**Session 3: 06/13/2020**

**School Schedule Walkthrough**

On Friday, upper classmen move in and freshmen have a half-day of school to walk through their schedule. All freshmen have the same schedule except for their electives.

* Science (Science)
  + Dr. Crunk – Old and hunched… gets right to lecture without any wasted time. Even uses the shortened period to start teaching.
* Civics and Govt.
  + Dr. Washington – Tall, bald and super-boring. Droning voice and hard to stay awake. Some characters might fall asleep and they will have trouble all year.
* History & Geography
  + Mrs. Keller – Plump, homey woman. Generally likes kids. Does lots of special bits and skits and tries to make history a living subject.
* Phys Ed. & Health
  + Mr. Godfrey
  + Ms. Loy
* Lunch
* Literature
  + Ms. Tautenbauer – Super hot lit teacher. Manages to focus on the hottest passages in lit.
  + “Then late one night as he was undressing for bed she had tapped at his door, timidly. She wanted to relight her candle at his for hers had been blown out by gust. It was her bath night. She wore a loose open combing-jacket of printed flannel. Her white instep shone in the opening of her furry slippers and the blood glowed warmly behind her perfumed skin. From her hands and wrists too as she lit and steadied her candle a faint perfume arose.”
  + “All of you are coming of age; away from home, maybe for the first time. Everything is new, so now is the perfect time to explore the world of literature to incite your passions and expand your minds. We’ll start on Monday with our new friend, James Joyce. And from there, we’ll see where our muses take us.”
* Math (Algebra)
  + Mr. Shainer – Grumpy and disdainful of his students. He is a misunderstood genius who was run out of his last job due to some scandal (that might come up later, but I don’t know what it is at the moment). He runs the Red Blades, the most notorious PK guild in Swordsphere.
  + “Ahhh freshmen, a dense core of ignorance, wrapped in a seething mass of hormones, barely contained by a shell of body odor and acne… How pleasant. I’ll be blunt. Many of you will find this class difficult. All of you will suffer. Most of you will complain. Some of you will weep. If we are lucky, those of you that can blink through your tears for long enough, will learn something. Your homework, due Monday will be…”
* Elective 1
* Elective 2

**Electives**

* Art
* Band
* Creative Writing
* Comparative Religion
* Computer Science
* Cycling Adventures
* Dance
* Forensic Science
* Gymnastics
* Martial Arts
* Women’s Studies

**Free Time**

Once the short school day lets out, the PCs are free to do what they want. As they walk across campus, they can see various upperclassmen setting up tents and activities for Club Day. They can explore a little, but the festival doesn’t start until tomorrow (Sat).

I assume they will all log in. If not, then give them a couple options for their block of free time, and move to Club Day.

**Adventuring on Starter Isle**

From the forums…

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**Beginnings**

Anyway, the town is small, but has pretty much all the basics for new players. The central area contains a bunch of NPC run shops.

* *Sword & Shield* – This is the all-purpose smith. The owner Algos and his apprentices, Milo and Pria sell basic starter weapons and starter medium and heavy armors.
* *The Wild Hunt* – This store sells bows, staffs, and light armor. The purveyor, Fennis, will also give tips on locations to hunt if he is bribed/diplo-ed.
* *Ilbrona’s* – Named after the old crone behind the counter, this place sells basic potions. Lots of simple buffs and low-tier heals. She does sell color potions, but they are expensive for beginning players, so I suggest holding off unless you really need that extra sustain on a long adventure.
* *General Store* – No idea why this doesn’t have a name. I think maybe there was a translation problem when the game came over from the east. In any case, this place is serviced by Yvonne, who might be the most pleasant and cheerful NPC to have ever been scripted. If you get on her good side (not super-hard to do), she has a few rumors to hand out.
* *The Dark Eye* – The local tavern. You can rest up here and buy cooking supplies from the innkeeper, Brutus.

In general, most of this stuff is no better than your starting gear, but if you lose something, or it breaks, you can come here to replace it. Also, though I have not seen it myself, I have several reports from guildies that these stores occasionally get higher tier pieces, and even some minor magic items. These items are expensive, but if you would happen to buy one, it might carry you through the first couple of levels.

**Other Notable Locations/NPCs**

* *The Gate* – From here, you can get lots of other places on the island. Just speak a phrase and step through. If you ever need to return to town, the phrase “Town of Endless Beginnings” will work.
* *The Barracks* – Beginnings is a hub for the Soldiers, and as such, they have a base here. The Barracks is run by Captain Aldo and his soldiers act as the town guard. Characters with martial backgrounds might be able to find missions here, and if you are a Recruiter and want to find a man-at-arms, this is the place to go – but be ready to pay cause these guys aren’t cheap!
* *Pip* – Pip is the town crier in Beginnings. For 1G, Pip will deliver messages to other players, or will shout your message throughout the town. Once you leave town though, you will have to use the scribe messages.

