

A quest is told to one of the company members in a dream by a messenger. This dream will be one of the following scenarios:

%Roll: Quest scenarios:

- 01-15: Crypt: Clear out a nearby Crypt, then return to the place you dreamed this dream. Camp and sleep a night there. G.M.: After sleep takes this person, he or she will be rewarded with 500 experience-points x his or her level.
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- 16-70: Dungeon: Invade and wipe out the evils within this dungeon, then return to the place you dreamed this dream. Camp and sleep a night there. G.M.: After sleep takes this person, he or she will be rewarded with 1,000 experience-points x his or her level.
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- 71-80: Labyrinth: Find the end of the Labyrinth. Merely get out of this structure by using any exit, excluding the way you came in. Return to the place you dreamed this dream. Camp and sleep a night there. G.M.: After sleep takes this person, he or she will be rewarded with 1,500 experience-points x his or her level.
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- 81-00: Tomb: Clear out a nearby Tomb, then return to the place you dreamed this dream. Camp and sleep a night there. G.M.: After sleep takes this person, he or she will be rewarded with 500 experience-points x his or her level.





