I learned.
MS38	FormID: 00028D83	30	0	I reported to Glarthir that Toutius Sextius was watching him, just as he had thought.
MS38	FormID: 00028D83	30	1	I told Glarthir that Toutius Sextius was not watching or following him. He was harder to convince this time, and seems to be starting to mistrust me now.
MS38	FormID: 00028D83	30	2	I told Glarthir that Toutius Sextius was not watching or following him. He was surprised but seemed to accept it as true.
MS38	FormID: 00028D83	30	3	Glarthir has one final person for me to investigate. He believes that Davide Surilie is spying on his house. I should observe him for a day and then report back to Glarthir at midnight at our usual spot behind the Great Chapel.
MS38	FormID: 00028D83	40	0	I told Glarthir that Davide Surilie was not spying on him.
MS38	FormID: 00028D83	40	1	I reported to Glarthir that Davide Surilie was spying on him, just as he had
MS38	FormID: 00028D83	45	0	Glarthir seems pleased with my efforts in investigating the people he believed were conspiring against him. He paid me well for my work.
MS38	FormID: 00028D83	50	0	
MS38	FormID: 00028D83	50	1	Glarthir wants me to kill Davide Surilie, who I said was spying on him. He told me to meet him behind the Great Chapel at midnight after Davide was dead, and he would



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS38	FormID: 00028D83	50	2	Glarthir wants me to kill Toutius Sextius, who I said was spying on him. He told me to meet him behind the Great Chapel at midnight after Toutius was dead, and he would pay me 1000 septims.
MS38	FormID: 00028D83	50	3	Glarthir wants me to kill Bernadette Peneles, who I said was spying on him. He told me to meet him behind the Great Chapel at midnight after she was dead, and he would pay me 1000 septims.
MS38	FormID: 00028D83	50	4	Glarthir has given me a list of people he wants me to kill. Everyone on the list was someone I told him was spying on him. He told me to meet him behind the Great Chapel at midnight after they were all dead, and he would pay me 1000 septims.
MS38	FormID: 00028D83	51	0	I have killed Bernadette Peneles, as Glarthir requested.
MS38	FormID: 00028D83	51	1	I should meet Glarthir at midnight tonight behind the Great Chapel to collect my
MS38	FormID: 00028D83	51	2	When I have killed everyone on Glarthir's list, I should meet him at midnight behind the Great Chapel for my payment.
MS38	FormID: 00028D83	52	0	I have killed Davide Surilie, as Glarthir requested.
MS38	FormID: 00028D83	52	1	I should meet Glarthir at midnight tonight behind the Great Chapel to collect my
MS38	FormID: 00028D83	52	2	When I have killed everyone on Glarthir's list, I should meet him at midnight behind the Great Chapel for my payment.
MS38	FormID: 00028D83	53	0	I have killed Toutius Sextius, as Glarthir requested.
MS38	FormID: 00028D83	53	1	I should meet Glarthir at midnight tonight behind the Great Chapel to collect my
MS38	FormID: 00028D83	53	2	When I have killed everyone on Glarthir's list, I should meet him at midnight behind the Great Chapel for my payment.
MS38	FormID: 00028D83	54	0	
MS38	FormID: 00028D83	54	1	Glarthir was overjoyed to learn that his enemy is dead, and paid me as promised.
MS38	FormID: 00028D83	54	2	Glarthir was overjoyed to learn that his enemies were dead, and paid me as
MS38	FormID: 00028D83	60	0	I told Glarthir that I would not kill anyone for him. He took it badly, and now seems determined to take matters into his own hands. I fear he may become violent.
MS38	FormID: 00028D83	65	0	Glarthir has gone on a rampage in Skingrad. It seems since I wouldn't help him, he decided to kill those whom he believed were conspiring against him.
MS38	FormID: 00028D83	70	0	I showed Glarthir's note to a town guard, who told me they would handle the
MS38	FormID: 00028D83	80	0	Glarthir now believes that I am part of the conspiracy against him, and is trying to kill me! I have no choice but to defend myself.
MS38	FormID: 00028D83	81	0	Glarthir is dead. My attempts to convince him that there was no conspiracy against him have ended in tragedy.
MS38	FormID: 00028D83	82	0	I have killed Glarthir.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS38	FormID: 00028D83	100	0	
MS39	FormID: 0004E936	10	0	I've recovered a sprig of Nirnroot. A plant ingredient this unusual must have value. Perhaps I should bring it to an alchemist and find out a little more about it. An alchemist can be found in almost every city in Cyrodiil.
MS39	FormID: 0004E936	20	0	The alchemist I've spoken to has referred me to Sinderion in Skingrad. Apparently he specializes in the more botanical aspects of alchemy. I should bring the Nirnroot
MS39	FormID: 0004E936	30	0	Sinderion, an alchemist in Skingrad is looking for a rare root known as Nirnroot. According to his research, this rare root can be a powerful ingredient in the creation of a special potion known as the Elixir of Exploration. Because of this, Sinderion has tasked me to find 10 samples of this mystical plant. He indicated a part of the Great Forest to the northeast called Shadeleaf Copse as a good starting point.
MS39	FormID: 0004E936	40	0	I have reached The Shadeleaf Copse. I can now begin my search for the Nirnroot.
MS39	FormID: 0004E936	60	0	I've now found a total of 10 Nirnroot. I should return to Sinderion in Skingrad so he can begin creating an Elixir of Exploration from them.
MS39	FormID: 0004E936	65	0	I've given Sinderion the first 10 samples of Nirnroot. He told me if I wish to have a moderate version of the Elixir of Exploration made, he'd need 20 more samples.
MS39	FormID: 0004E936	70	0	I've found 20 more of the Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a moderate version of the Elixir of Exploration from them.
MS39	FormID: 0004E936	75	0	I've given Sinderion 20 samples of Nirnroot. He told me if I wish to have a strong version of the Elixir of Exploration made, he'd need 30 more samples.
MS39	FormID: 0004E936	80	0	I've found 30 more of the Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a strong version of the Elixir of Exploration from them.
MS39	FormID: 0004E936	85	0	I've given Sinderion 30 samples of Nirnroot. He told me if I wish to have a grand version of the Elixir of Exploration made, he'd need 40 more samples.
MS39	FormID: 0004E936	90	0	I've found 40 more samples of Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a grand version of the Elixir of Exploration from them.
MS39	FormID: 0004E936	100	0	Sinderion informed me that he's exhausted his research regarding the Elixir of Exploration. However, he mentioned that he'd be glad to pay for any more samples of Nirnroot that I can find so he can keep himself supplied with the ingredient. Hopefully, I will come across more in my travels to bring to him.
MS39	FormID: 0004E936	200	0	Sinderion has died, and the future of Nirnroot research has disappeared with him.
MS40	FormID: 0003E933	5	0	I should travel to the Arcane University in the Imperial City and speak with Raminus Polus about the possibility of a cure for Vampirism.
MS40	FormID: 0003E933	10	0	I need to speak with Count Hassildor of Skingrad. I should find his Steward at Castle

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS40	FormID: 0003E933	20	0	Count Hassildor of Skingrad has asked me to find the cure for vampirism. I should look for a woman in the wilderness along the Corbolo River, east of the Imperial City and south of Cheydinhal.
MS40	FormID: 0003E933	30	0	I have found Melisande, who has offered to help me with a cure for vampirism. Once I have brought her five empty Grand Soul Gems, she will give me further
MS40	FormID: 0003E933	40	0	I have delivered the Soul Gems to Melisande. Now I must collect a series of ingredients for her, so that she can brew the potion to cure vampirism. She needs six cloves of garlic, five nightshade leaves, and two shoots of bloodgrass.
MS40	FormID: 0003E933	41	0	Melisande has given me a special dagger, with which I am to collect the blood of an Argonian. I should find an Argonian, stab him with the dagger, and return it to
MS40	FormID: 0003E933	42	0	Melisande requires the ashes of a powerful vampire to complete her cure. I should search the area near the North Panther River for Hindaril, a vampire who was imprisoned in an underground cavern many years ago.
MS40	FormID: 0003E933	50	0	I have collected the ashes of Hindaril for Melisande. I should bring them to her at
MS40	FormID: 0003E933	60	0	Melisande's dagger is covered in Argonian blood. I should deliver it to her so that she can brew the potion.
MS40	FormID: 0003E933	70	0	Melisande has created a potion to cure vampirism. I have been given two doses; one for myself and one that I need to take to Castle Skingrad. I should travel there
MS40	FormID: 0003E933	80	0	The Countess of Skingrad is dead. I need to speak with Hai-Liurz at Castle Skingrad after the Count has had time to grieve for his wife.
MS40	FormID: 0003E933	100	0	Count Hassildor thanked me for finding a cure for his wife.
MS43	FormID: 00035A95	10	0	I'm hearing a strange report of odd noises and smells coming from around Rosentia Gallenus's house here in Leyawiin. Perhaps I should go and investigate.
MS43	FormID: 00035A95	20	0	Rosentia Gallenus has told me she acquired a strange Daedric staff, and after trying to examine it, she inadvertently summoned some scamps. Now the things follow her wherever she goes. Worse still, the staff seems cursed and she cannot drop it, sell it or get rid of it. She implored me to help her figure a way to rid her of the curse. She suggested I speak to a friend of hers at the Mages Guild, Alves Uvenim.
MS43	FormID: 00035A95	30	0	Alves Uvenim identified the cursed staff as the Staff of the Everscamp. The only way to rid one's self of the staff is if someone else willingly accepts it. Finally, she pointed out that the only way to fully break the curse would be to return it to where it came from; Darkfathom Cave. I should take this information back to Rosentia
MS43	FormID: 00035A95	40	0	I've willingly accepted the staff from Rosentia. The scamps are now under my escort. I should hasten to Darkfathom Cave and be rid of these annoying creatures.

**Morrobivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
MS43	FormID: 00035A95	50	0	I've arrived at Darkfathom Cave. I should proceed inside.
MS43	FormID: 00035A95	60	0	I've arrived at the shrine to Sheogorath. I should find the altar and place the staff
MS43	FormID: 00035A95	70	0	I've placed the staff near the altar at the shrine to Sheogorath. The scamps seem pleased with their new home, and best of all have stopped following me. I should return to Rosentia with the news.
MS43	FormID: 00035A95	100	0	Rosentia Gallenus was gratified that I rid her of the scamps, and rewarded me with a daedric ring she identified as the Ring of Eidolon's Edge.
MS45	FormID: 00027815	1	0	
MS45	FormID: 00027815	10	0	I've agreed to look for Dar-Ma, the daughter of Seed-Neeus of Chorrol. I should go to Hackdirt and speak to Etira Moslin, the owner of the village store. Seed-Neeus also suggested I look for Dar-Ma's favorite horse, Blossom -- if I find the horse, Dar-
MS45	FormID: 00027815	20	0	Vlandhonder Moslin denies knowing anything about Dar-Ma. He says no young Argonian has stayed in his inn recently. His evasive manner leads me to suspect he is lying, however, and I should continue my search of the town for clues to Dar-Ma's
MS45	FormID: 00027815	21	0	Etira Moslin says that Dar-Ma never arrived with the scheduled delivery. She seemed to be hiding something, however, and I should investigate the town further.
MS45	FormID: 00027815	30	0	I have found Dar-Ma's diary in the inn in Hackdirt. Now that I know Dar-Ma arrived here safely, I should ask the innkeeper if he knows what happened to her.
MS45	FormID: 00027815	30	1	I have found Dar-Ma's diary in the inn in Hackdirt. I should confront the innkeeper with this evidence and see if he changes his story.
MS45	FormID: 00027815	31	0	I have found Dar-Ma's horse behind Moslin's Dry Goods in Hackdirt, although Etira Moslin already told me she never arrived here. I should confront her with this lie and see how she reacts.
MS45	FormID: 00027815	31	1	I have found Dar-Ma's horse behind Moslin's Dry Goods in Hackdirt. I should ask Etira Moslin if she knows what happened to Dar-Ma.
MS45	FormID: 00027815	35	0	I've found a trap door that seems to lead to caverns beneath Hackdirt. I should enter these caverns and search for Dar-Ma.
MS45	FormID: 00027815	40	0	Etira Moslin still denies that Dar-Ma ever came to Hackdirt. She is obviously lying, but I doubt she will tell me anything useful. I should continue to search the town for
MS45	FormID: 00027815	40	1	Etira Moslin still denies that Dar-Ma ever came to Hackdirt, although it is obvious that Dar-Ma did ... and that she likely never left. I will have to search the town
MS45	FormID: 00027815	41	0	Vlanhonder Moslin admits that Dar-Ma arrived in Hackdirt, but still denies knowing anything about her disappearance. I am now sure that foul play was involved, and will continue my search of the town for any sign of her.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS45	FormID: 00027815	50	0	Jiv Hiriell, one of the Hackdirt villagers, seems to know something about Dar-Ma. He was afraid to talk openly, but asked me to meet him in his house tonight after dark.
MS45	FormID: 00027815	55	0	Jiv Hiriell told me that Dar-Ma is being held in caverns beneath the town, apparently for some kind of ritual sacrifice. He gave me a key that will open the trapdoors in any of the houses. The villagers gather for worship in the caverns every night, so that will be the best time to slip into the caverns unnoticed and rescue Dar-Ma.
MS45	FormID: 00027815	55	1	Jiv Hiriell suggested that the trapdoor in Moslin's Inn offers the best way into the caverns, as it is nearest where Dar-Ma is being held prisoner. I should sneak into the
MS45	FormID: 00027815	60	0	I have found Dar-Ma held captive in caves beneath Hackdirt. Now to free her and
MS45	FormID: 00027815	61	0	I have found a young Argonian named Dar-Ma held captive in caves beneath Hackdirt. She has asked me to help her escape.
MS45	FormID: 00027815	80	0	
MS45	FormID: 00027815	80	1	I have agreed to help Dar-Ma escape. She asked me to carry word to her mother, Seed-Neeus of Chorrol, if she does not survive the attempt.
MS45	FormID: 00027815	80	2	I have freed Dar-Ma from the clutches of the foul creatures that infest Hackdirt. Now to escape and deliver her safely back to Seed-Neeus in Chorrol.
MS45	FormID: 00027815	90	0	Dar-Ma has perished. I should at least inform Seed-Neeus of the bad news.
MS45	FormID: 00027815	100	0	
MS45	FormID: 00027815	100	1	I delivered the news of Dar-Ma's death. Seed-Neeus was devastated, but thanked me for my brave attempt to save her daughter.
MS45	FormID: 00027815	100	2	Seed-Neeus was overjoyed to see her daughter again. They both thanked me profusely and swore their eternal gratitude, and Seed-Neeus gave me free
MS46	FormID: 00007B2E	10	0	I met Barthel Gernand on the road southeast of the Imperial City. He and his family wish to build a settlement at Cropsford, but have been unable to do so thanks to marauding goblins. I should talk to Mirisa about how to clear the goblins from the
MS46	FormID: 00007B2E	20	0	Mirisa says that the goblins at Cropsford are war parties from Cracked Wood Cave, on their way to attack a rival tribe at Timberscar Cave. She's not sure, but usually goblin wars are caused by one tribe stealing the Totem Head from another.
MS46	FormID: 00007B2E	20	1	Mirisa suggested two ways to deal with the goblins at Cropsford. One is to recover the Totem Head from the goblins in Timberscar Cave, which would stop the war between the two tribes and leave Cropsford in peace. The other way to keep the goblins away from Cropsford is to kill the shaman of the Cracked Wood Cave tribe, which should effectively destroy the tribe and stop their war parties from attacking

