

# Trurene RPG: Quick Start Guide

## Aim

You play as Aurora. You must kill the Troll King before he destroys every village without dying.

## Getting Stronger

You can buy better weapons from merchants in villages to become stronger. Gold is acquired by killing enemies and doing quests. You can also become stronger by acquiring magic from Shrines.

## Hawk

Hawk is located in a village marked with metal weapons (grey). He will show you the location of the Troll King and the wolves temporarily.

## Maeja

Maeja is located in a house marked with magic weapons (blue). She will teach you magic after you go to her with an artefact which you find from Shrines.

## Other Characters

There are also merchants, questers and hunters. There could be a merchant, quester or hunter at each village. 2 of the 3 characters will be at each village which is randomly determined each time Aurora enters a village (so the same village could have different people on different occasions).

Merchants sell weapons. The more gold you show them, the better the weapon they offer.

Hunters will find a large creature for you to fight.

Questers will give you a location where you can earn some gold by helping someone they know.

## Spells

There are 4 spells which Aurora can collect. They are found in the form of stones in shrines. To be able to use them, Aurora must take the stone to Maeja to be taught them. Their effects are:

1. The wielder regenerates some of the damage they do.
2. The wielder has extra health.
3. The opponent of the wielder loses accuracy.
4. The wielder knows the location of the Troll King, and the wolves.

The spell stones are named: Vampire Stone, Troll Stone, Goblin Stone, and Omniscience respectively.

They can only be activated by taking each artefact to Maeja to learn it.

## Places

There are villages, and shrines.

The villages are marked by a house on the map. They are targeted by the Troll King in a random order and destroyed one by one. In each village Aurora will have the option to talk to 2 of 3 people (merchant, hunter, and quester).

Shrines are marked as a magical place which contains a magical artefact.

Maeja's location is marked with magic weapons on a house.

The location of Aurora is marked with an icon of her.

## Moving

Each time you move, there is a small chance of fighting a large creature and a slightly larger chance of fighting a small creature.

The Troll King and the wolves move less often than you.

At the end of every turn, you, the Troll King, and the wolves will regenerate their health.

## Fighting

The power value of a weapon is the amount of damage. The time is the number of turns needed to prepare a strike.

Each time a party strikes there is a chance of them hitting the enemy based on their accuracy.

If both parties hit the opposition at the same time, then the party with the higher power will decrease the other party's attack permanently. Except for the wolves and the Troll King, their attacks cannot be permanently decreased.

A party can also try to retreat. The success of a retreat is based on both party's accuracy.

Each turn you can prepare, strike, wait, or retreat.

## More Information

<https://github.com/Elodin77/Trurene-RPG>