

B)lack Smith Shoppe

Common

Armor

Weapons

Repairs

Trade

M)erchants Guild & Market Square

**Chance Encounters "Thieves Guild" - to become a Thief (See RR Category)*

Sell

Buy

Rent

Trade

Deposit

Withdraw

Exchange

Loans

Escort Duty

I)nn

"Violet"

Rooms

Food/Drinks

News, Mistrels, Locals, Games, other Adventurers, Gossip

Challenges,

C)lubs

Frog & Peach (and others - See En Garde)

Wenches

Gambling

Refreshments

C)hapel

Healings

training for priest hood (entry for AR - Disciples of Renown™)

new powers

new levels

initiation to the “divine”

holy quests (for the Grail. AR - Grail Quest™)

Prays

Offerings

Town H)all

AR -Soldiers' Test™ - to gain admission to Royal Regiments, status and earn a commission. (En Gard) This activates all the areas in the Character record that's similar to En Gard. ARST is also the entry to AR - Goblin Raiders™.

AR - King's Test™ (Death Test II) - to gain Award/Grant of Arms, Royale Titles or Offices, Lands--the Kings places unclaimed lands into this pot for graps. He dare not possess lands for himself in order to avoid suspicion. Can only enter ARKT on a “Mentioned in Dispatches” when fighting on the “Frontiers”.

Bailliff's Tax Collection Missions

Police Duty for Local Sheriff

AR - Militia Guard Duty™ - Guard the Town from Monsters' attacks (Dragon's Rage) - Possible to raise to Captain of the Keep. This is an easy regiment to join, and follows EnGard. There are 5 towers: North, South, East, West, and the Central Keep.

Escort/Diplomatic/Scouting/Patrol Duty

E)xplore surrounding parcels

AR - Ruins of Able-Wyvern™

Wilderness

3rd Party Programs

Special Sites

Shrines

Caves - Dragon's Crown

Lairs

Randomly find other Ruins (UnderEarth??! -Kærak Dûr™)

Wandering Monsters (as in LORD)

Special Encounters (as in LORD & Barbarian Prince, Forest Elves and the Ranger's Brotherhood to qualify as RR Category Ranger.)

W)arriors' Guild

Training - training to increase characteristics

Rooms - place to stay

Arena - training to increase combat skills; place bets; once a month arena combats (similar to tourneys)

Squires College - Incorporate the SCA Squire College here!!

T)he Meadows

Duels & personal combats done here

Tournaments - sponsored by local nobles. This should be done once a week (real time).

Faires - sponsored by local nobles. This should be randomly done as an alternative to tourneyes

S)chool of Mystery

Training (entry for ArchMages of Renown™)

new spells

new levels

initiation ritual to magic

Healings

Invocations/Evocations

Magical Research

Quests

for “stuff” (herbs, flowers, skins, bone, blood, etc.) in the wilderness

“Lone Tower”

R)eturn to Camp

Return to @BBS@

Continue Adventuring

Deposit Treasures

Withdraw Treasures

Q)uit Game

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S)ave Game and Return to @BBS@

A)abort current game, I've really screwed up this time.