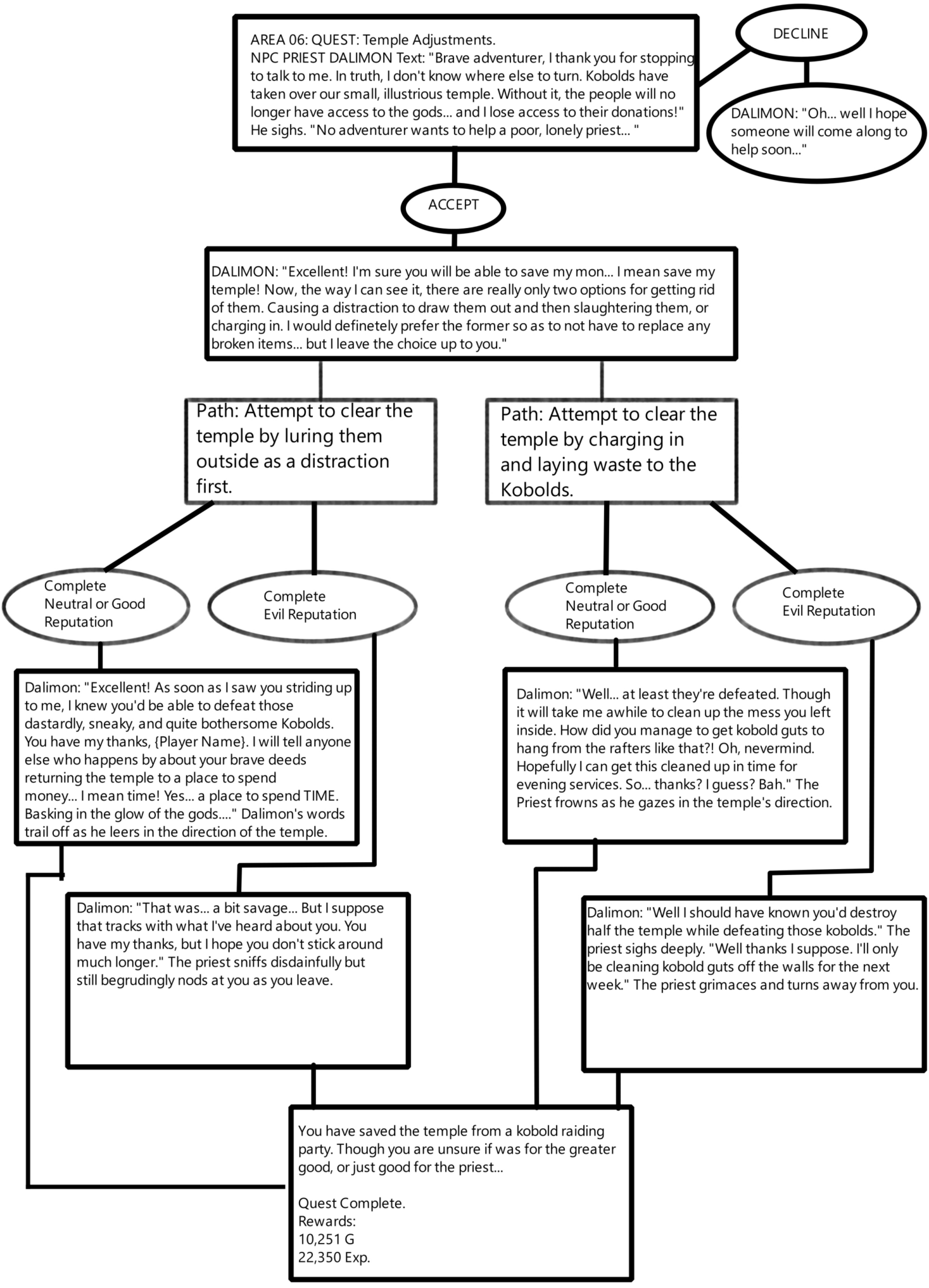
AREA 06: QUEST: Temple Adjustments.
NPC PRIEST DALIMON Text: "Brave adventurer, I thank you for stopping to talk to me. In truth, I don't know where else to turn. Kobolds have taken over our small, illustrious temple. Without it, the people will no longer have access to the gods... and I lose access to their donations!" He sighs. "No adventurer wants to help a poor, lonely priest... "
DECLINE
DALIMON: "Oh... well I hope someone will come along to help soon..."
ACCEPT
DALIMON: "Excellent! I'm sure you will be able to save my mon... I mean save my temple! Now, the way I can see it, there are really only two options for getting rid of them. Causing a distraction to draw them out and then slaughtering them, or charging in. I would definetely prefer the former so as to not have to replace any broken items... but I leave the choice up to you."
Path: Attempt to clear the temple by luring them outside as a distraction first.
Path: Attempt to clear the temple by charging in and laying waste to the Kobolds.
Complete Neutral or Good Reputation
Complete Evil Reputation
Complete Neutral or Good Reputation
Complete Evil Reputation
Dalimon: "Excellent! As soon as I saw you striding up to me, I knew you'd be able to defeat those dastardly, sneaky, and quite bothersome Kobolds. You have my thanks, {Player Name}. I will tell anyone else who happens by about your brave deeds returning the temple to a place to spend money... I mean time! Yes... a place to spend TIME. Basking in the glow of the gods...." Dalimon's words trail off as he leers in the direction of the temple.
Dalimon: "Well... at least they're defeated. Though it will take me awhile to clean up the mess you left inside. How did you manage to get kobold guts to hang from the rafters like that?! Oh, nevermind. Hopefully I can get this cleaned up in time for evening services. So... thanks? I guess? Bah." The Priest frowns as he gazes in the temple's direction.
Dalimon: "That was... a bit savage... But I suppose that tracks with what I've heard about you. You have my thanks, but I hope you don't stick around much longer." The priest sniffs disdainfully but still begrudingly nods at you as you leave.
Dalimon: "Well I should have known you'd destroy half the temple while defeating those kobolds." The priest sighs deeply. "Well thanks I suppose. I'll only be cleaning kobold guts off the walls for the next week." The priest grimaces and turns away from you.
You have saved the temple from a kobold raiding party. Though you are unsure if was for the greater good, or just good for the priest...
Quest Complete.
Rewards:
10,251 G
22,350 Exp.