

Chris Dozier - Afrotoast
Hedra – A Script and Rough Field Guide to the Quest System
Nov. 26th, 2020

I. INTRODUCTION

The point of this arc is to create a simple, fun, and memorable experience in what is currently a very open, directionless game. Quests tell parts of a larger story happening in the world. The first five factions:

Rangers Lodge
Guild of Hermetics
Fellowship of Tradesmen
Warband of the Free-Folk
Elder Tribunal

These are open to the player from the beginning, even though the old man you meet suggests a direction for you to first travel in. Once you complete three of these, the **END-GAME** faction, **The Order of the Whispering Saint**, opens up.

If you find and approach the crater that the end-game eventually sends you to, you can defeat the Star-Traveler, but it will return in 7 days. There is only way to permanently kill it.

There are points in the script where the player has choices to make, and then there are places where two or more lines from an npc is present. In this case, the player should basically keep selecting the npc to hear more from them. (a mechanic found in souls-like games)

II. QUEST-LINES

A. The Old Man at the Fire

- You recall hitting the ground and losing your memory, but are pulled from the edge of death and nursed to health. Your dreams are hazy, and then you wake up at a campfire. And old man and his hound are looking over you.

- First part:

Aldmer the Old: “**You’re finally awake! I didn’t think you would make it after finding you face down out in the wilds!**”

+ **rogue:** “From the looks of you, I’d say you’re one of the shadowy figures that runs with the outer members of Fellowship of Tradesmen. Here, I’ve marked the location of on your map of their organization halls.”

+ **mage:** “By the look of that staff and those robes, I’d say you look like a brother of mine who takes up residence with the Guild of Hermetics nearby. I’ve marked their mage tower on your map.”

+ **warrior:** “Whatever fierce beast put you down must have been a sight! The Warband of the Free-folk could use a meaty fighter like yourself. Here, I’ll show you where their garrison is located.”

+ **archer:** “Looks like the hunter was hunted and spared! You’re mighty far from the ranger’s lodge, friend. There are many more just like you, roaming the wilds. I will mark it on your map.”

B1. Fellowship of Tradesmen

QUEST: TO FEED A CRONE

1. Commisioner Nelson of the Trade Office

A. Nelson: “There you are, wildling! Finally off the road and ready for some action, eh? Old Aldmer sent word ahead to take good care of you. My name is Nelson. Head over to Elwood's office and she'll see about setting you up with work and lodge.”

B. Elwood: “There you are, love! Mighty nice to see you in person. Newcomers to our village can stay upstairs in the hostel until they sort out a place to call home. Busy work gets you pay and food. A nice trade, eh?”

“That said, there’s a bit of crops going missing in the fields recently. We’re too busy keeping to production schedules to look ourselves. It’s hunting season for the rangers, and constables are busy with savagery and that bloody crater. Have a gander at the fields would you?”

C. find the damaged corn/pumpkins/crops, and look for prints/tracks

D. follow the trail to a bandit campsite, where you engage them in a brief fight. The leader drops a note and a sack of food.

E. strap pack of food to your back, pick up the note, and bring both to Elwood for xp/gold/food

F. Elwood: “Well look at this, here! We’ve got a couple of wildling thieves on our hands, don’t we? This note is an instruction saying to take a pack’s worth of crop skimmed from our last shipment. Bring this note back to Commissioner Nelson. He must see it.”

G. Nelson: “Oh my... This is dockmaster Briggs’ handwriting. What’s he on about, sending raven messages to rogue wildlings? Go to his house, new-blood and look through his books. There’s more to this mystery.”

H. Travel to Briggs' house, fight the guard dogs, find the chest , find the stack of letters in chest, then bring the letters to Nelson.

I. Nelson: “Looks like Briggs isn’t up to our usual dealings with free-folk. According to these letters, to pay for his uncanny nature to read people, using a local witch as a medium, he’s been sneaking supplies out of our stocks for her livelihood.”

“We need to put a stop to this right now. Take constable Niel here and let this witch know we’re onto her arrangement, and that there will be no guilt if she fingers Briggs in this mess. If she gets rowdy, do whatever you do best.”

J. Trek to witch’s hut where she is standing outside tending her herbs.

Witch: “Weird time of day for someone like you skulking about, isn’t it? What brings you to my doorstep?”

I. “I am representing the Fellowship of Tradesmen. Briggs is guilty of thievery from the local goods shipments, and we need you come with us. There will be no guilt on your behalf if you testify.”

II. “I’ve come to take your head for assisting an act of thievery against our people.

RESPONSES:

- “That squeaky tart! I’d only thought we was just being nose-y about the townsfolk! I’ll have his jabels for this. Of course I will testify!”

- “then you’ll have to take my pets’ heads as well, ya wee bullock-snatcher!” (a pair of RAVENOUS MOLES appear by her side)

< Either take witch to Nelson -or- take her head to Nelson,>

K. Nelson: "This is more than enough proof. Bring this to the constable and join them in apprehending Briggs. He was last seen around town."

L. go to Briggs wherever he is. (he is followed by his bodyguard Rory)

Briggs: "Show yourself out of my vicinity, and stop being a tosser. I've no mind for your meddling, wildling."

I. "On account of the commissioner, and witnessed by Constable Niel here, you are under arrest, Briggs."

II. "Do you have any last words before we beat the living shit out of you?"

RESPONSES

I. "Take care of everything, Rory. I've got to pay for the big score." (is shackled and follows Niel)

II. "I guess it can't be helped. Some new player enters the game, and suddenly we're back to carrying swords on our hips." (a fight breaks out between you, Niel, Briggs, and Rory.)

Return to Elwood, get rewarded

Elwood: "Very good, wildling, and thanks as always, Niel. I have a report that needs to go to Mayor Yuri, covering this entire case and requesting a vote for a new Dockmaster, if you don't mind delivering it."

M. Mayor Yuri: (if you choose peaceful in regards to the witch) "I had no idea we had such a strange fellow in our midst! I will appoint a new dockmaster right away! Here is payment for your troubles. We appreciate all you do."

(if you choose to kill the witch) "Looks like our local monsters would rather live alone. That witch was no trouble to our people, but I suppose a wildling like yourself is accustomed to savagery. Anyway, here is your reward." (lower)

2. Town Doctor Johannson

QUEST: THE NIGHT-TRADE

A. Johannson: "Care to take a shipping job, wildling? We have a box of goods ordered by one of our more remote free-folk out in the wildlands and the regular couriers haven't touched it."

