# AU Implementation Mystic Assignment NPC

## Marlinsvik: Gaubelin

*Voicetype: MaleOldKindly*

Physical Appearance:

Male Breton elder with a large body size. Has a long, white beard, but otherwise balding. Wears standard mage robes and is equipped with a dagger and medium-level shock spells for self-defense.



Bio:

Gaubelin has lived in the village for longer than he can remember, quite literally. He is a trained alchemist with ambitions to further knowledge in the field, but his scatterbrained disposition prevents him from making significant progress. He will often say the opposite of what he means.

Residence: 3. Gaubelin's Shack

A small exterior-only shack. Potions, quills, ingredients, and other mage paraphernalia are haphazardly strewn around. There is also an alchemy set.

Associated Quests:

[Gather Flowers for Gaubelin](https://docs.google.com/document/u/0/d/13F45Fv2a_pND_NPg7KzLeo6b6maTnRltOTygpUEHl64/edit)

Schedule:

* 0:00-6:00: Sleep
* 6:00-8:00: Breakfast
* 8:00-20:00: Sandboxes in his shack
* 20:00-22:00: Dinner
* 22:00-24:00: Sleep

Initial dialogue

1. [happy] Ah yes, my old friend! Good to see you again. How have things been on your travels?
2. [neutral tone] Excuse me. I meant to say, I don't believe we've met. What is your name?
   1. **<Alias=Player>.**
      1. Pleased to make your acquaintance. I'm Jerome. I mean, Gaubelin. Be sure to make yourself scarce. I mean, at home. [lock initial dialogue]
   2. **What?**
      1. [sad] Forgive me. I have a lot of things going on, and some things get mixed up in my head. Ah, what does it matter? Welcome to my shack, whoever you are. [lock initial dialogue]
   3. **[WALK AWAY]**
      1. [emphasis on 'I'] Did you say something? Did I say something? Oh well, never mind. [lock initial dialogue]

Greetings

* [while initial dialogue is active] Hmm? But you are...
* Wait, was it...? Ah, but of course.
* Make it quick. I mean, take all the time you need.

Farewells

* Begone! I mean, farewell.
* Now where did I put those mandibles?
* Do you smell something burning?

Standard dialogue

1. **[locked] [TRAIN] I'd like training in Alchemy.**
   1. <Generic training responses>
2. **What are you working on?**
   1. Hmm? Oh, a little bit of such, a little bit of so. Attempting to solve the mysterious disappearance of the dwemer.
   2. (laugh) Oh, no, not that. Dear me. No, I have simply been attempting to make more efficient potions from common ingredients of late.
   3. That's certainly a bit less pernicious. I mean, ambitious. [back to root]