**This is a character I wrote for a collaborative modding project for *Skyrim* called Hestra's Nest. The aim was to create NPCs who the player would be able to interact with and bring the area to life, as well as offer quests for the area. This character is tied to a quest called Swan Song, which is referenced in this document. This character will be included in the final release of the mod.**

Colour Coding:

The colours purple and orange are used to denote the following:

* [Implementation notes] e.g. [end dialogue] [merge to ...] [start combat]
* [Voice Acting notes] e.g. [happy] [sad] [angry]

NPC Name: Briecian Aerodius

Backstory

Briecian is an elderly male Imperial who has been in Hestra's Nest for a couple of years. Introspective and prone to day-dreaming, he is often caught off-guard when approached for conversation. He helps out where he can around the Forsworn's Findings, mostly doing menial tasks such as carrying around wares and repairing what he can, but he is long in the tooth and (though he wouldn’t admit to it) often needs to sit to catch his breath. He has a penchant for nostalgically recounting stories from his youth to whoever will listen and in his free time can be found practicing with a sword or a bow.

In his youth he was once part of a group of adventurers called The Frontier Vanguard. After a decade of adventure, a young Redguard woman by the name of Niya joined the group and Briecian fell hopelessly in love with her.

Before the birth of their first child, The Frontier Vanguard planned to raid a long since abandoned dwemer ruin that lay in the wilderness, hearing legends of fantastic riches that lay waiting for those bold enough to claim it. In the midst of planning, Niya found out that she was pregnant and chose to stay behind, unwilling to risk their unborn child's life but encouraged Briecian to go forward without her. However the surprise news of a child changed Briecian - once stories of dwemer automatons filled him with excitement, but they now filled him with fear and anxiety at the prospect of his child growing up fatherless. After a long deliberation, he told his friends he could no longer go and, faced with the loss of two of their members, The Frontier Vanguard gave up the plans and disbanded.

Niya and Briecian found themselves quickly adjusting to an adventure-free life, working together to build a house and raise their two children using their savings from adventuring and working odd jobs to make ends meet. As the years went by, they tried to keep in touch with their former adventurers, a couple settling down as they did but most meeting tragic ends. A sense of regret began to grow in Briecian - would his friends still be alive if he’d been there to fight with them? If they'd pulled off the dwemer raid, would they have retired in luxury, no longer needing to risk their lives? Eventually he found an old face greeting him in the mirror, his children now adult and moved away and his former friends having all passed away, one by one. After Niya passed away peacefully in her sleep, Briecian found himself restless, unsure what to do with the remainder of his days - although content with his family, he was still restless with regrets about his past. He resolved to find and raid a dwemer ruins in honour of his friends and loved ones and to prove that he was not a coward the day he turned away from adventuring. His long search for one has brought him to Hestra’s Nest, where he prepares for the day he will enter the ruins and likely not emerge from them again.

Appearance

He has silver short hair and deep wrinkles and dresses in simple clothing aside from the notable gold locket he has around his neck (a gift from Niya).

Inventory:

* Imperial Sword
* Torch
* Letter to Niya

Voice Actor Notes

Briecian's voice typically is deep, calm and authoritative but takes on a different manner when he talks of his past - he becomes much more wistful, uncertain and emotive in these moments.

Residence: Forsworn's Findings

Forsworn's Findings is a large general store with an open plan shop counter in the middle of the floor, a small dining area at the back next to an open fireplace and an upper level that has sleeping quarters for three people. The store has a porch to the front with a small seating area on it and a training area with a couple of archery targets and training dummies to the rear exterior. There is also a herb garden in the back, used to grow products for the store.

Relationships

* Velith Indoon - Also lives and works in Forsworn's Findings. He is wary of her magical abilities but warm towards her as he appreciates how she has welcomed him in.
* Silde Silvertooth - The owner of Forsworn's Findings and the one who gave Briecian a place to stay. Briecian is grateful to her but has learned to keep a hand on his amulet around her.

Schedule:

00:00-06:00 - Sleeps

06:00-07:30 - Eats breakfast on the porch outside the shop

07:30-14:00 -Moves around Forsworn's Findings either helping with stock or sitting down to rest

14:00-18:00 -Goes to a training dummy in the back and practices swordplay. On Morndas, Middas and Fredas he instead tends to the herb patch in the back of Forsworn's Findings

18:00-22:00 -Will visit the tavern to eat and drink by the fire

22:00-00:00 -Will return to his quarters and go to bed.

**Greetings**

* [absently] Hm? Oh, hi there. Didn't realise I had company.
* Hopefully this back ache goes away before I get back to adventuring.
* [surprised] Now what was I... Oh, hello there!
* [elated, then embarrassed] Well bless my eyes, it's you! Wait, no, sorry - I mistook you for someone else.
* If I can pull off that sword technique, perhaps I'll be ready...
* [If player has finished Swan Song quest] [warm] Welcome, my fighting companion! It's good to see you again.

**Farewells**

* [friendly] Hopefully I didn't bore you too much.
* [grateful] Thanks for keeping an old man company.
* [tired] I think I've earned myself a well deserved rest.

**Other Barks**

* [pickpocket] [threatening] If my reflexes were still sharp, you'd have lost your fingers for that.
* [dragging object] [confused] Need I ask why? Ah forget it, it's not my problem.
* [dropped object] [warning] If Silde sees that, it'll be gone before you know it.
* [if weapon drawn] [threatening] If there's one thing I've learned, it's don't draw your weapon unless you intend to use it.
* [clutter collision bark] [weary sigh] I hope it's not my job to pick that up.
* [naked PC] [confused] Just when I thought I'd seen it all. Aren't you cold?
* [combat bark] [confident] Time to see if my practice has paid off!
* [combat bark] [cold] I've killed far worse than you.
* [combat bark] [angry] I wouldn't have broken a sweat fighting you in my prime.