B. Strap the box of spices and reagents to your back and head for a stone tower-home named Stockheed, belonging to the Hedge-mage Barnabee. The tower is fenced in to protect his raven cages. His tower is sort of a resting hub for traveling ravens delivering mail across the feudal kingdoms of this land.

I. Barnabee: "FINALLY! Johannson finds someone to come sort me out." (he unlocks a small hatch on the box you give him, accessing two bags. One is your current payment. The other, with a gold string around it, has a note which he reads)

II. Barnabee: "Says here, you're on the climb in this world. Care to make a bit more coin?" (you can accept, extending this quest, or refuse and head back to town.)

III. If you say no, you come back to Johannson in town: "Business as usual, y'see? Nothing these slogs ought to be afraid of." (minor reward/xp)

[ASSUMING YOU ACCEPT]

C. "We're out here on the frontier, friend. Ravens come here to rest. Some come to pass on messages. My ravens lately... they've been carrying some very, very disturbing messages; Mainly magic and undeath not working around these parts. Open the box for me"

“Alchemy still works though, which is where this box fits in. Inside, you'll find several bottles and a Compass de Tamarin. Take them” (you are instantly pointed to a location)

“This compass is blessed by Tamarin of the Abyss. It points to the nearest door to the underworld. We normally build graveyards on top of these, but... not this time. You're going to take those three bottles of alchemical banishing oil and seal it shut.”

D. Travel to the site of the tear and place the three bottles around it on the small dirt mounds that have formed around it.

E. A Myconian Hound erupts from the portal, furious: “Do not disrupt the feast of our dark mother. Take your witchcraft and begone..”

I. No. I think this world is better off without you, mate.

II. Which dark mother might ye be talking about, mate? Crema, Lament, or Tamarin?

RESPONSES

I. This world is our feast, morsel. You will know this once I've digested you. (fight)

II. (Rolls eyes and shakes head) It disgusts me that the line is so blurred between our true dark mother and these lesser sychophants. You seem knowledgeable of our rivals, yes?

- “You could say that I've gleaned as much.

> then you would know that we are besieging Crema's dark tower as we speak. Lament is DEAD, and her daughter goddess Tamarin busy flying from corner to corner of the underworld to not be DEVoured.

- “You won't succeed at this. You forget the efforts of man.”

> Ah yes... proud sacks of soft meat, most of which don't even know there is anything more. Give me a reason to not spill your 'meat' all over this liminal ground.

- (the Compass de Tamarin vibrates violently in your hand and a twisted figure shows up at the portal)

TAMERIN OF THE ABYSS: (glares at you and the hound, before drawing a sword from nothing) (a fight erupts between you, the hound and the material version of Tamerin.)

Tamerin: “You are no priest calling me to bless this nonexistent graveyard, mortal. I will assume this was some sort of circumstantial ploy to abuse the prowess of this material projection of myself.”

(upon trying to talk to her again, she merely vanishes, and the quest completes)

[ASSUMING YOU SAY NO]

F – battle and slay the myconian hound(a tougher fight), return to Barnabee for the payment.

Barnabee: “I hope it wasn't too much for you, friend, but that was a great help to the magic community.”

3. Iron-master Seelie

QUEST: PIGS AND IRON

A. Seelie: (his mustache twitches) “So you're the new dog, eh? Come to fix our little town? I've been trying to do that for the last 30 years. I'm Seelie, former governor and current iron-master.”

“Truthfully? I don't like you, but Aldmer says you're exactly what this world needs. What I need is these goons down at the Ulrich caverns rooted out. They moved in and charged us to mine. We can't have that.”

B. Approach Ulrich cavern and request a meeting with the bandit lord.

C. Bandit Lord Merry: “Oh my, is this a gift for my bed-side, or yet another “hero” for us to butcher and sell the meat to the Gnolls?”

I. I'm a gift for you, so long as you like taking it in every position.

II. I'm here to butcher all of you, and sell YOUR meat to the gnolls.

III. I'm neither. I just was want to convince you to let the miners get back to work.

D. Responses:

I. The raids put me in such a tense mood. I could use someone like you to unstress. These bandits are just all spunk, but no thrust! Pay me a visit between your travels, and we'll let your miners do their work. (you are a concubine. Satisfy Merryll every 2-3 missions, or you will lose the trade guild's favor.)

II. OH REALLY? You will find us more than formidable, fellow Wildling. En Garde. (fight and kill everyone, collect their meat in a psychopathic fit, and so long as you have it strapped to your back, the gnolls will be neutral and pay you decent xp and gold. You gain a 1 hour buff where they won't attack you)

III. How about this. My people need safety more than anything. If you find us a place more habitable, we will gladly leave. (clear out a gnoll mountain-home or a crypt and return to Lord Merryll)

E. Any way you solve this will impress Seelie, as you are putting out your neck for him, which is a sign of loyalty. He will offer to hone any of your weapons(adding a 10% critical hit chance) on top of the usual gold reward.

SEELIE: I don't care how you got it done. The fact you showed up to help us in our roughest time is fine and good for me.

4. Grand Carpenter Lia

SIDE-QUEST: THE BLANK-EYED OWL

A. Lia: "Greetings, agent. I am Lia, manager of the carpenters guild. I make sure our people have work, proper rates, and a good reputation."

"I hear that you have quite the nose for skull-duggery. Care to look into some funds vanishing from our treasury? I wanted an outside person to avoid crossing paths with the thief should he or she be among us."

B. The investigation

I. Visit the cell and find the lock opened with no scratches. No traces of a wax key.

II. Ask the clerk how something would open the treasury room:

Clerk: "Either a person has a key, or they don't get in, that is unless they're a wizard. Though, most wizards have no use for carpentry revenue."

C. Lia: There was once a criminal years ago that did break through the lock as well as the other guild treasury locks. We caught her. The lass called herself the "Hollow Owl."

D. Go to interrogate the "Hollow Owl" at the local jail.

Criminal: I have no idea why you people keep torturing me like this. I can't recall ever being a criminal, much less one with a tacky name like Hollow Owl.

E. Go to find the mask at the impound; mask **TALKS** to you. "For we are many. The god of debauchery walks."

F. Return to Lia: "It spoke, did it? Masks don't talk- last time I checked- which means it's haunted. I know a certain deity that LOVES catty ghosts. Go grab that catty mask and bring it to me in the attic area.

G – In the attic of the carpenter guild is an altar to Crema. You place the mask on it, and it panics: "WAIT NO. HOW DARE YOU. I have a RIGHT to commit these acts. I am a child of Crema and

REFUSE to go back to burning depths!”

