

Several broken quests from the final 213 patch release of Daggerfall(TM) can be fixed by unzipping these quest files into the ARENA2 subdirectory of the Daggerfall installation directory.

These fixes will probably work with earlier patches to Daggerfall(TM), but they have not been tested against any version but the final 213 release.

If an existing save game has any of these quests open in it, you must finish those quests before installing this patch if you want these changes to affect the player character in that save game. The quest messages should be backwards compatible, but Daggerfall may have different ideas about changing horses midstream, so to speak. In any event, the changes to the quest scenario will not be available until the player character obtains a fresh offer for one of these quests.

Changes to the main quest are only available to PCs who have not already accepted the startup for the subplot in question. The main quest driver, S0000999, is acquired as soon as the PC leaves the starter dungeon exit to the outside world.

Quest Changes

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Daedra quests

40c00y00 -- Nocturnal's quest for the Skeleton Key artifact is broken, and flogs the player with spurious messages having nothing to do with the subplot being followed. The repair also makes it possible to redeem the player's standing with Nocturnal, and garner two artifacts from this quest.

Main quests

s00000004 -- Morgiah's quest fails to make the announcement of her betrothal permanent. This patch makes it so.

s00000007 -- As a courtesy to Were players, an alternative ending to the Were assassination plot has been supplied.

s00009999 -- Main quest driver starting up subplots as the player character advances in level. The original contains hidden dependencies between the subplots, which could stall the main story if the player happened to choose a subplot order that violated these hidden assumptions. This patch severs the dependencies, allowing each subplot to unfold without affecting

the game's ability to track properly which subplots have been performed.

Peasant quests

a0c00y12 -- Non-member quest to retrieve a stolen book. The original contained a typing error which caused the daily schedule of an NPC to put him in two places at once, which makes him fairly hard to locate. This patch fixes the overlapped schedule times.

Royalty quests

r0c30y25 -- Deliver a bar of gold. The wrong province number was used for a special encounter.
r0c4xy23 -- Deliver a rare book against daedric intervention. The wrong province number was used for a special encounter.

Temple quests

c0c00y10 -- Non-member quest to cure a sick NPC. The original performs a nonsense task if the player chooses one subplot offered by the quest.
c0b00y02 -- Member quest to research/perform exorcism. The handling of quest items in the original was broken, and so the player could be flogged by BAD DAGTEXT errors and BLANK messages, depending on the order in which the subplots were pursued.

Thief's guild quests

o0b00y00 -- Member quest to help a 'family member.'
o0b10y00 These two quests are identical. But, they also contain nonsense logic for subplot handling, which has been fixed in both cases.
o0b1xy13 -- These quests are all very similar to the help a 'family member' in trouble quest, but increase the difficulty and spoils for the quest as the player improves. And the verisimilitude of the plot has been enhanced.
o0b2xy14
o0b3xy15
o0b4xy16
o0b50y17

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