Quest List

Scavenger

Events

1. You’re quite low on cash this month. You go into the forest to find small plants and artifacts to sell on the market before sunset. You end up finding some herbs.
2. It’s past nightfall, and as you smell an irresistible scent of food coming from a large mansion, your stomach can’t help but growl from a week of not eating. Your body moves without your will and you end up at the trashcans. You start eating straight from the trashcans, and someone sees you. You’re captured and thrown into prison for trespassing on the king’s property.
3. You decide to go look for better employment to finally end your hunger spree, however, nobody wants to hire you and you end up hungry at the end of the day like always.
4. You’re walking on the riverbed when something catches your eye. You jump into the river and swim towards it. A very luxurious bracelet glistens in your hand. With joy, you decide to give the necklace to your Lover for their birthday.

Quests

1. Today is begging day! You have 3 locations to choose from: a. In front of the Royal Palace b. The marketplace c. The slums.
2. You make your way to the Royal Palace. You set up right by the gate so that you draw the most attention. You get down onto your knees and beg like there’s no tomorrow. However, you quickly notice that the majority of the people passing by are women and their children. The women, upon seeing you, hide their children’s innocent eyes behind their hands all the while whispering in great number about how despicable you look to them.

Story

Farmer

Events

1. It’s harvest season. You go to sell your crop at the marketplace for a nice penny.
2. A sudden blizzard hit your town last night, and now your crops are terribly ruined. Taking your wool coat off its hanger, you head toward town square to get more seeds.
3. You notice that your carrots’ tops aren’t growing as high as they should be at this time of year. You check the roots. The carrots are just stubs. It seems vegetable beetles ate your carrots. You remember the warning about using pesticides in order to prevent these things from happening ringing in your head.

Quests

1. It’s the middle of the night when suddenly, an earthquake shakes the ground. Luckily you were sleeping on the ground or otherwise you would have fallen face first on the wooden floor. You quickly rush outside to see what’s going on and see something unbelievable. A giant tarantula has broken through the ground beneath your farmland and sits there in a gaping hole in the middle. You notice the soil continues to sink along with your crops. You also notice many red eyes peeping from the gigantic hole. It’s a colony. What do you do?
2. Rush quickly to gather as many crops as possible before the spiders get to you.
3. Find a source of fire.
4. Seek help from the guards and quickly make it out alive.
5. You decide to risk your life trying to save as much profit as you can. However, it’s too late to save anything. The ground caves in front of you and your crops that you wanted to protect from ruin fell to the spiders. Since you didn’t run, the spiders jumped on top of you and attempted to eat you alive. Luckily, you were able to survive, but now… this healer bill in your hand seems outstandingly large…
6. You decide to find a source of fire. You see a torch light a good pace away and run toward it. You hastily grab it from its holder and run back to your fields. You quickly toss the torch into the sinking vegetation while ignoring your impulsive reaction to hold back because you’re burning your precious crops. You watch as the leaves and vines catch fire and dart towards the spiders. You watch as all the spiders burn to death and receive payment for killing a large threat the next day.
7. You decide to run for your life and let someone else handle your problem. You find a nearby guard and tell him that there’s a gigantic spider running rampant in your fields. They send an army against it and manage to kill it. Though, now it looks like all your crops are ruined. Well, that and the fields too.
8. You need new tools to work your farm. You head to the bazaar to purchase a new shovel and hoe. You see three stalls.
9. You buy from the shady looking creep near the edge of the bazaar.
10. You buy from a muscular man with a very nice mustache.
11. You actually decide to buy fruit from a blue haired girl.
12. You go up to the shady merchant and decide to purchase there. He was actually a nice guy and gave you very nice discounts and tips on the best way to use the tools.
13. You go up to the muscular man and decide to purchase a shovel and hoe from him. Then, you leave to go back to your fields to start manually managing your fields.
14. You go up to the blue haired girl. She had a bright smile while talking with a previous customer, and you found yourself allured to her. As she talks, you just stare at her cute, adorable face while saying automatic phrases to answer her whenever it’s needed. You end up with fruit, but now you don’t have money to purchase what you needed.
15. Every year the chief of the village plants a miracle seed into the ground to ensure a bountiful harvest for the year, however, someone must die every year. You’ve always felt that eating the cursed harvest was always wrong. What should you do?
16. Do nothing.
17. Ask the chief to stop using the seed.
18. Give the surrounding farmers advice on how to farm better.
19. You really don’t want to involve yourself in political affairs and you obviously don’t want to turn the village against you, so you do nothing.
20. You’re sure of yourself. You get up off your lazy butt and go to the chief’s house. Yes, because using this seed was morally wrong, you were absolutely justified in your reproach. You walk up to the chief’s house and knock on the door. He comes to the door and you two discuss the proposition. You couldn’t convince him, and you feel rather defeated as you see how trying to convince the chief was entirely pointless.
21. You spread farming techniques around such as crop rotation, cover crops, and soil enrichment. Soon the farms’ produce started to prosper and the seed no longer needed to be used. Soon, the seed was forgotten entirely.

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Story:

1. It’s near dusk at the moment, and you wipe the sweat accumulated from all your hard work off your forehead. Suddenly you hear a blood-curdling scream from the woods. It’s a girl’s. You drop your hoe and rush towards the woods at high speed. You get there and it’s almost dark. You don’t see anyone. What do you do?

a. Head back.

b. Search for the girl.#

a. You decide to head back. You just eat your wife’s supper that she made and forget about the girl that might have been in danger. Maybe it was just your imagination.

b. You decide to search for the girl. You venture further into the forest trying to listen for any sign of the girl, but there doesn’t appear to be any sort of sound aside from nature’s usual self.

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2. It takes some time, but you finally reach a clearing. Suddenly you notice two objects within close proximity to each other. A girl is being mauled against a rock by a desperately hungry wolf. She looks at you and pleads for help with her pained eyes. What do you do?

a. Charge in. #

b. Find the best opportunity to go in.

c. Run away.

1. You check your surroundings and find a rather large pointy branch that you can easily carry. You charge at the wolf with an unfaltering battle cry. With a single strike, you stab the wolf in the side with the branch’s end and fling the wolf against a nearby tree. The wolf dies from spinal damage. You check on the girl. She’s catching her breath. She looks at you with a warm smile. Suddenly, as if she was possessed, her eyes turn a shining blue, and a strange voice emits from her mouth. “War shall come, and thou shall roam. Thou shall have the power to change the chains of fate amid chaos and despair.” The girl then falls silent, her eyes close, and she falls limp against the rock. You don’t know what to make of this and carry the girl in your arms back to town.
2. You decide to find an opening. You circle around the clearing cautiously, avoiding anything that could make too much noise. The wolf pays you no mind. You find a large stick and find a perfect angle. You charge in with an intimidating yell that causes the wolf to jump off the girl. You fend the wolf off with your pointy stick and even batter it around. However, when the wolf was completely gone and you checked the girl’s pulse, you realize the girl is dead. You hold onto her cold hand and pray to god that he would bless this beautiful child in heaven.
3. You decide to run away. You know you can’t fight a wolf and ditch the girl.

Writer

Events

Quests

Story

Student

Events

Quests

Story

Bartender

Events

Quests

Story

Street Performer

Events

Quests

Story

Apprentice

Events

Quests

Story

King/Queen

Events

Quests

Story

Thief

Events

Quests

Story

Outsider

Events

Quests

Story

Lesser Demon

Events

Quests

Story

Adventurer

Events

Quests

Story

Mechanic

Events

Quests

Story

Linguist

Events

Quests

Story

Peddler

Events

Quests

Story