

Episode #0 – “Initial Tutorial”

BrowserQuests™ RPG Module Document

© 2020-2024 by Scott M. Huelsman

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# Module Overview

This initial BrowserQuests™ (BQ) RPG module tutorial serves two purposes. First, it tells a short story regarding the genesis of the player hero within the Sisalus fantasy world and gently introduces the player to the game and how it works, providing an initial set of encounters, various directions, hints and clues regarding how the player should address a variety of situations when playing BQ. Second, the module serves as an example for other potential authors looking to design and implement their own quests, modules and campaigns, acting as a sort of template for their own derivative works.

This is module “0” of the overall “The Sorrow of Sisla” campaign, the “official” (introductory) campaign of the BQ system. Hence, the module is the first of many to come, intended to be a smaller story told within the context of a much-larger, all-encompassing story arc.

**NOTE:** **If you are a player of the BQ system, stop here and do not read further, as the following documentation is not meant for game players—only authors!**

# Story Overview

After the player has created her own custom character, she begins her story within the small village of Tabin, a human settlement located within the human-based country of Pirapa. Having wandered into the northwestern corner of the village during a storm and down on her luck, the player finds a large and well-stocked barn and, driven by hunger, decides to break in. Within, the player is discovered and assaulted, and after having to fight for her life, accidentally kills one of the men before being captured. The village seeking vengeance, the player is then brought to an old gallows where she is to be promptly executed!

At the last moment, the player is saved by the Tabin Guildmaster, who sees potential in the player. Taking her back to the village guild, the player learns about the Selfless vs. the Selfish, and how only those heroes who champion the former are destined to help save the world from itself. Made to promise to forever keep an open mind and a kind heart, the player receives a few days of extra training before being given 100 gold pieces to go equip herself at the local merchant and begin her career as a Selfless hero.

After some initial purchases, the player quickly meets **Rachel**, a second level human thief who is the young daughter of the merchant. Rachel and her grumpy father have recently discovered a rat infestation within their large basement below the shop, and the player is recruited to help Rachel deal with the vermin.

Within the cellar, Rachel and the player soon discover that a large mother rat has chewed through the hidden door of a previously unknown secret room, her babies the source of the infestation. Additionally, Rachel’s grandfather—a true rogue himself who had gone missing two years previously—is found within the secret room, just a skeleton now and apparently the victim of a natural heart attack. Hence, not only must the mother rat and her babies be taken care of, but the player will also help solve a small mystery regarding Rachel’s grandfather and what ultimately happened to him.

# Locations

Four locations are used within the tutorial, the **Game Startup,** **Tutorial Village of Tabin,** **Tabin Merchant** and **Tabin Merchant Basement** locations. Several new areas will be accessible within the Tutorial Village of Tabin, while an old wooden stairway connects the Tabin Merchant to the basement.

# Location #1 – Game Startup

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This generic location isn’t actually anywhere specifically—it just allows new players to begin the game and select a campaign to play.

## #1 – Startup Sequence

This area is not actually seen by the player or interacted with, so it’s not important.

### Encounter #10 – Introduction

Welcome to BrowserQuests!™ I'll be your **virtual gamemaster** (or 'GM' for short) and I’ll referee this unique text-based, single-player, persistent world, multimedia-enhanced role-playing game (RPG).

If you haven’t played before, BrowserQuests™ reads like an interactive novel (with a STRONG emphasis on story) but was developed utilizing the [Basic Fantasy RPG](https://basicfantasy.org) "old-school" rules system (and modified for online play).

So, the platform is part novel and part game, allowing YOU as the primary protagonist to make fateful decisions that directly influence how the story plays out.

### Encounter #10 – Resolution (Auto Advance)

### Encounter #20 – What BrowserQuests Isn’t

For those of you used to action RPGs online, this game may seem a little underwhelming at first, as there’s no flashy, 3D animated graphics here or controllable characters to run across the screen.

It's also NOT a massively multiplayer role-playing game (MMORPG) where you interact with other players.

Rather, BrowserQuests™ **simulates** the traditional tabletop, pencil and paper experience, utilizing a virtual GM to entertain a single player who controls an entire adventuring party.

### Encounter #20 – Resolution (Auto Advance)

### Encounter #30 – Game Highlights

Given the literary-based, "Pick a Path" approach to the game, BrowserQuests™ relies on a slower pace to tell a more compelling, heroic, multimedia-enhanced story using the following elements:

* **Literary prose** (the text you're reading now)
* Static AI-generated **graphic depictions**
* Large, detailed **location maps**
* Inspiring, original **background music**
* Browser-based **narration** (if desired)

Again, the goal of BrowserQuests™ is to **simulate** the traditional GM-led, table-top, pencil and paper role-playing experience, doing so through a modern browser connected to the Internet.

Hence, it's just you, me, some virtual dice and lots of imagination!

### Encounter #30 – Resolution (Auto Advance)

### Encounter #40 – New Hero Selection

Let's begin by developing your very own custom **player hero**!

This hero will represent you within the game and be the story’s chief protagonist; other heroes will come and go within your party, but your hero will always remain and always be in control.

I’ll have you select a race, class, some ability and behavior scores, a gender, a graphic avatar and finally a name. Once you’re done, you’ll then be able to start the game in earnest.

### Encounter #40 – Resolution (Create New Hero)

Nicely done! You now have a new hero created, the leader of an adventuring party you’ll soon build around yourself.

### Encounter #50 – Contacting the GM

Before we begin, note the "Leave GM A Message" button at the bottom of your browser.

While the game has been designed to be as intuitive to play as possible, don't hesitate to click the button if you have **any** trouble!

Put another way, the online GM is virtual (a large, web-based computer program) but your messages will be sent to a **real GM** (the actual developer of BrowserQuests™) who will respond as quickly as possible. You can even request to chat with the GM in real time (assuming he’s available—just ask!).

### Encounter #50 – Resolution (Auto Advance)

### Encounter #60 – RPG Experience?

Now, one final question: How much experience do you have with **traditional** role-playing games?

Have you ever played a table-top, GM-driven, pencil-and-paper RPG like Dungeons and Dragons® or Basic Fantasy RPG before? Not a computer-based game but one with actual people seated at a table and one of you acting as the Gamemaster (with lots of dice, paper, figurines, etc.)?

### Encounter #60 – Resolution (Choose Option)

#### GM? RPG? Huh? What?

Ah, an RPG noob, are you? That’s fine—you don’t need to know much about RPGs to play. I’ll describe the encounter, you’ll consider what you want to do and click a response option, and we’ll go back and forth like we’re having a conversation.

That took some courage to admit your inexperience. Let’s reward your honesty with a few bonus experience points!

***Experience Bonus: +10***

#### I have a little experience

Good! Then you’ve played with a GameMaster (GM) before and understand how the process works. I’ll describe your current encounter, you’ll consider what you want to do and then click the appropriate response option. There’s more to the game than just that, of course, but in a nutshell, we’ll simply go back and forth like we’re having a conversation. Sound OK?

#### I’m quite familiar with all that

Well, then, all of this will seem super-intuitive to you! I’ll describe your current encounter, you consider what you want to do and then click the appropriate response option. There’s more to the game than just that, of course, but in a nutshell, we’ll simply go back and forth like we’re having a conversation. Sound OK?

### Encounter #70 – Some Final Advice

Now, some final advice before we begin…

### Encounter #70 – Resolution (Auto Advance)

### Encounter #80 – A Heroic Game!

BrowserQuests™ is already a **massive** game, consisting of thousands of individual encounters, hundreds of characters, monsters, heroes and villains to meet and interact with and a storyline that is quite involved and complex. The game was created back in 2014 and today has thousands of players from all over the world, so there’s **much** to explore.

Hence, please give the game a chance! Like watching the entire first episode of a long television series, at least finish the tutorial module (taking about an hour) and see how it goes. BrowserQuests™ may seem a little unusual at first and perhaps a little slow, but over time it will pick up and, hopefully, captivate you with its story, media and interactivity! Relax, have fun, pace yourself and enjoy!

### Encounter #80 – Resolution (Auto Advance)

### Encounter #100 – Campaign Start

OK, enough with the introductions—it’s time to play! Woo hoo!!

Click the START CAMPAIGN button and we’ll jump into The Sorrow of Sisla campaign’s very first encounter!

### Encounter #100 – Final Resolution

(Launching the campaign’s first module…)

# Location #2 – Tutorial Village of Tabin

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The village of Tabin is populated mostly of older humans who don’t like change and are quite set in their ways. Thick forest protects the village to the north and west, while a simple road leads from the south through town towards the east.

## #1 – Larger Barn

While over a dozen barns dot the landscape here north and west of Tabin, this one is the largest and seems the most used.

### Encounter #10 – Introduction

Our story begins a few months after your initial class training as a <HeroClass>; the training barely adequate, you’ve struggled to find any meaningful work and now, hungry, tired and not a copper to your name, you’ve stumbled upon the northwestern outskirts of a tiny human village called Tabin, one of many within the country of Pirapa here in central Mairiga.

Standing there in the dark, driving rain, let’s do a Spirit Check on your hero to see what you may be feeling. I'll roll a virtual 20-sided die and compare that to your Spirit score; if the die roll is less than or equal to your Spirit score, the check is a success (otherwise, it's considered a failure).

Note that there are nine different behaviors in the game (as well as six different abilities), so we'll be doing this regularly. In fact, there are all kinds of "checks" in the game, part of that role-playing experience!

### Encounter #10 – Resolution (Player Behavior Check—Spirit)

#### Success

While you’ve been down on your luck these past few months, anywhere is better than where you’re standing right now and so you grin and catch your breath, hopeful that you will find food and shelter within this human village soon!

#### Failure

Down on your luck these past few months, you look about the older, dirty, unimpressive town and assume that more bad luck awaits—what good could possibly come from this miserable speck of existence here?

### Encounter #14 – Search Area Introduction

Standing there in the vast open field in what feels like a typhoon, you’ve encountered a large gray barn, one of over a dozen in the area but this one not just larger but seemingly well used.

When visiting a new map area in the game, one of the first things you may want to try is searching the area to see what you may initially find. Click the SEARCH AREA button to thoroughly (but discreetly) give the area a good search.

### Encounter #14 – Resolution (Search Area)

### Encounter #18 – Search Object Option

Keeping low in the grassy field and remaining wary even in the rain, you search the local area around the large barn, recognizing that the building’s entrance is closed and locked but several old windows may offer entrance as well as a backdoor that also appears closed and locked.

Studying the large barn, let’s do an Intelligence Check on your hero and see if you deduce anything here.

### Encounter #18 – Resolution (Player Ability Check—Intelligence)

#### Success

Sure, it doesn’t take much thought to recognize that the barn likely contains a great deal of foodstuffs. If you can somehow get in, you could not only alleviate your terrible hunger right now but take enough food to last you a few weeks!

