

The Murder of Jean d'Elesse

An *Elder Scrolls: Oblivion* Quest Line

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Project Proposal

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Roles & Responsibilities

Thomas Hoeg, Level Designer

- Interior Spaces
 - Tavern
 - Jean d'Esse's House
 - Justin Landace's House
- Main Quest
 - NPCs
 - Dialog
 - Scripting

Charles Butler, Level Designer

- Exterior Spaces
- Interior Spaces
 - Guard Hall
- Side Quests
 - NPCs
 - Dialog
 - Scripting

Quests

Main Quest – The Hearing

1. Player receives letter from distant cousin, Jean d'Esse (begins quest and teleports player to town)
2. Player arrives in town and discovers cousin's corpse with Justin Landace standing over it. Guards arrive soon after and arrest both men.
3. Guards release player and inform him there will be a hearing in 12 hours to decide his fate. Guards also inform the player he cannot leave town.
4. Player meets Justin Landace, the other suspect in the murder. Justin requests player's help in proving their innocence by finding the real killer.
5. Player meets Ral Redon. He tells the player the only way he can escape is to frame Justin.
6. Player must convince the two key witnesses (the blacksmith and the constable) of his innocence. He can do this by:
 - a. Raising their disposition through bribery and speechcraft OR
 - b. Using evidence that was found/planted in one of the side quests
7. Player attends hearing and listens to the testimonies of the key witnesses
8. Quest can resolve in one of four ways:
 - a. **GOOD ENDING** – The evidence recovered indicates that Ral is the actual killer. Guards arrest Ral, and they release the player and Justin. Justin thanks player for his help and gives him a valuable amulet as a reward.

- b. **EVIL ENDING** – The evidence planted indicates that Justin committed the crime. The guards send him to jail and release the player. Ral thanks player for his help and gives him some gold as a reward.
- c. **NEUTRAL ENDING** – The player manages to convince the key witnesses that he is not the killer, but there is not enough evidence to convict anyone. Guards release the player and Justin and close the case.
- d. **BAD ENDING** – The player does not convince both witnesses before the hearing and there is enough evidence to convict the player. Guards send player to a local prison to serve out his sentence.

Side Quests

The Weapon

1. Player hears about the unique wound and murder weapon from blacksmith
2. Player talks to people to find the weapon
3. Justin suggests they find the weapon's true owner
4. Ral suggests the player plant the weapon in Justin's house
5. Player can do one of two things with weapon:
 - a. **GOOD CHOICE:** Use it to convince the blacksmith of his innocence
 - b. **EVIL CHOICE:** Plant the weapon in Justin's house

The Motive

1. Player hears about need for motive from the Constable
2. Justin suggests player break into Jean's house in order to find evidence
3. Ral suggests player break into Jean's house in order to plant evidence
4. Player choose to do one of two things:
 - a. **GOOD CHOICE:** Find letter from Ral in Jean's house and bring it to the Constable
 - b. **EVIL CHOICE:** Plant the letter forged by Ral somewhere in Jean's house

Environments

Exterior

This mod takes place primarily in village of Ahnshil, a small border town in the far eastern reaches of Cyrodil near the Valus Mountains and the border to Morrowind. It consists of a walled area containing a handful of structures. The central structure is the town's Keep, and the other main point of interest for the townspeople is the local tavern. There are a number of other residential structures within the walls, though only two others are directly involved with the story. Due to the late hour, there will be very little activity on the street. Additionally, one can see a scattering of structures outside the walls as well as desolate, hilly landscape, indicating both the remoteness of the location as well as its connection to a larger world.

Interiors

As the story will take place entirely at night, only four interior structures are accessible to the player.

The Keep

Only a small part of the keep designated as the guard headquarters is accessible. This is where the player will be taken upon arrest and return to for the trial. Only the things needed for the daily business of guarding the small town sparsely populate this area.

The Tavern

This is the only tavern within a day's riding distance of the town, so it functions as the primary social point for many of the townspeople as well as for any travelers who have wandered this far from Cyrodil proper. It must stay very well stocked with ale and other spirits since the distance can make replenishing supplies a rather infrequent occurrence. Its proprietor attempts to maintain a comfortable feel so patrons can think of it as a "home away from home".

Jean d'Esse's House

This is the home of the victim. She kept what was once a beautiful and tidy home, but her home appears to have been ransacked recently (possibly by guards in search evidence or possibly by someone more nefarious).

Justin Landace's House

This is the home of the other man found near the body. He is a relatively prosperous merchant from the town and kept a suitably furnished home.

Quest Start

The quest will start in the merchant district of the Imperial city, though no modification of the environment is required.

