

✕ QUESTKEEPER ✕

● ONLINE SESSION: ACTIVE

[GAME] Loading character: Shadows

[GAME] Campaign: Muddlebrook: Harlequin Trials

[GAME] Current Location: The Drunken Dragon Inn

| HP | LEVEL | TRIALS |
|-------|-------|--------|
| 24/28 | 2 | 1/10 |

The tavern falls silent as a breathless townspeople bursts through the door, rain dripping from their cloak. "The mayor! Mayor Alderwick has vanished!" they gasp. "Last seen entering Town Hall three nights ago... and strange clockwork sounds echo from within. Someone please help!"

[NARRATION] Norrin the Bard strums a discordant chord...

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[NARRATION] Norrin the Bard strums a discordant chord...

*"Beware, beware the ticking snare,
The Harlequin who's always there,
In trial and trap, in joke and dare,
The mayor sleeps in the clockwork's lair!"*

What do you do?

Suggestions: investigate, talk to Norrin, ask Mara, check inventory, rest

💡 TUTORIAL TIP

Type your actions naturally! Try commands like "talk to Norrin", "examine room", "attack goblin", or "use health potion". The game understands context and intent.

> talk to norrin about the harlequin

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[ROLL] Persuasion Check: $d20: 15 + 3 = 18$ SUCCESS!

Norrin leans in close, his usual theatrics fading. "The Harlequin Machinist... he's no mere legend. Clockwork heart, masked face, turns towns into his stage. Three years ago, he did this in Millhaven. Left riddles and rewards. Those who played his games survived. Those who panicked..." He draws a finger across his throat.

+ QUEST STARTED: The Harlequin Trials

+ CLUE GAINED: "The Machinist rewards cleverness, not violence"