

Glimmer in the Dark

The Curious Case of Ya'nush Part 1

Quest for: TES Morrowind, intended characters level 2-4

Pre-requirements: PC (Player Character) must have already joined the Thieves Guild and completed at least one task for the guild before this quest is available. Without completing at least one mission, quest giver will refuse working with PC.

Starting location: Balmora, South Wall Cornerclub.

Quest giver: Ya'nush (note: Ya'nush is new NPC added solely for this and related quests)

Objective: retrieve amulet for guild's client

Intentions for player experience: quest is supposed to start as a typical side job for Thieves Guild, that starts to get suspicious and upon "initial completion" player should be shocked by sudden twist. After that the quest will aim to bring the feeling of relief when PC managed to complete.

Reward: improved relations within the guild, anything found on slain enemies. 500 gold as compensation provided by Sugar-Lips Habasi if quest is completed.

Quest is supposed to be part of a small chain of quests – Glimmer in the Dark acting as starting mission. Content is totally optional, player will only miss on specific dialogues and learning a bit more about inner workings of Sixth House.

Quest Flow

Legend: NPC | Location | Objective | Quest related item or script

1. By talking to **Ya'nush** (a NPC character living inside **South Wall Cornerclub**, standing near the entry to the tavern's main hall in the basement) PC learns of an important matter to resolve. **Ya'nush** claims everybody's too busy to help him with this matter and urges PC to take the mission upon himself. Accepting the quest is one time opportunity – NPC will disappear if PC decided to talk about him to his superior before accepting or when refused by PC first time. Note: PC must have a minimum rank 1 (Toad) in Thieves Guild for **Ya'nush** to recognize him as potential person to trust the quest to. **Journal index: 10**
2. Upon agreement, PC learns of the details: objective is to receive an amulet [**Lost Golden Amulet** – unique in-game item] stolen by bandits from important persona that was traveling incognito in the area. Player should be lured with promise of high reward and being able to take any gold or useful trinket he may find during reclamation. **Journal index: 20**
3. Bandit's hideout is supposed to be south of **Balmora** on the eastern shore of the Odai River. It's never directly mentioned that the place is exactly near the entrance to the [**Vassir-Didanat Cave**], but enough clues should lead PC there.

- A) The dialogue suggest going through the south gate of **Balmora** and following the path until a bridge is visible. Player should cross this bridge and then happen upon one of the bandits being on lookout for potential prey.
4. When PC arrives at the location, he should already be attacked by at least one of the bandits – and that should lead him into the camp.
- A) If player managed to sneak in undetected there's chance he may obtain the amulet without a fight.
5. Target, the amulet, is lying on a nearby wooden box inside a small chest.
6. Bandit's NPC data: **osax_bandit001** and **osax_bandit002**. See NPC section below for more information. Exploring the cave [**Vassir-Didanat Cave**] is not required and nothing about it is modified by this quest.
7. When PC takes the amulet in his inventory nothing happens for about 10 seconds – after which a unique curse (**osax_paralyse**) is cast on the PC, paralyzing him. Without the ability to move or control the camera, PC is approached **Ya'nush** who shows himself in front of the player boasting about his cleverness. **Journal index: 30**
- A) This only happens if player is walking/running on the ground and not using any other means of transportation.
8. During this scene it is revealed the mission was a setup and **Ya'nush** actually works for “a House” (indicating the infamous Sixth House) and capturing PC will provide him respect and wealth within the House.
9. After the scene, screen goes dark and player finds himself in an unknown cave [it's actually **Adanumuran** that's not so far away from previous location), imprisoned on a wooden platform. There's no one in the direct vicinity of PC. While PC may not been stripped of his belongings, his cell is protected from any means of magic transportation including Teleportation, Scrolls of Divine Intervention and others. The only way is through the doors. **Journal index: 40.**
10. In order to free himself, player can:
- A) With high enough Strength (min. 30) player can open the cage
- B) Use spell **Open** (not scripted/tested yet)
- C) Use spell **Telekinesis** to obtain a key lying on a floor below
- ~~D) Try unsuccessfully brake the cage's door. After few failed tries, one of the bandits will approach PC. PC can then try to persuade bandit to help him escape (promise of gold works well, or anything like enhancing Personality spells/potions over the treshhold of 50 points) (not scripted yet)~~