NPCs

- **Courier:** Young boy who delivers the letter to the player and begins the quest.
- **Jean d'Esse:** The sender of the letter, and a distant cousin of the player. The player arrives in Ahnshil to find the young lady's lifeless body lying in the street.
- **Justin Landace:** A local merchant found near the body along with the player. He had been openly courting Jean for a number of months and becomes one of the key suspects in her murder.
- **Ral Redon:** Shadowy figure who insists on helping the player to avoid conviction through what may be less than ethical means.
- **Constable Elrand:** Constable for the town's guards. The player may try to influence his testimony about the murder.
- **Smithy Roark:** The town's blacksmith. He may be able to provide expert testimony concerning the murder weapon at the trial.
- **Barkeep Tolan:** A jolly and cheerful beast of a man who runs and keeps order in the town's tavern.

- **Guard Captain McKee:** Captain of the town guard. He will preside over the murder trial.
- **Guards:** Various generic guards
- **Townsppeople:** Various generic townspeople

Assets

Oblivion Assets

The town of Ahnshil primarily uses Chorrol-style assets with most of the structures being middle class housing. Key structures within the town are a small keep, a tavern, and the houses of Jean d'Esse and Justin Landace.

Quests

Quest	Description	# of States
The Hearing	MAIN QUEST: Player must prove his innocence in the murder of JEAN	12
The Weapon	SIDE QUEST: Player recovers murder weapon and uses it to prove his innocence	5
The Motive	SIDE QUEST: Player recovers/plants a letter and uses it to prove his innocence	4

Conversations

Owner	Topic	Description	Condition
Courier	GREETING	Gives player letter	Main Quest Stage == 0
Justin	GREETING	Proclaims innocence	Main Quest Stage == 10
Guard	GREETING	Arrests player and Justin	Main Quest Stage == 10
Guard	GREETING	Releases player and informs him about hearing	Main Quest Stage == 10
Captain	Hearing	Explains hearing and witnesses	None
Guard	Blacksmith	Tells player about blacksmith and where to find him	None
Captain	Constable	Tells player about Constable and where to find him	None
Guard	Justin	Tells player about Justin	None
Captain	Jean	Talks about who the victim was	None
Guard	Weapon	Talks about importance of finding weapon, tells player to talk to blacksmith	None
Captain	Motive	Talks about importance of establishing motive, tells player to talk to Constable	None
Justin	GREETING	Introduces himself to the player	Main Quest Stage == 20
Justin	Hearing	Asks for the player's help in finding the real killer	None
Justin	Blacksmith	Talks about importance of getting blacksmith's help to find real killer	None
Justin	Constable	Talks about importance of getting Constable's help to find real killer	None
Justin	Justin	Talks about himself	None
Justin	Jean	Talks about his relationship with Jean	None
Justin	Weapon	Tells player to talk to townpeople	Player does not have murder weapon
Justin	Weapon	Tells player to talk to the blacksmith	Player has murder weapon

Justin	Weapon	Thanks player for help with weapon	Weapon Side Quest Stage == 30
Justin	Weapon	Worried/confused about guard's finding weapon	Weapon Side Quest Stage == 40
Justin	Motive	Tells player to investigate Jean's house	Player does not have good letter
Justin	Motive	Tells player to talk to Constable	Player has good letter
Justin	Motive	Thanks player for help with letter	Motive Side Quest Stage == 20
Justin	Motive	Worried/confused about guard's finding letter	Motive Side Quest Stage == 30
Ral	GREETING	Introduces himself to the player	Main Quest Stage == 30
Ral	Hearing	Tells the player he needs to frame Justin	None
Ral	Blacksmith	Talks about importance of getting blacksmith's help to frame Justin	None
Ral	Constable	Talks about importance of getting Constable's help to frame Justin	None
Ral	Justin	Tells player Justin is bad and cannot be trusted	None
Ral	Jean	Says he doesn't wish to talk about her	None
Ral	Weapon	Tells player to talk to townpeople	Player does not have murder weapon
Ral	Weapon	Tells player to plant weapon in Justin's house	Player has murder weapon
Ral	Weapon	Annoyed about giving blacksmith weapon	Weapon Side Quest Stage == 30
Ral	Weapon	Reassures player about planting weapon	Weapon Side Quest Stage == 40
Ral	Motive	Tells player to plant forged letter in Jean's house (gives letter)	Motive Side Quest Stage == 10
Ral	Motive	Tells player to talk to Constable	Player has planted letter
Ral	Motive	Annoyed about giving Constable good letter	Motive Side Quest Stage == 20
Ral	Motive	Reassures player about planting forged letter	Motive Side Quest Stage == 30
Bartender	GREETING	Welcomes player to the tavern	None
Bartender	Hearing	Wishes player best of luck at hearing	None
Bartender	Blacksmith	Talks about blacksmith and where to find him	None
Bartender	Constable	Talks about Constable and where to find him	None
Bartender	Justin	Talks about Justin and where to find him	None
Bartender	Jean	Laments Jean's death	None
Bartender	Weapon	Tells player to talk to blacksmith	None
Bartender	Motive	Tells player to talk to Constable	None
Constable	GREETING	Introduces himself to the player	None
Constable	Hearing	Talks about his role in the hearing	None
Constable	Blacksmith	Talks about blacksmith and where to find him	None
Constable	Constable	Talks a little bit about himself	None
Constable	Justin	Talks about Justin	None
Constable	Jean	Discusses circumstances surrounding Jean's death	None
Constable	Weapon	Tells player to talk to blacksmith Talks about how he is attempting to find killer's motive	None Motive Side Quest Stage <= 10
Constable	Motive	Convinced of innocence and Ral's guilt	Player has good letter
Constable	Motive	Convinced of innocence and Justin 's guilt	Player has planted forged letter
Blacksmith	GREETING	Introduces himself to the player	None
Blacksmith	Hearing	Talks about his role in the hearing	None
Blacksmith	Blacksmith	Talks a little bit about himself	None
Blacksmith	Constable	Talks about Constable and where to find him	None
Blacksmith	Justin	Talks about Justin	None
Blacksmith	Jean	Discusses circumstances surrounding Jean's death	None
Blacksmith	Weapon	Talks about strange wound left by murder weapon	Weapon Side Quest Stage <= 10

