

**Quest Name:** In Search of Providence (Sands of Aura)

**Occurs:** Act Three

**Type:** Side Quest

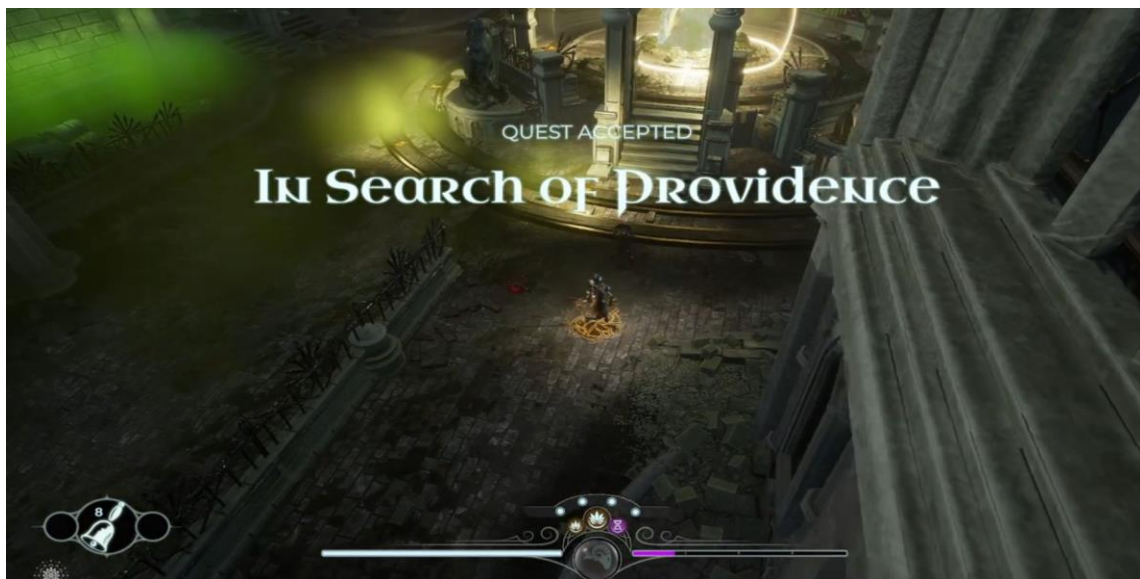
**Quest Giver:** Calder, The Excommunicate

**Location:** Ishular

**Summary:** "Venturing into the holy city of Ishular reveals a familiar face. Calder, The Excommunicate, waits before a grand fountain within the holy city. He revealed that during his self-imposed isolation, the voice of Leisis has called out to him and she beckons him to enter the holiest chamber in Talamhel, the Consecrated Hollow. To begin this task, Calder asked you to find an ancient astrolabe waiting somewhere within the city."

### **Narrative Beats: Part One**

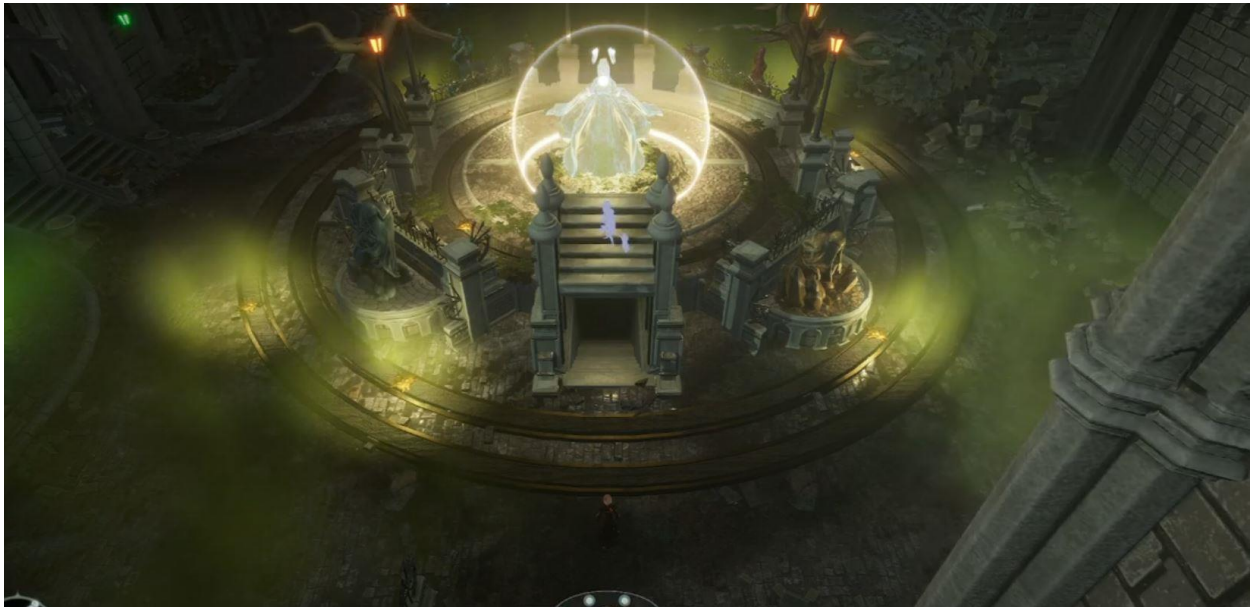
- Upon arriving in Ishular you'll be met by Calder standing before a great fountain of Leisis. If you completed the side quest, "A Fortunate Gesture," a brief scene will play out between Calder and Danthea, The Penance Redeemer. After speaking with Calder, you will learn that he has begun to hear what he believes to be the voice of Leisis in his head and that he seeks to enter a chamber called the Consecrated Hollow. To do this, the voice of Leisis has beckoned him to find an astrolabe of considerable age somewhere within the city of Ishular.
- Agreeing to help him, you may begin to explore the city. Progressing along the available path will quickly reveal the giant of Ishular which when defeated the first time, will drop a portion of the Broken Astrolabe item. For assistance on how to defeat the giant completely you can speak with Reeland, The Apprentice Apothecary, who waits upon a doorstep just off the main path after the first giant encounter. Reeland will tell you to match the beast's aggression and warn you not to rest. To fully defeat the giant for good and get the complete astrolabe, you must defeat the beast seven times before resting at a Resonate Bell.