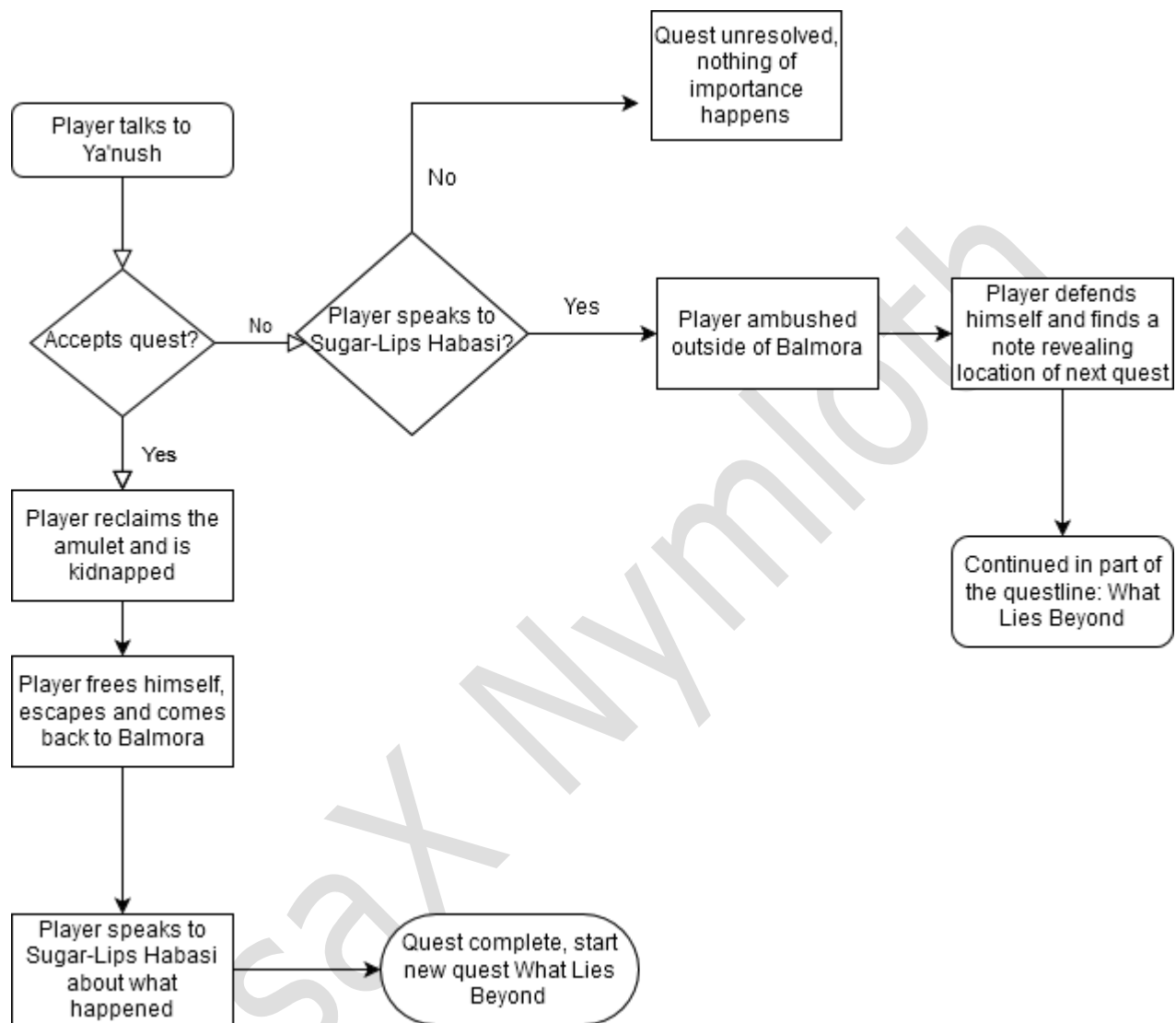
E) Somehow the bandit's didn't bother to take player's belongings so PC can have a lockpick – even if not, one is luckily lying nearby under the table. Having Security skill of 30 or higher allows to open the door.

