



# Monthly Quests

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# General Overview

The Monthly Quests of Guilded are separate from the normal quests that the player will be sending adventurers on over the course of the game. The Monthly Quests will have various requirements that the player will need to hit by the end of the month to succeed in them. As they stand now, Monthly Quests add to the game through being an added layer of requirements that differ from the procedurally generated quests on top of creating an overarching linear narrative to draw the game together.

## Monthly Quests - Year 1

- Month 1 || Gary Oldmyer Wants His Protection Tax
  - The Player must send adventurers out on quests in order to gain enough money to pay for Oldmyer's "protection" tax.
  - **Quest Text:** You must be the new leader of the Adventurers Guild! I'm Gary Oldmyer, and let me tell ya how it goes around here. I've been taking some protection tax from this town for the past few years. 3,000 gold for protection...from myself! Hahahaha! See you in a month, you better have my money ready... or else!
  - **Success Text:** You successfully got the 3,000 gold...and hired a small army! Gary stared slack jawed at the forces you had assembled before running for the hills, swearing to get his revenge!
  - **Fail Text:** You weren't able to get the 3,000 gold in time. Gary and his forces pillaged your town, burning most of it to the ground. Looks like you'll need to rebuild...
  - **Quest Goal:** Raise 3,000 Gold
- Month 2 || Save Your Jolly Good Mayor!
  - After paying off the protection tax from the first month, Oldmyer almost wanted to instate a much higher tax- but instead he kidnapped the mayor! Hire more adventurers to storm his hideout and defeat him/take the mayor back

- **Quest Text:** Hey there buttwipe, remember me? You may have survived your first month in this podunk town, but how well will you do now that I kidnapped your darling mayor! I want to see if you're strong enough to come get her yourself before another month's up. Hahaha, you'd probably need at least 6 adventurers to do it! How devious of me!
  - **Success Text:** You successfully hired enough adventurers! Gary was forced to release the mayor, and retreated once again.
  - **Fail Text:** You didn't hire enough adventurers, and Salem had to rescue herself from Gary's devious machinations... so much for town spirit.
  - **Quest Goal:** Have at least 6 adventurers
- **Month 3 || Forged In Furious Taxations**
    - With Oldmyer out of the way, for the time being, the Mayor offers to help the Guild upgrade the town
    - The first option that Salem brings up is /upgrade/ Blacksmith to help the adventurers of the Guild equip themselves better.
    - **Quest Goal:** Raise 6,000 Gold -> to upgrade blacksmith
- **Month 4 || Teaching an Old Dog How to Play Dead**
    - Oldmyer returns one last time, threatening to raise an army of mercenaries against the town
    - Oldmyer has had enough of this little town standing up to him, and threatens a full on war between his crew of mercs and the townspeople. Recruit NPCs to combat this incoming threat, and build an army of your own to protect the town and the Guild.
    - **Quest Goal:** Have at least 2 of each adventurer job type, and have 12 adventurers overall
- **Month 5 || Fishing for Compliments - Erik The Fisherman**
    - Erik the fisherman became a therapist after realizing how fishing helped him
    - Extremely edgy therapist with a fishing-based therapy system
    - But like adventurers are getting sad so you gotta help them

- **Quest Goal:** Repair the relationships of 4-6 unique adventurers to upgrade therapists
  
- Month 6 || Little Timmy, The Hero King
  - A naive boy from the town with grand aspirations vows to take down Newmyer before he can become a problem, he is instead captured.
  - What's wrong, lassie? Has little Timmy fallen down a well? Or walked into the arms of a dangerous crime lord?
  - A kindhearted young man named Timmy has a big dream, to be an adventurer like all of the Guild members he sees wandering around town. Timmy wanted to prove himself of being worth training at the Guild so he set out to take the fight to the 'meyer' family. Unfortunately, he got himself captured and is now in need of rescue.
  - Timmy needs to be rescued
  - **Quest Goal:** Have 6-7 Evolved Adventurers by the end of the month
  
- Month 7 || Out With the Oldmyer, In With the Newmyer
  - New bounty from a new crime lord... same shit as always. The town is once again threatened by a new crime lord, and this Barry Newmyer is charging an even higher bounty than the late Oldmyer. While it's a return to the introductory quest, the added challenge of a higher bounty and the interest of introducing a new character allows for further player engagement.
  - **Quest Goal:** Raise 10,000 Gold
  
- Month 8 || Build Me Up, Buttercup
  - Newmyer's threats are now impossible to ignore, so you're gonna raid him instead!
  - Newmyer hasn't taken being thwarted lightly, and now he's even more determined to ruin the Guild. Bringing more resources and soldiers to his attack on the town than Oldmyer, this is a fight to prepare for.
  - **Quest Goal:** Raise xx Gold (to upgrade Training Area) (maybe?)

- Month 9 || Guilded: The Beach Episode (WIP Name)
  - The Adventurers of the guild have been working really hard the past year and it's high time they get a break. We might even be able to upgrade the tavern if adventurers are spending more time there after shorter quests.
  - **Quest Goal:** Clear 20 Easy - Middle Quests
  
- Month 10 || Dangerous Dastardly Dealings
  - The amount of perilous quests has increased because there are so many big problems in the area! The guild is tasked with clearing out as many of these quests as possible.
  - **Quest Goal:** Clear 6-8 Perilous Quests
  
- Month 11 || Come to Our Masquer-Aid!
  - Host a masquerade to celebrate the end of the year- oh wait! Newmyer's threatening to crash the party, so make sure you're prepared for the ambush.
  - **Quest Goal:** Have 10 Evolved Adventurers
  
- Month 12 || New-myer's Eve
  - On the eve of your second year as a guildmaster, you're committed to putting an end to Newmyer's threats once and for all.

## Unused Monthly Quests (Now Perilous Quests):

- 'Til the Cows Come Home
  - Nearby town has an issue with rampaging enchanted exploding cows - must find a butcher to help with the problem as the town is overrun with meat. Oh wait it's Newmyer's fault
  - **Quest Goal:** Have 3 evolved Chefs
  - **Special Assignment** - [Link](#)

- Newmyer's Magical Gathering
  - Hey has the player like... realized they have magic in this universe yet?  
Well here's the quest for that.
  
- Newmyer, New Problems
  - You just resolved the exploding cow issue, and now in his quest for magical power Newmyer's stolen a dragon's egg and injured the mother  
You must retrieve the dragon egg and placate the dragon.