#### Failure

Well, you can’t be sure of course, but you suspect that the barn contains a great deal of foodstuffs. If you can somehow get in, you could not only alleviate your terrible hunger right now but take enough food to last you a few weeks!

### Encounter #22 – How to Get In

Your hunger all but in control of you at this point, finding a way into the barn seems like the obvious choice right now. The question is, HOW to get in?

There’s an old, rotting back door you may be able to force open along with several windows along the nearest wall that could be broken through as well. Or, of course, you could just try the front door…

### Encounter #22 – Resolution (Choose Option)

#### Try the Back Door

Making sure you’re not being watched, you meander to the barn’s back door, a single entrance that is closed and, apparently, locked from within.

#### Try the Front Door

Making sure you’re not being watched, you meander to the barn’s front door, a double door entrance that is closed and, apparently, locked from within.

#### Try the Windows

***Encounter Jump to #30***

### Encounter #26 – Strength Check (Doors)

While the door feels secure, you push on it anyway, seeing if you can make the door move… and it does! Further, the lock here looks old, simple and shoddy, so you may be able break through the door with a few more pushes.

Throwing your entire weight into the door, let’s do a Strength Check and see what happens…

### Encounter #26 – Resolution (Player Ability Check—Strength)

#### Success

With minimal effort, the lock breaks and the door flies open—you’re in! Glancing about once more to make sure no one is looking, you then step into the doorway and into the darkness beyond.

***Encounter Jump to #34***

#### Failure

Unfortunately, it takes a LOT of tries before you’re able to break the lock and push the door open—you’re in! However, as you step into the darkness beyond, you think you spot someone outside watching you.

***Encounter Jump to #34***

### Encounter #30 – Strength Check (Windows)

While all the windows look secure, you soon notice that the old cement holding several of the bars in place in the farthest window are severely cracked, so it may be possible to tug at the bars and break them away from the window!

Pulling and then pushing the bars, let’s do a Strength Check and see what happens…

### Encounter #30 – Resolution (Player Ability Check—Strength)

#### Success

With minimal effort, the bars around the window break off and you’re able to pry one of the windows open—you’re in! Glancing about once more to make sure no one is looking, you then climb through the window and into the darkness beyond.

#### Front Door

Unfortunately, it takes a LOT of tries before you’re able to break the bars and pry one of the windows open—you’re in! However, as you climb through the window and into the darkness beyond, you think you spot someone outside watching you.

### Encounter #34 – Cornucopia of Foodstuffs!

Quickly finding a few candles and some matches, you illuminate the barn interior just enough to see, and before long you recognize that the building is full of various grains, vegetables, fruits and even meats, a cornucopia of foodstuffs!

Given how hungry you are, you couldn’t be standing in a better place!

### Encounter #34 – Resolution (Auto Advance)

***Pass Time: 30 minutes***

### Encounter #38 – What to Take?

Instinct kicking in, you quickly devour a variety of the fruits and breads here, washing it down with some stored wine and taking the next half hour to thoroughly enjoy the cornucopia here.

Your belly now so full you’re about to burst, intuition tells you that you should pack away as much as you can for the journey ahead (and do so quickly before anyone finds out you’re here).

Just as you searched an entire area before outside, you can also search individual items. Needing a few bags to carry away some of the food, click the SEARCH OBJECT dropdown below and select an item to search…

### Encounter #38 – Resolution (Search Object—Old Trunk)

### Encounter #42 – Intruder in the Barn

Having opened the old trunk and picking out a few cloth sacks to use, you suddenly hear a noise from behind and you whirl around, glaring into the shadows.

Nothing seems there, however—was it just your imagination?

Your instincts are warning you to be careful. What do you do next?

### Encounter #42 – Resolution (Choose Option)

#### Go back to searching the old trunk

Believing the noise to be a false alarm, you return to the old trunk, continuing to rummage through it again.

“Henry! Taylor! Come quick! I found us a THIEF!”

Taking you completely by surprise, you whirl around to find a young human man standing there, dressed as a commoner but holding a chipped shortsword in one hand and a large, lit candle in the other—you’ve been caught!

#### Poke around the barn interior some more

Now suspicious, you begin to look around, concerned that you’re no longer alone.

“Henry! Taylor! Come quick! I found us a THIEF!”

A moment later, a young human man appears ten feet away, dressed as a commoner but holding a chipped shortsword in one hand and a large, lit candle in the other—you’ve been caught!

#### Ready a weapon, just in case

Quite suspicious, you ready yourself for combat, concerned that you’re no longer alone.

“Henry! Taylor! Come quick! I found us a THIEF!”

As expected, a young human man appears ten feet away, dressed as a commoner but holding a chipped shortsword in one hand and a large, lit candle in the other—you’ve been caught!

### Encounter #46 – Three Against One

Two more men then appear behind the first, dressed and armed in a similar fashion and looking at you like they’ve just found a rare animal.

### Encounter #46 – Resolution (Auto Advance)

### Encounter #50 – Thief in the Barn

“I think we caught ourselves a THIEF!” the first human ridicules, taunting you.

“You know what we do to thieves around here?” the second of the men calls out, his voice just as demeaning. “We cut their hands off!”

The third man laughs, then draws his own shortsword and gently drags the blade across his open left hand as if slicing it off, visually depicting your fate if you’re captured!

### Encounter #50 – Resolution (Auto Advance)

### Encounter #54 – Don’t Want Any Trouble

Three against one—you don’t like your odds, prompting you to try and get away without resorting to combat.

“I don’t want any trouble,” you say as the three men approach, wickedness in their eyes. “I’ll just leave everything here and go—you’ll never see me again.”

“You’re not going anywhere!” the first young man ridicules again, readying his shortsword. “The whole village will enjoy making an example out of you!”

The trio of young brats quickly back you into a corner. What do you do?

### Encounter #54 – Resolution (Choose Option)

#### Drop to a knee and beg forgiveness

Hoping that the three men may be merciful, you humbly drop to a knee and begin to beg for forgiveness, returning the stolen food and apologizing sincerely.

The young men just laugh at you, however, and continue to approach, about to attack!

***Player Hero Honor -1***

#### Negotiate to be set free

Hoping that the three men can be negotiated with, you try to convince them to let you go, returning the stolen food and apologizing sincerely.

The young men just laugh at you, however, and continue to approach, about to attack!

#### Stand tall and dare them to attack

Straightening your stance and trying to intimidate the three men, you show them no fear and take a defensive stance, almost daring them to attack.

The young men nervously look at one another, then continue to approach you again, about to strike!

***Player Hero Spirit +1***

### Encounter #58 – Deadly Scuffle

“Let’s cage this monkey!” the first man snickers, attacking along with his two fellow humans.

Having lost your weapons and armor some time ago, your only recourse is to leap away and use your dexterity to try and avoid the oncoming attacks. The three brothers aren’t intending to kill you, but the encounter is frightening nonetheless and you do all you can to avoid their blows!

Let’s do a Dexterity Check and see how this plays out…

### Encounter #58 – Resolution (Player Ability Check—Dexterity)

#### Success

Continuing to scuffle, one of the brothers then accidentally trips and falls upon an old pitchfork lying on the floor and is stabbed in the chest! Hoping to simply dodge the attacks and flee, one of the men has been severely wounded and is now bleeding out all over the floor!

#### Failure

Continuing to scuffle (and losing a hit point in the process), one of the brothers then accidentally trips ad falls upon an old pitchfork lying on the floor and is stabbed in the chest! Hoping to simply dodge the attacks and flee, one of the men has been severely wounded and is now bleeding out all over the floor!

***Effect: Player Hero -1 Hit Point***

### Encounter #62 – Bleeding Out

Taking a step backward, you watch in horror as the two remaining men try to staunch the bleeding, to no avail.

Fearful moments pass, and all you can do is watch as the injured human breathes his last breath, his two brothers crying out in utter shock and sadness.

### Encounter #62 – Resolution (Auto Advance)

### Encounter #66 – Arrival of the Sheriff

Recognizing the opportunity to escape while you still can, you carefully step toward the front door of the barn, the pair of men beyond continuing to wail for their slain brother.

Suddenly, several more men appear, middle-aged farmers holding lit torches and accompanied by a big, burly, well-seasoned fighter who is likely the town’s sheriff.

“What is this?!?” the burly sheriff barks, stopping you in your tracks and preventing any hope of escape.

### Encounter #66 – Resolution (Auto Advance)

### Encounter #70 – Sadness for the Slain

“This stranger… THIEF!!” one of the two men cries from behind, still kneeling over his slain brother. “The thief KILLED Henry—he’s DEAD!”

The sheriff immediately draws his longsword and looks to you, positioning himself in a way that prevents any sort of escape—you’re trapped! Several of the farmers with the sheriff rush over to the three younger men beyond, the sheriff keeping his eye on you the entire time.

“A thief AND a murderer!” the burly warrior condemns. “We’ll see you hang for this before the night is through!”

The situation suddenly seems hopeless. What do you do?

### Encounter #70 – Resolution (Choose Option)

#### Dexterity – Try to escape out the windows

With no real plan of escape, you eye the barn’s small windows several dozen feet away and rush for them, utterly desperate to flee the dire situation.

Expecting such a response, however, the powerful sheriff first shoves you to the floor before tying your hands behind your back and hauling you to your feet—you’re now his prisoner!

#### Strength – Push your way past the sheriff

With no real plan of escape, you try to push your way past the sheriff, utterly desperate to flee the dire situation.

Expecting such a response, however, the powerful sheriff first shoves you to the floor before tying your hands behind your back and hauling you to your feet—you’re now his prisoner!

#### Wisdom – Surrender and hope for the best

With no hope of escape, you promptly surrender to the sheriff, allowing the brute to tie your hands behind your back—you’re now his prisoner!

***Player Hero Optimism +1***

### Encounter #74 – Swift Justice

“You’ll find justice is swift here in Tabin,” the sheriff hisses, sending a chill down your spine as he turns toward the barn’s front door and pushes you forward. “Let’s go meet the hangman’s noose!”

### Encounter #74 – Resolution (Auto Advance)

### Encounter #78 – A Cry of Defense

“The boy is dead all right,” one of the middle-aged farmers informs the sheriff, having returned from a quick examination. “He was impaled on a pitchfork and bled out.”

“That was an accident!” you cry, desperately trying to clear your name. “They started it—I was just defending myself!”

“He’d still be alive if you hadn’t stolen in here!” the sheriff retaliates, not interested in what actually happened. “You caused his death and now we’ll do the same to you—let’s go!”

And with that, the sheriff pushes you to the front door of the barn and toward an imminent execution!

### Encounter #78 – Resolution (Teleport)

***Teleport to Area #2, Village Gallows***

## #2 – Village Gallows

This old wooden platform has apparently seen its fair share of executions, raised some 20 feet in the air and complete with a trapdoor in the floor where the condemned are dropped with a rope around their neck.

