# Quest Name: Darkness in the Daylight

## Note:

* Making this a Quest for those who helped Feyguard in a specific Quest.
* New character ‘Miri’ appears in Crossguards Guardhouse (CG) after Feyguard’s Errand and all Sullengard quests, especially Beer Bootlegging quest, are over.
* Another new character ‘Old Hermit’ near the Arulir mountains who asks to be left alone, till the relevant dialogue cues below.

## Prerequisites:

The following quests should be completed before this quest:

* Feyguard Errands – outcome should be positive i.e. the original shipment from Gandoren should reach Feyguard captain in the Foaming Flask tavern, not the degraded shipment via Vilegard.
* All Sullengard quests are completed – Beer Bootlegging quest is completed in favour of Feyguard.
* Blackwater mountain’s Lights in the Dark quest is completed.
* As is completed the Fallhaven quest, Calomyran Secrets.

## Quest Content:

The Quest can go something like this:

### Scenario 1:

If PC helps Ailshara and degraded arms reach the Feyguard Captain in the Foaming Flask. And/or in Beer Boolegging, the following ending is done: I lied to the guard captain at the Foaming flask tavern and told him nothing about the beer bootlegging operation.

START:

New character ‘Miri’ enters the CG.

PC: “Hello!”

Miri: “Ah, one of the kids who’ve been causing trouble around Dhayavar!”

Playing Character (PC): “Oh, you know of me?”

Miri: “Yes, and a bit on what your brother has been up to.”

PC: “Tell me please.”

Miri: “Information is for the trustworthy. By switching Gandoren’s shipment with degraded ones, you have proved not to be. Suffice to say, your brother has been up to shenanigans in Feyguard last when I was there.” *Or* ““Information is for the trustworthy. By hiding the truth of Beer Bootlegging from Sullengard, you have proved not to be. Suffice to say, your brother has been up to shenanigans in Feyguard last when I was there.”

PC: “I did no such thing. How would you even know?”

Miri: “As an investigator, it’s my job to know. Now, buzz off, kid. Redeem yourself, if you can.”

END.

### Scenario 2:

This scenario plays out if PC aided Gandoren instead of Ailshara.

START:

New character ‘Miri’ enters the CG.

PC: “Hello!”

Miri: “Ah, one of the kids who’ve been causing trouble around Dhayavar!”

Playing Character (PC): “Oh, you know of me?”

Miri: “Yes, and a bit on what your brother has been up to.”

PC: “Tell me please.”

Miri: “Information is for a price. You’ve aided Feyguard once before. Now, run a detection for me. If you succeed, I’ll tell you what I know of Andor.”

PC: “Who are you? How do you know?”

Miri: “As one of Feyguard corps of investigators, I, Miri, make it my job to know all that happens in Dhayavar.”

PC: “So, what do you want from me?”

Miri: “While investigating the forests east of Sullengard, slitherers got to me. I need to recover from the nausea and poison.”  
PC: “Can I help you with some potions?”

Miri: “Thanks! I’ve taken some potions, waiting for them to take effect.”

Miri: “But there’s something bad happening in jungles south of Sullengard, and if we don’t stop it, not only Feyguard, but Dhayavar will be in trouble.”  
PC: “So what’s new?”

Miri: “Yeah – many weird things going on… But no time to waste.”

Miri: “In the jungles south of Sullengard, there have been reports of some suspicious activities. I fear if left unchecked, we might see lots of really unstoppable monsters popping up all over Dhayavar.”

PC: “I’ll kill them all!”

Miri: “Admirable – but only few in Dhayavar have the skills to go toe-to-toe against these monsters. No, we must stop them at the source.”

PC: “So, what do we do?”

Miri: “Journey to the south of Sullengard, into the forests there. Investigate what’s there.”

PC then goes to the forests south of Sullengard. After a few tiles in of fighting some tough monsters, in the blue area, PC encounters a force shield (yellow mark) which cannot yet be crossed.



Near the shield, PC finds again **the second piece of the Kazaul Ritual**.

PC goes back to Miri.

PC: “Hello Miri!”

Miri: “Ah, you’re back! Too soon – ran into any issue?”

PC: “There’s some sort of force shield blocking the path. And I found this piece of Kazaul Ritual again!”

Miri: “What do you mean – again?”

PC: “I had used this, on the guidance of Throdna, as part of purifying the Kazaul shrine.”

Miri: “Go meet him. Since he’s known to ramble, just say – Kazaul Est – to focus him again.”

PC: “Thanks! On my way!”

PC goes to Throdna’s place in Blackwater Mountain.

PC: “How did you lose this?” (Gives Throdna the second piece of the Kazaul Ritual.

Throdna: “Why did you steal this? You must be part of those terrible cult of the Kazaul. (rambles on and on)”

PC to self: “What was the chant again?”

PC: “Oh! Yes! Kazaul Est!”

Throdna: “So, you’re not the one who stole my notes?”

PC: “No, in fact I helped purify the shrine.”

Throdna: “That is right… So, what do you want?”

PC: “I want to know what all this chant can do?”

