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# Objective

There are four different aptitudes in the game: (1) combat, (2) capital, (3) reputation, and (4) knowledge. The objective is to gain as much experience possible in these four arts prior to the triggering of end game. End game is triggered once a player has reached legendary status in any two of the four aptitudes – which is a level of 100 or more.

# Gameplay

First, familiarize yourself with the hexagonally tiled gameboard. There is a total of six fixed tiles: (1) Cities, (2) Villages, (3) Roads, (4) Ruins, (5) Battle Zones, and (6) Wilderness. There are also a total six unique outskirt tiles: (1) Mountains, (2) Outposts, (3) Caves, (4) Old libraries, (5) Plains, and (6) Ponds. The game comes with ten of each of these outskirt tiles. Distribute these outskirt tiles in the blank spaces on the gameboard as the gamers see fit. There should be a total of 57 blank spaces, leaving 3 leftover outskirt tiles. These mechanics of these tiles are explained later.

Next, each player chooses a figure to represent themselves on the gameboard. Once these figures are chosen, each player identifies a city as their birth city. The table of benefits are below.

Birth City Benefits

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| City | User | Coins | Knowleges | Permanent Combat Boosts (to current) |
| Anafola | Summoner | 3 | Excavating, Persuasion | 2 Stability |
| Benfriege | Elemental | 2 | Crafting 2 | 1 Stability, 1 Cunning |
| Demetry | Elemental | 9 | Bartering 2 | - |
| Enfeir | Warrior | 3 | Stealth 2 | 2 Cunning |
| Fodker | Trooper | 5 | Stability 2 | 3 Def-P |
| Glaser | Elemental | 2 | Survival | 3 Def-T, 1 Cunning |
| Kubani | Warrior | 3 | Crafting, Gathering | 3 Def-W, 1 Agility |
| Pafiz | Wizard | 4 | Persuasion 2 | 3 Def-E |
| Scetcher | Warrior | 4 | - | 1 Attack, 1 HitPoint, 1 Def-All (4 total) |
| Starfex | Elemental | 5 | Heating, Gathering | 2 Attack |
| Tamarania | Warrior | 7 | Smithing | 2 Attack |
| Tamariza | Wizard | 5 | Critical Thinking | 1 Def-P, 2 Def-E, 1 Hitpoint |
| Tutalu | Trooper | 3 | Excavating 2 | 3 Attack |
| Zinzibar | Warrior | 2 | Stealth 2 | 2 Agility, 1 Attack |

The player then places their figures on their birth city on the gameboard. Along with the benefits above, each player begins with a base level of 2 hit points and 1 attack point. Furthermore, the player has a fatigue count which starts at 0 and can reach a maximum of 10. If a fatigue of 10 is reached, then the player is forced to use the “recover” action. Actions are explained next.

## Rounds and Actions

The game is composed of rounds. In each round, every player can perform two actions. These actions can be performed simultaneously once experienced, but new players may choose to go one at a time. Every action fatigues the player by one (action fatigue) unless otherwise specified.

“Free actions” are different from actions. Free actions can be performed as many times as possible before the player performs their real action. Free actions are: Consuming food and trading with players. Players can only trade with each other when they are both on the same tile. These actions do not create fatigue.

There are only two general actions that can be performed wherever: “recover” and “move”. Recovering increases the player’s current hit points by 1 and reduces fatigue by 1. If an action is performed that would take a player beyond 10 fatigue, then the player faints. The consequence of fainting is explained in the combat mechanics. Moving is the act of going from one tile to the next. Every action can move a player one tile except for roads, where a player can move two places. If the first movement is on road and the second on a tile, then an extra fatigue point is taken, except if moving into a city. Moving into a city always ends the action (is not treated as a road). Moving into a tile, may cause a “consequence”. These consequences are explained below.

### City

Consequences: None

Actions:

1. Quest initiation/progression. These can only be performed in the player’s birth city. The reputation mechanics explain quests in more detail.
2. Market trading (only once unlocked). This is unlocked either by being your birth city or establishing a market stand. Please see the market table below for item availability by location. Also see the capital trading mechanic for how buying and selling works.
3. Training. Note: prices for training can be reduced by purchasing a home in the city (if not already your birth city). Please see the combat or knowledge mechanics for pricing and the training table below for training availability by location.
4. Smithing. One of three things are possible:
   1. You smith on your own. Renting a smith’s quarters is 2 coin per action.
   2. For any city where an adept smith is present, if you provide them with material, they can smith armor or weapons for you as a level 8 smith at the cost of 5 coins plus the market cost of the material (for each material consumed).
   3. A master smith is available at Tamarania who can, if you provide the material, smith armor or weapons for as a level of 12 at the cost 12 coins plus the material (for each material consumed).
5. Purchasing a home. Doing so is explained in the capital mechanics.
6. Purchasing a market stand. Explained in the capital mechanics.
7. Recovering. This replaces the general recovering ability if either a home is owned or is your birth city. Recovery increases current hit points by 4 and decreases fatigue by 4.
8. Unique to Scetcher: Participating in the arena. You can either select one of the following options:
   1. Single duel: Generate a number between 1-3, 1=weak, 2= match, and 3= strong. Generate a number between 1-5, 1= warrior, 2= elemental, 3= trooper, 4= wizard, and 5=summoner. If summoner then choose attack type by generating again 1-4. Conduct the battle (you cannot escape). If you win the duel you receive 5 coins.
   2. Tournament: First you face a “weak” opponent, generate 1-5 to see attack type (as above), conduct the battle. You are given 1 action to rest using their beds: you recover up to 2 HP and 2 Fatigue. You can also eat at this time. Second, you face a “match” opponent, generate 1-5 to determine attack type, conduct battle. As before, you are given an action to rest in their beds. Finally, you face a “strong” opponent, generate 1-5 to determine attack type, conduct battle. If you win the tournament you receive 25 coins.