### Encounter #10 – Introduction

Returning outside, the driving rain has nearly stopped, and as news of your encounter within the barn spreads like wildfire throughout the village, more and more of the townspeople come out to watch as you’re slowly marched through town.

Traversing a simple dirt road leading west to east, it takes almost half an hour to reach your destination, a wooden scaffolding holding the village gallows where prisoners are hung by the neck until dead.

By the time you reach the crude stairs leading up to the gallows, over 100 villagers have come to watch the spectacle and what will likely be your final moments.

### Encounter #10 – Resolution (Auto Advance)

### Encounter #20 – Upon the Gallows

Slowly and silently climbing the crude stairs, you soon reach an upper platform ablaze with a dozen lit torches where a sturdy rope and noose hangs from above, a trapdoor immediately below in the floor.

The sheriff continues to pull you along, and soon you’re standing atop the trapdoor, the noose dangling just inches from your head and a variety of Tabin citizens below looking up at you.

It really appears that the Tabin sheriff intends to hang you! What do you want to say to him?

### Encounter #20 – Resolution (Choose Option)

#### Empathy – Have a heart—it was an accident!

#### Optimism – Surely, we can work this out!

#### Tolerance – Isn’t this all rather extreme?

### Encounter #30 – Eye for an Eye

“I told you, thief, you caused the man’s death, and here in Tabin, it’s an eye for an eye—you took his life and we’re taking yours. Now, SHUT UP!”

As the crowd below continues to gather and gawk, paralyzing fear grips you as the sheriff seizes the noose, puts it around your neck and quickly adjusts it so the rope is good and tight.

Alas, you sense that this is one situation you can’t get yourself out of.

### Encounter #30 – Resolution (Auto Advance)

### Encounter #40 – Mask of Death

The sheriff then grabs a black leather hood from a nearby box on the floor and holds it up to you, the object intended to fit around your head so you don’t have to watch what is about to happen.

“We’re not barbarians,” the sheriff states matter-of-factly. “We can humanely blind you if you prefer.”

You look at the leather hood, glance at the sheriff, then turn to look at the crowd below, some of them aware now of what happened back in the barn and burning with rage. All you wanted was to get out of the rain and feed your belly… and now you’re about to be executed because of it!

How do you respond to the sheriff regarding the black leather hood being offered?

### Encounter #40 – Resolution (Choose Option)

#### Accept the hood and let yourself cry

About to cry anyway, you eagerly accept the hood so at least the vengeful townspeople below can’t see you weep in your final moments.

The sheriff nods and raises the hood to your head, about to slip it over, the last thing you’ll ever see.

#### Accept the hood but remain steadfast

Accepting of the situation, you approve the request, not so much in fear of watching your own death but in the hopes of allowing some peace and dignity in your final moments.

The sheriff nods and raises the hood to your head, about to slip it over, the last thing you’ll ever see.

#### Refuse the hood and die with honor

In a surge of bravery, you refuse the hood, your eyes meeting those of your executioners and your stance straight and tall.

Rather surprised, the sheriff nods with understanding and returns the hood to the box on the floor.

***Player Hero Honor +1***

### Encounter #50 – Tombstone Name

“What name should we put on your tombstone, thief?” the sheriff then asks, all expression in his face notably absent.

You look at the sheriff, a million emotions running through your head.

### Encounter #50 – Resolution (Auto Advance)

### Encounter #55 – Last Rites

“<Hero>, I suppose…” is all that you can muster, however.

“Then <Hero>, by the authority vested in me by the Tabin Elders, I sentence you to death for the crimes of theft and murder. May Sisla find forgiveness with you… as WE sure the hell won’t!”

And with that, the sheriff steps to a large wooden lever, about to open the trapdoor underneath you and send you to your grave…

### Encounter #55 – Resolution (Auto Advance)

### Encounter #60 – Saved at the Last Moment!

“Stop!” comes from a lone, older, authoritative voice from the crowd below.

All eyes turn towards a man standing some fifty feet away, dressed in intriguing clothes and, by the surprised yet respectful look of everyone there, someone of significant importance within the village.

Indeed, the older man silently steps toward the gallows, the human crowd separating to let him easily pass. After climbing the wooden stairway to the platform containing you and the sheriff, the powerful human steps directly to you and whispers in your ear.

“Do I have your word to obey me without question if I spare your life?”

### Encounter #60 – Resolution (Choose Option)

#### Curiosity – And why would you save me?

“I have my reasons, acolyte,” the older man returns, his gaze full of both strength and intimidation. “But I need your word that you will follow and obey me—is that understood?”

“Understood,” you respond, thankful to still be alive. “So now what?”

#### Honor – Given the circumstances, of course!

With a deep breath, you swallow your pride and speak softly, thankful for the opportunity to live another day.

"I submit to your will. Spare me, and I’ll dedicate the next year to serving this town and its people."

#### Spirit – My life is yours to command!

Almost overjoyed at apparently being rescued, you immediately agree with the older man, almost pleading for your life.

"Spare me, and I'll do whatever you ask. I'll be your loyal servant, no questions asked!"

### Encounter #70 – Call to Disperse

The older man nods, turns and orders the sheriff to remove the noose around your neck and set you free! The strange human then looks out to all the villagers below, addressing them a moment later.

“This <HeroClass> you were so eager to murder holds great promise and has become my pupil, and so is hereby absolved of any crimes here in Tabin. Now, disperse! Go home and leave this matter to me.”

### Encounter #70 – Resolution (Auto Advance)

### Encounter #80 – The Tabin Guildmaster

While many of the townspeople had definitely come to watch you die and turn away disgruntled, the villagers do exactly as requested, slowly walking away.

Your unexpected benefactor then turns to you, his demeanor dour as if he’s already second-guessing his decision to intervene.

“I’m the Tabin Guildmaster, and you are now my apprentice. Beware, as the next few days will be hell for you. But if you survive my training, a lifetime of purpose and opportunity awaits. What say you, <HeroClass>?”

### Encounter #80 – Resolution (Choose Option)

#### Neutral – Nod but don’t promise anything

Rather reluctant to agree to anything, you nod to the Guildmaster, displaying little emotion other than the acknowledgement that he has saved your life and you are somewhat in his debt.

With a returned look of reservation, the Guildmaster nods and you descend the gallows, your life about to take a very different and unexpected turn.

#### Selfish – Reluctantly agree to cooperate

Reluctant to agree to anything, you glance at the Guildmaster, displaying little emotion other than the acknowledgement that he has saved your life and you are somewhat in his debt.

With a returned look of suspicion, the Guildmaster nods and you descend the gallows, your life about to take a very different and unexpected turn.

***Player Hero Altruism -1***

#### Selfless – Politely do as you’re asked

"Yes, Guildmaster, I’ll do as you ask,” you politely respond, remaining civil with the powerful human. “My skills and prowess are at your disposal, for the good of all."

With a nod of approval, the Guildmaster acknowledges your oath and you descend the gallows together, your life about to take a very different and unexpected turn.

***Player Hero Altruism +1***

### Encounter #90 – March Northwest

As the human crowd continues to disperse, the Guildmaster leads you northwest, across the simple dirt road you were led to here and toward a larger and rather interesting building beyond…

### Encounter #90 – Resolution (Teleport)

***Teleport to Area #3, Local Guild***

## #3 – Local Guild

One of the larger constructions within Tabin, this stone building acts as a training center for those coming of age (and needing to acquire appropriate adventuring skills).

### Encounter #10 – Introduction

Following the older man northwest, you keep your head down as you pass by dozens of angry townspeople. Several of them want to verbally or even physically assault you, but the Guildmaster’s presence keeps them in line and you marvel at your good fortune to have been rescued like this.

Soon you’re standing before the guild building itself, rather impressive here in Tabin where local recruits can train and more seasoned adventurers can look for work.

Having followed the Guildmaster here, let’s do a Curiosity Check on your hero to see if you notice anything more about him.

### Encounter #10 – Resolution (Player Behavior Check—Curiosity)

#### Success

Studying the Guildmaster, you sense that he’s far more powerful than he looks and likely knows magic as well as how to wield a weapon. If he’s planning to provide some additional training, that will certainly help your cause!

#### Failure

More concerned about the various ill-tempered Tabins you’ve just passed by, you fail to notice anything further about the Guildmaster and that’s that.

### Encounter #14 – Another Young Man

Standing near the entrance to the guild is another young man, not unlike the three you encountered back in the barn an hour ago but this one in hooded leather armor and a buzz cut that still betrays his trainee status within the guild.

### Encounter #14– Resolution (Auto Advance)

### Encounter #18 – Sarcastic Trainee

As you approach, the young man notices you and sneers at the sight of you, apparently offended you’re even here.

“Guess it’s your lucky day,” the would-be adventurer snarls, his sarcasm obvious. “You SHOULD be swinging from the gallows about now!”

Like most within Tabin so far, the trainee is not very nice. How would you like to respond to him?

### Encounter #18– Resolution (Choose Option)

#### Diplomacy – Reply with some respect

“It appears I have a more noble purpose in store for me,” you respond, keeping the conversation civil.

“Hmmpf!” the young man responds, disappointed that you didn’t try to argue with him.

#### Optimism – Try to make a good impression

“I was born for much grander things than that!” you respond with a smile, keeping the conversation civil.

“Hmmpf!” the young man responds, disappointed that you didn’t try to argue with him.

#### Tolerance – Simply try to get along

“Not today!” you simply respond, keeping the conversation civil. “It appears I’m needed elsewhere.”

“Hmmpf!” the young man responds, disappointed that you didn’t try to argue with him.

### Encounter #22 – Hugon’s Departure

“Mind your manners, Hugon,” the Guildmaster warns, annoyed with the young recruit. “You’re already on probation—you don’t need another mark against you.”

The trainee nods with some respect, looks you over again, then steps past both of you and toward the open road, leaving you alone. The Guildmaster uses his hand to gesture forward, then leads you to the training hall beyond.

### Encounter #22– Resolution (Auto Advance)

### Encounter #26 – Inside the Guild

Entering the building, you first encounter a rather large lounging area equipped with chairs, a sofa, several tables and a comfortable fireplace, a few other hero trainees already here talking amongst themselves.

At the sight of the Guildmaster, the trainees snap to attention out of respect and hail their master, remaining on their feet as you’re led down a dark hallway, a closed door at the far end.

### Encounter #26 Resolution (Auto Advance)

### Encounter #28 – Trek to the Office

Moving past the door, you’re then escorted into a modest office room, complete with a large desk, several wooden chairs, a couple of bookcases, a window on the far wall and lots of smaller, personal things scattered about, the chamber rather intriguing.

Looking about, it’s clear that the Guildmaster here was once an adventurer himself, the room filled with items and mementos from an earlier time; clearly the man was very successful, as you’ve never seen so many valuable things lying about in a single chamber!

