

# Live by the Sword

Five new Daggerfall quests for the seasoned fighters guild member

By GhanBuriGhan

## ***What this is***

Thank you for downloading this little Daggerfall addon.

This package contains five new quests for fighters guild members. I tried to make them a little more interesting than the many standard FedEx quests for this guild. Also most of these quests can play out differently if played again or at least have alternative dialogue, so replayability should be good.

These are the quest:

- A long expected party (M0b40y30)
- The dragons nest (M0b60y31)
- Hunt the lost souls (M0b50y32)
- Giants in the palace gardens (M0b30y33)
- The kingdom beneath (M0b50y34)

## ***Installation:***

Move the lbsword directory to your daggerfall base directory (usually c:\dagger).

**If your install file is not c:\dagger, edit the batchfiles accordingly!**

There are two ways to install these quests:

1) the normal (and recommended) way is to simply copy the quest files (.qbn and .qrc) into your arena2 directory of your Daggerfall installation. The quests will then come up normally in the game, and you will need the respective minimum reputation with the guild to be offered the quest. You can use instqst.bat for this purpose.

2) I have also provided a batch file called testqst.bat. Edit it to set the paths to your daggerfall installation if it is not in c:\dagger. This will do the following:

- back up all your fighters guild quests from the arena2 directory
- Copy my quests to the arena2 directory and rename them in order to set the minimum reputation to 0

This lets you play through the "live by the sword" quests exclusively. Be warned however, that these quests might be too hard for a low level character. I have tested them with my level 7 battlemage and still died on rare occasions. Use untest.bat to restore the original quests.

If you want to have more detailed information about the quests, read the "spoiler.doc". If you are into making quests yourself, you are welcome to take a look at the source files (.src) which are included in the source folder. They are for use with the Template quest compiler.

Have fun! I am happy if I get feedback on how you like this addon:  
mail to GhanBuriGhan@gmx.net

## ***Acknowledgements***

I would like to thank and express my respect to Donald Tipton, author of the Template system. Its the closest we will ever come to a DF TES construction set. Its a surprisingly advanced tool for DF quest creation, and its a pity it has not seen more widespread use. If you are interested in making quests, check it out at <http://home1.gte.net/cucumatz/quests.html> Without his quest compiler and decompiler I would have given up making quests for DF very quickly.

I also want to thank all the other people who have hacked DF and unravelled the mysteries of .qrc and .qbn.

Will I make any more quests? Yes, that's the plan. For Daggerfall? Well, that depends on the release date for MW.

## **Spoilers**

You should only read this if you are very uncertain if you want to install these quests and need to know more about them. Major spoilers ahead!

### ***A long expected party (M0b40y30)***

This quest lets you do guard duty at a party held at a local Tavern. A random choice of three events can take place:

1. You have to challenge a thief and some other thugs might also come in to disturb the party.
2. A beggar hassles the guests and some other rabble might pick a fight with you.  
In both of these, the host might react badly if you take to long to handle the situation.
3. One of the guest has a bad trip and you must rush him/her to the nearest temple for the rescue. There is a time limit on this.

### ***The dragons nest (M0b60y31)***

A group of Dragonlings has hatched in a dungeon, and your old friend the guildmaster gives you a hint where to find them. The Knightly Order is after the honour as well, so you are not only up against the Dragonlings, but also against some opposition from the knights. They may even try to bribe you!

Once you get there it turns out that there are even more Dragonlings than the guildmaster expected. But the treasure is worth the effort!

### ***Hunt the lost souls (M0b50y32)***

A vampire hunter takes you along on his quest. You have to find two contacts (one of them a vampire willing to be cured) before you can find and take on the ancient vampire in his dungeon. At some point vampires will start stalking you. After hurting the vampire ancient, a flock of bats tries to take revenge for their master. After successfully killing the vampire ancient and leaving the dungeon, the vampire hunter will give you your reward and the quest is done.

### ***Giants in the palace gardens (M0b30y33)***

Once again Giants are plaguing a town, but this time its not a dungeon crawl. Instead they will be waiting right outside of the palace of the noble that has ordered your assistance, after you have talked to him. It turns out that the Giants are keeping some trained sabretooth tigers as pets, that soon join the fun.

### ***The kingdom beneath (M0b50y34)***

A seemingly harmless task, offing some undead that are haunting a temple. Once there, you might already be surprised at the rather intense opposition (either Skeletons, Mummys or Zombies), but It might turn out there is an even worse evil behind all this. You can return to the fighters guild and get your reward, but if you want, you may follow a hint that leads you to a dungeon where an ancient lich has taken residence, raising an army of undead, that will hunt you mercilessly. He himself carries the Necromancers Amulet (if the PC doesn't have it already). However the second part of this adventure will not always be available.

For even more spoilers refer to the quest sources in the source folder.