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Grelod the kind mod

I came to Riften late in the day and walked into an orphanage about 9PM unsure how I'd handle it, maybe talk my way out?? After all that, he's just a kid, how bad could it be? When I walk in, I hear her talking to the kids, and I don't need any more time to decide the child was right, she had to die. I go invisible and i sh your way into her room, squeeze into a dark corner (the one on the head of her bed away from the door, no traffic to run into me) and wait. But I can't decide how to kill her. I mean, what's best for the kids. She poisoned her in her sleep, yes, that's perfect, without blood, only pure death had a bum ticker. I reach for my pack, I'm not looking for a known poison to use health damage, paralysis and health retention I've warned them this is a special mix. Not experienced enough to put it in her pocket, geuss I will have to inject with an arrow then obtain an arrow. Shit, I'm going to have to make more out of this poison, damn late. I leave quickly and come back at 4:00 with poison. Time is short and I feel the pressure on the rising ray of the sun in the eastern sky. Closing the lock's fast, and I'm inside, slowly coming towards her room. The kids are still asleep, and everything's still there until I reach the leg of the Grelods bed. Suddenly Grelod gets up and starts walking towards the tables in the main hall. I'm not perfect, but I'm still hidden, so I'm poisoning my bow and aiming. The heater was sitting at the table when I took the arrow. When my arrow takes off, all the kids get up, everyone sees her shinging the arrow in her head. I was aiming high in the sniffer. No one flirts on my back, and then two kids start cheering, and I think I remember another laugh. So I raise my head high, break the lid as I cover my bow and walk out the front door peacefully. I agree with you that her killing is an extreme act. That said, depending on the game gives you only 2 possible options (despite the really real-life option, you would have a great chance to at least try to solve such a situation): 1.Ignore the situation, what you would say is morally neutral as it does not harm anyone, but you nearly ignore someone else hurrtng someone else into a situation that you are just a bastander. But some would say that ignoring evil is inherently evil. 2.Kill her, what is a separable choice that can be seen as evil, morally gray or a good choice, depending on the views. The outcome seems, at least in the short term and perhaps in a visible long-term outcome, almost entirely positive for all involved (almost as an exception is Grelod, as they kill it). Of these two approaches, I believe that the second is better, because at least you punish (even if the penalty is disproportionate) to the culprit as opposed to allowing that person to harm the innocent and ultimately to make that choice Everyone involved seems to be coming back. Of course, it would be realistic, very easy to solve the situation without killing her. It could be like riften , you can simply convince the authority to close Gerlod and given that it is not very like anyone and meets the standard of evidence should not be very difficult (I doubt that the standard is even as high as in modern Western communities, if necessary in such a case) it would be easy. Even if for some reason this failed or we did not have links/say between the authoritarians, you could at least try to undermine it (at least you would have an additional justification, because you were trying to solve the case by other means, which makes it a last resort), approved, as it would be risky, because you could alert the authorities or you could see that it threatened her and the guards could link her death to you (even if out of a purely roleplaying the POV of your character). You could set her up with some crime, steal something (or fake evidence that she's a member of a dark fraternity or a thief guild) and plant it in her room and inform the authorities (or pay someone to do so). UESPWiki – Your source for old scrolls since 1995 Grelod The Kind is the senior sadistic headmaster of the Honorhall orphanage in Riften. He beats up the kids and refuses to allow them to be adopted. Aventus Aretino, a runaway from an orphanage, tries to make contact with the Dark Brotherhood and arrange for her murder. She's quite poor, as her clothes prove: a simple set of dresses and boots on the farm. He wears exactly 15 gold and a copy of the rare book Pig Children. Without a better job in life, Grelod spends all day surrounded by children he hates