**Standard Dialogue**

1. **You seem distracted, something the matter?**
	1. [confused] Oh, me? That's what happens when you get to my age. You're constantly distracted by the ghost of memories in everything that you see.
	2. [nostalgic] I was thinking of my old companions and the adventures we would go on.
	3. One time we were paid a great deal to clear out a troll's nest in the hills. The monsters managed to surprise us, but we just about survived.
	4. [honest] That's where I got my nickname: Troll-Skewer. Managed to run through two of them with my sword! Between you and me, it was mostly luck.
		1. **Can you teach me any sword skills?**
			1. [hesitant] Truth be told I'm rather rusty - but I've been practicing and I remember one or two techniques. Let's see what you can do. [Adept One-Handed skill trainer] [back to options]
2. **How did you come to be in Hestra's Nest?**
	1. I've been on the move for a few years now, looking for unexplored Dwemer ruins.
	2. I heard word that such a place existed up in the mountains near the Reach, but I was as surprised as you likely were to find people living here.
	3. Silde's been good enough to house me while I prepare for the ruins. It's the last place you'll want to go unprepared. [unlocks - **BACKSTORY**]
3. [locked - **BACKSTORY**] **Why were you looking for Dwemer ruins?**
	1. [reluctant] I... well, it's a bit of a long story, I don't want to bore you with it.
		1. **I'd like to hear it.**
		2. [pridefully] When I was a young man, I was in an adventuring group called The Frontier Vanguard. We were bold and took risks, but had the talent to back it up.
			1. Word reached us of an unexplored Dwemer ruin in Cyrodiil, filled with treasure and deadly machines guarding it.
			2. [hesitantly] We spent quite a while planning the raid, but when it got close to it, I pulled out. And the group disbanded as a result.
			3. [sadly] Though it's been many years since that decision, I've always regretted it, so this seems like a chance to put things right.
				1. **What made you pull out of the raid?**

[warmly] Call me sentimental, but it was love. Niya, my wife, had just found out she was pregnant, and decided not to join in.

She encouraged me to go, but for the first time in my life I had something to lose, someone I’d be leaving behind if things went south.

[pained] Most of my friends kept on adventuring, most died in the trade. I wonder, had we pulled that off, would they have retired? Would they have lived?

**If they had earned enough, then likely yes.**

That's what I fear. Then I doomed them to that fate.

You get a lot of ghosts for company at my age. Before I die, I want to look them in the eye without any regrets, even if this is my swan song. [back to options] [unlock **OFFER OF HELP**]

**No, the thrill would have kept them adventuring.**

I know many who'd agree, but I am one who turned my back on it.

You get a lot of ghosts for company at my age. Before I die, I want to look them in the eye without any regrets, even if this is my swan song. [back to options] [unlock **OFFER OF HELP**]

* 1. **Maybe another time.**
		+ 1. [with laughter] Ha, that's the right choice! I can go on, you need to stop me sometimes. If you have time to kill, you know where to find me. [back to options] [unlock **BACKSTORY REVISITED**]
1. [locked - **BACKSTORY REVISITED**] **Tell me about why you were looking for dwemer ruins.**
	1. [go to 3.1.1.1.]
2. **What can you tell me about Hestra's Nest?**
	1. The locals are a bunch of outcasts and weirdos. Which works for me - I fit right in here, hah!
	2. [tired] Everyone has their own reasons for finding their way here, but most seem to be Forsworn. I like to stay out of politics though, gives me a migraine...
		1. **Who are the Forsworn?**
			1. [humorously] Ha, I asked the same question when I arrived - some looked at me as if I were a Falmer, far removed from the world.
			2. [warily] They're natives of The Reach. They believe that they should have their own rule and they like causing trouble for those in charge of Skyrim.
				1. **It sounds like a cause worth fighting for.**

[warily] Well, if that's what you're looking for, then I can't help you. Ask around though, there're plenty here who'd appreciate the support. [back to options]

* + - * 1. **Sounds like trouble, I'll stay out of it.**

Smart idea, I'm doing the same. I've seen far too many political squabbles to think it will end well. [back to options]

* + - * 1. **I fought some Forsworn on the way here.**

[pleased] Heh, sounds like you've got some fight in you! If I were you, I'd keep that to yourself round here - some won't take kindly to it. [back to options]

* + 1. **Are there any places of interest?**
			1. Well there's the Rickety Mine - it's goblin infested and occasionally they spill out, but there's plenty around here to fight them off.
			2. [warmly] My favourite place is the Madancha tree, the huge oak tree not far from here. It's a lovely place to soak in the nature of the valley.
			3. [solemn] Finally there's Drgmz Chleft, which is the dwemer ruins. Only the strong come back out of there, so be careful. [back to root]
1. [If player has finished Swan Song quest] **How are you doing after the ruins?**
	1. [peaceful] I slept soundly for the first time in a long while. With your help, I know now that my companions have been honoured.
	2. [uncertain] I spent so long planning to enter that ruin and preparing for my death there. I didn't make any plans for what to do afterwards.
	3. [thoughtful] I'm going to help Silde and Velith for a while to make amends, but afterwards... who knows. I've never met my grandchildren, that would be nice. [back to options]