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS46	FormID: 00007B2E	25	0	Since I already took the Tribal Totem from the goblins at Timberscar Cave, I should let Barthel Gernand know that it is safe to begin building the settlement at
MS46	FormID: 00007B2E	25	1	Since I already killed the shaman from the Cracked Wood Cave goblin tribe, I should let Barthel Gernand know that it is safe to begin building the settlement at
MS46	FormID: 00007B2E	30	0	I have killed the shaman of the Cracked Wood Cave goblin tribe. I need to let Barthel Gernand know it's safe to begin building the settlement at Cropsford.
MS46	FormID: 00007B2E	40	0	I have taken the Totem Head from the goblins at Timberscar Cave. I should return to Mirisa and ask her what to do next.
MS46	FormID: 00007B2E	41	0	I need to bring the Totem Head to Mirisa, so she can be sure that the goblin threat to Cropsford is ended.
MS46	FormID: 00007B2E	45	0	Mirisa said that I ended the war just by taking the head from Timberscar Cave. I should tell Barthel Gernand that it's safe for him and his family to return to
MS46	FormID: 00007B2E	50	0	Barthel Gernand thanked me profusely for ending the goblin threat to Cropsford. He promised me a hero's welcome in Cropsford once they have had a chance to
MS46	FormID: 00007B2E	100	0	
MS46FIN	FormID: 0003155C	1	0	
MS46FIN	FormID: 0003155C	2	0	
MS46FIN	FormID: 0003155C	3	0	
MS46FIN	FormID: 0003155C	4	0	
MS46FIN	FormID: 0003155C	5	0	
MS47	FormID: 0002F86B	10	0	I've heard rumors of strange happenings in the settlement of Aleswell, north of the Imperial City. I should investigate it.
MS47	FormID: 0002F86B	20	0	I've spoken with Diram Serethi of Aleswell, though I haven't actually seen him. He's explained that all of the residents are invisible; he suspects a wizard named Ancotar is to blame. I should look for Ancotar in the ruins of Fort Caractacus.
MS47	FormID: 0002F86B	30	0	I've talked to Ancotar, who was unaware of the effect his magic had on the people of Aleswell. He's given me a scroll that should reverse the effects; I need to return to Aleswell to restore its residents.
MS47	FormID: 0002F86B	35	0	Ancotar gave me a ring and suggested I wear it while casting the Reverse Invisibility scroll, to protect me from any side effects. He didn't mention what those side
MS47	FormID: 0002F86B	40	0	I cast the Reverse Invisibility spell Ancotar gave me, but I wasn't in Aleswell when I did it, so I need to ask Ancotar for another one.
MS47	FormID: 0002F86B	42	0	Ancotar gave me another Reverse Invisibility scroll. He said it was his last one. I need to make sure to stand in the middle of Aleswell when I use it this time.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS47	FormID: 0002F86B	44	0	I used the second Reverse Invisibility spell Ancotar gave me, but I wasn't in Aleswell when I did it, so I need to ask Ancotar for another one.
MS47	FormID: 0002F86B	46	0	Ancotar refused to give me a third Reverse Invisibility scroll after I wasted the first two. I should return to Aleswell and tell Diram Serethi the bad news.
MS47	FormID: 0002F86B	50	0	I've used the scroll Ancotar gave me, and the people of Aleswell are once again visible. Diram Serethi would probably like to congratulate me on my success.
MS47	FormID: 0002F86B	60	0	Diram Serethi was disappointed to learn that I had wasted the Reverse Invisibility scrolls that Ancotar had given me. He told me that I am not welcome in Aleswell.
MS47	FormID: 0002F86B	60	1	Diram Serethi thanked me for helping him, and offered me free lodging in Aleswell whenever I'm in the area.
MS47	FormID: 0002F86B	60	2	
MS47	FormID: 0002F86B	70	0	Ancotar is dead, and I have no way of reversing the invisibility he cast on the inhabitants of Aleswell.
MS47	FormID: 0002F86B	100	0	
MS48	FormID: 000224D8	0	0	
MS48	FormID: 000224D8	5	0	
MS48	FormID: 000224D8	8	0	Savlian Matus asked me to help close the Oblivion Gate outside the ruins of Kvatch. He sent some of his men into it, but they never came back. I should let him know when I'm ready to help.
MS48	FormID: 000224D8	10	0	I have agreed to help Savlian Matus of the Kvatch Town Guard and his men as they attempt to reach some survivors trapped in the Chapel of Akatosh inside the city. He is willing to lead his guardsmen back into the city to attempt a rescue, but the enemy have opened an Oblivion Gate across the entry to the city.
MS48	FormID: 000224D8	10	1	I need to go into the Oblivion Gate and figure out how to close it.
MS48	FormID: 000224D8	20	0	
MS48	FormID: 000224D8	20	1	Ilend Vonius, one of the Kvatch Guardsmen who entered the Oblivion Gate to try to close it, told me that at least one other survivor of the assault on the Gate has been taken to the large tower within Oblivion. I should search for him there.
MS48	FormID: 000224D8	20	2	At least one survivor of the assault on the Oblivion Gate has been taken to the large tower within Oblivion. I need to search for him there.
MS48	FormID: 000224D8	25	0	
MS48	FormID: 000224D8	30	0	I found the prisoner in Oblivion. He told me I need to reach the top of the largest tower and look for the Sigil Stone. But I will need the Sigil Keeper's key to gain entry
MS48	FormID: 000224D8	40	0	I have the key to the Sigil Keep.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS48	FormID: 000224D8	40	1	Now I must reach the Sigil Stone and remove it from the Sigil Keep to close the Oblivion Gate that it anchors.
MS48	FormID: 000224D8	50	0	
MS48	FormID: 000224D8	50	1	I have closed the Gate by taking the Sigil Stone that anchors it within Oblivion. I should tell Savlian Matius that the way into Kvatch is now open.
MS48	FormID: 000224D8	60	0	Savlian Matius of the Kvatch Town Guard has asked me to aid him as he and his men attempt to re-take the city of Kvatch. They're pushing in now; I'll need to follow closely and make sure Savlian survives.
MS48	FormID: 000224D8	60	1	
MS48	FormID: 000224D8	65	0	
MS48	FormID: 000224D8	70	0	I have entered the ruined city of Kvatch with Savlian Matius and his men. We must clear the southern plaza before the survivors in the Chapel can be rescued.
MS48	FormID: 000224D8	80	0	I have helped Savlian Matius and his men retake the southern plaza. I should talk to him about our next move.
MS48	FormID: 000224D8	90	0	It is now safe for the survivors of the attack on Kvatch to leave the Chapel for safety in the camp south of the city. Savlian has asked me to help him further. I should let him know when I am ready.
MS48	FormID: 000224D8	95	0	
MS48	FormID: 000224D8	100	0	
MS48	FormID: 000224D8	200	0	Savlian Matius has been killed.
MS49	FormID: 00028C72	0	0	
MS49	FormID: 00028C72	10	0	Savlian Matius has asked me to help with the next phase of the battle for Kvatch. I should speak to him when I'm ready.
MS49	FormID: 00028C72	20	0	I need to accompany Savlian Matius to the gates of Castle Kvatch.
MS49	FormID: 00028C72	30	0	I need to look for Berich Inian in Kvatch's Chapel, and ask him for a key to the Guard
MS49	FormID: 00028C72	40	0	Berich Inian has agreed to lead me through Kvatch. I need to follow him through the city to reach the guard house, and gain access to the Castle Gatehouse.
MS49	FormID: 00028C72	45	0	Berich Inian has died. I need to get the guard house key off his body and proceed on
MS49	FormID: 00028C72	50	0	I've found the tunnel entrance in Kvatch. I need to follow it to the gatehouse, so I can raise the gates and let the guards into the castle courtyard.
MS49	FormID: 00028C72	60	0	I've raised the gates into Castle Kvatch. I must now help Savlian and his men defeat the monsters within.
MS49	FormID: 00028C72	70	0	I need to follow Savlian Matius into Castle Kvatch, and help find the Count of Kvatch, Ormellius Goldwine.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS49	FormID: 00028C72	90	0	I've found the body of Count Goldwine. I should deliver his signet ring to Savlian
MS49	FormID: 00028C72	100	0	Castle Kvatch is now safely under Savlian Matius' control.
MS49	FormID: 00028C72	200	0	Savlian Matius has died.
MS51	FormID: 0003151E	10	0	Countess Valga of Castle Chorrol has tasked me with the recovery of a portrait that was stolen from her throne room. It's very dear to her as it reminds her of her husband who was lost years ago. She mentioned clues, perhaps I should find out
MS51	FormID: 0003151E	15	0	To recover the stolen painting, I should begin by questioning the castle residents, and then search the Castle for physical clues that could help solve the mystery. My best bet would be to start with the Countess herself.
MS51	FormID: 0003151E	18	0	Countess Valga has told me that the only people who were unaccounted for and had access to her bedchamber were the resident mage, Chanel, and the castle porter, Orgnolf. She suggested I question them and some of the other castle residents: the Captain of the Guard, Bittneld, her herald, Laythe Wavrick, and her
MS51	FormID: 0003151E	20	0	When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	20	1	Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I should continue questioning the
MS51	FormID: 0003151E	20	2	When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	20	3	Bittneld, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	20	4	Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I should continue questioning the suspects the Countess recommended.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MS51	FormID: 0003151E	22	0	When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	22	1	Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I should continue questioning the
MS51	FormID: 0003151E	22	2	When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	22	3	Bittneld, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	22	4	Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	30	0	When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	30	1	Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I should continue questioning the
MS51	FormID: 0003151E	30	2	When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I should continue questioning the suspects the Countess recommended.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MS51	FormID: 0003151E	30	3	Bittneld, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	30	4	Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	32	0	When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	32	1	Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I should continue questioning the
MS51	FormID: 0003151E	32	2	When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	32	3	Bittneld, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	32	4	Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I should continue questioning the suspects the Countess recommended.
MS51	FormID: 0003151E	35	0	When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
MS51	FormID: 0003151E	35	1	Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on gathering the clues if I'm to
MS51	FormID: 0003151E	35	2	When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on
MS51	FormID: 0003151E	35	3	Bittneld, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on
MS51	FormID: 0003151E	35	4	Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on gathering
MS51	FormID: 0003151E	40	0	I've found an interesting painting in a concealed area of the West Tower. It seems someone in the castle is a painter. I think I should continue looking for more clues.
MS51	FormID: 0003151E	40	1	I've found paint stains and a paint footprint on the carpet in the dining area off the Great Hall. I think I should continue looking for more clues.
MS51	FormID: 0003151E	40	2	Chanel seems to have painting supplies concealed in a lectern in her room. The fact they're concealed seems suspicious. I think I should continue searching for more
MS51	FormID: 0003151E	50	0	I've found an interesting painting in a concealed area of the West Tower. It seems someone in the castle is a painter. I think I should continue looking for more clues.
MS51	FormID: 0003151E	50	1	I've found paint stains and a paint footprint on the carpet in the dining area off the Great Hall. I think I should continue looking for more clues.
MS51	FormID: 0003151E	50	2	Chanel seems to have painting supplies concealed in a lectern in her room. The fact they're concealed seems suspicious. I think I should continue searching for more
MS51	FormID: 0003151E	60	0	I've found an interesting painting in a concealed area of the West Tower. It seems someone in the castle is a painter. I now have enough clues to make an accusation.
MS51	FormID: 0003151E	60	1	I've found paint stains and a paint footprint on the carpet in the dining area off the Great Hall. I now have enough clues to make an accusation.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS51	FormID: 0003151E	60	2	Chanel seems to have painting supplies concealed in a lectern in her room. The fact they're concealed seems suspicious. I now have enough clues to make an
MS51	FormID: 0003151E	70	0	I've confronted Orgnolf with the clues, but all he did was become irate and threatened to tell the Countess of my false accusations. I think I made the wrong choice. I should go speak to Chanel.
MS51	FormID: 0003151E	75	0	I am certain that Chanel is the culprit. After all, the evidence clearly points to her. But without a full confession, Countess Valga won't be satisfied. I need to convince Chanel to trust me enough to tell me why she did the crime.
MS51	FormID: 0003151E	80	0	I've confronted Chanel with the clues, and she admitted taking the painting. She pointed out where it was hidden, and now I must decide whether or not to tell the Countess about her crime.
MS51	FormID: 0003151E	100	0	I've spoken to the Countess about Chanel's crime. She's been banished from the Castle, and as a reward, a sizable bounty of gold and gems has been given to me.
MS51	FormID: 0003151E	150	0	I've spoken to the Countess about Chanel's crime, and she's been banished from the Castle. However, since the investigation didn't go smoothly, the Countess wasn't pleased and only rewarded me with some gold.
MS51	FormID: 0003151E	200	0	I've told the Countess that neither suspect is the criminal, and that the painting must be in the possession of someone outside the Castle walls. She seemed disappointed, but I've kept Chanel's honor intact.
MS51	FormID: 0003151E	210	0	Chanel was pleased that I didn't turn her in to the Countess. She told me that as a reward, she'd paint a portrait for me, but it'll take three weeks. I should return to
MS51	FormID: 0003151E	220	0	It's been three weeks. I should return to Castle Chorrol and pick up my painting
MS52	FormID: 00038ED6	10	0	Agronak gro-Malog, the Imperial Arena Grand Champion, has sent me on a quest to find proof of his noble birthright. I must journey now to the west, to a place called Crowhaven, and begin my search. Gro-Malog has provided me with a key I will surely need, but even he is unsure what it opens.
MS52	FormID: 00038ED6	20	0	I have entered Crowhaven. Somewhere inside I will unlock the truth that Agronak gro-Malog is searching for. I should be cautious, however. The fort has long since lost its noble trappings, and the presence of evil is unmistakable...
MS52	FormID: 00038ED6	30	0	I have discovered the Journal of the Lord Lovidicus. It does indeed contain information about Agronak gro-Malog's birth, but proves he was the spawn of a vampire! Agronak won't be happy to hear this, but it is the proof he wanted. I must take the journal to him at the Imperial City Arena Bloodworks.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS52	FormID: 00038ED6	100	0	I have given the Journal of the Lord Lovidicus to Agronak gro-Malog. In return for my assistance, he has shared some of his combat knowledge.
MS52	FormID: 00038ED6	115	0	Agronak gro-Malog has been killed, and my quest to discover his true identity can never be completed.
MS91	FormID: 0008596C	2	0	It seems that Count Marius Caro is concerned about an Orc named Mazoga at Castle Leyawiin. This Orc claims she is a knight. Perhaps Marius Caro would welcome my aid in finding out more about her.
MS91	FormID: 0008596C	5	0	An Orc in the Leyawiin Castle County Hall claims to be a knight. Marius Caro, Count Leyawiin, asked me to find out why she is there, and to report back to him.
MS91	FormID: 0008596C	10	0	
MS91	FormID: 0008596C	15	0	
MS91	FormID: 0008596C	16	0	
MS91	FormID: 0008596C	18	0	
MS91	FormID: 0008596C	20	0	An orc named Mazoga sent me to find Weebam-Na and tell him to meet Mazoga in the County Hall of Castle Leyawiin.
MS91	FormID: 0008596C	25	0	I spoke to Weebam-Na and gave him Mazoga's message. Weebam-Na doesn't want to cooperate. Perhaps I can persuade him to change his mind.
MS91	FormID: 0008596C	30	0	I delivered Mazoga's message, and Weebam-Na agreed to go talk to Mazoga. Maybe I should tag along and find out what this is all about.
MS91	FormID: 0008596C	35	0	Weebam-Na spoke with Mazoga. Perhaps now Mazoga will tell me what's going on.
MS91	FormID: 0008596C	40	0	Mazoga asked me to take her to Fisherman's Rock, and I told her, 'Maybe later.' She seemed disappointed.
MS91	FormID: 0008596C	50	0	I agreed to lead Mazoga to Fisherman's Rock. Fisherman's Rock is north of Leyawiin, about six hours walk, on a point of land on the eastern shore of the Niben. At Fisherman's Rock, Mazoga wants to talk to someone named Mogens Wind-shifter. She made it clear I was not to interfere before she talked to him.
MS91	FormID: 0008596C	55	0	I got into a fight at Fisherman's Rock, and four bandits are dead.
MS91	FormID: 0008596C	60	0	Mazoga spoke to Mogens Wind-Shifter, and then they started to fight. Mogens has his gang with him so Mazoga needs some help.
MS91	FormID: 0008596C	65	0	I got into a fight at Fisherman's Rock. Mazoga will be angry. She told me I was not to interfere before she talked to Mogens Windshifter.
MS91	FormID: 0008596C	70	0	I told Mazoga about the four bandits I killed at Fisherman's Rock. She was angry, and she won't tell me why.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS91	FormID: 0008596C	75	0	I persuaded Mazoga to forgive me. She explained that she was angry because she was seeking revenge on one of the four bandits, Mogens Wind-Shifter, for the murder of her friend, Ra'vindra. Mazoga forgave me for spoiling her vengeance.
MS91	FormID: 0008596C	80	0	At Fisherman's Rock, Mazoga got into a fight with four bandits. Now all four bandits are dead. Now I must report to Marius Caro.
MS91	FormID: 0008596C	85	0	Mazoga told me she attacked the bandits to avenge the murder of her friend, Ra'vindra. She invited me to take what I wish from the dead... her vengeance is her
MS91	FormID: 0008596C	90	0	Mazoga told me she attacked the bandits to avenge the murder of her friend, Ra'vindra. She invited me to take what I wish from the dead... her vengeance is her
MS91	FormID: 0008596C	100	0	Count Marius Caro thanked me for my services to County Leyawiin, and suggested that he might make Mazoga and I knights-errant as reward for our noble deeds.
MS91	FormID: 0008596C	200	0	Mazoga is dead. Now I'll never learn Mazoga's story.
MS91	FormID: 0008596C	210	0	Weebam-Na is dead. Now I'll never know what Mazoga wanted, and I can never learn Mazoga's story.
MS92	FormID: 0008596D	10	0	Count Marius Caro of Leyawiin has offered to make Mazoga and myself Knights-Errant of the White Stallion if we find and kill the Orc named Black Brugo, chieftain
MS92	FormID: 0008596D	20	0	To locate Black Brugo, the Count suggested I should ask Mazoga, who might have contacts among outlaws.
MS92	FormID: 0008596D	30	0	Mazoga knows Black Brugo, and has a plan to ambush him. Black Brugo visits his gang's hideout to collect his share of the loot every night between midnight and six in the morning. The hideout is an Ayleid ruin west of Leyawiin called Telepe.
MS92	FormID: 0008596D	32	0	Mazoga offered to help me find and kill Black Brugo. She will wait in the Castle Hall
MS92	FormID: 0008596D	35	0	Mazoga was reluctant to betray a former associate, but she says, sooner or later, Black Brugo visits a hideout west of Leyawiin called Telepe.
MS92	FormID: 0008596D	80	0	Black Brugo is dead. I must report to Marius Caro and become a Knight-Errant of the White Stallion.
MS92	FormID: 0008596D	100	0	The Count praised me for killing Black Brugo. He has made me Knight-Errant of the Order of the White Stallion, and has given me a guard's shield bearing the heraldry of Count Leyawiin, and the key to White Stallion Lodge on the western shores of the Niben River. The Count also asked me to find and kill any remaining members of the Black Bow Bandits, and promised a bounty of 100 gold for every Black Bow I deliver
MS92	FormID: 0008596D	105	0	Mazoga is dead. Now I'll never know how to find Black Brugo.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
MS92	FormID: 0008596D	110	0	The Count praised us for killing Black Brugo. He has made Mazoga and me Knights-Errant of the Order of the White Stallion, and has given us guard's shields bearing the heraldry of Count Leyawiin, and keys to White Stallion Lodge on the western shores of the Niben River. The Count also asked us to find and kill any remaining members of the Black Bow Bandits, and promised a bounty of 100 gold for every
MS92	FormID: 0008596D	120	0	
MS92	FormID: 0008596D	130	0	
MS93	FormID: 00095A68	10	0	A High Elf Sorceress named Varulae has asked me to retrieve her crystal ball, located in the hold of the ship the Serpent's Wake, which is moored up in Anvil Bay. The crystal ball is in a chest in the ship's hold. I should be careful, however -- the crew have all been slain, and now roam the ship's decks as creatures of undeath.
MS93	FormID: 00095A68	20	0	I have retrieved Varulae's crystal ball. I must now return it to her on the top deck of the Serpent's Wake.
MS93	FormID: 00095A68	100	0	I have given Varulae her crystal ball. She gave me the captain's enchanted cutlass as
MS94	FormID: 00097CA8	40	0	
MS94	FormID: 00097CA8	42	0	
MS94	FormID: 00097CA8	43	0	
MS94	FormID: 00097CA8	44	0	
MS94	FormID: 00097CA8	46	0	
MS94	FormID: 00097CA8	50	0	
MS94	FormID: 00097CA8	54	0	
MS94	FormID: 00097CA8	55	0	
MS94	FormID: 00097CA8	56	0	
MS94	FormID: 00097CA8	58	0	
MS94	FormID: 00097CA8	60	0	
MS94	FormID: 00097CA8	62	0	
MS94	FormID: 00097CA8	64	0	
MS94	FormID: 00097CA8	70	0	
MS94	FormID: 00097CA8	80	0	
MS94	FormID: 00097CA8	90	0	
MS94	FormID: 00097CA8	100	0	
MSShadowscale	FormID: 00035589	10	0	I must journey to the southeastern tip of Cyrodiil, to a swamp known as Bogwater. There I will find a renegade Shadowscale known as Scar-Tail. I must kill Scar-Tail, and return his heart to Teinaava.



**Morrobivion Quest and Form ID's**

Quest ID	Form ID			
MSShadowscale	FormID: 00035589	15	0	I have agreed to spare Scar-Tail's life. I must take the heart of the dead Argonian assassin, and present that to Teinaava instead. To thank me, Teinaava has shared the secret hiding place of his treasure -- in the hollowed-out rock near Bogwater
MSShadowscale	FormID: 00035589	20	0	I have obtained the Argonian's heart. I must now return to the Dark Brotherhood Sanctuary in Cheydinhal and present it to Teinaava.
MSShadowscale	FormID: 00035589	30	0	Scar-Tail has been killed. I must now return to the Dark Brotherhood Sanctuary in Cheydinhaal and present his heart to Teinaava.
MSShadowscale	FormID: 00035589	100	0	I have presented Teinaava with the Argonian's heart.
mwOBSECheck	FormID: 01F8E9E0	1	0	
SE01Door	FormID: 000133BF	10	0	I've found a strange door in Niben Bay.
SE01Door	FormID: 000133BF	10	1	I have heard a rumor that a strange doorway has appeared on a small island in the Niben Bay. I should investigate.
SE01Door	FormID: 000133BF	20	0	A guard, Gaius Prentus, has approached me. He tells me that the people here have all returned from inside this strange gate, and all are now mad.
SE01Door	FormID: 000133BF	30	0	I have entered the gate and been greeted by a man named Haskill. He tells me that he is the Chamberlain of Sheogorath.
SE01Door	FormID: 000133BF	40	0	Haskill has told me that his Lord Sheogorath is searching for a mortal to become his champion. I should speak again with Haskill when I have made my decision.
SE01Door	FormID: 000133BF	50	0	I have decided to attempt to become Sheogorath's champion. In order to meet Sheogorath, I must first pass through the Gates of Madness, guarded by the
SE01Door	FormID: 000133BF	200	0	I have decided to attempt to become Sheogorath's champion. In order to meet Sheogorath, I must first pass through the Gates of Madness, guarded by the
SE01Door	FormID: 000133BF	201	0	
SE02	FormID: 00011F9D	0	0	
SE02	FormID: 00011F9D	5	0	I have entered the Shivering Isles. In order to find the lord of this Realm, I must first pass through the Gates of Madness.
SE02	FormID: 00011F9D	7	0	The Gates of Madness are locked. Haskill mentioned that the Gates were guarded by the Gatekeeper. He must have the keys.
SE02	FormID: 00011F9D	10	0	
SE02	FormID: 00011F9D	10	1	The formidable Gatekeeper has destroyed a party of adventurers. I should talk to the residents of Passwall before trying to deal with this creature.
SE02	FormID: 00011F9D	20	0	
SE02	FormID: 00011F9D	20	1	I should talk to the sorceress Relmya Verenim about the Gatekeeper. Jayred is still willing to come fight the Gatekeeper with me.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE02	FormID: 00011F9D	20	2	I should talk to the sorceress Relmyna Verenim about the Gatekeeper. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is done
SE02	FormID: 00011F9D	20	3	I should talk to the sorceress Relmyna Verenim about the Gatekeeper. I can also follow Jayred to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	20	4	I should talk to the sorceress Relmyna Verenim about the Gatekeeper. I can also tell Jayred I'm ready to go to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	20	5	I should talk to the sorceress Relmyna Verenim about the Gatekeeper. I can also talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	20	6	I should talk to the sorceress Relmyna Verenim about the Gatekeeper.
SE02	FormID: 00011F9D	21	0	
SE02	FormID: 00011F9D	21	1	I should talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	21	2	I should talk to Jayred about killing the Gatekeeper. I can also talk to Relmyna to learn more about the Gatekeeper.
SE02	FormID: 00011F9D	21	3	I should talk to Jayred about killing the Gatekeeper. I can also see if Nanette has anything interesting to say about the Gatekeeper.
SE02	FormID: 00011F9D	21	4	I should talk to Jayred about killing the Gatekeeper. I can also find Relmyna at midnight, and spy on her visit with the Gatekeeper.
SE02	FormID: 00011F9D	21	5	I should talk to Jayred about killing the Gatekeeper. I can also get that handkerchief with Relmyna's tears.
SE02	FormID: 00011F9D	21	6	I should talk to Jayred about killing the Gatekeeper. I can also use Relmyna's Tears to harm the Gatekeeper.
SE02	FormID: 00011F9D	25	0	
SE02	FormID: 00011F9D	25	1	I should see if Nanette has anything interesting to say about the Gatekeeper.
SE02	FormID: 00011F9D	25	2	I should see if Nanette has anything interesting to say about the Gatekeeper. I can also talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	25	3	I should see if Nanette has anything interesting to say about the Gatekeeper. I can also tell Jayred I'm ready to go to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	25	4	I should see if Nanette has anything interesting to say about the Gatekeeper. I can also follow Jayred to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	25	5	I should see if Nanette has anything interesting to say about the Gatekeeper. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is
SE02	FormID: 00011F9D	25	6	I should see if Nanette has anything interesting to say about the Gatekeeper. Jayred is willing to come fight the Gatekeeper with me.
SE02	FormID: 00011F9D	30	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE02	FormID: 00011F9D	30	1	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper.
SE02	FormID: 00011F9D	30	2	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper. I can also talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	30	3	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper. I can also tell Jayred I'm ready to go to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	30	4	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper. I can also follow Jayred to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	30	5	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is
SE02	FormID: 00011F9D	30	6	I should find Relmyna at midnight, and spy on her visit with the Gatekeeper. Jayred is willing to come fight the Gatekeeper with me.
SE02	FormID: 00011F9D	50	0	
SE02	FormID: 00011F9D	50	1	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm
SE02	FormID: 00011F9D	50	2	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm ready to go. I can also talk to Relmyna to learn more about the Gatekeeper.
SE02	FormID: 00011F9D	50	3	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm ready to go. I can also see if Nanette has anything interesting to say about the
SE02	FormID: 00011F9D	50	4	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm ready to go. I can also find Relmyna at midnight, and spy on her visit with the
SE02	FormID: 00011F9D	50	5	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm ready to go. I can also get that handkerchief with Relmyna's tears.
SE02	FormID: 00011F9D	50	6	Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should speak with Jayred when I'm ready to go. I can also use Relmyna's Tears to harm the Gatekeeper.
SE02	FormID: 00011F9D	60	0	
SE02	FormID: 00011F9D	60	1	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE]
SE02	FormID: 00011F9D	60	2	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE] I can also talk to Relmyna to learn more about the Gatekeeper.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE02	FormID: 00011F9D	60	3	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE] I can also see if Nanette has anything interesting to say about the Gatekeeper.
SE02	FormID: 00011F9D	60	4	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE] I can also find Relmyna at midnight, and spy on her visit with the Gatekeeper.
SE02	FormID: 00011F9D	60	5	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE] I can also get that handkerchief with Relmyna's tears.
SE02	FormID: 00011F9D	60	6	I should follow Jayred to the [QUOTE]Gardens of Flesh and Bone.[QUOTE] I can also use Relmyna's Tears to harm the Gatekeeper.
SE02	FormID: 00011F9D	70	0	
SE02	FormID: 00011F9D	80	0	
SE02	FormID: 00011F9D	80	1	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these
SE02	FormID: 00011F9D	80	2	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also talk to Relmyna to learn more about the Gatekeeper.
SE02	FormID: 00011F9D	80	3	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also see if Nanette has anything interesting to say about the
SE02	FormID: 00011F9D	80	4	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also find Relmyna at midnight, and spy on her visit with the
SE02	FormID: 00011F9D	80	5	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also get that handkerchief with Relmyna's tears.
SE02	FormID: 00011F9D	80	6	Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also use Relmyna's Tears to harm the Gatekeeper.
SE02	FormID: 00011F9D	90	0	
SE02	FormID: 00011F9D	90	1	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me.
SE02	FormID: 00011F9D	90	2	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me. I can also talk to Relmyna to learn more about the Gatekeeper.
SE02	FormID: 00011F9D	90	3	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me. I can also see if Nanette has anything interesting to say about the Gatekeeper.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE02	FormID: 00011F9D	90	4	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me. I can also find Relmyna at midnight, and spy on her visit with the Gatekeeper.
SE02	FormID: 00011F9D	90	5	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me. I can also get that handkerchief with Relmyna's tears.
SE02	FormID: 00011F9D	90	6	Jayred has finished the arrows and is willing to come fight the Gatekeeper with me. I can also use Relmyna's Tears to harm the Gatekeeper.
SE02	FormID: 00011F9D	130	0	
SE02	FormID: 00011F9D	130	1	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief.
SE02	FormID: 00011F9D	130	2	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief. I can also talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	130	3	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief. I can also tell Jayred I'm ready to go to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	130	4	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief. I can also follow Jayred to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	130	5	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is done making them.
SE02	FormID: 00011F9D	130	6	The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief. Jayred is still willing to come fight the Gatekeeper with me.
SE02	FormID: 00011F9D	140	0	
SE02	FormID: 00011F9D	140	1	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be
SE02	FormID: 00011F9D	140	2	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them. I can also talk to Jayred about killing the Gatekeeper.
SE02	FormID: 00011F9D	140	3	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them.. I can also tell Jayred I'm ready to go to the Gardens of Flesh and

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE02	FormID: 00011F9D	140	4	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them. I can also follow Jayred to the Gardens of Flesh and Bone.
SE02	FormID: 00011F9D	140	5	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is done making them.
SE02	FormID: 00011F9D	140	6	I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them. Jayred is still willing to come fight the Gatekeeper with me.
SE02	FormID: 00011F9D	150	0	The Gatekeeper is dead. I should retrieve the keys to the Gates of Madness from the Gatekeeper's corpse.
SE02	FormID: 00011F9D	160	0	I have the Key to Mania and can enter through the Gates of Madness.
SE02	FormID: 00011F9D	161	0	I have the Key to Dementia and can enter through the Gates of Madness.
SE02	FormID: 00011F9D	162	0	I have both the Key to Mania and the Key to Dementia. I can go through either door of the Gates of Madness.
SE02	FormID: 00011F9D	190	0	I've entered the Shivering Isles. I should seek out Sheogorath.
SE02	FormID: 00011F9D	200	0	
SE03	FormID: 000135EB	0	0	
SE03	FormID: 000135EB	5	0	I should speak to Sheogorath and see if he has any further need of me.
SE03	FormID: 000135EB	8	0	I've been given the Manual of Xedilian and a strange device called an Attenuator of Judgment by Sheogorath. I've been directed to proceed to Xedilian, and to return the place to working order. I should either read the Manual or speak to Sheogorath's Chamberlain, Haskill, to familiarize myself with the strange dungeon.
SE03	FormID: 000135EB	10	0	I've learned that in order to restore Xedilian, I must activate the Resonator of Judgment. To do so, I will need to find three Focus Crystals and place them each in a Judgment Nexus, which will prepare the Resonator for attunement. I should
SE03	FormID: 000135EB	15	0	I've entered Xedilian. I should now begin locating the Focus Crystals that link the Resonator of Judgment with the rest of the dungeon.
SE03	FormID: 000135EB	20	0	I've discovered the first of the three Focus Crystals. It was affixed to the top of a Grummite Shaman's Crystal Staff. I think they are using the crystals as a power source for their weapons. Now that I've removed it from the staff, I should place the Focus Crystal in its Judgment Nexus to continue.
SE03	FormID: 000135EB	25	0	I've placed the first Focus Crystal into its Nexus. I can now continue searching for