11. ~~No matter how player managed to free himself, he is bound to search around his cage for anything useful. Luckily the bandits are not so smart so the chest containing all of player's stuff is nearby.~~ (idea scrapped because of scripting limitations – unable to remove items from player's inventory AND put them into some container)
12. Finally free, player can either fight his way out or try to sneak out. Loot inside, including enemies, should be based on base game loot table used for this location [[Adanumuran](#)] – since used enemies here are the same as in vanilla game, as well as containers, no changes are necessary. **Journal index: 50**
13. If player chooses to slain enemies, he will not find [Ya'nush](#) anywhere in the cave. Player should leave the cave and wanting to report back to Thieves Guild's boss.
14. Player should go back to Thieves Guild in [Balmora](#) and talk to [Sugar-Lips Habasi](#) (leader of local guild) about what happened. This will result in obtaining better relationship with her and giving PC 500 gold as compensation for trouble caused by guild's member. **Journal index: 100**

If player rejects [Ya'nush](#) offer (**Journal index: 60**) and instead decides to talk to [Sugar-Lips Habasi](#) about it:

1. [Sugar-Lips Habasi](#) will be surprised to hear about the request, mentioning no client actually approached the guild with such mission and even if there was a client, [Ya'nush](#) is not the person to decide who takes the job. **Journal index: 70**
2. Talking to [Sugar-Lips Hasabi](#) is enough to alarm [Ya'nush](#) that's his plan has already failed and he will be despawned from his usual location inside [South Wall Cornerclub](#). Player can talk to the owner, [Bacola Closcius](#) and ask if he knows [Ya'nush](#) whereabouts.
3. [Bacola Closcius](#) will not know the location of [Ya'nush](#), but he will mention he saw him sometimes leaving the city through the southern gate and being out for a couple of days.
4. Moving outside the city and changing current Cell, the PC will be ambushed by group of 2 dunmer bandits. Said bandits are the same duo that was supposed to be “guarding” the amulet.
 - A) Ambush should happen only if PC is walking/running on the ground and not inside Balmora Cell.
5. After defeating the enemies, player can loot them (nothing worth of mentioning) and find a note signed “Y’N” that says the PC is about to leave [Balmora](#) and the bandits are to bring him dead or alive to a specified location. **Journal index: 80**

6. Obtaining/reading the note ends this quest and starts What Lies Beyond. That quest will play very differently, depending on whether player accepted the [Ya'nush](#) offer or not. [Journal index: 100](#)



Golden Path

1. Player sometime after joining Thieves Guild finds [Ya'nush](#) down in the basement of [South Wall Cornerclub](#) in [Balmora](#), who offers him a well paid gig.
2. Player learns from [Ya'nush](#) of stolen golden amulet that he is supposed to return to [Ya'nush](#). Player agrees, but can reject the offer that leads to second branch of this quest that ends up with an ambush and PC finding a note on one of the ambusher's body.
3. Player proceeds to the location that was described to him by [Ya'nush](#) and finds bandit's hideout.

4. Player finds kills both bandits. Alternatively he could sneak around them and get amulet without engaging in a fight.
5. In the small chest in bandit's hideout he finds the stolen amulet.
6. Player picks up the amulet and starts his journey back to **Balmora**, but is paralyzed by amulet's magic. **Ya'nush** appears before player, telling him it was all a trap to catch him.
7. Player is transported to prison inside **Adanumuran**, where he is locked down.
8. Player free himself with well picked lock – but he can also force doors open with sheer force or by obtaining a key to his cage. In case the PC is not able to do any of the aforementioned, after couple of failed tries, an NPC could help PC for small fee.
9. Player escapes the **Adanumuran** and heads back to **Balmora**.
10. Once there, player talks to **Habasi Sugar-Lips** about what happened. This ends quest.

Execution / States

Amulet

- Player drops/sells it/loses it after being kidnapped
 - Nothing happens. Amulet was a bait (as described by both dialogues and Journal), player having it or not doesn't change anything.
- Player drops/sells it/loses it shortly after picking up
 - Kidnapping still occurs, as amulet's magic is already at work. Just picking it up once is enough to trigger the next event.
- Player keeps it after being kidnapped
 - Nothing, player can sell it for extra profit, leave it on the ground etc.

