

storyline alpha

summary:

In this fantasy adventure, players embark on a heroic quest to save a village from a menacing spider infestation led by the fearsome Spider King. As the chosen one, gifted with extraordinary power and stamina, you must navigate through various challenges and quests to ultimately defeat the arachnid threat.

The game world is filled with unique elements that both aid and hinder your progress. Health-inducing objects like the charming golden jollybees, mysterious pondering potions, and peculiar zoom shrooms provide healing benefits. Conversely, dangers such as pricking peonies can diminish your health.

Your journey begins with a rusty sword, but as you progress through quests, you'll acquire more powerful weapons. These include a goblin family heirloom, the dual-wielding "double fuck" swords, and ultimately, the legendary Sword of Sheez.

The storyline unfolds across three main quests: exterminating a rat infestation in a family café, braving a swamp filled with venomous snakes to reach a witch's hut, and exploring a spirit-infested castle overrun by mutant spiders. Each quest presents unique challenges and rewards, leading to the final confrontation with the Spider King.

This whimsical and perilous adventure combines elements of classic fantasy with quirky, modern twists, creating a rich and engaging world for players to explore and conquer.

health inducing objects:

golden jollybee:

A little looming bee found around the jolly trees. their nectar is healing for the user. it heals 25% health. theyre big and chonky and their zooms are melodic *music notes* its a jollybee, double tap him!

pondering potion:

inbetween the quests in looting areas there are boxes and crates that have a 1 in 3 chance of a pondering potion. this potion restores full health when

activated.

zoom shroom:

the zoom shrooms are easily found along paths towards or from quests. these restore half health.

health reducing objects:

pricking peonies:

these are also found around and in quests. if you come by one your health goes down by 10% as the thorns are big pointy and shoot at you before you know it.

weaponry:

starter sword:

you start off with a rusty sword, this one was given to you by a wandering wit. the damage is small but constant by the first sweep. the rust runs through the ops veins and poisons them.

family heirloom:

this sword is found on the first quest as it is finished it appears. this sword is a family heirloom owned by the goblins that run the cafe. the family got this sword from a retired warrior to show the power withheld in the village.

double fuck:

these are acquired after successfully finishing the second quest. its a pair of arched swords used to combat. these deal quite some damage. they are found in the witches archive under the hut.

sword of sheez:

(temporary name) this sword is acquired after finishing off the spider king. it is stored within his body as he had eaten a legendary warrior a while back. the sword contains a core of an ancient poisonous spider. this sword needs to be brought back to the centre of town to edge it back into stone. this finishes the storyline.

quests:

start:

you are the chosen one to slay the spiders and spiderking in the village. all defenders have been killed before. you are the only one left withholding great power and stamina. the wandering wit tells you what you need to do and watch for to start off the game.

quest 1:

in this quest we are asked by a little boy in the village to help the family cafe exterminate of ominous plague of rats. when entering the cafe is abandoned, eery and run down. the rats work in groups and attack at once. you have to slaughter them all. they are fast so make sure you kill them right away before they run away and come back for round 2. when the rats are exterminated the family is so thankful that they give away their prized possession as gratefulness.

quest 2:

the second quest the user is lead to the swamps next to the village. in the middle of the swamp is a little hut. this hut is protected by evil powers. the radius is covered by venomous snakes. these can jump and slither and swim fine. make sure to not get bitten! the witch herself has already packed her bags and went, she could handle the snakes but the spiders were too much. you loot and wander the area and find the dual sword.

quest 3:

on the dual sword is a name, the name is a previous owner of the castle in the back of the village. this one has been overlooked and overrun by plants and spirits. some spiders have crept into the castle. the spirits control these as defense. theyre like half human size spiders. but theres a load of them and come at you from the dark. if not the ghosts will drain your health, but luckily the overrun plants contain enough funghi to make it though. you are led to the highest tower. where a cabinet reveals the final sword and a map.