since waking up at 5am until he goes to bed at 1am. When he doesn't yell at his assistant Constance Michel, he isolates himself in a room or wanders restlessly around the orphanage, occasionally cooking a meal in a sleeping room. At 10am, he escorts four children out to the small courtyard behind the house and watches them play for an hour. At 3:00 p.m., orphans are allowed an hour's meal, and Grelod will join them. The only exception to this routine is when you first walk into an orphanage, when she's going to tell her kids in cold blood and basically tell them how worthless they are: No one needs you, no one wants you. Heater: Those who get rid of their duties will get extra beating. Am I clearly talking? Orphans: Yes, Grelod. Heater: And one more thing! I'm not going to talk about adoption anymore! None of you are going to adopt. Ever! Nobody needs you, nobody wants you. That's why you're here, my dears. Why are you always going to be here until you get to old age and get thrown into this big, horrible world? Now, what do you all say? We love you, Grelod. Thank you for your kindness. Heater: It's better. Now hurry up, my little skins. After this speech, Grelod will return to avoiding children, but asked Constance to reveal the truth about the Honorhall orphanage: Sadly, yes. Even the towns called her Grelod the Kind. Her existence became just a joke. The heater runs this orphanage because she's old. These children need love and comfort. Trying... But... I'm sorry, I should go. Kids aren't on adoption, and it's cruel that they dare. Besides, Grelod hates... Visitors. While Constance sincerely cares about the well-being of residents, the conversation with Grelod herself reveals how hostile she is to everyone: What do you want? You got nothing to be here!, Riff-raff! That's all you riften people are! And this is an orphanage, not a guesthouse. Get out of here. Besides, if you want to hand over one of Dinya Balu's heart pamplaks while spreading love, you'll be immediately rejected: Unless she likes to come down and help me with these rides, I'm not really interested in her blessings. The children in the orphanage aren't the only ones suffering from Grelodo's tyranny and bad moods. Every once in a while, Grelod will scream Constance! And her assistant will respond with a tired yes, Grelod?. This will start a number of vicious complaints about children's behaviour, followed by some lengthy responses from Constance: Grelod: Samuel is becoming a problem. He thinks he's the leader of other kids. Finish this nonsense or I will. Hroar's crying keeps me late at night. I'm going to give you one chance to draw tears out of him, or he'll get a belt. I can't stand Samuel's in-all talk about his parents. They're coming for me. It's only temporary. The boy must accept his fate. Seven septims are missing from my purse. I know it was Runa. You get the coins back, or at Stendarro's, I'll see her rot in jail. This place is dirty. I have the mind to revoke all city privileges unless these brats start to pull their weight. The stores are running out. We're going to have to water the milk again. Besides, I don't want the little darlings to get fat. We haven't had an adoption in months. At this rate, we're going to be stuck with these brats forever. We have to tell. Sell out if you have to. Constance: All right. I'll take care of it. I'll take care of it. You don't have to blow things up from proportion. Please let me handle this. That's not a problem. All right, all right. I'll deal with it. In Windhelm, a former resident of the Honorhall orphanage, Aventus Aretino, lives alone in his former house. He's known all over Skyrim as a child trying to summon the Dark. For murder. When you break into his house, you will find an orphan kneeling next to the skeleton, body parts and lit candles, chanting: Sweet mother, sweet mother, send your child to me, because the sins of the unsest must be baptized in blood and fear., after which either Grelod, you old crone. You'll get what you deserve. The Dark Brotherhood will do it... Or die, Grelod! Die! After a brief introduction, Aventus will explain who he wants to kill: My mother, she... She died. I... I'm all alone now. They sent me to that horrible orphanage in Riften. Honorhall. The principal is an evil, cruel woman. They call it Grelod The Kind. But she's not nice. It's terrible. For all of us. I ran away and came home. And performed the Black Sacrament. You're here now! And you can kill Grelodo. When asked if he was sure of it, he would respond quickly: I've never been more sure of anything in my life. Someone