**Travel Merchants’ payback - 1**

#1 You are walking around and heard in not far distance a person is asking for a help.

#2 It is a cargo waylaid and the merchant robbed by a group of bandits. (Option: help the merchant or help the bandits)

#3 Help the merchant →Defeat the bandits，Merchant thanks you with some gold (lose great HP), and promise if meet again will give something more If battle lose = GAMEOVER

#3 Help the bandits（Karam in Evil）→defeat the merchant together with bandits，bandits share some treasures，with you（result：Plenty gold or Item x 3）

#3 Help the bandits（Karma in Justice）→Forced to fight with bandits，Travel merchant escape（Result：Obtain bandits machete\*1）If battle lose = GAMEOVER

**你是天使还是魔鬼？：**

#1 你在一片森林中醒来，发现远方有打斗的声音，还有人在求救；好奇心驱使你过去一探究竟

#2原来是旅行商人遭遇了一伙强盗，你的反应是？（选项：帮助旅行商人or加入强盗）

#3选择帮助旅行商人→击退强盗后，旅行商人问要如何报答你（结果：获得金币or或者道具\*1）战斗失败则GAMEOVER

#3成功加入强盗（善恶值为负时判定）→与强盗一起击倒了旅行商人，强盗头目非常欣赏你，并问你想要什么奖励（结果：大量的金币or宝物\*3）

#3强盗并不希望你加入他们（善恶值为正时判定）→被迫与强盗战斗，击退了强盗，旅行商人也趁乱逃走了（结果：获得强盗的大刀\*1）战斗失败则GAMEOVER