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Aether Story Ridge Bunker Quests
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The Glens Area Questlines

Glossary Of Sections:

- Quests
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QUESTS:

Quest Title: Dr. Sunlight's Shrooms

- As I explore this unknown area known as The Glens, surrounded on all sides by flora and fauna, I meet this interesting man called Dr. Gretirien Sunlight. He is a student of The Glens he says, and wishes to save it from a parasitic threat. He wants me to aid him.

Objectives:

- 0/6 - Eradicate The Infection
 - There is this fungal, parasitic infection that might overtake all of The Glens and spread across the world. I need to destroy the fungal hives to stop the spread and grab some samples for Dr. Sunlight.
- 0/1 - Return To The Doctor
 - After having my eyes opened through countless battles and observations, I must return to the Doctor and tell him of what I have found. The Glens is dangerous, but I can tell why it fascinates him so much.

Quest Start:

Hello? Ah, a man of civilization, what a sight for sore eyes this is. Greetings explorer, you may call me Dr. Sunlight, I wish I could say I am happy to meet you, but the circumstances disagree.

Old sport, I study The Glens, all intellectuals desire to. But after so many years in this unknowable place, I have discovered something that has chilled my soul: an **infection**.

There's something out there, old sport, a creeping, soul-stealing infection that might destroy us all, starting with The Glens, and I need your help to study this threat, and... extirpate it.

With enough money this should suffice? Right, old sport?

Quest Accepted/In-Progresses:

Excellent! Rest assured you will be handsomely rewarded, old sport.

Quest Objective Description:

The player will go to certain places in The Glens that are infected with this parasitic fungus, it kind of looks like very pale pink flesh. The player will then find certain areas where there are these hives that are the main spreaders of the infection, he will then fight infected wildlife that is protecting these hives and then destroy the hives.

The infected monsters protecting the hive would be the same as any other monster model except with bulging red eyes and veiny fungi all over certain body parts.

Quest End:

Ah, old sport! You have returned! I assume you have destroyed the hives like I requested? And did you bring the samples that I require?

Great! I knew that I could count on you!

Huh, this is interesting, it seems to react to my magic ring, but not the new level of humidity to this part of The Glens. Through my studies of these samples, the threats should become a non-issue. I hope this reward will be enough for your troubles.

Thank you, old sport. Should anything else arise, I will be sure to contact you.

Quest Item Description:

Infected Fur Tuft:

It feels more like leather than fur and whenever you touch it, it seems to writhe and wriggle whenever you do. Better get this to the Doctor.

Hive Remains:

Remains of an infection hive, what Dr. Sunlight has dubbed as “The Slithering Madness,” it smells like absolutely nothing and whenever you put your ear next to it, you can feel it breathe. Better get this to the Doctor.

After Quest:

The doctor seems way engrossed into his work, he has full hope that his research will stop the spread of the infection. He tells you farewell and to take care, but doesn't say much else.

Quest Title: Power And Dominion

- A horde of malevolent, destructive spirits threatens to recruit The Glens into the side of darkness. A holy man named Masiimiro showed me proof of that. To wipe them off the land, I must help him carry a “Bell Of Warding” to a tall peak inside The Glens, and let it ring.
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Objectives:

- 0/1 - Escort Masiimiro Through The Glens
 - As we trek into the darker regions of The Glens, I must escort Masiimiro and keep him safe. He alone is the only one strong enough to lift the Bell Of Warding up such treacherous territory.
- 0/12 - Exorcise & Exterminate

- Now that we are finally at the shrine to the Bell, we are being attacked harsher and harder than ever before. While Masiimiro rings the bell to banish them, I must hold them off with all the power I have at my disposal.

Quest Start:

[The player runs into a holy man who is from a small temple that has not been completely built yet at the edge of The Glens. They meet him when he is outside on a bench, mending his wounds; he has bloodied bandages all over his left arm.]

Greetings and good blessings oh friend. My name is Masiimiro and it is a fine day to meet someone like you. Oh? The wounds on my arm? Well, that is a far more fragile matter oh friend.

Should it not trouble you, I would like to ask for your help. There is a dark danger lurking in The Glens, malignant demons that seek to sway the wildlife to the side of the forces of evil.

My ancestors created this bell, the great “Bell Of Warding,” meant to banish evil spirits back to where they came from. I must embark on a quest to ring this bell on the highest place in The Glens.

