

7.2. Secondary quests

About secondary quests

The players' main quest is an independent endeavor from but happens alongside other stories in the game worlds' society and context: the world still goes on without the player making progress in his own personal main quest. This main quest often gets interwoven with or affected by the situations and events happening in the game world and its society, their setting being described in the chapter "Society background & setting". These so called "secondary quests" form the worldly background to the player's individual quest and can be either required, necessary or optional to complete while pursuing progress in the main quest. The game world and its society themselves have separate stories to tell too. Up to the player which ones he interacts with, and how they turn out. Quests with an "(M)" after their title are required to progress in and/or are triggered by progress in the Main Quest.

7.2.1. A desperate sister

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|----------------------|----------|----------|----------|----------|
| Quest rating: | 0 | 1 | 2 | 3 |
| | | | 1 | 4 |

On the island of Gull's nest, in Gulls Nest Abbey, sister Gloria is completely depressed. She does not want to live there anymore; she was obligated to join the abbey by her family. She asks the player for help to leave the island. The sister is not just a random girl: she is the daughter of a noble, namely knight Arnolf Harebroecke, who lives in castle Wolfstone (castle ID 26), next to Wolfside. The problem that arises is that the woman cannot just be left to herself all alone and cannot go back home to her family in castle Wolfstone or the village of Wolfside, where her father resides. She asks to escort her to her sister, who married a man in Dewfield and currently lives there. She will reward the player with a small stolen relic from Gulls Nest Abbey. The player can only safely sell this item to thugs if he would accept it since it is very obviously a stolen item, or it could be melted back into pieces of silver using an oven. The player can decide whether to help her at all, to tell her he will try to have a word with her father, or immediately agree to escort her to her sister in Dewfield. In that case the player is instructed to pay a merchant who is currently docked at Gulls' Nest to transport them during the next night. The player has two options on the amount to pay him: when he chooses to pay the lowest amount, when they arrive at the dock at night the merchant will be gone.

If the player doesn't help her, it will later come to light on a next visit to the island as from an in-game week later in time, that she hung herself. If the player visits the father in castle Wolfstone and confronts him with the situation, the man has come to insight due to letters received from his daughter. When the player mentions he could travel back to Gulls Nest, the man asks the player to deliver a letter to his daughter stating he has come to insight and that he will ask the player to escort her back home. He himself is tied to home because of health issues. This means that, depending on who the player meets first, this quest can end happily with Gloria returning home, the player left behind with an awkward stolen gift, and optionally a reward from knight Arnolf, or as a horror story where the sister killed herself. In the case that the daughter hung herself before receiving the news from her father, the player has to return with this news to the father and has two options, one being to tell him (lie) that she decided being a sister is what's best for her but is very angry and wishes to have no further communications. The best outcome here lies in telling the father what happened (in case it happened), but then the man will become a wreck from then on, unable to talk to, locks himself up in his room and is unable to talk to until four in-game weeks have passed.

Journal description: On the island of Gull's nest, in Gulls Nest Abbey, sister Gloria is completely depressed. She does not want to live there anymore; she was obligated to join the abbey by her family. She asked me to help her to leave the island.

Sub quests & prompts to complete:

- help Gloria leaving the abbey and getting to Dewfield
 - pay a docked merchant for transport the next night
 - leave during the night
 - escort Gloria to her sister in Dewfield
- talk to knight Arnolf Harebroecke in castle Wolfstone.
 - urgently meet up with Gloria
 - deliver Arnolfs' letter to sister Gloria
 - escort Gloria home
- deliver news to knight Arnolf (only in case of getting back to sister Gloria too late)
- collect your reward from knight Arnolf (only when bringing Gloria home to castle Wolfstone)

7.2.2. Possessed at night

Quest rating: 0 1 2 3

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| | | 2 | 3 |
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In the abbey of Ravensvale, sister Anna claims to have been possessed every night since weeks, after she goes to sleep. Because of it, she has become so afraid of falling asleep that she is now a complete wreck, immensely tired. Multiple physicians that visited were not able to solve the case. The player is offered to inspect what is going on. Weird noises were often heard at night by the other sisters.

It appears that sister Anna is secretly in love with a guard of Cornerstone Castle. Due to their nightly escapades, she appears so tired and sees herself required to come up with one weird excuse after another. The player can either promise to keep their secret and receive a reward from the two or ring the bell about "those improper nightly activities" and receive a reward from the abbess instead. Sister Anna and the guard will forever hate the player if he chooses to tell the abbess: it will in that case no longer be possible to ever start a conversation with them.

(indeed, dear reader, not all quests have a perfect outcome!)

Journal description: In the abbey of Ravensvale, sister Anna claims to have been possessed every night, after she goes asleep. because of that, she has become so afraid of falling asleep that she's now a complete wreck, immensely tired. Multiple physicians that visited were not able to solve the case. I should see what can be done.