### Training Locations Table

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Anafola | Benfriege | Demetry | Enfeir | Fodker | Glaser | Kubani | Pafiz | Scetcher | Starfex | Tamarania | Tamariza | Tutalu | Zinzibar | Plains | Old Libraries | Mountains | Ruins |
| Hit Points | Adept | • | • |  |  |  |  |  | • | • | • | • | • | • |  |  |  |  | • |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |
| Agility | Adept |  |  |  | • |  |  | • |  | • |  |  |  |  | • | • |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  | • | • |  |  |  |
| Stability | Adept | • | • |  |  | • | • |  |  | • |  | • |  |  |  |  |  |  |  |
| Master |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Cunning | Adept |  | • |  | • |  | • |  |  |  |  |  | • |  |  |  | • |  |  |
| Master |  |  |  | • |  |  |  |  |  |  |  |  |  |  |  | • |  |  |
| Atk/Tcnq Summoner | Adept | • |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |  |  |
| Master | • |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Atk/Tcnq Warrior | Adept |  |  |  | • |  |  | • |  | • |  | • |  |  | • |  |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |
| Atk/Tcnq Wizard | Adept |  |  |  |  |  |  |  | • | • |  |  | • |  |  |  |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  |  | • |  |  |  |  |  |  |
| Atk/Tcnq Elemental | Adept |  | • | • |  |  | • |  |  | • | • |  |  |  |  |  |  |  |  |
| Master |  |  |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |  |
| Atk/Tcnq Trooper | Adept |  |  |  |  | • |  |  |  | • |  |  |  | • |  |  |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  |  |  | • |  |  |  |  |  |
| Defense Physical | Adept |  |  |  |  | • |  |  |  | • |  |  |  | • |  |  |  |  |  |
| Master |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Defense Wizard | Adept |  |  |  | • |  |  | • |  | • |  | • |  |  | • |  |  |  |  |
| Master |  |  |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |  |
| Defense Elemental | Adept |  |  |  |  |  |  |  | • | • |  |  | • |  |  |  |  |  |  |
| Master |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |
| Defense Trooper | Adept |  | • | • |  |  | • |  |  | • | • |  |  |  |  |  |  |  |  |
| Master |  |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |  |  |
| Critical Thinking | Adept |  | • |  | • |  | • | • |  |  |  |  | • |  |  |  | • |  |  |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |  |  |
| Bartering | Adept |  |  | • |  | • |  | • |  |  |  |  |  |  |  |  |  |  |  |
| Master |  |  | • |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Persuasion | Adept | • | • |  |  |  | • |  | • |  |  |  | • |  | • |  |  |  |  |
| Master |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |  |  |  |
| Crafting | Adept |  | • | • |  |  | • | • | • |  |  |  |  |  |  |  |  |  |  |
| Master |  | • |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Heating | Adept |  |  |  | • |  |  |  | • |  | • |  | • |  |  |  |  |  | • |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |
| Smithing | Adept |  |  |  | • | • |  |  |  | • |  | • |  | • | • |  |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  | • |  |  |  |  |  |  |  |
| Stealth | Adept |  |  |  | • |  |  |  |  | • |  |  |  |  | • |  |  |  |  |
| Master |  |  |  | • |  |  |  |  |  |  |  |  |  | • |  |  |  |  |
| Survival | Adept |  | • |  |  |  | • |  |  |  |  |  |  |  |  |  |  | • |  |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |  |
| Gathering | Adept |  |  |  |  |  |  | • | • |  | • |  |  |  |  | • |  |  |  |
| Master |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |  |  |  |
| Excavating | Adept | • |  |  |  |  | • |  |  |  | • |  |  | • |  |  |  | • |  |
| Master | • |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | • |  |
|  | ∑Adept | 5 | 9 | 4 | 8 | 5 | 9 | 7 | 7 | 14 | 6 | 5 | 7 | 5 | 6 | 2 | 2 | 2 | 2 |
|  | ∑Master | 2 | 1 | 1 | 2 | 2 | 1 | 1 | 2 | 0 | 1 | 2 | 1 | 1 | 2 | 2 | 2 | 2 | 2 |