If I succeed, The Glens will remain a bastion of nature, untouched by the forces of arcane evil, at least for a while. The journey will be treacherous, I have already failed twice... and you might not come back.

Young explorer, knowing this, do you still desire to help me?

Quest Accepted/In-Progress:

Thank you brave explorer! I will be ready in a bit, knock on the door when you are ready and I'll meet you outside.

[Let it be known that when Masiimiro carries the “Bell Of Warding,” it is literally several characters tall, like a small tree, its gold with sigils carved all over it. The latter lines come as they travel through The Glens, stopping at certain points. They fight creatures from skeletons to animals native to The Glens that have been “corrupted” by these dark spirits, the design of which will be left to the game designers.]

[Before fully entering The Glens]

Friend, wait. Just... I would like to say thank you, for your selflessness, all I can hope for is that my reward will be sufficient, and that our bond can bear such a strange world ahead.

Here, this is a route I have marked of The Glens. It's not good, but I left some marks on the trees, they should let you know the direction the temple I built is. Let us not delay this any further!

[After Three Separate Combats]

Wow, friend. You look mighty tired, come here, let me get a good look at you.

[Heals player.]

There we go, nothing a good prayer and some mighty powerful feelings can't fix! We still got a long road ahead, ready when you are.

[After Reaching The Foot Of The Mountain]

This is it. This is where I built it, though it did crumble fifty times before I got it right. We just need to get up there and ring the bell. You ready, oh friend? Then let's get down... or up to it in this case.

[Reaching The Top]

We made it, I mean we did have to go through those skeletons, nevermind them demon vermin we found, but we still did it. Now I just need to install the bell and we should be alright.

[He walks to the great structure, lays the bell down and starts installing with it]

After this bell is rung, the holy energy should wash over The Glens and purge any demonic influence from it, but remain vigilant. It appears the fight is not over yet!

[Final Fight]

Yes, defeat those monsters, friend! Give me enough time to ring the bell and all will be fine, I swear!

I shall ring the bell now! Brace yourself!

[Departure]

Thank you, my friend. It was mighty kind of you to help someone who you barely know, I guess it is true what they say about noble souls; they are often found in unexpected vessels.

Take care friend, and should you ever need help, know that Masiimiro The High Judge is one person you can always count on.

After The Quest:

Masiimiro seems to be engrossed in reading his book, it's titled "Litanies Of Kindness & Gentleness," no author is listed. He seems very happy, especially when he sees you peeking.

Quest Title: Caves Of Darkness

- I found a wounded woman on the side of the road next to an overturned carriage. She says she was in search of an ancient and powerful flower to heal her son from his deathly sickness. On the road, she was brutalized by monsters and can't go on, I must help her.

Objectives:

- 0/2 - Retrieve The Dragon Ragweed Flowers
 - In order to heal the sick child, I must find a mythically rare species of flower called the Dragon Ragweed. This flower is the only thing that can save Wabi's child, but it is inside of a dark and dangerous cave, so I must be careful.
- 0/1 - Help Mother Wabi Make The Cure
 - I must help Wabi through the creation of the cure, if we fail, her son will fall victim to the foulness of his sickness.

Quest Start:

My child... are you... is anyone there? Hello? Cursed dirt, I can't even see. If anyone can hear me, I am wounded, everything just feels so broken. I need your help, please.

[The player then can choose what healing items they give her.]

Ah, thank you, thank you so much. Apologies for bothering you, however. My name is Wabi, could you help me stand?

Thank you.

I wish I could repay you to the best of my ability but I cannot. I have no time left to waste. My son, he's sick, the cure for what ails him lies solely in The Glens. It's called The Dragon Ragweed Flower.

Would you help a lady such as myself? Even in such a dangerous quest?

Quest Accepted/In-Progress:

Thank you! Thank you so much! I am not used to adventuring as much as my siblings and they have gone for quite a while.

I will go back home and take care of my child. If you get me that flower, I will even make you a potion out of it. The flower is in The Glens, it's a fiery orange with red accents. You can always find it next to Titanicus Trees.

Here, I will mark the address to my house in your map.

Good luck.

Quest Item Delivered:

You have come! Did you bring the flower with you?

Excellent! I will get to creating the cure immediately.

Here son, this will make you feel all better, I promise.

[Feeds the potion to her son. She lays his head back down.]

His fever is coming down now, thank the gods. Ah yes, I did promise you this, here. The potion acts as the ultimate purifier, it will get rid of all your negative effects, unfortunately, any enhancement potion effects will also be erased from your body as well.

