

Pillars of Eternity

Event Refresher

This is a guide for people playing Pillars of Eternity 2 that describes what the choices in the Pillars 1 history are about. It includes a lot of plot details – possibly too many plot details – for context so you know what you’re picking. It’s quite long.

There will be a lot of spoilers for Pillars 1. This is your final warning.

1. Main Plot

Plot Synopsis With Massive, Massive Spoilers

Okay, so that wasn't your final spoiler warning before. This is your final spoiler warning.

The Dyrwood is an ex-colony of the Aedyr empire that's recently turned independent. There's ongoing conflict between the colonists (Dyrwoodians) and natives (Glanfathans). 15 years ago the Dyrwood was invaded by Raedceras, a country to their north. Raedceras' army was led by Saint Waidwen, a blessed farmer-king generally believed to be the avatar of the kind and benevolent god Eothas. The Dyrwoodans nuked Waidwen with a big magic bomb when he and his army walked over a bridge, killing him and most of the Raedceran army.

Since then, babies in the Dyrwood are generally born without souls, which makes them alive and functional but zombie-like: all instincts, no mind, etc. This crisis is called Waidwen's Legacy. A common belief is that Waidwen's Legacy is divine punishment: either for killing one of the gods, or possibly to punish the rising use of Animancy, the science of studying souls.

Your PC takes a caravan to this blasted hellhole of a nation, having been promised a nice piece of land in a remote village if you settle there. On reaching the Dyrwood you encounter a band of native Glanfathans, who kill most of your caravan. Then you meet some cultists, who kill anyone left using a magical soul machine. You survive, but the machine makes you a Watcher, a person who sees dead people. You also gain the ability to read minds, although mostly the minds of people with questionably creative backstories invented by Kickstarter backers. The village you were supposed to settle in turns out to be run by a mad tyrant who isn't giving you the time of day, nevermind the land you were promised. Welcome!

You quickly solve your uncertain living situation by clearing a castle full of ghosts and stealing it. The cultists and their soul machines turn out to be responsible for Waidwen's Legacy of Zombie Kids. The cult is called the Leaden Key and is led by Thaos ix Something-or-other.

Thaos is collecting the children's souls in his basement and wants to use them to empower Woedica, the deposed ex-queen of gods. Woedica is now just the goddess of law and vengeance, and is generally cross about being deposed. Thaos knows this soul-powered approach will work because: surprise! turns out he and his people, the Ancient Engwithians, were master soul scientists and created the gods from scratch using the souls of a few million Engwithians that were sacrificed several thousand years ago in a global social engineering project and suicide pact. The rank and file cultists of The Leaden Key are told that their cult is working to restore Woedica to power, which is partly true, but they are primarily a tool used by Thaos to hide the secret of the gods' distinctly not-divine creation from the world.

You get to make a bunch of choices on how you deal with all this throughout the game, which is what the picker is about.

Fate of the Souls

Thaos has stolen the souls from 15 years worth of kids in order to repower Woedica. You have beaten him up and are now running his soul mulching machine. What do you want to do with all those little kiddie souls?

- *Return the souls to the kids' zombie bodies*
Reward families who kept their braindead zombie kids fed and alive for a decade. Probably less fun for all the people who didn't do that. Hylea, goddess of birds and motherhood, wants this.
- *Return the souls to the cycle*
Suddenly everyone in the Dyrwood starts having a lot of kids: twins, triplets, etc. I'm sure everyone is happy and no one will starve as there's a ton of kids right after a huge lost generation. Berath, god of death and rebirth, is in favor.
- *Use the souls to strengthen the Dyrwood*
Merely normal birth rates, but everyone in the Dyrwood gets +5 to all their stats. Dyrwood prospers, robs lunch money from not-Dyrwood regions nearby. Galawain, god of the hunt, wants this.
- *Disintegrate the souls*
Embrace the darkness of inevitable entropy, today! Rymrgand, god of famine and winter, and Ondra, goddess of sea, loss and forgetting things, are in favor.
- *Go ahead and strengthen Woedica*
For the truly Lawful Neutral. Woedica is an asshole of divine proportions who thinks her word is absolute law, but she'll owe you one so surely this decision won't backfire or anything. Skaen, god of rebellion and hatred, approves.
- *Disperse the souls somewhere unknown*
Like geocaching, but with the souls of zombie children. Wael, god of secrets and general inscrutability, approves.