### Market Table

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Anafola | Benfriege | Demetry | Enfeir | Fodker | Glaser | Kubani | Pafiz | Scetcher | Starfex | Tamarania | Tamariza | Tutalu | Zinzibar | Sell Price | Trader Price | Market Price |
| Food | Raw Meat |  |  | • | • | • |  | • |  | • |  | • |  | • | • | 0 | 1 | 1 |
| Raw Fish | • | • |  |  |  | • |  |  | • | • |  |  |  |  | 0 | 1 | 1 |
| Cooked Meat |  |  | • | • | • |  |  | • |  |  | • |  | • | • | 1 | 2 | 3 |
| Cooked Fish | • | • |  |  |  | • |  | • |  | • |  |  |  |  | 1 | 2 | 3 |
| Well Cooked Meat |  |  |  |  |  |  |  |  |  |  | • |  |  |  | 2 | 3 | 5 |
| Well Cooked Fish |  | • |  |  |  |  |  |  |  |  |  |  |  |  | 2 | 3 | 5 |
| Fruit |  |  | • |  |  |  |  | • |  | • |  | • |  |  | 1 | 2 | 3 |
| Crafting Material | String | • | • | • | • | • | • | • | • | • | • | • | • | • | • | 0 | 1 | 1 |
| Beads | • | • | • |  |  | • | • | • |  | • | • | • | • |  | 0 | 1 | 1 |
| Hide |  |  | • | • | • |  |  | • |  |  | • |  | • | • | 0 | 1 | 1 |
| Sand | • |  | • |  | • |  | • |  | • |  |  |  |  |  | 0 | 1 | 1 |
| Clay |  |  | • |  |  |  | • |  |  |  | • |  |  |  | 1 | 2 | 3 |
| Scales | • | • |  |  |  | • |  | • |  | • |  |  |  |  | 1 | 2 | 3 |
| Leather |  |  | • |  |  |  |  |  |  |  | • |  | • |  | 1 | 2 | 3 |
| Bark | • | • |  |  |  | • |  |  |  |  |  | • |  |  | 1 | 2 | 3 |
| Ceramic |  |  | • |  |  |  |  |  |  |  |  |  |  |  | 2 | 3 | 5 |
| Glass |  |  | • |  |  |  | • |  |  |  |  |  |  |  | 3 | 5 | 8 |
| Rubber |  |  |  |  |  |  |  |  |  |  |  | • |  |  | 3 | 6 | 9 |
| Gems |  |  | • |  |  |  |  |  |  |  |  |  |  |  | 5 | 8 | 12 |
| Smithing Material | Lead | • | • | • |  | • | • | • |  | • | • | • |  |  | • | 0 | 1 | 1 |
| Tin | • |  | • | • | • | • |  |  | • |  | • |  |  | • | 0 | 1 | 1 |
| Copper | • |  | • | • | • |  | • |  | • |  | • |  | • |  | 0 | 1 | 1 |
| Iron | • |  | • |  | • |  | • | • | • |  | • | • |  |  | 0 | 1 | 1 |
| Tantalum |  |  | • |  |  |  | • |  | • | • | • |  |  | • | 2 | 3 | 5 |
| Aluminum |  |  |  | • |  |  |  |  | • |  | • |  |  | • | 2 | 3 | 5 |
| Kevlium |  |  |  | • |  |  |  |  | • |  | • |  | • |  | 2 | 3 | 5 |
| Nickel |  |  |  |  |  |  |  | • | • |  | • | • |  |  | 2 | 3 | 5 |
| Tungsten |  |  | • |  |  |  |  |  |  | • |  |  |  |  | 3 | 6 | 9 |
| Titanium |  |  |  |  |  |  | • |  |  |  | • |  |  |  | 3 | 6 | 9 |
| Diamond |  |  |  |  |  |  |  |  |  |  | • |  | • |  | 3 | 6 | 9 |
| Chromium |  |  |  |  |  |  |  |  |  |  |  | • |  |  | 3 | 6 | 9 |
| Shinopsis |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 | 9 | - |
| Ebony |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 | 9 | - |
| Astatine |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 | 9 | - |
| Promethium |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 | 9 | - |
| Knowledge Books | Critical Thinking |  | • |  |  |  | • |  |  |  |  |  |  |  |  | 5 | 8 | 12 |
| Bartering |  |  | • |  |  |  |  |  |  |  |  |  |  |  | 3 | 5 | 8 |
| Persuasion | • |  |  |  |  |  |  | • |  |  |  |  |  |  | 2 | 3 | 5 |
| Crafting |  | • | • |  |  |  |  |  |  |  |  |  |  |  | 2 | 4 | 6 |
| Heating |  |  |  |  |  |  |  |  |  | • |  | • |  |  | 2 | 3 | 5 |
| Smithing |  |  |  |  |  |  |  |  |  |  | • |  |  |  | 2 | 4 | 6 |
| Stealth |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 | 9 | - |
| Survival |  | • |  |  |  | • | • |  |  |  |  |  |  |  | 2 | 4 | 6 |
| Gathering |  | • |  |  |  | • |  |  |  |  |  |  |  |  | 2 | 3 | 5 |
| Excavating |  |  |  |  | • |  |  |  |  |  |  |  | • |  | 3 | 5 | 8 |
|  | ∑Items Sold | 12 | 12 | 20 | 8 | 10 | 11 | 12 | 10 | 12 | 10 | 19 | 9 | 10 | 8 |  |  |  |

### Villages

Consequences: None.

Actions:

1. Village investment. This is explained in the capital mechanics.

### Roads

Consequences:

1. Every road is paired with a small number somewhere in the tile. Generate a number between 1-6, if the result is less than or equal to the corner number, then a highway robber comes near you. Generate a number between 1-12, if the result is greater than the player’s stealth skill then the robber is avoided, otherwise the robber attacks you. If there is a trader on the same tile, then the trade runs away. Next determine the highway robber’s combat classification:
   1. If the player is level 30 or lower, the robber is either classified as “weak” or “match”. Toss a coin, if heads then the robber is a “match” otherwise “weak”. Toss another coin, if heads then the robber is a trooper, otherwise a warrior. Then conduct battle with highway robber as a warrior. You get 3 coins if you win.
   2. If the player is between levels 31 or higher, then the highway robber is either “very weak” or “weak”. Toss a coin, if heads then classify as “weak” otherwise “very weak”. Toss another coin, if heads then the robber is a trooper, otherwise a warrior. Conduct battle with highway robber. You get 3 coins if you win.
2. If a highway robber did not attack you, and there isn’t already a trader present, and the player is in a trader “hot zone” (marked in purple), then generate a number between 1-8, if the value is 1 then a trader appears. The trader is randomly given 4 items in their inventory. Each item is chosen in this order: first generate a number between 1-5, then for the corresponding item category id, generate a number between 1-*m,* where *m* is the total number of items in that category- the corresponding item id is chosen for trade. If this item is not available for trade, then a random number is generated again from within the category. Do this a total of 4 times. If there are not 4 items available for trade, then the maximum of whatever possible. The trader stays for 3 rounds or until a highway robber scares them away. See the capital trading mechanic for how buying and selling works with traders.

Actions: None.

### Ruins

Consequences:

1. First determine if you set off a trap. Generate a number between 0-12, if the result is greater than the player’s survival skill, then take 1 HP damage.
2. If the area is not emptied, determine if an ancient warrior approaches you. Generate a number between 1-12, if the player’s result is less than or equal to the persuasion level, then the ancient warrior treats you as a friend (go to step a) otherwise a foe (go to step b).
   1. You can choose to pay for training in either hit points (see combat training mechanics) or pay for training in heating (see knowledge training mechanics).
   2. If the player is between levels 1-30, then the ancient warrior is “very strong”. If the player is between levels 31-50, then the ancient warrior is either “strong” if coin flips tails, otherwise “very strong”. If levels 51 or higher, then the ancient warrior is a “match” if tails, otherwise “strong”. When deciding combat stats, their hit points is always 12. If you win, you get 2 pieces of old Fodker cloth if next to Fodker, otherwise you get 2 pieces of luxurious cloth.