Use it careful.

Quest Reward:

Dragon Ragweed Potion / Distilled Primatiria:

[RARE]

A potion created with advanced alchemy methods and the Dragon Ragweed. This potion will eliminate all negative afflictions in the body and heal the player 25% of their total health.

Unfortunately, due to its purifying capacities, it will also eliminate all buffs given by other potions or spells.

Quest Title: Dreaming Of Evil

- As I quested throughout the lands, I found a corpse with a letter on it. This person was investigating the sources of his and his family's strange, seemingly supernatural nightmares. It is up to me now, to pick up what he unfortunately could not do.

Objectives:

- 0/1 - Locate The Place The Letter Describes
 - The place that the letter describes is a cave within The Glens, the entrance of which is the shape of an open mouth with holes on each side that look like eyes. If there is such a place, then what does that place have to do with his family's nightmares?
- 0/4 - Destroy The Nightmare Idols

- These idols were created by some sort of dark sorcerer, in order to stop the nightmares plaguing his family, I must destroy them. All of them. I must be as thorough as possible.

Quest Start:

To my dearest Wendy,

As I write to you, my mind is in turmoil. These nightmares are not mere figments of my imaginations however, but rather, they are dark prophecies of something sinister that looms in the horizon.

In these dreams, I have sights that no mortal man should ever be forced to see. I have seen grotesque creatures with twisted limbs and gaping maws, lurking shadows and pouncing tendrils. What is worse, my daughter, is that I am afraid this plague shall befall you as well. As you read this letter, I am journeying far away to discover the cause of my nightmares.

~~The temple in that cave, that temple in The Glens, I keep seeing it, get it away, stop, stop~~

Whatever happens, know that I will always be there for you, even if my mind should fail me. I love you forever and always, I hope to stop at some tavern where I can mail you this letter. I will fix this, I love you, take care.

Forever your father,

Jaque Fonteyne

Quest Accepted/In-Progress:

[The player will go to the cave in question, one that is clearly visible once The Glens are explored well enough. After they get inside they will face a wide variety of enemies, especially animals and other monstrous creatures fit for such an area. After they get inside they will find a locked door, behind that door being the Nightmare Idols, to get there they must get the key.

The key is tied around the neck of a very old guard dog, his face droopy and old with white hairs. They can either kill the dog or throw meat in the area so that it may feed and fall asleep. That way they can get the key from its neck.]

[After the door is unlocked they will find a dark room similar to a dungeon, in the center there are four different totem poles made of stone with screaming faces, tentacles of flesh and wood wrapped around them and writhing constantly.]

[During a battle against shadowy creatures summoned by these pillars, the player may also take turns to attack the Nightmare Idols and deplete them of health to destroy them.]

[The player destroys all of the idols and the shadowy creatures dissipate. The room itself stops being dark and gloomy and returns to a simple, far more ordinary room, though the contents are still the same.]

One torn page can be found there;

Oneironaut Rituals #3461: Nightmare Transferal Sequence

- Kill an albino wolf and extract its blood.
- Carve four distinct idols that will be used to channel said nightmares.
- Write a list of horrifying things that have happened to people you know, burn it.
- Spread those ashes upon the idols.
- Sprinkle the wolf blood on your victim without them noticing using a silver knife.
- Keep the idols safe and watch your opponent slowly be driven insane.
 - Remember, if the idols are broken, the curse will be over and your victim(s) shall find peace.

[In a small chest, the player can find a lot of money and armor from someone called Braddigan, with the corpse of said person right next to the chest. The story remains a little nebulous but the player may take comfort in the idea of some distant family being safe after all.]

Quest Title: Where Shadows Dance

- I find myself in front of a fox, who signals for me to follow him. The fox seems oddly sentient and I am not sure what I am getting into, but the fox seems desperate, it desires-- no, it needs my help. He needs my help to find someone, a man by the name of Crimson.

Objectives:

- 0/6 - Destroy The Encampment & Destroy The Plans
 - Crimsons research details plans on how to destroy a “Great & Powerful Tree,” and using that as a distraction for nefarious purposes. I might not be able to stop his plans completely, but I can push them back.

[I honestly do not know what else to write here as The Fox cannot really speak. The camp will be burnt to the ground by the player along with the plans, and later the fox will guide them to their foxhole where they will be given a couple weapons they can sell as well as some gold they have stolen before.]