“FINE. If you must know, there’s more than one mask! Good luck finding it before it strikes again with its new host! Let me go back to that impound, and I might even tell you where IT is.

(take it back to the impound and the quest market shows up at the FORLORN GRAINERY)

H. Approach the forlorn grainery, where there is a backpack of loot in the corner. A crude altar to Crema is made in the center. These appear to be tributes. The Hollow Owl appears.

I. Hollow Owl: **YOU smell like my decrepit BROTHER. You will not be the next greed-fowl of Crema!**

J – Fight until the mask falls off(50%?), take the mask and then drop it in the flame at the altar of CREMA. An imp will rise from this. Fight the imp and end this encounter.

K – Backpack the loot and guide the towns person to Lia.

L – Lia: **“By the light of Lament! More than one Hollow Owl? What is this, some sort of imp contest? Thank you so much for solving this! Also, I’ve been informed that as of now, you are hereby one of us. Welcome Tradesman!”**

(you receive gold and the mantle of the Tradesman’s Guild.

B2. MAGE: Guild of Hermetics

1. Artiom the Earth Magi

QUEST: CIRCLES OF STONES

a. Artiom: **“Welcome, wildling, to the Guild of Hermetics! We oversee both the preservation of and the creation of the arcane arts.”**

“You have arrived just in time to help us perform the triad binding of Soul-Lord Alchli so that that ethereal energy may buffer this region from the effects of the crater.” (Artiom gives you three onyx stones with sigils on them.)

b. stone circle 1: occupied by an **ASTROLOGER** who tells your fortune and gives you a random buff to any number of stats. You can bury the stone in the center.

I. Astrologer: **“The stars tell all, friend. They gift both good and bad tidings. 2 gold gets you their blessing for what is to come.”**

II. BLESSINGS:

- **Lion** – Ferocity (+10% physical)
- **Goat** – Nimbleness (-15% to stamina drain)
- **Fish** – Great Lungs (50% more air when swimming)
- **Heron** – Hollow Bones (50% lighter when gliding)
- **The Beast Hunter** – Butcher (animals provide ample meat and receive 50% more damage)
- **The Writer** – Hammer-mind (spells deal 15% more damage)
- **The Fox** – Skulker (enemies are less aware of you while sneaking. Attacking from sneak deals 3x damage for 7 seconds)
- **The Cross** – Pariah (Bandits and Gnolls find you pleasing to be around and are willing to trade common goods)
- **The Serpent** – Climbing is 50% more efficient.

C. stone circle 2: occupied by a stubborn dog sitting in the center of the circle. Until you extract a bone from a nearby creature to give to the dog, he won't let you bury anything.

D. stone circle 3: a woeful black figure awaits the player. “You do not deserve this grace. Our lord is soon to come. This god must remain liminal. Leave or be sundered.”

E. Stay and fight the woeful black figure that is far stronger and larger than you, or go back to the earth magi to help you. If you have the earth magi accompany you, He calls out to the figure. “Lorn? Is that you?”

“I DO NOT ANSWER BY THAT NAME. BEGONE, INTERLOPER.”

The fight begins and ends, and in her dying moment she apologizes “My love, I could not resist it. It took me over before I could raise a hand. The Star-traveler...you must warn the Whispering Saints...” and then she vanishes, shattering.

F. Reward is for lesser xp/gold if you get help

2. Kate the Air Magi

QUEST: DJINN AND WHERE TO FIND THEM

a. kate: “I am attempting to ward the tower so that hostile spirits won't notice it, but part of my scripture has aged beyond readability. Could you find a djinn that will fill in the blanks?”

b. Item hunting:

I. Blood of a forest grigori (found on forest imps)

II. a clipping from an ayuhuasca vine

III. leaf of tobacco.

C. she wraps them all together and takes a puff. A djinn comes from the smoke. It asks for a gift in exchange for the passage.

I. Barter with the djinn one quarter of your inventory (ends quest with a minor reward)

Kate: “I wouldn't imagine our agent would be so generous. Thank you very much, wildling.”

II. Don't barter, it becomes hostile, you fight it to a standstill, obtain its liminal matter and hand it to Kate.

Kate: You should take this cursed item to an altar of Crema and burn it in the crucible. Return its spirit to its earthly master, immediately

D. If you burn the liminal matter, Crema appears.

Crema: “Ah yes, a thief from my realm, crawling and conniving, scheming and wondering. I would say keep it, but I am in good need of an extra imp. Thank you, mortal. “

“And in return” (you receive the missing pages of her scripture)

E. Turn in the new pages to complete the quest for a greater reward.

3. Borgov the Water Magi

QUEST: TOAD-KING PHENDRIE

A. Borgov: “Greetings, wildling. I'm Borgov the hydrologist. Water-magi, Maybe? I used to be a ranger. I could use your hand with a thing or two.”

B. “There is a slow decline in the number of fish as reported by the rangers and the fisher's guild in town. I'm a simple water mage, not a fisher or hunter. Might you check on this for me?”

C. You head off to a river side to inspect what are **ritual piles of dead fish** guarded by **frog men**. you fight them and obtain an amulet or two to bring back to Borgov.

D. Borgov: “These are amulets of Toad-King Phendrie, a royal pain-in-the-ass imp that has gifted us with these lovely Frog-people that now decorate the riversides.”

“Normally docile, and actually useful to trade with, it seems the old bloat is stocking up for something big, like every other critter in these parts, living and dead.”

E. “It pains me to task one as young as you with this, but you must banish the Toad King, as positive and gracious he is to our marshes. Take this spell, cast it upon him. It will, like most things, scare him back to the underworld, but he’ll leave a portal behind.”

F. Phendrie(before the spell): We are not interested in diplomacy or trading right now, wildling. Ashen creatures from the cosmos are present, and we are stocking for a long winter.

