

Scripts

Chest check if player should be able to pick up the Lost Golden Amulet.

Begin osax_chest_activation

short doOnce

```
if ( MenuMode == 1 )  
    return  
endif
```

```
if ( doOnce == 0 )  
    If ( GetJournalIndex "osax_glimmer_in_the_dark" == 20 )  
        AddItem "osax_golden_amulet" 1  
        set doOnce to 1  
        Activate  
    endif  
endif
```

End

Player picked up Lost Golden Amulet, in 10 seconds he is paralyzed and after 5 more seconds Ya'nush is spawned with his monologue.

Begin osax_amulet_activate

```
short OnPCAdd  
short doItOnceBaka ;do not repeat the message  
short timerDone  
short timer2Done  
short state  
float timer
```

```
if ( menumode == 1 )  
    return  
endif
```

```
If ( OnPCAdd == 1 )  
    If ( doItOnceBaka == 0 )  
        MessageBox "You got the amulet, but something doesn't feel right."  
        Journal osax_glimmer_in_the_dark 30  
        set doItOnceBaka to 1  
        set state to 10  
    endif
```

```
set timer to (timer + GetSecondsPassed)  
If (timerDone == 0)  
    If (timer >= 10)  
        If (state == 10)  
            player -> AddSpell, "osax_paralyse"  
            PlaySound, "illusion cast"  
            set state to 20
```

```
endif
    If(timer >=15)
        If (state == 20)
            PlaceAtPC, "osax_yanush_evil", 1, 300, 0
            set state to 30
        endif
        set timerDone to 1
    endif
endif
endif
```

endif

End osax_amulet_activate

Make Ya'nush go with his monologue, teleport PC to his "prison" including FadeOut and FadeIn functions.

Begin yanush_kidnapping_pc

;somehow forgot to name this script as I should. Well, my bad

```
short sayItOnce
short state
short deleteMe
float timer
float deleteTimer
```

```
If (menumode == 1)
    return
endif
```

```
if ( deleteMe = 1 )
    if ( deleteTimer== 0 )
        Disable
    endif

    if ( deleteTimer< 10 )
        set deletetimer to ( deletetimer + 1 )
    endif
```

```
if ( deleteTimer== 10 )
    SetDelete, 1
endif
```

```
Return
```

endif

```
If (sayItOnce == 0)
```

```

If (state < 10)
    MessageBox "I can not believe you have fallen into my trap so easily! I am sure
your body will become a great servant for the House. I even heard somebody
mentioning having a grudge against you, I am sure I will be well rewarded. Oh why are
you staring at me like this? Haha joking, not like you can do anything about it, can you?
See this little amulet was actually a trap and now say goodbye to your life as you knew
it. Take him!" "Oh no!"
    Say "osax\evil_laugh.wav", "Hahaha!"
    set timer to (timer + GetSecondsPassed)
    Journal osax_glimmer_in_the_dark 40
    set state to 20
    set sayItOnce to 1
endif
endif

If(state == 20)
    set timer to (timer + GetSecondsPassed)
    If (timer >= 5)
        FadeOut 0.5
        set state to 30
        set deleteMe to 1
        If(state==30)
            Player->PositionCell -1800, 2250, 590,0 "Adanumuran"
            Player -> RemoveSpell, "osax_paralyse"
            FixMe
            FadeIn 0.1
        endif
    endif
endif
endif

```

End yanush_kidnapping_pc

Cage door checks for possible options for player's escape.

Begin osax_cage_door

```

float pstr ;set player strength to variable
float psec ;set player security skill to variable as well
short isOpen
short doItOnce

```

```

if ( MenuMode == 1)
    Return
endif

```

```

if ( doItOnce== 0 )
    if (isOpen == 1 )
        Journal osax_glimmer_in_the_dark 50
        AddTopic, "ya'nush's trap"
        set doItOnce to 1
    endif
endif

```

```

endif
endif

if (OnActivate == 1)
  if ( isOpen == 1)
    Activate
    return;
  elseif ( isOpen == 0 )
    set psec to ( player -> GetSecurity )
    set pstr to ( player -> GetStrength )
    if ( player -> GetItemCount, "osax_key" >= 1 )
      Unlock
      Activate
      set isOpen to 1
    ;endif
    elseif ( psec >= 30 )
      Unlock
      Activate
      set isOpen to 1
    ;endif

    elseif (pstr < 50)
      MessageBox, "You're too weak to break it open"
    elseif ( pstr >= 50 )
      Unlock
      Activate
      set isOpen to 1
    endif
  endif
endif

```

endif

End osax_cage_door

If player is to be ambushed by bandits, add note from Y’N to first bandit.

Begin osax_give_note_to_bandit

short doOnce

```

if ( MenuMode == 1 )
  return
endif

```

```

if ( doOnce == 0 )
  if ( GetJournalIndex "osax_glimmer_in_the_dark" == 70 )
    AddItem "osax_ambushers_note" 1
    set doOnce to 1
  endif
endif

```

End osax_give_note_to_bandit

Ambushing player by bandits if he rejected quest and spoke to Habasi Sugar-Lips.

Begin osax_ambush_pc

short doOnce

if (MenuMode == 1)

return

endif

if (doOnce == 0)

if (GetPCCell "Balmora" == 1)

return

endif

if (GetPCCell "Balmora" == 0)

if (GetJournalIndex osax_glimmer_in_the_dark == 70)

if (CellChanged == 1)

PlaceAtPC, "osax_bandit001", 1, 520, 0

PlaceAtPC, "osax_bandit002", 1, 450, 0

set doOnce to 1

endif

endif

endif

endif

End osax_ambush_pc

Make Ya'nush disappear during quest

Begin osax_yanush_vanishes_mid_quest

if (GetJournalIndex osax_glimmer_in_the_dark >= 30)

Disable

endif

End osax_yanush_vanishes_mid_quest

Note script that finishes the quest

Begin osax_note_script

short doOnce

if (MenuMode == 1)

return

endif

if (doOnce == 0)

if (GetItemCount, "osax_ambushers_note" >= 1)

MessageBox, "Quest done"

Journal "osax_glimmer_in_the_dark" 100

set doOnce to 1

endif

endif

End osax_note_script

Osax Nymloth