My Pledge to the Gods

You can promise the gods to solve the missing souls issue in various ways. You can keep at most one promise.

- *Berath* Promised to return them to the wheel.
- *Hylea* Promised to return them to the dead kids.
- *Galawain* Promised to disperse them in the Dyrwood.
- *Rymrgand* Promised to dissolve the souls.
- *Skaen* Promised to get the souls back to Woedica.

If you really want to fuck over the Dyrwood as much as possible then you can promise all the gods all of the things, then do what Wael wants and hide the souls somewhere random. Not honoring any of your promises will make the gods really cross and cause them to send things like plagues, locust swarms, violent rebellions and small angry birds to menace the Dyrwood. This is to punish the people of the Dyrwood for your crime of lying to the gods about a thing the people of the Dyrwood did not control or know about.

Fate of Thaos

Woedica has ensured that Thaos has been reincarnated with memories intact for the last few thousand years. He's a baddie so you beat him up and then...

- *Returned his soul to the Wheel*
Send him back to the reincarnation cycle! That seems perfectly safe and will not backfire.
- *Destroyed his soul*
Sure, it's sacrilege, but Thaos has been the primary cause of 2000 years' worth of genocidal inquisitions and is reincarnated as an ever more competent terminator every time he dies.
- *Banished his soul to Berith Eamam*
Send him to the big soul prison where his people first made the gods. Here he can spend eternity with the ghost of that one atheist woman he imprisoned forever after torturing for years.
- *Erased his memory and let him go*
This also seems perfectly safe and will not backfire.

Maerwald's Fate

You found another guy who sees dead people in the basement of the castle you stole. He used to own the place, but seeing dead people has driven him insane.

- *Released to the wheel*
Return his soul to the Great Treadmill.
- *Bound his soul to Caed Nua as a warden*
Get a free ghost guard for your castle. You already had one, but she deserved a break.
- *Absorbed his soul for knowledge*
Ghosts are nutritious and informative.

Animancy Trial

Animancers are scientists who are trying to figure out souls. They tend to fuck things up and create angry zombies quite often. Thaos and the Leaden Key are trying to undermine the science of Animancy since they don't want anyone figuring out that they created all the gods using it thousands of years ago. There's a trial in the city of Defiance Bay to decide the future of Animancy research in the city.

- *Support*
Science is great, what's a zombie apocalypse here and there?
- *Don't support*
Maybe we shouldn't fuck about with the essence of life in the city, or possibly at all? They do make a lot more murderous zombies than the other sciences.

Defiance Bay Factions

The city of Defiance Bay has a bunch of factions and you needed the support of one for an audience with the duke. You went with

- *Crucible Knights*
Uncompromising lawful neutral paladin-smiths.
- *The Dozen*
Unruly rabble-rousing mob of dirty commoners.
- *Doemenels*
Baddie mobsters looking to profit from chaos.
- *Neither*
You made good with the town spymaster and Thaos' ex-lover Mdm. Webb instead.

2. Companions

Eder

Optimistic fighting farmer, technically worships the recently murdered nice guy god Eothas. Still fought against Eothas' invasion of the Dyrwood. Currently hiding his divine preferences so as to not be murdered. Not very good at hiding things.

- *Restored Faith*
Convince Eder that Eothas will finally notice him if he just believes. Eder becomes an efficient fake dead god worshipping community organizer.
- *Strengthen skepticism*
No gods, only man. Eder becomes mayor of a bustling town of ex-anarchists, builds it to farming glory.

Aloth

Timid mage who is secretly a Leaden Key spy. Is occasionally possessed by a berserker lady

- *Accept/Reject*
Absorb and suppress his berserker lady side so he can keep being a timid elf all the time. Or he can embrace it and just be a timid elf most of the time.
- *Leaden Key*
He can either work to dismantle the secret spy organization trying to resurrect the vengeful ex-queen of all gods, or try to reform it to be good and decent, somehow.
- *Banish him*
You told him to fuck off when you found out that he was a spy. He went into the forest and killed himself on the nearest soul machine.