Phendrie(after the spell): Wha... what???!! WHO ARE YOU? NO! GET AWAY FROM ME!
(disappears through a black portal)

G. Take the portal into Black Marsh on the outer ring of Crema’s underworld, and find him in castle Black-Marsh.

Phendrie: “Wildling? Why are you here? We only process the dead here.”(he has no memory of what just happened)

“Anyhow, It is good that someone from above has come. There are myconian hounds about, fresh from that cursed crater. I could use someone with less of a soft squishy body to deal with them. “

H. Three hounds are resting upon what look like egg-nests. Upon killing them, return to Phendrie.

I. Phendrie: “Brilliant. Now my brood can sprout normally without being devoured. You see, us frog-imps can’t reproduce in the material plane. Painful business really. (he pulls a jewel from his crown, fashions it as a necklace and gifts it to you – it increases the critical chance of your attacks by 15%)

F. Return to Borgov.

Borgov: Someone’s a bit fancy, today! Of coarse, that necklace smells like fish shit. You might want to wash it off lad. I’ve been informed by the guild to make you an honorary agent as well! Welcome, fell magi! (receive gold and mantle of the mages guild)

B3. WARRIOR: Warband of the Freefolk

1. Aldmer the Garrison Leader

QUEST: THE APPLE

a. Aldmer: “We meet again, wildling. First in the dirt, now cleaned-up and at my door? How can I refuse someone with so much potential?”

“A young sellsword much like you has not come back from an escort mission. Do a fellow wildling a favor and lift him out of the dirt, as well.”

b. Track the mission to a ritual site where two cultists of Crema are surrounded by strange, red wolves while preparing for some sort of large sigil offering

Melanie of Flames: “Don’t look at us, wildling. Your guild was paid for the full voyage, and your squire Armond cheaped out just past halfway after we passed the hovel of Limina the Crone. I bet he’s ensnared and tied to her bedpost!” (laughs)

c. track where the sellsword went missing to a suit of armor, a tent, and a rabbit. The rabbit is friendly,

strap it to your back, and Armond's armor to your inventory.

d. bring items to Melanie of Flames:

Melanie: "This is a hex, most commonly done with fruit by witches in order to deter or prank travelers. Looks like SOMEONE is going to be in trouble with warband, eh? (laughs)"

e. Visit the hedge-witch Limina the Crone.

Limina: "Well look who showed up! One more dog from the warband, supporting TWO more dogs from the fiery lord! The stone circles were made by WITCHES for WITCHES. Nobody Else!"

The spriggan(a plant person) beside her turns hostile and attacks you.

f. Defeat the spriggan.

Limina: "You people think by sitting on the fence and letting THEM take energies from our ley-lines that you're just 'doing your jobs,' eh? Take this stupid apple! It has the cure for your 'rabbit.'"

g. receive enchanted apple that turns the rabbit human.

Limina: "When Crema goes back to threatening the world once this god from the stars gets kicked out, you'll wish you didn't let those two carry on their 'ritual.'"

h. escort sellsword back to the Warband

"Thanks, friend! I hope Aldmer isn't angry that I failed my first mission!"

I. Aldmer: Excellent, lad. Not everyone comes back from Limina in one piece! She must have other things to worry about."

(receive reward)

2. Askeladde the Second-Hand

QUEST: ALL THAT WE KNOW

a. Askeladde: "G'day sir. You and I have further assignment work involving this "witch" you conspired with. I need an ombudsman for this journey as you are the most knowledgeable. "As much as it pains you and I, these Crema cultists can't go unchecked. You see, we received a letter from the Elder Tribunal just now, ordering us to investigate all matters of their witchcraft."

b1. Return to the witch Limina with Askeladde to show her the letter.

Limina: "So you FINALLY listened. (gloats) All it took was three wrinkly old farts being afraid of their bank accounts, I assume."

"My scrying has revealed only one major thing: Lord Crema is at war with the cosmic god in that crater and is stalemated right now. Only his 'Saint In Black' has been able to pass to and from the battlefront of his underworld dark fortress."

"Why it's a bloody pool of piss, you ask? Crema's making new soldiers. All of his bandit worshippers are being incepted overnight, dying in their sleep, and waking up as Dark Husks. That ritual? It let's Crema do the same to NORMAL PEOPLE. You two have a lot of leg-work to do."

b2. Disrupt the blood ritual at three stone circles, where there are statues of crema being built.

c. upon reaching the third statue, the Saint in Black appears. "You will not interfere any longer, wildling. Relent, and your death will be painless."

d. Fight or tell the Saint in Black there is another way.

e. If the second option, mention the Whispering Saint's lord speaks of the star-traveler as their long lost god, but changed.

f. Saint in Black: "This is true. The edge of space warped our master's sister into an otherworldly entity that is now beyond reason. I assure you, these rituals are for EVERYONE's greater good, not just to help fight back the myconian hounds the Star Traveler has sent to my master's fortress."

I. And what will you do with your new soldiers once this war is over?

II. I don't believe you, you lying scum.

III. I'm just here to solve the fears of our Tribunal.

g. responses:

I. I will let them return HERE, and be free-folk, much like you, Sir Wildling. (agreement. Bandits become neutral)

II. Believe what you will, meddler. Crema WILL take offense to this and you will find your life much more difficult, even if we do have a common enemy. (disagreement. Fight continues. Some bandits are possessed with hellspawn which leap from their bodies upon death)

III. Those LAW-BRINGERS are just as evil as we are. When will you humans learn? All law is unsightly in the eyes of the great Lamerter. (neutral. Saint in Black vanishes.)

h. Askeladde: "Creepy fellow, that saint in black. Sometimes, I get the feeling when he's talking, that my blood is boiling. Anyways, let's get back to the lodge. Belfinna most likely has her eye on you now."

(receive reward)

3. Belfinna the Garrison Mother

QUEST: HEROS OF YESTERDAY

a. Belfinna: These... they... they're all gone now. I don't think I can go on. (sobs)

b. She is surrounded by piles of bones, weapons, and clothing. She is sobbing. You recall, if you visited this room before, it was full of people. "These were once my beloved band. They are no more, and I do not know why."

c. A tuft of red fur catches your attention. You approach her after picking it up, but Belfinna is too stricken with grief to listen, so you turn to Askeladde.

d. Askeladde: "You may have not noticed, lad, but Belfinna wears a necklace of the necromancer's Moon, Germond. Her band of merry warriors? Most of them should have died half a century ago. It is her love that kept them alive. "

"Seek out a close friend of Belfinna in the nearby forest, named Hagnir the Stump. They worked together in youth and fell apart. I will see about cheering up our Garrison Mother."

e. You seek out the retired hedge-mage Hagnir, a short but capable man in his hill house. Beside a graveyard. On it are tufts of red hair.

f. Hagnir: "Aye, who's this then paying me a visit on the random? Y'see this hairy rubbish? It's popping up everywhere these days."

