

# AGE OF AEOHS

Spoilers!

BAKING:

MAKE DOUGH. You can make up to 10 pans of dough.

Wait for dough to rise. Baking unrisen dough results in a hard biscuit, which is only favored by the Harbormaster.

BAKE BREAD fills the oven automatically, favoring pans you are holding.

Rising dough longer creates sour dough. Citizens like sourdough bread and pay more.

Singing over dough results in “delicious” bread.

Singing with dough in the oven results in a blast of heat that speeds baking. Caution, bread will burn if left in too long.

Citizens pay extra for bread that is “delicious” and/or “hot”.

Citizens are attracted into the bakery by the smell of fresh bread and bread displayed in the case.

Citizens are repelled when bread burns and the bakery fills with smoke. Except the first time.

## HIGH LEVEL WALKTHROUGH:

Our goal is to escape Shireton and not get killed by the raider.

We must burn down the bakery once. Let bread bake for too long, then open the oven door. Restart the game. After this, oven fires are not fatal. Retrieve our song and our quest from the slightly singed spare Baker of Shireton stashed in the back room.

Bake a batch of bread and make some copper selling to citizens who enter the bakery. Citizens may seem impatient but are only turned out of the bakery by smoke, being hustled by Bob the Hobo, or being stabbed by the raider.

Insert a coin into a dough and bake it (the bread will be described as “coppery”). Give this to Bob the Hobo, watch him die.

Not really. He’ll be fine. We’re just resetting his re-spawn point to the back room. Take his route patrol. Now we can leave the bakery.

If we keep getting pulled back into the bakery, pick up the singed Baker in the back room and set him up in the bakery so patrons will stop ringing the bell. Set the baker in the Towne Square so the GMs will zap him back to the bakery instead of us.

Talk to the PCs that come in. Give them your name, give them your job, give them your quest. They will level up when they return barleycorn to us. Put barleycorn into dough and bake to

make expensive barley bread. Take all our coins from the tip jar. If we hold too many coins, we'll automatically dump them into the strong box.

Accept the Raider's PVP challenge in the Towne Square. The GM will stop the battle and the Narvish Raider will go north.

The only thing we might need from the Metalsmith is the dagger.

In the tavern, pay off the Barkeep by putting five coins on the bar and asking him about RUMORS, or drop a coin in his mug of ale and wait for him to choke to death. Don't worry. He'll be fine. Go south. Hire Wolfram Rex to accompany us.

Lead Wolfram Rex out of the tavern and to the Towne Square. Go north and let him fight the Narvish Raider. Take the join response Rex dropped and run away when the fight ends after Rex dies. Don't worry. He'll be fine. We *could* kill the Narvish Raider with the dagger after Rex has worn him down, but that will bring the entire Continent of Narv to Shireton to take revenge.

Offer to join one of the PCs who has leveled up. Level all the PCs by sending them for barleycorn. When everyone is level 5, a chariot will appear in the Towne Square. Fly away to the finale. (You die, but don't worry. You'll be fine. Restart the game.)

## LOW LEVEL WALKTHROUGH: MORE SPOILERS!

Realize that some of these steps involve random events in the game, so you may need to adjust your timing. An exact N,S,E,TAKE THE FROB,OPEN THE FROB walkthrough won't always work.

This story takes place in a persistent MMORPG similar to World of Warcraft. Therefore, the game saves "milestones" of significant events, so saving and restoring is not always your best choice. Dying and restarting the game is occasionally *required*. If you obtain an important item, you probably won't have to go through the entire sequence to get it back.

Baking bread is much easier than my testers made it. Don't mess with the pans. Don't struggle with specifics. The Baker has a song with verses that specify the optimal path to make batches of bread.