### Encounter #28 Resolution (Auto Advance)

### Encounter #30 – Test of Dexterity

The Guildmaster removes his overcoat, hangs it on a nearby post and invites you to sit in one of the chairs here, himself leaning on his desk for several long seconds, staring at you the entire time.

Then, without warning, he merely points at a small rock on a shelf and sends the stone hurling toward you! Let’s do a Dexterity check and see what happens…

### Encounter #30 – Resolution (Player Ability Check—Dexterity)

#### Success

In the blink of an eye, you catch the small rock magically thrown at you, somewhat impressing the older man.

“Good reflexes—at least you have SOME training…”

#### Failure

While you try to catch the small rock magically thrown at you, the stone instead bounces off your shoulder, bruising you and falling on the floor.

“Your training seems… minimal…” the older man sighs, disappointed with you.

### Encounter #34 – The Conversation Begins

“Back in the barn—I can explain what happened,” you begin, still needing to prove your innocence. “I didn’t mean to…”

“Never mind that,” the Guildmaster responds, cutting you off mid-sentence. “I see the potential in you… but do you see it in yourself?”

### Encounter #34 – Resolution (Choose Option)

#### Neutral – Honestly, I’m not so sure

“I’m not so sure,” you rather meekly respond, your lack of self-confidence obvious. “I thought I’d give this adventuring thing a try, but I’ve been down on my luck recently and not sure what to think…”

#### Selfish – I’m ready for fame and glory!

“Of course!” you respond, full of self-confidence. “I’m ready for all the fame and glory owed to me. I’ve just been down on my luck recently, that’s all…”

#### Selfless – I want to think so…

“Myself?” you ask, not wanting to seem over-confident. “I want to think so. I’ve just been down on my luck recently and not sure what to think…”

### Encounter #38 – The Meaning of a Hero

“It’s a hard life, <HeroClass>,” the Guildmaster continues, eyeing you more seriously. “I’ve trained hundreds of would-be heroes in my day. Many of them let their heroism go to their head and are killed needlessly or take risks that either don’t work out or gets them killed as well. One in a hundred survives long enough to prosper in this profession, and only one in a million truly makes a difference in the world. What makes you any different?”

### Encounter #38 – Resolution (Choose Option)

#### Neutral – It’s all I know right now

“I’m certainly not a one-in-a-million and I don’t know if I can make any sort of difference in the world,” you reply, unsure of yourself. “But being an adventurer is all I know right now, so it will have to do.”

#### Selfish – I have BIG plans for this world!

“Because I AM a one-in-a-million and I have BIG plans for this world!” you selfishly respond, thinking only of what you have to gain. “Sisalus is lost without me!”

***Player Hero Altruism -1***

#### Selfless – If not me, then who else?

“I don’t know about one-in-a-million, but I know I have something to contribute,” you selflessly respond, trusting that both the world as well as you can benefit by your actions. “I can do Sisalus well!”

***Player Hero Altruism +1***

### Encounter #42 – Trouble from Within

“Yes, our world IS in trouble, deep trouble,” the Guildmaster continues, his tone now almost dire. “Not from some evil sorcerer or all-powerful monster, but… from within, the very people of Mairiga and the institutions we’ve set up to govern ourselves.”

### Encounter #42 – Resolution (Choose Option)

#### Neutral – I doubt the people are the problem

“That seems a little… extreme,” you question, unconvinced. “There are many monstrous threats from all over. I doubt that the simple people of Mairiga are the problem.

#### Selfish – I like games of political power

“Monsters are easy to deal with—just kill them!” you grin, convinced you understand the Guildmaster. “But the people, our governments, our institutions… THOSE are much more complicated… and intriguing!”

#### Selfless – How are WE the villains in all this?

“That seems a little… strange,” you question, rather worried. “There are many monstrous threats from all over. How is it that the simple people of Mairiga are the villains in all this?”

***Player Hero Curiosity +1***

### Encounter #46 – The Circle vs. the Sislans

“First, understand that the centuries-old feud between the Inner Circle who controls the laws of our land and the Sislan Way who enforces their belief of Sisla the Deliverer being a divine goddess on nearly everyone is only growing worse. Each side now seeks to destroy the other… and, if your career as an adventurer is successful, you WILL get caught-up in that feud at some point and be required to pick a side.

### Encounter #46 – Resolution (Choose Option)

#### Neutral – Politics and religion don’t interest me

“I’ll be sure to stay clear of all that,” you respond, not interested in either the Circle or the Sislan Way. “I’m aware of that stupid feud and politics nor religion interest me.”

#### Selfish – I’ll be sure to pick the right side

“I understand the purpose of both the Circle and the Sislan Way and their ongoing feud,” you respond, not worried. “I’ll learn what each side has to offer, and when I’m ready, I’ll be sure to pick the right side.”

***Player Hero Tolerance -1***

#### Selfless – I’ll learn all I can about both

“I understand the purpose of both the Circle and the Sislan Way and their ongoing feud,” you respond, taking the information to heart. “I’ll learn all I can about both positions and why they hate each other so much.”

***Player Hero Tolerance +1***

### Encounter #50 – A Closed Mindset

“It’s not just the Circle and the Sislan Way that’s the problem,” the Guildmaster continues, the conversation becoming more worrisome. “It’s their combined closed mindedness… of how EVERYONE is becoming more and more closed-minded. Our problems today require imaginative solutions, yet we can’t do that when everyone hates each other and is so close-minded. Everywhere you go, you’re going to run into this closed-mindedness…”

### Encounter #50 – Resolution (Choose Option)

#### Neutral – That’s the least of my problems

“You’re worried that people I encounter will be a little closed-minded?” you chuckle, not truly seeing any threat. “That’s just how it is out there—people being closed-minded are the least of my problems.”

***Player Hero Spirit -1***

#### Selfish – I’ll convince them to think like me

“You’re worried that people I encounter will be a little closed-minded?” you chuckle, not truly seeing any threat. “That’s just fine—I’m sure I can convince most of them to think like me and we’ll ALL get along.”

***Player Hero Empathy -1***

#### Selfless – I’ll try to keep an open mind

“I think this little town of yours is a perfect example of people being so closed-minded,” you point out, recalling your close brush with death an hour earlier. “I know I need to keep an open mind everywhere I go.”

***Player Hero Empathy +1***

### Encounter #54 – The Selfish vs. the Selfless

The Guildmaster stands back to his feet and this time sits down beside you, needing to tell you something particularly important.

“In most of your dealings, people will either be selfish—thinking only about their own wants and perspective—or selfless, putting the needs of others before their own. The rule will be the selfish but there is great POWER in the selfless, so seek them out when you can.”

### Encounter #54 – Resolution (Choose Option)

#### Neutral – Yes, I assume that’s all true

“You’re not telling me anything I don’t already know,” you somewhat criticize, unsure of where the Guildmaster is going with the conversation. “Most people ARE selfish—I know. What are you trying to say?”

***Player Hero Curiosity -1***

#### Selfish – It’s OK to be selfish once in a while

“I think it’s OK to be selfish, at least once in a while,” you return, rather offended. “EVERYONE is selfish at some point—it’s how we survive. What are you trying to say?”

#### Selfless – It’s hard to be selfless all the time

“It’s hard to be selfless all the time,” you acknowledge, turning away. “Nobody is like that. But I agree that it’s better to be selfless when possible and help all you can when you can—is that what you’re trying to say?”

***Player Hero Spirit +1***

### Encounter #58 – A Return to Utopia

“What I’m saying is that the selfish only have one person looking out for their best interests—themselves. But if everyone were selfless, then each person would have the ENTIRE WORLD looking out for their best interests and we’d all live in a true utopia! So that’s your real challenge, not to find as many riches or as much power as you can but to convert as many selfish people you meet into the selfless. Can you do that?”

### Encounter #58 – Resolution (Choose Option)

#### Neutral – I don’t think that’s possible

“Most selfish people already have their minds made up,” you respond, rather bewildered by the Guildmaster’s request. “They’re that way for a reason and I can’t change that. What you’re suggesting is noble but it’s also impossible.”

***Player Hero Optimism -1***

#### Selfish – Being selfish isn’t a bad thing

“Being selfish isn’t a bad thing,” you respond, bewildered and even annoyed by the Guildmaster’s request. “I’m the only one who knows what’s best for me—I don’t want others involved. Please keep your sanctimonious crap to yourself!”

***Player Hero Altruism -1***

#### Selfless – That is quite the noble goal

“Sure, in a perfect world, all of us WOULD think of each other,” you respond, a little bewildered by the Guildmaster’s request. “That is quite the noble goal. But here in the real world, selfish people already have their minds made up—it’s nearly impossible for them to think of others before themselves.“

***Player Hero Altruism +1***

### Encounter #62 – Power in Selflessness

“Being selfless isn’t just an ideal,” the Guildmaster continues, grabbing one of your hands in sincerity. “It is the ULTIMATE source of real power! If you’re going to become a hero, and perhaps ascend to being that one-in-a-million, you can ONLY achieve that by becoming selfless and drawing your strength from all those you transform and convince to help along the way. Yes, you’ll meet some incredibly powerful beings who are equally as selfish out there, but you’ll always have the ability to DEFEAT them by remaining selfless and heroic.”

### Encounter #62 – Resolution (Choose Option)

#### Neutral – I don’t know… that sounds crazy!

“I do believe you mean well,” you respond several moments later, needing a little time to think, “and I’m sure the world would be a better place with more selfless people in it. But trying to turn everyone I meet into the selfless? That sounds crazy to me!”

#### Selfish – Real power only comes from within

“I do believe you mean well,” you respond several moments later, needing a little time to think, “and I’m sure the world would be a better place with more selfless people in it. But REAL power only comes from within, meaning that I’ll always be looking out for my own self-interests!”

***Player Hero Honor -1***

#### Selfless – I will be selfless when possible

“I do believe you mean well,” you respond several moments later, needing a little time to think, “and I’m sure the world would be a better place with more selfless people in it. Yes, I’ll try what you’re suggesting and encourage those I meet to be a little more selfless if possible.”

***Player Hero Honor +1***

### Encounter #66 – Additional Training

The Guildmaster acknowledges your response and returns to his desk, changing the subject and getting back to the matters at hand.

“Moving on, let’s get you some additional training and better prepare you for what’s ahead. There’s something afoot here in Tabin and I think I’ll want you to investigate when you’re ready.”

### Encounter #66 – Resolution (Auto Advance)

### Encounter #70 – Marginal at Best

“Your original training as a <HeroClass> was marginal, marginal at best,” the Guildmaster responds, reaching his chair again and piquing your curiosity. “I will personally oversee some additional training with you over the next few days—it will be more difficult than anything you’ve encountered before, but it will also help prepare you. Are you ready?”

True to his word, the Guildmaster then takes you to the training hall deep within the facility where you spend the next few days honing your craft and better preparing yourself as a new <HeroClass> of the world.