like Grelod doesn't deserve to live another day. He's a monster. At the orphanage, Grelod will now be a little more eloquent, albeit stubborn and impossibly scared. There will be three options, but they will have no bearing on Grelodo, who will just send you away: The Dark Brotherhood has come for you. What? Why dare you? I'm not going to get scared in my orphanage! Get out! Get out of here now! Aventus Aretino says hello. The arrest? Why that little son of a bitch! Tell him I'm coming for him! And when I find him, it's going to be a fight of his miserable life! (Stop keeping your mouth shut) What are you staring at, you worthless piece of garbage? I just have to start locking the door again... After any rejection, she won't talk to you anymore, and she's just going to say, You want to scare me, hmm? Do the worst! Or don't scare me. But if you want to start a dark fraternity, you must fulfill the Aventus Treaty to help it avenge and free the other orphans. The orphans will have more than enough to say about the evil leader of Honorhall, both before and after the work is done: Orphan Before Quest During the Quest Grelod to the Dead Francois Beaulort I hope mommy and father will come for me soon. Since Aventus left, Grelod's been so angry. Miss Grelod is... Well, she's a terrible old crone. No person can be so cruel. I think it's part of the hagraven. Just let us in the yard once. Morning. And he's just standing there watching us. Like I said. Hagraven, I'm sorry. We love you, Dark Brotherhood! Ha ha! Yay! You look kind of scary. But no one is scarier than old Grelode. I can't believe it! The heater's dead! She's really dead! Hroar Please, Sir/Lady, You have to get me out of here. Since Aventus left, Grelod is worse than usual. I swear she's going to kill one of us. I'm not afraid of the old man. I wish Constance was in charge. He treats us very well. Constance, sometimes he gives me little snacks. Which is good, because we only have one meal. Late afternoon, too. Wow! They killed Grelodo! Ha ha! Cheers! Cheers! Somebody killed Grelodo! Ha ha! When Aventus escaped, Grelod was more evil than ever. I really thought she was going to kill one of us. Guess not! I'm really afraid of Grelode. When Aventus escaped, she was so angry. I got double blows that day. I hate her. Everybody hates her. She's the most evil person I've ever met. Sometimes he even locks us in... Room. Constance is trying to stop her, and she's really good for us, but it's never enough. Aventus did it! He got the Dark Brotherhood to kill old Grelodo! Ha ha! The heater's dead! Aventus did it! Ha ha! I hate that here. Grelod The Kind is the most evil person in all skyrim. Kill one person, and you can solve so many problems. I wonder about the possibilities. Samuel, you're here for the baby? Get rid of your luck. The heater won't let us adopt. Especially since Aventus left. Sometimes when he goes into his room to work or sleep, I get away with it for a while. At noon, every day- that's when I take to the streets. The boy has to make money, doesn't he? Ha ha! Hooray! Hooray! The Kind Grelod is finally dead! We're saved! Grelodo won't like a stranger just hanging out. Not that I care. When Aventus left, when he said these things about Grelodo's murder... I never imagined he was serious... Heating is the last word in life will be long Aie!, when he finally dies and the Honorhall Orphanage has freed her from her tyranny. With Grelod dead, all orphans will cheer as a brighter future, although Constance Michel will be understandably shocked at the incident and will be running around shouting. She'll get over it soon, and Aventus Aretino will be grateful in Windhelm. The only ones who will remember Grelodo the Kind will be a few guards, with different opinions about her leadership and death, saying. This old woman who runs the orphanage has been murdered. Didn't I see you come out? Some old lady running an orphanage. These poor children must be heartbroken. And ask me, those brats at the orphanage are better off now that old Grelod is dead. Finally, Astrid will notice the murder, and later comment: I'm going to cut it right now. You killed an old lady in an orphanage. You owe the Dark Brotherhood murder. I'm here for the money. Then she'll explain: Half of Skyrim knows. They're toting an old broad in their orphanage? That's the kind of thing that's going to get left behind. But don't get it wrong. I'm not criticizing. It was a good kill. The old crone expected it. And you saved a group of shings to [edit code] edit code] Edit code]

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