

Below is a short quest from Beyond Skyrim meant for the Elsweyr region. You can view [additional project details](#) here, and get [a glimpse of Elsweyr](#) here.

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Quest: The Experiment

Summary:

This quest presents the player with a dilemma where choosing morality over power and wealth might not pay off. The once highly respected court physician Covorum invokes the player to use the elixir made from the last sample of Merthorn root in the continent on his daughter Cyprienne, hoping to cure her sickness. The player can earn a small fortune if they do as Covorum asks, or acquire power for themselves if they won't follow Covorum's plan.

Dramatis Personae:

Master Covorum - The 90 years old ostracized court physician. He needs the player to knock out Cyprienne to feed her the Merthorn root.

Cyprienne - Covorum's daughter. The player can choose not to use the Merthorn root on her.

Assets:

Merthorn Root - The item the player will obtain from Covorum upon accepting the quest.

This quest is unlocked upon completion of [Life Infernal](#).

The player receives this quest after selecting option 3 in [Master Covorum's standard dialogue](#). The objective **Subdue Cyprienne** is granted upon reception. A quest marker is set on Cyprienne.

Quest Update:

<_> **Subdue Cyprienne**

Master Covorum needs me to knock out her daughter Cyprienne and feed her the Merthorn root potion. He believes that it's a potent elixir that could cure her illness if consumed. I should go to her room and decide if I'll knock her out and feed her the elixir.

The player is free to visit Cyprienne's room to complete this quest. If the player subdues and feeds Cyprienne the Merthorn root, the objective **Subdue Cyprienne** is completed and the quest merges to [SUBDUE BRANCH below](#).

Upon entry to Cyprienne's room, if the player talks to Cyprienne, the following dialogue will occur:

1. **[scared and curious]** Dear lord! Who are you? Did my father send you?
 - 1.1. **Covorum needs you to try this elixir Cyprienne.**
 - 1.1.1. What? Why, no, I don't want to be a part of that!
 - 1.1.2. **[distressed]** You mustn't listen to my father, he's gone mad since they banished him!
 - 1.1.2.1. **I don't have time for this, good night!**
 - 1.1.2.1.1. **[hopeless]** No, please! **[start combat]** **[merge to SUBDUE BRANCH below]**
 - 1.1.2.2. **Banished? What for?**
 - 1.1.2.2.1. **[anxious]** Fatal experimentation, on people, he tortured others for his own endeavours!
 - 1.1.2.2.2. **[shaky]** I don't know what he's told you, but he doesn't know what he's saying!
 - 1.1.2.2.2.1. **I'm afraid my contract is quite clear!**
 - 1.1.2.2.2.1.1. **[hopeless]** No, please! **[start combat]** **[merge to SUBDUE BRANCH below]**
 - 1.1.2.2.2.2. **Well, it seems I should reconsider his offer then.**
 - 1.1.2.2.2.2.1. **[relieved]** Thank you, kind sir! **[merge to SENSE branch]**
 - 1.2. **Covorum needs you for an experiment, but I've another idea.**
 - 1.2.1. **[shocked]** An experiment? Thank gods you're not going with that!
 - 1.2.2. **[curious]** But what is your plan, then?
 - 1.2.2.1. Your father believes Merthorn has rejuvenation capabilities. I'll see if he's right. **[merge to SELFISH BRANCH]**

[SUBDUE BRANCH]

The player has decided to knock Cyprienne out to feed her the Merthorn root. Once Cyprienne is unconscious the player will have the option to feed her the Merthorn root or to consume the elixir themselves, in which case the player will gain a health regeneration boost and the quest will **merge to SELFISH BRANCH below.**

If Cyprienne is fed the Merthorn root, the objective **Subdue Cyprienne** is complete and the new objective, **Report to Covorum** is granted upon Cyprienne's death

<X> Subdue Cyprienne

<_> Report To Covorum

Covorum must have been wrong, the elixir has killed the poor girl, I must let Covorum know the consequences of his endeavour!