I. I'm from the Warband of the Free-folk with some news. The band of Belfinna has collapsed.

“Me old love most be torn apart. Damned these red dogs! I won’t stand for her to cry any longer, come on, I know just who might be able to solve this.” (you receive Graveguard’s Shackle)
“We’re going to catch ourselves a HELL-MUTT, lad.”

g. Travel with Hagnir to the Portal of Obrol. Confront the beast Carrion, and shackle him after he falls below 50%(making him an unwilling party member). Lead the beast back to the Garrison with Hagnir.

h. Belfinna: First, my heros and friends vanish forever, and then the most boring lover I ever courted comes to cheer me up. What’s next then? My mother? And this here, some strange magic beast?

I. Hagnir: This is a shackled hound of that damned thing in the crater, love, wearing my grave-hound’s binding. It’s going to take our friend here to the whale’s tit.

J. Belfinna: Why, you little ingenious slog... You there, Wildling. Take me with you. I want to be there when this horrible thing’s master dies. (Belfinna becomes a follower along with Carrion, rewards are gained.)

B4. ARCHER: Ranger’s Lodge

1. Bellemue the Hunt-mother

QUEST: THE BEAST OF ORNEAL CAVE

A. Bellemue: “Welcome to the Rangers Guild, Wildling. Your sort are very much welcome here. We even have a hunt that you might be interested in!”

“There lives a twisted figure that crawled out of the acquifer water in Orneal Cave. It slew a miner and since then, took up residence. Might you be interested in the hunt?”

B. Confront the creature. You have the choice to either fight it or talk to it.

C1. The fight is a tough errand. This is a **land deity, a child of Crema**. If you succeed, you retrieve the **miner’s remains** and an item called **The Drake-blood branch**, which can be used to craft a decent class weapon.

C2. Orneal Beast: “**Festering sore of flesh; Are you here to try and pick me like the foolish miner?**”

I. Yes: fight, find the miner’s remains and the drake-blood branch

ii. No: **Very well. I did not wish to kill you and spend days smelling you rot. Why have you come to speak with me?**

- (just click one more time after No)

“Ah yes. Material laws and mandates; it has been long since I interacted with your kind. I am Phel – Lord of Dark Places. Take this in penance to your lord. (receive Topaz-glass egg)

D. Take egg to Bellemue, egg hatches, revealing the very alive miner.
Topaz crystals embedded in the egg are worth quite a lot if you loot and sell them.

2. Father Negan

QUEST: WHERE NO BEAST GOES

A. FN: (gazing into the fire) “**Praise Solean the Magma-keeper for this beautiful flame. I had the most fearful and cold dream last night. Would you like to hear it?**”

I. Yes

II. No, I will come back later.

B. FN: “I was wondering the wilds looking for ayuhuasca vines, when found myself at the steps of **Lorean Stad**, a peculiar **valley** we rangers pass on occasion. It is normally devoid of life, but this dream was different.”

“In it’s center, hovered above a staff protruding from a stone, was a horrifying **dark orb covered in eyes**. **Several wildlings** approached the staff, and tried to take it. Each one vanished into nothingness, and then the orb gazed upon me and said “COME.””

“Give an old soul some respite and have a venture over to **Lorean Stad**, would you?”

C. Venturing to Lorean Stad, you find in the center of the **valley** a **Carnelian Sceptor** and three sets of footprints leading away from it.

D1. The **first set of footprints** leads to a cliffside where a single weasel sings. He turns to you upon talking: “You’re a bit too hairless to be one of mine, aren’tcha? Why would you be stalking a non-skittish weasel this time of the eve?”

I. What is that **carnelian sceptor**?

“What is it to you, curious, hairless wolf? It brought me here, but you were brought her by something else.”

II. Who are you?

“I am just a weasel. I eat eggs, rabbits, or whatever tasty thing grows out of the ground! I’m thankful for this, because I feel it was better than what I was before.”

III. How did you get this way?

“The **flesh-moon** saw me and my two companions trapped in the dark crucible and brought us back. I can’t remember how long we were there.”

IV. Touch with the **carnelian sceptor** or say good-bye.

(touched) Becoming human again, in primitive clothing, the weasel becomes upset: “**NO! CHANGE ME BACK! GIVE IT TO ME!!!!**” (he begins to radiate darkness as combat begins, armed with a random primitive weapon)

- at zero health, drops to a knee: “Ha ha ha... this is fine. I refuse to return to that vile prison again.” (vanishes)

- drops the **primitive armor set** upon death

D2. The **second set of footprints** leads to a tomb, dead bodies strewn everywhere, half-eaten. A vulture man sits in the main chamber.

I. VM: “Greetings wildling. Welcome to my dining house. Feel free to take of the food, if you like the dead.”

a. Who are you?

“I am the Debit Collector. I collect the ultimate debit. So much death, and no where for it to go... but my stomach. Before, heh. I think I robbed graves. Ironical, isn’t it?”

b. Who made you this way?

“I am not sure. I am only thankful to escape the dark place we were trapped in. **Germond the Flesh-moon** showed us the way out. I personally never wanted this life, but... beggars can’t be choosers, can we?”

b2. Who is this **Germond the Flesh-Moon**.

“Ah right. Wildlings don’t learn of the pantheon. It is one of the few deities that existed before Crema and Lament, or maybe after? I believe it manages of life and rebirth?”

c. Were there three of you?

“In the dark place? No no no.... There were MILLIONS of us trapped there. Before, maybe. It has been so long, I have lost memory of it. I apologize.”

d. Father Negan sent us to find you three.

“That priest needs to keep his nose out of our business. You holding the carnelian staff without being sent off into the dark is by no means a normal feat.”

e. TOUCH the vulture man ~~or~~ RETURN to Father Negan

- touch: “THANK YOU, STRANGER! Alive again, but this time the jailor will NOT be my neighbor. Take me to the bandit dealer Hagnir. Him and I have much to discuss.

- Hagnir turns on the man: “Dumb enough to believe the magic staff would teleport him to a safe house. Dumb enough to come back to have us finish the job!” (fight, kill, xp + reward)

+ Vulture man(changed): Thanks for the help friend. If you ever need aid of me, I’ll be cleaning up and moving into this place.

- Father Negan: “Strange! I had no idea people still worshiped Germond. Let us have the scepter for study and safe-keeping

+ yes – xp and reward

+ no - “And you plan on walking around twisting the fate of others? Vile! Begone from our midst.” (end quest)

D3. Follow the **third set of footprints**. They lead to a cave. In it is freshly eaten animals and a bear, awake and standing.