Blacksmith	Weapon	Identifies weapon's owner, convinced of innocence and Ral's guilt	Player has murder weapon
Blacksmith	Weapon	Tells player they found weapon, convinced of innocence and Justin's guilt	Player has planted murder weapon
Blacksmith	Motive	Tells player to talk to Constable	None
Guard	GREETING	Tells player he cannot leave town	Main Quest Stage >=10 && < 80
Guard	GREETING	Offers to take player back to imperial city	Main Quest Stage >=90
Townsppeople	GREETING	Say hello to player	None
Townsppeople	Hearing	Wishes player luck at hearing	None
Townsppeople	Blacksmith	Talks about blacksmith	None
Townsppeople	Constable	Talks about Constable	None
Townsppeople	Justin	Talks about Justin	None
Townsppeople	Jean	Laments Jean's death	None
Townsppeople	Weapon	Give player clues to find weapon	None
Townsppeople	Motive	Talk about potential motives	None
Constable @ Hearing	NONE	Presents evidence against Ral	Motive Side Quest Stage == 20
Constable @ Hearing	NONE	Presents evidence against Justin	Motive Side Quest Stage == 30
Constable @ Hearing	NONE	Presents evidence exonerating player	Player convinced Constable
Constable @ Hearing	NONE	Presents evidence against player	Player did not convince Constable
Blacksmith @ Hearing	NONE	Presents evidence against Ral	Weapon Side Quest Stage == 30
Blacksmith @ Hearing	NONE	Presents evidence against Justin	Weapon Side Quest Stage == 40
Blacksmith @ Hearing	NONE	Presents evidence exonerating player	Player convinced blacksmith
Blacksmith @ Hearing	NONE	Presents evidence against player	Player did not convince blacksmith
Guard Captain @ Hearing	NONE	Sends guards to arrest Ral, releases Justin and player	Motive Side Quest Stage == 20 && Weapon Side Quest Stage == 30
Guard Captain @ Hearing	NONE	Convicts Justin, releases player	Motive Side Quest Stage == 30 && Weapon Side Quest Stage == 40
Guard Captain @ Hearing	NONE	Convicts no one, releases Justin and player	Player convinced blacksmith & Constable
Guard Captain @ Hearing	NONE	Convicts player and sends him to jail	Player did not convince blacksmith and Constable
Justin	GREETING	Thanks player for his help and gives reward	Main Quest Stage == 90
Ral	GREETING	Thanks player for his help and gives reward	Main Quest Stage == 100

Scripting

Script	Description	Used On...
Courier Script	Courier approaches player in Imperial City - Market District and gives him letter	Courier (NPC)
Letter Script	Reading letter begins quest and teleports player to town	Letter (Item)
Arrest Script	Guards arrest player in town and transport him to Guard Hall	Guard (NPC)
Release Script	Player is released from guard custody, and allowed to explore the town	Guard (NPC)

Justin Script 1	Justin initiates conversation with player as he is leaving Guard Hall	Justin (NPC)
Ral Script 1	Ral initiates conversation with player as he is approaching Bar	Ral (NPC)
Blacksmith Script	Player convinces blacksmith using disposition or evidence	Blacksmith (NPC)
Constable Script	Player convinces Constable using disposition or evidence	Constable (NPC)
Hearing Script	Player watches key witnesses give testimony	Player
Good Ending Script	Guards arrest Ral, and release player and Justin	Guard (NPC)
Justin Script 2	Justin rewards player for his help	Justin (NPC)
Evil Ending Script	Guards convict Justin, and take him to jail	Guard (NPC)
Ral Script 2	Ral rewards player for his help	Ral (NPC)
Neutral Ending Script	Guards convict no one, and release player and Justin	Guard (NPC)
Bad Ending Script	Guards convict player and take him to jail	Guard (NPC)
Weapon Script	Weapon detects if it has been planted and advances side quest	Weapon (Item)
Forged Letter Script	Forged letter detects if it has been planted and advances side quest	Forged Letter (Item)