

HTBEA After Hours:

Send Adventurers On Quests: *The Sechlero presents the Emperor with a set of adventurers for the player to send on quests in order to reap the benefits of their exploits.*

If the player enters the Elder Council chambers after hours (once all the day's main events have been completed), they will be force-greeted by the Sechlero as follows:

Sechlero:

1. Ah, Your Highness!
2. I know the hour is late, but a ruler's work is never done!
3. I have some rather pressing errands that I believe only you, in your infinite wisdom, can allocate.
4. If you'll accompany me to the throne room, I'll explain further.

The player then follows the Sechlero into the throne room, where a table with a set of scrolls awaits on a desk on one side of the room. The Sechlero crosses the room and positions himself behind the desk.

NEW OBJECTIVE:

<> Sit on the throne.

On interaction with the throne, the Sechlero will begin speaking.

OBJECTIVE COMPLETE:

<X> Sit on the throne.

Sechlero:

1. As you can see, Your Majesty, I have some errands that must be attended to.
2. Why anyone would wish to venture forth into such dangerously exciting exploits, I'll never understand.
3. Regardless, I have some quests here that require completion.
4. **[If male]** Who better to allocate such dire tasks but the Dragonborn himself?
5. **[If female]** Who better to allocate such dire tasks but the Dragonborn herself?
 - 5.1. Very well. Let's get on with it.**
 - 5.1.1. Excellent. I knew you'd be the best person for the job.
 - 5.1.2. Not literally, of course, those days are long past.
 - 5.1.3. No offence, Your Majesty. **[END DIALOGUE]**
 - 5.2. You know, I used to be an adventurer once...**
 - 5.2.1. And then you took an arrow to the knee? Very good, Your Majesty, very good!
 - 5.2.2. Now, let's return to the matter at hand. **[Back to 5.1 options]**

NEW OBJECTIVE:

<> Choose an adventurer to send on the Sechlero's quests.

The Sechlero will begin reading aloud from the scrolls as follows.

Sechlero:

1. Let us begin with the purging of Fellglow Keep.
2. The Guard has sent reports of a particularly vicious breed of creature inhabiting the once glorious fort.
3. You'll recall this is a favoured haunt of mages and other vile beasts from your own daring days of adventure, my liege.
 - 3.1. It wasn't that long ago, Sechlero.**
 - 3.1.1. Quite right, Your Majesty, you're the perpetual embodiment of youth!
 - 3.1.2. I daresay you'd still be able to clear these fiends out with ease, even now.
 - 3.1.2.1. Then it's settled, I shall go!**
 - 3.1.2.1.1. Oh....erm...I'm afraid that's out of the question, Your Majesty.
 - 3.1.2.1.2. Still, the realm appreciates your enthusiasm! [\[Merge to 4\]](#)
 - 3.1.2.2. I have more important things to deal with now.**
 - 3.1.2.2.1. I quite agree.
 - 3.1.2.2.2. Now, if I may continue. [\[Merge to 4\]](#)
 - 3.2. I don't think I've ever been there.**
 - 3.2.1. Really? Ah, well. Allow me to further explain. [\[Merge to 4\]](#)
 - 3.3. Yes, of course. Please continue.**
 - 3.3.1. Thank you, Your Majesty. [\[Merge to 4\]](#)
 4. The keep has been somewhat overrun by what appears to be a brood of vampiric sorcerers.
 5. Naturally, this foulness cannot be left unchecked.
 6. We must send someone to slay these foul creatures and restore Fellglow Keep to a bastion of decency.
 7. Allow me to present Your Majesty with the following brave adventurers, for your selection.
 8. From the beautiful tundras of Whiterun, Valgar Dagbrand offers his axe to aid the Empire.
 9. Or, we can instruct the services of Agnes Boar-Bristle, one of Riften's finest assassins.
 10. Finally, Kjatus Larsson, the Hunter of Hjaalmarch, offers the Empire his keen eye and swift arrows.
 11. The choice is yours, my liege.
 - 11.1. Tell me about Valgar.**
 - 11.1.1. A true warrior with an extensive track record, Your Majesty.
 - 11.1.2. Valgar makes up for in ferocity what he lacks in politeness.
 - 11.1.3. He will get the job done and return with spoils aplenty.
 - 11.1.4. You'll just have to ensure his ego is stroked sufficiently in return. [\[Back to options\]](#)
 - 11.2. Tell me about Agnes.**

- 11.2.1. Perhaps the finest assassin Riften has ever produced.
- 11.2.2. Rumour has it she's capable of moving in the shadows like the mist.
- 11.2.3. Not someone you'd want hunting you, that's for certain.
- 11.2.4. She'll get the job done quickly and quietly, but she will expect a handsome reward for doing so. [\[Back to options\]](#)

11.3. Tell me about Kjatus.

- 11.3.1. The Hunter of Hjaalmarch! He's a reliable one, Your Majesty.
- 11.3.2. It's been said he can stop a Sabre Cat with one arrow.
- 11.3.3. He'll get the keep cleared from a distance without bloodying his own tunic.
- 11.3.4. I am unsure as to what he will expect in return, however. [\[Back to options\]](#)

11.4. I'm ready to make a decision.

- 11.4.1. Very well, your Majesty. Whom shall we send on this perilous expedition?

11.4.2. I choose Valgar Dagbrand for this quest.

- 11.4.2.1. An excellent choice! I shall send word to him right away. [\[END DIALOGUE\]](#)

11.4.3. I choose Agnes Boar-Bristle for this quest.

- 11.4.3.1. Your wish is my command, Your Majesty. I shall send for her at once. [\[END DIALOGUE\]](#)

11.4.4. I choose Kjatus Larsson for this quest.

- 11.4.4.1. Very good, Your Majesty. I shall send word to him immediately. [\[END DIALOGUE\]](#)

OBJECTIVE COMPLETE:

<X> Choose an adventurer to send on the Sechlero's quests.