# AU Implementation Mystic Assignment NPC

## Marlinsvik: Wiske

*Voicetype: FemaleChild*

Physical Appearance:

Female nord child with short, blonde hair and standard children's clothes.

Bio:

Wiske became orphaned at a very young age, and never knew her parents. She was then taken in by Jerome, who has never discussed the particulars of what happened (mostly because she hasn't asked). Wiske is still carefree, willful, and insatiably curious.

Residence: 1. Jerome's House

Wiske occupies a child's bed in the house, on the other side from where Jerome sleeps. Near her bed is a smattering of toys.

Associated Quests:

* [Find Wiske's Doll](https://docs.google.com/document/u/0/d/19ojAaIBuEwNHFwRlxlUYZcXb_9gIDtRhuzt4wUHRLIM/edit)

Schedule:

* 0:00-6:00: Sleep
* 6:00-8:00: Breakfast at home
* 8:00-18:00: Sandboxes around the village
* 18:00-20:00: Dinner at home
* 20:00-22:00: Sandbox at home
* 22:00-0:00: Sleep

Greetings

* [Initial] [if Player is male] Hey mister, what are you doing here? Do you like my dress? Who are you?
* [Initial] [if Player is female] Hey missus, what are you doing here? Do you like my dress? Who are you?
* [if player has completed Find Wiske's Doll] Nice to see you again, stranger! Skanulike says hi!
* [if currently outside and weather is not sunny] All these clouds have to come from somewhere!
* What time is it? I'm getting hungry.
* Hey, do you know what's on the other side of the sea?
* There's something on your face!

Dialogue

1. **[PARENTS] Where are your parents?**
   1. [flippant] My parents are dead. For like... a really long time. Dozens of years at least. Yeah.
   2. All I remember is that Jerome's been taking care of me this whole time. [lock PARENTS] [unlock JEROME] [back to root]
2. **[locked] [JEROME] Does Jerome do a good job looking after you?**
   1. He sure does! He's really strong, and he doesn't talk a whole lot. That's because he's too good at listening.
   2. And when big, scary monsters attack the village, Jerome's always there to chase them off!
      1. **[ATTACKS] How often does the village get attacked?**
         1. Hmm... Not that often, I guess. It just hasn't happened yet while I've been around.
         2. [resentful] Except for that one time when a monster stole Skanulike! That really stank!
            1. **Skanulike?**

Yeah, my favorite doll, Skanulike! I really miss her!

It happened when I went out hunting with Caechabhu. A bear showed up and we had to run back fast.

But I dropped Skanulike by accident! And when we came back later to that same spot, she was gone. Who knows what kind of animal took her away?!

Nabuco, that's the dog, he managed to track her down to a cave somewhere around here, but none of the others want to go in and save her.

[childlike sarcasm on 'worth the risk'] They're saying it's not worth the risk. [back to root] [lock ATTACKS] [unlock DOLL in [Find Wiske's Doll](https://docs.google.com/document/d/19ojAaIBuEwNHFwRlxlUYZcXb_9gIDtRhuzt4wUHRLIM/edit?tab=t.0#heading=h.owuv0u94meae)]

1. **What do you think of the village?**
   1. [poor, childlike attempt at sounding sophisticated] Marlinsvik? It's fine enough, I suppose.
   2. [stumbles slightly over the word 'specifications'] If I had the choice, I'd rebuild it according to my specifications.
      1. **What specifications?**
         1. [annoyed] All of them, dummy!
         2. I'd tear down Gaubelin's ugly old shack and build a really pretty fountain instead.
         3. It'll also have a ranch with chickens and stuff. And a big playground for all the kids in the village.
         4. But there aren't any other kids, so I'll have it all to myself! (chuckle) [back to options]
      2. **What will you do after you grow up?**
         1. Hmm. Beats me. I'll stick around, I guess. Any other place will be dumber than here anyway. [back to root]

Farewells

* (chuckle) Figures.
* Hey, I wasn't done talking!
* Yeah, beat it!
* My toes are cold.
* Oh, well. Bye!