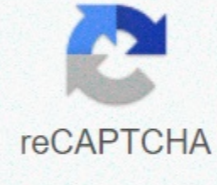




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Skyrim in my time of need paid fine

in: Skyrim: Quest, Skyrim: Whiterun Quests, Skyrim: Side Quests Edit Share This article contains video content produced by Fandom with some or no input from editors of The Elder Scrolls Wiki, and cannot properly represent the scope of the written article below. Statements and footage in the video may be inaccurate, outdated, incomplete or otherwise misleading to viewers. Alik'r warriors at the main whiterun gate. Whiterun Bannered MareDragonsreach DungeonSwindler's DenWhiterun Stables 500 You're there. We are looking for something for Whiterun, and will pay good money for information. -Alik'r Warrior [src] In My Time of Need is a quest to find The Elder Scrolls V: Skyrim. Dragonborn collides with some Alik'r soldiers in search of a Redguard woman. They have to choose whether to believe in soldiers and return the woman to custody, or trust the fugitive and kill her persecutors. Any option offers a decent monetary reward. Background[edit | edit source] A group of men calls themselves Alik'r looking redguard woman whiterun. Goals[edit | edit source] Find Redguard woman Speak to Saadia or inform Alik'r Saadia location Talk to Alik'r prisoner or inform Alik'r Saadia location Find a way to get to Alik'r hideout Enter Alik'r hideout Kill Kematu or talk to him Kill kematu or persuade Saadia to meet Kematu Back to Saadia Lead Saadia in Whiterun Stables (if siding with Alik'r) Walkthrough [edit | edit source] Anytime after that When embarking on a major quest for Dragon Rising, Dragonborn will face Alik'r Warriors on Skyrim Road or at the entrance to Whiterun, claiming that city guards come to town. When asked, they will explain that they are looking for a Reddvári woman who is a refugee from Hammerfell. When asked why they are looking, they will refuse to answer. Since they are not welcome to Whiterun due to a previous incident with guards, they will tell Dragonborn to bring any news about their career to Rorikstead. There is no marker that leads to the Redguard woman that Alik'r is looking for. If Dragonborn was looking for a whiterun, they would eventually find her, a woman named Saadia in bannered mare. If Dragonborn tells Saadia about two Alik'r Warriors looking for her, she becomes excited and asks to speak privately. At this point Dragonborn can follow Saadia and talk to her privately or head back to Alik'r at Rorikstead and inform them of her whereabouts. Talking to Alik'r ends the quest and earns a reward of 500. Saadia's Story [edit | edit source] When Saadia is alone with Dragonborn, she will explain her side of the situation. She currently works for Hulda at Bannered Mare, but claims that she is a Hammerfell provincial nobleman, House Suda, and her real name is Iman. According to the claims, Saadia forced to flee from the province to Skyrim after speaking out against Aldmeri Dominion, who then hired Alik'r to hunt her down and kill her. She denies Kematu's accusations that she sold her people to Thalmor and that she was a traitor of the empire. She says if Kematu were killed, the remaining killers would dissipate. If Dragonborn promises to help her, she also mentions the Alik'r Prisoner Dragonsreach Dungeon, which could help find Kematu. If Swindler's Den was removed before the quest, the possibility of dialogue with Saadia would come up that Kematu's place is already known, thus avoiding talking to a prisoner of Alik'r. Once inside the Dungeon (one entrance is on the eastern border of Dragonsreach), Dragonborn can speak to the prisoner through the bars. He agrees to help if his deposit of 100 is paid. This can be done by talking to one of the guards. Talk to the prisoner again, and tell him his fine has been paid, and he will reveal that Kematu is in a cave called Swindler's Den. Then the guard takes the time to release him. Swindler's Den [edit | edit source] Swindler's Den can be found west of the whiterun rocks in the middle of the hill-based plains. Kematu keeps a few bandits who must be defeated regardless of whose side is chosen (Saadia's or Kematu's). Note: There is a link to the end of Swindler's Den that misses most bandits. The first room has a table, chair and bedspread; Behind these objects is a tunnel that is actually going out in the room where Alik'r Warriors are waiting. The tunnel was hidden by a large slanted boulder with moss and roots above it. This rock face can be molded with strafes and a series of jumps. Once at the top, the tunnel will be directly to the rear entrance to the room where Kematu lives. Kematu and when his party mercenaries inside Swindler's Den. When Dragonborn reaches Kematu, he does not fall into sight, allowing Dragonborn to speak to him. Kematu gives his side of the story, claiming that Saadia betrayed Hammerfell, and that because of that, the Redguard town of Taneth fell during the war against Aldmeri Dominion. He explains that Redguard's house wants to bring her alive to face justice. Siding with Saadia [edit | edit source] To save Saadia from capture, just kill Kematu. After the battle, return to bannered mare Whiterune and inform Saadia. It will offer a reward of 500. If the fight against Alik'r proves too complicated, the alternative strategy is to attack the guard, which is closer to the