Durance

Angry, bitter priest of fire goddess Magran. Has hygiene issues. Helped make the magical nuke that killed Eothas and was the only survivor of the explosion. Huge asshole.

- *Convince him Magran conspired with Woedica*
Durance becomes angrier and even more bitter, plots revenge against his former goddess.
- *Convince him Magran did not conspire with Woedica*
Durance tries to reconcile with Magran, fails, sets himself on fire in desperation and dies.

Kana Rui

Enthusiastic anthropologist shark man bard from the powerful seafaring kingdom of Rauatai. He is searching for conclusive proof of his pet anthropology theory in your basement.

- *Became a disillusioned isolationist*
Convince him that learning about other cultures is evil and bad and should be avoided. Becomes an influential isolationist back home in Rauatai.
- *Became an explorer dedicated to acquiring knowledge*
Convince him that real anthropologists raid tombs. Becomes an influential explorer back home in Rauatai.
- *Became an esteemed progressive voice*
Convince him to go make Rauatai great again. Becomes an influential modernizer back home in Rauatai.
- *Became an affable eccentric*
Convince him that other cultures are awesome and inspiring. Becomes an influential Engwithian weeaboo back home in Rauatai.

Sagani

Tundra huntress on a vision quest to find the reincarnated soul of Persoq, a dead village bigshot from her home of Massuk. You find Persoq's reincarnation on the brink of death and...

- *Tell Persoq about Massuk*
Sagani goes home and helps turn her arctic dwarf village into a slightly better arctic dwarf village.
- *Tell Persoq about his family*
Sagani goes home to her husband and breeds a large number of littler dwarves.
- *Convince her that her search was pointless*
Sagani becomes disillusioned with life at home in her tiny superstitious arctic hunting village, goes out to die in a blizzard.

Hiravias

Foul-mouthed magical were-panther outcast and forest hobo. Traditionally worships Galawain, wild god of hunting and beasts and things. Now leans to worshipping Wael, god of secrets.

- *Push towards Wael, god of secrets*
Embraces hoboism, becomes wise wandering druid
- *Push towards Galawain, god of hunting things*
Goes back home, beats up the druids who kicked him out to show them who's boss. Then leaves again.

Pallegina

Bird lady knight in service to the Valian Republic. Her ducal bosses have ordered her to make an exploitative trade treaty with the Glanfathans against the Dyrwood that she thinks is a little bit shit.

- *Obeded her orders*
Made the bastard treaty she's supposed to, is honored back home.
- *Disobeyed her orders*
Invented a fairer treaty on the spot so as to not antagonize the Dyrwood. Gets kicked out of her order for insubordination.

Her fate in the Pillars epilogue is tied to your choice of ending soul usage, and specifically if you choose to disperse souls in the Dyrwood to strengthen it like Galawain wants.

- A strong Dyrwood and not following orders means her insubordination ultimately works out for the republic and she's let back in, feeling somewhat bitter about it.
- A strong Dyrwood and following orders leads to a costly war between Dyrwood and the Republic, but she's honored for being a good and loyal knight.
- A weak Dyrwood and following orders goes swimmingly for the Republics and Pallegina gets a big promotion and a cushy job as a royal bodyguard.
- A weak Dyrwood and not following orders makes her join the Kind Wayfarers after being fired, presumably living a life less rich and comfortable.

Grieving Mother

Sad psychic midwife, who is not dealing well with the no-kids thing. She previously tried to psychically convince people in her village that their zombie kids were in fact alive. This ruse did not end well. She's trying to suppress this memory.

- *Wipe her memory*
Actually make her forget that she semi-enslaved all the people who had zombie kids back home. She goes back home and doesn't remember why she is confused and sad .
- *Didn't wipe her memory*
Make her face her past. She goes back to midwifing and is there to deliver the first new births, not confused and slightly less sad.

I get what Avellone was going for when writing Grieving Mother, but she is pretty one-note and not a character that works all that well. Sorry, Chris.