I. Bear: **I am not in the mood for snacks, human. Please leave.** (yes or no)

II. (no) **Then leave by the tooth and claw.** (at half health, bear gives up)

III. **Stop! I yield! This... this isn’t how I want to die.** (too bad vs. Oh, now you show your true colors)

a. **“Too bad”** - you **slaughter the bear** and it drops a **locket with a picture of a woman and father Negan**. You can decide whether to return this to him or discard it(since circumstantially, you committed some form of manslaughter?)

b. **“Oh, now you decide to show your true colors?”**

IV. (assuming you spare him) Bear: **Please, before I was like this, I was a constable, a jailor to be exact. In exchange for money, I let these two men run free. My greed made me this bear with an endless appetite after I touched the sceptor... the more I eat, the hungrier I feel. I cannot live this way...**

a. **Touch her with the staff** – A **lady in constable’s clothing** appears. **“Thank you so much. Please, if you’ve met my husband Negan, could you help me find him?”**

b. take her to back to negan (or)

c. leave her to suffer

V. Negan: **This is.... Ramina! It has been so long! I... I don’t know why or how you ended up this way, but I doesn’t matter at this point. We have so much to catch up with. Thank you stranger for finding her.**“

(If you kill Ramina and bring back her locket, Negan sobs and thanks you with a lesser reward)

VI. Explain the story of the two prisoners to Negan:

“Remarkable! I wish I could have been with you to see it all play out. We will be taking the Carnelian Sceptor now, so that it make be sealed away where no soul may be tormented by it.”

3. Brunvya Red-fur

QUEST: THE PHANTOM

A. Brunvya gives you a **toy ghost**. “Here, take this. It will keep you company when you are alone.”

I. Accept or decline

II. Decline: Look at you, so popular and needed, and yet out in the the middle of nowhere with this old Jackal. (quest pauses until you come back)

II. Accept: Fear not, for the ghost-mother is watching, and so am I.

B. Brunvya: The toy is something you will need for your next quest. Look behind you. (A **small black shadow** of a child is standing right there.) She has been following you for some while. Go on... speak to her.

C. Ghost: “Water... it is in the water. Find it before we all become black.” (she vanishes, leaving behind an ectoplasmic shard.)

D. Brunvya: “The meaning is vague. This shard; there is a necromancer that collects these things. Perhaps whatever he sees in its circular thoughtform will point us in a direction.”

E. Trek to the **home of Hagnir the Blind** -

Hagnir: “Someone, I sense has brought me a gift, and if they haven’t, well... they can leave. Don’t worry, it isn’t you, wildling. Its the glowing shard in your backpack. Let me see it.”

“Ah yes, this spirit couldn’t ascend to the next plane, so it imploded on itself. This will make for a fine focus stone in a casting staff. If I were you though, I’d get over to Thull’crim Depths. It keeps whispering about a... weed that is turning all of the souls black?”

F. Go to the **cavern** with the **exposed aquifer**, where a grand, **red ent** stands, rooted into the water.

G. Ent: This is antiquity in the making, wildling. Have you come to witness it?

I. Yes or no

-yes: very well then. First I will be taking that body from you and turning your soul to ash. (you die)

-no: So base! So trifling! You know not what this universe is truly meant for!

(fight happens. Upon winning, the black ghost appears and thanks you. From the ent’s body, two taller black ghosts appear, run to her, and then they all vanish.)

H. Brunvya: So fearless, you are, wildling! You are truly worth our metal in the Ranger’s Lodge. Take this. (you receive the **Ranger's mantle**)

B1. ELDER TRIBUNAL

1. Elder Fortuna

QUEST: SAVAGERY

A. Fortuna: “Welcome to the Elder Tribunal. You seem the capable sort. Interested in serving the will of the people?”

“There has been a string of robberies out on the roads as of late; some loathsome rabble trying to get rich on our starvation. Here is the location of the last caraven that was ransacked. Track down the thieves and retrieve our goods, and you shall be rewarded greatly.”

B. Locate the last caravan remains, look for and follow footsteps and wheel tracks to a bandit cavern-

home.

C. Fight your way in, obtain the package of goods, strapping them to your back, and return to Fortuna.

D. Fortuna: “Oddly, Ironmaster Seelie’s crest is on some of these, even though this was a simply a shipment of dried foods and spices. Care to do some penetrative searching into Seelie’s home?”

E. Sneak into Seelie’s home to look for a stack of letters. There is one marked to Mr. Tin that seems to stand out from the rest. Bring this back to Fortuna.

F. Fortuna: “This Mr. Tin intrigues us. He robs us of our food, and has a close communication with our main weaponsmith. No doubt, this is how bandits are so well armed these days. That is all, wildling.” (you receive gold and some food)

2. Elder Roberts

QUEST: LAW OVER RELIGION

A. Roberts: “Agent, good work on the Seelie case. We have our spies trailing the scoundrel as speak to catch him and the bandit captain in the act. I have another task for you.”

“Rumors around town have arisen of a red-eyed thief that prowls the back-alleys at night. Normally this hearsay would go unnoticed, but some vaults and doors in the trade sector have been found toyed with. Here is a list of witnesses”

B. **Witness 1:** saw the thief scale to the second floor of a town-house and enter through a window.

Witness 2: saw the thief both appear, go through some shipping records for a tool shipment, and then vanish.

Witness 3: found a copy of the monthly tribune dropped by the thief leaving a building.

C. Report to **Roberts:** “There seems to be no pattern to this at first, but look here in this tribune. This is an archival copy; not a reprint. The three locations were broken into before good news set in. New spices at the apothecary, inheritance passed down In the Hodge Family, and good business for the general store. “

D. “Go to the **tribune’s printing press** and ask around. I’m sure something odd must be going on.” The delivery boy has been missing for a week.

E. Go to his residence, find him and his family murdered, body parts ritually and carefully removed.

F. Return to Roberts: “The **cult of the Crema** is on the move again, this time after having their zoning rights revoked in the city over witchcraft and skullduggery. This will not be tolerated. Take **constable Erics** with you, and visit their temple.”

G. A summoning ritual is in place, a black figure comes from a portal being held open by a man wearing a mask with red eyes, and then the wizards take notice. A fight happens, men and women are slain, the **mask of Crema** is dropped. The black figure speaks to you: “Our mistress awaits the return of her sister, Wildling. She has been counting days since you awoke at that campfire. Don’t take too long..” (Vanishes)

H. Roberts: “Excellent work, agent. You are living up to your reputation. Do not worry about the one

in black. One magician is no threat to the law.”
(gold, food, weapon are rewards)

3. Elder Kingsblood

QUEST: BLEEDING OUR OWN

A. Kingsblood: “Agent, good work on your past two assignments. One more stands between you and your mantle as Phulax of the People, a sergeant of arms in layman’s terms.”