MAKE DOUGH. G, G, G, G, G, G, G, G, G. (Make a total of ten pans of dough. This ensures you let the first five pans rise so they don't become rock hard biscuits. "G" is short for AGAIN)

SING SONG. BAKE BREAD. SING SONG. OPEN OVEN. TAKE ALL BREAD. PUT ALL BREAD IN CASE. BAKE BREAD. SING SONG. OPEN OVEN. (The Baker's Reel is a magic song that makes dough "delicious" and also causes the oven to speed baking. Beware that you don't sing yourself into burnt bread. Citizens who will buy your bread are attracted by the smell of hot bread, and by nice loaves of bread in the display case. This sequence starts you with 20 loaves of bread, and your

second 10 will likely be sourdough bread which sells for more. Sell the hot delicious bread right out of the oven for extra tips.)

(variously, citizens can be called by the color of their robes)  
GIVE HOT SOURDOUGH TO RED ROBED CITIZEN  
GIVE DELICIOUS (bread) TO YELLOW (robed citizen)  
GIVE BREAD TO GREEN

You can place coins in the strongbox to increase your score. You may also keep the coins to use, but at a certain point (about 30 coins) you will automatically drop them in the slot. Increasing the score cues new customers to enter the bakery. At 5 points you will start receiving PC players. At 10 you will begin seeing the Narvish Raider.

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Special Clients:

The Harbormaster of Shireton is fond of hardtack and won't pay more than a coin for normal bread. He will pay 5 coins for a rock hard biscuit. You do this by making dough and immediately baking it without letting it rise. (MAKE DOUGH. BAKE BREAD. SING SONG.) He will give you 5 coins for a biscuit whether it's hot or delicious.

Bob the Hobo is a menace. He will demand free bread or a coin to leave your store. If you leave him to his own devices he will chase paying customers out. He carries a route patrol that you will need to get from him later.

The Narvish Raider will begin entering your store when the score hits 10. He is your enemy. He will systematically murder robed citizens until it is just you and him in the store, at which

point the game session will end. Sometimes, this is advantageous to start over with a clean slate, so don't get hung up with save and restore. He will ignore PCs in his murderous rampage, and they won't help you.

The PC players are game players who aren't interested so much in bread, although you can offer it to them for a random price. The PCs want to level up and you can give them a quest to do that. First, you must do the requisite smalltalk. The PCs can be called by shortened forms of their names:

TELL MEGAN ABOUT NAME

TELL MEGAN ABOUT JOB

GIVE QUEST TO MEGAN

(alternately)

GIVE NAME TO DOUG

GIVE JOB TO DOUG

GIVE QUEST TO DOUG

The PCs will occasionally prompt you for what your next response is, but you don't need to wait for them. They all need NAME>JOB>QUEST. Your quest will prompt them to bring you barleycorn which when inserted into dough produces expensive barley bread.

MAKE DOUGH

PUT BARLEYCORN IN DOUGH

SING SONG

BAKE BREAD

SING SONG...

At some point, you will probably have an accident with the oven and the bakery will burn down and end the game. This needs to happen at some point, so you may want to engage in some arson right off the bat:

MAKE DOUGH  
BAKE BREAD  
SING SONG  
SING SONG  
SING SONG (you'll be prompted that something is wrong)  
OPEN OVEN.

You won't feel a thing and be brought back good as new. However, it seems your old avatar was damaged, and is stashed in the back room. The authorities also forgot to transfer some of your items over, so go retrieve them:

ENTER BACK ROOM  
X BAKER  
TAKE SONG  
TAKE QUEST  
EXIT

By now you'll probably be ready to get out of the bakery. Your programming doesn't give you permission to leave though. You'll need to steal this ability from someone who can. How about your friend, Bob the Hobo?

You'll employ a secret method of assassination used in Baykre's circles, known as "Giving Back to the Community" by baking a windpipe obstructing coin into bread. It will appear "coppery":

MAKE DOUGH  
PUT COIN IN DOUGH  
BAKE BREAD  
SING SONG  
OPEN OVEN  
TAKE COPPERY  
GIVE COPPERY TO BOB

He'll die, but like you, he can re-spawn in a few minutes. Before he does, you will automatically stash his body in the back room for cleanliness, and to reset his spawn point. Bob's route doesn't take him to the back room normally, so he'll be trapped there when he revives.