exit of the cave, then back to the tunnel at the exit. This forces the bandits to attack one by one. Exiting the cave completely will allow Dragonborn to re-enter stealth and if the den is re-entered immediately, Kematu will be one of the first rooms, Dragonborn fight it regardless of the other Alik'r. This completes the quest goal and the remaining Alik'r can be killed and the last room to rob. Otherwise, Dragonborn may return to Saadia by returning from the entrance to the den. If Dragonborn has the ability to pickpocket-equipped weapons, they can make the battle a little easier to steal all scimitars from Alik'r, but they will have to be sold on the fence, usually through the Thieves Guild, unless their language is big enough to sell invested traders. Another strategy is to get fully charged staff fireballs, or fireball spells. Order a follower to wait at the back of the camera. Move close enough to the waterfall to get a good view of the left wall, be careful not to cause a kematu conversation. While secret, press the wall on the left side through the waterfall with fire. The explosion will hit Alik'r and cause them to recharge the ramp. Repeatedly hit with a fire ramp to weaken Alik'r until they reach the melee range. With a high enough stealth, Alik'r can never notice Dragonborn and will target followers, so Dragonborn sneak attack them from behind. With enough highly skilled using illusion magic, or scrolling mayhem, and some sneaking and investing in the illusion of minor privileges, it's possible that Kematu killed all his men in his own using a spell of fury. Kematu is stronger than his colleague Alik'r and should easily survive the fight. Siding with Alik'r [edit | edit source] When asked what he wants Dragonborn to do, Kematu asks that they return to Saadia and persuade her to meet in the stables where she will be attacked and prosecuted. Go back to Bannered Mare and lie to Saadia, telling her that an attempt to defeat all Alik'r forces failed, that they were coming for her, and that there is a horse ready for her to escape. Go out whiterun with Saadia so, and head to the Whiterun stables. Kematu will appear and immobilize Saadia. Talk to him one last time collecting a reward of 500. A double agent [edit | edit source] Before collecting a reward from Kematu, Dragonborn can attack and kill him instead. In doing so, Dragonborn can avoid fighting kematu men. Saadia will be infuriated about being led into a trap and comment that she should have been warned first, but she will be grateful for getting rid of her persecutors and offering a reward of 500. Kematu's corpse can also be robbed for an additional 250 (100/possibly). After Kematu was killed, Saadia will wake up and attack his dagger, rejecting his reward. Play on both sides[edit | edit source] It is possible to earn 1000 by collecting reward from saadia and kematu, but they both must be killed too After Kematu immobilizes Saadia, collect 500 rewards from him. Note: if Dragonborn has the destruction to break down and kills Kematu with lightning, it turns to the ashes, and when Saadia tries to disconnect, it will disappear, and its reward will be unavailable. And also, if you have followers who can call dead, such as Serana, they will resurrect Saadia by killing Kematu, so Saadia will eventually become ashes. Her corpse gives about 14 gold. Kill Kematu and kidnap his corpse. When Saadia becomes hostile, use Calm for her. This will allow for a normal dialogue with her. Explain that Alik'r won't bother her anymore. She will be grateful, and reward Dragonborn with 500. When the calm effect wears out, Saadia will become hostile again. This state is permanent. Even if Dragonborn leaves the field, she will attack the next time she faces. Her murder (either in her act or when she becomes hostile) is not considered a crime. Journal[edit | edit source] ID Journal Entry 10 Men's Group calls itself Alik'r looking redguard woman whiterun. Goal 10: Find a Redguard woman 20 goal 20: Speak to Saadia or inform Alik'r Saadia's place on goal 21: Speak to Saadia or inform Alik'r Saadia's place at 25 Barnmaid at Bannered Mare Whiterun, apparently a fugitive noble from Hammerfell. She claims that she is run by the killers sent to rival homes in her homeland and needs someone to stop them before they find her. Objective 25: Talk to a prisoner of Alik'r or inform Alik'r about Saadia's whereabouts Objective 26: Talk to a prisoner of Alik'r or inform Alik'r about Saadia's whereabouts 50 objective 50: Find a way to find a way out, how to enter Alik'r hideout 75 goal 75: Enter Alik'r hideout 100 goal 100: Kill Kematu 101 goal 101: Kill Kematu or talk to him 125 goal 125 : Kill Kematu OR convince Saadia to meet Kematu 130 goal 130 :: Kill Kematu 150 Goal 150: Kill Kematu 160 Goal 160: Back to Saadia 175 leader of the so-called killers I was asked to remove claims that Saadia betrayed her people in Dominion and they are here to bring her to court. I agreed to lead her to an ambush in the Whiterun stables. Goal 175: Lead Saadia in The Whiterun Stables 190 setstage MS08 199 goal 199: Talking to saadia 200 I helped Saadia escape from the clutches of Alik'r sent after her. With her leader defeated, she believes that the rest of them will dissipate, giving her much needed security now. 201 After agreements with Kemat, I delivered Saadia to him. He assures me that she will be taken back to Hammerfell alive, although after that her fate is no longer in his hands. 