Quests

There will be 5 quests that the player does to gain new abilities. These quests are currently just talking to the trainer.

These are only the main quests, all side quests shall be determined later.

Beginning quests – meet an NPC (Blacksmith) for equipment. Variations of “go kill something”, then around (possibly) level 2, go see the general who sends character to zone 1.

Zone 1 – forest area. More variations of “go kill something” and delivery missions. These missions gain the trust of the NPC’s giving the location (and possibly the keys to the entrance) of the instance dungeon.

Instance 1 – ruins in the forest. Primary quest – kill the boss, get the gem.

Zone 2 – island. Have to prepare the boat. More variations of “go kill something” and delivery missions. At end boat will be created. Boat takes player to instance. (possible instance on boat of fighting off monsters before the instance dungeon)

Instance 2 – on the island. Primary quest – kill the boss, get the gem.

Zone 3 – talk to Obsidian (in town) who sends you to the glacier. Possibly more quests here. Find a hole in the glacier, which is the entrance to the underground instance.

Instance 3 – catacombs. Primary quest – kill the boss, get the gem and the scroll for Obsidian.

Zone 4 – wasteland. (village near lake created by the melting side of the glacier) More variations of “go kill something” and delivery missions. Instance in a collapsed mine.

Instance 4 – collapsed mine. Primary quest – prevent the monsters from collapsing the mine. kill the boss, get the gem.

Zone 5 – go back though the other instances to gather items from the “revived” bosses. Each has an item that Obsidian needs to help character become heat resistant.

Instance 5 – volcano – primary quest – kill boss

The ending needs to be talked over with Vinny before we have it ironed it out 100%