ENTER BACK ROOM  
X BOB  
TAKE ROUTE PATROL  
EXIT  
(now you can leave the bakery!)  
NORTH

If there are customers, there's a chance they will ring your handbell, which automatically summons you back into the bakery, which is a bummer. You can fool them into thinking you are working so they don't ring the bell:

ENTER BACK ROOM  
TAKE BAKER  
EXIT  
DROP BAKER

That will keep them busy.

Outside there is a GM - one of the in-game monitors who keeps order in the game. He'll send you back to the bakery if you stay in the Towne Square for too long. You could just run past him to explore north/south/west. When you're bored of this, bring your two-dimensional baker friend along.

TAKE BAKER (from the bakery)  
NORTH  
DROP BAKER

The GM will mistakenly zap the damaged baker back to the bakery instead of you and you'll be free to explore.

This may take several tries if the bakery is full of customers. You can clear them out by selling them bread, or by starting another oven fire and opening the oven door. The smell of burned bread should clear customers from the shop.

The Narvish Raider will probably challenge you to a PvP duel which you can decline. If you accept, the GM will toggle PvP combat off on the shard for the Towne Square so he can go back to chatting. The Raider will go north and await you.

Best to get some help. Go west into the Tavern. You'll find that the recruiting of henchmen is in a private room, and the Tavernkeep wants you to tip him to get in.

PUT FIVE COINS ON BAR  
ASK ABOUT RUMORS  
and he'll let you go south.

Alternately, you can PUT COIN IN MUG if you'd like to go the cheap and murderous route. Wait for him to drink and choke, then go south. Don't worry, he'll be fine. He re-spawns in about 3 turns, which is plenty to go SOUTH and conduct your business.

Your best prospect is an armor-shunning barbarian named Wolfram Rex. Wait for him to offer to be recruited or HIRE REX for 10 cp. He will follow you.

Take your friend Rex to where the Narvish Raider is, probably north of the Town Square. The Raider will pick a fight at some point, or you can attack him directly. Let Rex do his best. Rex will die tragically, but not before gravely wounding the Raider. Rex will drop a join response, which you should take. This gives you the ability to offer to join PC character parties.

If you'd like revenge, and you have five cp, you can go visit the metalsmith for a weapon. From Towne Square:

EAST. TAKE DAGGER. YES.

It's not a great dagger, but if Wolfram Rex has wounded the Raider down to 1 hit point, all you have to do is hit him once.

Unfortunately the Raider's Death will bring Game of Thrones style apocalypse down on Shireton, so only do it if you've got a quick trip out of the city.

Find one of the PCs you leveled up (who brought you barleycorn) and JOIN them (JOIN MEGAN). If they accept you into the

party, you will need to level up at least four of their six members. When that happens, a chariot will appear in the Towne Square and you can hop in for a ride out of Shireton. Until the world rules kick in that won't let them transport you into a location you're not authorized for. For this you have to be dead, and they'll do this for you temporarily...

Restart the game.

Now your job is to assassinate the Greedy Duke with your baking skills. Unfortunately you spawned without any coins. You'll have to lose the scenario once. His Grace will pay you and your party one meager copper for your service and have you executed. When you come back, you'll retain the coin.

Both rounds have you making cupcakes, but you can use the same commands.

MAKE DOUGH  
BAKE BREAD  
PUSH CART WEST  
GIVE FANCIEST CUPCAKE TO TASTER  
(die and restore)  
MAKE DOUGH  
PUT COIN IN DOUGH (batter)  
BAKE BREAD  
PUSH CART W  
GIVE FANCIEST CUPCAKE TO TASTER

The Taster will live. The Duke will die. Everyone will die, but there's a happy ending. Restart the game.