Actions:

1. Excavate. Generate, the number of times of the excavate skill plus one, a number between 1-19 and call the result *r* (choose the result if multiple options).
   1. If 1-5: Trip a trap (go to Consequence 1).
   2. If 6-7: You find an old Fodker cloth if next to Fodker, otherwise you find a luxurious cloth.
   3. If 8-10: Ancient warrior approaches you (go to Consequence 2 and skip determining the approach).
   4. If 11-14: An old tattered book is found, you can possibly pick out some words. Generate a number between 1-10 to decide which type of book it is. Generate a number between 0-12, if the player’s critical thinking is greater than or equal to the result, then the player gains 2 levels (max 8) otherwise the player gains one. The book is destroyed.
   5. Otherwise the tile is emptied. Place a counter on the ruins for 6 turns: Nothing can be found except setting off traps.

### Battle Zones

Consequences:

1. Generate a number between 1-16, if your stealth is less than or equal to the result then you nothing happens. Otherwise generate a number between 1-4:
   1. If 1 then toss a coin, if heads then you encounter a “very strong” opponent, otherwise “strong”. Conduct battle with the warrior. You get 8 coins if you win.
   2. If 2 then toss a coin, if heads then you encounter a “strong” opponent, otherwise a “match”. Conduct battle with the warrior. You get 5 coins if you win.
   3. If 3 then you go up against 2 opponents of “match” caliber. Conduct battle with these warriors. You get 6 coins if you win.
   4. If 4 then you face 1 “match” and 2 “weak” opponents. Conduct battle with these warriors. You get 5 coins if you win.

Actions:

1. Excavate: Generate a number between 1-33 the number of times as “excavate” skill allows plus one. Choose a result. If the result is between 16-28, then you engage in a fight (go to consequence 1). Otherwise if the result is between 29-33, then you find nothing (this tile is not emptied). Otherwise match up the result to the smithing item id, and you get that item.

### Wilderness

Consequences:

1. Generate a number between 1-14, if the result is greater than the player’s survival skill then wild and poisonous vines wrap around the player: Take 3 HP damage and increase fatigue by 2.
2. If wilderness did not hit you, generate a number between 1-14, if the result is greater than the player’s stealth skill then a “very strong” wild vine monster attacks you with elemental attack. You get 4 pieces of bark if you win.

Actions:

1. Excavate (only if not empty): Generate a number between 1-33 the number of times the excavate skill allows plus 1. Choose a result.
   1. If result is 1 then you find Shinopsis.
   2. If result is 2 then you find Ebony.
   3. If result is 3 then you find Astatine.
   4. If result is 4 then you find Promethium.
   5. If result is 5 then you find a gem.
   6. If result 6-16 then you find a grand tree. Toss a coin:
      1. If heads, then the player gathers fruits at a random number between 1-gathering skill
      2. If tails, then the player gathers bark from tree at a random number between 1-gathering skill.
   7. Otherwise you find nothing.

The wilderness is always depleted after excavation for 6 turns.

### Mountains

Consequences:

1. Generate a number between 1-12, if the result is greater than the player’s survival level, the player takes 1 HP and 1 Fatigue for each tier of mountain climbed (max 3).

Actions:

1. Move up a tier (max 3). If the player is not on the third tier, then they can move up – go to consequences.
2. Move down a tier (min 1). If the player is higher than the first tier, then they can move down – go to consequences.
3. Excavate (only if not empty). Generate a number between 1-21 the number of times as the excavation skill plus one. Choose a result.
   1. If in tier 1:
      1. If the result is 1 then you find a monk. You can train with the monk if you wish (see training mechanic for cost).
      2. If the result is 2-6 then you find copper.
      3. If the result is 7-11 then you find iron.
   2. If in tier 2:
      1. If the result is 1-3 then you find a monk. You can train with the monk if you wish (see training mechanic for cost).
      2. If the result is 4-7 then you find kevlium.
      3. If the result is 8-11 then you find nickel.
   3. If in tier 3:
      1. If the result is 1-2 then you find a monk. You can train with the monk if you wish (see training mechanic for cost).
      2. If the result is 3-5 then you find diamond.
      3. If the result is 6-8 then you find chromium.

If you fail to find anything then the mountain is depleted for 6 turns. Also, apply consequences 1.

### Outposts

Consequences:

1. Generate a number between 1-3, if the result is 1 then a bandit is found: Generate a number between 1-12, if the result is greater than the player’s stealth then a battle ensues with the bandit. Toss a coin, if the result is heads then the bandit is elemental otherwise the bandit is a warrior. Toss a coin again, if the result is heads then the bandit is a “match” otherwise the bandit is “weak”. Conduct battle. You get 3 coins if you win.

Actions:

1. Excavate (only if not empty). Generate a number between 1-16 the number of times as the player’s excavate skill plus one.
   1. If result is 1-4 then string is discovered.
   2. If result is 5-7 then beads are discovered.
   3. If result is 8-9 then sand is discovered.
   4. If result is 10-13 then a bandit is found (go to consequences 1 and skip finding bandit).
   5. Otherwise the tile is emptied for 6 turns.

### Caves

Consequences:

1. If in tier 1 (highest point of cave)
   1. Generate a number between 1-4, if the result is greater than the player’s survival skill then the player slips and falls in the dark – take 1 HP of damage.
   2. Generate a number between 1-4, if the result is greater than the player’s stealth skill then the player encounters a monster. Randomly choose monster’s attack style. Generate a number between 1-4, if the value is 1 then a “very weak” monster attacks, if 2-3 then “weak”, and if 4 then a “match”. You get 1 piece of hide if you win.
2. If in tier 2 (midpoint of cave)
   1. Generate a number between 1-8, if the result is greater than the player’s survival skill then the player slips and falls in the dark and rocks fall on them – take 3 HP of damage.
   2. Generate a number between 1-8, if the result is greater than the player’s stealth skill then the player encounters a monster. Randomly choose monster’s attack style. Generate a number between 1-4, if the value is 1 then “weak”, if 2-3 then “match”, otherwise “strong”. You get 3 pieces of hide if you win.
3. If in tier 3 (lowest point of cave)
   1. Generate a number between 1-12, if the result is greater than the player’s survival skill then the player slips, falls, gets rocks thrown on them, and lands on spiky surface – take 5 HP of damage
   2. Generate a number between 1-12, if the result is greater than the player’s stealth skill then the player encounters a monster. Randomly choose monster’s attack style. Generate a number between 1-4, if the value is 1 then “weak”, if 2-3 then “strong”, otherwise “very strong”. You get 5 pieces of hide if you win.

