

Sir Besrand and Tok, Friends in Need: Main Quest

Sir Besrand and Tok Works have seen better days since moving back to Pebbledeep after the disbandment of the Circle. Besrand has fallen into a deep senile stupor and Tok Works is no help, effectively enabling him in his gambling addiction in hopes that maybe fulfilling his wishes might bring back his lifetime friend.

Once again, there are plenty of ways to go about this, however, there are not many that will be able to fix Sir Besrand's state of mind with nothing less than seeing his friends for the first time in a long time, or through some magical means. There also is the chance for something more old-fashioned, like a gambling detox so that he is forced to just think and be alone. Tok Works, on the other hand, is more easily reasoned with despite his programming and might be of help to the party 3 times over what Besrand would be.

Tok and Besrand, once again, are mostly found within the Midnight Manor late at night, so trying to find them at that time would be virtually impossible without trying to gamble yourselves. This would involve not being found suspicious by the Manor's workers and bouncers, but also trying not to stir trouble with Tok and Besrand if they're on a roll.

The insides of the Manor are wild and swirling, even having hallways that seemingly don't go anywhere and doors that are not able to be opened. Little is known about the layout of the manor itself but it's simple to say that it is convoluted and dark, significantly different from when the Circle had full control of it. All of these things were slowly starting to be added as Adeodatus came into power and more recently with the magic that he has acquired. While the village has been kept in the darkness of unknowing, Deo has festered inside the Midnight Manor with newfound power, spending a lot of his time now in the lower chambers of his den. His magic comes from a pact made with a more powerful being, far more powerful than even the dragon that once terrorized the town of Pebbledeep and Irondeep. His magic is still far more temperamental as well, destroying him in the process of using it to the point that his once whitish-gray hair has begun to turn black. His overall appearance as well mimics that of the takers of the wine: gaunt, pale, and nothing like their former selves. Accompanying his new appearance is a constant trail of sickly, black smoke that hangs around him and is now inside the lower chambers of the mansion much like the fog itself. And, even more strikingly, it seems that the pupils themselves have started to leak into the rest of the whites and iris of both eyes, slowly turning them completely black.

Ultimately, this quest is hard and will result in combat unless there is a turn of events where they can expel the creature inhabiting Deo, break the pact, or incapacitate him long enough for him to be properly bound and gagged. The breaking of the pact is easier said than done and would certainly require extensive research and help from Nebert or maybe even Sarini with a potion to poison him and expel the rot from him. All of which, decide on the parties' good graces.

Weberlug Coinemane, Delivery for Mrs. Anvilstone-Coinemane: Side Quest

Unbeknownst to most of the inhabitants of Pebbledeep, Weberlug happens to be happily married to a woman that he has spent his entire life with. They met when they were very young and went through schooling together, proclaimed by their classmates as high school sweethearts. They went on to be married and to have children of their own, but the only bump in the road for the two was the name that was attached to the backend of their first. Westarra Anvilstone, as she was known before marriage, was next in line to be the ruler of her clan and the main forge within Irondeep. Weberlug, on the other hand, was originally from a small mercantile family that sold things of all sorts, much like the general store that is run by Rok Crisgil, a close friend of his even in grade school.

They were starcrossed for sure, but that didn't stop them from at least trying. They often send letters back and forth with pages upon pages of updates and wishes and "I-love-you's", but because of the recent separation of the two cities, they have not been able to get letters through.

After the party completes some other quests or speaks to him extensively, it's likely that he will ask a favor of them if he can tell that they'll be able to get inside Irondeep at some point. He would be bashful, pleading with them not to tell the others that live in Pebbledeep for the pure fact that he doesn't want to tarnish her reputation. They, of course, do not wear rings for this reason but both have tattoos over their hearts with the other person's family crest (Westarra's tattoo is of the Coinemanes: a hand outstretched receiving a coin, much like the painting of God and Adam. Weberlug's tattoo is of the Anvilstone: an anvil on solid stone). These tattoos were done in the dead of night and both in one session by Mavia, who also is sworn to secrecy by the recipients of her craft.

Weberlug is a kind, serious man. He is observant, as is his job as the head guard, and is slow to trust. However, once his trust is gained, he is a powerful ally that has knowledge of the inner workings of Irondeep that the others might not have.

Sarini and Xylnis, Bubbling and Brewing: Side Quest

If poisoning is more the route of the party, the people that they should go to visit are Sarini and her translator, Xylnis. The party can choose whatever they want the potion to do but all the ingredients will be found in a cave around the side of the mountain not too far from the camp. The cave is guarded, although this wasn't disclosed by Sarini and Xylnis, by what seems like a frost monster of sorts. Of course, if they were to press her, she might reveal this fact but on the off chance the party would say no, she wouldn't be very forthright with the information at hand.

After the party returns with the materials, the potion will take a day or so in-game to complete. If the party were to look over at the potion shoppe, it would say "closed for the day" and would have different colored smokes pouring out of it at different times. The potion itself would be gray and sickly looking, but ultimately pour and mix into drinks effortlessly and without detection.