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE03	FormID: 000135EB	30	0	I've discovered the second Focus Crystal. I should place it in its Judgment Nexus to
SE03	FormID: 000135EB	35	0	I've placed the second Focus Crystal into its Nexus. I can now continue searching for the final Focus Crystal.
SE03	FormID: 000135EB	40	0	I've discovered the third and final Focus Crystal. I should place it in its Judgment Nexus to continue.
SE03	FormID: 000135EB	45	0	I've placed the third and final Focus Crystal into its Judgment Nexus. The path to the Resonator of Judgment itself is now clear. My next task should be to attune the Resonator by using the Attenuator of Judgment that Sheogorath provided me.
SE03	FormID: 000135EB	200	0	The Resonator of Judgment has been attuned.
SE03A	FormID: 00017D0F	5	0	I should now make my way back to New Sheoth and report my success to
SE03A	FormID: 00017D0F	10	0	I've met Kiliban Nyrandil inside one of the many observation rooms of Xedilian. It also appears that Xedilian has its first visitors, a group of adventurers. It's up to me to decide whether to allow Xedilian to kill them or drive them insane.
SE03A	FormID: 00017D0F	12	0	
SE03A	FormID: 00017D0F	15	0	I've unleashed the Giant Gnarl on the adventurers in Xedilian. With the threat of what he perceived as certain death knocking at his door, Lewin the Rogue has gone insane. I should make my way to the next observation room and choose how the adventurers will encounter their next obstacle.
SE03A	FormID: 00017D0F	15	1	I've unleashed the Gnarl Swarm on the adventurers in Xedilian. Unable to survive their onslaught, Lewin the Rogue has been slain. I should make my way to the next observation room and choose how the adventurers will encounter their next
SE03A	FormID: 00017D0F	18	0	
SE03A	FormID: 00017D0F	20	0	I've caused Syndelius the Mage to go insane by pouring hundreds of keys on the ground which convinced him that one of them opened the gate to the huge treasure pile. All that remains now is the leader of the group, Grommok. I should make my way to the last observation room and choose how the stubborn Orc will encounter
SE03A	FormID: 00017D0F	20	1	Using a huge pile of treasure as bait, I lured the two remaining adventurers into a fire trap. Syndelius the Mage didn't survive the blast, leaving only their leader, Grommok. I should make my way to the last observation room and choose how the stubborn Orc will encounter his final obstacle.
SE03A	FormID: 00017D0F	47	0	
SE03A	FormID: 00017D0F	50	0	By making Grommok think that he actually died and became a ghost, I've driven him insane. Now that all of the adventurers have been dealt with, I should speak to

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE03A	FormID: 00017D0F	50	1	I've caused the death of the remaining Orc adventurer, Grommok, by animating the zombies in the final room of Xedilian. Now that all of the adventurers have been dealt with, I should speak to Kiliban.
SE03A	FormID: 00017D0F	55	0	Kiliban Nyrandil has told me to meet him in Xedilian's reception chamber where I can recover the defeated adventurer's gear. I should use the final transport pad and make my way there now.
SE03A	FormID: 00017D0F	60	0	I've received some items and gold from Kiliban Nyrandil that had belonged to the adventurers. I can now safely report back to Sheogorath that Xedilian is in full
SE03A	FormID: 00017D0F	70	0	Before exiting Xedilian, I was attacked by three unusual beings in equally strange armor. I should ask Kiliban if he knows anything about them.
SE03A	FormID: 00017D0F	200	0	Kiliban explained the identity of the strange beings, calling them Knights of Order. He seemed very dismayed and wishes me to hasten to Sheogorath and report their
SE04	FormID: 00012105	0	0	
SE04	FormID: 00012105	5	0	I need to speak with Thadon in order to learn more about the realm of Mania.
SE04	FormID: 00012105	10	0	Thadon has asked that I retrieve for him the Chalice of Reversal. I need to find someone in his court, or in Syl's, who knows where it might be.
SE04	FormID: 00012105	20	0	Wide-Eye has told me that the Chalice of Reversal is locked away in Dunroot Burrow. I'll need to ingest Felldew to enter the Burrow, and pass through to reach
SE04	FormID: 00012105	30	0	Kithlan has told me that the Chalice of Reversal is locked away in Dunroot Burrow. I'll need to ingest Felldew to enter the Burrow, and pass through to reach the tower.
SE04	FormID: 00012105	40	0	I've taken Felldew in order to enter Dunroot Burrow. I shall have to be careful as I proceed through the Burrow.
SE04	FormID: 00012105	45	0	The effects of Felldew have worn off, and withdrawal is setting in. I need to either reach the Chalice of Reversal quickly, or find more Felldew as I make my way
SE04	FormID: 00012105	50	0	I have survived Dunroot Burrow. Now I need to search the tower above for the Chalice of Reversal.
SE04	FormID: 00012105	60	0	I have the Chalice of Reversal. It should be delivered to Thadon as soon as possible.
SE04	FormID: 00012105	100	0	I have delivered the Chalice of Reversal to Thadon, and he has granted me a place in
SE04	FormID: 00012105	200	0	I have delivered the Chalice of Reversal to Thadon, and he has granted me a place in
SE04Shell	FormID: 0004A755	0	0	
SE04Shell	FormID: 0004A755	3	0	Sheogorath has given me the ability to summon Haskill. He's very insistent and won't tell me what he wants of me until I do it.
SE04Shell	FormID: 0004A755	5	0	I need to report to Sheogorath that Xedilian is working, and that Knights of Order have appeared in the Shivering Isles.



**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE04Shell	FormID: 0004A755	10	0	I need to speak to the Duke of Mania and the Duchess of Dementia, as Sheogorath wishes for me to better understand the inner workings of his Realm.
SE04Shell	FormID: 0004A755	20	0	I have finished Thadon's task. I should now speak with Syl in the House of Dementia.
SE04Shell	FormID: 0004A755	20	1	I have finished Thadon's task. I should return to Sheogorath and tell him I've done as
SE04Shell	FormID: 0004A755	30	0	I have finished Syl's task. I should now speak with Thadon in the House of Mania.
SE04Shell	FormID: 0004A755	30	1	I have finished Syl's task. I should return to Sheogorath and tell him I've done as he
SE04Shell	FormID: 0004A755	200	0	Now that I've become a member of the courts of both of the Dukes of Madness, I should return to Sheogorath and report my progress.
SE04Shell	FormID: 0004A755	210	0	
SE05	FormID: 0001351B	0	0	
SE05	FormID: 0001351B	5	0	
SE05	FormID: 0001351B	10	0	I need to travel to the House of Dementia, and seek an audience with Syl.
SE05	FormID: 0001351B	15	0	Kithlan has told me that Lady Syl is especially reclusive lately. I may be able to catch her in the garden late around midnight.
SE05	FormID: 0001351B	20	0	I have been tasked with finding the people conspiring against Lady Syl. I need to find and speak to Herdir. He can always be found at the torture chamber in the House of
SE05	FormID: 0001351B	30	0	Herdir has agreed to accompany me. I need to speak with people in Crucible for information about this supposed conspiracy. Perhaps starting with those close to Syl
SE05	FormID: 0001351B	40	0	I have been told that Anya Herrick may know something about a conspiracy. I should find and interrogate her.
SE05	FormID: 0001351B	45	0	Anya Herrick refuses to speak with me. I need Herdir with me to help convince her
SE05	FormID: 0001351B	50	0	Anya Herrick has named Ma'zaddha as being involved in some sort of plot against Lady Syl. I should find and speak to him.
SE05	FormID: 0001351B	55	0	Ma'zaddha refuses to give me any information. I need evidence that he's involved; I should speak to the citizens of Crucible to learn more.
SE05	FormID: 0001351B	60	0	I've been told that Ma'zaddha has been meeting Nelrene late at night in Crucible. I'll need to find them and listen in on their conversation.
SE05	FormID: 0001351B	65	0	I was discovered while attempting to overhear Mazaddha's conversation with Nelrene. I will have to try again another night, and be more careful to remain
SE05	FormID: 0001351B	70	0	I've overheard Ma'zaddha and Nelrene speaking. I need to confront Ma'zaddha with this information.
SE05	FormID: 0001351B	80	0	Ma'zaddha admitted to being involved in a plot to kill Lady Syl. He's asked for time to learn more about who's behind it. I should meet him at his house in one day's time. In the meantime, I should investigate Nelrene's role in this.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE05	FormID: 0001351B	90	0	Nelrene has denied involvement in any sort of conspiracy. I'll need to be more persuasive with her, or find direct evidence she's involved.
SE05	FormID: 0001351B	92	0	I've found Ma'zaddha dead in his home. I should see if he was holding any evidence of this conspiracy.
SE05	FormID: 0001351B	95	0	I found a key on Ma'zaddha's body; he has hidden evidence somewhere that may help my investigation. I'll need to find it.
SE05	FormID: 0001351B	100	0	I have found the items Ma'zaddha hid in his house. There is evidence of Muurine's involvement; this should be enough to get her to confess.
SE05	FormID: 0001351B	100	1	I have found the items Ma'zaddha hid in his house. The evidence points to Nelrene, and I should confront her about it.
SE05	FormID: 0001351B	110	0	Nelrene has admitted to being involved in the conspiracy. I now have enough evidence to confront Muurine.
SE05	FormID: 0001351B	110	1	Nelrene admits to being involved in a conspiracy, and has named Muurine as the architect of the plot. I'll need more evidence before confronting Muurine.
SE05	FormID: 0001351B	120	0	I have confronted Muurine, who has confessed to trying to kill Lady Syl. I should report this news to Lady Syl at once.
SE05	FormID: 0001351B	130	0	Lady Syl has asked me to meet her in the torture chamber. I should travel there
SE05	FormID: 0001351B	200	0	The conspiracy has been stamped out. Lady Syl has executed Muurine, and thanked me for my help.
SE06	FormID: 000120E9	0	0	
SE06	FormID: 000120E9	5	0	
SE06	FormID: 000120E9	6	0	
SE06	FormID: 000120E9	8	0	Sheogorath wants me to relight the Great Torch of New Sheoth. I need to go to the ruins of Cylarne, kindle the Flame of Agnon there, and return with its holy fire. Sheogorath warned me that the Golden Saints and Dark Seducers who guard the shrine often fight each other, so I should proceed cautiously.
SE06	FormID: 000120E9	9	0	I have arrived at the ruins of Cylarne. I will need to speak to the commanders of the Golden Saints and Dark Seducers to find out how to light the Flame of Agnon.
SE06	FormID: 000120E9	10	0	I spoke to a Dark Seducer guarding the ruins of Cylarne. She told me that the Flame of Agnon can only be lit by the Dark Seducers or Golden Saints at the two altars that feed the Flame, the Altars of Rapture and Depair. I need to help one side or the other take control of both altars so that they will light the Flame for me.
SE06	FormID: 000120E9	10	1	I should speak to Ulfri, the Dark Seducer commander, about kindling the Flame of

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE06	FormID: 000120E9	15	0	I spoke to a Golden Saint guarding the ruins of Cylarne. She told me that the Flame of Agnon can only be lit by the Dark Seducers or Golden Saints at the two altars that feed the Flame, the Altars of Rapture and Despair. I need to help one side or the other take control of both altars so that they will light the Flame for me.
SE06	FormID: 000120E9	15	1	I should speak to Kaneh, the Golden Saint commander, about kindling the Flame of
SE06	FormID: 000120E9	19	0	
SE06	FormID: 000120E9	20	0	
SE06	FormID: 000120E9	30	0	I overheard two Golden Saint officers arguing about the best way to attack the Dark Seducers. The lieutenant, Mirel, mentioned something about the Underdeep, a secret side passage leading to the Dark Seducer altar. I should find out more about
SE06	FormID: 000120E9	35	0	Mirel, the Golden Saint lieutenant, told me that his scouts have recently discovered a side passage leading to the Altar of Despair through the Underdeep. He believes an attack down this route will take the Dark Seducers by surprise, but has not been able to convince his commander, Kaneh.
SE06	FormID: 000120E9	35	1	Mirel, the Golden Saint lieutenant, told me that his scouts have recently discovered a side passage leading to the Altar of Despair through the Underdeep. He believes an attack down this route will take the Dark Seducers by surprise. I should scout the
SE06	FormID: 000120E9	37	0	Dark Seducer deployments in both the side passage and the main passage and find
SE06	FormID: 000120E9	37	1	The Underdeep is only lightly defended by the Dark Seducers. It appears that they do not believe the Golden Saints will attack this way. I should survey the Dark Seducer deployments along the main passage leading to the Altar of Despair, and
SE06	FormID: 000120E9	37	2	The Dark Seducers are defending the main passage to the Altar of Despair in strength. The Underdeep, by contrast, appears to be only lightly defended. This information might convince Kaneh to attack through the Underdeep.
SE06	FormID: 000120E9	38	0	
SE06	FormID: 000120E9	38	1	The main passage leading to the Altar of Despair is strongly defended by the Dark Seducers. I should scout the Underdeep to see if it might provide an easier attack
SE06	FormID: 000120E9	38	2	The Dark Seducers are defending the main passage to the Altar of Despair in strength. The route through the Underdeep appears to be only lightly defended. This information might convince Kaneh to attack through the Underdeep.
SE06	FormID: 000120E9	40	0	I have learned that the Flame of Agnon can only be lit by the Dark Seducers or Golden Saints at the two altars that feed the Flame, the Altars of Rapture and Depair. I need to help one side or the other take control of both altars so that they

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE06	FormID: 000120E9	40	1	I spoke with Kaneh, the commander of the Golden Saints in Cylarne. She is preparing to assault the altar controlled by the Dark Seducers, and believes that with my help, they could finally drive the Seducers out of Cylarne. Once she controls both altars, she will be glad to light the Flame of Agnon for me.
SE06	FormID: 000120E9	42	0	
SE06	FormID: 000120E9	42	1	I told Kaneh I wasn't ready to help her attack the Dark Seducers. I should probably speak to the Dark Seducers' commander before deciding which side I want to help.
SE06	FormID: 000120E9	42	2	Both commanders have promised to light the Flame of Agnon for me if I help them defeat their rivals. Now I need to decide which side I will help, and how.
SE06	FormID: 000120E9	45	0	I told Kaneh that I would scout the Dark Seducer positions and report back to her. I should check their deployments in both the main passage and the Underdeep, so that I can recommend the best way to assault the Altar of Despair.
SE06	FormID: 000120E9	50	0	
SE06	FormID: 000120E9	50	1	I told Kaneh that I would help her defeat the Dark Seducers who control the Altar of Despair. We attack immediately.
SE06	FormID: 000120E9	50	2	My report that the Underdeep was lightly defended convinced Kaneh that this was the better attack route. I need to help the Golden Saints get through the Underdeep before the Dark Seducers realize what is happening.
SE06	FormID: 000120E9	50	3	Now that Ulfri's troops are redeployed to defend the Underdeep, Kaneh's attack down the main passage should catch the Dark Seducers completely off guard. I should help Kaneh defeat Ulfri and take control of the Altar of Despair.
SE06	FormID: 000120E9	50	4	I convinced Kaneh to attack through the Underdeep. Ulfri will be pleased when I lead the Golden Saints into her trap. I should help destroy the Golden Saints once the Dark Seducers spring their ambush.
SE06	FormID: 000120E9	50	5	
SE06	FormID: 000120E9	51	0	
SE06	FormID: 000120E9	51	1	
SE06	FormID: 000120E9	51	2	
SE06	FormID: 000120E9	51	3	
SE06	FormID: 000120E9	51	4	
SE06	FormID: 000120E9	60	0	I have learned that the Flame of Agnon can only be lit by the Dark Seducers or Golden Saints at the two altars that feed the Flame, the Altars of Rapture and Depair. I need to help one side or the other take control of both altars so that they

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE06	FormID: 000120E9	60	1	I spoke with Ulfri, the commander of the Dark Seducers in Cylarne. She is preparing to defend her position against a Golden Saint attack, and promised that if I help her destroy the Golden Saints, she will light the Flame of Agnon for me.
SE06	FormID: 000120E9	62	0	
SE06	FormID: 000120E9	62	1	I told Ulfri I wasn't ready to help her defeat the Golden Saints. I should probably speak to the Golden Saints commander before deciding which side I want to help.
SE06	FormID: 000120E9	62	2	Both commanders have promised to light the Flame of Agnon for me if I help them defeat their rivals. Now I need to decide which side I will help, and how.
SE06	FormID: 000120E9	65	0	I told Ulfri that I would try to find out the Golden Saints' attack plans, and then report back to her. She suggested that I speak to Kaneh, the Saints' commander, who should be at their main encampment at the Altar of Rapture.
SE06	FormID: 000120E9	70	0	I agreed to help Ulfri defeat the Golden Saints. Her scouts report that the Saints have launched their attack. I should follow Ulfri and help her destroy the Golden
SE06	FormID: 000120E9	71	0	
SE06	FormID: 000120E9	75	0	I told Ulfri that I could lead the Golden Saints into an ambush if she redeployed her troops into the Underdeep. She agreed to my plan. Now I must return to Kaneh and decide who I want to betray.
SE06	FormID: 000120E9	80	0	
SE06	FormID: 000120E9	90	0	
SE06	FormID: 000120E9	100	0	
SE06	FormID: 000120E9	100	1	
SE06	FormID: 000120E9	105	0	
SE06	FormID: 000120E9	120	0	The Golden Saint commander is dead. I should finish off the remaining Golden Saints in Cylarne to complete the Dark Seducers' victory.
SE06	FormID: 000120E9	120	1	The Dark Seducer commander is dead. I should finish off the remaining Dark Seducers in Cylarne to complete the Golden Saints' victory.
SE06	FormID: 000120E9	124	0	Kaneh wants me to open a gate that is blocking the progress of the Golden Saints' attack. She and her troops will hold their position until I find a way to open the gate.
SE06	FormID: 000120E9	125	0	I've opened the gate. The Golden Saints can now continue their attack. I should accompany them and help them destroy the rest of the Dark Seducers in Cylarne.
SE06	FormID: 000120E9	130	0	The Golden Saints in Cylarne have been utterly destroyed. I should speak to Ulfri about lighting the Flame of Agnon now that her forces control both of the altars.
SE06	FormID: 000120E9	130	1	

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE06	FormID: 000120E9	140	0	The Dark Seducers in Cylarne have been utterly destroyed. I should speak to Kaneh about lighting the Flame of Agnon now that her forces control both of the altars.
SE06	FormID: 000120E9	140	1	
SE06	FormID: 000120E9	150	0	Kaneh thanked me for my help in securing Cylarne for the Golden Saints. She is now heading for the Altar of Despair, where she says she will [QUOTE]sacrifice herself[QUOTE] to kindle the Flame of Agnon. I should accompany her and see what
SE06	FormID: 000120E9	150	1	Ulfri thanked me for my help in securing Cylarne for the Dark Seducers. She is now heading for the Altar of Despair, where she says she will [QUOTE]sacrifice herself[QUOTE] to kindle the Flame of Agnon. I should accompany her and see what
SE06	FormID: 000120E9	150	2	
SE06	FormID: 000120E9	160	0	
SE06	FormID: 000120E9	162	0	
SE06	FormID: 000120E9	170	0	Kaneh sacrificed herself on the Altar of Despair in order to light the Flame of Agnon. I can now retrieve the Flame from the courtyard and bring it back to New Sheoth as Sheogorath commanded.
SE06	FormID: 000120E9	175	0	Ulfri sacrificed herself on the Altar of Despair in order to light the Flame of Agnon. I can now retrieve the Flame from the courtyard and bring it back to New Sheoth as Sheogorath commanded.
SE06	FormID: 000120E9	180	0	
SE06	FormID: 000120E9	190	0	I stepped into the Flame of Agnon and am now ablaze with the holy fire. I should return to New Sheoth and light the Great Torch in the Sacellum Arden-Sul.
SE06	FormID: 000120E9	195	0	
SE06	FormID: 000120E9	196	0	
SE06	FormID: 000120E9	198	0	
SE06	FormID: 000120E9	199	0	
SE06	FormID: 000120E9	200	0	
SE06	FormID: 000120E9	200	1	
SE06	FormID: 000120E9	200	2	
SE06Battle	FormID: 00019516	5	0	
SE06Battle	FormID: 00019516	20	0	
SE06Battle	FormID: 00019516	20	1	
SE06Battle	FormID: 00019516	25	0	
SE06Battle	FormID: 00019516	28	0	
SE06Battle	FormID: 00019516	30	0	