Actions:

1. Descend the cave (go to higher tier; max 3). If the player is not on the third tier, then they can descend – go to consequences.
2. Ascend the cave (go to lower tier; max 1). If the player is not on the first tier then they can ascend – go to consequences.
3. Excavate (only if not empty). Generate a number between 1-28 the number of times as the excavation skill plus one. Choose a result.
   1. If in tier 1:
      1. If the result is 1-6 then you find lead.
      2. If the result is 7-12 then you find tin.
      3. If the result is 13-20 then a monster approaches (go to consequence 1b)
   2. If in tier 2:
      1. If the result is 1-5 then you find tantalum.
      2. If the result is 6-10 then you find aluminum.
      3. If the result is 11-19 then a monster approaches (go to consequence 2b)
   3. If in tier 3:
      1. If the result is 1-3 then you find tungsten.
      2. If the result is 4-6 then you find titanium.
      3. If the result is 7-16 then a monster approaches (go to consequence 3b)

If you fail to find anything then the cave is depleted for 6 turns

### Old Library

Consequences:

1. Generate a number between 1-4, if the result is 1 then a hermit is found: generate a number between 1-12, if the result is greater than the player’s persuasion, the hermit becomes violent (go to b) otherwise treats you as a friend (go to a).
   1. You can choose to pay money to learn either cunning or critical thinking. See the respective training mechanics (in either combat or knowledge) for prices.
   2. Toss a coin, if heads then the hermit uses wizard attacks, otherwise elemental. Generate a number between 1-8, if 1-6 then “strong”, otherwise “very strong”. When choosing stats, their cunning is always level 12 (which may alter “strong” to “very strong” depending on player’s level). Conduct battle. Successfully killing the hermit gets you 5 coins. If they were “very strong” then you also get one random knowledge book – generate a number between 1-25 and then get the knowledge book as referenced by Action 1.

Actions:

1. Excavate (if not empty). Generate a number between 1-47 the number of times of excavate skill plus one:
   1. If result=1 then you find a critical thinking book.
   2. If result=2-3 then you find a bartering book
   3. If result=4-6 then you find a persuasion book
   4. If result=7-9 then you find a crafting book
   5. If result=11-13 then you find a heating book
   6. If result=14-16 then you find a smithing book
   7. If result=17 then you find a stealth book
   8. If result=18-20 then you find a survival book
   9. If result=21-23 then you find a gathering book
   10. If result=24-25 then you find an excavating book
   11. If result=26-35 then a hermit is found (go to consequence 1 and skip finding hermit).
   12. Otherwise the library is depleted for 6 turns.

### Plains

Consequences:

1. Generate a number between 1-12, if the result if greater than the player’s survival skill then a trap is triggered that claws at you: You take one damage of fatigue.

Actions:

1. Excavate (if not empty). Generate a number between 1-9 the amount of times as excavate skill plus one.
   1. If 1 then a huntsman is found: Generate a number between 1-12, if the player’s persuasion is greater than or equal to the result then they will agree to train you in agility or gathering at a cost (see either the combat or knowledge training mechanics respectively).
   2. If 2-6 then a wild animal herd is found. Generate a number between 0-16, if the player’s gathering skill is greater than or equal to the result then they are able to capture this animal without disrupting the herd (get 1 raw meat and do this step again), otherwise the player gets the raw meat and loses the herd.
   3. Otherwise the tile is emptied.

### Ponds

Consequences: None

Actions:

1. Excavate (if not empty). Generate a number between 1-12 the amount of times as excavate skill plus one.
   1. If 1-5 then you find a nice fishing spot. Generate a number between 0-16, if the player’s gathering skill is greater than or equal to the result then they can catch the fish without disrupting the fishing spot (get 1 raw fish and do this step again), otherwise the player gets the raw fish and disrupts the spot.
   2. If 6-8 then you find clay.
   3. If 9 then a giant serpent launches itself at you. If the player is levels 1-21, then the serpent is a “match”, if the player is levels 22-40 then the serpent is “weak”, otherwise the serpent is “very weak”. Conduct the battle with serpent using elemental attacks. Successfully killing the serpent gets to 2 scales.
   4. Otherwise the tile is emptied

# Aptitudes Introduction

## Combat

Under the combat aptitude, there are 10 different attributes to train:

1. Hit Points

The amount of damage you can take before fainting.

1. Agility

The speed of your attacks and the ability to dodge opponent attacks.

1. Stability

Important in keeping your strikes firm on your intentions (balanced).

1. Cunning

The mental framework that comes with outthinking the opponent mid battle.

1. Attack

The maximum amount of strength you can place in your strikes.

1. Technique

The accuracy with which you strike.

1. Defense – Physical

The maximum amount of physical damage you can absorb.

1. Defense – Wizard

The maximum amount of wizard damage you can absorb.

1. Defense – Elemental

The maximum amount of elemental damage you can absorb.

1. Defense – Trooper

The maximum amount of trooper damage you can absorb.

Each of these attributes can be trained up to a maximum of 12. Battles can only increase these attributes up to a maximum of 8. To reach higher levels, one must find an appropriate trainer for that attribute. Combat level is determined as the sum of these attributes. Note that the player’s type of attack is determined by their birth city.

## Capital

Capital is earned in three different ways:

1. Purchasing a home (and license to own real estate).

This will increase the number of items you can store in your inventory. Discount at trainers. Recovering in the city is better (when home bought in birth city, this will replace your recover benefits). Yields varying capital levels.

1. Purchasing a market stand (and license to sell).

Each city’s market stand will yield a certain amount of income per turn. Markets will open to you if they have not already. Yields varying capital levels.

