***Adventurer:* Typical Workflow[[1]](#footnote-1)**

**Single-Hero Single Player**

1. **Create Hero.** Player creates a new Hero, The Player may select a Hero of a particular Race, Occupation, gender and hair color. All new Heroes are Peasant Klass. Hero has a default inventory and a small supply of coins. Hero usually have racial abilities and an Occupational Skill.
2. **Save Hero.** Player saves the Hero in the Dormitory, or Cancels.
3. **Summon Hero.** Player selects a Hero from the Dormitory (later, up to four) for adventuring. Hero selected pops up in an indefinite part of town.
4. **Enter Store.** Hero (under Player’s control) visits the Store [Rat’s Pack] to investigate, buying or selling Items to/from his or her Inventory. Typically, peasants have enough starting Inventory, and little wealth such that they will choose not to buy or sell anything. Inventory randomly changes daily so that even Items bought from a Hero may be gone in a few days.

* **Buy or Sell Item.** Prices depends on the Town’s scaling factor [1.0 for Bil’jurBaz] and can fluctuate as much as 10% depending on the Hero’s Charisma. Selling an Item garners about half the buying price of the Item. Only non-magical standard Items are bought or sold.

1. **Enter Bank.** Hero enters to Bank [The Bank] to obtain loans, make wills, or store wealth.

* **Obtain a Loan.** Peasants cannot get a loan, only Guild members can.
* **Make a Will.** Two Heroes who enter together can make a will so that all Inventory and wealth will go to the other whenever one of the Heroes dies (or is deleted). Wills cost a standard one-fee [20gp].
* **Store Wealth.** Hero can save coins and valuables in a private (single-Hero) account that is safe for later retrieval. Accounts cost a standard monthly fee [5 gp/month], deducted from the account. If the Hero dies without a will, all wealth is given to the Bank.

1. **Enter Inn.** Hero visit the Inn [Ugly Ogre Inn]. The Inn is where info about the Arena can be found, food eaten, brawls started, and rooms rented. The Innkeeper and patrons have an affinity factor (friendliness) and a peacekeeper status.

* **Talk with Innkeeper**. Hero can talk with the Innkeeper [Bork] if no patrons are in the Inn. If Hero succeeds in Charisma roll with Innkeeper, he or she will provide up to three rumors. [Bork is a peacekeeper with neutral affinity].
* **Talk with Patron.** Hero can talk with whatever patrons are present. (Patrons come and go randomly.) Patrons will divulge helpful info about exploring the Arena if Hero’s Charisma roll is sufficient. Patron’s affinity factor depends on the Patron approached. If Hero fails Charisma roll three times, the patron is *insulted* and leaves the Inn.
* **Buy food and drink.** Hero can buy food/drink for him/herself (when the Hero is hungry), or to make the patrons friendlier.
* **Bribe Patron.** Hero can bribe a patron. Price depends on the Hero’s Charisma roll and patron’s affinity. If once attempted, and Hero does not offer enough money, the patron is *insulted* once.
* **Insult Patron**. Hero can directly insult a patron to get the patron’s response. If patron is insulted twice, directly or otherwise, the Patron will leave the Inn. That Patron’s affinity will be deducted 1 point.
* **Attack Patron.** Hero can attack (kick, punch, and other aggressive verbs) a patron. All peacekeepers currently in the room will attack back, doing temporary damage to the Hero. The Hero will be ejected from the Inn for 48 hours. If the Hero is knocked unconscious (HP <= 0), then the Hero will spend 12 (game) hours in jail, and be banned from the Inn for 48 hours.
* **Ejection from the Inn.** If the Hero insults two patrons so that they leave, the Hero is banned from the Inn for 24 hours. If the Hero starts a brawl, he or she is banned from the Inn for 48 hours. All Patrons or the Innkeeper who were involved in the brawl will have one less affinity for this Hero.
* **Rent Room.** Hero may rent a room for the night (or more) for a price. [Breakfast is included in the price.] Wounded Heroes will heal at the standard Town-rate [1 hit point/8 hours; 1 spell point/4 hours].

1. **Enter Guild.** There are four Guilds, one for each Klass of Hero: Fighters [Stadium], Clerics [Monastery], Wizards [Arcaneum], and Rogues [Rogues’ Den]. (Not all cities have all four Guilds.) Guilds allow a more powerful version of the Hero to be generated, get promoted (more power), learn spells (if Wizard or Cleric Guild), obtain Quests, and other obtain other abilities specific to the Guild Klass. For this first iteration, Heroes cannot join a Guild until after they have enough experience [200 xp].

* **Join Guild.** Hero is inexperienced, so Guild Master says to come back when the Hero has more experience.

1. Info in brackets refers to the default Adventure: Town of Bil’jurBaz, Arena of Quasqueton. [↑](#footnote-ref-1)