

Old Adventurer

Why this NPC should be made?

players will start with some cash that can let them hunt till lvl 80-100 then they should gain some profit from something cause monster's profit wouldn't be that good so **Old adventurer** will help them.

What does it do?

Its an NPC where you can talk to it at level 100 or higher.

This NPC will give you a reward every 100 levels, so when you reach lvl 100 and talk to Old adventurer, it will give you a reward bag for level 100 then you talk to it again at level 200 etc.. but If you talked to it at a non-required level it should tell you sorry, bla bla bla.

What will the reward be?

Reward isn't setted yet so you can write beside the reward Item ID
"—Reward IDs should be written here"

Ofcourse it will be a different reward for each vocation.

Reward will be in a bag with ID "9775" and it will be "You see a reward bag, this bag was given by old adventurer for reaching level 100, then the same words for lvl 200 & 300 and so on.. (we should use this bag for other stuff like quests or raids but with different description)

NPC Lines:

MAIN:

Player: Hi

Old Adenturer: Hail traveler, I have traveled the word and acquired many treasures. You.. come back when you have grown more experienced and I will share some of my wealth.

Player: experienced

Old Adventurer: Ah yes! I can see it in your eyes and in the way you carry yourself. Now for the reward in return for your dedication.

Player: reward

Old Adventurer: Here you go. However you still have much to learn, come back when you have acquired more experience and i shall reward you again.

OTHERS:

If player haven't reached required level it will be:

Player: Hi

Old Adenturer: Hail traveler, I have traveled the word and acquired many treasures. You.. come back when you have grown more experienced and I will share some of my wealth.

Player: experienced

Old Adventurer: come back when you have acquired more experience and i shall reward you again.

If a player reached the last reward(it will be till 600 now and will be changed by updates) it will say:

Player: Hi

Old Adventurer: Sorry, there isn't any available reward for your level.

NOTE:

Rewards aren't chosen yet because there aren't custom items yet :/, NPC should give empty bags but you can write beside rewards in script "--- Reward" or something so we can change it later when some custom items are made!