Devil of Caroc

A lady from a town that was burned down by their neighbors after the war for surrendering too early and too easily. She went on a post traumatic revenge spree, then got kidnapped and had her soul stuffed in a robot by a creepy wizard.

- *Killed Harmke*
You helped her get revenge on that one bastard guy that hurt her. She found revenge unsatisfactory and walked into the sea.
- *Spared Hamke*
You did not help her get revenge on that one bastard guy. She goes back to serial revenge killings on her own time and is eventually wrecked by a mob.

Zahua

The secret kung fu chieftain of a destroyed not-Aztec tribe disguised as a naked guy hiding in a barrel of fish. Believes that his tribe was destroyed because his old kung fu master did not have time to pass down the secret of not-Aztec shaolin before snuffing it. You have a lot of very confusing discussions on the value of legacies and persevering against extreme adversity.

- *Returned and founded a new order*
Went back to his temple, founded a new monk order, less like his old one.
- *Returned and re-established the Nalpozca*
Went back to his temple, did his level best to re-establish the old monk order of his destroyed tribe.
- *Apprentice in Defiance Bay*
Went to Defiance Bay, found a worthy apprentice in a bar fight and taught her everything he knew.
- *Recorded the legacy of the Tacan*
Went to Defiance Bay, talked to historians about his tribe for a while and then called it a day.
- *Wandered the world*
Became a wandering masochist looking for more pain so he can feel again.

Maneha

Cheerful lesbian shark lady working for Ondra, goddess of the sea and forgetting things. Wants to forget a soul memory of having massacred people in a past life.

- *Forgot her regrets*
Bathed in the Pools of Memory Loss. Went on to live a carefree life of general debauchery.
- *Never found the Salt Well*
Became a good follower of Ondra, satisfied as a cog in the machine of organized religion.

There's also an ending where she decides that she should just face her past head on. She goes home to Rauatai, reunites with her parents and tries to be a responsible adult.

The Blood Pool

At one point there's a big pool of blood that promises to empower you if you throw in one of your buddies. You can totally do that if you want, each sacrifice gives a different buff. Your friends are generally not happy with you ritually sacrificing one of them in an evil pool of blood.

Aside: supposedly no one really cares if you throw Grieving Mother in the pool full of blood, since she's psychically pretending to be a peasant nobody.

3. The White March

Souls of the White Forge

There's a forge in a mountain fort that makes magical steel. It used to be run by dwarves, but the dwarves got attacked by angry blind giants with hammers for hands as the dwarves were embroiled in a 3-way civil war. This did not end well for the dwarves. They bound a bunch of dwarf souls to the forge to try to defend themselves, which did not succeed and all the dwarves are now dead. You come across their forge and

- *Release the Souls*
Back to reincarnation with them.
- *Bind them to the cannons*
Artillery powered by the souls of dead dwarves is slightly more metal than a forge powered by the souls of dead dwarves, I guess?
- *Keep them in the forge*
Why mess with some nice, free dead dwarf soul labor?

This choice has no larger effect in the Pillars ending, to my knowledge.

The Eyeless

The blind, hammer-handed giants are called the Eyeless. Because they have no eyes. It is very clever. They were originally servants of Abydon, god of the forge.

Some backstory: the gods decided that the best way to preserve the secret of their creation was to carefully smash a small moon into the planet and destroy the Engwithian civilization. Abydon was opposed to the wanton destruction of such a nicely built civilization and so smashed the moon to bits with a hammer. A piece of moon still headed for the planet and he decided to nobly intercept it with his body.

Abydon did not survive taking a moon to the face, so the other gods made him a nice golem body. Ondra, goddess of the sea and loss, who was also secretly in love with him, decided to build a temple on top of his corpse, take over his Eyeless servants, and ensure that he would never remember what happened. Turns out the Eyeless have preserved part of Abydon's soul in themselves, do remember what happened and aren't all that pleased at the state of things. You solve this issue by:

- *Having the Eyeless restore Abydon*
Abydon gets more energetic. People start working forges, making things, preserving history and so on. The White Forge is reopened and its magical steel weapons ignite border conflicts but, hey, magical steel.