“The previous Phulax of high merit was a dark individual by the name of Merick, and she took a bit too much pride in bringing the unjust to death. The woman kept collections of ears, an unforgiveable fetish.”

“Today we received this letter, addressed to you.” (upon opening the letter, saying “unworthy”, you receive a severed ear in your inventory.)

B. Track the hand-delivered letter to the office of mail in the trade district.

C. Question **three people** about the origin of the letter.

- **the clerk** recalls a woman in black with a monocle.
- **the post master** charged her extra for having no return address.
- **the sorter** recalls the direction she approaches and leaves from

D. head out of town in the direction of her route, and find an isolated witch’s hut. EARS decorate its entrance. Search the house, which is empty. Find a man chained up that looks just like you, who is missing an ear. Set him free, and he changes into the dark figure that came from the Boiling Star’s portal.

E. Man in black: “Greetings, wildling. I am Sir Delemon, the saint and black for our lord Crema. It pains me to meet you under such conditions.”

“This is difficult to ask, but the woman who captured me while following your trail is a witch of Glimmer, one of goddess Lament’s lesser god children. Might you... give me back my ear?”

F. His ear snaps and fuses to his head. “Now I am whole again and have my powers back! I must be on my way, I apologize.” (vanishes)

G. The witch is waiting downstairs: “You do not belong here, especially as a Phulax, nameless wildling, smear across the face of time. I knew you would come. I just did not know when. Pity the many I’ve had to kill up until now.”

H. Fight, kill, **Glimmer** appears for an instant after the witch disintegrates. “We will meet again, but I will choose a saint more sane than this one.”

I. Return to **Kingsblood** with **Merick’s mantle**, receive **mantle of the Tribunal** and gold.

C. ORDER OF THE WHISPERING SAINT

1. First Priest Elliott

QUEST: THE LOST SCRIPTURE

A. Elliott: Welcome, newcomer, to the Order of the Whispering Saint. Praise silence. It is nice to see new faces in our halls. I am Elliot, First Priest of St. Bella, last stigmata-bearer of Lament, our lord the sky.

B. Elliot: We are... at a loss of sermons lately, unless our preachers can speak from memory. Our... holy books... (hands you a rotting Bible of Lament) Would you care to visit the tomb of our Lady with me? I must pray that this ends.

C. **Demons** guard the tomb. Fighting your way in, you find the **Saint in Black** standing over the Bella's body.

D. Saint in Black: "You are neither holy nor infernal. Tell me, wildling, why do you feel the urge to meddle in our affairs?"

I. I am here for the Order of the Whispering Saint

II. I am here of my own good will.

III. Responses

- I. So you are no more than a dog. Bella's spirit is no-longer here. You would be best to be on your way. Our lord laments, but the end-times are too near to dwell on it.

- II. Then I have a question. Bella guided these hairless monkeys after Lament departed this planet. Now Bella, their last source of power, is gone, and only Lament's children remain. Why have they not taken her place?

> 1 – I'm a dog that has done more than you, who only skulks about standing in the way where ever I try to do something right.

> 2 - I cannot say. I have only seen the fleeting presence of her godlings.

- III. Responses

> 1 – You really believe that, don't you? I am the only eye Crema has in this world while she fights back her own SISTER attempting to invade the core of this world. A single eye need not blind itself.(vanishes)

> 2 - Then let me bring the truth down to you. Lament left her children to watch over her half of the world. She left this saint to watch over men. Bella is gone. Mankind will have to oversee itself for once.

IV. Regardless, I have already lingered for too long. Travel cautiously, wildling. Even hell is worried these days. (vanishes)

E. Return to Elliott: "This figure intrigues me, and you say he reports directly to Crema? This is very urgent indeed. Come, you and I as agent and first priest have an errand that must be done."

F: **Elliot and you** set out on a journey to the **Forum of Cormyr**,

Elliot: We are approaching where Lament first appeared to mankind and tamed its savagery with the first rain of sadness and empathy.

G. in the center of the forum stands a pedestal with golden tablet on it. Upon reading it, it displays "Lament the stars for they are always falling. May these worlds flow and wash free the hearts of the heartless. (the rest of the text is a script you have never seen before. Attempting to read it blurs your mind)"

H. A very weird-looking angel appears. It says: "I am the radiant herald of what once was Lament. Bound to the scripture is her crown. Find the keystone, and it may create a saint."

I. **Three Mausoleums** sit on the outskirts of this area, **each with three keepers of shards of the tri-part keystone**. Defeat them and upon reading the golden tablet, it becomes The Weeping Crown. The keepers are:

- **Boletia the the Clockwork Knight**
- **Maruwitz and the Hound**
- **Kesko, Jester to Fire-Queen Crema**

J. Travel to the tomb where you saw the Saint in Black and wake Saint Bella from death to lead her back to the Order.

“A wildling.... And... Young Elliott, so old... What has happened? What year is it?”

- “It is the 1296, milady. Your patron deity has returned, but is now attempting to ruin this world.”

“Ah yes. Lament, our goddess... she traveled a great cosmic distance in several moments to the edge of the darkness to find a star like ours, but it was at the end of this star's life that it imploded, sucking her in. What is left, has come to devour us.”

Upon arriving, **Elliott** thanks and rewards you.

2. **Dark-Scryer Maria**

QUEST: THE RITE OF STAR-CROWN

A. Maria: “Praise silence! Thank you, wildling, for bringing St. Bella our commonly-known Luciel back to us. While her memory returns, it is best we all refer to her as that. I am Maria, the dark scryer.”

- “Before Luciel returned to us, I was the one who listened to her soul’s whispers as it studied the growth of the timespace.”

- “The crown you anointed her with is a single hair from Lament’s head, they say. It fell to earth, and the dirt itself came to life as our demigod Germonde - The Flesh Moon, prince of reincarnation.”

B. “There are more saints that must be woken. They are the hosts of Lament’s children, who all fell dead when she departed this world.” (you receive the crown)

I. Emera of Tears – adventure to the dead archipelago pond of Sashier and pray upon the most dull of stone needles.

- Emera appears: “Give me your saddest moment, nameless Wildling. These waters are full of salt.”

- Emera: “was it the old man that brought you here? Did you forget everything before that? How sad! Let me climb inside that vessel of yours so that we may find mine and fix this.”