**Morrobivion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
SE06Battle	FormID: 00019516	50	0	
SE06Battle	FormID: 00019516	90	0	
SE06Battle	FormID: 00019516	100	0	
SE06Battle	FormID: 00019516	100	1	
SE06Battle	FormID: 00019516	120	0	
SE06Battle	FormID: 00019516	150	0	
SE06Battle	FormID: 00019516	170	0	
SE06Battle	FormID: 00019516	190	0	
SE06Battle	FormID: 00019516	200	0	
SE06Battle	FormID: 00019516	200	1	
SE06Battle	FormID: 00019516	200	2	
SE06Battle	FormID: 00019516	200	3	
SE07	FormID: 000120EA	0	0	
SE07	FormID: 000120EA	5	0	I should report to Sheogorath that I have lit the Great Torch as he requested.
SE07	FormID: 000120EA	8	0	I've been directed by Sheogorath become the sovereign of Mania or Dementia. He's suggested I speak to Arctus, High Priest of Dementia or Dervenin, High Priest of Mania at the Sacellum Arden-Sul here in New Sheoth to learn more.
SE07	FormID: 000120EA	10	0	I've spoken to Arctus, High Priest of Dementia. The Ritual of Accession for Dementia is simple; Syl would have to be slain by the proposed successor, and her heart brought to the Altar of Arden-Sul at the Sacellum. I should now speak to Dervenin to
SE07	FormID: 000120EA	10	1	I've spoken to Dervenin, High Priest of Mania. The Ritual of Accession for Mania requires the current ruler to commit suicide by taking three doses of Greenmote, which is lethal. Then his drug-tainted blood must be brought to the Altar of Arden-Sul at the Sacellum. I should now speak to Arctus to learn of Dementia's ritual.
SE07	FormID: 000120EA	15	0	I've spoken to Arctus, High Priest of Dementia. The Ritual of Accession for Dementia is simple; Syl would have to be slain by the proposed successor, and her heart brought to the Altar of Arden-Sul at the Sacellum. After I decide which ritual to undertake, I should return to Sheogorath and inform him of my choice.
SE07	FormID: 000120EA	15	1	I've spoken to Dervenin, High Priest of Mania. The Ritual of Accession for Mania requires the current ruler to commit suicide by taking three doses of Greenmote, which is lethal. Then his drug-tainted blood must be brought to the Altar of Arden-Sul at the Sacellum. After I decide which ritual to undertake, I should return to
SE07	FormID: 000120EA	200	0	I've spoken to Sheogorath and chosen the Ritual of Accession for Dementia.
SE07	FormID: 000120EA	200	1	I've spoken to Sheogorath and chosen the Ritual of Accession for Mania.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE07A	FormID: 000135EC	5	0	To learn more about Syl's routine, I should begin by asking around New Sheoth about Syl to determine the best way to get close enough to kill her.
SE07A	FormID: 000135EC	10	0	I've discovered that Syl tends to stay out of public sight, and lets members of her court perform her day-to-day needs. It was suggested I seek out Anya Herrick, her Courtier and Kithlan, her Steward for more information. Perhaps if I can convince them to see things my way, I'll get some help from them.
SE07A	FormID: 000135EC	15	0	I've informed Anya Herrick of my plans to replace Syl. She seems somewhat hesitant, but claims she will create a distraction and rid the interior of the Dementia wing of the Palace of its Elite Dark Seducers. I should now attempt to speak with
SE07A	FormID: 000135EC	15	1	I've informed Kithlan of my plans to replace Syl. He seems eager to help, and has provided me with a key to the Dementia wing of the Palace. I should now attempt to speak with Anya Herrick.
SE07A	FormID: 000135EC	20	0	I've informed Anya Herrick of my plans to replace Syl. She seems somewhat hesitant, but claims she will create a distraction and rid the interior of the Dementia wing of the Palace of its Elite Dark Seducers. I should now infiltrate Syl's wing of the Palace, and end the Duchess of Dementia's life.
SE07A	FormID: 000135EC	20	1	I've informed Kithlan of my plans to replace Syl. He seems eager to help, and has provided me with a key to the Dementia wing of the Palace. I should now infiltrate Syl's wing of the Palace, and end the Duchess of Dementia's life.
SE07A	FormID: 000135EC	22	0	I've entered Syl's Private Chambers. I now need to locate Syl herself and put an end to her reign as Duke of Dementia.
SE07A	FormID: 000135EC	25	0	I've been duped! The woman in Syl's bed was merely a decoy. Kithlan has told me that Syl must have used her escape tunnel to make good her escape from the Palace. I should immediately pursue Syl before she gets away.
SE07A	FormID: 000135EC	28	0	I have discovered the secret door Kithlan described. I should activate the hidden switch and proceed inside in pursuit of Syl.
SE07A	FormID: 000135EC	30	0	I've slain Syl. I should now remove her heart.
SE07A	FormID: 000135EC	35	0	I've removed Syl's heart. I now need to make my way back to the Altar of Arden-Sul at the Sacellum.
SE07A	FormID: 000135EC	40	0	After touching the Altar of Arden-Sul, there was a brief flash of light. Arctus, the High Priest of Dementia, has now proclaimed me Duchess of Dementia.
SE07A	FormID: 000135EC	40	1	After touching the Altar of Arden-Sul, there was a brief flash of light. Arctus, the High Priest of Dementia, has now proclaimed me Duke of Dementia.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE07A	FormID: 000135EC	45	0	After informing Sheogorath of my victory, Thadon, the Duke of Mania became furious. Before he departed the Sacellum, he threatened that we hadn't heard the last of him. I should speak with Sheogorath about the next step in his plan.
SE07A	FormID: 000135EC	200	0	
SE07A	FormID: 000135EC	200	1	Sheogorath has awarded me the Ring of Lordship. I am now officially Duchess of Dementia of the Shivering Isles.
SE07A	FormID: 000135EC	200	2	Sheogorath has awarded me the Ring of Lordship. I am now officially Duke of Dementia of the Shivering Isles.
SE07B	FormID: 000135ED	5	0	I should begin asking around New Sheoth about Thadon's court and learn the best way to get him to overdose on Greenmote without his knowledge.
SE07B	FormID: 000135ED	10	0	It was suggested that I speak to Thadon's steward, Wide-Eye. I was told I could find her in the House of Mania or elsewhere in New Sheoth.
SE07B	FormID: 000135ED	15	0	Wide-Eye has described to me a bit of her routine. I'll need to find where she gets Greenmote from and obtain some without being discovered. Wide-Eye mentions she does a [QUOTE]special errand[QUOTE] at noon every day, I should follow her
SE07B	FormID: 000135ED	18	0	I've followed Wide-Eye to a unremarkable alcove in the Palace courtyard. I should watch from this vantage point to see what she does.
SE07B	FormID: 000135ED	20	0	I've observed Wide-Eye activating the secret entrance to the Greenmote Silo. I need to get inside and procure two extra doses of the potent drug without getting caught.
SE07B	FormID: 000135ED	25	0	I've obtained two doses of Greenmote. I now need to sneak into Thadon's kitchen sometime before eight o'clock and attempt to slip an extra dose into his evening meal and into his wine without being seen, otherwise try again tomorrow night. Gundlar prepare the meal in the morning, so I'll have to wait until the afternoon to
SE07B	FormID: 000135ED	30	0	I've slipped an extra dose of Greenmote into Thadon's meal and Thadon's wine. I should proceed to the dining area at eight o'clock for the evening feast and watch the effect the Greenmote overdose has on Thadon.
SE07B	FormID: 000135ED	35	0	I've entered the main hall in the House of Mania, and the evening feast is underway. I should watch the effect the Greenmote overdose has on Thadon.
SE07B	FormID: 000135ED	35	1	I've entered the main hall in the House of Mania later than expected to find Thadon already dead from his Greenmote overdose. I should now collect as much of his tainted blood as possible.
SE07B	FormID: 000135ED	40	0	After Thadon rose to deliver an odd soliloquy, he clutched his heart and fell to the ground dead. I should now collect as much of his tainted blood as possible.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE07B	FormID: 000135ED	45	0	I've obtained Thadon's drug-tainted blood. I now need to make my way back to the Altar of Arden-Sul at the Sacellum.
SE07B	FormID: 000135ED	50	0	After touching the Altar of Arden-Sul, there was a brief flash of light. Dervenin, the High Priest of Mania, has now proclaimed me Duchess of Mania. I should speak with Sheogorath about the next step in his plan.
SE07B	FormID: 000135ED	50	1	After touching the Altar of Arden-Sul, there was a brief flash of light. Dervenin, the High Priest of Mania, has now proclaimed me Duke of Mania. I should speak with Sheogorath about the next step in his plan.
SE07B	FormID: 000135ED	55	0	After informing Sheogorath of my victory, Syl, the Duchess of Dementia became furious. Before she stormed out of the Sacellum, she threatened that we hadn't heard the last of her. I should continue speaking to Sheogorath to receive my
SE07B	FormID: 000135ED	200	0	
SE07B	FormID: 000135ED	200	1	Sheogorath has awarded me the Ring of Lordship. I am now officially Duchess of Mania of the Shivering Isles.
SE07B	FormID: 000135ED	200	2	Sheogorath has awarded me the Ring of Lordship. I am now officially Duke of Mania of the Shivering Isles.
SE08	FormID: 000135B4	0	0	
SE08	FormID: 000135B4	1	0	
SE08	FormID: 000135B4	4	0	
SE08	FormID: 000135B4	5	0	Angry over Syl's replacement as the Duchess of Dementia, Thadon has betrayed Sheogorath and joined with the forces of Order. According to Thadon, Order has already taken the Fringe. I should travel to the Fringe and investigate his claims.
SE08	FormID: 000135B4	5	1	Angry over Thadon's replacement as the Duke of Mania, Syl has betrayed Sheogorath and joined with the forces of Order. According to Syl, Order has already taken the Fringe. I should travel to the Fringe and investigate her claims.
SE08	FormID: 000135B4	10	0	I've arrived in the Fringe to find that it has been completely conquered by the forces of Order. Passwall may have been attacked. I should take a closer look.
SE08	FormID: 000135B4	20	0	
SE08	FormID: 000135B4	20	1	
SE08	FormID: 000135B4	25	0	I've talked to Grakendo Udico about what has happened in Passwall. Order has been attacking the town non-stop. She's asked for my help in protecting the Passwall. I must place the Dark Seducers in the best positions possible to prepare for the attack. When I am satisfied, I should speak to the Grekendo.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE08	FormID: 000135B4	25	1	I've talked to Grakendo Udico about what has happened in Passwall. Order has been attacking the town non-stop. She's asked for my help in protecting the Passwall. I should provide what aid I can and speak to her when I'm ready.
SE08	FormID: 000135B4	25	2	I've talked to Aurig Desha about what has happened in Passwall. Order has been attacking the town non-stop. She's asked for my help in protecting the Passwall. I must place the Golden Saints in the best positions possible to prepare for the attack. When I am satisfied, I should speak to the Aurig.
SE08	FormID: 000135B4	25	3	I've talked to Aurig Desha about what has happened in Passwall. Order has been attacking the town non-stop. She's asked for my help in protecting the Passwall. I should provide what aid I can and speak to her when I'm ready.
SE08	FormID: 000135B4	26	0	The forces of Order are advancing on Passwall. We must defeat them all.
SE08	FormID: 000135B4	30	0	The force of Knights attacking Passwall have been eliminated. I should speak to Grakendo Udico about the situation.
SE08	FormID: 000135B4	30	1	The force of Knights attacking Passwall have been eliminated. I should speak to Aurig Desha about the situation.
SE08	FormID: 000135B4	35	0	The Dark Seducer commander Grakendo Udico has a plan to retake Passwall. I need to slip through the gate into the ruins of Xeddefen while her Dark Seducers distract the knights. They will continue to hold the line at Passwall. I have to use this opportunity to slip into Xeddefen and find Order's source of power.
SE08	FormID: 000135B4	35	1	The Golden Saint commander Aurig Desha has a plan to retake Passwall. I need to slip through the gate into the ruins of Xeddefen while her Golden Saints distract the knights. They will continue to hold the line at Passwall. I have to use this opportunity to slip into Xeddefen and find Order's source of power.
SE08	FormID: 000135B4	40	0	The counterattack on Xeddefen has begun. Kiskella Udico and her Dark Seducers will distract the knights. While the Dark Seducers fight, I need to slip past the gates of Xeddefen and locate the source of the Spire's power.
SE08	FormID: 000135B4	40	1	The counterattack on Xeddefen has begun. Aureg Desha and her Golden Saints will distract the knights. While the Golden Saints fight, I need to slip past the gates of Xeddefen and locate the source of the Spire's power.
SE08	FormID: 000135B4	45	0	I've made my way into the ruins of Xeddefen. I must seek out the spire's source of power and find a way to deactivate it.
SE08	FormID: 000135B4	50	0	I've discovered the source of Order's power -- an obelisk is having its power amplified by the spire that leads to the center of Passwall. I must find a way to shut
SE08	FormID: 000135B4	60	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE08	FormID: 000135B4	70	0	I've overloaded the obelisk and collapsed the spire. The caverns are now coming down around me and I must escape before I'm trapped.
SE08	FormID: 000135B4	80	0	I've survived the collapsing ruins of Xeddefen. I should seek out Grakendo Udico and ask her how the battle above ground went.
SE08	FormID: 000135B4	80	1	I've survived the collapsing ruins of Xeddefen. I should seek out Aurig Desha and ask her how the battle above ground went.
SE08	FormID: 000135B4	90	0	
SE08	FormID: 000135B4	100	0	Passwall has been liberated and the forces of Order have been defeated. I should speak with Sheogorath.
SE08	FormID: 000135B4	200	0	
SE09	FormID: 00013564	0	0	
SE09	FormID: 00013564	1	0	
SE09	FormID: 00013564	5	0	
SE09	FormID: 00013564	10	0	Sheogorath has tasked me with rebuilding the Gatekeeper. He has given me instructions to visit the powerful sorceress named Relmyna Verenim in Xaselm to
SE09	FormID: 00013564	20	0	Relmyna has asked me to enter the depths of the Gardens of Flesh and Bone, and retrieve some mystical components needed for the ceremony to create the new Gatekeeper. I am to return with Blood Liqueur, Osseous Marrow, Dermis Membrane, and the Essence of Breath. She has given me a key that I can use to get
SE09	FormID: 00013564	30	0	I have collected a vial of Blood Liqueur.
SE09	FormID: 00013564	40	0	I have retrieved Osseous Marrow.
SE09	FormID: 00013564	45	0	I have retrieved Dermis Membrane.
SE09	FormID: 00013564	55	0	I have captured the Essence of Breath.
SE09	FormID: 00013564	60	0	I now have all of the items required by Relmyna Verenim. I should return to her.
SE09	FormID: 00013564	70	0	Relmyna has instructed me to choose the body parts with which we will create the new Gatekeeper. I am to pick out a head, a torso, a heart, a right arm, a left arm, and legs. I should speak with her when I am finished.
SE09	FormID: 00013564	75	0	I have finished selecting the body parts for the Gatekeeper. I should return to Relmyna Verenim now.
SE09	FormID: 00013564	80	0	I am to meet Relmyna Verenim at the statue of Lord Sheogorath in the Fringe where we will perform the ceremony to build the Gatekeeper.
SE09	FormID: 00013564	85	0	I have arrived at the statue of Sheogorath. I should speak with Relmyna.
SE09	FormID: 00013564	85	1	I have arrived at the statue of Sheogorath. I should speak with Relmyna Verenim when she arrives.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE09	FormID: 00013564	90	0	Relmyna will perform the ceremonial magic, and I am to follow her instructions during the ceremony.
SE09	FormID: 00013564	100	0	
SE09	FormID: 00013564	105	0	
SE09	FormID: 00013564	110	0	
SE09	FormID: 00013564	115	0	
SE09	FormID: 00013564	120	0	
SE09	FormID: 00013564	125	0	
SE09	FormID: 00013564	130	0	
SE09	FormID: 00013564	135	0	
SE09	FormID: 00013564	140	0	
SE09	FormID: 00013564	145	0	
SE09	FormID: 00013564	147	0	
SE09	FormID: 00013564	150	0	
SE09	FormID: 00013564	155	0	
SE09	FormID: 00013564	160	0	
SE09	FormID: 00013564	170	0	The Gatekeeper has been rebuilt. I should return to Shegorath with news of my
SE09	FormID: 00013564	200	0	Shegorath is pleased with my progress.
SE10	FormID: 0001354B	0	0	
SE10	FormID: 0001354B	1	0	
SE10	FormID: 0001354B	3	0	
SE10	FormID: 0001354B	4	0	
SE10	FormID: 0001354B	5	0	A messenger has arrived for me in Shegorath's throne room.
SE10	FormID: 0001354B	10	0	I need to travel to Pinnacle Rock, and help the Dark Seducers retake their stronghold from the forces of Order.
SE10	FormID: 0001354B	15	0	I need to travel to Brellach, and help the Golden Saints retake their stronghold from the forces of Order.
SE10	FormID: 0001354B	20	0	I have arrived at Pinnacle Rock. I need to locate the Dark Seducer Captain and
SE10	FormID: 0001354B	25	0	I have arrived at Brellach. I need to locate the Golden Saint Captain and rescue her.
SE10	FormID: 0001354B	30	0	I need to reach the Wellspring of the Mazken within Pinnacle Rock.
SE10	FormID: 0001354B	35	0	I need to reach the Wellspring of the Aureal within Brellach.
SE10	FormID: 0001354B	40	0	Something has happened to the Wellspring of the Mazken in Pinnacle Rock. I need to proceed on my own to restore it.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE10	FormID: 0001354B	45	0	Something has happened to the Wellspring of the Aural in Brellach. I need to proceed on my own to restore it.
SE10	FormID: 0001354B	48	0	I've located the Wellspring of the Mazken. It's been covered in Order crystals; I'll need to destroy them to restore the Wellspring.
SE10	FormID: 0001354B	49	0	The Wellspring of the Mazken has been restored. I need to help Dylora defeat the remnants of the forces of Order.
SE10	FormID: 0001354B	50	0	The remaining forces of Order have been defeated. I should speak with Dylora.
SE10	FormID: 0001354B	50	1	The Wellspring of the Mazken has been restored. I need to speak with Dylora.
SE10	FormID: 0001354B	53	0	I've located the Wellspring of the Aural. It's been covered in Order crystals; I'll need to destroy them to restore the Wellspring.
SE10	FormID: 0001354B	54	0	The Wellspring of the Aural has been restored. I need to help Staada defeat the remnants of the forces of Order.
SE10	FormID: 0001354B	55	0	The remaining forces of Order have been defeated. I should speak to Staada.
SE10	FormID: 0001354B	55	1	The Wellspring of the Aural has been restored. I need to speak with Staada.
SE10	FormID: 0001354B	100	0	Dylora thanked me for helping the Dark Seducers secure their stronghold, and has given me the ability to summon her kind. She has also given me a set of matching
SE10	FormID: 0001354B	200	0	Staada thanked me for helping the Golden Saints secure their stronghold, and has given me the ability to summon her kind. She has also given me a set of matching
SE11	FormID: 000135B2	0	0	
SE11	FormID: 000135B2	5	0	Now that I have secured the stronghold of the Golden Saints, I should speak to Shegorath about our next step.
SE11	FormID: 000135B2	5	1	Now that I have secured the stronghold of the Dark Seducers, I should speak to Shegorath about our next step.
SE11	FormID: 000135B2	10	0	Shegorath has vanished before we could complete the plan to stop the forces of Order. Perhaps Haskill will know what steps we should take.
SE11	FormID: 000135B2	20	0	Before I can claim the Throne of Madness and stop the forces of Order, I must remake the Staff of Shegorath. Haskill has advised me to seek out a remnant of the great library of Jyggalag in Knifepoint Hollow.
SE11	FormID: 000135B2	30	0	
SE11	FormID: 000135B2	35	0	I've spoken with Dyus about the staff of Shegorath. He is the remnant of the library that Haskill spoke of.
SE11	FormID: 000135B2	40	0	
SE11	FormID: 000135B2	45	0	

Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE11	FormID: 000135B2	50	0	In order to remake the Staff of Sheogorath, Dyus requires two items. I must seek out the Eye of Ciirta and a Branch of the Tree of Shades. The first is an eye that has seen something that no other has. I can acquire this item from a woman named Ciirta in the Howling Halls. The second item is a branch of the Tree of Shades, an ancient tree that grows in the Grove of Reflection in the ruins of Milchar.
SE11	FormID: 000135B2	100	0	I've spoken with one of Ciirta's followers outside of the Howling Halls. She said that I should be safe inside so long as I wear the robes of the Apostles and do not take any suspicious action. If I can avoid confrontation, I might be able to make it to Ciirta
SE11	FormID: 000135B2	101	0	
SE11	FormID: 000135B2	105	0	I've been approached by a Khajiit named Ra'kheran. He has offered to kill Ciirta for me if I assist him in his plan to take over the Apostles of the Song. As he cannot be seen gathering weapons, he's asked me to bring him three Apostle Daggers. If he carries this plan out, I should be able to take Ciirta's eye after she is dead.
SE11	FormID: 000135B2	110	0	I've accepted Ra'kheran's offer. He wants me to bring him three Apostle Daggers. He will then carry out his revolt against Ciirta and I should be able to retrieve her
SE11	FormID: 000135B2	111	0	Ra'kheran is dead. Without his help, I'll have to kill Ciirta myself.
SE11	FormID: 000135B2	112	0	I have refused to give Ra'kheran the daggers that he needs to kill Ciirta. I should return to him if I change my mind.
SE11	FormID: 000135B2	112	1	I have collected the three daggers that Ra'kheran has asked for. I should return to him so that he can kill Ciirta.
SE11	FormID: 000135B2	115	0	I've given Ra'kheran the daggers that he needs to begin his revolt against Ciirta. I should follow him and retrieve Ciirta's eye once she is dead.
SE11	FormID: 000135B2	140	0	Ra'kheran's betrayal of Ciirta has been successful. Now that she is dead, taking her eye should be a simple matter.
SE11	FormID: 000135B2	140	1	Ciirta is dead. Taking her eye should be a simple matter now.
SE11	FormID: 000135B2	150	0	I've arrived in the Grove of Reflection. According to Dyus, I must locate the Tree of Shades and find a way to reveal my true self before I will be allowed to take one of
SE11	FormID: 000135B2	155	0	
SE11	FormID: 000135B2	160	0	After I approached the Grove Of Reflection, a shadowy image of myself appeared from the waters of the grove and attacked me. I defeated it, and now the Tree of Shades is beckoning to me...
SE11	FormID: 000135B2	190	0	As Dyus requested, I've taken a branch of the Tree of Shades. I should now seek out Ciirta in the Howling Halls.
SE11	FormID: 000135B2	190	1	

Morrobivion Quest and Form ID's

Quest ID	Form ID			
SE11	FormID: 000135B2	191	0	I've have Ciirta's eye. I should now seek out the second item that I need to create the Staff of Sheogorath.
SE11	FormID: 000135B2	191	1	
SE11	FormID: 000135B2	195	0	I have both items that Dyus needs to recreate the Staff of Sheogorath. I should return to Knifepoint Hollow and speak with him.
SE11	FormID: 000135B2	200	0	With the Staff of Sheogorath now in my possession, I should make my way to the Tree of Madness in Sheogorath's throne room. There I can tap into the tree's power and begin my transformation.
SE11	FormID: 000135B2	205	0	
SE11a	FormID: 00013642	10	0	
SE11a	FormID: 00013642	20	0	
SE11a	FormID: 00013642	30	0	
SE11a	FormID: 00013642	40	0	
SE11a	FormID: 00013642	50	0	
SE11a	FormID: 00013642	80	0	
SE11a	FormID: 00013642	90	0	
SE11a	FormID: 00013642	91	0	
SE11a	FormID: 00013642	95	0	I've have Ciirta's left eye. I should now seek out the second item that I need to create the Staff of Sheogorath.
SE11a	FormID: 00013642	96	0	I've have Ciirta's left eye.
SE11a	FormID: 00013642	100	0	
SE11b	FormID: 00013643	10	0	
SE11b	FormID: 00013643	15	0	
SE11b	FormID: 00013643	20	0	
SE11b	FormID: 00013643	30	0	
SE11b	FormID: 00013643	90	0	
SE11b	FormID: 00013643	91	0	
SE11b	FormID: 00013643	100	0	
SE12	FormID: 0001383C	0	0	
SE12	FormID: 0001383C	5	0	
SE12	FormID: 0001383C	5	1	
SE12	FormID: 0001383C	7	0	
SE12	FormID: 0001383C	9	0	



