

Lost Vision

(by Gonderlane)

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Writers: Gonderlane

Quest: Lost Vision

Summary:

In the city of Blacklight, the Tribunal Temple is one of the most respected places of worship. It is said that the three living gods, Almalexia, Sotha Sil, and Vivec, communicate with their followers through the temple's priests. However, one of the priests, the disciple Suryn, has lost her ability to see the visions of the Almsivi. Unbeknownst to her followers, she has procured an Elder Scroll and attempted to read it in secret. Since then, she has hid the item away while suffering from blindness. In addition, her prayers have become muddled and incomprehensible, and it worries her fellow priests.

The player can attempt to potentially restore or at least provide an alternative for her vision by finding and then defending a healer hiding from bandits in the nearby Velothi mountains, or recover a holy Tribunal relic that was rumored to be located in a nearby tomb.

Dramatis Personae

- Suryn: A female pious dark elf who is a ranked diviner of the Tribunal Temple and also the head priest of the respective Tribunal temple in the city of Blacklight. She is a short woman with long, flowing black hair. Despite her recent blindness, she still exudes a quiet confidence and speaks with a soft but commanding voice. She wears a dark purple robe with intricate gold trim and carries a staff with a glowing crystal orb at its tip.
- Cylben: A male dark elf who serves as a priest at the tribunal temple at Blacklight, as well as Suryn's assistant. He is a wiry elf with cropped black hair. He is always dressed in the traditional robes of the Tribunal Temple and carries a small book of scripture with him at all times. He speaks in a calm, measured tone and is fiercely loyal to Suryn in addition to being nearly as pious as him.
- Elidor: A male high elf who lives as a hermit in the Velothi Mountains. He is tall and thin, with pale skin unusual for an Altmer and long, silver hair that falls in loose waves around his face. Despite his solitary existence, he is friendly and open to visitors, and is happy to share his knowledge of herblore with those who seek him out.

Assets:

Dwemer Spectacles

Balm of Cure Blindness

When the player first enters the Tribunal Temple in Blacklight, they will witness the following scene:

Suryn: Your concern is worthless and wasted. Leave me be.
Cylben: **[pleading]** But I can't help it, Suryn. You are our diviner. Your visions guide us, and lately many would argue that they are more clouded than before.
Suryn: I have not lost my connection to the Tribunal! My normal vision may be dimmed, but my true vision still remains clear.
Suryn: Don't worry yourself. Eventually, our prayers will be answered, and I can regain my vision once more.
Cylben: (sighs) You're right. I will do my best to put my faith in the Tribunal's will.
Suryn: Trust in them, and fate will play out. I have seen it. Now, return to your duties. I have matters to attend to.
Cylben: Yes, diviner.

Suryn leaves the temple while Cylben then returns to either sitting down and eating or returning to their temple schedule. When the player approaches Cylben, he has this to initiate conversation:

1. Welcome to our temple. I am Cylben, an assistant priest to the Tribunal. How can I assist you?
 - 1.1. **Is your priest blind?**
 - 1.1.1. Diviner Suryn? Yes... but this is a recent change, which makes this strange. It must be some sort of... illness.
 - 1.1.1.1. **So you don't know what caused the blindness?**
 - 1.1.1.1.1. I've already tried to confront her about it, but she keeps on claiming that it's a curse.
 - 1.1.1.1.2. I have never witnessed such a type of curse from the gods, and I would have never predicted Suryn to be someone worthy of bearing such a burden.
 - 1.1.1.1.2.1. **Is it affecting her preachings as well?**
 - 1.1.1.1.2.1.1. Yes, but there's more to it than her blindness. Her sermons have become quite incoherent, and many of our regulars have started to notice.
 - 1.1.1.1.2.1.2. If it really is a curse, then I only wish to figure out what she must have done to earn this mark. I'm worried for her. [\[unlock 1.2\]](#)
[\[back to options\]](#)
- 1.2. **[locked] Do you know of a way to heal her blindness?**
 - 1.2.1. No, not if I don't know what the cause is. Even restoration magic won't work on her, which only solidifies that this truly could be a curse.
 - 1.2.2. Ways to counteract this blindness on the other hand is a potential solution, at least for now. Would you be willing to help?

1.2.2.1. Of course, what can I do?

- 1.2.2.1.1. There's a renowned herbalist I know, an Altmer, goes by the name of Elidor. He used to be a citizen here, and was quite respected.
- 1.2.2.1.2. Unfortunately for us, and him, one day he tried to cure a terrible disease a Mournholder had gained.
- 1.2.2.1.3. He tried to cure her, but whatever ailment he gave... ended up killing him. He took death harshly, and secluded himself away from Blacklight..
- 1.2.2.1.4. Typical story you might hear, but it was a loss for us. He has done so much more good things than that accident, I wish he could have seen that.
- 1.2.2.1.5. If you can find him, telling him the news of what happened to Cylben could make him at least craft some new medicine for her.

