Quest Name: The Treadmill of Terror

Summary:
A questionable scientist stands near an old laboratory building, asking for help. Players must use a unique wand item to raise the dead and the return to the quest giver.

Quest Giver:
Dr. Notat Faultimus Esq. III

Quest Text:
Traveler! Behold the fruits of my genius, I have invented an infinite source of energy! This device can charge up a battery with nothing more than the energy of a person walking! Brilliant, I know! Yet there is one problem in that I need volunteers. Not you, I promise, no I have a much better idea. I just need to raise some corpses to life, and have them do the walking for me!! I enchanted a wand with the requisite spell, but I have important science to do. Could you take this and bring me some undead bodies?

Objective:

Player must find and raise 5 zombies and then return them to the quest giver.
Wand item creates an area effect within which any grave will create a zombie

Dialogue:

[ON RETURNING WITH 5 ZOMBIES]
"My volunteers! Wonderful! Together we will make the world a greener place!"

Quest Name: The Rotten Fruits of Our Labors

Summary:

A questionable scientist stands near an old laboratory building, asking for help. The player must escort the scientist down the road to a bunker, fending off attacks from a mutant zombie blob along the way.

Quest Giver:

Dr. Notat Faultimus Esq. III

Quest Text:

Hello again, Traveler. So I may have exaggerated my environmental-consciousness a bit, but suffice to say that we have a bigger problem now. The volunteers have become fused into some kind of enormous blob of legs and gnashing teeth bent on my violent end. It was a lab accident, how it happened isn't important, but you have to protect me from it! I've got a bunker set aside for just such an occasion, but it's down the road a ways. I'll pay you handsomely for the escort!

Objective:

Travel to the bunker, fighting off attacks from the zombie blob along the way.

Dialogue:

[ON BEING ATTACKED]
"Not the legs again! Oh god the toe claws!!"

[ON REACHING THE BUNKER]
"Inside! Now!!"

[ON ENTERING THE BUNKER]
"Ok. Phew. Now I just need to come up with a way to stop it for good… somehow…
Here's your money, traveler."

Quest Name: Aiding And Abetting Again

Summary:
     The questionable scientist appears this time inside of a highly-armored science stronghold, a bastion of safety for his immoral experiments. We must use a new, unique wand to destroy the zombie blob while it attacks the scientist as he hides inside a cage.

Quest Giver:
     Dr. Notat Faultimus Esq. III

Quest Text:

Oh, Traveler! You're back again! Great timing, I have a new idea and you're perfect for the job! I have invented a brilliant protective device that allows a third party subject to still sense my presence, but without any possibility of damaging me directly and I'm going to use it, with your assistance of course, to draw the awful leg blob towards me. While it's failing to get its revenge, you must use the wand again. I've re-enchanted it to cast a different spell this time, something which will render the leg monster ineffective. You just need it to stay within the circle for long enough, but that's what I'm here for. What do you say? Will you be my lab assistant one last time?

Objective:

Quest giver will exit the lab and run towards a steel cage setup in the yard.
Player must use wand spell on zombie blob. Wand creates an AoE and the blob will constantly move around trying to attack the scientist. The player must slow the monster in some way to keep them in place long enough for the spell to work.

Dialogue:

[WHEN ZOMBIE BLOB ATTACKS CAGE]
"Oh it's so gross! Use the wand! Use the wand!!"

[WHEN 20 SECONDS PASSES WITHOUT PLAYER SUCCESS]
"What are you doing? Stun it if you have to, just keep it inside the spell circle!!"

[ON PLAYER SUCCESS]
"HAHAHA! I AM A GENIUS!! Thanks again, assistant!"

[Note: On successful cast of the wand spell, fuzzy slippers appear on the horrifying zombie feet]