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE12	FormID: 0001383C	10	0	Something is wrong with the Font of Madness. It won't accept the Staff of Sheogorath and imbue it with power as Dyus described. Perhaps Haskill will know
SE12	FormID: 0001383C	20	0	The Font of Madness has been poisoned by Order! If it becomes fully Ordered, the realm is lost and Jyggalag has won. Haskill suspects that Order has somehow gained access to the Pools of Madness that nourish the Font. I need to enter the Fountainhead beneath the Tree and find the source of the poison before it is too
SE12	FormID: 0001383C	30	0	
SE12	FormID: 0001383C	30	1	I've witnessed a gnarl removing the Order crystals that were poisoning a door here in the Fountainhead. It seems that the tame gnarls here can halt the spread of Order throughout the dungeon. I may be able to use their help as I work my way to
SE12	FormID: 0001383C	40	0	
SE12	FormID: 0001383C	50	0	Just as Haskill suspected, Jyggalag's priests are poisoning the roots of the Tree of Madness. I have cleansed one of the minor pools, but I must find the Pools of Mania and Dementia in order to save the Tree.
SE12	FormID: 0001383C	60	0	I've discovered a chrysalis that generates a tame Gnarl Cultivator. Perhaps these gnarls can help me halt the spread of Order throughout the Fountainhead.
SE12	FormID: 0001383C	150	0	
SE12	FormID: 0001383C	150	1	I've killed the Priests of Order who had cursed the Pool of Mania. Now to cleanse the Pool of Dementia.
SE12	FormID: 0001383C	150	2	I've killed the Priests of Order who had cursed the Pool of Mania. The traitor, Thadon, was among them. Now that I've cleansed both Pools that feed the Font of Madness, I should be able to imbue the Staff of Sheogorath with power.
SE12	FormID: 0001383C	150	3	I've killed the Priests of Order who had cursed the Pool of Mania. The traitor, Syl, was among them. Now that I've cleansed both Pools that feed the Font of Madness, I should be able to imbue the Staff of Sheogorath with power.
SE12	FormID: 0001383C	160	0	
SE12	FormID: 0001383C	160	1	I've killed the Priests of Order who had cursed the Pool of Dementia. Now to cleanse the Pool of Mania.
SE12	FormID: 0001383C	160	2	I've killed the Priests of Order who had cursed the Pool of Dementia. The traitor, Thadon, was among them. Now that I've cleansed both Pools that feed the Font of Madness, I should be able to imbue the Staff of Sheogorath with power.
SE12	FormID: 0001383C	160	3	I've killed the Priests of Order who had cursed the Pool of Dementia. The traitor, Syl, was among them. Now that I've cleansed both Pools that feed the Font of Madness, I should be able to imbue the Staff of Sheogorath with power.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE12	FormID: 0001383C	180	0	
SE12	FormID: 0001383C	200	0	I have immersed my Staff in the Font of Madness. I have gained the power of
SE13	FormID: 00015641	0	0	
SE13	FormID: 00015641	5	0	
SE13	FormID: 00015641	5	1	
SE13	FormID: 00015641	5	2	
SE13	FormID: 00015641	6	0	The Captain of my Palace Guard needs my assistance at once. The messenger didn't know any details, but it sounds urgent.
SE13	FormID: 00015641	8	0	
SE13	FormID: 00015641	9	0	The Captain of my Palace Guard has informed me that an Obelisk has activated in the Palace courtyard! It seems that Order is launching its final attempt to take control of the Shivering Isles. I need to defeat Jyggylag and his minions once and for
SE13	FormID: 00015641	10	0	
SE13	FormID: 00015641	10	1	An Obelisk has activated in the Palace courtyard! It seems that Order is launching its final attempt to take control of the Shivering Isles. I need to defeat Jyggalag and his minions once and for all.
SE13	FormID: 00015641	20	0	A second Obelisk has activated. I need to shut it down to stop the Knights from overwhelming the defenders.
SE13	FormID: 00015641	23	0	
SE13	FormID: 00015641	24	0	
SE13	FormID: 00015641	25	0	
SE13	FormID: 00015641	30	0	A third Obelisk has activated. I need to shut it down.
SE13	FormID: 00015641	35	0	
SE13	FormID: 00015641	38	0	
SE13	FormID: 00015641	38	1	
SE13	FormID: 00015641	38	2	
SE13	FormID: 00015641	40	0	
SE13	FormID: 00015641	50	0	
SE13	FormID: 00015641	50	1	Another Obelisk has activated. Jyggylag appeared to grow stronger when it activated. Perhaps shutting down the Obelisks will weaken him.
SE13	FormID: 00015641	50	2	Another Obelisk has activated. I should shut it down to weaken Jyggylag.
SE13	FormID: 00015641	60	0	
SE13	FormID: 00015641	60	1	Another Obelisk has activated. Jyggalag appeared to grow stronger when it activated. Perhaps shutting down the Obelisks will weaken him.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE13	FormID: 00015641	60	2	Another Obelisk has activated. I should shut it down to weaken Jyggalag.
SE13	FormID: 00015641	80	0	Shutting down the Obelisks appears to weaken Jyggalag of some of his powers. I should deactivate as many Obelisks as I can to weaken Jyggalag.
SE13	FormID: 00015641	100	0	
SE13	FormID: 00015641	100	1	
SE13	FormID: 00015641	195	0	
SE13	FormID: 00015641	200	0	
SE13	FormID: 00015641	255	0	
SE14	FormID: 0003B819	5	0	Jyggalag has spoken to me and told me the Greymarch is ended and the forces of Order have retreated. Haskill will likely know how I should proceed.
SE14	FormID: 0003B819	6	0	
SE30	FormID: 00015639	10	0	I've heard that a smith in New Sheoth is collecting Amber.
SE30	FormID: 00015639	15	0	I've found an unusual item called a matrix. It looks like a mold of some kind, and seems magical. I should ask around. Someone in the Shivering Isles must know what
SE30	FormID: 00015639	15	1	I've found a matrix that looks like it might be a mold for a different type of item. I should ask around. Someone in the Shivering Isles must know what these things are
SE30	FormID: 00015639	20	0	I've met Dumag gro-Bonk who lives in New Sheoth. He can forge things from Amber.
SE30	FormID: 00015639	25	0	Dumag gro-Bonk told me Amber can be found in root tunnel systems and on Gnarl.
SE30	FormID: 00015639	26	0	Dumag gro-Bonk will not make any Amber items for me until I am more experienced. [Must be level 8 or higher]
SE30	FormID: 00015639	30	0	Dumag gro-Bonk told me about magical weapon and armor [QUOTE]Matrices[QUOTE] he can use to create magical weapons and armor. If I find
SE30	FormID: 00015639	110	0	I've heard that a smith in New Sheoth is collecting Madness Ore.
SE30	FormID: 00015639	115	0	I've found an unusual item called a matrix. It looks like a mold of some kind, and seems magical. I should ask around. Someone in the Shivering Isles must know what
SE30	FormID: 00015639	115	1	I've found a matrix that looks like it might be a mold for a different type of armor. I should ask around. Someone in the Shivering Isles must know what these things are
SE30	FormID: 00015639	120	0	I've met Cutter of New Sheoth. She can forge items from Madness Ore.
SE30	FormID: 00015639	125	0	Cutter told me Madness Ore can be found in old ruins and is often carried by
SE30	FormID: 00015639	126	0	Cutter will not make any Madness items for me until I am more experienced. [Must be level 8 or higher]
SE30	FormID: 00015639	130	0	Cutter told me about magical weapon and armor [QUOTE]Matrices[QUOTE] she can use to create magical weapons and armor. If I find a matrix she'll be able to make a

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE32	FormID: 000120DA	1	0	I have eliminated one of the four Fanatic raiders that came in from the dungeons. Only three to go.
SE32	FormID: 000120DA	2	0	I have eliminated two of the four Fanatic raiders that came in from the dungeons. Only two more to go.
SE32	FormID: 000120DA	10	0	I heard a rumor about the fortress of Vitharn in the far south of the Shivering Isles. Someday I should investigate it.
SE32	FormID: 000120DA	11	0	There are ghostly warriors fighting in this place. Their battle cries lead me to believe this place is named Vitharn. Something strange is going on here. I can see the fortress keep, but there is no obvious entrance. I'll have to search around for a hidden way in. Even then, I'm not sure what I'll find.
SE32	FormID: 000120DA	20	0	I met a ghost named Count Cirion in the haunted keep of Vitharn. Unfortunately, I insulted him before he could tell me his tale. Now I'm locked into the keep. There must be a way out. Maybe I can talk to the other ghosts.
SE32	FormID: 000120DA	20	1	The ghost of Count Cirion has told me a tale of tragedy. The people of Vitharn were overrun by invaders centuries ago. Four defenders in the bailey failed in their duties. Now cursed to relive the last moments of the invasion over and over. Count Cirion has begged me to put the shades of his people to rest. I have no idea how to
SE32	FormID: 000120DA	25	0	Desideratus took his [QUOTE]beloved[QUOTE] and ran off. Obviously that isn't going to work. Hopefully he just put the doll back where I found it. I should go check. There must be some other way to use that doll to get him to stay and fight.
SE32	FormID: 000120DA	30	0	The ghost of Desideratus Annius told me he must get back home to protect his betrothed. Tragically, by leaving his post, they both perished. There must be something I can do to get him to stand fast.
SE32	FormID: 000120DA	40	0	It seems that Desideratus [QUOTE]betrothed[QUOTE] is actually a child's doll. I'll have to think of some way to keep him from obsessing about the doll.
SE32	FormID: 000120DA	45	0	I have Desideratus doll, his [QUOTE]betrothed.[QUOTE] There must be a way to use it to convince Desideratus to stay at his post.
SE32	FormID: 000120DA	45	1	This ghostly doll is very odd. I have a feeling I should keep it with me for a while.
SE32	FormID: 000120DA	50	0	I've burned the doll in the ghostly flames. Desideratus has no reason to find his betrothed now, because she is no more. I should go tell him.
SE32	FormID: 000120DA	50	1	I've burned the doll in the ghostly flames. I don't know why I was able to do that, but there must have been some purpose.
SE32	FormID: 000120DA	55	0	I placed the [QUOTE]betrothed[QUOTE] doll on one of the invaders. Desideratus will have to fight them to rescue his [QUOTE]betrothed[QUOTE] now. I should go

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE32	FormID: 000120DA	55	1	Somehow one of the ghostly invaders accepted the doll from me. I don't know why, but there must be some purpose to it.
SE32	FormID: 000120DA	60	0	Desideratus did not take it well when I told him what I did to his betrothed. However, he is now motivated to stay at his post and fight the invading Fanatics.
SE32	FormID: 000120DA	70	0	Althel the archer on the parapet has no arrows. She won't accept normal arrows. I'll have to find her arrows somewhere. She is perfectly positioned to fire into the
SE32	FormID: 000120DA	80	0	Bat gro-Orkul is the warden of the armory. He refuses to give anything out. No wonder this place couldn't defend itself! I need to find a way to get those arrows for
SE32	FormID: 000120DA	90	0	I've got the arrows. Now to get them to Althel.
SE32	FormID: 000120DA	90	1	These ghostly arrows are quite strange. I am unable to nock them though.
SE32	FormID: 000120DA	95	0	Althel was grateful for the arrows. She is sure to bring down some of the invaders
SE32	FormID: 000120DA	100	0	The priest, Hloval Dreth, doesn't have nearly enough magicka to support the soldiers defending the gates. I need to find something that will boost his magicka. He won't take my earthly items, so it will have to be something in his spirit realm.
SE32	FormID: 000120DA	110	0	I found a ghostly Dagger of Depletion in Hloval Dreth's rooms. It should let him recharge his magicka. I wonder who or what he'll use it on?
SE32	FormID: 000120DA	110	1	I found a ghostly Dagger of Depletion. For some reason I am unable to wield it
SE32	FormID: 000120DA	120	0	I found some ghostly welkynd stones. I might be able to use them to help Hloval
SE32	FormID: 000120DA	120	1	I found some ghostly welkynd stones. I can't seem to use them myself.
SE32	FormID: 000120DA	130	0	Hloval Dreth was grateful for the help. He is able to attack the Fanatic raiders now.
SE32	FormID: 000120DA	140	0	I have changed the actions of three of the defenders. Yet one of the Fanatics still gets past the defenders. There is nothing more I can do here. Maybe Count Cirion
SE32	FormID: 000120DA	150	0	Count Cirion has given me his helm. With it, I can take his place and do battle with Devoted Fanatic. Only then will the curse be lifted.
SE32	FormID: 000120DA	160	0	I have defeated the Devoted Fanatic. The curse of Vitharn has been lifted.
SE32	FormID: 000120DA	190	0	
SE32	FormID: 000120DA	200	0	The ghosts of Vitharn have been laid to rest.
SE34	FormID: 00066EBE	5	0	I've recovered an unusual amulet with the markings of a group calling itself The Knights of the Thorn. On the back, there is an inscription that reads [QUOTE]To Pyke, from Farwil.[QUOTE] I can only assume that Pyke is here in the Shivering Isles. If I can find him, I'm sure he will be happy to get his medallion back.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE34	FormID: 00066EBE	10	0	I've met a man named Pyke in the Hale Settlement. He claims to be something called a [QUOTE]Knight of the Thorn[QUOTE]; an elite group of knights from Cyrodiiil. In a recent clash with some Grummites, he lost his Knights of the Thorn medallion and wants me to recover it from Fetid Grove, which he marked on my
SE34	FormID: 00066EBE	20	0	I have arrived at Fetid Grove. I should seek out Pyke's medallion within.
SE34	FormID: 00066EBE	30	0	I've recovered Pyke's Medallion. I should now return to the Hale Settlement and bring Pyke his missing property.
SE34	FormID: 00066EBE	100	0	Pyke was overjoyed at the return of his Medallion, and has rewarded me with a gift.
SE35	FormID: 00044C44	10	0	I've heard that Earil has a problem with Brithaur, and wants something done about it. I should go and speak to him about it.
SE35	FormID: 00044C44	20	0	Earil has offered me a reward if I can 'get rid' of Brithaur. I'll need to find a way to get Brithaur to stop stealing from the shops in New Sheoth. Before I make any hasty decisions, perhaps I should speak with Brithaur.
SE35	FormID: 00044C44	30	0	Brithaur has refused to stop his crime spree because his [QUOTE]collection[QUOTE] isn't complete. I may be able to use this to my advantage. I need to bring five Flawless Pearls to him. Otherwise, I may have to seek more creative or violent
SE35	FormID: 00044C44	40	0	I've given Brithaur five flawless pearls. He's now agreed to leave the shopkeepers of Crucible alone. I should go tell Earil the good news.
SE35	FormID: 00044C44	60	0	Brithaur is dead. I should tell Earil that he is no longer a problem.
SE35	FormID: 00044C44	70	0	Due to my influence in New Sheoth with the House of Dementia, Kithlan has agreed to have Brithaur thrown in the dungeon permanently for his crimes. I should tell
SE35	FormID: 00044C44	200	0	Earil thanked me for taking care of Brithaur, and has given me a reward.
SE36	FormID: 00061C51	10	0	Hirrus Clutumnus told me to meet him after dark at the sewer grate northeast of the statue of Sheogorath sitting on his throne.
SE36	FormID: 00061C51	15	0	Hirrus Clutumnus asked me for a favor, I've turned him down.
SE36	FormID: 00061C51	20	0	Hirrus Clutumnus has asked that I kill him.
SE36	FormID: 00061C51	30	0	Hirrus Clutumnus is dead, just as he wanted. I can now get my reward from his house. The key should be on his corpse.
SE36	FormID: 00061C51	40	0	I have Hirrus Clutumnus' house key. I should go claim my reward from his jewelry
SE36	FormID: 00061C51	200	0	I've claimed my reward.
SE36	FormID: 00061C51	210	0	Hirrus Clutumnus is dead. I'll never find out what he wanted.
SE37	FormID: 000452EA	10	0	Mirili Ulven of Highcross is willing to pay 10 gold coins for samples of various rare items. She'll only pay for one sample of each though. She gave me a list of the items

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE37	FormID: 000452EA	20	0	Mirili Ulven has asked that I capture a Baliwog for her. All I need to do is get it close to her and she'll subdue it. She has promised to reward me handsomely.
SE37	FormID: 000452EA	25	0	Mirili Ulven has paid me for capturing a Baliwog.
SE37	FormID: 000452EA	30	0	Mirili Ulven has asked that I capture an Elytra for her. All I need to do is get it close to her and she'll subdue it. She has promised to reward me handsomely.
SE37	FormID: 000452EA	35	0	Mirili Ulven has paid me for capturing an Elytra.
SE37	FormID: 000452EA	40	0	Mirili Ulven has asked that I capture a Gnarl for her. All I need to do is get it close to her and she'll subdue it. She has promised to reward me handsomely.
SE37	FormID: 000452EA	45	0	Mirili Ulven has paid me for capturing a Gnarl.
SE37	FormID: 000452EA	50	0	Mirili Ulven has asked that I capture a Scalon for her. All I need to do is get it close to her and she'll subdue it. She has promised to reward me handsomely.
SE37	FormID: 000452EA	55	0	Mirili Ulven has paid me for capturing a Scalon.
SE37	FormID: 000452EA	200	0	Mirili has all of her plants and animals now. Her bestiary is complete and her taxonomy of plantlife is complete.
SE37	FormID: 000452EA	210	0	Mirili Ulven has died. I'll never understand what she was trying to accomplish with her taxonomy.
SE38	FormID: 0004340C	5	0	
SE38	FormID: 0004340C	10	0	Una Armina, the proprietor of the Museum of Oddities in Crucible, told me that she is always looking for new exhibits for her museum. If I find anything [QUOTE]odd,[QUOTE] I should bring it to her.
SE38	FormID: 0004340C	20	0	Una Armina was pleased with the [QUOTE]blind[QUOTE] Watcher's Eye that I brought for her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	21	0	Una Armina paid me for the deformed Swamp Tentacle that I brought for her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	22	0	Una Armina was pleased with the Sheogorath-shaped lump of amber that I brought for her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	23	0	Una Armina was very happy with the Pelvis of Pelagius. I should bring her any new oddities I find.
SE38	FormID: 0004340C	24	0	Una Armina was happy to add Din's Ashes as an exhibit in her Museum of Oddities. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	25	0	I brought Una Armina a Two-Headed Septim I found, and she was happy to add it to her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	26	0	Una Armina was pleased with the [QUOTE]soul tomato[QUOTE] I brought for her Museum of Oddities. I should bring her any new Oddities that I find.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE38	FormID: 0004340C	27	0	Una Armina was pleased with the unusual Mixing Bowl I brought her. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	28	0	Una Armina was pleased with the Hound's Tooth Key I brought for her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	29	0	Una Armina was happy to add my Dagger of Friendship as an exhibit in her Museum of Oddities. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	30	0	I brought Una Armina the Ring of Disrobing I found. She was pleased with it, and asked me to bring her any new Oddities I find.
SE38	FormID: 0004340C	31	0	Una Armina was pleased with the Mute Screaming Maw that I brought for her museum. I should bring her any new Oddities that I find.
SE38	FormID: 0004340C	50	0	I found a Blind Watcher's Eye. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	51	0	I found a Deformed Swamp Tentacle. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	52	0	I found a lump of Amber that looks vaguely like Sheogorath. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	53	0	I've found an ancient pelvic bone with a small inscription that reads [QUOTE]Pelagius III, 3rd Sun's Dawn.[QUOTE] This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	54	0	I found the ashes of someone named Din in an urn deep in the ruins of Ebrocca. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	55	0	I've found an unusual two-headed septim coin. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	56	0	I've found a tomato which seems to act as a soul gem. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	57	0	I've found an unusual alchemical Mixing Bowl. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	58	0	I've found an unusual key made out of a Hound's Tooth. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	59	0	I've found a Dagger of Friendship, which seems to heal anyone it strikes. This might be something Una Armina would want for the Museum of Oddities.
SE38	FormID: 0004340C	60	0	I've found a Ring of Disrobing, which forces anyone wearing it to remove all their clothes. This might be something Una Armina would want for the Museum of



Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE38	FormID: 0004340C	61	0	I've found a Mute Screaming Maw, which seems like something Una Armina might want to display at her Museum of Oddities.
SE38	FormID: 0004340C	190	0	Una Armina is dead. There's no point in looking for any more exhibits for her Museum of Oddities.
SE38	FormID: 0004340C	200	0	I've found all the interesting items for which Una Armina was searching.
SE39	FormID: 00042B9C	0	0	
SE39	FormID: 00042B9C	10	0	Ranaar-Jo of Fellmoor is in desperate need of help, except he won't trust me until I've earned Kishashi's trust. I should find her and win her over.
SE39	FormID: 00042B9C	20	0	I need to get Kishashi to trust me. She mentioned needing five Pod Pits.
SE39	FormID: 00042B9C	20	1	Ranarr-Jo is in need of a hero, but Kishashi won't tell me more until she can trust me. If I want to know more, I need to get her to trust me. She mentioned needing
SE39	FormID: 00042B9C	30	0	I've given Kishashi five Pod Pits. That made her happy. She should trust me now.
SE39	FormID: 00042B9C	40	0	I've acquired a spoon from Kishashi that supposedly will get Ranarr-Jo to trust me. I should talk to him.
SE39	FormID: 00042B9C	45	0	I've given Ranarr-Jo a spoon from Kishashi. It apparently is a sign he should trust me.
SE39	FormID: 00042B9C	50	0	Ranarr-Jo has asked me to wreck Cindanwe's house, and steal her notebook.
SE39	FormID: 00042B9C	60	0	I've put Cindanwe's house in disarray.
SE39	FormID: 00042B9C	60	1	I should speak with Ranarr-Jo to tell him the mission is accomplished.
SE39	FormID: 00042B9C	65	0	Cindanwe of Fellmoor is dead. I should check her corpse to see if she had anything interesting on her when she died.
SE39	FormID: 00042B9C	65	1	Cindanwe of Fellmoor is dead. I should speak with Ranarr-Jo to tell him the mission is accomplished.
SE39	FormID: 00042B9C	70	0	I've acquired Cindanwe's notebook. Maybe I should talk to the other people in the settlement about this.
SE39	FormID: 00042B9C	70	1	I've acquired Cindanwe's notebook. I should speak with Ranarr-Jo to tell him the mission is accomplished.
SE39	FormID: 00042B9C	80	0	
SE39	FormID: 00042B9C	200	0	Ranarr-Jo is grateful that I've taken care of Cindanwe. Now he and his neighbors can live in peace.
SE39	FormID: 00042B9C	210	0	Ranarr-Jo is dead. I'll never know what he needed help with now.
SE39	FormID: 00042B9C	210	1	Ranarr-Jo is dead. I suppose he won't have to worry about Cindanwe now.
SE39	FormID: 00042B9C	220	0	Kishashi is dead. I'll never be able to earn her trust now. Ranarr-Jo will just have to deal with things on his own.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SE40	FormID: 000790CF	10	0	Amiable Fanriene has asked me to find him some place to sleep outside. I should find someone who sleeps outside and ask for their help in finding a good place to
SE40	FormID: 000790CF	20	0	I've been directed to Uungor as a likely candidate to give up his sleeping spot for
SE40	FormID: 000790CF	30	0	Uungor doesn't trust me enough to agree to switch sleeping accommodations with Amiable Fanriene. I need to to make him more disposed to the idea. Maybe one of the others knows something that will work.
SE40	FormID: 000790CF	30	1	Uungor doesn't trust me enough to agree to switch sleeping accommodations with Amiable Fanriene. I need to to make him more disposed to the idea.
SE40	FormID: 000790CF	35	0	Fimmion gave me Uungor's lucky grapes. I should bring them to him.
SE40	FormID: 000790CF	40	0	Uungor has agreed to switch beds with Amiable Fanriene. I should return to Amiable and tell him the good news.
SE40	FormID: 000790CF	50	0	Uungor is dead. Amiable Fanriene can now use his bedroll to sleep in. I should go tell Amiable the good news.
SE40	FormID: 000790CF	200	0	Amiable Fanriene is grateful that I have found him a safe place to sleep outside. He should be able to get some sleep now.
SE41	FormID: 0006D602	5	0	I've spoken to Sickly Bernice in New Sheoth. It seems she believes she is dying of some horrible malady, and only I can locate the cure. Strangely, she looks well to me, but she promises a reward for the cure's return. Perhaps I should hear her out.
SE41	FormID: 0006D602	10	0	Sickly Bernice has told me the cure for her mysterious malady is a sample of water from a pool at the bottom of Knotty Bramble that she calls aquanostrum. She's marked the location on my map. I should make my way there and recover this
SE41	FormID: 0006D602	20	0	I've entered Knotty Bramble. I should make my way carefully to the pool Sickly Bernice spoke of and recover a sample of aquanostrum.
SE41	FormID: 0006D602	25	0	I've arrived at the pool Sickly Bernice described. I should get as close as possible to the statue in its center to gather a sample of the aquanostrum.
SE41	FormID: 0006D602	30	0	I've recovered a sample of aquanostrum from the pool Sickly Bernice described. I should return to New Sheoth and present it to her for my well-deserved reward.
SE41	FormID: 0006D602	100	0	Sickly Bernice has rewarded me for recovering the cure to her ailment.
SE42	FormID: 00073236	10	0	Tove the Unrestful is looking for calipers and tongs. He says he'll pay five gold each for them. I don't remember agreeing to help him, but somehow I am.
SE42	FormID: 00073236	200	0	Tove seems to have run out of uses for calipers and tongs. However, I earned a tidy little sum off of him in the mean time.
SE42	FormID: 00073236	210	0	Tove is dead. I'll never find another buyer for these useless Calipers and Tongs.

