

SIDE QUEST:
"The Ancient".

Go talk to the ancient.
(Player can start looking for him after ending quest 3 because he'll be forced to comeback with the Chief Hunter to the mayor).

When the player reaches the Ancient's house, he will see many goats outside the house and the Ancient busy healing the wounded.
Before he can do anything, The ancient will speak to us.

Ancient: I've been waiting for you, PLAYER NAME.
I knew you'd come.

Player: How did you know I was coming? (**Confused**).

Ancient:
The crows told me about it. You want to know more about the creature that attacked our village.

Player: I need to know more about him. I need to know how to beat him.

Ancient: The name of the beast is "Surtr" and you'll be able to recognize it because it is quite... enormous. He can hit you from a distance you can't even imagine thanks to his jump. But that's not all. You have to try to hit the chest, where he keeps the "moon".
He encapsulates all his energy there so that point could be a good way to fight him but be careful: when the creature gets angry it unleashes its magic Breath of Fire or Torch Position on its prey, that's a consequence of the Red Moon's power.

Player: It looks like a great challenge, for once. Maybe I'll finally get a real fight.

Ancient: You fool! You'll lose this battle. I've seen it before.

Player: Of course, from the crows. Keep your visions to yourself, I'll study the beast thanks to the bestiary you gave me to find a way to beat this Surtr. (**With superiority**)

Player: How can you talk to crows?
I want to talk to crows, too.

Ancient: I don't talk to crows, they talk to me. They talk to those chosen by the gods, to show them or to let them know something.

Player: Why did they choose you?

Ancient: Maybe because I had nothing to lose. Maybe because they had something planned for me. Everything revolves around fate, follow yours and who knows what can happen.