Let’s do a Constitution Check on your hero and see how you handle the brutal training…

### Encounter #70 – Resolution (Player Ability Check—Constitution)

#### Success

Despite how difficult the new training was, you’re able to physically persevere through all of it, gaining the maximum benefit from the experience!

***Experience Point Bonus: +250***

***Passed Time: 3500***

#### Failure

Well, unfortunately, the new training was extremely difficult and you simply weren’t able to physically persevere through all of it, so you were unable to gain the maximum benefit from the experience.

***Experience Point Bonus: +150***

***Passed Time: 3500***

### Encounter #74 – Days Later

Several extremely challenging days later (followed by a day of rest to soothe your aching muscles and exhausted mind), your additional training is complete and you find yourself back within the Guildmaster’s office, ready for the next chapter in your adventuring career.

### Encounter #74 – Resolution (Auto Advance)

### Encounter #78 – Time to Begin Anew

Sitting back into the same chair you initially sat in days before, the Guildmaster acknowledges your presence, withdraws a small leather bag and steps to you, handing you the bag moments later.

“I wasn’t totally sure you were up to the challenge, but you’re ready now to begin anew. Take this over to the merchant and go equip yourself.”

Peering into the small bag, it’s filled with gold pieces—100 to be exact…

### Encounter #78 – Resolution (Auto Advance)

***Item Received: 100 gold pieces***

### Encounter #82 – Ready to Equip!

The Guildmaster is providing you with the funds needed to go buy the things you’ll need to truly begin your adventuring career and you thank him for the initial seed money.

“You’re now an official hero of the Tabin guild,” the Guildmaster says as he steps back to his desk to sit down again. “Once you’ve equipped yourself, return and I’ll assign you some simple work to get you started. You’re still not all that welcome within the community, so try not to stir up any trouble.”

### Encounter #82 – Resolution (Choose Option)

#### Honor – I’ll be on my best behavior

“Understood,” you reply, thankful for the opportunity to renew your fledgling adventuring career. “I’ll keep a low profile and be on my best behavior.”

The Guildmaster nods in agreement, about to offer some final advice.

***Player Hero Honor +1***

#### Intolerance – They started it, so no promises

“What happened at the barn wasn’t my fault,” you reply, still frustrated by the experience. “I’ll try to keep a low profile, but they started it, so no promises.”

Not exactly the response the Guildmaster wanted to hear, he sighs before offering some final advice.

***Player Hero Tolerance -1***

#### Optimism – I’m sure all is forgiven by now

“Understood,” you reply, thankful for the opportunity to renew your fledgling adventuring career. “I’m sure all is forgiven by now, but I’ll keep a low profile just the same.”

The Guildmaster nods in agreement, about to offer some final advice.

### Encounter #86 – Final Advice

“The merchant is eccentric and irritable, so get what you need and don’t spend a lot of time there. Make sure you choose weapons and armor that’s consistent with being a <HeroClass>, including a ranged weapon like a sling and some bullets. If there’s money left over, try to buy a Potion of Healing or two as well. Also, don’t forget that clerics need a holy symbol and thieves need some thieves’ tools.”

### Encounter #86 – Resolution (Auto Advance)

### Encounter #90 – Off to the Merchant

“Anything else?” you ask, eager to visit the merchant and equip yourself as soon as possible.

“Yes, there is more… but I’ll let you learn all of that on your own. Dismissed!”

Your curiosity suddenly piqued and expecting the Guildmaster to continue, he just goes back to his business, ignoring you completely. Hence, at this point, it’s simply time to leave.

### Encounter #90 – Resolution (Auto Advance)

### Encounter #100 – Final Resolution

Still within the Guildmaster’s office, it’s time to leave the building and head south to the merchant.

To do that, simply click the TRAVEL TO NEW AREA dropdown below and select the only option, “#4, Merchant”. That will cause your hero to leave this area and immediately travel to the merchant (area #4 on your map) where we’ll continue play.

# Location #3 – Tabin Merchant

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The shop for the local Tabin merchant is larger than one would expect, built several generations ago and kept in good repair. The main floor is mostly dedicated to the business of buying and selling mundane items and goods, while the second floor is used as a private residence and not accessible to the public.

## #1 – Shop Entryway

The floor is made of bleached stone and the entryway large enough to store entire crates of items and supplies.

### Encounter #10 – Introduction

Quickly reaching the front door of the merchant, you casually step inside, now standing just inside the northwestern door, marked on your map as area #1.

As you can see, there are two other areas within the shop, #2 (Merchant's Storefront) and #3 (Basement Stairway). Feel free to click on those areas for more information.

Again, as you move about within the game, I'll always provide a custom map like this and label key areas for you to explore.

### Encounter #10 Resolution (Auto Advance)

### Encounter #20 – Search Object Option

Looking about within the shop entryway, you can see that the floor is made of bleached stone and the entryway is large enough to store entire crates of items and supplies. You also see a stairway leading down into the darkness to the east (area #3 on your map).

Let’s practice searching an object again. The painting on the wall here looks intriguing—click the SEARCH OBJECT dropdown, select the ONE PAINTING option and see what happens…

### Encounter #20 Resolution (Search Object Exterior—Painting)

A simple painting of an older man hangs on the wall here and is rather pleasant and serene. The man seems like a bit of a rogue but also makes you smile.

### Encounter #30 – Travel Option

Next, try moving to the storefront area so you can directly interact with the merchant and buy those supplies you were sent here for.

Click the TRAVEL TO NEW AREA dropdown and select the “#2 – MERCHANT STOREFRONT (DOORWAY SOUTH)” option.

Again, you’ll always use this approach to move to an adjacent area on a map.

### Encounter #30 Resolution (Leave Area)

You quickly make your way to the simple door to the south, the actual entrance to the storefront beyond.

### Encounter #40 – Quest Not Yet Complete

You’ve returned to the merchant’s main entrance, the stairway down to the cellar just off to the east.

You can always return to the merchant's storeroom at any time, but you won't be able to pass through the northern door out into the village of Tabin itself until after the completion of this tutorial quest.

### Encounter #40 Resolution (Wait for Outside Resolution)

### Encounter #50 – Wait for Module #0 End

And that's a wrap regarding this initial quest, "Vermin Extermination!"

Naturally, this tutorial module was just a tiny taste of what the BrowserQuests™ platform is all about—expect more quests, modules and even entire campaigns in the future!

### Encounter #50 Resolution (Auto Advance)

Now that the quest is over, you're free to leave the merchant's building and explore the village of Tabin itself!

Click the TRAVEL TO NEW AREA button and select the initial '#? - MERCHANT ENTRANCE (ADJACENT MAP NORTH)' option to step out into the village and continue the campaign.

### Encounter #100 – Final Resolution

You've returned to the now-familiar merchant store entryway. The southern door here will take you to the merchant himself, while the northern door will take you back out into Tabin.

## #2 – Merchant Storefront

Large and secure, all manner of items, possessions and adventuring supplies can be purchased and sold here.

### Encounter #10 – Introduction

You step into the merchant’s main storefront, a large warehouse of a building where almost anything commonplace can be purchased and sold.

However, the merchant himself seems to be an older, angry, unhappy man, looking you over during your first encounter as if thoroughly judging you without even knowing you.

Click the BUY ITEMS button to start buying needed items for your many adventures ahead!

### Encounter #10 Resolution (Buy/Sell Possessions)

### Encounter #20 – Racist Question

The merchant moves slowly and methodically, keeping his eyes on you the entire time.

“You there!” the merchant calls after your initial transaction, showing his rotting teeth. “You... are you... human? You better be—I don’t serve no stinkin’ humanoids here!”

### Encounter #20 Resolution (Choose Option)

#### No, I’m Not Human

“I thought so!” the merchant retorts, far angrier with you than he should be. “Get out of here, you scum! I said I don’t serve no humanoids here!”

#### What Of It, Jerk?

The racist question is quite unwelcome, of course--the non-human races ARE treated with much disrespect these days--and you feel ready to give him a piece of your mind.

#### Yes, I’m Human

You answer affirmatively, but the merchant continues to stare at you as if he doesn’t believe you at all. The man clearly has issues, and while insulted, you’re not sure whether to be really angry or really sad for him.

### Encounter #30 – Enter Rachel

“Come now, father!” a woman’s voice calls out. “Is that any way to treat a paying customer?”

Turning around, standing there is a young human woman dressed almost like an adventuring thief. The human looks you over from head to toe and smirks before continuing.

“Ah, and an adventurer—we don’t get many of your kind! I don’t care **what** race you are, so long as you have coin and are willing to buy.”

### Encounter #30 Resolution (Converse)

### Encounter #40 – Rat Vermin Intro

“The name’s Rachel,” the woman continues, stepping into the large storeroom with you. “I live here—he’s my father. Pay no attention to how he talks.”

“You chased all those damn rats out yet down there?” the old merchant hollers at his daughter, still quite angry and suspicious. “I HATE them things!”

“Not yet, you snarky old man!” Rachel returns, raising her own voice. “I told you, they’re a bit much for just a low-level thief like me. I need some help!”

### Encounter #40 Resolution (Choose Option)

#### Rats?

### Encounter #50 – Giant Rat Trope

“Yeah, a bunch of normal-sized rats, I think led by a GIANT mother rat!” Rachel answers, holding her hands four feet apart to indicate the monster's size. “They’ve been crawling around downstairs for two weeks now and we can’t get rid of them!”

The merchant spits out whatever it was he was chewing, the disgusting substance landing in a spittoon on the floor. Rachel pays him little heed, however, as she approaches with an interesting offer.

“Say, you’re one of those fancy heroes from the guild, aren’t you, who goes around taking care of... problems like this. What say you help me clear out some vermin down in the basement?”

### Encounter #50 Resolution (Choose Option)

#### Disgusting! No way!

Come on, every self-respecting adventurer must complete an initial giant rat quest—otherwise this wouldn’t be a legitimate fantasy role-playing game!

"What's in it for me?" you ask, hoping the reward will be enough incentive to agree.

***Player Hero Spirit -1***

#### Let me at them!

Well spoken, <Hero>! You know the trope—every self-respecting hero must complete an initial giant rat quest—otherwise this wouldn’t be a legitimate fantasy RPG!

You then ask about a reward, hoping for something significant in return for your services.

***Player Hero Spirit +1***

#### What's in it for me?

Of course, with great risks come great rewards, huh? Sure, it’s OK to ask for something in return for your services. Just enjoy the giant rat quest, a favorite fantasy role-playing game trope!

### Encounter #55 – Get Nothing and Like It!

“You’ll get nothing and like it!” the grumpy old man shouts, almost making you laugh.

### Encounter #60 Resolution (Auto Advance)

### Encounter #60 – Giant Rat Quest

“There’s all kinds of stuff here you can have once the deed is done,” Rachel offers, the reward seemingly appropriate. “I’m sure the two of us will be more than a match for the vermin down there!”