Throdna: “It’s a powerful chant for many dangerous things. I’m not sure I should tell. Followers of Kazaul want to get a foothold in Dhayavar. (lapses back into rambling).”

PC: “Kazaul Est!”

Throdna: “(snapping out of ramble) This piece of the Ritual is of Kazaul. Along with the first part, one can raise Kazaul monsters, use in sacrifices, make defensive walls, impenetrable barriers… dangerous rites.”

PC: “I just came from such an impenetrable barrier in the south of Sullengard.”

Throdna: “That’s no good. If Kazaul gains a foothold in Dhayavar, strong monsters will roam in Dhayavar (lapses into rambling).”

PC: “Kazaul Est!”

Throdna: “Oh, yes! The barrier… one has to use the two pieces of the ritual, and a chant of passage to go through the barrier.”

PC: “What is the chant?”

Throdna: “That is something I do not know…”

PC: “So, nothing to be done?!”

Throdna: “I didn’t say that! There was a traveler a long time back – he wrote a book Calomyran Secrets. It has the chant of passage, among other things to counter Kazaul dangers. Find it, if you can.”

PC: “That rings a bell. Thanks!”

Throdna: “Do make haste.”

PC returns to Miri:

Miri: “What did you find from Throdna?”

PC: “Apart from two parts of the spell which I know, the rest of the spell to break the barrier is in the book Calomyran Secrets.”

Miri: “Where can this book be found?”

PC: “I know! I helped find this book for that old man in Fallhaven. He must still have it. Let me talk to him.”

Miri: “Good thinking! Go on.”

PC goes to the Old Man in Fallhaven:

PC: “Hello, Sir! Remember me?”

Old Man: “Who are you? Not here to steal my books, are you?”

PC: “I helped find your book! Don’t be rude.”

Old Man: “Sorry, there seem to be folks who want to take my books and not return them.”

PC: “In fact, I’d like to borrow your copy of Calomyran Secrets.”

Old Man: “No can do. It’s too rare and precious.”

PC: “But Dhayavar is at stake!”

Old Man: “Serious. But, what’s the book to do with that?”

PC: “I need a chant from it to break a Kazaul spell.’

Old Man: “Copy it out then.”

PC: “… That works.”

PC (talking to self, while reading…): “So, this is the chant… Wait, this is half a chant. The books says the rest of the chant is written in another book – Azimyran Secrets.”

PC (to Old Man): “Do you have Azimyran Secrets?”

Old Man: “No, sorry. Do let me know if you come across a copy.”

PC goes back to Miri:

PC: “I got more of the chant but I need to find another book, Azimyran Secrets, for the rest of the chant.”

Miri: “Where can that book be found?”

PC: “I don’t know.”

Miri: “No worries. I’m healed enough. Let me ask around. You have run around enough. Why don’t you rest? Take a nap!”

(Miri leaves CG).

PC takes a nap at a bed of his/her choice.

PC goes back to CG:

Miri: “Ah, you’re back.”

PC: “Did you find anything?”

Miri: “Yes, my sources were most informative.”

PC: “Tell me.”

Miri: “There’s an Old Hermit who lives in the hills near the Arulir monsters. He’s said to have a copy of Azimyran Secrets. Go get it.”

PC fights his way to above the Arulir mountains:



At the blue X, PC finds the Old Hermit in a camp, after fighting through droves of Arulir:

PC: “Hello, Sir!”

Old Hermit: “Go away. Leave me alone. I thought hiding among Arulir would ensure no riff-raff would find me.”

PC: “I’m no riff-raff. I’ve come to meet you.”

Old Hermit: “Leave me alone. I am no one.”

PC: “You are not no one. You have a copy of Azimyran Secrets.”

Old Hermit: “So? I’m not giving to anyone. I’m too old to be threatened. And I want nothing.”

PC: “Can I atleast read it? I need to copy only a chant.”

Old Hermit: “Kazaul again, eh?”

PC: “How did you know?”

Old Hermit: “Hehe. I’m a hermit, not senile. In fact, I moved here to stay away from all those holier-than-thou morons: Geomyr, Shadow, Elythom…”

PC: “Sounds oddly appealing. Can I copy the rest of the chant?”

Old Hermit: “Sure. Here you go.”

PC (to self): “Ah, here’s the rest of chant.”

PC (to Old Hermit): “Thanks! Here’s the book back.”

Old Hermit: “Welcome! Try and not disturb me again, if you can.”

PC: “Unless my brother comes this way, won’t disturb you again.”

PC returns to Miri:

Miri: “Have you found the complete chant?”

PC: “Yes, here it is. Am on my way to the barrier!”

Miri: “Make haste! I’ll join you as fast as my injuries allow.”

PC reaches the barrier at Sullengard forest:

PC (to self): “I’m here. Miri isn’t. Well, I can’t wait. Let me chant.”

PC chants.

The barrier disappears.

PC fights his way across the maps in a clockwise fashion towards the inside.

PC reaches the map where a Mourning Woman is conducting the ritual.

In the middle of the ritual is a Kazaul-looking statue, glowing.

PC attacks it, and it breaks, ending the ritual.

Mourning Woman: “Nooooo!”