Ambush

- Happens only outside of city **Balmora** and only when player changes his Cell.
 - This means PC technically can be ambushed anywhere outside of **Balmora**, even when using teleportation mechanics.
 - If player is using levitation, the ambush still triggers. One of the bandits is an archer, so he should at least make PC interested in the event.
- Currently this means PC can be attacked after traveling by any magical means or using Strider and being inside another city.

- In such events, guards will be able to help player. We can cast this on the stupidity of the bandits instead of checking for every possible city in game. Or can we?

Cage

- Player can open the cage only by passing Strength check, Security check, having a key, successfully casting Open spell or similar or by talking to [Marilia Saram](#) who is scripted to help player if he still is unable to escape after multiple (10x) tries.
- Casting transportation spells, abilities, using transporting scrolls while locked down is disabled. Only when obtaining Journal index of 40 for this quest can player move and teleport freely again.
- Prison should be made in such way that simply jumping from it is impossible even for high level character, but at the same time it should allow to use spells like Telekinesis to pick up the key to the door that lies down below on a table.

Disposition

- If [Ya'nush](#) dislikes the player (Disposition 20 or worse) the dialogue for giving the mission is slightly altered to reflect that.
- If player is very much at odds with [Habasi Sugar-Lips](#) (Disposition below 25), the reward offered will change from original amount to half of that.

Factions

- PC can be in any other faction outside of Sixth House.
- PC can not be leader of Thieves Guild to obtain this mission.
 - Becoming leader of Thieves Guild during this quest results in quest's failure

Locations

- PC can wander off anywhere – no limitations to player movement before, during or after the quest unless PC is in the “kidnapped” scenario.

NPC

Please note that in these cases the NPC is [Ya'nush](#) as he is the only talking NPC created for this quest. All other NPC follow their own rules from related quests.

- player attacks, but doesn't kill NPC related to this quest before discovering it
 - NPC will not offer the quest for obvious reasons
 - if PC is pardoned, the quest becomes available again
- player attacks, but doesn't kill NPC while quest is active

- NPC will refuse to talk to PC unless he is pardoned for his crimes
- Pardoned PC can progress with the quest and finish is normally, albeit the Disposition changes may result in lower reward
- player attacks, but doesn't kill NPC after finishing the quest
 - normal game mechanics apply – crime and either paying for the crime or being thrown to jail.
- Player attacks and kills NPC related to quest before discovering it
 - NPC is respawned after one day and his Disposition towards player is lowered, but quest is available
- Player attacks and kills NPC related to quest after obtaining it or just learning about it
 - NPC is respawned and since it's scripted to disappear after PC reaches certain point in this mission, will be disabled soon if PC decides to find the amulet or just stumbles upon it.
 - If PC finds NPC again after killing him, the behavior should be the same as in previous case (lowered Disposition, quest still active).

Paralyze

- Since it's a curse setup in the way it will always succeed, PC can not avoid it.
 - If PC gets paralyzed while looking at the ground or sky, not much can be done about it. Let [Ya'nush](#) proceed with his monologue and let events unfold.
 - If PC gets paralyzed while levitating, the same scene plays since monologue is shown as MessageBox with confirmation button. Let's just assume PC is brought down by enemies.
 - PC can not teleport, use scrolls like Divine Intervention at this point (after the amulet's curse has been setup).

Spells

- Upon kidnapping, PC should be purged from all effects from spells, potions, curses etc.

Time

- No time restraints for this quest. Player can pick it up and leave for as long as he likes and come back to it anytime.

[Ya'nush](#) and [Evil Ya'nush](#)

- both should be disabled at certain point. [Ya'nush](#) after the quest reaches index of 30 or more and [Evil Ya'nush](#) as soon as the kidnapping act is done. Interaction with them after quest should be impossible, as they shouldn't be on map.

Other

- PC rejects [Ya'nush](#) offer, but doesn't talk about it to [Habasi](#)
 - Nothing, quest remains unfinished till player talks to [Habasi](#) about [Ya'nush's contract](#).
- [Bacola Closcius](#) dialogue about [Ya'nush](#) if player rejects his quest and asks [Bacola](#) if he knows [Ya'nush whereabouts](#) is nothing, but flavor. And hopefully a way for player to realize he needs to move somewhere else now.

