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67%(3)67% found this document useful (3 votes)6K viewsThe document provides a table of contents for the quest walkthrough and supplements for the Maids II: Deception mod for Skyrim. It outlines 15 main quest episodes divided into 5 acts, as well as Save Save Walkthrough For Later67%67% found this document useful, undefined notifications off No unread notifications right now You're up to date Updated May 29, 2022The Epilogue content for Maids II: Deception is cancelledThank you for your support throughout the years and for helping the core mod reach its original conclusion.(image contains spoilers for the ending of Maids II: Deception)Spoiler: Show "The Warp in the North. That is what We would have called it had We been there with the Miracle Emperor: Immortal and eternal. A defiance of time. May we never grow weary of Our reign."- Ministry of Harmony recounting the Sky's Divide incident; unknown year, late Fifth Era. Days before evidence of the "Emperor Sanguinaire conspiracy" is leaked by Virtuous Company to the Aldmeri Dominion, igniting the Last War.Development has begun for Maids II: Deception - Epilogue, a "sixth" episode for the quest mod that takes place after the events of Sky's Divide. Instead of one long questline, it will feature several smaller ones that are essential towards bridging the gap to the world changing events that are still to come.The following sections will cover information on what the epilogue will contain along with how development will proceed.SettingThe featured questline for the Epilogue is set primarily in a pocket realm of Oblivion known as Valhalla, a place that has adopted - sometimes stolen - its name and culture from countless sources and is inhabited by an immortal elven race known as the "holy matrons" and their human, mer, and daedric followers. It is also a realm in steady decline following the disappearance of its reigning goddess a hundred years ago.Valhalla is a network of Ayleid strongholds in the sky that appeared in Maids I: Euphoria for TES4: Oblivion and has a backstory derived from the Claudia's Little Secret mod. With the permission of the Beyond Skyrim modding team, this new land will be created for the Epilogue using new, high quality assets based on the original Ayleid models and textures featured in TES4 recreated from scratch for TES5.StoryThe Observer keeps her word. She and the Dragonborn will meet again after Sky's Divide. Unfortunately, she, like all others, has her own ambitions. She wishes to steer the rightful inhabitants of Valhalla towards an ancient way of life rather than having them continue in aimless self-indulgence on the eve of the world's end. The Observer's efforts are resisted by Faustina, the true, last living member of the Pinder family in surname only and one of Valhalla's most influential officials. Faustina's approach is one of pragmatism backed by the knowledge of the pain that is destined to befall those who follow the Observer. Both of these characters seek the Dragonborn's loyalty in their cause, but neither is truly free from being manipulated by their very own servants.Something is happening in Solstheim. Hundreds that were thought to have perished during the Red Year are suddenly turning up alive and well. It would have been deemed a miracle were it not for the fact they all now share an unbreakable bond that overrides old familial ties and friendships. At the center of this bittersweet phenomenon? A dead god's solitary apostle, cleansed in the flames of Red Mountain, and reborn as many. Her newfound idol also has many faces. Some call the idol the "Dragonborn."The apostle is not the only one who has a keen interest in the Hero of Skyrim. Underground political forces loyal to the Empire are maneuvering quicker than ever before. Hope has been absent ever since the Great War sealed the Empire's fate as a puppet of the Aldmeri Dominion. Until now. Not since the Champion of Cyrodill has one person gained so much influence in a single province, and with the mysterious death of Emperor Titus Mede II, the time has come for the unthinkable. If the Empire is to be reborn, a new emperor must be crowned. One that transcends mortality in the form of a symbol to unite the provinces of Man despite old rivalries and the machinations of the Dominion. But what price will have to be paid if this effort is undertaken?The Dragonborn is not the same person that existed at the start of this journey. Something happened at Sky's Divide. "If that abomination had never existed, the Fifth Era would have come and gone as it should have, but now there is a hope for an age of eternal peace." At least, that is what the apostle believes.DevelopmentScheduleA lot has changed in terms of schedule and modding availability since M2 concluded. Plans for an epilogue were made from the beginning in 2012 with this in mind, but it must be disclosed now in order to avoid disappointment that development is going to proceed slowly and will be handled more casually. Everything was devoted towards completing M2 from 2012 - 2016 and it cannot be done again. There's even a chance that development will continue on into the next TES game's release cycle - assuming 2019 at the earliest. However, given the direction Bethesda has taken since the release of TES5, the setting of any post-M2 story, and even less time available for largescale modding, a "Maids III" mod for TES6 wouldn't have been possible anyway.The Epilogue will be a side project whereas M2 demanded work every day for five years. Updates on progress will be few, but the aim is to create a tightly focused mod on more relaxed terms.ReleaseThe Epilogue will be released exclusively for the standard editions of the mod (Nexus Mods, ModDB, etc.) and not for Abridged editions (Steam, Bethesda.NET). This is due to the content that will be included that would require large sections to be censored under Steam and Bethesda's Terms of Service. Abridged editions of the mod will continue to receive v5.x updates as needed when the epilogue is released whereas the full versions of the mod will continue on under v6.x releases.ContentThe following are the content goals for the Epilogue. 