1. Investing in villages.

Coins can be poured into villages as investments. They will take the start-up money to produce goods which may find its way to you after a certain set of turns. Each village investment yields 1 capital level.

## Reputation

Reputation is only earned in birth city. Quests are initiated within the city walls which increase reputation level upon completion. The increase depends on which of the following five entities you helped:

1. Common Folk – 1 Level
2. Nobles and Guards – 2 Levels
3. Local Leaders and Villages – 3 Levels
4. City Counsel – 4 Levels
5. Mayor – 5 Levels

The player begins at stage 1 and can only advance to the next stage once four quests have been completed. This rule continues for each new stage the player advances to. Quests completed at stages 3 and 4 have the potential to change the dynamics of the game.

## Knowledge

There are ten skills that the player can use throughout their journey:

1. Critical Thinking

Helps with strategizing combat attributes and helps with gaining an additional level from reading knowledge books.

1. Bartering

Helps with haggling prices when buying and selling.

1. Persuasion

Helps with speeding up quests by persuading targets to perform actions.

1. Crafting

Allows specific goods to be crafted into fine pieces, generally worth good money.

1. Heating

Helps cook food and refine material for crafting.

1. Smithing

Enables player to strengthen armor or weapon with precious metals.

1. Stealth

Used to avoid encounters with highway robbers.

1. Survival

Helps reduce fatigue taken after each action, allows food to heal more, protects from harsh climates, and reduce the probability of injuries after fainting.

1. Gathering

Helps with hunting meat, fishing in ponds, and finding fruit.

1. Excavating

Helps with finding items.

Very similar to the combat, each skill can be trained up to a maximum of 12. Unlike combat, these are not trained by practice but rather trained by reading knowledge written for that skill. These knowledge books max out at level 8, after which a trainer must be sought for the skill to take them any higher. Knowledge level is determined as the sum of these skills.

# Aptitude Mechanics

## Combat

### Battling

The main component of combat is a battle. A battle occurs in the following order:

1. Determine battle type. To determine whether the battle is a duel (both parties consent) or an encounter (one party triggered the battle). If the battle is an encounter, then the trigger party is called the “engager”. The other party is called the “encountered”.
2. Determine combat levels. For 1v1 battles this is the combat level of both parties. For team battles this is the maximum combat level in the team with summed current attributes. The battle is the conducted as a 1v1 with the combined stats.
3. Determine level relationship. If battling an NPC then this should already be determined – the attributes are randomly assigned (see NPC stat randomization below). Otherwise, if the opposing parties’ level is 12+ weaker, then classify them as “very weak”. If 4+ weaker, then classify as “weak”. If 4- stronger, then classify as “match”. If 12- stronger, then classify as “strong”. Otherwise classify as “very strong”.
4. Determine escape. Encountered party has the option to escape at the cost of fatigue:
   1. Escape cost vs “very weak”: 0 Fatigue
   2. Escape cost vs “weak”: 1 Fatigue
   3. Escape cost vs “match”: 2 Fatigue
   4. Escape cost vs “strong”: 3 Fatigue
   5. Escape cost vs “very strong”: 4 Fatigue
5. Determine advantages. Troopers gain 2 agility when fighting warriors, elementals gain 2 agility when fighting trooper, wizards gain 2 agility when fighting elemental, and warriors gain 2 agility when fighting wizards. This advantage is applied throughout this battle. Note, summoners gain no advantages. Advantages are waived when fighting in a team composed of different fighters for both parties.
6. Determine who attack order. Let the party with higher agility be called *p1* and the opposing part be called *p2* where the engager is given +2 agility for this decision*.* Then let . Then *p1* attacks *AC* times before *p2*. This sequence continues after *p2* attacks.
7. At this point the attacker can escape at no additional cost, while the defender can escape at the extra cost of 2 fatigue.
8. Conduct Attack (can be done simultaneously with the next stage)
   1. Let *a* be current attack and *t* be technique. Generate, *t+1* times, a random number between 1-*a*. The attacker chooses one of the outcomes (most likely the highest). Let the chosen attack be *A*.
   2. Let *s* be current stability. If *A>s*, then toss a coin. If coin toss fails, then the final attack is set to *s*, otherwise use *A*.
   3. Let *c* be cunning. Note, if the attacker is a team then skip this step. Generate a number between 0-*c* and call it *Ca*. This is how much defense you outsmart.
9. Conduct Defense.
   1. Let *g* be agility and *s* be stability. Generate a number between 1-*g* and call the result *g\**. If *g\**>s, then toss a coin. If the coin result fails, set *g\** to *s.* Let *G=g\*/*2 rounded down. This is how much of the attack you can dodge.
   2. Let *d* be current defense (of the attacking type). Generate a number between 1-*d* and call it *D*. This is how much of the attack you can absorb
   3. Let *c* be cunning. Note, if the defender is a team then skip this step. Generate a number between 0-*c* and call it *Cd*. This is how much of the attack you outsmart.
10. Let *B* be battle damage defined as . If >0, then subtract *B* from defender’s current hit points. If their current hit points have not reached 0, then repeat steps last four steps (this included).
11. Once the defender has fainted, apply the following effects:
    1. Effects against defender (fainted party) – For each player in the party, generate a number between 1-12, if the result is less than or equal to the player’s survival skill, then skip step (i), otherwise apply steps (i) and (ii).
       1. Generate a number between 1-6 and call it *g*.

If *g=1*: Reduce base cunning by 1 (injury to head).

If *g=2*: Reduce base hit points by 1 (injury to chest).

If *g=3*: Reduce base attack by 1 (injury to arm).

If *g=4*: Reduce base (activated) defense by 1 (injury to back).

If *g=5*: Reduce base stability by 1 (injury to leg).

If *g=6*: Reduce base agility by 1 (injury to feet).

Note: hit points cannot go lower than 2 and attack cannot go lower than 1. If choosing *g* would do so, then another random number is generated. If not possible, then no injury is taken.