Dialogues

[Ya'nush](#) when player approaches him without completed a single task for the guild. Greetings.
Conditions: not same faction.

- Sorry lad, but I am in the middle of important business right now and I am afraid I can not spend much time on idle chatter.

[Ya'nush](#) when player approaches him with completed task for the guild. Greetings. Conditions: same faction, PC rank of Toad or higher

- Mind giving me a minute, youngster? I may have a... generous offer for you. I would dare to say it is actually quite [important task](#).

[Ya'nush](#) dialogue for mission briefing. Choice for player: "Yes, sure!" for 1 and "I will pass" for 2.
Topic: [important task](#). Conditions: same faction, PC rank of Toad or higher

- I had my eyes on you for some time now, young one and I am sure your career will be astonishing! Actually I may help you getting a solid boost within our humble organization. You see, everybody is so busy these days and I need someone capable and reliable to get a little something back to where it belongs. You in?

[Ya'nush](#) dialogue when PC doesn't accept the mission. This also results in adding new topic for PC:
[Ya'nush's contract](#) available with [Habasi Sugar-Lips](#).

- Oh really? Missing on such opportunity? I thought you are somebody with... ambitions. Apparently I was mistaken.

[Ya'nush](#) dialogue when accepting mission. Topic. Continuation from [important task](#), choice 1.

- Great, I knew you would be a great asset for us! Now listen, an important guest have been traveling around incognito and was unlucky enough to get robbed by some common bandits. Now that's not the offense our client would let slide, but there's something especially important he wants to get back: his [golden amulet](#). I believe it's price'y and probably have some sentimental value, you know how the upper classes are.

[Ya'nush](#) dialogue when accepting mission, continuation from [important task](#). Topic: [golden amulet](#).

- Bandits responsible for the outcry attacked near the bridge to **Balmora** to the south and it's safe to assume they must have their hideout somewhere nearby, maybe on the eastern shore of Odai River as it's rather quiet place no one really visits. Go south and leave no stone unturned until you find them and retrieve the amulet. Deal with them however you like. Anything you find is yours, except of course the amulet itself. Do not get any funny ideas, are we clear? Wonderful.

Ya'nush dialogue after PC accepted his quest. This shows everytime player goes for the **important task** topic after initial conversation on it.

- Yeah right, what are you doing here? Shouldn't you be looking for that golden amulet?

Ya'nush dialogue when revealing his plan and kidnapping PC. Shows up as a MessageBox, not actual dialogue.

- I can not believe you have fallen into my trap so easily! Such simple bait as some cursed and worthless amulet was enough for you. There really was no important client and no real precious jewelry lost. I am almost disappointed. Don't worry, surely your body will become a great servant for the House. Your loss, my gain. Oh why are you staring at me like this? Haha joking, not like you can do anything about it, can you? Enough of this, guys ake him!

Habasi Sugar-Lips dialogue when player told her about what happened with **Ya'nush**. Topic: **Ya'nush's trap**. Conditions: player got kidnapped and managed to escape. Results in **Habasi** liking the player more (Disposition +10) and 500 gold given to PC.

- He did what? I knew something is off with him. He joined mere few months ago, managed to somehow work his way up a little and in recent weeks he became real good at avoiding any responsibilities while still having enough coin to his name to allow his lifestyle. Now I see he had... a side job. I am glad you managed to escape. Would be even better if you could ruin **Ya'nush** for good. Here, a little compensation for trouble you went through.

Habasi Sugar-Lips dialogue on the **Ya'nush's trap** topic everytime after first mention.

- Yes, thank you again for bringing this to my attention.

Habasi Sugar-Lips dialogue when player doesn't accept contract and decides to talk to her instead. Topic: **Ya'nush's contract**. Condition: player rejected **Ya'nush** offer. Results in **Habasi** liking the player more (Disposition +10) and 500 gold given to PC.