Sub quests & prompts to complete:

- find out what's causing sister Anna to claim being possessed at night
- promise to keep the secret (and receive four silverlings)
- tell the secret to the Abbess (and receive four silverlings)

7.2.3. The lunatic

Quest rating: 0 1 2 3

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When the player arrives in the village of Wolfside for the first time, a man named Peter Stump is caught, convicted as a werewolf, and executed (hanged). The quest "The Cult of Luna" is automatically started when the player asks around for more information to NPC's in the village. A "Lunatic" literally has moon sickness (NL: "maanzieke").

Journal description: In the village of Wolfside, a man named Peter Stump was executed for being convicted as a werewolf, which sounds like to superstition.

Sub quests & prompts to complete:

- ask around in the village why Peter Stump was accused of being a werewolf

7.2.4. The cult of Luna

Quest rating: 0 1 2 3

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Peter Stump seems to have been a member of a cult in the area around the village of Wolfside, of which the members host nightly meetings to worship the full moon, taking delusional nightly walks while tripping on so called "wolf drugs". While they are high, they have already attacked several people, bit them and the lunatics acted as if they were immune to pain when people resisted. Multiple women state to have been chased by a madman at night, acting like a crazy "man-wolf".

After discovering the hideout where the members take their wolf drugs at night due to a place mentioned on a note in Peter Stump's house, the player can unmask them by visiting the mentioned place during a full moon. He can choose to either follow them when they go home later at night when the effects of the wolf drugs wore off, and confront them with their stupid behavior, or otherwise confront them while they are high at night. In the latter case, the player will have to fight them because they will act aggressively and with a moral value of 0: they will never flee from combat. Hereunder a list of the cult members who meet up to take drugs under a full moon:

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|-------------------------|----------------------|-----------|
| Jensen Vandemole | Millsway, Gatesway | miller |
| Dieter Fressel | Dorismouth, Gatesway | shoemaker |
| Jean Grenier | Wolfside, Gatesway | carpenter |
| Bart De Stoffer | Wolfside, Gatesway | tailor |

Journal description: Peter Stump seems to have been a member of a weird cult called the cult of Luna. I should try to unmask the members, to stop them from their criminal, nightly behavior and expose the cult to end the superstition about werewolves in the village.

Sub quests & prompts to complete:

- find the hideout of the cult members
 - check for clues in Peter Stump's house.
 - check the place mentioned on the note during a full moon
- deal with the cult members
 - unmask the remaining members by following them home (0/4) (optional)
 - report your findings to the bailiff
 - confront the cult members directly (optional)
 - report to the bailiff (optional)

7.2.5. Geeraard Vilain

Quest rating: 0 1 2 3

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| | | 2 | 3 |
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Journal description: Also known as Geeraard The Devil, Geeraard Vilain resides in castle Reedstone, granted to him by his father, count Zeger the third. Being the second son, Geeraard is a castle owner and knight, while his older brother earned the count title. From the castle, Geeraard often provides support and protection to local farmers as well as to the city of Ravensvale and actively counters criminals from the Freewoods who think it's a clever idea to cross the river next to the woods. Apparently Geeraard can really use some help in doing this at the time, but he doesn't want to work together with other bailiffs or castle lords to show off his bravery, actually putting the people's safety behind his personal interests... I could inform him for assistance in dealing with the bandits, or I could try it myself... would I?

Speaking with Geeraard about the bandits in the area starts the secondary quest "Just a bunch of bandits".

Sub quests & prompts to complete:

- speak with Geeraard Vilain about the bandits in the area
- find out the locations of the bandit camps (0/3)
- report the locations of Drymand's bandit camps to Geeraard Vilain
- deal with the bandits with Geeraard Vilain, not involving any other nobles or bailiffs
- gather your reward (only granted if no other bailiffs or nobles were involved in dealing with Drymand's clan)

7.2.6. The stolen chalice

Quest rating: 0 1 2 3

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Journal description: A very valuable sacred item was stolen from the Abbey of Ravensvale. The item was the main cause of travelers visiting the abbey; thus, the abbey now risks losing much of its income and trade. All help to retrieve the sacred item is greatly appreciated. A great reward will be given to the one that returns it. The item, a silver chalice, was stolen by thieving bandits from the Freewoods who name themselves "The Scavengers", who entered the domain pretending to be delivering goods. Their residence is a cave named *Thieves' den* (Cave ID 16) in the Freewoods.

Sub quests & prompts to complete:

- find the thieves' hideout in the forest
- deal with the bandits of Thieves' den (optional)
- retrieve the stolen chalice from the thieves
- deliver the chalice back to the Abbey of Ravensvale