Rachel is willing to join you and form a small adventuring party together! Click the RECRUIT CHARACTER button to invite her into your party.

### Encounter #60 Resolution (Recruit Character—Rachel)

Rachel appears equipped with a sling, shortsword and rudimentary equipment. Go ahead and click on Rachel’s profile to learn more about her!

***Resolve Area: Shop Entryway – Quest Not Yet Complete***

***Quest Log: “Vermin Extermination”*** *– “I agreed to help Rachel dispatch the rats that invaded her father's basement and she promptly joined my party--my very first fellow adventurer! I should first make sure I have some torches, then descend the stairway into the dark cellar with Rachel as soon as possible.”*

### Encounter #70 – Need for Torches

“The stairway down is back where you first entered the building,” Rachel continues confidently. “It’s quite dark down there, so we’ll need a source of light—make sure you have a few torches before we go.”

### Encounter #70 Resolution (Auto Advance)

### Encounter #75 – Prepare to Descend

The old merchant continues to watch suspiciously as Rachel points toward the northern door.

You can still buy and sell from the merchant, but nothing more will happen with Rachel until you leave this room and descend the stairway to the north.

### Encounter #75 Resolution (Leave Area)

Rachel smiles a bit as she escorts you out, retrieving an old key from a hidden pocket.

***Reveal Exit: Basement Stairway – Unlocked Door***

***Resolve Location: Basement Stairway – #20, Ready to Descend!***

### Encounter #80 – Initial Resolution

The old merchant remains here, still quite suspicious of you but willing to buy and sell.

### Encounter #80 Resolution (Wait for Outside Resolution)

### Encounter #90 – Quest Complete!

You and Rachel return to the main shop area, your first quest complete. Rachel’s father is still down in the basement, but Rachel can help you buy and sell additional items if you wish.

#### Encounter #90 Resolution (Wait for Outside Resolution)

### Encounter #100 – Final Resolution

The old merchant has now returned, still rather gruff but indebted to you and so much easier to work with now that you’ve helped with his rat infestation issue (not to mention the finding of his deceased father).

When you're ready, return to Area #1 so you can continue the campaign!

## #3 – Basement Stairway

A worn but secure flight of wooden stairs descends about 20 feet, ending at a normally locked cellar door.

### Encounter #10 – Introduction

You stand about mid-way down a wooden staircase, the steps certainly worn but solid and secure. Peering down, you see a closed door that is likely locked as well, the entrance to the merchant’s cellar.

Naturally, the basement is off-limits to customers such as yourself, so you’ll need to ignore it for now.

#### Encounter #10 Resolution (Wait for Outside Resolution)

### Encounter #20 – Ready to Descend!

Rachel readies her worn stone key and quickly unlocks the door. She then nods for the two of you to continue.

### Encounter #20 Resolution (Leave Area)

### Encounter #100 – Final Resolution

With Rachel at your side, you’re free to go up and down the stairway to the basement here as often as you wish.

## Location #4 – Merchant Basement

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | *0* | *1* | *2* | *3* | *4* | *5* | *6* | *7* | *8* | *9* | *10* | *11* | *12* | *13* | *14* |
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| *1* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| *3* |  | 2 |  |  |  |  |  |  |  | 3 |  |  |  |  |  |
| *4* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| *5* |  |  |  |  |  |  |  | 6 |  |  |  |  |  |  |  |
| *6* |  |  | 1 |  |  |  |  |  |  |  |  |  |  |  |  |
| *7* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| *8* |  |  |  |  |  |  |  |  |  |  |  |  | 5 |  |  |
| *9* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| *10* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| *11* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| *12* |  |  | 7 |  |  |  |  |  |  |  | 8 |  |  |  |  |
| *13* |  |  |  |  |  |  |  |  |  |  | 9 | 10 |  |  |  |
| *14* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

The lower level of the merchant is surprisingly large, its low ceiling, many walls and well-stocked shelves appearing as an underground labyrinth. The basement is damp and dark—some sort of portable light source is needed to explore the location.

## #1 – Basement Entrance

A stairway here leads from the merchant’s main floor above to this underground storeroom. The location is surprisingly large—perhaps 100 feet to a side—and very dark.

### Encounter #10 – Introduction

Looking about, the walls here are a mix of wooden shelving, heaps of bags and a wide diversity of, well, STUFF just lying about. It’s as if the merchant has been collecting anything of value for a century and the basement looks more like a maze you’ll need to negotiate.

The air is damp and musty, and occasionally you hear the squeak of a rat in the distance (the culling of which has brought you down here in the first place).

The air is damp and musty, and occasionally you hear the squeak of a rat or two in the distance (the culling of which has brought you down here in the first place).

### Encounter #10 Resolution (Search Area)

### Encounter #20 – Fate of Grandpa

“The shop has been in the family for six generations now,” Rachel finally offers as you search the immediate area, finding all kinds of junk but no actual vermin to exterminate. “Grandfather, especially, kept everything he could find, barter for or even steal. But none of it was ever worth much. I still wonder what happened to the old coot.”

You’re a bit surprised by Rachel’s last comment—it sounds like she really misses her grandfather.

### Encounter #20 Resolution (Converse)

### Encounter #30 – Empathy Check

“Grandpa was a bit of a rebel,” Rachel continues with a chuckle. “He knew the local lands well, did business with some shady characters and certainly pushed the boundaries. He was a sort of hero to all of us. Then, one day a few years ago, he just—vanished! We have no idea what happened, where he went or anything. We suspect he was kidnapped by someone he likely double-crossed some time ago, but who knows.”

You sense that Rachel still feels something for her grandfather. Let’s do an Empathy Check to see if your hero notices anything further.

### Encounter #30 Resolution (Player Behavior Check—Empathy)

#### Success

From what you can tell, Rachel had a much closer relationship to her grandfather than her own father above, seeing her grandfather—and the often rebellious life he lived—as intriguing, perhaps even inspirational. From what little you know of Rachel, it’s very likely that she chose to become a professional thief to try and make her own grandfather proud.

*Quest Log: “Vermin Extermination” – Descending into the labyrinth-like basement, a small conversation with Rachel revealed that she was fairly close with her grandfather, a rogue himself who likely served as a role-model for Rachel. She claims that he suddenly disappeared a few years ago, a bit of a mystery no one has been able to figure-out.*

#### Failure

They say the apple doesn’t fall far from the tree, so to speak. You still don’t know much, but it seems Rachel is just like her grandfather, both rogues who don’t like authority and are out just for themselves.

*Quest Log: “Vermin Extermination” – Descending into the labyrinth-like basement, a small conversation with Rachel reveals that she was fairly close with her grandfather. She claims that he suddenly disappeared a few years ago, a bit of a mystery no one has been able to figure-out.*

### Encounter #100 – Final Resolution

Paths lead away to the north, east and south, while the stairs will take you back up to the merchant's main floor above.

## #2 – Damaged Ceiling

Probably the far northwestern corner of the basement, the ceiling here looks weak enough to collapse so be careful.

***Area Trap: 1 ceiling trap***

### Encounter #10 – Introduction

You’ve reached the far northwestern corner of the basement, the walls mostly covered in shelves containing all sorts of junk and themselves old and cracking in several places.

The air is wet and musty, and your instinct is to not stay here too long.

### Encounter #10 Resolution (Search Area)

### Encounter #20 – Search for Traps!

The ceiling appears to be in even worse shape—careful, it could collapse at any time.

However, you also notice something twinkling on the floor amidst the dust and debris in your artificial light.

### Encounter #20 Resolution (Detect Traps)

### Encounter #30 – Remove Traps

"Damn!" Rachel exclaims, surveying the partially collapsed ceiling. "I told that miserable excuse for a father to get this fixed a year ago. Must I do everything around here myself?"

Before you do anything more, you'll want to help Rachel do something with the ceiling before it collapses down on both of you. Click the REMOVE TRAPS button to remove the threat here...

### Encounter #30 Resolution (Detect Traps)

### Encounter #40 – Rat Nest Disturbance

As you take care of the ceiling, however, you can't help but disturb what appears to be a rat’s nest—and the little beasties aren’t too keen of your presence!

### Encounter #40 Resolution (Auto Advance)

### Encounter #50 – Rat Combat

A few normal-sized rats appear from a small nest on the floor, ready to defend their territory with surprising wrath. Time to earn your keep as a would-be exterminator!

***Attacking the player are 4 normal rats***

### Encounter #50 Resolution (Defeat Encountered)

### Encounter #60 – Combat Pause

You take care of the rats, leaving their small nest open to discovery!

### Encounter #60 Resolution (Auto Advance)

### Encounter #70 – Rat’s Nest Bounty

Although you’ve already searched the general area, in a situation like this you can also search just a specific object (in this case, the rat’s nest).

Click the SEARCH OBJECT dropdown menu and select “ONE RAT'S NEST” to give it a thorough search!

### Encounter #70 Resolution (Search Object Exterior—Rat’s Nest)

Searching the nest, you find an old, broken hand mirror which was reflecting your light, a piece of trash that was certainly not worth its recovery.

However, you also find a small bracelet, a bit tarnished but worth perhaps 20 gold pieces to the right buyer—be sure to click the TAKE ITEMS button to recover the minor treasure!

***Hidden Items: 1 bracelet***

### Encounter #100 – Final Resolution

The rats taken care of, there’s little left to do. Paths through all the collected stuff lead away to the south and east.

### #3 – Sacks of Coal

Five large burlap sacks filled with coal lie neatly arranged here, enough of the heat-giving stone to last an entire winter. Naturally, you’ll want to keep your torches away from the coal!

### Encounter #10 – Introduction

Amidst the many shelves and piles of stuff all about, you’ve encountered a small collection of large, sturdy burlap sacks, nearly four feet high and bulging with something inside.

“Oh, that’s only coal for the winter,” Rachel comments, looking over the five large sacks. “We just received it for this upcoming winter. Keep the torches away—the stuff burns easily.”

Let’s do a Curiosity Check with your hero to see if you notice anything unusual.

### Encounter #10 Resolution (Player Behavior Check—Curiosity)

#### Success

As an adventurer, you should always be looking for items that can be useful in sticky situations—and a piece of coal (and its substantial burning qualities) likely fits the bill.

#### Failure

Thinking little about the coal, Rachel reminds you that as an adventurer, you should always be looking for items that can be useful in sticky situations—and a piece of coal (and its substantial burning qualities) likely fits that bill.

### Encounter #20 – Coal for the Taking

Hence, you may want to think about searching the sacks here and grabbing a piece of the black, rocky substance. Who knows where you may need some sustained fire at some point?

### Encounter #20 Resolution (Search Object Exterior—Sacks)

First asking if it’s OK with Rachel, you reach into one of the sacks and retrieve a small brick of coal, stashing it away in your own pack. Rachel smiles and nods her head in agreement before suggesting that you continue on your way.