* + 1. The player is transported to the nearest city and skips the rest of this turn and next. Also, the player begins with half hit points from base (round up) with fatigue of 3.
  1. Effects for attacker (winning party) – First determine how many combat levels the attacker increases:
     1. If opponent is “very weak”: Then flip a coin. If successful, increase by 1.
     2. If opponent is “weak”: Increase by 1.
     3. If opponent is “match”: Increase by 2.
     4. If opponent is “strong”: Increase by 4
     5. If opponent is “very strong”: Increase by 8.

Evenly divide this increase to the number of players in the party, giving priority to weaker combatants in the case of uneven splits. For equal level combatants, they choose amongst themselves how to split the levels. Then for each player and for each level increase do the following: Generate a number between 1-12, if the result is less than or equal to the player’s critical thinking, then the player chooses which combat attribute to increase (defense is restricted to the activated defense). Otherwise, generate a number between 1-6 and apply the opposite effect of step 11a(i). Note: No attributes can be trained in this way greater than level 8 – therefore continue the random generation until a valid attribute is selected. Further note that “technique” cannot be learned through combat- you must seek a teacher.

### NPC Stat Randomization

If the NPC is classified as “very weak” then use player’s combat level minus 12, for “weak” use player’s combat minus 6, for “match” use player’s combat level, for “strong” use player’s combat level plus 6, and for very strong use player’s combat level plus 12. Either use a stat randomizer (probably using a multinomial distribution) or evenly split the combat level into attributes.

### Summoners

A summoner’s stat during battle is the average of their current stats and the captured monster. A monster can only be captured by facing it on their own (with the help of their summoned monster). A summoner begins with a monster of the same stats as the player with its main attack being physical. The attack of the summoner during battle is decided by the attack of the monster in use.

### Training

Combat attributes can be trained by two sets of trainers: Adept and Master. Each attribute has specific trainers (see the “trainers” table for their locations).

1. City adept trainers. They can train up to level 8 at a cost of 4, plus the level the attribute being raised to, coins. First, generate a number between 1-10, if fatigue is greater than or equal to the result then training fails. You can try again at no additional cost (coins are returned if quit). Generate a number between 1-12, if the value is 5 or less then the attribute is successfully trained. If unsuccessful then generate a number between 1-12, if the value is less than or equal to the player’s critical thinking, then the value is successfully trained. If still unsuccessful, then at no additional cost the player can train with the trainer again at the next action. The player can continuously do this (if unsuccessful each time) until either the attribute is successfully trained, or the player leaves the area. If the player chooses to leave, the money is returned.
2. City master trainers. They can train up to level 12 (max) at a cost of 10 plus the level the attribute is being raised to.
   1. Training levels 1-8: First, generate a number between 1-10, if fatigue is greater than or equal to the result then training fails. You can try again at no additional cost (coins are returned if quit). Generate a number between 1-5, if 4 or less then successfully trained, otherwise generate a value between 1-12, if critical thinking is greater than or equal to it then successful. While unsuccessful, the player can keep trying at no additional cost (except actions)
   2. Training levels 9-12: First, generate a number between 1-10, if fatigue is greater than or equal to the result then training fails. You can try again at no additional cost (coins are returned if quit). Generate a number between 1-4, if the value is 1 then the attribute is successfully trained. If unsuccessful, then generate a number between 1-16, if the value is less than or equal to the player’s critical thinking, then the attribute is successfully trained. If still unsuccessful, then at no additional cost the player can train with the trainer again at the next action. The player can continuously do this (if unsuccessful each time) until either the attribute is successfully trained, or the player leaves the area. If the player chooses to leave, the money is returned.
3. Outskirts master trainers.
   1. Training levels 1-8: Costs a flat rate of 8 coins. The train is guaranteed to be successful.
   2. Training levels 9-12: Costs a flat rate of 12 coins. Generate a number between 1-4, if the value is 1 then the attribute is successfully trained. If unsuccessful, then generate a number between 1-16, if the value is less than or equal to the player’s critical thinking, then the attribute is successfully trained. If still unsuccessful, then at no additional cost the player can train with the trainer again at the next action. The player can continuously do this (if unsuccessful each time) until either the attribute is successfully trained, or the player leaves the area. If the player chooses to leave, the money is returned.

## Capital

The Capital table below summarizes how much things cost along with their capital benefit.

### Capital Table

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Home | | Market Stand | | | | Village Investment | |
| City | Cost | Capital | Cost | Income | Avg Income | Capital | Cost | Capital |
| Anafola | 40 | 5 | 13 | 5 | 4.2 | 2 | 8ea | 1ea |
| Benfriege | 8 | 2 | 2 | 1 | 0.69 | 1 | 3ea | 1ea |
| Demetry | 49 | 6 | 16 | 6 | 5 | 2 | 9ea | 1ea |
| Enfeir | 20 | 4 | 6 | 2 | 1 | 1 | 4 | 1ea |
| Fodker | 24 | 4 | 8 | 3 | 2.55 | 1 | - | 1ea |
| Glaser | 5 | 2 | 2 | 1 | 0.85 | 1 | 3ea | 1ea |
| Kubani | 37 | 5 | 12 | 4 | 3.58 | 2 | 7ea | 1ea |
| Pafiz | 27 | 4 | 9 | 3 | 2.18 | 1 | 5ea | 1ea |
| Scetcher | 42 | 5 | 14 | 5 | 4.5 | 2 | 8ea | 1ea |
| Starfex | 28 | 4 | 9 | 3 | 2.4 | 1 | 5ea | 1ea |
| Tamarania | 43 | 5 | 14 | 5 | 3.4 | 2 | 8ea | 1ea |
| Tamariza | 42 | 5 | 14 | 5 | 4 | 2 | 8ea | 1ea |
| Tutalu | 23 | 4 | 7 | 3 | 2.4 | 1 | 4ea | 1ea |
| Zinzibar | 8 | 2 | 1 | 1 | 0.17 | 1 | 3 | 1ea |

### Buying a Home

Homes can be purchased in each city at the cost specified above. Upon purchasing the home, the respective capital is gained. Additional benefits are as follows:

1. Training costs half price within city rounded up (already allowed for birth city).
2. Any action performed in the city does not consume any fatigue.
3. Performing the “recover” action will increase fatigue and current hit points by 4. This will replace birth city recover benefits.
4. The number of items the player can hold increases by 6.