- As you progress along the natural path toward the upper portions of the city, the giant of Ishular will emerge at various locations. While the giant is a considerable challenge, if you completed the side quest, “A Fortunate Gesture,” Danthea will appear at each encounter to assist you during combat.

### **Narrative Beats: Part Two**

- After fully defeating the giant, the beast will drop the other portion of the Broken Astrolabe item. Returning to Calder with the Astrolabe, he will reveal that he believes the nearby fountain and the Astrolabe are linked. Now that the Astrolabe is complete, you can rotate the segmented rings which surround the fountain. Each ring has a number of stars positioned on it and when aligned in the correct position they will unlock the way to the Consecrated Hollow.
- The correct alignment can be found by interacting with Eidolons statues at various locations throughout the city. Interacting with all four statues within Ishular and then proceeding to the top of the city, will allow you to place the astrolabe upon a pedestal within the Observatory. A number of glowing lights will descend upon an arrangement similar to what surrounds the fountain. Aligning the rings in the same way will reveal a hidden stairway.



- After the Consecrated Hollow has been opened, Calder will proceed down the stairway. Following him will bring you into the depths of Ishular. Proceeding toward a large platform, you will find Calder. Calder waits before a mess of scrolls and parchment, when speaking with him you find him struggling with the revelation that the goddess of Leisis was a fabrication created by Atnael. Despite her non-existence, Calder claims the voice of Leisis still speaks within his head and that it calls him to reach a chamber buried deep beneath Atnael’s throne room. Frantically, Calder flees, dropping a pendant in the shape of a crescent which must be collected.
- Heading back to Ishular proper and progressing to Atnael’s chamber, you will find an elevator toward the back of the room. Using the crescent pendant, the elevator will descend into a

secret chamber beneath. Within the chamber waits a pained Calder who stands before a thriving abomination which appears as the cause of Calder's mental hallucinations.

- Calder calls out to you, telling you the abomination wants him to drink from a chalice filled before him, and in return it will free him from his suffering. At this point you have the option to either encourage Calder to heed the abomination or to encourage him to refuse it and return to Starspire.



- If you encourage him to drink, he will invite you to meet him at the Crumbling Basilica before vanishing with the abomination. You may then collect the Parturition Vessel from the altar to complete the quest. If you encourage him to return to Starspire, Calder will ignore the influence of the abomination and it will vanish to complete the quest. Note: It should be known that if you sided with Danthea during the “Engulfed in Sin” quest, Calder will not trust you and will choose to drink from the Parturition Vessel regardless of your input.

#### **Unique Interactions and player choice offered during quest:**

- Completing Danthea’s optional questline and the quest “A Fortunate Gesture,” results in her acting as an ally during all the Ishular Giant combat encounters.
- Siding with Danthea during the “Engulfed in Sin,” quest and betraying Calder is remembered by Calder and influences the outcome of this quest.
- Choice path at the end of this quest allows for a secret portion of a later level to be accessed via items.

### Quest Character Summaries:



**Character:** Calder, The Excommunicate – A once priest now declared a heretic after burning down Starspire’s church. His robes still smolder and there are many burns upon his face. Once a trusted member of Starspire, he now flees the very Church he adored. He has become Renounced – cursed with immortality until he can right his wrongs.

**CHARACTERIZATION:** Subtly Arrogant, Thoughtless, Persuasive, Absorbed. Essentially a man obsessed.

**RELATIONSHIP TO PLAYER:** Much like our player, Calder was once a prominent figure in Starspire. The community looked up to him and he filled his role well, albeit always with the goal of furthering his connection to Leisis.



**Character:** Danthea, The Penance Redeemer – A proud hunter of the Leisistral Church who grants her prey absolution in the form of slow death and torture. As an orphan, she was taken in and raised by the church. She has little qualms about using threats and violence as her life is bound to the Church of Leisis which she believes carries values that transcend morality.

**CHARACTERIZATION:** Patronizing, Loyal, Proud, Frustrated, Dogmatic, Cautious.

**RELATIONSHIP TO PLAYER:** An essential quest character who after being encountered at the Ruins of Hurwell, will be present for optional side quests and can become an ally during the late game.

### Quest Item description sample:

#### *Pendant of Leisis*

*Description:* An heirloom of considerable age. While the pendant takes the shape of a crescent moon, from its center dangles a crude depiction of Leisis, Bringer of the Dawn’s Light.

*Lore:* Significant effort has been made in securing a number of heirlooms and relics stolen from the treasury of the holy city long ago. While the Church disputes such accusations, some suggest there was a syndicate within Ishular itself—one composed of high-ranking magistrates and Radiant Justiciars—which smuggled various artifacts out from under the nose of the Prime Radiance himself.