***Possession Assigned to Player: Coal Brick***

### Encounter #100 – Final Resolution

One of the coal sacks now raided, there’s nothing more to do here. Paths lead away to the west, east and southwest.

## #4 – Weapons Cache

While certainly no armorer, the merchant has acquired quite the collection of old swords, axes, polearms and even a few missile weapons over the years here, all stockpiled in this area.

### Encounter #10 – Introduction

Likely marking the far northeastern corner of the merchant basement, you’ve come across a small cache of weapons and armor; while certainly no blacksmith, the merchant has acquired quite the collection of old swords, axes, polearms and even a few missile weapons over the years, all stockpiled in this area.

Most of the items are in very poor repair (which is likely why the weapons aren’t available for sale in the merchant’s showroom above).

### Encounter #10 Resolution (Search Area)

### Encounter #20 – Cursed Shield

After a thorough search, however, you really don’t find anything that’s any better than your own current equipment (apart from an intriguing large shield). Further, the stuff doesn’t exactly belong to you anyway.

The large, attractive shield seems quite out of place in all the junk and you wonder why it's here and not for sale above in the merchant's shop. As Rachel continues to sift through all the stuff behind you, what do you do with the shield?

### Encounter #20 Resolution (Choose Option)

#### Leave The Shield Alone

“Wise move,” Rachel comments to you moments later, apparently watching whether you would actually take the shield or not. “It’s cursed—using the shield will only make it **more** likely for monsters to hit you.”

Having learned an important lesson, let’s reward that action with some bonus experience!

***Bonus Experience: +40***

#### Take The Shield

As you reach for the shield, you feel a sudden yet very compelling desire to own it. Your hand just inches away, Rachel grabs your wrist from behind, her look of concern quite obvious.

“No, <Hero>, don’t. It’s cursed—using the shield will only make it MORE likely for monsters to hit you.”

Quite thankful for the advice, you step away from the wretched thing!

### Encounter #100 – Final Resolution

The weapons cache a bust, time to move on. Paths lead away to the west and south.

## #5 – Crates of Foodstuffs

Several wooden crates full of carefully wrapped food—perhaps a dozen altogether—stand stacked atop one another here.

### Encounter #10 – Introduction

Several wooden crates full of carefully wrapped and preserved food—perhaps a dozen altogether—stand stacked atop one another here, encased in some sort of cloth to better protect them from spoilage.

However, a few of the crates have been knocked over and even chewed into, their contents spilled across the floor. Clearly, the merchant above has a significant rat infestation problem!

### Encounter #10 Resolution (Search Object Exterior—Crates)

### Encounter #20 – Rat Attack

Poking at the fallen crates on the floor, you’re not at all surprised to discover a small group of rats having their way with the foodstuffs within.

Quite upset at having been discovered, the rats leap at you and attack!

***Encountered Monsters: 5 normal rats***

### Encounter #20 Resolution (Defeat Encountered)

### Encounter #30 – Combat Pause

"We make quite the team!" Rachel grins. "I wish you had come along sooner."

### Encounter #30 Resolution (Auto Advance)

### Encounter #40 – Spoiled Foodstuffs

The rats are dispatched and you further examine the foodstuffs, counting three crates in total that have been damaged and will need to be replaced.

Rachel shakes her head, mumbling something about how angry her father will be.

### Encounter #40 Resolution (Auto Advance)

### Encounter #100 – Final Resolution

There’s little more here to do. Paths lead away to the north, northwest and southwest.

## #6 – Wall of Lockboxes

Sitting on several shelves against a wall are dozens of small stone lockboxes, each requiring a key to open.

### Encounter #10 – Introduction

Sitting on several shelves against a wall here are dozens of small, iron-reinforced lockboxes, each requiring a specific key to open. These boxes certainly contain valuables, but you are equally-forbidden to search them.

“I think this is where father keeps his little treasures,” Rachel comments, shaking a few of the boxes to ensure they are indeed secure. “I don’t even have the keys to open them.”

### Encounter #10 Resolution (Possession Check—Ornate Dagger +1)

#### Success

Given that the old merchant has just given you something of substantial value, you wisely decide not to disturb any of these lockboxes.

***Encounter Jump to #100***

#### Failure

You should respect the wishes of the merchant and leave these lockboxes alone.

### Encounter #20 – Lockbox Consideration

Of course, anything that's locked typically means there's something valuable inside!

You can either walk away from the lockboxes or, perhaps, let temptation get the better of you and search the boxes just to see what might be available.

### Encounter #20 Resolution (Search Object Exterior—Lockboxes)

### Encounter #30 – Magical Dagger

Likely more curious than you should be, you try opening several of the lockboxes, Rachel watching with a combination of respect and intrigue as well.

Suddenly, you tug on yet another lockbox and the mechanism securing the unit breaks, falling into pieces on the floor—the box is now free to open!

You give Rachel a look, asking with your eyes whether you should open the box or not; Rachel nods yes, and you give the drawer a slow pull.

Inside is a small but ornate dagger, its blade gleaming in the dim light. What do you do?

### Encounter #30 Resolution (Choose Option)

#### Leave The Dagger Alone

While certainly tempted, you know in your heart that the weapon doesn’t belong to you and you slowly push the drawer back in, apologizing to Rachel for having destroyed the lock. Rachel smiles and indicates that she will let her father know.

Let’s reward your honesty with some experience!

***Experience Bonus: +50***

#### Take The Dagger

Temptation getting the better of you, you withdraw the weapon from the lockbox and examine it.

“I think it’s magical,” Rachel comments, gazing upon the item with equal intrigue. “Look how the blade shines in the light! I had no idea father had something like this locked-up down here.”

While the dagger isn’t yours, you go ahead and secure it in your backpack anyway.

***Possession Assigned to Player Hero: 1 ornate dagger +1***

### Encounter #100 – Final Resolution

The remainder of the lockboxes are closed and secure. At a natural intersection within the cellar maze, you can travel any of the four cardinal directions.

## #7 – Stored Portraits

Tucked away into the far corner here are several old paintings, presumably of the merchant and his family.

### Encounter #10 – Introduction

Having reached the southwestern corner of the basement, you find several old paintings on the walls and tucked away into the corner here, dusty from years of inactivity.

Rachel takes a casual look and confirms that the images portray her immediate family, the young thief showing a slight grin as she looks through the various paintings.

The woman then stops at a painting of an elderly man with a cocky smile.

“Grandfather...” Rachel whispers with longing and admiration.

### Encounter #10 Resolution (Search Object Exterior—Painting)

### Encounter #20 – Rachel’s Recollection

You step alongside Rachel to get a better look. Her grandfather appears tall, handsome and proud, someone you’d expect Rachel to be equally proud of. You also notice a unique iron chain around his neck, something he greatly treasured.

“This was commissioned five years before he disappeared,” Rachel begins. “He was working with some smugglers in the caves north of Tabin. He’d even take me out there with him to work with the men—they were just doing what they needed to feed their families and weren’t evil.”

The comment is surprising. Your response?

### Encounter #20 Resolution (Choose Option)

#### That's One Way to Look At It

Remaining neutral, you simply smile and nod, recognizing it’s not your place to say one way or another. Rachel smiles and continues.

#### There's No Dishonor in Survival

Recognizing that everyone is entitled to do as they must to survive, you express your tolerance of the situation, commenting that you’d likely do something similar. Rachel appreciates the comment and continues.

#### They Were Breaking the Law

Taking the high road, you comment that regardless whether the smugglers were trying to take care of themselves and their families, their acts were still illegal and they should have been punished. Rachel dislikes the comment but continues.

### Encounter #30 – Sislan Interference

“Then the Sislans discovered their ‘Antidote’ and helped shut down the smuggling activities, claiming the caves as their own. Grandfather continued to serve as the town’s merchant above along with my father, until he disappeared about two years ago. It’s been just my father and me since.”

### Encounter #30 Resolution (Auto Advance)

Rachel continues to gaze upon the portrait of her grandfather a bit more, then puts the painting away and covers it again, the touching moment over.

### Encounter #100 – Final Resolution

With little else here to discover, it’s time to move on. Paths lead away to the north and east.

## #8 – Chewed Hole in the Wall

Amidst all of the shelving and supplies lying about, a modest hole appears in the wall here along the floor in the corner.

### Encounter #10 – Introduction

As you walk past all the shelving and supplies lying about near the southeastern corner of the labyrinth-like basement, you notice a disturbed area in the southern wall that appears to have been broken through and is large enough to even crawl through.

“That’s odd,” Rachel begins, taking a closer look. “I haven’t seen THAT there before.”

### Encounter #10 Resolution (Search Object Exterior—Hole in the Wall)

### Encounter #20 – Hole Details

You take a closer look at the hole, two feet wide and two feet tall, just large enough for something your size to crawl through.

As you further examine the hole, you can clearly see that the edges have been chewed, not just cut, and the various droppings on the floor confirm your suspicions—this is how the rats are getting into the cellar!

Let’s do an Intelligence Check on the party to see if you notice anything more.

### Encounter #20 Resolution (Party Ability Check—Intelligence)

#### Success

It doesn’t take long for you to recognize that the wall here is actually a wooden secret door!

Rachel feels for the edges around the door, then finds a latch that opens the door to reveal what appears to be a secret room beyond! Apparently, the rats had found the wooden door from the other side and chewed their way through recently.

***Exit Revealed: Chewed Hole in the Wall – Secret Door***

#### Failure

Examining the hole, it soon becomes clear that the wall here is actually a wooden secret door!

Rachel feels for the edges around the door, then finds a latch that opens the door to reveal what appears to be a secret room beyond!

***Exit Revealed: Chewed Hole in the Wall—Secret Door***

### Encounter #100 – Final Resolution

You can now proceed south through the secret door. You can also travel northwest, north and northeast within the basement as well.

## #9 – Hidden Chamber

This hidden chamber is only 20 feet to a side but contains the furnishings of a modest recreation room.

### Encounter #10 – Introduction

Passing through the damaged secret door in the northern wall here, you find what is clearly a hidden chamber, just 20 feet to a side and containing the furnishings of a modest recreation room.

The area is quite humid and you hear the trickling sounds of water in the far southeastern corner of the chamber.

You’ll certainly want to give the room a thorough search!

### Encounter #10 Resolution (Search Area)

### Encounter #20 – Grandfather’s Hideout

It doesn’t take long to recognize that you’ve found an apparent safe room, otherwise hidden from the rest of the basement and made for hiding out or for extended stays.

Indeed, among the furniture are foodstuffs, several books, some knucklebones (for playing games of chance) and even some wood-working tools for passing the time away. By the looks of things, someone could hide out down here for weeks at a time if necessary.

Of course, it’s the corpse sitting at the table that piques your curiosity and you soon make your way to it.

