

Sonata: Storyline: Quests

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Also see [Quests.odg](#).

Beginner Quests

Rebel Quests - Find the Rebels

Prerequisite None
Quests:

Each starting location has a Rebel outpost located within or near it. Gain enough local credibility to be able to talk to them about "Joining the Rebels"; once you accept, you will be taken to Pandemonium Castle.

Rebel Quests - The Fall of Pandemonium Castle

Prerequisite Rebel Quests - Find the Rebels
Quests:

Once you arrive, there will be an attack on Pandemonium Castle by the Empire. The player must help fight in the battle; ultimately, the retreat call is sounded, and the character is taken away to the Mountain Camp.

Rebel Quests - Mithril Quest

Prerequisite Rebel Quests - The Fall of Pandemonium Castle
Quests:

Go to the nearby Empire city, Sil Mithrim, and obtain the secret of mithril-smelting from them. Unlocks mithril equipment. This quest awards Rebel credibility.

Journeyman Quests

Prerequisite None
Quests:

These quests can be done in any order and at any time during the game, except for the Final Assault (where all action is locked into the final area). A character must be chosen, and he/she must go alone and perform certain quests specific to that character. Certain skills, bonuses, and credibility will be awarded upon their completion.

Foreboding Illness

Prerequisite Rebel Quests - The Fall of Pandemonium Castle
Quests:

One or more of your characters may randomly fall ill, receiving penalties to their abilities and stats. This may randomly disappear, go away, weaken, or become stronger. Death cannot be directly caused by this quest. More may fall ill while this quest continues.

Foreboding Illness: Herb Quest

Prerequisite Foreboding Illness
Quests:

At some time, gossip or a level-up may reveal this quest to the player (the chance is extremely high). An herb will be randomly located near the player's current location, and it must be sought. All affected party members will be cured, and Foreboding Illness will end.

The Shrines of the Elements

Prerequisite None

Quests:

At any time, the player can choose to find the missing crystals in each Elemental Shrine. The importance of this will be given later. The crystals need not be returned at this time; indeed, it may be beneficial to keep them for their bonuses.

Rebel Quests - Take Pandemonium Castle

Prerequisite Rebel Quests - The Fall of Pandemonium Castle

Quests:

At some point after the fall of Pandemonium Castle, the player may hear in gossip that the Rebels are planning to take the castle back. This will occur a certain number of game months after the prerequisite quest completes. Alternatively, finishing the Mithril Quest will automatically trigger this one. The player is given a series of tasks, culminating with helping to take Pandemonium Castle back from the Empire.

Revelation of the Emperor

Prerequisite Rebel Quests - Take Pandemonium Castle

Quests: At least one Journeyman quest

The player learns that the Emperor is the manifestation of a deity that causes imbalanced elements within the world. If this problem is not fixed, the world will slowly deteriorate. After a relatively long in-game period, certain cities may be affected by plague, trade and travel will be affected, and certain quests may not be completable, among other effects. These changes will be delayable by a series of quests, the main quest, minigames, and praying at elemental shrines.

Expert Quests

Prerequisite Journeyman Quest for each character who participates.

Quests:

Expert Quests are taken in pairs of characters or solo; the difficulty is similar, but the former awards more team-oriented skills and the latter more individual-oriented abilities. They are partially randomly generated.

Find the Crystals

Prerequisite Revelation of the Emperor

Quests:

Within each elemental shrine, a crystal is hidden. Find it in order to use its abilities and bonuses.

Last One Standing

Prerequisite At least one Expert Quest

Quests:

Upon finishing an Expert Quest, there is a chance that within a few weeks following the completion of the quest, the player may be nominated for Rebel Leader, depending on their credibility. This leads to a power struggle within the Rebel Faction. There is a risk of assassination; alternatively, you may be challenged to a one-on-one duel. Finishing this quest, if started, results in additional rank, credibility, and privileges within the Rebel Faction; loss results in the opposite effect.

Intermediate Quests

The Confrontation with the Emperor

Prerequisite At least one Expert and at least one Elemental quest.
Quests:

By the 66th day after the prerequisites are met, you will be attacked by the Emperor at some point (TBD). The player must fight, and the Emperor will flee mid-battle.

The Secrets of the Crystals (Elemental Quests)

Prerequisite Revelation of the Emperor
Quests: Shrines of the Elements for each shrine visited

This is another example of the choices to be made - both the Time and Elemental Quests are optional, and both are presented within a limited timeframe. In this case, the player must solve a puzzle for each crystal, unlocking a story/riddle fragment as well as a more powerful crystal. Additionally, the crystal may be returned to activate the Elemental Shrine and to receive a one-time bonus (at the expense of the crystal's bonuses).

The Journeys of Time (Time Quests)

Prerequisite Revelation of the Emperor
Quests:

Time Quests are named because the player is given a limited window in which to complete them. For instance, twenty minutes may be given to finish a "portal", and 3 days may be given to reach the portal. These quests occur inside portals, which are windows to the future or past, as well as inside dungeons within the world. Inside the area, the gameplay is basically a dungeon crawl - there is much loot to be found; the main decision is whether to go ahead for the stronger items or to stay and collect more, weaker ones. Rewards include items such as the Airship and its derivatives, Gatling guns, delays in the revelation plague, and so on, as well as Rebel Quest items that can help the player in finishing them. Some of these quests are partially randomly generated in content, while others are handmade. An overview of the important items available within an area is given, in order to aid the player, but for some items, only certain stats, such as worth, rarity, damage, or effect, are given, making them more of a gamble.