- Huh, **Ya'nush** told you that? There is a slight problem with his story and that's it no client approached the guild recently to reclaim lost belonging. And even if there was such a client, a member of his rank shouldn't know about it, not to mention giving people the job. This smells like a trap from a mile away, doesn't it? Thanks for bringing this to my attention, deal with **Ya'nush** however you please – you have my blessing and whole guild will stand by your side.

Habasi Sugar-Lips dialogue on the **Ya'nush's contract** topic everytime after first mention.

- I just hope he has the audacity to try and show himself here again. Be careful out there ^PCName.

Note found on bandits ambushing player if he refuses job from Ya'nush:

- You two are to bring me – alive or dead – the person known as ^PCName, a ^PCRace that should soon be leaving Balmora. I would prefer the goods undamaged but I am not holding my breath. Once you got him, bring him to [Zainsipilu](#) where you will get your coin. Y'N

[Bacola Closcius](#) dialogue when asked for [Ya'nush's whereabouts](#).

- Sorry, but I have no idea where he is now. I remember seeing him a few times as he was leaving Balmora through the southern gate - business trips I think. He usually comes back after couple of days, but never mentions where he goes.

Disposition changes

If player's Disposition with [Ya'nush](#) is very low (below 20), NPC will react with different dialogue while still offering the job. High Disposition doesn't change anything, since [Ya'nush](#) knows better than to disobey his House – he is too cowardly and scared to feel sorry for PC. So no matter what, [Ya'nush](#) will try kidnapping PC. No other NPC's Disposition matters for this quest and should in no way change anything with regards how the quest proceeds.

[Ya'nush](#) when giving job to PC he doesn't like. Topic: [important task](#). Choice for player: “Yes, sure!” for 1 and “I will pass” for 2. Topic: [important task](#). Conditions: same faction, PC rank of Toad or higher

- Yes, there's a task that needs to be done. Personally I wouldn't consider you for the job, but the Guild needs somebody right now for this job. So, you want in?

[Ya'nush](#) every other time when asked for [important task](#) or [golden amulet](#) while PC have the quest started.

- Just go and get it done instead of breathing MY air.

Journal

1st branch | 2nd branch

Discovering the quest, index 10

- I met Ya'nush, a high standing member of Thieves Guild who seems decent enough to offer me some well paid job.

Accepting the quest, index 20

- I accepted the job from Ya'nush. I am supposed to bring him back a certain golden amulet stolen by some pesky bandits. They probably made their hideout to the south of Balmora. I need to head south and find a bridge, cross it and look around.

Player kidnapped, index 30

- I was a trap! That stupid piece of jewelry was nothing, but a bait! I got ambushed by Ya'nush and some thugs! They put me into a cage in some cave, I am not sure where I am - but I know I need to free myself and escape!

Player escaped, index 40

- Managed to escape! Time to pay a little visit to the traitor. Or maybe talk to Habasi Sugar-Lips, the local boss of the Thieves Guild? Also I probably should drop the amulet, since it seems cursed.

Player declined Ya'nush offer, index 60

- I declined Ya'nush offer - something felt off with him. Instead maybe I should talk to leader of local Thieves Guild?

Player talked to Habasi Sugar-Lips about Ya'nush contract, index 70

- Habasi told me Ya'nush should never even approach anyone with any kind of job. This gets stranger and stranger. I should be on alert, just in case.

Player got ambushed, about to find a note describing Ya'nush plans, index 80

- Ambushed! Luckily I managed to prevail. I should check bodies of my would-be-killers, maybe there's something that could give me a clue what to do next.

End of quest. Player either talks to Habasi after kidnapping or reads the note on the ambushers, index 100

- **Ya'nush is nowhere to be found, but I have a feeling it's not the last I heard of him.**

NPC, places and objects of interest


- **Ya'nush.** A shady character, claiming to be high ranking member of Thieves Guild. High and fragile ego. Looks: Dunmer with medium length hair and short beard, medium build and height, prefers to wear rather fancy clothing considering the guild he serves. Claims to have way higher status than he actually has.
 - Health: 60 | Magicka: 88 | Fatigue: 183
 - Class: Agent | Level: 5 | Gender: Male | Race: Dark Elf

- AI – Wanderer pack, changed Distance to 8 and Duration to 1.
- In-game NPC: `osax_yanush`
- There's also a clone of Yanush (`osax_yanush_evil`) that may appear before player and have custom script (`yanush_kidnapping_pc`). He is disabled shortly after encounter.
- After reaching journal index of 30 he disappears from game (custom script `osax_yanush_vanishes_mid_quest`)
- Small Chest – custom chest with only difference from any common chest being it has a script attached to it (`osax_chest_activation`). Script function is to make sure the Lost Golden Amulet spawns inside only if Journal index for quest is at 20.