### Encounter #20 Resolution (Search Object Exterior—Skeleton)

You make your way to the body at the table, still sitting upright in its chair as if it had died there.

### Encounter #30 – Just a Skeleton

Dressed in merchant’s garb, the corpse is now a skeleton, the flesh all but gone and its hair lying on the floor, the body sitting up straight in front of a simple dinner table.

From what you can initially see, there doesn't appear to be any means of foul play (which only deepens the mystery).

### Encounter #30 Resolution (Auto Advance)

### Encounter #35 – Grandfather Himself

What is noticeable is the unique iron chain lying on the floor alongside the skeleton, and Rachel recognizes the body.

“Grandfather!”

Let’s do a Party Constitution Check to see if you notice anything more about the skeleton.

### Encounter #35 Resolution (Party Ability Check—Constitution)

#### Success

By the looks of the body, it seems fairly clear that Rachel’s grandfather likely suffered some sort of heart attack while hidden-away down here. While certainly poignant, it appears that the old man simply died of natural causes, solving the mystery of his disappearance!

*Quest Log: “Vermin Extermination” – While exploring the merchant’s vast cellar, we discovered a secret room where, apparently, Rachel’s roguish grandfather would hide himself away, likely to just get away from life for a while. Unfortunately, it appears the old man suffered a fatal heart attack and died at his makeshift dinner table. At least the mystery behind his disappearance has been solved!*

#### Failure

Unfortunately, you really can’t tell how Rachel’s grandfather died (and whether it was a natural death or not). But while poignant, at least you’ve helped solve the mystery of his disappearance!

*Quest Log: “Vermin Extermination” – While exploring the merchant’s vast cellar, we discovered a secret room where, apparently, Rachel’s roguish grandfather would hide himself away, likely to just get away from life for a while. We couldn’t tell how he died, but at least the mystery behind his disappearance has been solved!*

### Encounter #40 – Painful Discovery

Holding back tears, Rachel carefully retrieves the iron chain from the floor, holding it to her chest as she relives certain memories of the man inside her head.

### Encounter #40 Resolution (Auto Advance)

### Encounter #50 – The Safe Room

“You, you FOUND him!”

Standing behind you is the merchant from above, Rachel’s father apparently having followed the two of you down here and now just in time to discover his own father as well. Stunned by the find, the grumpy merchant slowly steps forward and joins the two of you near the skeleton.

“I had no idea he built himself a safe room,” the merchant begins, surprised by it all. “He would disappear for days—sometimes weeks—at a time, and nobody knew where he’d go.”

### Encounter #50 Resolution (Auto Advance)

### Encounter #55 – Liked His Privacy

“Doesn’t surprise me one bit!” Rachel chuckles, a fitting end to her grandfather’s wondrous life. “He liked his privacy, always wanting to think and scheme. At least we now know nobody got the better of him.”

“Yeah, but what about us?” the merchant slowly utters, pointing toward something to the east.

### Encounter #55 Resolution (Auto Advance)

### Encounter #60 – Bulbous Eyes of Doom

Turning to your right, you notice an underground well in the southeastern corner, a convenient source of water for anyone hiding within the room. However, the area around the well has also been turned into an obvious nest for something quite large.

Indeed, two bulbous, reddish eyes stare at you from about twenty feet away, a giant mother rat! The monster is several feet long and possesses teeth that can kill a grown human being.

### Encounter #60 Resolution (Auto Advance)

### Encounter #65 – Source of the Infestation

“So you’ve found the source of the infestation,” the merchant comments, not willing to take another step forward. “The two of you need to deal with it!”

You look to Rachel, unsure of what to do next.

### Encounter #65 Resolution (Choose Option)

#### Attack the Monster

Well, you DID come down here to take care of the rat problem. Looks like you’ll have one final boss to deal with—just head east to take on the giant rat and beat the monster down!

***Reveal Exit: Hidden Chamber: Path East to Well – Path***

#### Flee the Chamber

You suggest that the secret room is not that important, and that a hasty retreat is likely the best approach. Both the merchant and his daughter disagree, however, and Rachel draws her weapon, about to head east toward the well and nest.

***Player Hero Honor -1***

***Reveal Exit: Hidden Chamber: Path East to Well – Path***

#### Negotiate a Reward

The merchant hastily agrees that he’ll provide something for the trouble, but urges you to hurry before the creature can escape. You nod your head in agreement and ready your weapon, Rachel doing the same a moment later.

***Reveal Exit: Hidden Chamber: Path East to Well – Path***

### Encounter #70 – Go East!

Recognizing that the giant rat needs to be dispatched before it can escape down the well, you'll need to rush toward the well and large nest to the east!

### Encounter #70 Resolution (Leave Area)

### Encounter #100 – Final Resolution

There’s little to be gained by remaining within the hidden room here. You can retrace your steps back through the secret door to the north.

## #10 – Underground Well

A small brick well stands here, clearly created to draw fresh water from below (without having to leave the room).

### Encounter #10 – Introduction

Reaching the far corner of the chamber, a small brick well stands here, clearly created to draw fresh water from. A nesting area of grasses, plants and debris rests nearby, an obvious lair for the giant mother rat that has made the secret room its own.

Indeed, the beastie isn’t happy that you’ve invaded its territory—you only have a few moments to react before it attacks!

Let’s do an Inventory Check to see if you have anything that can help in this situation.

### Encounter #10 Resolution (Possession Check—Coal Brick)

#### Success

#### Failure

Standing there, you wish you had something that was very combustible that you could throw at the rat to set it afire. You don’t, however, so you’ll need to attack the giant rat directly.

***Jump to Encounter #50 (Giant Rat Battle)***

### Encounter #20 – Something to Throw

Yes, you do have that block of coal you grabbed from the basement earlier. Since it’s flammable, you could set it on fire and hurl it toward the nest!

Select something from your inventory to use as a missile against the giant mother rat and set it on fire!

### Encounter #20 Resolution (Offer Possession—Coal Brick)

### Encounter #30 – Dexterity Check

Retrieving the brick of coal from your backpack, you set it afire and hurl it toward the nest!

Let’s do a Dexterity Check to see if your flaming coal hits the nest or not. Given that the nest is fairly large and you’re fairly close, I’ll award you a +4 to your dexterity on your d20 roll.

### Encounter #30 Resolution (Player Ability Check—Dexterity)

#### Success

Bingo! The strike is a direct hit, and within moments the nest is on fire! Too preoccupied with you, the giant rat doesn’t realize the immediate danger until the fire is burning it as well, and the creature squeals in pain as it lunges forward, its fur partially on fire!

#### Failure

Alas, the throw is errant and the burning lump of coal falls to the stone floor away from the nest—good try, but not good enough. Looks like you’ll have to battle the giant rat at full strength!

***Jump to Encounter #50 (Giant Rat Battle)***

### Encounter #40 – Giant Rat Afire Battle

The monster is now directly in front of you! However, it instinctively rolls about trying to put the fire out; you’ve already significantly damaged the beast, so hopefully the battle will go easier for you!

***Encounter Options: Half Strength; Must Fight***

***Attacking the player is 1 giant mother rat***

### Encounter #40 Resolution (Defeat Encountered)

***Jump to Encounter #60 (Aftermath)***

### Encounter #50 – Giant Rat Battle

The monster is now directly in front of you! Be careful, it’s a full two hit die monster, meaning that it likely has as many hit points as you and Rachel combined.

***Encounter Options: Must Fight***

***Attacking the player is 1 giant mother rat***

### Encounter #50 Resolution (Defeat Encountered)

### Encounter #60 – Aftermath

The combat concluded, the merchant approaches as you bandage your wounds, the old shopkeeper genuinely impressed with both you and Rachel.

### Encounter #60 Resolution (Auto Advance)

### Encounter #70 – Ready to Adventure!

“Well, my oh my, you two make a good team,” the merchant begins, surveying the giant mother rat. “I really didn’t think you could do it.”

“I told you, father, I’m more than ready for the life of an adventurer!” Rachel exclaims, a little angrier than you would have expected. “So, what do you want to do with this... mess... down here?”

“I’ll take care of it all,” the merchant replies, kicking the mother rat a few times to make sure it’s dead. “I know... people... who can help me clean things up. But I want to keep this room a secret, OK?”

Both you and Rachel nod.

### Encounter #70 Resolution (Auto Advance)

### Encounter #80 – Treasured Dagger

The merchant then continues.

“Let’s also keep your grandfather’s death a secret—no one need know of what really happened to him. Better that his legend lives on.”

Moments later, the merchant turns to you, something clearly on his mind.

### Encounter #80 Resolution (Possession Check— Ornate Dagger +1)

#### Success

"While I’m appreciative of what you’ve done here, you also took something that doesn’t belong to you,” the merchant continues, obviously referring to the bejeweled dagger you found earlier in the basement. “Go ahead and keep it, given what you’ve done here. But it’s not something to be proud of."

***Resolve Area: Merchant Storefront – Final Resolution***

***Effect Applied to Target: Party Reputation -1***

***Quest Log Complete:*** *“Vermin Extermination” – Quickly locating the giant mother rat, Rachel and I promptly defeated the monster. As a reward, the merchant let me keep the magical dagger I found earlier in the basement, though not without a lecture in taking things that don’t belong to me first. Still, not only did we take care of the rat problem but discovered what had happened to Rachel’s grandfather as well—our quest was complete!*

#### Failure

“Here, <Hero>, let me reward you with this—it’s been in our family for generations, and I think you’ve earned it.”

Resting in the merchant’s hand is an ornate dagger, unnaturally shiny and likely magical. He hands the possession to you, and with Rachel’s affirmative nod you secure the +1 dagger, your first real treasure!

***Resolve Area: Merchant Storefront – Final Resolution***

***Effect Applied to Target: Party Reputation +1***

***Possession Added to Player: Ornate Dagger +1***

***Quest Log Complete:*** *“Vermin Extermination” – Quickly locating the giant mother rat, Rachel and I promptly defeated the monster. In return, the merchant gave me a bejeweled magical dagger +1 that had been in the family for generations. Not only did we take care of the rat problem but discovered what had happened to Rachel’s grandfather as well—our quest was complete!*

### Encounter #90 – Quest Complete!

Rachel gives you that cocky grin you’ve come to expect and steps to you, ready to lead you back to the surface.

"See? I think we DO make a good team," Rachel adds, apparently ready to stay with you a while longer.

### Encounter #90 Resolution (Auto Advance)

Congratulations! You’ve completed this initial “Vermin Extermination” quest! Let's go ahead and reward your party with some bonus experience points!

***Reveal Exit: Underground Well: Fast Track Back to Stairway Up – Path***

***Resolve Area: Tabin Merchant – Shop Entryway – Wait for Module #2***

***Bonus Experience: 400***

### Encounter #100 – Final Resolution

There’s nothing more to do here, so feel free to make your way back up to the shop entryway for further instructions.