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE43	FormID: 00071FE1	10	0	Ushnar gro-Shadborgob has asked me to make Bhisha the Khajiit [QUOTE]disappear.[QUOTE] He seems to have a unhealthy fear of cats. Ushnar said he would pay me to do it, buy he was somewhat vague about the nature of the
SE43	FormID: 00071FE1	100	0	I have convinced Bhisha to leave Crucible. Ushnar won't ever have to worry about him again. I need to tell Ushnar about it.
SE43	FormID: 00071FE1	110	0	Bhisha is dead. Fortunately, Ushnar didn't care how he died. I'll need to let Ushnar know that Bhisha won't trouble him any more.
SE43	FormID: 00071FE1	200	0	Ushnar was very grateful. He gave me one of his former dogs as a pet. There was something strange about how he phrased it though.
SE44	FormID: 00078512	10	0	Ahjazda believes the world is ending soon, so she's gathering supplies. She would like me to find three items she's still missing: the Amulet of Disintegration, the Ring of Desiccation, and the Calming Pants.
SE44	FormID: 00078512	20	0	I've found the Calming Pants.
SE44	FormID: 00078512	30	0	I've found the Amulet of Disintegration.
SE44	FormID: 00078512	40	0	I've found the Ring of Desiccation.
SE44	FormID: 00078512	50	0	I've brought Ahjazda the Calming Pants.
SE44	FormID: 00078512	60	0	I've brought Ahjazda the Amulet of Disintegration.
SE44	FormID: 00078512	70	0	I've brought Ahjazda the Ring of Desiccation.
SE44	FormID: 00078512	80	0	I've found the last of the items that Ahjazda requires. I should return them to her.
SE44	FormID: 00078512	200	0	Ahjazda has rewarded me for bringing her all the items she requested.
SE44	FormID: 00078512	201	0	Ahjazda is dead and will no longer need the items she requested I find.
SE45	FormID: 00078513	5	0	Because Bolwing is dead, I have no way to get more information about the Fork of Horripilation. Maybe I'll get lucky and find it during my travels in the Shivering Isles. Sadly, that is the best the I can hope for now.
SE45	FormID: 00078513	10	0	Big-Head has asked me to find the Fork of Horripilation. It's obviously important to him, and he has offered me a reward for its return. Big-Head has given me a charm that should allow me to speak with the beggar Bolwing.
SE45	FormID: 00078513	20	0	I've spoken to the beggar Bolwing. He tells me that the Fork of Horripilation is being fought over by groups of Heretics and Zealots. I'll have to get it from them.
SE45	FormID: 00078513	50	0	I have found the Fork of Horripilation. I should return it to Big-Head.
SE45	FormID: 00078513	200	0	I have returned the Fork of Horripilation to Big-Head. He has told me a secret as a
SE45	FormID: 00078513	205	0	Big Head is dead. I can never return the Fork of Horripilation to him.
SE45	FormID: 00078513	205	1	

**Morroblivion Quest and Form ID's**

Quest ID	Form ID			
SE46	FormID: 00081DD5	10	0	A resident of Split has told me I should speak to Horkvir Bear-Arm to help solve the problem of all the doubles in this town. There are two Horkvir Bear-Arms in town, so I can speak to either one.
SE46	FormID: 00081DD5	12	0	The Demented Horkvir Bear-Arm has suggested I kill all the Manics in town. He'll reward me if I do.
SE46	FormID: 00081DD5	13	0	The Manic Horkvir Bear-Arm has suggested I kill all the Demented in town. He'll reward me if I do.
SE46	FormID: 00081DD5	15	0	I've agreed to kill all of the Manics living in Split.
SE46	FormID: 00081DD5	16	0	I've agreed to kill all of the Demented in Split.
SE46	FormID: 00081DD5	20	0	Horkvir Bear-Arm living on the Dementia side of Split is dead.
SE46	FormID: 00081DD5	20	1	Horkvir Bear-Arm living on the Mania side of Split is dead.
SE46	FormID: 00081DD5	30	0	Jastira Nanus living on the Dementia side of Split is dead.
SE46	FormID: 00081DD5	30	1	Jastira Nanus living on the Mania side of Split is dead.
SE46	FormID: 00081DD5	40	0	J'zidzo living on the Dementia side of Split is dead.
SE46	FormID: 00081DD5	40	1	J'zidzo living on the Mania side of Split is dead.
SE46	FormID: 00081DD5	50	0	Atrabhi living on the Dementia side of Split is dead.
SE46	FormID: 00081DD5	50	1	Atrabhi living on the Mania side of Split is dead.
SE46	FormID: 00081DD5	60	0	Urul gro-Agamph living on the Dementia side of Split is dead.
SE46	FormID: 00081DD5	60	1	Urul gro-Agamph living on the Mania side of Split is dead.
SE46	FormID: 00081DD5	70	0	All of the Demented residents of Split are dead. I should return to Horkvir Bear-Arm for my reward.
SE46	FormID: 00081DD5	70	1	All of the Manic residents of Split are dead. I should return to Horkvir Bear-Arm for
SE46	FormID: 00081DD5	200	0	Since all the Manic duplicates in Split are dead, Horkvir Bear-Arm gave me my
SE46	FormID: 00081DD5	200	1	Since all the Demented duplicates in Split are dead, Horkvir Bear-Arm gave me my
SE46	FormID: 00081DD5	210	0	I've killed a resident of Split without reason. I will not be able to restore the balance
SE46	FormID: 00081DD5	210	1	I killed one of the Demented residents of Split. I won't get rewarded for my efforts.
SE46	FormID: 00081DD5	210	2	I killed one of the Manic residents of Split. I won't get rewarded for my efforts.
SENQDMania	FormID: 0001E985	10	0	
SEObelisks	FormID: 00062D30	20	0	
SEObelisks	FormID: 00062D30	20	1	
SEObelisks	FormID: 00062D30	30	0	
SEObelisks	FormID: 00062D30	30	1	
SEObelisks	FormID: 00062D30	35	0	
SEObelisks	FormID: 00062D30	40	0	

Morrobliovion Quest and Form ID's

Quest ID	Form ID			
SEObelisks	FormID: 00062D30	50	0	
SEObelisks	FormID: 00062D30	50	1	
SEObelisks	FormID: 00062D30	55	0	
SEObelisks	FormID: 00062D30	60	0	
SEObelisks	FormID: 00062D30	70	0	
SEObelisks	FormID: 00062D30	70	1	
SEObelisks	FormID: 00062D30	80	0	
SEObelisks	FormID: 00062D30	80	1	
SEObelisks	FormID: 00062D30	80	2	
SEObelisks	FormID: 00062D30	80	3	
SEObelisks	FormID: 00062D30	80	4	
SEObelisks	FormID: 00062D30	80	5	
SEObelisks	FormID: 00062D30	80	6	
SEObelisks	FormID: 00062D30	80	7	
SEObelisks	FormID: 00062D30	90	0	
SEObelisks	FormID: 00062D30	90	1	
SEObelisks	FormID: 00062D30	90	2	
SEObelisks	FormID: 00062D30	90	3	
SEObelisks	FormID: 00062D30	90	4	
SEObelisks	FormID: 00062D30	90	5	
SEObelisks	FormID: 00062D30	100	0	
SEObelisks	FormID: 00062D30	200	0	
SEObelisks	FormID: 00062D30	200	1	
SEObelisks	FormID: 00062D30	200	2	
SEObelisks	FormID: 00062D30	200	3	
SEObelisks	FormID: 00062D30	200	4	
SEObelisks	FormID: 00062D30	200	5	
SEObelisks	FormID: 00062D30	200	6	
SEObelisks	FormID: 00062D30	200	7	
SQ01	FormID: 00177A31	10	0	I've slain an Ogre out in the wilderness. Oddly, it was carrying a bunch of Jumbo Potatoes. I should hang onto these, as they seem quite unusual.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SQ01	FormID: 00177A31	20	0	I've met a strange Khajiit named S'jirra at the Faregyl Inn. She insists someone is stealing her supply of Jumbo Potatoes. Apparently, she uses them to make what she calls her [QUOTE]Famous Potato Bread[QUOTE]. She's offered a reward for the potatoes safe return. Whoever they are, S'jirra said they were
SQ01	FormID: 00177A31	30	0	I've encountered an Ogre out in the wilderness. This seems to be S'jirra's thief, as it was carrying her Jumbo Potatoes.
SQ01	FormID: 00177A31	100	0	I've returned the Jumbo Potatoes to S'jirra. She was overjoyed and rewarded me with her first batch of Famous Potato Bread.
SQ01	FormID: 00177A31	200	0	With S'jirra's death, it's impossible to complete this quest.
SQ02	FormID: 00181C6B	10	0	I've met a Legion Guard named Lerexus Callidus outside the walls of Leyawiin. He tells me there is a Skooma dealer named Kylius Lonavo in the Greyland settlement just up the road. He's offered me a reward to go into the house, put a stop to the drug traders and bring him Lonavo's ring as proof.
SQ02	FormID: 00181C6B	20	0	I've recovered Kylius Lonavo's ring. I should bring it to Lerexus as soon as possible to obtain my reward.
SQ02	FormID: 00181C6B	100	0	Lerexus Callidus has rewarded me for putting a stop to the drug traffickers in Greyland Settlement.
SQ02	FormID: 00181C6B	200	0	With Lerexus's death, it's impossible to complete this quest.
SQ03	FormID: 00185FE8	10	0	I've found a jade amulet with the inscription [QUOTE]For Kayleen[QUOTE] in the possession of a Goblin boss. This must have been stolen from someone. I should hold onto it until I locate the owner.
SQ03	FormID: 00185FE8	20	0	I've come upon a sad Breton named Corrick Northwode at Harm's Folly settlement. It seems a goblin war party attacked his home, killed his wife and retreated back to their lair, Exhausted Mine. Now he wants me to go there and recover his wife's Jade
SQ03	FormID: 00185FE8	30	0	I've recovered Kayleen's Jade Amulet. I should return it to Corrick at Harm's Folly.
SQ03	FormID: 00185FE8	100	0	Corrick Northwode was overjoyed to get back his wife's Jade Amulet. He thanked me by rewarding me with gold he had recovered from Exhausted Mine long ago.
SQ03	FormID: 00185FE8	200	0	With Corrick's death, it's impossible to complete this quest.
SQ04	FormID: 00185FE9	10	0	I've discovered the research notes of a Lithnilian. The notes mention him being at the Imperial Bridge Inn. Perhaps if I return this book to him, he'll offer me a reward.
SQ04	FormID: 00185FE9	20	0	I've met Lithnilian, an Altmer Sorcerer, at the Imperial Bridge Inn in the wilderness southeast of the Imperial City. He's asked me to locate his research notes on Welkynd Stones which he lost in the depths of Bramblepoint Cave.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SQ04	FormID: 00185FE9	30	0	I've recovered Lithnilian's research notes from Bramblepoint Cave. I should return it to Lithnilian for the promised reward.
SQ04	FormID: 00185FE9	100	0	I've returned the research notes to Lithnilian at the Imperial Bridge Inn. He generously rewarded me for my efforts.
SQ04	FormID: 00185FE9	200	0	With Lithnilian's death, it's impossible to complete this quest.
SQ05	FormID: 00185FEA	10	0	Malene at the Roxey Inn in the wilderness north of the Imperial City has asked me to help her rid the area of a Necromancer who calls herself Raelynn the Gravefinder. Raelynn can be found in Moss Rock Cavern to the north.
SQ05	FormID: 00185FEA	20	0	I've slain Raelynn the Gravefinder. I should return to Malene at the Roxey Inn and deliver the good news.
SQ05	FormID: 00185FEA	100	0	Malene was delighted with the news of Raelynn the Gravefinder's death, and rewarded me with some coin.
SQ06	FormID: 00185FEB	10	0	Thorley Aethelred, a shepherd who lives at the Shardrock Farm, has tasked me to slay six West Weald Bears and bring back their fangs as proof. They've been threatening his sheep, and he has nowhere else to turn.
SQ06	FormID: 00185FEB	20	0	I've obtained the first West Weald Bear Fang from a bear that has been threatening Thorley Aethelred's sheep.
SQ06	FormID: 00185FEB	30	0	I've obtained the second West Weald Bear Fang.
SQ06	FormID: 00185FEB	40	0	I've obtained the third West Weald Bear Fang.
SQ06	FormID: 00185FEB	50	0	I've obtained the fourth West Weald Bear Fang.
SQ06	FormID: 00185FEB	60	0	I've obtained the fifth West Weald Bear Fang.
SQ06	FormID: 00185FEB	70	0	I've obtained the sixth and final West Weald Bear Fang. I should return to Shardrock and give the fangs to Thorley Aethelred as proof of my deed.
SQ06	FormID: 00185FEB	100	0	I've given all six of the West Weald Bear fangs to Thorley Aethelred, who in turn rewarded me with an enchanted tome.
SQ06	FormID: 00185FEB	200	0	With Thorley's death, it's impossible to complete this quest.
SQ07	FormID: 00185FEC	10	0	I've entered what appears to be a recently abandoned farmhouse. Perhaps if I search around, I may find a clue as to the owner's whereabouts.
SQ07	FormID: 00185FEC	20	0	I've come across a discarded page from a journal of a Slythe Seringi in an abandoned farmhouse near the ruins of Kvatch. It mentions some sort of pilgrimage to bring an offering of great value to something called [QUOTE]The Sunken One[QUOTE]. All signs point to Sandstone Cavern nearby. I should proceed there, as I fear for Slythe's

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SQ07	FormID: 00185FEC	30	0	I've come across a second discarded page from Slythe Seringi's journal. This one details his descent into Sandstone Cavern and how he met dangerous resistance and began to doubt his journey. I should press on and see if I can locate him.
SQ07	FormID: 00185FEC	40	0	I've located Slythe Seringi's corpse. I should search around him to learn the conclusion to his sad journey.
SQ07	FormID: 00185FEC	100	0	On Slythe's corpse, I've located his last journal entry. It seems he fell here believing he was truly going to meet his god and give an offering to him to help all of Tamriel. His death is a sad end to such a well-intended sojourn.
SQ08	FormID: 00185FED	10	0	I've come across a bottle of wine with markings I've never seen before. I can barely make out [QUOTE]Shadowbanish Wine[QUOTE] on the label. It must be quite valuable. I should hold onto it until I find out more.
SQ08	FormID: 00185FED	20	0	I've spoken to Nerussa, the publican at the Wawnet Inn just outside the Imperial City. She's searching for a rare wine named Shadowbanish Wine that she says is most commonly found in fort ruins. She tells me if I retrieve six bottles, I'll be well compensated. Looks like I'll need to keep a careful eye out.
SQ08	FormID: 00185FED	30	0	I've recovered six bottles of Shadowbanish Wine. I should bring them back to Nerussa at the Wawnet Inn for my final reward.
SQ08	FormID: 00185FED	100	0	I've given six bottles of Shadowbanish Wine to Nerussa. In return, she paid me a large finder's fee of 1000 gold. She also told me if I find any more bottles of the wine, she'd gladly pay me 100 gold each for them.
SQ09	FormID: 00185FEE	10	0	Aelwin Merowald at the Weye Settlement southwest of the Imperial City is looking to acquire 12 Rumare Slaughterfish Scales to sell to a customer. He's asked me to do the legwork, as he's getting quite old and can't handle the difficult task. The Rumare slaughterfish is a special breed of slaughterfish that can only be found in Lake
SQ09	FormID: 00185FEE	15	0	
SQ09	FormID: 00185FEE	20	0	
SQ09	FormID: 00185FEE	25	0	
SQ09	FormID: 00185FEE	30	0	
SQ09	FormID: 00185FEE	35	0	
SQ09	FormID: 00185FEE	40	0	
SQ09	FormID: 00185FEE	45	0	
SQ09	FormID: 00185FEE	50	0	
SQ09	FormID: 00185FEE	55	0	
SQ09	FormID: 00185FEE	60	0	



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
SQ09	FormID: 00185FEE	65	0	
SQ09	FormID: 00185FEE	90	0	I've acquired 12 Rumare Slaughterfish Scales. I should bring them to Aelwin Merowald at the Weye Settlement as soon as I can.
SQ09	FormID: 00185FEE	100	0	I've given the 12 Rumare Slaughterfish Scales to Aelwin Merowald and he's rewarded me with a magical ring.
SQ09	FormID: 00185FEE	110	0	Aelwin Merowald at the Weye Settlement needed 12 Rumare Slaughterfish Scales. After berating me for fishing [QUOTE]his[QUOTE] waters, he traded me an amulet
SQ09	FormID: 00185FEE	200	0	With Aelwin's death, it is impossible to complete this quest.
SQ10	FormID: 00185FEF	10	0	I've come across an unusual mace named Rockshatter on the body of a Nord. The mace has a worn inscription on the haft reading [QUOTE]To Maeva and Bjalfi in honor of your union.[QUOTE] I should hang onto this weapon, as I'm sure Maeva will want to know her late husband's fate.
SQ10	FormID: 00185FEF	20	0	I've been asked by Maeva the Buxom at Whitmond Farm outside Anvil to help her recover a family heirloom her husband stole when he left her. The mace is named Rockshatter. Her husband, Bjalfi the Contemptible, was last seen heading for the ruins of Fort Strand to join the Marauder Gang there.
SQ10	FormID: 00185FEF	30	0	I've found Bjalfi the Contemptible inside Fort Strand, with Rockshatter still in his possession. I should take the weapon back to Maeva and tell her of her late
SQ10	FormID: 00185FEF	100	0	I've returned Rockshatter to Maeva. She was pleased and rewarded me with a small parcel of gold.
SQ10	FormID: 00185FEF	200	0	With Maeva's death, it's impossible to complete this quest.
TestToddQuest	FormID: 00027FA7	0	0	I must walk around and test everything. First I should go into the forest outside the toddtest room.
TestToddQuest	FormID: 00027FA7	100	0	I have completed all of Todd's testing. Everyone was very happy.
TG00FindThievesGuild	FormID: 000355DF	10	0	
TG00FindThievesGuild	FormID: 000355DF	20	0	
TG00FindThievesGuild	FormID: 000355DF	30	0	I was given a mysterious note by a mysterious Dark Elf. It offers greater wealth and less jail time. Maybe I should check it out. I have to wait until midnight, and then go to the Garden of Darelloth.
TG00FindThievesGuild	FormID: 000355DF	40	0	A beggar told me that if I want to find the Gray Fox, I should look for the Garden of Darelloth in the Waterfront District of the Imperial City around midnight. The Gray Fox is the only clue I have to the mysterious Thieves Guild.
TG00FindThievesGuild	FormID: 000355DF	100	0	
TG01BestThief	FormID: 000355E1	0	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG01BestThief	FormID: 000355E1	5	0	I approached Armand Christophe about the Thieves Guild. Apparently this is not the right time or place to discuss it. He told me to meet him in the ruined Garden of Dareloth in the Waterfront distict of the Imperial City. I have to be there at
TG01BestThief	FormID: 000355E1	10	0	I spoke with Armand Christophe, who is a member of the Thieves Guild. He offered me a chance to join the guild, but I have to compete against two other thieves, Methredhel and Amusei. Which ever one of us steals Amantius Allectus' Diary first will be inducted into the Thieves Guild. It's somewhere in the Imperial City. He told me that the beggars might be able to tell me where to find him.
TG01BestThief	FormID: 000355E1	15	0	A beggar told me that Amantius Allectus lives in the Temple district, on the far east
TG01BestThief	FormID: 000355E1	16	0	
TG01BestThief	FormID: 000355E1	17	0	
TG01BestThief	FormID: 000355E1	18	0	
TG01BestThief	FormID: 000355E1	20	0	Methredhel has beaten me to Amantius Allectus' diary. If I can't get it from her somehow, she will get into the guild and I'll be left out in the cold. It's too bad the competition rules won't let me kill her. However, Armand didn't say anything about
TG01BestThief	FormID: 000355E1	22	0	Methredhel has escaped. If I want that diary, I going to have to track her down. I wonder if the beggars can help me?
TG01BestThief	FormID: 000355E1	30	0	I have stolen Amantius Allectus' diary from Methredhel. Now to get back to Armand at Dareloth's garden by midnight.
TG01BestThief	FormID: 000355E1	40	0	I have beaten Methredhel and Amusei to Amantius Allectus' diary. Now to get back to Armand at Dareloth's garden by midnight.
TG01BestThief	FormID: 000355E1	50	0	Armand Christophe has granted me a membership in the Thieves Guild. Methredhel is irritated, but I think she'll get over it. Amusei is threatening to become a freelance thief. Armand has given me the rules of the guild:
TG01BestThief	FormID: 000355E1	50	1	1. I can't kill anyone while I'm on the job. Animals and monsters are fair game
TG01BestThief	FormID: 000355E1	50	2	2. Never steal from anyone in the Thieves Guild.
TG01BestThief	FormID: 000355E1	50	3	3. Never steal from beggars and peasants, especially in the Waterfront. The Gray Fox protects them.
TG01BestThief	FormID: 000355E1	60	0	The word on the street is that Methredhel delivered Amantius Allectus diary to Armand. I hope Armand has something else I can do to get into the Thieves Guild. I should go see him at midnight in the Garden of Dareloth.
TG01BestThief	FormID: 000355E1	70	0	Methredhel delivered the diary to Armand before me. She has been accepted into the Thieves Guild.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG01BestThief	FormID: 000355E1	75	0	Armand is giving Amusei and I one more chance we have to steal Rohssan's sword from somewhere in the Imperial City and bring it back to him. The first one of us to do that will also be admitted into the Thieves Guild.
TG01BestThief	FormID: 000355E1	80	0	I have Rohssan's Cutlass. Now to get back to Armand in the garden of Dareloth. I'll have to wait until midnight when he is there.
TG01BestThief	FormID: 000355E1	90	0	Armand Christophe has granted me a membership in the Thieves Guild. Amusei is threatening to become a freelance thief. Armand has given me the rules of the
TG01BestThief	FormID: 000355E1	100	0	
TG01BloodPrice	FormID: 000BF021	10	0	It may have been a mistake to kill Amantius Allectus. I seem to recall Armand telling me that I couldn't kill anyone while retrieving his diary. I'll have to pay Armand a hefty fine. Unfortunately, he will only talk to me after midnight in the Garden of
TG01BloodPrice	FormID: 000BF021	11	0	Because Amantius Allectus died during my theft, I must pay Armand the blood price of 500 gold coins. Otherwise I will be denied membership. Unfortunately, he will only talk to me after midnight in the Garden of Dareloth.
TG01BloodPrice	FormID: 000BF021	15	0	It may have been a mistake to kill Rohssan. I seem to recall Armand telling me that I couldn't kill anyone while retrieving his sword. I'll have to pay him a fine to get back into the guild. Unfortunately, he will only talk to me after midnight in the Garden of
TG01BloodPrice	FormID: 000BF021	16	0	Because Rohssan died during my theft, I must pay Armand the blood price of 500 gold coins. Otherwise I will be denied membership. Unfortunately, Armand will only talk to me after midnight in the Garden of Dareloth.
TG01BloodPrice	FormID: 000BF021	18	0	I have paid the blood price for murder while trying to get membership in the Thieves Guild. Apparently it's one of their rules that I can't kill anyone while
TG02BloodPrice	FormID: 000BF01F	20	0	I have slain someone while trying to recover the tax records. Armand will not be happy about this if he finds out. Murder is against the Thieves Guild rules. It will cost me 1000 gold per person slain to get back into the guild. Unfortunately, he will only talk to me after midnight in the Garden of Dareloth.
TG02BloodPrice	FormID: 000BF01F	21	0	Armand has kicked me out of the Thieves Guild for violating one of the three rules. I killed someone while attempting to recover the tax records. Blood price is 1000 gold coins for each murder. I have to pay it to get back into the guild. Unfortunately, he will only talk to me after midnight in the Garden of Dareloth.
TG02BloodPrice	FormID: 000BF01F	25	0	I paid my blood price to be readmitted into the Thieves Guild. With that out of the way, Armand has promoted me to Footpad in the Thieves Guild.
TG02taxes	FormID: 0003486D	0	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG02taxes	FormID: 0003486D	10	0	Armand of the Thieves Guild has asked me to recover the tax records and taxes collected by the Imperial Watch. They are being held by an over-zealous Captain named Hieronymus Lex in the South Watchtower.
TG02taxes	FormID: 0003486D	15	0	I learned that Hieronymus Lex has an office in the South Watchtower. That's probably where he keeps the taxes and tax records. I should check it out.
TG02taxes	FormID: 0003486D	20	0	I found the tax records. Now to get them back to Armand in the Waterfront district.
TG02taxes	FormID: 0003486D	30	0	I returned the tax records and taxes to Armand. He let me keep the gold. The Gray Fox will redistribute them to the peasants in the Waterfront district using money from the guild treasury. Armand has promoted me to Footpad in the Thieves Guild.
TG02taxes	FormID: 0003486D	100	0	
TG03BloodPrice	FormID: 000BF024	30	0	I have slain one of the residents of the Chapel of Arkay in Cheydinhal. I'll have to pay the blood price for it. Armand told me it is 1000 gold per person slain. Unfortunately, he will only talk to me after midnight in the Garden of Darelloth.
TG03BloodPrice	FormID: 000BF024	31	0	Armand is extremely unhappy. I have to pay a blood price of 1000 gold coins for each resident of Cheydinhal's Chapel that I killed. Until I do, I am out of the Thieves Guild. Unfortunately, he will only talk to me after midnight in the Garden of
TG03BloodPrice	FormID: 000BF024	35	0	I paid my blood price. Armand has readmitted me into the Thieves Guild.
TG03Elven	FormID: 00034EA2	0	0	
TG03Elven	FormID: 00034EA2	6	0	
TG03Elven	FormID: 00034EA2	7	0	
TG03Elven	FormID: 00034EA2	10	0	Armand of the Thieves Guild has asked me to steal the bust of Llathasa Indarys from Cheyhindal. They will pay 100 gold coins.
TG03Elven	FormID: 00034EA2	15	0	I learned that the bust of Llathasa Indarys is in her tomb. She is buried in the chapel undercroft of the Temple of Arkay in Cheydinhal.
TG03Elven	FormID: 00034EA2	20	0	I have the bust. Now to get back to Armand.
TG03Elven	FormID: 00034EA2	30	0	The Waterfront is crawling with Imperial Watch. They are all looking for Armand Christophe. I'm sure he won't show at midnight. Darelloth's Garden is too hot. I'll need to find out where he is hiding. Maybe one of the other Thieves Guild members knows. I'll have to start asking around for them.
TG03Elven	FormID: 00034EA2	40	0	I overheard the pompous Hieronymus Lex say that there is an informant in the
TG03Elven	FormID: 00034EA2	50	0	Methredhel contacted me. She says that this whole job was just a setup to flush out the informant, a Dark Elf named Myvryna Arano. They didn't see fit to let me in on the plan though. She has specific instructions from Armand to plant the bust in Myvryna's cupboard. Then I have to find Hieronymus Lex and snitch on her.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG03Elven	FormID: 00034EA2	60	0	The bust is in Myvryna's cupboard. Now to tell that windbag Lex where to find it.
TG03Elven	FormID: 00034EA2	70	0	I told Hieronymus Lex that Myvryna was the thief. He didn't believe me, probably because she is his informant. Fortunately his overblown sense of duty will make him check it out anyway. He is insisting I follow him.
TG03Elven	FormID: 00034EA2	75	0	Hieronymus Lex found the bust I planted. Now all I have to do is report to Armand. Unfortunately I'll have to wait until the next midnight for him to return to the Garden of Dareloth.
TG03Elven	FormID: 00034EA2	76	0	
TG03Elven	FormID: 00034EA2	80	0	Armand thanked me for my help in exposing Myvryna Arano as the informant. He promoted me to Bandit in the Thieves Guild.
TG03Elven	FormID: 00034EA2	100	0	
TG04BloodPrice	FormID: 000BF01C	40	0	I have killed someone while trying to recover Ahdarji's ring. S'krivva is sure to find out and make me pay the blood price for it. I'll have to pay her to get back into the
TG04BloodPrice	FormID: 000BF01C	41	0	S'krivva tells me that I must pay a blood price of 1000 gold coins for each person I killed while recovering Ahdarji's ring. Until I do, I am no longer a Thieves Guild
TG04BloodPrice	FormID: 000BF01C	45	0	I paid S'krivva the blood price for my killings. Recovering Ahdarji's ring cost me more than I earned.
TG04Mistake	FormID: 00035DE0	0	0	
TG04Mistake	FormID: 00035DE0	4	0	
TG04Mistake	FormID: 00035DE0	5	0	Armand is no longer my primary Thieves Guild contact. My new contact is S'krivva, in the city of Bravil. I can find her either at home or at the Lonely Suitor Lodge. I should ask her if there are any commission jobs for me.
TG04Mistake	FormID: 00035DE0	6	0	
TG04Mistake	FormID: 00035DE0	7	0	
TG04Mistake	FormID: 00035DE0	8	0	
TG04Mistake	FormID: 00035DE0	10	0	S'krivva has asked me to retrieve a ring that belongs to Ahdarji. She is a Khajiit living in Leyawiin. I need to go to Leyawiin and see if I can find her.
TG04Mistake	FormID: 00035DE0	15	0	Ahdarji is offering 100 gold coins for her ring. The ring was stolen by Amusei. I wonder if that is the same Argonian that I competed against to get into the guild? I'll
TG04Mistake	FormID: 00035DE0	20	0	Amusei is in jail here in Leyawiin. The only way I'm going to find that ring is to talk to
TG04Mistake	FormID: 00035DE0	30	0	Amusei knows where the ring is, but he won't tell me unless I get him a lockpick.

Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG04Mistake	FormID: 00035DE0	40	0	Amusei told me that the ring was inscribed on the inside with the name Alessia Caro, a.k.a. the Countess of Leyawiin. Apparently he tried to sell it back to her. When he went to deliver the ring, he was arrested and thrown into jail. She kept the ring. It must be somewhere in the castle, assuming she isn't wearing it. I'll need to find someone who can tell exactly where. This might be a good time to revisit
TG04Mistake	FormID: 00035DE0	42	0	A beggar told me that Hlidara Mothril, Alessia Caro's chambermaid, might be able to tell me where she keeps her ring. I'll have to sweet talk her though.
TG04Mistake	FormID: 00035DE0	45	0	Apparently Ahdarji can use the ring to read missives and other castle documents written by the Count. She sells the information to other Counts of Cyrodiil. Now that the cat is out of the bag, so to speak, she has upped the reward to 200 gold coins.
TG04Mistake	FormID: 00035DE0	47	0	I got a tip to speak with Hlidara Mothril. If I sweet talk her, she might tell me more about Alessia Caro and the ring.
TG04Mistake	FormID: 00035DE0	48	0	It seems there is a secret passage that leads from the basement to the Countess' private chambers. If I can find it, that passage might be a safer way to sneak into her
TG04Mistake	FormID: 00035DE0	50	0	It seems that Alessia Caro wears the ring all the time, which is going to make it really difficult to steal it from her. However, I learned that she always takes it off at night. I'll have to sneak into her bedroom at night and rifle through that jewelry box.
TG04Mistake	FormID: 00035DE0	60	0	I've got the ring. Now to find Ahdarji and collect my reward.
TG04Mistake	FormID: 00035DE0	69	0	S'krivva tells me that I must pay a blood price of 1000 gold coins for each person I killed while recovering Ahdarji's ring. Until I do, I am no longer a Thieves Guild
TG04Mistake	FormID: 00035DE0	70	0	Ahdarji was very grateful and rewarded me nicely for the ring. I get the feeling she hates Argonians though. No wonder Amusei had trouble with her. Now all I have to do is report back to S'krivva in Bravil.
TG04Mistake	FormID: 00035DE0	80	0	S'krivva thanked me for my devotion to duty within the Thieves Guild. I guess that mean Ahdarji told her I returned the ring. I've been promoted within the guild as
TG04Mistake	FormID: 00035DE0	100	0	
TG05BloodPrice	FormID: 000BF01D	50	0	I've killed someone while trying to help the Thieves Guild break Lex's siege of the Waterfront. I'll have to pay the blood price. It's going to cost me 1000 gold for each
TG05BloodPrice	FormID: 000BF01D	51	0	S'krivva has kicked me out of the guild until I pay the blood price for my murders. I have to pay 1000 gold for each person I killed while helping Methredhel break the
TG05BloodPrice	FormID: 000BF01D	55	0	siege of the Waterfront. I can pay S'krivva.
TG05BloodPrice	FormID: 000BF01D	55	0	S'krivva has accepted my blood price. I have been reinstated in the Thieves Guild.
TG05Misdirection	FormID: 00036332	0	0	
TG05Misdirection	FormID: 00036332	4	0	A beggar reminded me that I can find S'krivva in the Lonely Suitor Lodge, or at

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG05Misdirection	FormID: 00036332	5	0	
TG05Misdirection	FormID: 00036332	6	0	
TG05Misdirection	FormID: 00036332	7	0	
TG05Misdirection	FormID: 00036332	8	0	
TG05Misdirection	FormID: 00036332	9	0	
TG05Misdirection	FormID: 00036332	10	0	S'krivva tells me that Hieronymus Lex, Captain of the Imperial Watch, has pulled guards from all over the Imperial City to lockdown the Waterfront. He has vowed to remain there until someone rats out the Gray Fox. If I want to help I have to find Methredhel. She is hiding somewhere in the Imperial City.
TG05Misdirection	FormID: 00036332	15	0	Methredhel has a plan to force Hieronymus Lex to lift his seige of the Waterfront. Myself and four other Thieves Guild operatives will go on a crime spree. Each of us is assigned a high profile item to steal. I am to steal Hrormir's staff from the Archmage's room at the Arcane University. I have a note I am supposed to leave in
TG05Misdirection	FormID: 00036332	19	0	I have Hrormir's Icestaff. All I need to do is leave the note in the nightstand.
TG05Misdirection	FormID: 00036332	20	0	I slid the note into the Archmage's night stand. Now to get the staff back to
TG05Misdirection	FormID: 00036332	25	0	I gave the Icestaff to Methredhel. She says we need to wait for the nobles and wizards to act. She wants me to watch Lex until he is ordered to leave the
TG05Misdirection	FormID: 00036332	26	0	Waterfront. I have to make sure I get close enough to him to overhear any
TG05Misdirection	FormID: 00036332	29	0	
TG05Misdirection	FormID: 00036332	30	0	While spying on Hieronymus Lex, I saw a Dremora delivered a note to him. Lex has begun moving his watchmen out of the Waterfront. I think this is the signal for me to report back to Methredhel. Lex dropped that note. I wonder if I can find it?
TG05Misdirection	FormID: 00036332	40	0	I read the note that Hieronymus Lex dropped. Apparently he used guards from the Arcane University in his lockdown of the Waterfront. The wizards are blaming him for the theft of the Icestaff.
TG05Misdirection	FormID: 00036332	45	0	Methredhel has one last task for me. It's too dangerous to return Hrormir's Icestaff directly to the Arcane University. Instead, I have to put the Icestaff into a chest in Ontus Vanin's home. He is a researcher for the Arcane University and will certainly
TG05Misdirection	FormID: 00036332	50	0	I've planted the Icestaff in the chest in Ontus' bedroom. I should go see S'krivva and collect my reward.
TG05Misdirection	FormID: 00036332	60	0	S'krivva was very pleased. The Arcane University has forced Hieronymus Lex to break his siege of the Waterfront. She paid me the 300 gold coins she promised. I have been promoted to Cat Burglar within the Thieves Guild.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG05Misdirection	FormID: 00036332	100	0	
TG06Atonement	FormID: 00036333	0	0	
TG06Atonement	FormID: 00036333	5	0	
TG06Atonement	FormID: 00036333	7	0	
TG06Atonement	FormID: 00036333	8	0	A beggar reminded me that S'krivva can be found at the Lonely Suitors Lodge and at the Arena. I'll need to speak with her to see if there are any special Thievs Guild
TG06Atonement	FormID: 00036333	10	0	S'krivva of the Thieves Guild has asked me to find out what happened to the thief named Theranis. He was sent to steal a book entitled Lost Histories of Tamriel from the wizard in Castle Skingrad. My job is to recover the book. S'krivva doesn't care if Theranis delivers it to her or I do. I'm getting 400 gold coins either way.
TG06Atonement	FormID: 00036333	15	0	I discovered that Theranis was arrested. It seems he was found in a tavern, drunk and bragging about stealing something from Castle Skingrad. The Captain of the Skingrad Guard overheard him and arrested him. I'm going to have to break into the
TG06Atonement	FormID: 00036333	20	0	I tried to bribe my way into the jail to see Theranis, but the jailor is too honest. Either that or he is terrified of Count Hassildor. It's too bad I can't get a job in the castle. What does a guy have to do in this town to see the inside of the jail? Get
TG06Atonement	FormID: 00036333	25	0	It seems that the butler, Shum gro-Yarug, is hiring up at Castle Skingrad. Penetrating the castle would be much easier if I had that job.
TG06Atonement	FormID: 00036333	30	0	I got myself hired as a servant in Castle Skingrad. I only have access to the Great Keep, but that should help. Shum gro-Yarug says that the jailors will open the prison door for me. Now I just have to find Theranis.
TG06Atonement	FormID: 00036333	40	0	The only prisoner in Castle Skingrad's jail is Larthjar. He told me that the Pale Lady, whoever she is, took Theranis days ago. I don't like the sound of that. There was an Argonian prisoner in the same cell as Theranis. Apparently he was also taken by the Pale Lady just a couple of hours ago. The Argonian put up quite a struggle and was bleeding. It's the only clue I've got right now. I'd better follow it.
TG06Atonement	FormID: 00036333	45	0	Theranis is dead. I found his body in the secret chamber with Amusei and the Pale
TG06Atonement	FormID: 00036333	50	0	The Argonian in the cell with Theranis turned out to be Amusei! Before he died, Theranis told Amusei where he hid a special treasure, which I assume is the book. If I can get him out of here, Amusei will tell me where the book is hidden. Of course being seen helping a known prisoner to escape is a crime. I'll have to avoid the
TG06Atonement	FormID: 00036333	51	0	Amusei and I escaped from Castle Skingrad. Let's see if he will keep his word and tell me about the book.



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Quest ID	Form ID			
TG06Atonement	FormID: 00036333	52	0	Amusei was grateful for being saved from the Pale Lady and told me where to find the book. It is under a bush, behind Nerastarel's house, near a well.
TG06Atonement	FormID: 00036333	60	0	I have the Lost Histories of Tamriel. Now all I have to do is return it to S'krivva in
TG06Atonement	FormID: 00036333	65	0	
TG06Atonement	FormID: 00036333	70	0	S'krivva has rewarded me for recovering Lost Histories of Tamriel.
TG06Atonement	FormID: 00036333	100	0	
TG06BloodPrice	FormID: 000BF01E	60	0	I have killed someone while trying to the Lost Histories of Tamriel. I've been warned that I'll have to pay a blood price if I want to stay in the Thieves Guild. I can pay
TG06BloodPrice	FormID: 000BF01E	61	0	S'krivva has kicked me out of the Thieves Guild for killing someone while recovering Ahdarji's ring. The only way I can get back into the guild is to pay a blood price of 1000 gold coins for each person I killed. I can pay S'krivva.
TG06BloodPrice	FormID: 000BF01E	65	0	When I paid the blood price, S'krivva restored my standing with the Thieves Guild.
TG07BloodPrice	FormID: 000BF020	70	0	I have killed someone while trying to get Hieronymus Lex reassigned to Castle Anvil. I've been warned that I'll have to pay a blood price of 1000 gold per murder if I want to stay in the Thieves Guild. I can pay S'krivva.
TG07BloodPrice	FormID: 000BF020	71	0	S'krivva has kicked me out of the Thieves Guild because I killed someone while trying to get the letter forged and replaced. I'll have to pay the blood price of 1000 gold per murder to be let back in. I can pay S'krivva.
TG07BloodPrice	FormID: 000BF020	75	0	S'krivva has readmitted me to the Thieves Guild. Of course I had to pay the blood
TG07Lex	FormID: 00036334	0	0	
TG07Lex	FormID: 00036334	5	0	A beggar told me I could find S'krivva at the Lonely Suitor Lodge.
TG07Lex	FormID: 00036334	6	0	I have learned that Dairihill's office is in the castle's private quarters, which is off limits. I should look for an indirect way to get in there.
TG07Lex	FormID: 00036334	7	0	
TG07Lex	FormID: 00036334	10	0	S'krivva tells me that the Gray Fox is tired of Hieronymus Lex causing problems. He wants Lex removed once and for all. Countess Umbranox of Anvil is in need of a Captain of the Guard. She sent away for a list of recommendations from the Imperial Watch guard. I must create a forgery that recommends Lex and deliver it to her personally. The Gray Fox has a special interest in Countess Umbranox and has
TG07Lex	FormID: 00036334	10	1	First, I steal the letter from steward Dairihill's desk in Castle Anvil. Then get a forgery made. I have to find and pay for my own forger. Then seal it with the Imperial Watch seal from the legion commander's desk in the Imperial City. Dairihill cannot be trusted to deliver the letter. I must personally deliver the forged letter to Countess Umbranox of Anvil. I will be paid 500 gold, plus the cost of the forgery.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG07Lex	FormID: 00036334	12	0	A beggar told me that there may be secret ways in the castle. I am supposed to find the blacksmith. I'm not really sure why.
TG07Lex	FormID: 00036334	13	0	Orrin has shown me a secret passage within the walls of Castle Anvil. It should let me get closer to Dairihill's office without being seen by the castle guards.
TG07Lex	FormID: 00036334	15	0	My sources tell me that there is a master forger in Anvil. He is known only as The Stranger. He lives in a house by the Mages Guild.
TG07Lex	FormID: 00036334	20	0	I have the letter. Now I need to find a forger.
TG07Lex	FormID: 00036334	30	0	I delivered the letter to The Stranger. He said to return in a day and he would have the new letter ready. It's going to cost 500 gold coins.
TG07Lex	FormID: 00036334	40	0	The Stranger has forged a new letter for me. Now I have to go to the Imperial Legion compound in the Imperial City. I have to seal the letter using the official seal of the
TG07Lex	FormID: 00036334	50	0	I've sealed the letter with the Legion Commander's seal. Now I must deliver it to Countess Umbranox personally. I will take on the role of courier.
TG07Lex	FormID: 00036334	66	0	
TG07Lex	FormID: 00036334	67	0	
TG07Lex	FormID: 00036334	80	0	Countess Umbranox has given me her response. Now I need to deliver it to Hieronymus Lex. The look on his face should be priceless.
TG07Lex	FormID: 00036334	85	0	Hieronymus Lex was shocked to learn he had been reassigned. Now the Thieves Guild will be safe from his persecution. All I have to do is get back to S'krivva to
TG07Lex	FormID: 00036334	90	0	S'krivva thanked me for my help in this delicate matter. Hieronymus Lex will no longer be a threat to the Thieves Guild or the Gray Fox.
TG07Lex	FormID: 00036334	100	0	
TG08Blind	FormID: 00036335	0	0	
TG08Blind	FormID: 00036335	1	0	
TG08Blind	FormID: 00036335	4	0	I've entered the Catacombs of the blind monks. The Gray Fox hinted that the true guardians of Savilla's Stone would not be subject to Blood Price. I'm betting that also means they won't be too happy to see me. I'd better be careful from here on.
TG08Blind	FormID: 00036335	5	0	The Monks of the Ancestor Moths read the Elder Scrolls. Apparently this makes them blind. When they retire, they are sent to live in an underground temple. They are all masters of fighting in the dark.
TG08Blind	FormID: 00036335	6	0	
TG08Blind	FormID: 00036335	10	0	Methredhel sought me out and delivered a message from the Gray Fox. I am to meet him at the home of Helvius Cecia in Bruma. He has an important task for me. Finally, I am going to get to meet the head of the Thieves Guild in person.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG08Blind	FormID: 00036335	20	0	The Gray Fox has given me the task of recovering Savilla's Stone from a monastery known as the Temple of the Ancestor Moths. It is in the mountains, somewhere north of Cheydinhal, in the farthest corner of Cyrodiil. Killing the human guardians of the stone will not put a bloodprice on my head, but killing innocent people will.
TG08Blind	FormID: 00036335	25	0	
TG08Blind	FormID: 00036335	26	0	I found the Temple of the Ancestor Moths. Now I just have to locate Savilla's Stone. Maybe I can persuade one of the monks to help me.
TG08Blind	FormID: 00036335	27	0	Brother Holger has agreed to show me the entrance to the catacombs. I should
TG08Blind	FormID: 00036335	28	0	
TG08Blind	FormID: 00036335	30	0	I have Savilla's Stone. Now to get back to Helvius Cecia's house in Bruma.
TG08Blind	FormID: 00036335	39	0	The Gray Fox took Savilla's Stone, but is withholding my payment until I pay the blood price and am reinstated into the guild
TG08Blind	FormID: 00036335	40	0	The Gray Fox has rewarded me for my efforts. He was fairly mysterious about why he needed the stone. He asked me to be available for when he next calls for me.
TG08Blind	FormID: 00036335	50	0	
TG08Blind	FormID: 00036335	100	0	
TG08BloodPrice	FormID: 000BF022	80	0	I have murdered someone while trying to recover Savilla's Stone. I will have to pay the blood price of 1000 gold to salvage my Thieves Guild membership. I can pay
TG08BloodPrice	FormID: 000BF022	81	0	The Gray Fox has kicked me out of the Thieves Guild for killing someone while trying to recover Savilla's Stone. I'll have to pay 1000 gold per person killed as a blood
TG08BloodPrice	FormID: 000BF022	85	0	I have been welcomed back into the Thieves Guild after paying my blood price. I even got my fee for stealing Savilla's Stone.
TG09Arrow	FormID: 00036336	0	0	
TG09Arrow	FormID: 00036336	1	0	
TG09Arrow	FormID: 00036336	5	0	
TG09Arrow	FormID: 00036336	10	0	Amusei sought me out and delivered a message from the Gray Fox. I am to meet him at the home of Malintus Ancrus in Chorrol. He has another task for me. It seems Amusei has finally straightened up and joined the Thieves Guild. He is even trusted enough to deliver messages for the Gray Fox.
TG09Arrow	FormID: 00036336	20	0	The Gray Fox will pay me 500 gold coins to steal the Arrow of Extrication. It was recently recovered by Bravil's court wizard, Fathis Aren. There will be no bloodprice for killing Fathis, so long as he doesn't die in the castle. I should start my search in
TG09Arrow	FormID: 00036336	22	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG09Arrow	FormID: 00036336	25	0	A beggar in Bravil told me that Fathis Aren has claimed the ruined tower southeast of the city for himself. The door to the tower is impenetrable, but rumor has it that Fathis uses a secret passage from inside the castle to get to it.
TG09Arrow	FormID: 00036336	26	0	I found Fathis Aren's rooms in Castle Bravil. Now to locate the Arrow of Extrication.
TG09Arrow	FormID: 00036336	27	0	I've searched both chests in Fathis Aren's room. Neither had the Arrow of Extrication. I'm beginning to think it isn't here. This room doesn't seem to have enough wizardly stuff for a wizard of Fathis stature. I wonder if there is a secret chamber where he keeps his more valuable treasures?
TG09Arrow	FormID: 00036336	28	0	I didn't find the Arrow of Extrication in his room. I should explore this secret passage though. It would be very much like a wizard to hide his valuables in some dark hole
TG09Arrow	FormID: 00036336	30	0	I found a key shaped arrow head, but not the whole arrow. This must be what the Gray Fox is looking for, or at least as close as I am going to get. I should take it to
TG09Arrow	FormID: 00036336	39	0	The Gray Fox accepted the key shaped arrow head. Apparently it is all that remains of the Arrow of Extrication. He is going to try and get it reforged.
TG09Arrow	FormID: 00036336	40	0	The Gray Fox accepted the key shaped arrow head. Apparently it is all that remains of the Arrow of Extrication. He is going to try and get it reforged. He thanked me for my efforts and promoted me to Master Thief in the Thieves Guild.
TG09Arrow	FormID: 00036336	50	0	
TG09Arrow	FormID: 00036336	100	0	
TG09BloodPrice	FormID: 000BF023	90	0	I've killed someone while attempting to get the Arrow of Extrication. Murder is against the Thieves Guild code. I'll have pay the blood price for it of 1000 gold coins per person killed. I can pay Armand.
TG09BloodPrice	FormID: 000BF023	91	0	The Gray Fox has recinded my Thieves Guild membership because I committed murder while obtaining the Arrow of Extrication. I can get back in if I pay the blood
TG09BloodPrice	FormID: 000BF023	95	0	The bloodprice has been accepted. I am back in the Thieves Guild. My promotion ot MasterThief is now final as well. I finally got paid for the theft of the Arrow of
TG10BloodPrice	FormID: 000BF025	100	0	I just killed someone while trying to get the Boots of Springheel Jak. That will cost me my Thieves Guild membership unless I can pay the blood price of 1000 gold for each murder. I can pay Armand.
TG10BloodPrice	FormID: 000BF025	101	0	The Gray Fox has revoked my Thieves Guild membership. If I want back in, I'll have to pay 1000 gold for each murder to satisfy the blood price. I can pay Armand.
TG10BloodPrice	FormID: 000BF025	105	0	I have been reinstated into the Thieves Guild. The blood price was steep, but worth
TG10Boots	FormID: 00036337	0	0	
TG10Boots	FormID: 00036337	1	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG10Boots	FormID: 00036337	5	0	
TG10Boots	FormID: 00036337	10	0	Amusei has given me another message from the Gray Fox. I am to meet him at Ganrendel's house in Cheydinhal.
TG10Boots	FormID: 00036337	20	0	The Gray Fox has asked me to find out where Springheel Jak is buried. This famous thief died 300 years ago. He is rumored to have owned a pair of magical boots. The story also says he was buried in those boots. A relative of his, Jakben, Earl of Imbel, lives somewhere in the Imperial City.
TG10Boots	FormID: 00036337	20	1	There is a descendent of Springheel Jak living in the Imperial City named Jakben, Earl of Imbel. The Gray Fox has suggested I look there for clues as to where he is buried. Once I know where to look, I am to get the boots and bring them back to the Gray Fox in Ganredhel's house in Cheydinhal.
TG10Boots	FormID: 00036337	25	0	
TG10Boots	FormID: 00036337	30	0	I found a book of Imbel family geneology. Very interesting reading. I should ask the Gray Fox about this.
TG10Boots	FormID: 00036337	30	1	I found a book of Imbel family geneology. No mention of Springheel Jak's burial location. Maybe the Earl himself can tell me, with a little friendly persuasion.
TG10Boots	FormID: 00036337	35	0	What luck! The family mausoleum for the Imbels is in the basement of the Jakben's house. The poor Earl was so terrified he told me everything I needed to know. He even gave me the key! Now to find those boots.
TG10Boots	FormID: 00036337	37	0	The boots were not in the tomb of Springheel Jak. I did find a diary though. Maybe it can provide a clue.
TG10Boots	FormID: 00036337	40	0	I have read Jakben Imbel's diary, or should I say Springheel Jak's diary. Now I understand why the boots were not in the tomb. Why bury such a valuable item when you can wear it? Even more shocking, it seems that Springheel Jak may have know the Gray Fox himself! They may have been partners in crime several centuries
TG10Boots	FormID: 00036337	45	0	I have the boots. Now to get back to the Gray Fox in Ganredhel's house in
TG10Boots	FormID: 00036337	49	0	The Gray Fox thanked me for getting him the boots. However, I will not get my fee until I pay the blood price for my murders.
TG10Boots	FormID: 00036337	50	0	The Gray Fox thanked me for getting him the boots. He paid me 500 gold coins for
TG10Boots	FormID: 00036337	55	0	
TG10Boots	FormID: 00036337	60	0	I learned that the Gray Fox is not immortal. The Gray Cowl of Nocturnal has been passed from master thief to master thief for close to 300 years now. The original thief that stole it from Nocturnal is long dead. So who is the current Gray Fox?
TG10Boots	FormID: 00036337	100	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG11Heist	FormID: 00036338	0	0	
TG11Heist	FormID: 00036338	1	0	
TG11Heist	FormID: 00036338	10	0	Amusei has given me another message from the Gray Fox. I am to meet him at Othrelo's house in the Elven Gardens district in the Imperial City.
TG11Heist	FormID: 00036338	15	0	
TG11Heist	FormID: 00036338	20	0	The Gray Fox intends to steal one of the Elder Scrolls from the Imperial Palace. The audacity of such a theft is astounding! When I am ready, I should come back to him
TG11Heist	FormID: 00036338	30	0	The Gray Fox intends to steal one of the Elder Scrolls from the Imperial Palace. The audacity of such a theft is astounding! The Gray Fox has laid out the plan for me. It's not simple, but he has given me a written copy for my reference. He has even set aside the guild rule of blood price for this heist. Now I just have to execute the plan.
TG11Heist	FormID: 00036338	40	0	The first step is to infiltrate the Imperial Palace and activate the Glass of Time, I have activated the Glass of Time. According to the Gray Fox, the door to the Old Way in the Imperials Sewers should now be open. Now I just have to find it.
TG11Heist	FormID: 00036338	50	0	I have found the sewer entrance that the Gray Fox told me to look for. Now I need to find the Old Way.
TG11Heist	FormID: 00036338	55	0	I have found the Old Way. This is clearly a long abandoned sub-basement of the Imperial City. It looks like it's going to be a long journey to get into the Imperial Palace this way. I need to find the door that connects to the palace interior. If I remember correctly, I will need the the Arrow Extrication to unlock time in order to
TG11Heist	FormID: 00036338	60	0	Advice for puzzle number three.
TG11Heist	FormID: 00036338	70	0	There must be some secret way to open this door. I'll bet this is where I have to use the Arrow of Extrication. Most likely I have to be standing in a special place for the keyhole to open up. It will be somewhere with a clear view of this pillar.
TG11Heist	FormID: 00036338	71	0	These walls look like they are meant to move. Maybe the place I need to stand to fire the arrow is behind them. I'd better look for a way to get through them.
TG11Heist	FormID: 00036338	72	0	This must be the spot. Standing on this pressure plate opens the pedestal at the far end of the room. I should practice with normal arrows a few times before trying the Arrow of Extrication. I will only get one try.
TG11Heist	FormID: 00036338	73	0	I've used the Arrow of Extrication to activate the door and open the secret way into the palace. There is no telling where I might end up. I should take care to extinguish my lights, muffle my footsteps, and be stealthy as I enter the door.
TG11Heist	FormID: 00036338	75	0	
TG11Heist	FormID: 00036338	80	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG11Heist	FormID: 00036338	85	0	I've seated myself in the reading chair. Now I just have to wait for them to bring me the scroll. So long as I don't speak to any of them, the priests seem to be assuming I
TG11Heist	FormID: 00036338	87	0	
TG11Heist	FormID: 00036338	95	0	The Moth Priests are onto me! I have to get out of here. The way back is closed. My only hope is to go forward and hope I can find another exit.
TG11Heist	FormID: 00036338	100	0	I have the Elder Scroll! This is the treasure of the century. My name shall be known across Tamriel for this theft! Now to get it back to the Gray Fox. The way back is blocked. I'll have to go upstairs to find a way out. Even through they are blind, these monks will not be easy to sneak past.
TG11Heist	FormID: 00036338	102	0	I have escaped from the Imperial Palace by jumping down a chimney chute in Ocato's bedroom. I hope the royal battlemage won't mind my misusing his ash flue. I can only hope my fall doesn't end too abruptly. I wonder if this is what the Gray
TG11Heist	FormID: 00036338	105	0	Fox said I would need the Boots of Springheel Jak for?
TG11Heist	FormID: 00036338	110	0	The Gray Fox has yet to pay me for stealing the Elder Scroll from the Imperial Palace. To get my reward, I have to present a ring to Millona Umbranox, the Countess of Anvil, and gauge her reaction to it. I don't understand what this has to do with the Elder Scroll, but for now I'll trust him.
TG11Heist	FormID: 00036338	120	0	
TG11Heist	FormID: 00036338	130	0	
TG11Heist	FormID: 00036338	135	0	
TG11Heist	FormID: 00036338	140	0	The Gray Fox, who is no longer the Gray Fox, but is now Corvus Umbranox, has given me the Gray Cowl of Nocturnal. I am now the new Gray Fox and the new guildmaster of the Thieves Guild. Due to the magic of the cowl, the Thieves of the guild will not notice the change. However, since the curse is lifted, I can remove the cowl and be recognized as myself again. Interestingly, the cowl's magic makes it so that anyone seeing me remove the cowl does not associate me with the Gray Fox.
TG11Heist	FormID: 00036338	145	0	
TG11Heist	FormID: 00036338	150	0	History has been rewritten. I should go see the new Thieves Guild Hall in the Imperial City Waterfront. The Gray Fox, or Count Corvus as he is now known, told me that I get to run the place.
TG11Heist	FormID: 00036338	160	0	
TG11Heist	FormID: 00036338	199	0	

