**Quest Settings**

**Eternal Singularity**

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# Main Quests

## Level 1 – Level 10

### Close to Home, Prepare for trials

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Rowena |
| Quest Commencing Requirement | N/A |
| Quest Level | Level 1 |
| Quest Requirement | N/A |
| Quest  Completing  Reward | Indistinct-potion of MP (MP + 20%) X 1  Indistinct-potion of HP (HP + 20%) X 2  EXP + 15 |
| Pre-Dialogue | N/A |
| Post- Dialogue | Rowena: It...  Rowena: It just can’t be happened. But anyway it indeed is the time that the singularity has just been rehabilitated...  <Player>: (I’ve no idea what panics she like this)  <Player>: I’m terribly sorry to bother you but may I kindly know where I am?  Rowena: Here is Gridania. The place of blessing and givenness.  Rowena: It seem to me that we shouldn’t talk here letting our adventurer get exhausted. I’ve a few potions and hope can fix your wound. |

### Rebirth and get some works to do

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Rowena |
| Quest Commencing Requirement | Close to Home, Prepare for trials |
| Quest Level | Level 2 |
| Quest Requirement | Ash log X 2  Camphorwood log X 5 |
| Quest  Completing  Reward | Indistinct-potion of MP (MP + 20%) X 3  Indistinct-potion of HP (HP + 20%) X 3  Phon X 150  EXP + 20 |
| Pre-Dialogue | Rowena: Oh.. You’re here.  Rowena: I’m recently busy and I’m afraid I can’t tell you much more about what you have engaged. But I will appreciate your contribution if you could bring me several logs.  Rowena: Be careful, you just don’t have to cut the trees outside village, instead, you can cut those in the south-eastern village.  [Press ‘X’ for normal attack]  [Press ‘Z’ for picking up the things dropped] |
| Post- Dialogue | Rowena: I’m glad to have your help. Here’s some Phon and supplementary medicines just in case you get hurt.  Rowena: Phon is the currency that we use here.  Rowena: I’ve told the Centurion about you and hopefully you can get informed by asking Centurion. Go and find him. |

### Know your faith, but who decides?

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Centurion |
| Quest Commencing Requirement | Rebirth and get some works to do |
| Quest Level | Level 3 |
| Quest Requirement | N/A |
| Quest  Completing  Reward | Indistinct-potion of HP (HP + 20%) X 5  EXP + 35 |
| Pre-Dialogue | N/A |
| Post- Dialogue | Centurion: I’ve been waiting you for so long since Rowena told me about you.  Centurion: I guess Rowena has been telling you about Gridania, hasn’t she?  <Player>: She indeed just told me that Gridania is of givenness and bless...  Centurion: I see. She’s busy these days no wonder told you a little only. Never mind.  Centurion: Let me briefly tell you about what singularity is. It’s obvious that this world is not the same as your origin.  Centurion: But in our grandiose cosmos, there is a something...  Centurion: Actually I’m not sure about what it is but what we all know is the fact that it judges all the time flow, the multi-universe’s intersection. In addition, we called that “Singularity”.  Centurion: And amazingly, every ten years, there is a teenager who accidentally falls into our world and comes to our village.  <Player>: So I am the one who...  Centurion: Yup, apparently. Here should have some specific missions that you would like to commence in order to figure out the way to be home.  Centurion: Here’s some potions, get prepared and find me again. |

### Hunt the yarzon’s legs

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Centurion |
| Quest Commencing Requirement | Know your faith, but who decides? |
| Quest Level | Level 4 |
| Quest Requirement | Yarzon Leg X 15 |
| Quest  Completing  Reward | Indistinct-potion of HP (HP + 20%) X 2  Culinary Vellum X 1 [item for the next quest]  Phon X 300  EXP + 80 |
| Pre-Dialogue | Centurion: Let’s engage in your first hunting.  Centurion: Be back to the Miscel Forest, the forest nearly our village and start hunting the yarzon ant.  Centurion: Don’t forget to bring back several yarzon’s legs. |
| Post- Dialogue | Centurion: Great! Adventurer.  Centurion: It’s too good to see you finishing hunting without getting hurt.  Centurion: Get these potions and Phon, you deserve!  Centurion: You can get more stuff like “Yarzon Leg” and sell them to the retailer in village.  Centurion: Please bring “Culinary Vellum” to Rowena. She will be glad to see this. |