- *Return the Eyeless to the wheel*

The Eyeless go poof along with their piece of Abydon so he forgets the truth permanently. Less forging, more subsistence hunting and foraging. The White Forge remains closed, but no border skirmishes or the like. Ondra decides that this is a nice time to flex her oceanic muscles, cause some earthquakes and the occasional flood.

There's a third option in Pillars 1 that's not in the Event picker where you can convince the Eyeless to maybe relax a bit, embrace change, not be so rigid, maybe smoke some svef? Abydon and Ondra reconcile, the Dyrwood gets along with their neighbors and manages to build neat things, everyone just sort of wins. Presumably someone at Obsidian thought leaving that in as an option made for a boring non-choice.

Adaryc's Fate

Adaryc commands a bunch of young Raedcerian worshippers of Eothas and is a Watcher who sees dead people, like your PC. He's seen a vision of the Eyeless smashing his country, and thinks it's probably a Dyrwood plot since they blew up his god not too long ago. You can kill him, or convince him that he's wrong and the giants are a threat to everyone.

Crägholdt

Concelhaut is a great immortal archmage. He is currently being besieged by a mercenary company, a conflict that threatens the castle you stole. Turns out he's actually a lich, his apprentices are mostly assholes, and he wants to kill you and take your cool soul for study. His apprentices have various specialities and are almost all plotting to kill one another, and ideally you.

Uariki is the only apprentice that doesn't want you dead. She is trying to learn to mass animate weapons in order to make an army with which to intervene in her tribe's civil war in the Deadfire Archipelago. No specific epilogue.

Phylactery

After beating up Concelhaut you get his phylactery. Turns out getting the phylactery was the objective of the siege you just broke, and the siege was ordered and paid for by the rival immortal archmage Llengrath. One of several in a line of Llengraths as they have opted for immortality in the Lee Falk's Phantom sense, not so much the "immortality" sense.

The current Llengrath is not happy that you might figure out proper immortality using Concelhaut's research, and has two dragons backing her up to murder you and so ensure you stay mortal. You can choose to either kill her and her dragons and take their stuff, or convince her that you can coexist peacefully and still get her stuff.

Of course, if you do that then you will not get to enjoy beat up two dragons and an archmage in the hardest optional encounter in the game, you wuss.

4. Gilded Vale and Raedric's Hold

The Gilded Vale is the starting town. It's run by baron Raedric, who is a tyrannical asshole. He blames the zombie kid plague on Eothas. He kills any woman who births a zombie kid, including his own wife, as well as anyone who possibly, maybe, occasionally worships Eothas. His cousin Kolsc wants to take over, and promises to be less murderous.

Wirtan

Wirtan tried to save the priests of Eothas in Gilded Vale by having them hide in their temple. This prompted Raedric to lock the priests in the temple so that they'd die from starvation instead. Wirtan feels guilty about this, and is also afraid that Raedric will have him killed. Urgeat is Raedric's local toady, and the guy to talk to if you want to turn Wirtan in to the authorities for, presumably, a slow death by hanging.

Raedric and Kolsc

Raedric is a mad murderous baron, Kolsc is his slightly less murderous and power-hungry cousin. Pick one to rule. Or neither, if you're feeling extra murderous.

The Champion of Berath

If you kill Raedric then he comes back as undead Raedric, and kills Kolsc anyhow. Alas. Undead Raedric is even more of an asshole and will murder everyone in the region to rule over corpses, arguing that corpses can't worship Eothas. You can kill him again, hopefully more permanently.

A Mother's Plea

An expecting mother named Aufra wants to buy a potion from a quack to guarantee that her kid will not be a zombie. You can lie and tell her that, yes, that's a great idea. Or be honest and say that, no, that probably doesn't work.

5. Endless Paths of Od Nua

The Endless Paths of Od Nua is a megadungeon under your castle. It is not endless. It is, however, 15 levels deep and built around a giant statue carved out of magical rock. Only the hand and top of the head poke out of the ground. This statue will surely never be relevant to anything in the future and is purely decorative.

Blade of the Endless Paths

There are pieces of a sword scattered around. Did you bother to find the lot and combine them into a functioning sword?