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This article probably doesn't meet the style guidelines, and therefore needs some work. General cleanup needs to be done to improve this article. "Welcome Dragonborn to this place where destiny is unmade. On the tongues of serpents are songs of lonlith and her children. Valkyrie my abandoned child I summon you from the skies. O Flies Obsidian, simulacrum, breaker, and devourer salvation lies in you" —From top going clockwise, the translation of the Dwemeris in the mod logo Maids II: Deception is a new lands and quest mod for The Elder Scrolls V: Skyrim and The Elder Scrolls V: Skyrim Special Edition. It was released in episodic format from April 2012 to August 2016. The story is a sequel to the The Elder Scrolls IV: Oblivion mod Maids I: Euphoria. Prologue Synopsis[] During the Oblivion Crisis, an organization of mages and alchemists known as Project Purity sought to rule Tamriel by first enslaving its women through the use of a corrupted Hist tree's sap that, when ingested, provoked an insatiable frenzy that made female victims vulnerable to submission. At the request of two maids who were cursed with the sap's effects, the Champion of Cyrodill put a stop to Purity's plans and saved the women held captive in the palace of the Argonian warlord Desann. The descendants of the two maids - the Pinder family - would face persecution by a resurgent Purity as retaliation for their defeat. Over time, this rivalry escalated to the point where in order to survive, the family had to form a clandestine group of mercenaries whose only purpose was to put an end to Purity once and for all. 200 years later, only two family members remain in a small underground town in Skyrim. The reasons for how and why the rivalry started have long been forgotten by both sides of the conflict. Yet the mercenary group founded by the family remains strong and has undergone drastic transformations. Now composed entirely of female warriors and assassins that rival the Dark Brotherhood in terms of secrecy and skill, the conflict has reached a standstill with both sides waiting for the other to resurface for one last showdown. With the province under siege by dragons and the civil war, Purity is bound to use this distraction as an advantage and unleash their final plan to eradicate the Pinder family and reveal their most devastating weapon yet, all in the name of saving the world from the enigmatic woman known as Matari. Features[] As one of the biggest mods created for Skyrim, its features are extensive, these features include: 17 main quests with several offshoot side quests A large underground complex with several connecting dungeons A new land called Sky's Divide, a tropical dwarven fortress island that becomes accessible from the final quest onwards A new dungeon titled based on the Dwemer ruins of The Elder Scrolls III: Morrowind 114 interior cells, 16 worldsaces 1 new home - a ship - that can be obtainable depending on the Dragonborn's actions Approximately 13,000 lines of dialogue with branching paths 79 voice actors voicing 116 characters A maid management system that expands alongside the main questline and allows players to hire up to 98 maids, have them serve as followers, and depart on missions to temporarily increase player stats while in a city or retrieve a specific type of supplies Optional MCM menu for maid management (requires SKSE) A companion with an optional friendship and romance system during the first half of the mod An optional brothel with a dynamic economic system New items, including those from other TES games Optional enemy patrols in the Skyrim wilderness depending on the player's place in the main questline Quests[] List of Main Quests Without Borders Across the Sea Here's to You Void You Are Not Alone End of Purity Defiance Odyssey Locations[] List of Locations Skyrim Sky's Divide Miscellaneous Crantius Colto's House Euphoria Palace Fort Pazarath Heartland Cave Innocence Innocence (main cavern) Hephaestus High Splendor Malkorev Mines Prison Complex Jonestead Legacy Bastion Skyrim-Cyrodill Tunnel Atranal Beachhead Den Cloudburst Cave Cumulus Cave Dark Tower The Fellow F'lah Nimbus Port Adad North Warehouse South Warehouse Sarhu Mine Sinitu Daeus Sky's Divide Fortress Towers Mage Tower Serpent Tower Thief Tower Trinity Tower Warrior Tower Urganig's Cottage Zenchtmark Aetherius Apocrypha Forbidden Hall The Catalyst The Diabolus The Esmerelda Void Requirements[] Compatibility[] The following mods are compatible upon installing the required patches: Maids II: Deception - Supplementary Materials By Enter\_77 Add-ons, texture packs, ending cutscenes, walkthrough, download mirrors, developer credits, & more for the mod Maids II: Deception.