- proceed to the tomb of **Elvelin the Weak**, fight past the undead, enter the antichamber where the Saint in Black stands: “Busy aren’t we? And oh look. You seem to be carrying a god. Not a very strong one at that. Weak gods, choose weak saints like this one.” (Emera appears)

- Emera: “How dare you insult a child of Lament!” (you fight back the **Saint in Black**, he vanishes)

- Placing the crown upon Elvelin, Emera vanishes, and Elvelin rises; “Where.... Where am I?”

- Elvelin: “I suppose you have woken me, stranger. To that, I give you partial thanks. I was in the golden fields of Lament, where my family gathered in celebration. I suppose regrettably this is in good reason?”

- Elvelin: “Emera assures me there is work to be done. Let us find the other saints first.” (xp and the Ring of Weeping which adds magic resistance)

ii. Glimmer of Blood – Venture to the birthplace of vampires, the empty, haunted, mountain halls of Elineux. It will be surrounded by desert. You are looking for Prince Balor the Betrayer. Elvelin tells you this if you talk to him.

- Find **red moss**, **crimson dark-cap**, and **frost-ash** in the halls. Return to the king’s hall, where

a **husk of a man** sits on his throne. Pack his **pipe** and light the mixture.

- Balor: (huffs... breathes... coughs then stands up and eyes you and the saint) This... this isn't my kingdom. Where am I?

- "You're looking for Duchess Shimmer, is that it? Strange one, this lady. She comes and goes without as much as a key or carriage. I think she is a witch. Here. Have a puff of this pipe"

- (You take a brief inhalation and your vision distorts. **Shimmer** is standing at Balor's side. the halls are filled with **skeleton-folk**)

Glimmer: What brings you here, little sirrah, with my brother by your side?

- Glimmer: "I see that mother is not far away, but I cannot leave this place. Lord Balor must not devour another soul. This tomb of a fortress is at its limit, lest you challenge and slay him."

- Balor: "I devoured my own, while the world burned around us, and this is now my kingdom of immortals. Begone, like so many before you." (fight, win, watch as every ghost and skeleton collapses, and get his Pipe of Virility which adds armor as your health decreases)

- Take **Glimmer** to the **tomb of Harmon the Red Saint**, crown him, making her vanish into his body.

Harmon: "Thanks to you wildling. The liminal whispers of lords Glimmer and Emera say that the three caretakers of Lament are assembling. Lead onwards to Brother Tamerin."

iii. Tamerin of the Abyss – Harmon: "Brother Tamerin is not far from dawn or dusk, but is not a friend of night as his name professes."

- Elvelin: "Brother Tamerin, adores the sky. He loves painting distorted images of stars. Let us travel to the sulfur springs of Myrrin."

- Travel to the **Sulphur Springs**. A **green wolf-man** bathes, coyly watching you.

- Green Wolf: "Are you a hunter? You smell like those men that roam the mountain halls and structures made of dead wood-folk."

- Green Wolf: "I certainly hope you don't mind me here. I'm just waiting for night. It's when I go looking for a snack to go with this bath, unless you'd like to be my chef?"

- Bring the green wolf the **meat of three herbivorous animals**. "This is perfect! Let me show you where I dine. She opens a portal that leads to where Tamerin lurks"

- Tamerin: "I didn't expect visitors at this hour or this place, let alone my two siblings. What is it, now?"

-Tamerin: "I see... mother is not far off, is she? I guess I will scold her for giving me this job. I am not fond of Aunt Crema one bit. Take me to my host so we may be done with this."

- Venture to the **burial mound of Krainlin the Drunk**, crown, wake, lead everyone back to Maria.

KRAINLIN: "I was in the golden fields of Lament enjoying a beautiful feast and now, a wildling with... oh my... Why are you two here?"

"The liminal whispers of my lord Tamerin speaks of a loathsome errand we must perform. I suppose I will be following you."

C. **Luciel** is already waiting at a **triad ritual ground** that is your next goal. "I am sorry that this has taken so long for you three. You should already know what must be done, each of you a part of Lament."

I. All **three saints** go to their point on a **ritual triad** in the order's **courtyard**.

D. Luciel: "It is here; her former self. The dark of space sundered it from her and locked it in the astral."

I. Luciel: Time for you to free our lord and help heal this fractured world. (a portal forms over where she is standing)

E. Enter the portal.

Standing in a magnificent outdoor forum of archipelagos, sand, and liminal dream-like structures is a Celestial figure twisted by egos unknown.

F. Figure: **I am the Shackle of Hedra; so charming it is to see you in the flesh, nameless wildling. Sad that you have come this far only to be crushed.**

Luciel: **Fear not, nameless one, for I am here with you.** (you gain a single-use full-health restore item called the Fruit of the Shadowless World)

G: Fight the Shackle, kill it, and behold a glowing white orb named The Ego of Lament that drops from its disintegrating body when you beat it, say your goodbyes to the three saints, and then return to the order.

3. Script-Keeper Langston

QUEST: OATHS OF DISTANT CHILDREN

A. Langston: **Praise the silent whispers! You will be dreamt of and sung about for ages, Wildling. We have the mind of Lament, but not her body. The taint must be removed by her children. Let us carry out the rituals of yore passed down before she departed.**

B. Gathering the materials:

I. Go to the **Temple of Tears** and **drink from the fountain**(normally it just restores your health)

II. Go to the **Valley of Red Wind** and gather **Dust of the First Flame**

III. Go to the **Sulfur Vent of Nitri** and collect **pyroclasmic mass**.

IV. Take each to its respective statue in the **Triad ritual ground** that Luciel used to make a portal

V. The statues all become animated, raise their arms, turn their heads to the sky, and sing.

LANGSTON: **This is it, wildling. The song of the first tear! Go now, and wake our lord!**

C. **Proceed to the crater of the Star Traveler**, which was previously overwhelmingly difficult to enter in one piece. The creatures have become benign and decrepit-looking, the fauna and giant mushrooms are dying, the body of the star traveler itself is hollow and lifeless. There next to it, stands Lament in bodily form, gazing endlessly into the sky. You offer her the orb, and in a flash of light, she is herself again.

D. Lament: **“Thank you mortal. Now the world may once again feel true sadness and empathy. Your deeds have completed me, and thus I offer you one wish.”**

I. Power – 30% more attack damage

II. Wealth – 50% more coin gains and reduced prices

III. Companionship- the three saints appear. You may choose only one to take with you.

E. Lament: **“Well chosen, my young wildling. May your adventures continue to be so vibrant. Fear not, for I am watchful.”**

(you receive the Weeping Mantle)

ROLL CREDITS

VI. LIST OF MODELED ASSETS DIVIDED BY FACTION