Mourning Woman: “Why did you do that? Who gave you the right?”

PC: “Do you know what you were doing?”

Mourning Woman (MW): “I was getting my husband back from the afterlife!”

Miri: “Is that what you think?”

PC: “When did you come?!”

Miri: “I came with all haste. Too bad the poison is slowing me down.”

Miri (to MW): “The ritual was not to bring back your husband – it is to bring Kazaul’s powerful monsters into Dhayavar.”

MW: “You lie. You don’t want my happiness.”

Miri: “Do you think monsters would have assisted you? And a barrier would have sprung up? Just for one person?”

MW: “I don’t believe you.”

Miri: “Then why did the ritual not include something that links to your husband? Something precious to him?”

MW: “Oh no! What do I do now? He’s gone.”

Miri: “Pray where have you been praying. And tell me who put you up to this?”

MW: “Why? That famous miracle priest north of the lake above Guynmart Castle.”

Miri: “Go in peace.”

Miri (to PC): “Nice job there! But it’s not done yet. Can you talk to and tackle this priest?”

PC: “Of course! On my way!”

PC travels to this area above Guynmart Castle:



Enters via red arrow:



PC fights monsters till he/she reaches center/ last tile. There he encounters a priest in red robes.

Priest: “How dare you stop my spell? You, who interfered earlier!”

Miri: “You’re no priest!”

PC: “How did you get here?”

Miri: “Could not let you go alone.”

PC: “You made me fight alone!”

Miri: “Don’t worry – it’s worth it.”

Miri: (to priest): “Kazaul Est!”

The priest transforms into a monster.

Miri: “That’s its true form! Monster masquerading as a priest! Attack!”

PC attacks and defeats the monster.

PC: “Is it over?”

Miri: “This is over. And now for your award.”

PC: “Yes? Hope it is worth it.”

Miri: “Andor is going to visit Rosmara to refill his travel supplies.”

PC: “Thanks!”

PC runs to Rosmara. He sees Andor near Rosmara.

PC: “Andor!”

Andor: “How did you find me?”

PC: “Come home with me now!”

Andor: “Can’t. Not yet.” (teleports away)

PC: “Andor!”

END.

## Quest Steps

### This Quest:

010 I met Miri in the Crossroads Guardhouse.

**020** Since I had helped Ailshara, she wouldn’t tell me about Andor. **(1 XP) [End of quest]**

**030** Since I had hid the truth on the bootlegging of beer from Sullengard, she wouldn’t tell me about Andor. **(1 XP) [End of quest]**

040 Since I had aided Feyguard once or twice earlier, she would tell me about Andor, after I had completed a detection for her.

050 Since Miri was poisoned by slitherers near Sullengard, and healing is taking time, she wanted me to investigate something bad to the South of Sullengard, in the jungles there.

060 I went to the forests to the South of Sullengard, and encountered an impassable force shield there.

070 There was a piece of Kazaul Ritual there, which I had encountered before. I had to inform Miri.

080 Miri asked me where I had seen this before. I told her about a task I had carried out on behalf of Throdna.

090 Miri told me to meet him and enquire further. And gave me a phrase whenever he started rambling.

100 Throdna told me it was part of a ritual to break the barrier which forms when one does a ritual to call strong Kazaul monsters.

110 The ritual consisted of two parts which I had found earlier, and a chant in a book called Calomyran Secrets. I needed to report this to Miri.

120 I told Miri about finding the book for an Old Man in Fallhaven. She told me to talk to him.

130 The Old Man would not let me borrow the book, so I started noting the chant in front of him.

140 The book contained half the chant. The rest was to be found in another book Azimyran Secrets.

150 Miri told me she’d trace the book. She told me to await her and take a nap.

160 Miri returned, and told me that the book Azimyran Secrets was with an Old Hermit near Arulir mountains.

170 I met the Old Hermit and asked him about the book, Azimyran Secrets.

180 He refused to give it to me, so I copied the chant sitting with him. I needed to tell Miri.

190 Miri told me to hurry and pass the barrier.

200 Beyond the barrier, after finding terrible monsters, I found a Mourning Woman performing a ritual. She thought it would bring her husband back to life. I destroyed the ritual statue of Kazaul.

210 Miri, who followed me, convinced the woman that it was actually an evil ritual to overrun Dhayar with Kazaul’s monsters.

220 The Mourning Woman told us that the ritual was given to her by a priest north of the lake north of Gunmart Castle.

230 We let the Mourning Woman go.

240 I had to travel to the hills north of Guynmart Castle.

250 There, after fighting monsters, I met a priest in red.

260 He accused me of interfering again and again. Miri, who again followed me unmasked him to be a monster.

270 I defeated the monster.

280 Miri told me that she had promised to tell me where Andor was. He was buying food supplies from Rosmara.

290 I ran to Rosmara’s shop.

300 I found Andor there.

310 He told me he couldn’t come home now, and teleported away.

**320** I had to go searching for him again. **(10000XP) [End of quest]**

### Step for ‘Search for Andor’ Quest:

Met Andor on road to Feyguard, where he was buying food from Rosmara. He disappeared again.

(updates at Step # 320 above)