**Main Storyline – Chad’s Quest Series**

Quest 0 – Tutorial / Intro Quest / Optional

The first quest sees the player suddenly appearing amidst a battle between The Great Mighty Chad and the Murderous Mushroom Clan. Chad hands the player a weaponThe player must Defeat all of the Mushroom folks to trigger a door to open. Another door with a lock is required to pass, the player must venture into a mushroom filled forest to find the key. The Great Mighty Chad is eternally grateful, lets the player keep the sword. If the player dies at any point in the quest, they from the nearest checkpoint (door unlocked).

Quest 1 - Ice Snow Area

Random Option 1 – Kill option

The player is asked by The Great Mighty Chad to defeat his enemies in the north. Kill 15-20 enemies in the northern biome.

Random Option 2 – Collection

The player must collect resources in the northern Biome. 5 rock, 5 wood, 5 ice

Random Option 3 – *Rescue/Boss encounter*

The player must save Snowhilda and retrieve the ice power crystal.

Quest 2 – Lava area

Random Option 1 – Kill Option

The player is asked by The Great Mighty Chad to defeat his enemies to the south. Kill 15-20 enemies in the souther biome.

Random Option 2 – Collection

The player must collect resources in the souther biome. 5 magma, 5 gems, 5 crystals

Random Option 3 – *Lava Maze*

The player must navigate a treacherous lava maze to retrieve the power crystal located at the end.

Quest 3 – Spooky Area

Random option 1 – Kill option

The player is asked by The Great Mighty Chad to defeat his enemies in the north. Kill 15-20 enemies in the western biome.

Random Option 2 – Collection

The player must collect resources in the western biome. 5 miasma, 5 skulls, 5 souls

Random Option 3 – *Outlast*

The player is locked in the mansion. They must fight off ghosts, ghouls, and goblins (and zombies) for 2-3 minutes. Upon finishing the encounter, they are awarded a power crystal.

Final Quest

The Great Mighty Chad, with your help, now has enough power crystals to activate the portal to the undead legions (Each color of crystal represents a special enemy to be defeated, the player will fight 3 at once. Upon completion, they are awarded a high tier item and have 1 clear logged under their alias.

Blue – Another player is summoned to kill you.

Yellow – Yellow/GreenSlimes x 3

Purple –Purple Slimes x 3

Green – Zombies x 3

Gray – Golem

Orange – No enemy, but bombarded with fireballs.

Side Quests

Mitch’s Quest

<TODO by Mitch>

Sarah’s Quest

<TODO by Sarah>

Chad’s Hidden Quest

<TODO by Chad>

Marshall’s Quest

<TODO by Marshall>

Edgar G. Saxlon (EGS) Eggs quest – Collect Easter Eggs

Edgar collects Easter eggs. The player is requested to retrieve easter eggs. Edgar awards one mid tier item per egg returned. One Easter Egg spawns on the map in a random location every 5 minutes, up to the total of 12 or whatever it is (theres like 12 unique eggs or so). Edgar sits near the portal in 5 points.

Brandon’s Quests – Can be completed once per respawn

Paragon – Kill 5 monsters in a row without dying, receive low tier armor.

Paragon Pro – Kill 25 monsters in a row without dying, receive mid tier armor

Renegade – Kill 5 players in a row without dying, receive low tier weapon

Renegade Rex – Kill 15 players in a row without dying, receive mid tier weapon.

BloodLust – Kill 25 players and 50 monsters without dying, receive high tier weapon, high tier armor, and chance Brandon’s lucky charm, a session permanent charm that prevents tripping and spontaneous death.

Brandon’s Hidden Quest

At 4:44 am and 4:44 pm for 4 minutes each, Brandon appears for 4 minutes in a dangerous location and offers a quest. The player will be teleported to a dungeon and is forced to fight 4 waves of enemies without dying. First round has 4 slimes, second round has 12 bats, third has 24 zombies, fourth has 25 elite skeletons. Reward is best weapon in game, high tier armor, and 3 high tier items.