### Buying a Market Stand

Market stands can be purchased in each city at the cost specified above. Upon purchasing the market stand, the respective capital is gained. Addition benefits are as follows:

1. At the end of every turn, the player receives income from the market stand as marked if the city is not involved in a skirmish (which last for at least two rounds). The average income column considers these skirmishes to roughly estimate the amount of actual income received per round. Furthermore, let *b* be the player’s bartering level and *t* be the number of active player market stands (no skirmishes), then generate *t* numbers between 1-*b* and choose the highest result. The player makes that much additional income in the turn.
2. The player is now allowed to utilize the market in the city (already allowed for birth city).

### Investing in Villages

Each city has as its neighbors a varying number of villages (Fodker is the exception). For each village invested, capital increases by one. While the cost of investing in the villages vary by city neighbor (table above), the output can be generalized as follows:

1. Village 1: Either the village produces their special cloth, or they produce luxurious cloth. The villages which produce luxurious cloth are neighbors of: Anafola, Demetry, Kubani, Tamarania, and Tamariza. The player will receive a gift from the village once every twelve turns of this item.
2. Village 2: The village produces food. Every twelve turns the player will be either gifted cooked fish, meat, or fruit. The player decides upon delivery.
3. Village 3: The city produces a crafting item. Generate a number between 1-12, then gift the player the associated crafting item id of the result once every 12 turns.
4. Village 4: Same as village 1 (just decreases the wait time).
5. Village 5: Same as village 2 (just decreases the wait time).

### Trading

Trading does not yield any capital gains but can potentially indirectly lead there with the right trades. Trading is slightly different when in a city’s marketplace versus a trader on the road. Generally, city dwellers sell at a much higher price than traders and traders can be easier to barter with. Trading only consumes an action if bartering is activated. Both traders and city dwellers will only be willing to purchase an item if either (a) they do not already own the item, or (b) they own the item, but you sell it to them for less than their market price.

1. Trading in city markets. Activate bartering by generating a number between 1-12, if the result is less than or equal to the player’s bartering level, then you can sell as many items as you wish to the marketman and get 1 more coin than normal selling price (per each item) – as long as it does not violate the rules above. You can also buy from their store for one less coin as many items as you wish. This consumes only one action (even if you buy/sell nothing because bartering is activated).
2. Trading with traders. Activate bartering by generating a number between 1-12, if the result was between 9-12 and the player’s bartering skill is greater than or equal to the result, then they can do +/- 2 coins on buys and sells. If the result is between 1-8 and the player’s bartering skill is greater than or equal to the result, then they can do +/- 1 coin on buys and sells.

## Reputation

Earning reputation is restricted to the birth city – and can be done so by completing quests.

## Knowledge

Knowledge can be attained in two ways: reading knowledge books and learning from trainers. Reading from knowledge books can only increase one’s level up to 8, while learning from trainer is restricted to 8 if learning from adept trainers, otherwise up to 12 (max) if learning from masters.

### Knowledge Books

For each skill, there is a knowledge book. The rarest of knowledge books is stealth because those who have mastered stealth do not generally write books. First, generate a number between 1-15, if fatigue is greater than or equal to the result then learning from book fails. To learn from a knowledge book, and the respective skill is less than 8, generate a number between 0-5, if the result is less than or equal to the player’s critical reading skill then the player successfully learns the skill. If unsuccessful then the book is not destroyed, but an action is consumed. The book is not destroyed until successful. Also, the book cannot be read in environments where a foe can be encountered by excavating (threatening environments) except ponds.

### Training

City trainers and outskirt trainers respond differently to training:

1. City adept knowledge trainers. They can train knowledge up to level of 8 at a cost of 4 coins plus the level the skill is being trained to. First, generate a number between 1-10, if fatigue is greater than or equal to the result then training fails. You can try again at no additional cost (coins are returned if quit). Generate a number between 1-9, if the value is 1-2 then the training is successful otherwise generate a number between 1-12, if the player’s critical thinking is greater than or equal to the result, then the skill is successfully trained. If still unsuccessful, then at no additional cost the player can train again at the next action (repeat this step). The player may continue to do so until successful or the player quits the learning, at which point the coins are returned.
2. City master knowledge trainers. They can train knowledge up to level 12 at the cost of 10 coins plus the level the skill is being trained to. First, generate a number between 1-10, if fatigue is greater than or equal to the result then training fails. You can try again at no additional cost (coins are returned if quit).
   1. If training a skill up to level 8, then generate a value between 1-5, if the value is 4 or less then the train is successful. Otherwise generate a value between 1-12, if critical thinking is greater than or equal to it then successful. Otherwise you can repeat like with adept trainers until successful or quits (coins returned if quit).
   2. If training a skill up to level 12, generate a number between 1-4, if the value is 1 then the attribute is successfully trained. If unsuccessful, then generate a number between 1-16, if the value is less than or equal to the player’s critical thinking, then the attribute is successfully trained. If still unsuccessful, then at no additional cost the player can train with the trainer again at the next action. The player can continuously do this (if unsuccessful each time) until either the attribute is successfully trained, or the player leaves the area. If the player chooses to leave, the money is returned.
3. Outskirt master knowledge trainers.
   1. Training levels 1-8: Costs a flat rate of 8 coins. The train is guaranteed to be successful.
   2. Training levels 9-12: Costs a flat rate of 12 coins. Generate a number between 1-4, if the value is 1 then the attribute is successfully trained. If unsuccessful, then generate a number between 1-16, if the value is less than or equal to the player’s critical thinking, then the attribute is successfully trained. If still unsuccessful, then at no additional cost the player can train with the trainer again at the next action. The player can continuously do this (if unsuccessful each time) until either the attribute is successfully trained, or the player leaves the area. If the player chooses to leave, the money is returned.