The Master Below

There's a magical rock dragon squatting at the bottom of your basement. The dragon is stuck there and wants to leave. They'd like to do so by taking over the body of someone strong yet not trapped in a basement, like the dragon-hunter Falanroed.

- *Took over Falanroed's body*
Whatever got the dragon out of your basement, I guess.
- *Killed the Master, learned Scale-Breaker*
Spoke to Falanroed about how to better murder dragons. Then murdered the dragon.
- *Killed the Master, didn't learn Scale-Breaker*
Murdered the dragon without the use of performance enhancing dragon slaying techniques.
- *Didn't kill the Master, learned Scale-Breaker*
You're some sort of contrarian weirdo?

6. Defiance Bay

Defiance Bay is the capital of the Dyrwood, where Duke Whats-his-Grin rules with a not-so iron fist. The city is highly politically unstable and has a district full of zombies.

At All Costs

Verzano, a trader at the Vaelian Republic embassy, where Pallegina works, is doing some shady side deals. The Doemenel mobsters don't approve.

The Wailing Banshee

There's an angry ghost lady in a derelict lighthouse. Turns out she's a ghost due to regretting kicking her 17-year old daughter out of the house for turning pirate. You can reconcile them and have her release her ghost-regrets. Or beat her up, to presumably a similar effect.

Caedman Azo's Fate

Caedman Azo is a talented animancer who tries to "resurrect" a zombie kid by manually infusing the girl with a fresh soul. The be-souled zombie child then killed herself by smashing her head against Azo's machine repeatedly.

But, hah, turns out that was in fact Thaos fucking with Azo's process to discredit him! It also turns out that Azo stole the souls he used to power his experiment from people in the local sanitarium, thinking that the end of curing kids justified the means of zombifying madmen. On learning this you can confront him, in which case he attacks you.

Theorems of Pandgram

An animancer named Nedyn really wants this forbidden book. You can help her, or warn Grimda, the head librarian and priestess of Wael, which gets Nedyn booted from the library. Truly, a fate worse than death.

Undying Heritage

The Heritage Hill district of Defiance Bay is full of zombies. This turns out to be due to a soul machine like the one that previously gave you the power to see dead people and also killed everyone near you. The machine is full of the souls of the people in the district.

- *I absorbed the souls*
You ate the delicious souls for some bonus stats and cruelty.
- *I didn't absorb the souls*
Or, you did not.

In Pillars 1 you also make a choice on whether you destroy the machine, or just leave it, in which case someone zombifies the entire district again a bit later. I believe the moral of this story is that you should not leave magical zombification machines just lying around in densely populated areas.

Cinders of Faith

Fyrge is a priestess of Magran, and has been losing her faith due to the zombie kids crisis. She can no longer get her fire up. She's seen a vision of a cool hot spring which she thinks might be related to her potency problem, and she wants you to go there and look. Once there you get a bunch of baddies, and a fragment of the magical god-killing bomb that Magran helped make. She doesn't think the fragment is sufficiently impressive to be religious again, so you use your words to

- *Remind her of Magran's power*
Use god bomb piece as an example of how strong and mighty her goddess of explosions is.
- *Remind her of Magran's trials*
Point out that since she's doubting, she must be undergoing a trial, and that's surely a sign from her god, who is the god of trials. Fyrge isn't all that good at logic.
- *Make her realize she's unworthy of Magran's Trials*
Point out that since she sent *you* on *her* vision quest she's really kind of a failure as a devout and should give up and go home.
- *Leave her disillusioned with her faith*
Just shrug and leave when the bomb fragment leaves her unimpressed. It's not your problem, after all.

Never Far from the Queen

The Leaden Key have a lair in Defiance Bay and you want to know what skullduggery they're up to. You can murder your way in, or find some of their form-covering cultist robes with convenient face-hiding hoods and sneak in.