- Amulet without name (in-game presented as “Lost Golden Amulet”), that’s the initial target of the mission but it’s actually an ominous artifact that paralyzes anyone that touched it within minutes. Doesn’t look cheap nor extraordinary in any way, recovering it doesn’t reveal any unique abilities.
 - Weight: 0.5 | Value: 250
 - Script: `osax_amulet_activate`
 - Script function: paralyse player with unique curse after 10 seconds after being picked up. Spawn Ya’nush (`osax_yanush_evil`)
- South Wall Cornerclub – a tavern located near the southern wall of Balmora. Serves as base of operations of local Thieves Guild and “home” to Ya’nush, who keeps himself close to the entry to the main hall.
- Adanumuran. A cave in which PC will “awake” after being kidnapped by bandits serving Sixth House in hope of gaining some easy coin.
- Marilia Saram – one of the bandits hiding in Adanumuran. Script (`osax_marilia_helps_pc`) should be added to her that makes her help player for 50 gold coins if

player fails multiple (10x) times when trying to open the door of his cage. Inventory, skills etc. same as vanilla version. Only difference is Fight being down to 30 to prevent her from attacking PC.

- Bandits – two 1 level bandit brothers (the very not smart kind) wearing very limited light armor and cheap weapons. Appear near the amulet “guarding” it or ambush PC when traveling. 
- Bandit 1 ([osax_bandit001](#))
 - Level 1, class: archer. Dark Elf. Male
 - Looks: head 11 | hair 22
 - Faction: none
 - Skills, attributes etc. autocalculated.
 - AI – default Wanderer pack | Fight: 90
 - Inventory: chitin cuirass, netch leather boots, common pants, common shirt, common belt, iron dagger, chitin short bow, chittin arrow (x20)
 - Extra: has a custom script ([osax_give_note_to_bandit](#)) that spawns a note on him if player reaches journal index of 70 in the quest.
- Bandit 2 ([osax_bandit002](#))
 - Level 1, class: thief. Dark Elf. Male
 - Looks: head 6 | hair 2
 - Faction: none
 - Skills, attributes etc. autocalculated.
 - AI – default Wanderer pack | Fight: 90
 - Inventory: chitin cuirass, netch leather boots, common pants, common shirt, common belt, iron dagger
- Door inside Adanumuran that “cage” player inside a wooden platform. Custom script attached ([osax_cage_door](#)) that checks for possible options to open the door:
 - Security skill at least 30
 - Strength at least 50
 - Having a key ([osax_key](#)) in PC’s inventory
- [osax_paralyse](#) – unique and misspelled curse. Used to paralyze PC shortly after taking the Lost Golden Amulet.