300 Trivia[edit | edit source] Killing Kematu or his bodyguards before embarking on a quest counts as murder, and will earn if witnesses. Iman is not mentioned in any Thalmor documents; only Alik'r knows about his presence. This may mean that Thalmor is unaware that the enemy/sponsor of their cause from the noble house hammerfell is Skyrim. If Dragonborn is an outstanding bounty or escaped from prison in Whiterun Hold, they won't be able to pay Alik'r Prisoner's Bounty. The conversation with the guards will only get: Wait... I know you in dialogue. However, it is still possible to complete the quest while siding with Saadia. Go to the dungeons, talk to the prisoner, agree to pay the fine and talk to the guard. After you have not been offered the opportunity to pay the fine, go to Swindler's Den, and the quest will resume after reaching Kematu and instruct Dragonborn to either talk to him or kill him. Arrested and released from prison will also restore the guards' dialogue to their default state. However, there is a much easier way to continue the quest. All you have to do is just talk to the jailor (guard) and follow. Wait... I know you in conversation. The choice you make is wrong... option and then choose: I don't have time for that, do I? (which only works with a low bounty level, or with thieves guild involvement) will reboot your state's eyes to protect (thereby removing. Wait... I know you in dialogue). This will lead to a great (bounty) dialogue. After paying Alik'r Kalini's fine, the guard will try to open the cell, realize that his key is gone, and indicate that he must have lost it and that it will take some time. Alik'r Prisoner is not very cheerful about it. This happens regardless of whether dragonborn pickpockets key from protection. After the quest, if one side with Saadia, Alik'r warriors can wait on the bridge at the entrance to Whiterun endlessly, showing no inclination to Dragonborn. If Alik'r warrior is on the flanks and Saadia is turned on, her burial urn can be found in Whiterun's Hall of the Dead. Before ending up in My Time of Need, a Redguard woman and two Alik'r soldiers can be seen having an argument as part of an accidental collision. Soldiers blame the woman saadia, one of them quickly realizes that a woman is innocent and the discussion is about to end and the woman is free to leave. Alik'r Prisoner's cell cannot be unlocked, even if one steals the key from the guard. If Dragonborn decides to lure Saadia into stables, but kills Kematu before she reaches that place (this can be done easily with archery), she will turn around and return to the Bannered Mare, and the quest can be completed from there by her side. She will not comment on being put in a trap if that happens. Wabbajack does not have an accidental effect on Saadia, and she is paralyzed and not just killing her. If Saadia died after My Time Finished, Kematu can return to Swindler's Den and can be followed all the way there. He's going to kill a bandit guarding the entrance to the cave. It can stop at the entrance if other bandits are still alive. To prevent it from disappearing, kill the other two bandits, leave the cave and come in again. He will be respawned in his original location. If Dragonborn starts luring Saadia into the stables, but visits Swindler's Den before ending the quest for a kematu side, Kematu may respawn at Swindler's Den. The game will display a message saying that the location map has been updated and displayed in Quest Kill Kematu again. If the dialogue is started with Kemat as Saadia begins his part of the conversation with him, he can start a dialogue with Dragonborn while she continues her share of the script. This will cause her to become paralyzed, even if Kematu does nothing to visibly cast her spell. If Dragonborn attacks Saadia while she is conversing with Kematu, but until she is paralyzed and allows her to flee, the quest can be completed without paralyzing her (he will turn in her direction she flees and throws a spell, but miss), and now we take our friend here... Reward dialogue can be started even when it is still alive and attacking Dragonborn. Then she can be killed without punishment. This search is similar to the Two Sides of the Coin and the Business Offer. In all three searches, both sides will claim that they are on the right, and the other tries to lie to her, and in all three cases there is no clear way to establish the truth. Errors[edit | edit source] This section contains errors related to In My Time of Need. Before adding an error to this list, consider the following: Upload an old save to confirm whether an error is still occurring. If the error is still occurring, please publish an error message with the appropriate system template 360 / XB1 , PS3 / PS4 , PC /MAC , NX , depending on which platform(s) the error was detected. Be descriptive when you list an error and corrections, but avoid conversations in the description and/or using first-person anecdotes: such discussions belong to the relevant forum board. Click to show the computer If Dragonborn killed Kematu, but has not yet collected Saadia's reward, they can still tell Alik'r warrior Rorikstead that Saadia was found. The warriors will tell Dragonborn to lure