



Levida Questline (Myr): “A LOVER’S LAMENT” (Pt. 2)

[DIALOGUE CHUNK 2.0 – Sephael Statue – Intro Distance Dialogue.]

↘ [2.0.0 Dial_Levida_Dist_1 LEVIDA DISTANCE DIALOGUE (INTRO/ONCE)]

LEVIDA: Fie! [grunts in pain] Hearken unto me, fiend.

To bed, to bed! Maketh thine laurels a bed and rest.



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[DIALOGUE CHUNK 2.1 – Sephael Statue – Interaction Dialogue.]

↘ [2.1.0 Dial_Levida_Int_1 LEVIDA INTERACTION DIALOGUE (INTRO/ONCE)]

LEVIDA: [gasps]

Oh, ‘tis mine own champion. Thank the spirits!

Our paths, it seems, converge ‘long a fringe of desolation.



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↘ [2.1.1 Dial_Levida_Int_1 LEVIDA INTERACTION DIALOGUE (INTRO CONT’D)]

LEVIDA: From Dalamase, hast I borne the body of mine late Dibaal...

...only to find the dead risen in these Hallowed Haunts.

How? It giveth me pause. How couldst this be?

Where art the ritualists, the pallbearers, the crypt-cutters? Who wilt lay the dead?

Mine fine fellow Knights of the Myrish Hunt, where beest they?

Too long didst I tarry from knightly duties... Too long am I from Myr.

[grunts in pain] This-this statue to Sephael, ‘tis bound to that door, there, by some mechanism.

Prithee, unlock it, that I may lay Dibaal’s bones in the crypt’s Undercroft. For I . . . I do not bear the strength.



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[DIALOGUE CHUNK 2.3 – Ritual Site – Interaction Dialogue.]

↘ [2.3.0 Dial_Levida_Int_1 LEVIDA INTERACTION DIALOGUE (INTRO/ONCE)]

LEVIDA: Look upon these works, ye mighty, and despair.

Nigh on thirty years, our ritualists laboured to inter Ailur’s slain... Many and more taken ere their time.

These remnants of Edam’s War, still to be sorted... No wonder they rage.



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Once more, they march against us. Dibaal's bones wilt find no rest in the Hallowed Haunts. None will, now.
Fate-borne champion, I beg of thee one last kindness.
From his grave, I wish to summon mine husband's ghost...
To learn from him his killer's name, that I may visit upon them a lengthy dying.
Three essentials wilt I require to perform the Rite of Resurrection.
Oilec Myrrh, to consecrate his corpse. A pair of Grave Shackles, to bind him lest he rise a revenant. And a Canopic Jar, that his heart remain whole.
Someplace nearby, surely not far, wouldst Myr's ritualists stow these items. This site shall suffice.



Oilec Myrrh (Quest Item)

Skeletal aspergillum filled with consecrated oil.

Essential required by Levida for the Rite of Resurrection.

Myr's ritualists anoint the dead with ground extracts of myrrh as a method of embalming. This practice is said to stave off decay and purify the soul.



Canopic Jar (Quest Item)

Obsidian urn cast to preserve the heart and the life therein.

Essential required by Levida for the Rite of Resurrection.

That their remembrance remains unsullied and the spirit at peace, the hearts of those deceased are safeguarded for generations by generations.



Grave Shackles (Quest Item)

Collared manacles, by design, as cumbersome as they are binding.

Essential required by Levida for the Rite of Resurrection.

Blessed by their ritualists, Myrish chain ensures a corpse remains at rest, tethering even the most willful of wraiths, body to soul.

🔗 [2.3.2 Dial Levida/Dibaal_Int_1 GIVE INGREDIENTS]

LEVIDA: The rite is ready. All now beest in place...

Slumbersome spirit, wake unto me!

By Sephael's babes, [grunts in pain] by all the dead in Ailur's womb...

I calleth thee, return. I CALLETH THEE, RISE! RISE!

[grunts in pain]

I nameth thee... <i>Dibaal.</i>



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