When the player returns to report the happenings to Covorum, the following dialogue option will unlock for the player:

1. **I fed her the elixir Covorum... she died on the spot.**
 - 1.1. What?! My daughter, dead?
 - 1.2. **[sobbing]** Leave me, I must grieve my loss!
 - 1.2.1. **I understand, but I must remind you of our arrangement.**
 - 1.2.1.1. **[failure]** Oh the audacity you have! Leave me at once!
 - 1.2.1.1.1. **My apologies, I'll leave you to grieve for her.**
 - 1.2.1.1.1.1. Yes, please leave now.
 - 1.2.1.1.2. **Remember, you hired me for my expertise in combat? (Intimidation)**
 - 1.2.1.1.2.1. **[success]** Damn you, here's your payment, begone now! [3000 gold added] [back to standard dialogue]
 - 1.2.1.2. **[success]** How insolent! Here, take your due and be gone! [300 gold added] [back to standard dialogue]
 - 1.2.2. **I'm sorry for your loss, grieve as you must.**
 - 1.2.2.1. Thank you, just go now. [back to standard dialogue]

When the player completes the objective **Report to Covorum**, the quest is completed.

Quest Complete:

<X> Report to Covorum

I have fed the Merthorn root to Cyprienne, leading her to her demise. I reported the incident to Covorum, causing him great sorrow.

The Experiment is marked as complete.

[SELFISH BRANCH]

If the player decided to consume the Merthorn root himself, then the player is awarded a health regeneration boost.

Once the elixir is consumed, the objective **Subdue Cyprienne** will fail and the new objective, **Report To Covorum** is granted.

<X> Subdue Cyprienne

<_> Report To Covorum

I've consumed the Merthorn root, Covorum was right, it does have rejuvenating powers. I'll let him know before I leave.

When the player returns to Covorum, the following dialogue option will be unlocked:

1. **I tried your elixir, it does work!**
 - 1.1. **[agitated]** You tried it?!

- 1.2. [accusive] That was the last sample in the whole continent, what about my daughter?
- 1.2.1. She'll be fine. What about my payment?
 - 1.2.1.1. You have violated your contract, forget your payment!
 - 1.2.1.1.1. Our contract was, that I tested your elixir, and I did!
 - 1.2.1.1.2. [failure] Oh the audacity you have! Leave me at once!
 - 1.2.1.1.2.1. Fine, I'm considering that elixir my payment.
 - 1.2.1.1.2.1.1. Please leave now.
 - 1.2.1.1.2.2. Remember, you hired me for my expertise in combat? (Intimidation)
 - 1.2.1.1.2.2.1. [success] Damn you, here's your payment, begone now! [3000 gold added] [back to standard dialogue]
 - 1.2.1.1.3. [success] How insolent! Here, take your due and be gone! [300 gold added] [back to standard dialogue]

When the player completes the objective **Report to Covorum**, the quest is completed.

Quest Complete:

<X> **Report to Covorum**

I've decided to use the Merthorn root elixir on myself, it's better used on me than a sickly little girl.

The Experiment is marked as complete.

[SENSE BRANCH]

If the player decided not to follow Covorum's plan, the objective **Subdue Cyprienne** will fail and the new objective, **Report To Covorum** is granted.

<X> **Subdue Cyprienne**

<_> **Report To Covorum**

When the player returns to Covorum, the following dialogue option will be unlocked:

- 1. **Your daughter told me about your past Covorum, we're done here.**
 - 1.1. [agitated] And why is that?
 - 1.1.1. **You experimented on people, and caused their deaths!**
 - 1.1.1.1. [furious] I'm a physician, I was helping them, you dimwit!
 - 1.1.1.1.1. I'll see myself out, master physician.
- 2. **I've tried the elixir on myself, it almost killed me! (Lie)**
 - 2.1. [confused, then accusive] What, why? That was the last sample in the whole continent, what about my daughter?

- 2.1.1. I won't put someone in danger's way for an insane experiment!
 - 2.1.1.1. [demeaning] Is that so? It seems I have no use for you here, bag it!
 - 2.1.1.2. I understand, but I must remind you of our arrangement.
 - 2.1.1.2.1. [failure] Oh the audacity you have! Leave me at once!
 - 2.1.1.2.1.1. I'll leave, but you should pull yourself together old man.
 - 2.1.1.2.1.1.1. Yes, please leave now.
 - 2.1.1.2.1.2. Remember, you hired me for my expertise in combat? (Intimidation)
 - 2.1.1.2.1.2.1. [success] Damn you, here's your payment, begone now! [3000 gold added] [back to standard dialogue]
 - 2.1.1.2.2. [success] How insolent! Here, take your due and be gone! [300 gold added] [back to standard dialogue]
 - 2.1.1.3. You're lucky I won't report this to authorities, old man.
 - 2.1.1.3.1. Thank you, just go now. [back to standard dialogue]

When the player completes the objective **Report to Covorum**, the quest is completed.

Quest Complete:

<X> **Report to Covorum**

I've decided not to use the Merthorn root. Covorum is resentful for that, but her daughter is relieved.

The Experiment is marked as complete.