### Culinary, Culinary!

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Rowena |
| Quest Commencing Requirement | Hung the yarzon’s legs |
| Quest Level | Level 5 |
| Quest Requirement | Cullinary Vellum X 1 [quest item] |
| Quest  Completing  Reward | Blue Crystal X 1 [item for the next quest]  Phon X 100  EXP + 150 |
| Pre-Dialogue | N/A |
| Post- Dialogue | Rowena: How’s your day?  <Player>: Being asked to hunt the yarzon ants.  Rowena: ...  Rowena: (What does Centurion think...)  <Player>: Centurion asked me to bring this to you. Looks like a vellum.  Rowena: Oh thanks, I am a culinarian and I certainly need this.  Rowena: Come back later, you will have a great meal. Before this, please bring this “Blue Crystal” to the mage.  <Player>: Mage? Who is mage?  Rowena: Haha, I just forget you are newcomer. There is a mage in our village, named Vigor. Go and find him. |

### The Conjurer, The Thaumaturge, The Arcanist

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Vigor |
| Quest Commencing Requirement | Culinary, Culinary! |
| Quest Level | Level 6 |
| Quest Requirement | Blue Crystal X 1 [quest item] |
| Quest  Completing  Reward | Phon X 50  EXP + 200 |
| Pre-Dialogue | N/A |
| Post- Dialogue | Vigor: Give me the crystal.  <Player>: er.. yes here.  Vigor: Brilliant, you may go now.  <Player>: Wait... what?  Vigor: What are you staying for then?  <Player>: Why do you know I am bringing the crystal.  Vigor: Anticipating the future is a very basic and compulsory skill that a conjurer should know.  Vigor: Well, it seems that you know nothing about magic.  Vigor: Magic is classified by three classes, which is conjurer, thaumaturge, arcanist. And if the person learns more, he will become White Mage, Black Mage or Summoner.  Vigor: Well... Well that’s enough, you are disturbing my works. Get out now and find me later. |

### Crystal Power, Magic Power

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Vigor |
| Quest Commencing Requirement | The Conjurer, The Thaumaturge, The Arcanist |
| Quest Level | Level 7 |
| Quest Requirement | Green Crystal X 3  Blue Crystal X 3  Red Crystal X 3 |
| Quest  Completing  Reward | Phon X 1500  EXP + 1300 |
| Pre-Dialogue | Vigor: You come at a very accurate time.  Vigor: Could you please find me three pieces of “Green Crystal”, three pieces of “Blue Crystal” and three pieces of “Red Crystal”?  <Player>: yup but...  Vigor: Go now, I will give you what you deserve of course.  Vigor: Crystals can be found in the forest while cutting down the trees. |
| Post- Dialogue | Vigor: I’m lucky to have your help. I hate going to the forest and find the crystal.  Vigor: Thanks for helping me. You deserve being rewarded a robust gift.  <Player>: er... Thank you.  Vigor: When you are at Level 10, find Centurion immediately. He should provide you some more knowledge. |

## Level 11 – Level 20

# Side Quests

## Level 1 – Level 10

### Object Oriented Programming Progress (cont.)

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Professor Chen |
| Quest Commencing Requirement | N/A |
| Quest Level | Level 7 |
| Quest Requirement | OOP Progress form X 1 [quest item] |
| Quest  Completing  Reward | EXP + 600 |
| Pre-Dialogue | Professor Chen: Hey, when will you finish the OOP Progress form?  <Player>: Sorry, but what do you mean?  Professor Chen: Oh, not you... not you. Damn, where is the student...  <Player>: You seem confused, may I help you?  Professor Chen: Sure, could you please find my student and bring his OOP Progress form to me?  Professor Chen: My student should be at the area of grass in village. |
| Post- Dialogue | Professor Chen: This is! Thank you dude. Do you want to take my “Object Oriented Programming Lab.” Course?  <Player>: May I know what Object Oriented Programming is first?  Professor Chen: Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which may contain data, in the form of fields, often known as attributes; and code, in the form of procedures, often known as methods.  <Player>: ...I give up, really have no idea. |

### Object Oriented Programming Progress (fin.)

|  |  |
| --- | --- |
| Location | Gridania |
| N.P.C. | Professor Chen’s student |
| Quest Commencing Requirement | Object Oriented Programming Progress (cont.) |
| Quest Level | Level 7 |
| Quest Requirement | N/A |
| Quest  Completing  Reward | OOP Progress form X 1 [item for the Object Oriented Programming Progress (cont.)] |
| Pre-Dialogue | N/A |
| Post- Dialogue | Professor Chen’s student: Ar... Sorry I really forget to hand in the progress form.  Professor Chen’s student: Here’s the form thank you. |