Jester trial #2: Abandoned Jester Quest

**(Start of the Trial) Jester NPC**

*“You must be the one to unit our previous elder of the Jesters. He contains very valuable knowledge. It is said he roams the vast Kingdom of Blank; Wasting away in that wilderness is intolerable and a mockery on our guild! Do everything in your power to find the abandoned jester and bring him home!”*

1. Search high and low the Kingdom of Blank.

~Once found... persuade the jester to come home.

((He is hungry... he asks you to find him a very rare and delicious tiger meat only found in the lands of Vale))

**Abandoned Jester NPC**  
  
*“I’m awfully hungry. At the palace I was never hungry! Bring me that delicious tiger meal they use to serve at the palace. I’ll be waiting.”*

2. Bring him tiger meat

(Tiger in Vale or Iron labs wilderness)

**Abandoned Jester NPC** ((collects the tiger meat))

*“No knife??? Bring me a knife! What is this?!”*

3. Bring him a steel dagger to eat his meal with.

(Smith in Buya or Kugnae)

**Abandoned Jester NPC**  
 ((collects the steel dagger))  
 *“ That was amazing! Feels great to eat a decent meal for once. Maybe there is something else you could help me out with… My stardrop was stolen a few months back; without it nights are so dark. Replace my stardrop.”*

4. Bring him a Stardrop to light up his nights.

(ARTIC OGRES)  
  
  
**Abandoned Jester NPC** ((collects the stardrop))

*“There’s an abandon living quarters at HQ. The key to the room was lost many years ago. It’s been locked ever since. This is a very lavished living quarters; If I am to come home... Find me the key! It’s the only way.”*

5. Go to Iron labs and retrieve an Iron key.

((Drop room Iron labs))

**Abandoned Jester NPC**

((collects the IRON Key))

“*Thank you! Come back in 24 hours while I ponder my decision.”* ((come back in 24 hours for his decision))

**Abandoned Jester NPC** *“Fine you’ve convinced me. Let’s head home!”*

7. Quest complete.

((Legend mark given))) ~ Helped the abandoned Jester