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TG11Heist	FormID: 00036338	200	0	I got into a fight with the monks. The heist is ruined. There is no way to get the Elder Scroll now. My only option is to flee the palace. I am certain the Gray Fox will expel me from the guild. I don't think they'll let me back in.
TGDirections	FormID: 0003FD3F	10	0	Ongar is the fence in Bruma. The beggar told me he lives behind the temple. I should go to him if I have any stolen property to sell.
TGDirections	FormID: 0003FD3F	20	0	Dar Jee is the fence in Leyawiin. The beggar told me she lives east of the temple. I should go to her if I have any stolen property to sell.
TGDirections	FormID: 0003FD3F	30	0	Luciana Galena is the fence in Bravil. The beggar told me she lives by the arena. I should go to her if I have any stolen property to sell.
TGDirections	FormID: 0003FD3F	40	0	Orrin is the fence in Anvil. The beggar told me he lives in the far western corner of the city. I should go to him if I have any stolen property to sell.
TGDirections	FormID: 0003FD3F	50	0	Fathis Ules is the fence in the Imperial City. The beggar told me he lives behind the temple. I should go to him if I have any stolen property to sell.
TGExpelled	FormID: 0001E868	10	0	I have been caught stealing from a member of the Thieves Guild. Unless I pay the fine, I am sure to be cast out of the guild. I should talk to Armand.
TGExpelled	FormID: 0001E868	20	0	I have attacked another member of the Thieves Guild. Unless I pay the fine, I am sure to be cast out of the guild. I should talk to Armand.
TGExpelled	FormID: 0001E868	30	0	I have killed a member of the Thieves Guild. Unless I pay the blood price, I am sure to be cast out from the guild. I should talk to Armand.
TGExpelled	FormID: 0001E868	40	0	I have paid the fine and been readmitted into the Thieves Guild.
TGStolenGoods	FormID: 0001EE46	20	0	Armand told me that he won't have any commission jobs for me until I sell more stolen property to Ongar the fence. I'll need about 50 gold worth of stolen goods before he will trust me sufficiently.
TGStolenGoods	FormID: 0001EE46	25	0	I've reached my goal. I have fenced over 50 gold worth of goods. I should go see Armand sometime. He might have something for me.
TGStolenGoods	FormID: 0001EE46	30	0	Armand told me that he won't have another commission job for me until I sell more stolen property to Ongar the fence. I'll need about 100 gold worth of stolen goods before he will trust me sufficiently.
TGStolenGoods	FormID: 0001EE46	35	0	I've reached my goal. I have fenced over 100 gold worth of goods. I should go see Armand sometime. He might have something for me.
TGStolenGoods	FormID: 0001EE46	40	0	S'krivva told me that she won't have another commission job for me until I sell more stolen property to Ongar or Dar Jee. I'll need about 200 gold worth of stolen goods before she will trust me sufficiently.



### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TGStolenGoods	FormID: 0001EE46	45	0	I've reached my goal. I have fenced over 200 gold worth of goods. I should go see S'krivva sometime. She might have something for me.
TGStolenGoods	FormID: 0001EE46	50	0	S'krivva told me that she won't have any commission jobs for me until I sell more stolen property to Ongar or Dar Jee. I'll need about 300 gold worth of stolen goods before she will trust me sufficiently.
TGStolenGoods	FormID: 0001EE46	55	0	I've reached my goal. I have fenced over 300 gold worth of goods. I should go see S'krivva sometime. She might have something for me.
TGStolenGoods	FormID: 0001EE46	60	0	S'krivva told me that she won't have any commission jobs for me until I sell more stolen property to a fence. I'll need about 400 gold worth of stolen goods before she will trust me sufficiently. I should check out the new fence, Luciana Galena.
TGStolenGoods	FormID: 0001EE46	65	0	I've reached my goal. I have fenced over 400 gold worth of goods. I should go see S'krivva sometime. She might have something for me.
TGStolenGoods	FormID: 0001EE46	70	0	S'krivva told me that she won't have another commission job for me until I sell more stolen property to the guild fences, like Luciana Galena. I'll need about 500 gold worth of stolen goods before she will trust me sufficiently.
TGStolenGoods	FormID: 0001EE46	75	0	I've reached my goal. I have fenced over 500 gold worth of goods. I should go see S'krivva sometime. She might have something for me.
TGStolenGoods	FormID: 0001EE46	80	0	S'krivva told me that she has no more commission jobs for me. However, the Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences. I'll need at least 600 gold worth of stolen goods to get his attention.. I should see what kinds of prices I can get from the new fence, Orrin.
TGStolenGoods	FormID: 0001EE46	85	0	I've reached my goal. I have fenced over 600 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for messengers from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find me
TGStolenGoods	FormID: 0001EE46	90	0	The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences, like Orrin. I'll need at least 700 gold worth of stolen goods to get
TGStolenGoods	FormID: 0001EE46	95	0	I've reached my goal. I have fenced over 700 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find
TGStolenGoods	FormID: 0001EE46	100	0	The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences. I'll need at least 800 gold worth of stolen goods to get his attention.. Now I can use the best fence the guild has, Fathis Ules.

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TGStolenGoods	FormID: 0001EE46	105	0	I've reached my goal. I have fenced over 800 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find
TGStolenGoods	FormID: 0001EE46	110	0	The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences, such as Fathis Ules. I'll need at least 1000 gold worth of stolen goods to get his attention..
TGStolenGoods	FormID: 0001EE46	115	0	I've reached my goal. I have fenced over 1000 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find
TGStolenGoods	FormID: 0001EE46	120	0	
TrainingAcrobatics	FormID: 0018BA2B	10	0	For further training in Acrobatics, I need to search the mountains in the northeast of Cyrodiil for Aerin's Camp.
TrainingAcrobatics	FormID: 0018BA2B	100	0	Torbern has agreed to train me in Acrobatics in Aerin's absence.
TrainingAlchemy	FormID: 0018BA2A	10	0	I need to seek out Sinderion in Skingrad if I wish to learn more about Alchemy.
TrainingAlchemy	FormID: 0018BA2A	20	0	Sinderion has asked that I bring him a bottle of Tamika's Vintage 399 wine, and a bottle of Surilie Brother's Vintage 399 wine. I should acquire them so that he will
TrainingAlchemy	FormID: 0018BA2A	100	0	I have completed Sinderion's task, and he has agreed to train me in Alchemy.
TrainingAlchemy	FormID: 0018BA2A	200	0	Sinderion is dead. It will be impossible for me to receive further Alchemy training.
TrainingAlteration	FormID: 0018BA2C	10	0	To learn more about Alteration, I must find Tooth-in-the-Sea, who lives north of Bravil, near Niben Bay.
TrainingAlteration	FormID: 0018BA2C	20	0	Tooth-in-the-Sea has told me I must prove myself; I need to meet him out in Niben Bay during the day.
TrainingAlteration	FormID: 0018BA2C	30	0	I must remain with Tooth-in-the-Sea for three consecutive hours if I am to prove myself worthy of his training.
TrainingAlteration	FormID: 0018BA2C	100	0	Tooth-in-the-Sea has agreed to teach me what he knows about Alteration magic.
TrainingAlteration	FormID: 0018BA2C	200	0	Tooth-in-the-Sea is dead, making it impossible to further my training in the skill of
TrainingArmorer	FormID: 0018BA2D	10	0	To train further in my Armorer study, I must speak with Gin-Wulm in the Imperial City's Market District.
TrainingArmorer	FormID: 0018BA2D	20	0	I must find the answer to Gin-Wulm's question: [QUOTE]What does the name Hazadir mean to you?[QUOTE] He hinted that a book in the shop First Edition may
TrainingArmorer	FormID: 0018BA2D	100	0	I have answered Gin-Wulm's question, and he has agreed to train me.
TrainingArmorer	FormID: 0018BA2D	200	0	Gin-Wulm is dead. I can receive no further training in my Armorer skill.
TrainingAthletics	FormID: 0018BA2E	10	0	If I want to learn more about Athletics, I should find Rusia Bradus in Anvil.

Morrobliovion Quest and Form ID's

Quest ID	Form ID			
TrainingAthletics	FormID: 0018BA2E	20	0	Rusia Bradus says I need to see more of the world for myself. I need to explore Cyrodiil and discover more places on my own before she will train me.
TrainingAthletics	FormID: 0018BA2E	100	0	Rusia Bradus has agreed to train me in Athletics.
TrainingAthletics	FormID: 0018BA2E	200	0	Rusia Bradus has died, along with my chances of learning more about Athletics.
TrainingBlade	FormID: 0018BA2F	10	0	I need to find Alix Lencolia if I want more training in the use of Blades. It's been suggested that he's at Faregyl Inn; I should look for him there.
TrainingBlade	FormID: 0018BA2F	20	0	Alix Lencolia has refused to train me, saying that he's never heard of me. I'll need to make a name for myself, one way or the other, before he'll offer his services.
TrainingBlade	FormID: 0018BA2F	100	0	Alix Lencolia has said he's heard of me, and so has offered to train me in the use of
TrainingBlade	FormID: 0018BA2F	200	0	Alix Lencolia is no more. I can be taught nothing more about my skill with Blades
TrainingBlock	FormID: 0018BA30	10	0	If I want more training to improve my Block skill, I need to find Andragil, who lives in
TrainingBlock	FormID: 0018BA30	20	0	I need to demonstrate to Andragil that I can block her attacks. I'll need to prepare as well as I can.
TrainingBlock	FormID: 0018BA30	100	0	Andragil has agreed to help me train.
TrainingBlock	FormID: 0018BA30	200	0	Andragil is dead. I can be taught no more to improve my Block skill.
TrainingBlunt	FormID: 0018BA31	10	0	I need to find Irene Metric in the Imperial City if I want her help in Blunt weapon
TrainingBlunt	FormID: 0018BA31	20	0	Irene Metric has told me I need to kill more people before she'll consider helping
TrainingBlunt	FormID: 0018BA31	100	0	Irene Metric has agreed to help train me in the use of Blunt weapons.
TrainingBlunt	FormID: 0018BA31	200	0	Irene Metric is dead. My opportunity to learn more from her about Blunt Weapons
TrainingConjuration	FormID: 0018BA32	10	0	In order to train further in Conjuration, I must find Olyn Seran, a Daedra Worshipper somewhere in the Great Forest.
TrainingConjuration	FormID: 0018BA32	20	0	Olyn Seran wants me to prove my worth before he will train me. I need to summon a Faded Wraith in his presence.
TrainingConjuration	FormID: 0018BA32	100	0	I have summoned a Faded Wraith for Olyn Seran, and he has agreed to train me.
TrainingConjuration	FormID: 0018BA32	200	0	Olyn Seran is dead. I have no chance to be taught more about Conjuration now.
TrainingDestruction	FormID: 0018B197	10	0	I must seek out Bralsa Andaren if I wish to learn more about Destruction magic.
TrainingDestruction	FormID: 0018B197	20	0	I must bring 20 bear pelts to Bralsa Andaren so that she will agree to teach me what she knows about Destruction magic.
TrainingDestruction	FormID: 0018B197	100	0	I have met Bralsa Andaren's demands, and she has agreed to teach me what she
TrainingDestruction	FormID: 0018B197	200	0	Bralsa Andaren is dead. I can no longer be taught more about Destruction.
TrainingHandtoHand	FormID: 0018BA33	10	0	I need to speak with Helvius Cecia in Bruma about training hand to hand combat.
TrainingHandtoHand	FormID: 0018BA33	20	0	I must prove my worthiness to Helvius Cecia before he will consider training me. He's asked that I hit him as hard as I can.
TrainingHandtoHand	FormID: 0018BA33	100	0	Helvius Cecia has agreed to train me.

**Morrobliovion Quest and Form ID's**

<b>Quest ID</b>	<b>Form ID</b>			
TrainingHandtoHand	FormID: 0018BA33	200	0	Helvius Cecia is dead. I have no chance to be taught more about Hand to Hand
TrainingHeavyArmor	FormID: 0018B2F9	10	0	I've been told that if I want additional training in the use of Heavy Armor, I need to find a man named Pranal, who was last seen at the Roxey Inn.
TrainingHeavyArmor	FormID: 0018B2F9	20	0	Pranal has asked me to buy a gift for Malene, the owner of the Roxey Inn. I need to find a silver pitcher and four silver glasses and bring them to him.
TrainingHeavyArmor	FormID: 0018B2F9	30	0	I need to give Malene the silver pitcher and four silver glasses as a gift.
TrainingHeavyArmor	FormID: 0018B2F9	40	0	I should tell Pranal that I've given Malene the gift he wanted her to have.
TrainingHeavyArmor	FormID: 0018B2F9	100	0	I've done all that Pranal has asked of me, and he has agreed to teach me what he knows about Heavy Armor.
TrainingHeavyArmor	FormID: 0018B2F9	200	0	Pranal has died, which means I cannot be taught more about Heavy Armor.
TrainingIllusion	FormID: 0018BA34	10	0	I need to speak with Martina Floria if I want further Illusion training. She can be found at the Arcane University in the Imperial City.
TrainingIllusion	FormID: 0018BA34	20	0	I need to bring ten Welkynd Stones to Martina Floria if I want her help in Illusion
TrainingIllusion	FormID: 0018BA34	100	0	Martina Floria has agreed to train me.
TrainingIllusion	FormID: 0018BA34	200	0	Martina Floria is dead. It is now impossible for me to be taught more about Illusion
TrainingLightArmor	FormID: 0018BA35	10	0	I've been told that if I want more Light Armor training, I need to talk to J'bari in
TrainingLightArmor	FormID: 0018BA35	20	0	I need to bring J'bari an Elven Cuirass if I want him to train me in Light Armor use.
TrainingLightArmor	FormID: 0018BA35	100	0	J'bari has agreed to help with my Light Armor training.
TrainingLightArmor	FormID: 0018BA35	200	0	J'bari is dead. I have lost my opportunity to learn more about Light Armor.
TrainingMarksman	FormID: 0003C168	10	0	I need to find Alawen, so that I may master my use of a bow.
TrainingMarksman	FormID: 0003C168	20	0	Alawen has agreed to teach me, but only if I acquire a normal Elven bow and bring it
TrainingMarksman	FormID: 0003C168	100	0	I have met Alawen's requirements, and she has agreed to teach me what she
TrainingMarksman	FormID: 0003C168	200	0	Alawen is dead. I have no hope of being taught more about Marksman skills now.
TrainingMercantile	FormID: 0018BA36	10	0	I need to speak with Palonirya in the Imperial City if I want her help training my
TrainingMercantile	FormID: 0018BA36	20	0	I need to prove to Palonirya that I have what it takes to succeed in business by showing her at least ten thousand gold.
TrainingMercantile	FormID: 0018BA36	100	0	Palonirya has agreed to train me.
TrainingMercantile	FormID: 0018BA36	200	0	Palonirya is dead. I cannot be taught any more to improve my Mercantile skill
TrainingMysticism	FormID: 0018BA37	10	0	If I want further Mysticism training, I need to visit Dagail at the Mages Guild in
TrainingMysticism	FormID: 0018BA37	20	0	Dagail refuses to train me until I have done more to seal the barriers between Tamriel and Oblivion. I need to find more gates to Oblivion, and close them.
TrainingMysticism	FormID: 0018BA37	100	0	Dagail has agreed to train me in the school of Mysticism magic.
TrainingMysticism	FormID: 0018BA37	200	0	Dagail is dead. I have lost my opportunity to be taught more about Mysticism magic.
TrainingRestoration	FormID: 0018BA38	10	0	If I wish to train further in Restoration, I must find Oleta at the Chapel of Akatosh in

### Morroblivion Quest and Form ID's

Quest ID	Form ID			
TrainingRestoration	FormID: 0018BA38	20	0	I must finish saving Kvatch from the Daedra that have attacked it before Oleta will
TrainingRestoration	FormID: 0018BA38	100	0	Oleta thanked me for helping to save Kvatch, and offered to train me in Restoration.
TrainingRestoration	FormID: 0018BA38	200	0	Oleta is dead. I have no chance of being taught more about Restoration magic now.
TrainingSecurity	FormID: 0018BA39	10	0	I wish to learn more about Security, I need to find J'baana in the Legion Headquarters of the Imperial City.
TrainingSecurity	FormID: 0018BA39	20	0	If I want J'baana to train me, I need to travel to Bravil and fetch a message from
TrainingSecurity	FormID: 0018BA39	30	0	S'krivva has given me a message for J'baana. I should deliver it to him at once.
TrainingSecurity	FormID: 0018BA39	100	0	J'baana has agreed to help with my Security training.
TrainingSecurity	FormID: 0018BA39	200	0	J'baana is dead. There is no way I can be taught more about Security skills now.
TrainingSneak	FormID: 0018BA3A	10	0	For more training in Sneaking, I need to find Marana Rian in the Imperial City.
TrainingSneak	FormID: 0018BA3A	20	0	In order to get Marana Rian to train me, I must steal a coin from her pocket without her noticing, and return it to her.
TrainingSneak	FormID: 0018BA3A	100	0	Marana Rian has agreed to train me in Sneaking.
TrainingSneak	FormID: 0018BA3A	200	0	Marana Rian is dead. There's no way I can be taught more about Sneaking now.
TrainingSpeechcraft	FormID: 0018BA3B	10	0	If I want to learn more about Speechcraft, I need to seek out Tandilwe at the Temple of the One in the Imperial City.
TrainingSpeechcraft	FormID: 0018BA3B	20	0	I need to speak with every beggar in Cyrodiil before Tandilwe will agree to train me.
TrainingSpeechcraft	FormID: 0018BA3B	100	0	Tandilwe has agreed to train me in Speechcraft.
TrainingSpeechcraft	FormID: 0018BA3B	200	0	Tandilwe has refused to ever train me, since one of the beggars has been killed.
TrainingSpeechcraft	FormID: 0018BA3B	255	0	Tandilwe is dead. I have lost my chance to be taught more about Speechcraft.