1.2.2.1.5.1. I'll see if I can find him. Do you know where he could have gone?

- 1.2.2.1.5.1.1. Thank you. Perhaps you could go searching in the nearby Velothi mountains for a start.
- 1.2.2.1.5.1.2. It's quite a vague area to start searching, but he has to be nearby. It isn't in him to abandon Blacklight completely.
- 1.2.2.1.5.1.3. If you make any progress, you can always find me here in Blacklight. [Quest granted: **Lost Vision**] [Quest objective: **Search for Elidor in the Velothi Mountains**] [go to **SEARCH BRANCH**]

1.2.2.1.5.2. I don't think I can go searching for someone. Do you have any other potential solutions?

- 1.2.2.1.5.2.1. There is one other potential solution, but it's far more potentially dangerous.
- 1.2.2.1.5.2.2. You're probably familiar with these lands being home to hundreds of Dwemer ruins and dungeons. This corner of Morrowind is no exception.
- 1.2.2.1.5.2.3. Perhaps you could go exploring in a Dwemer ruin and be blessed enough to find an artifact that could help Cylben.

1.2.2.1.5.2.3.1. I'll try and find some sort of Dwemer artifact for you.

- 1.2.2.1.5.2.3.1.1. Are you certain? Well, you seem confident. Thank you.

1.2.2.1.5.2.3.1.2. If you make any progress,,
you can always find me here
in Blacklight. [Quest granted:
Lost Vision] [Quest
objective: **Search for a
Dwemer artifact that can
help blindness**] [go to
DWEMER BRANCH]

1.3. Good luck to you and your temple.

1.3.1. May the Tribunal bless you, farewell. [end dialogue] [quest is not granted]

[SEARCH BRANCH]

If the player agrees to search for Elidor, the quest objective will be shown:

Quest objective:

< > Search for Elidor the herbalist in the Velothi Mountains.

I've agreed to search for a renowned High Elf herbalist named Elidor. He seems to have secluded himself ever since accidentally not being able to cure someone, and has secluded himself from the city. I was told that I should start by looking for him in the nearby mountains.

The player can find Elidor wandering in the Velothi Mountains.

1. Do you have a reason for approaching a random elf in the mountains?

1.1. Are you Elidor, the herbalist of Blacklight?

1.1.1. Yes I am, and no, not anymore.

1.1.1.1. I heard your story. You should come back to Blacklight.

1.1.1.1.1. I don't know what story you heard, but I'm not coming back. There's no reason to.

1.1.1.1.1.1. **You make one mistake among a history of success and you banish yourself? (Persuade)**
[hard]

1.1.1.1.1.1.1. [success]

1.1.1.1.1.1.2. [failure]

1.1.1.1.1.2.

QUEST FAILED

Quest objective:

<x> Search for Elidor the herbalist in the Velothi Mountains.

< > Return back to Suryn with the medicine.

It was tough convincing Elidor to make some medicine again, but it took me mentioning Cylben being blind for him to realize the situation. He has given me the medicine and I need to take it back to Suryn safely.

QUEST COMPLETE

Quest objective:

<x> Search for Elidor the herbalist in the Velothi Mountains.

<x> Return back to Suryn with the medicine.

I've given Suryn the medicine Elidor managed to make. I'm unsure if some medicine can cure blindness like this, but he seems to place a lot of faith into Elidor.

[DWEMER BRANCH]

If the player chooses to search through a Dwemer dungeon to find a potential artifact, this quest marker will be added.

Quest objective:

< > Find a Dwemer artifact that can help the diviner of Blacklight in a Dwemer dungeon.

The diviner of the Tribunal Temple in Blacklight has gone suddenly blind. I've agreed to help the temple find a potential Dwemer artifact that can help counteract this blindness at least somewhat.

<x> Find a Dwemer artifact that can help the diviner of Blacklight in a Dwemer dungeon.

< > Return to Suryn with the newly retrieved Dwemer Spectacles.

1. Hello again, were you able to find anything useful?

1.1.

QUEST COMPLETE

Quest objectives:

<x> Find a Dwemer artifact that can help the diviner of Blacklight in a Dwemer dungeon.

<x> Return to Suryn with the newly retrieved Dwemer Spectacles.

The Dwemer spectacles I retrieved are able to give the diviner of the Tribunal Temple, Cylben, some sort of vision. Even if she seems to be growing more incomprehensible by the day, at least she isn't completely blind now.