Blood Legacy

Lord Harend is in the village of Dyrford. He asks you to find his missing daughter Aelys. Asking around, you find out that she was pregnant when she disappeared. She has in fact been kidnapped by cultists of Skaen, the god of violent rebellion. The cultists inform you that Aelys is Harend's niece, the child she carries is his, and they've sacrificed a bunch of cultists to enchant Aelys so that she'll kill her uncle, and probably most of her family, in a spasm of vengeful rebellion. Praise Skaen! You solve the problem by

- *Killing her uncle/rapist.*
- *Killing her.*
- *Letting it happen.*
- *Mindwiping her.* In the game this requires you to be a priest of Skaen, a cipher or have a Grieving Mother handy.
- *Telling her uncle what's up.*

His Old Self

The wealthy Purnisc has gotten addicted to svef and is dealing drugs in the house he shares with his fiance. When his fiance confronted him, he punched her. Turns out "Purnsic" is fake: the real Purnisc's dealer, a mage named Nyrid, has decided that identity theft via illusion magic is a cool crime that no one will discover.

- *Kill Nyrid, let Purnsic keep dealing.* Cheap drugs are good!
- *Kill Nyrid, make Purnsic stop dealing.* Drugs are bad.
- *Let Nyrid keep up his scam.* Cheap drugs are still good!
- *Kill the real Purnsic.* For some reason. His fiance will be less than thrilled at this resolution.

Parable of Wael

A group of thieves has stolen an ancient scroll of Wael, still the god of secrets, from the local library. On finding the stolen scroll Wael calls you and complains that as a mysterious god of secrets his relics aren't supposed to be in libraries but should be lost and found continually. He asks you to hide his scroll. If you do so the head librarian is less than understanding, and skeptical as to the divinity of your inspiration.

7. Twin Elms

Sacrificial Bloodlines

A Glanfathan asshole named Simoc wants you to kill Vela, a healthy baby being fostered by his clan. Healthy babies are very rare during Waidwen's Legacy and Simoc, being an asshole, believes that some nice Essence of Healthy Baby is just what he needs in order to strengthen his seed. Simoc's son Lliras thinks Simoc is nuts and wants you to poison or otherwise kill Simoc.

- *Sacrificed baby, gave essence.*
Simoc has the sort of go-getter attitude we need in this day and age.
- *Sacrificed baby, killed Simoc.*
When you just can't decide, why not both?
- *Gave baby to another, killed Simoc.*
You can convince Simoc to drink the poison and then convince him that what he drank was not in fact poison, it's just that drinking distilled baby essence just makes you feel like you're dying.
- *Took baby, killed Simoc.*
Also killed Lliras I think, since he doesn't really think kidnapping babies is great either. On the plus side, you get a baby.
- *Took baby, left Simoc alive.*
Again, I believe Lliras must've died. Simoc probably not a big fan of yours here: no son, no baby.

A Servant of Death

The death god Berath is angry that the heads of the druid orders in Twin Elms are failing to die as intended. Rehstin is the head of the Glanfathan racist dwarven blood druids, who sacrifices people to prolong his life. He is perfectly fine with distilling the Orlan baby above into Orlan baby essence. Erona is the head of the nice weather-predicting druids, and can either be murdered or just convinced to call it a day.

Into the White Void

Rymrgand, god of frost and oblivion, wants you to stop some snow elves from messing with his door. The elves, led by one Glasvahl, just want to open the gate to Rymrgand's realm so they can fade into oblivion and stop this rebirth nonsense that's been going on forever. You can oblige them and convince Rymrgand that letting in some elves that are really into oblivion is what he really wanted all along, or you can prevent the elves from using the gate. Prevention means incentivizing the elves' reincarnation in the old fashioned way.

The Nest Above the Clouds

Hylea, goddess of birds and motherhood, wants to clean a squatting dragon out of her temple since it is keeping her priests away. She's not fond of murder. You can

- *Kill the dragon.*
Because it's a dragon and made of loot, mainly. Hylea is okay with this as long as you don't go into details on the precise amount of viscera. You can in fact go into said details when talking to Hylea if you want to piss her off.
- *Severely wound the dragon and drive it off.*
Less loot, slightly happier bird goddess.
- *Let it stay and convince Hylea she wanted a dragon in her temple.*
Dragons are basically birds, I guess? Gives the happiest bird goddess. Her priests are less thrilled.
- *Let the dragon stay and Hylea got upset.*
You don't get loot, or divine favor, or achievement points. Truly, the worst of all worlds.