Quest List

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| --- | --- | --- |
| Red | L | L |
| Dark red | -L | L |
| Orange | SL | L |
| Dark orange | -SL | L |
| Pink | L | SL |
| Dark pink | -L | SL |
| Light blue | SL | SL |
| Turquoise | -SL | SL |
| Yellow-green | N | SL |
| Brown | -N | SL |
| Blue | SL | N |
| Dark blue | -SL | N |
| Green | N | N |
| Dark green | -N | N |
| Purple | SH | N |
| Red violet | -SH | N |
| Gray | N | SH |
| Dark gray | -N | SH |
| Gold | SH | SH |
| Dark gold | -SH | SH |

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 necklace glistens in your hand. With joy, you decide to give the necklace to your girlfriend for her 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.
3. You make your way to the marketplace. There, you place a small hat on the ground and sit on the side near the center. Like usual, you get a bit of pocket change.
4. You head to the slums. You notice a group of people already there and decide to join them. You head into a dark alley. You wait with them and surely enough, a rich peddler comes through and the group robs him. You get a large sum of money.

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.

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?
2. Head back.
3. Search for the girl.
4. 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.
5. 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.
6. 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?
7. Charge in.
8. Find the best opportunity to go in.
9. Run away.
10. 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 breathe. 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.
11. 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.
12. You decide to run away. You know you can’t fight a wolf and ditch the girl.
13. The next day, the army comes into town. It’s as if the prophecy came true. They’re issuing an enlistment order on behalf of the king. Perhaps, you may want to become a soldier?
14. You want to become a soldier.
15. You want to pass yourself off as an old man.
16. You want to run away.
17. You decide to enlist. You have become a soldier.
18. You already have a nice grown beard. Your hairs have already turned a bit gray. You pick up a cane and act like an old man to avoid suspicion from the guards until they finally leave the town. Your wife looks at you with disbelief and laughs.
19. You decide to run away for now. You tell your wife to state that she’s single, and attempt to go hide out in the woods for a few days. As you’re making your way to the woods, two soldiers call out to you and stop you. They figure out you were trying to skimp out on enlisting and you’re put in jail as a consequence.

Writer

Events

1. You find yourself completely stuck with writer’s block. In order to help you with ideas, you go out with some friends to the local pub.
2. You travel to another city in order to learn more about different cultures and languages. Even though it’s not very profitable, you learn a great amount about the different places you visit.
3. You sent your latest publication to a local editor. After a month, you receive a shared profit from the sales.

Quests

Story

Student

Events

1. You are asked by your teacher to gather some teaching materials for the lesson today.
2. After school is over, you decide to do a quick job. You make some quick cash.
3. On your way to school, you find a rare coin on the ground.

Quest

Story

Bartender

Events

1. Two men are fighting in the pub. You break up the fight and toss them out. Some people were grateful to you for ousting the nuisance. They give you a tip.
2. You see a lone woman sitting at the bar and decide to talk to her. You get a lot of gossip and women’s advice.
3. A shipment came in and you organize it all during resting hours.

Quests

Story

Street Performer

Events

1. The local festival is coming up, so you reserve a spot for your performance, which costs a little bit of money. It was well worth it though because by participating in the festival, you were able to profit with much more money gained than you would have otherwise.
2. Some kids thought it was funny to throw rocks at you, and concerned for your life, you quickly hide where they cannot hit you. You have to wait for an hour before they leave.
3. Practicing a new act took some time. You were able to better entertain and achieve same profits, but you lost a little from your hiatus.

Quests

Story

Apprentice

Events

1. You help out at the bakery and earn some cash.
2. You help out a blacksmith by recommending quality armor and weapons in order to get more customers.
3. You help out a merchant by carrying around many boxes of merchandise. You end up exhausted at the end of the day, but the pay is good.

Quests

Story

1. It’s time you decided to pick your true occupation. After so many apprenticeships, which do you decide to go with?
2. Chef
3. Pager
4. Sorcerer
5. Priest

King/Queen

Events

Quests

Story

Thief

Events

1. You are requested to steal an item for someone, and you succeed.
2. You are requested to steal an item for someone, but you fail.
3. For a little pocket change, during busy hours, you sneak into a large crowd and pickpocket someone.

Quests

1. You receive a notice for an item to steal.

Story

Outsider

Events

1. You help out with the heavy lifting for the women in the village.
2. You offer to help prepare the evening meal.
3. You stand in for one of the local merchants when they’re at home sick.

Quests

Story

Lesser Demon

Events

1. Since your superior wasn’t happy with your work, you ended up getting scolded and forced to do overtime. You didn’t get any pay today.
2. Invaders have infiltrated hell. You and some other demons scare and even kill some of the enemies.
3. You went out into the human world today. You followed your superior and enjoyed the nice scenery. Though they were rather quick to punish when you were out of line.

Quests

Story

Adventurer

Events

1. You come across some gold while exploring some ruins.
2. While you were sleeping at an inn, someone entered your room and stole your money that you had on you. You check the lock and realize that you had left the door unlocked.
3. Following your list of quests, you get a bunch done that day and receive compensation for each quest you completed in town.

Quests

Story

Mechanic

Events

1. You were asked to fix an appliance for one of your regular customers. You fixed it for them, and you earned a nice small pay for your service.
2. After you fixed a sink, you are about to leave when a cat decides to jump onto the faucet and completely breaks it. Reluctantly, you go back and fix it back up, using extra materials that would cost you more than your pay for the sink.
3. You did some plumbing work today and after the day was over, you find yourself rather wet and gross, so you decide to take a shower.

Quests

1. A curious man enters your shop. He looks to you and as if making up his mind he takes a bit before approaching you. He asks you to

Story

Linguist

Events

1. You purchase the newest dictionary that you find in a book store in order to improve in your work.
2. An archeologist asks you to go on their expedition in order to translate runes found on some ancient pedestal.
3. You don’t often get requests, so you often have a secondary occupation to earn some of the money to pay for your expenses of living. You go to the shop you work at and make some money.

Quests

Story

Peddler

Events

1. A thief stole some of your goods, and you lost some profit.
2. You didn’t make much profit this month due to a new sales tax.
3. At a rather expensive restaurant, you talk to some rather important individuals in the city. After the meal, you look at your rather empty looking wallet with a look of dissatisfaction. Luckily, due to that meeting, word spread about your shop and your profits increased tremendously.

Quests

1. You’re not making as much profit as you thought you would. What do you want to do?

Story