**Quest For Immortality**

* **Needs**
  + **Main Enemy**
  + **Player and Backstory**
  + **List of Items**
  + **List of Spells**
  + **List of NPC’s**
  + **List of Enemy Types**
  + **List of Bosses**
  + **Purpose for Quest (Part of Backstory)**
  + **Storyline**
* **MAIN ENEMY**
  + **Joseph Ansavio**
    - **Tall, Dark Hair, Green Eyes.**
    - **Has extreme amounts of magical power**
    - **Chaotic Evil**
    - **Has no knowledge of the infinitatem Stella**
    - **Trying to get enough power to become immortal.**
      * **To do this, he plans on destroying the world that exists outside the time stream. Thus destroying time itself. He doesn’t know that this plan will backfire.**
    - **When he was a young boy, he received a pendant from his grandfather. It was passed down from generation to generation. Whoever wears the pendant will gain the power and energy from anyone that they kill. There are actually a few pendants like this. Each gives different powers to the user. You should be able to get them in the game.**
* **PLAYER AND BACKSTORY**
  + **Walter Terrence (Just the original name)**
* **LIST OF ITEMS**
  + **Sword lvl 1**
  + **Sword lvl 2**
  + **Sword lvl 2 Enchanted**
    - **You get to choose the enchant in the game**
      * **Elemental, Extra Power, Shoots Magic, any other ideas…**
  + **Bow**
  + **Upgraded Bow (Shoots arrows faster)**
  + **Bombs**
  + **Other Speical Items**
* **LIST OF SPELLS**
  + **Fireball**
  + **Iceball**
* **LIST OF NPC’s**
* **LIST OF ENEMY TYPES**
* **LIST OF BOSSES**
* **PURPOSE FOR QUEST**
* **STORYLINE**