her into the stables. The entrance to bannered mare tavern is currently causing a crash in the game. PS3 If one side with Kematu, it is possible that louis letrush clone, at whiterun stables, will become hostile to Saadia as it tries to escape. If this happens, the search will become impossible to complete, as Saadia and all other nearby individuals will engage in a never-ending struggle Letrush, who cannot be killed. However, if Dragonborn quickly travels to the stables immediately after the Saadia track, Letrush will bypass, and the quest may be over. 360 Using fury or frenzy to spell Kematu before talking to him, he will start attacking all Alik'r warriors. If Kematu will kill Alik'r, the quest will be stuck. The marker will point to his corpse, and the goal will be to tell Kill Kematu or talk to him. This also happens if he is killed by other things, such as bear traps or even followers. If one chooses to talk to the two Alik'r Warriors about Saadia's place, the marker can point to Whiterun Gates, even though they don't. PC PS3 Sometimes, after accepting Alik'r's request to bring Saadia into the stables, it disappears when Whiterun is exiting. After it, rather than fast travel is less likely to cause this error. After the quest is complete, the two Alik'r who led him and later moved to Rorikstead may appear inside whiterun gates and never leave. They will help the Whiterun Guards and attack if Dragonborn is caught committing the offense. With Dawnguard installed, they will help kill any vampires who appear, including Traveler, if the player sides with Dawnguard. Ironically, they will never die from vampire attacks. Alik'r can be removed by killing them, but their noticeable arrangement next to large burners and near the guards complicates this. For characters who don't have a large archery, one way to avoid experiencing a bounty when you kill them is to go inside the whiterun, and shoot an arrow at one of them while hidden. They will both start looking for a striker in which the player must stop hiding, so the warriors can chase. The guards will not interfere, because it seems to be an unprovoked attack (the murder of Alik'r from the point of view of the guards will be considered a crime). A player can go out in Whiterun with a alik'r stalking and lure them to the outskirts of the city, where there are few witnesses, and they can be killed with impunity. Another way to facilitate their killing is to push the guard standing near the gate into a small room near the gate. From here it will be easier to kill him with a sneak attack. Without a guard, it is much easier to wait until there are no witnesses and kill two Alik'r. If Dragonborn is either a werewolf or a vampire lord, just transform out of sight and kill two Alik'r won't experience a bounty until no one sees Dragonborn's original form. After the Alik'r Prisoner bounty has paid off, he cannot be released and the possibility of paying the fine is no longer possible. The possible solution is simply to communicate with the prisoner along the line of the only language available and then to start the dialogue again. The line will then expand with the opportunity to tell him that he was being bailed out of prison. If questline is abandoned within a month or so (Skyrim time), both the original Alik'r warrior may appear dead and naked just inside the Whiterun Gate. However, this would not affect the questline if Saadia had already been spoken, because one of them would still be alive in Whiterun prison. PC Saadia can get stuck in the bannered mare kitchen and not get out of the building, making completing the quest impossible. To avoid this, follow Saadia and not run against her. If one has already found Swindler's Den starting a quest, they still need to free the prisoner before killing Kematu. If they kill Kematu, when the search marker is directed to the prisoner, the search will not resume. Once the prisoner is released, the quest will resume to Kill Kematu, but since he is already dead, the quest cannot be completed. The 360 PS3 PS4 After the quest was completed, Dragonborn could still face two Alik'r soldiers on the way, questioning redguard women about Saadia's whereabouts. 360 If Dragonborn uses a conjuration spell, such as a dead thrall on Kematu, they won't be able to turn to Quest Saadia until the spell wears off. PC After Kematu paralyzes Saadia, they can both stay in Whiterun indefinitely, even if the quest is complete. If that happens, leaving and returning results to hostile Saadia, who is no longer paralyzed, while Kematu constantly says he wants to return to Hammerfell and flees in fear when the fight begins with Saadia. Since the quest is currently complete and it seems that there is no other solution, it is safe to disable it through the console. 360 If the Quest Battle for Whiterun is completed on the Stormcloak side, two Alik'r will disappear from Whiterun. It is not known to fix this. PS4 There is a chance that no guards will be seen talking to the two Alik'r at the gate, ordering them to leave. * Disclosure: Some of the links above are affiliate links, which means, without the extra cost to you, Fandom will earn a commission if you click and make a purchase. Community content shall be available under CC-BY-SA, unless otherwise specified. Mark.

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