# AU Implementation Mystic Quest

## Marlinsvik: Find Wiske's Doll (Misc. Task)

Summary:

A short time ago, Wiske dropped her doll, Skanulike, in the wilderness while on a hunt with Caechabhu. It subsequently disappeared, and Caechabhu's dog tracked it to a randomly selected animal den. None of the others want to risk retrieving the doll, so Wiske asks the player to do so instead. If the player retrieves Skanulike, Wiske will increase their Speech skill by one point.

Dramatis Personae:

[Wiske](https://docs.google.com/document/d/13Cmvq-4Uz1Ucxdn2lcZGoeBgxyKYRY4Kric8ELIbe54/edit?tab=t.0)

Assets and locations:

Skanulike: Wiske's doll. A common child's doll with the alternative display name "Skanulike"

-----------------------

The quest is unlocked in Wiske's standard dialogue when the player learns that her doll has been stolen. When it is unlocked, the following root option will be available:

1. **[DOLL] You really miss your doll, don't you?**
   1. Sure do, but I bet she misses me more!
   2. [disgusted tone on 'smelly animal cave'] She must be really bored, stuck all by herself in some smelly animal cave. Hey, why don't you go there and get her back? I bet you have free time.
   3. [whining] Pretty please?
      1. **[if the player already has Skanulike] Is this her, by any chance?**
         1. Wow, that was fast! Hand her over, now! [to **REWARD**]
      2. **[if the player does not already have Skanulike] What does she look like?**
         1. [proud] She's really pretty. [back to options]
      3. **[if the player does not already have Skanulike] I'll get her back for you.**
         1. Yay! She really wants to come home, so you better get going straight away!
         2. I'll show you where they took her. Get in there and kick their butts! [end dialogue] [lock **DOLL**]
      4. **[if the player does not already have Skanulike] I actually can't right now, sorry.**
         1. Seriously? That's stupid. You're getting old! [end dialogue] [lock **DOLL**] [unlock **REFUSED**]
2. **[locked] [REFUSED] I've changed my mind. I'll get your doll back for you.**
   1. Finally! Took you long enough.
   2. I'll show you where they took her. Get in there and kick their butts! [end dialogue] [lock **REFUSED**]

**Quest Objective:**

**< > Retrieve Skanulike**

Skanulike must be marked as a quest item and will be found in the boss chest of a randomized dungeon, namely a **cave** anywhere in **Haafingar Hold** that is used as an **animal den**. The cave's map marker will be added to the player's map as an undiscovered location. When Skanulike is picked up by the player, the following will be displayed:

**Quest Objective:**

**<x> Retrieve Skanulike**

**< > Return Skanulike to Wiske**

In the meantime, the following greeting is added to Wiske's stack:

* Where's Skanulike? Did you go to the cave yet? Huh? Huh?

After obtaining Skanulike, the following dialogue option becomes available:

1. **I got Skanulike back for you.**
   1. [enthusiastic] Really? Well, what are you waiting for! Show her!
   2. [disgusted] Ew. She's gotten all stinky. Well, whatever. I'll get Jerome to make her clean again.
   3. **[REWARD]** Oh, right! I don't actually have any money, if that's what you wanted.
   4. But I can show you some tricks to make people do stuff for you! [remove Skanulike] [advance player's speech skill by 1] [objective complete: **Return Skanulike to Wiske**]

**Quest Objectives:**

**<x> Return Skanulike to Wiske**

The objective will be displayed as completed even if the player completed the quest prematurely by already having retrieved Skanulike.

***Quest complete***