- Effect: Paralyze
- Type: Curse
- Special: always succeeds

Maps

Location of South Wall Cornerclub

Osax Nymloth



Vassir-Didanat Cave and bandit's camp



Osax M

Detailed placement of bandit's camp near Vassir-Didanat Cave

Osax Nymloth

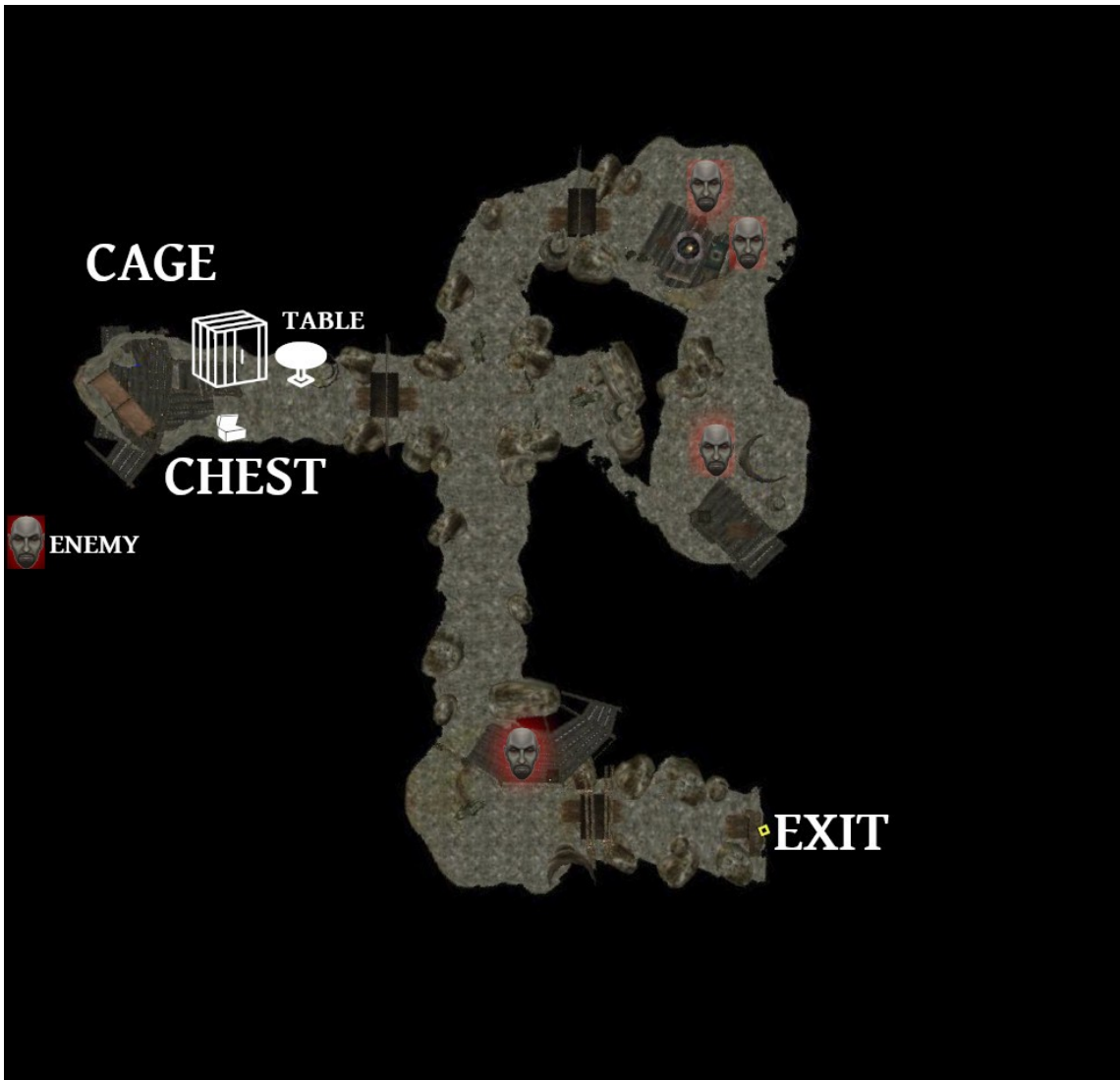


Osax M

Adanumuran on world map



Adanumuran inside map



Known bugs

- Not tested usage of spells: Open, Telekinesis on Cage Door.
- Would need to try and implement more options for opening the Cage Door.
- Maps not updated (yet).
- Ya'nush (as well as bandits if ambush happen) spawns with his backside facing PC.
- Ya'nush disappears if Journal index for the quest reaches 30 or more. Not elegant, need to implement a timer for his Disable.
- Current version of ambushing script only checks for Balmora – possible problem if player teleports (magically or by public transport) to other city.
- To do: stop global script osax_ambush_pc at some point. It will trigger only once, but should be stopped by something at some point.

Potential changes

- Add second encounter with Evil Ya'nush just when PC "wakes up" in his prison. This could provide more information on multiple topics and for example, give hints for player how to free himself. Would need extra scripting, not sure if possible with current setup.
- Re-made dialogue section, if it makes sense.

Osax Nymloth