**Quests and Missions**

Quests are “dynamically generated” by the game’s AI. I have no idea exactly how that works, but generally it means that you might find quests from any of these NPCs. Talk to everyone. There are usually one or two storylines in the town at any given time, and chatting up the NPCs will allow you to learn what is going on, and maybe get you signed onto a quest or two so you can get those sweet rewards.

The rewards for completing missions is almost always some amount of gold, some crafting mats, and some number of free checks. Sometimes, you will even get straight up XP, and one or two items.

**The Scaled Queen**

One recurring event on Starter Island is the attack of the Scaled Queen. One of the main enemies on Starter Island is a massive army of kobolds that dwells in the southwest. The Scaled Queen is the ruler of these kobolds, and periodically, she will muster her troops and attack human settlements across the island with her ultimate goal being the destruction of Beginnings.

It is unclear exactly how this event plays out. As far as I know, the Queen has never succeeded in destroying the town, and though her plans have been thwarted, I have never heard a credible story about a group of players killing her. Typically, you defeat her army, and her lieutenants and she skulks back to her castle in defeat, only to return in a few weeks.

**Other Locations and Adventures**

Though the Scaled Queen event is on quite often, you might get unlucky and start your Swordsphere adventures during a quiet time. I did… and so I never got to tangle with the kobold army, but even so, there are a ton of places to go, so you should be able to find something to do to level up. In the interest of not spoiling the entire island, I won’t list everything, but here are some highlights.

* *Ontaro and Felgarden* – These are the two other human towns on the island. They are similar to Beginnings in that they have some basic shops and services tailored to noobs. Neither of these places has much of note, but if you can’t find any quests in Beginnings, you might try talking to the NPCs here. I didn’t find much excitement in either town, but mostly that is because I spent nearly all my noob time with Beginnings as my hub, and I never ran out of things to do there.
* *The Den* – This is a large tavern, with a bunch of smaller buildings nearby. The Den is home to the Rogues and as such is of interest to characters with a shadier nature. The store here sells lock picks, traps and disarming kits. If you are a purveyor of the dark arts, the Crone and Warlock sometimes can be seen in the dark corners of the tavern, selling spells to those willing to do them favors. This place isn’t my speed, but if you do go, do your best to befriend the tavern keeper, Olog as he is said to sell rumors to his friends.
* *The Lost Mine* – This is where I did a lot of leveling. This is a three-level dungeon taken over by spiders and troll-kin. You can travel either through, or around, the mountains, but I will save you a lot of effort -- you can get there using the phrase “Greed Brings Ashes”. Each level is maybe 6-12 rooms? The first level isn’t so bad, but once you get to the second and third levels, you are going to be outclassed – so bring a party. We never fully finished the place, but there is a rumor that at the end of the third level, there is a special fountain that gives a permanent boost to a stat.
* *The Mountain Chapel* – The phrase “Lonely Mountain Chapel” will bring you to this cold, windy place. The Chapel is a base for The Order, led by Pilgrim Winifred and defended by Knight Caldo and his paladins. Characters in good standing with The Order can rest and tithe here for white magic, as well as purchase a couple new spells. Also, I think this is the possible start point for one or two quests. This place counts as a holy site for pilgrims as well… so if you are a pilgrim, visit before you leave the island to get your Pilgrimage reward.
* *The Scaled Temple* – A huge snake guards the entrance to this dungeon. This place is only one floor, but it is pretty expansive, with lots of twists, turns, locked gates, and traps to disarm. There aren’t too many enemies here because I think this dungeon is meant as a test for thieves, but there are a couple rooms with undead lizard-man priests and their pet bone serpents. The chest at the end is guaranteed to drop one magic item

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So, what options do new players have???

* Hunting near the town is possible… You can find a few random groups of creatures, battle them and get some resources. I would not expect them to go for this though, since there are quest bits
* Any of the rumor NPCs will tell you that kobolds have taken over the town of Felgarden and there are many camps in that direction (south and west). Aldo has put a bounty on kobold ears (10G each).
* Fennis will offer his friends tips on where to do some hunting, either for food resources, or for xp. If you get on his good side, Fennis will offer up the locations of powerful legendary creatures:
  + Boar
  + Bear
  + Spider – Bottom of the Lost Mine
  + Wolf – Starter woods near Beginnings – CV 12, M12/S14/T14, HP 40 (7), HCAL 1111
    - *Knockdown –*
    - *Ground Game –*
    - *Go for the Throat – If you hit in the head, Bleed (2), attacks on prone hit 1-6 head*
* Brutus has rats in his basement, so… if players want to help out, they can earn a tiny bit of extra xp/gold.
* Adrianne is a Pilgrim and she is looking for her companions, Jonah and Chase, but she can’t find them. She needs to go on a pilgrimage to the Mountain Chapel. Would the PCs like to accompany her?
* Any of the rumor NPCs will tell PCs about The Lost Mine. This mine used to be mined by dwarves, but it was lost years ago to goblin spider cultists.
* A couple random players (Jacko and Tam) ask the PCs if they’ve heard about the Infinite Labyrinth. These guys have heard a rumor (on the forums) about an Infinite Procedural dungeon that they can use to level quickly.