

# Quests

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# Stocking up on town supplies

## Description:

Due to the increasing amount of players in our city we are running low on our food stock! Gill needs your help to restock some supplies.

### Starts at:

Citizens NPC: [Gill](#) ID: 22

### Ends at:

Citizens NPC: [Gill](#) ID: 22

### Requirements:

Quest: [Beginning a farm](#)

### Cooldown:

24h

### Objectives

1. Gill will tell you the town is running out of supplies. He needs you to collect some food for the town.
2. A random quest is received to collect some food
3. Deliver the food to Gill to complete the quest

### Rewards:

- 200\$
- 10 quest points

# Creating more farm land

## Description:

We are looking for farmers that like to expand their farming capabilities. This quest asks the player to create more farm land and plant some seeds.

### Starts at:

Citizens NPC: [Gill](#) ID: 22

### Ends at:

Citizens NPC: [Gill](#) ID: 22

### Requirements:

Quest: [Beginning a farm](#)

### Cooldown:

24h

### Objectives

1. Gill will tell you that more farm land is needed and that he needs you to create more.
2. Gill will give you some seeds
2. You will have to create 40 new farm plots and plant the seeds given by Gill
3. Return back to Gill and receive the reward

### Rewards:

- 200\$
- 10 quest points

# Beginning a farm

## Description:

Gill will introduce you to the act of farming on UnitedFactions.

### Starts at:

Citizens NPC: [Gill](#) ID: 22

### Ends at:

Citizens NPC: [Gill](#) ID: 22

### Requirements:

None

### Cooldown:

One time only

### Objectives

1. Gill asks if you want to become a farmer to, just like him.
2. Craft a wooden hoe.
3. Create 100 farm plots and plant 100 wheat (seeds received by Gill).
4. Deliver 100 wheat to Gill

### Rewards:

- 500\$
- 25 quest points

# Building resources

## Description:

Bob will tell you how he regularly needs resources for building and that perhaps you could lend him a helping hand.

### Starts at:

Citizens NPC: [Bob](#) ID: 23

### Ends at:

Citizens NPC: [Bob](#) ID: 23

### Requirements:

None

### Cooldown:

One time only

### Objectives

1. Listen to Bob telling about him needing resources regularly

### Rewards:

- 25\$
- 1 quest point

# Gathering blocks

## Description:

Bob tells you that he is running low on blocks and asks you to deliver those blocks to him.

### Starts at:

Citizens NPC: [Bob](#) ID: 23

### Ends at:

Citizens NPC: [Bob](#) ID: 23

### Requirements:

Quest: [Building resources](#)

### Cooldown:

24h

### Objectives

1. Listen to bob telling you which block he requires
2. Deliver the blocks bob needs

### Rewards:

- 200\$
- 10 quest point
- 16 obsidian

# Baking bricks

## Description:

Bob needs you to bake 128 fresh bricks and deliver them to him.

### Starts at:

Citizens NPC: [Bob](#) ID: 23

### Ends at:

Citizens NPC: [Bob](#) ID: 23

### Requirements:

[Building resources](#)

### Cooldown:

24h

### Objectives

1. Bake 128 clay in an oven to get 128 bricks
2. Deliver bricks to Bob

### Rewards:

- 200\$
- 10 quest point

# Server introduction

## Description:

Albert will introduce you to the server and test your skills in combat

### Starts at:

Citizens NPC: [Albert](#) ID: 12

### Ends at:

Citizens NPC: [Albert](#) ID: 12

### Requirements:

None

### Cooldown:

One time only

### Objectives

1. Listen to Albert welcoming you to the server
2. Pick up bow and arrows from fletching table
3. Shoot targets three times
4. Return to Albert and receive sword
5. Hit target dummies
6. Return to Albert
7. Meet Viktor on the bridge outside town
8. Listen to Viktor
9. Meet Jasper at the centre square

### Rewards:

- 100\$
- 5 quest point



# Archery introduction

## Description:

Arthur will tell you how McMMO archery works and how you can acquire various skills and quests revolved around archery.

### Starts at:

Citizens NPC: [Arthur](#) ID: 28

### Ends at:

Citizens NPC: [Arthur](#) ID: 28

### Requirements:

None

### Cooldown:

One time only

### Objectives

1. Listen to Arthur telling you how archery works

### Rewards:

- 25\$
- 1 quest point
- 16 arrows

# Archer VS archer

## Description:

Arthur will further test your skills by asking you to slay 12 skeleton archers.

### Starts at:

Citizens NPC: [Arthur](#) ID: 28

### Ends at:

Citizens NPC: [Arthur](#) ID: 28

### Requirements:

Quest: [Archery introduction](#)

### Cooldown:

One time only

### Objectives

1. Listen to Arthur
2. Slay 12 skeleton archers
3. Deliver 3 string and 3 oak wood planks to Arthur

### Rewards:

- 200\$
- 10 quest points
- Arthur's cool bow
  - Power 2
- 16 arrows

# Into the Nether

## Description:

Arthur will further test your skills by asking you to slay 6 blazes.

### Starts at:

Citizens NPC: [Arthur](#) ID: 28

### Ends at:

Citizens NPC: [Arthur](#) ID: 28

### Requirements:

Quest: [Archer VS archer](#)

### Cooldown:

One time only

### Objectives

1. Listen to Arthur
2. Slay 6 blazes
3. Return to Arthur

### Rewards:

- 300\$
- 15 quest points
- 64 arrows

# Into the fort

## Description:

Arthur will further test your skills by asking you to slay 4 wither skeletons

### Starts at:

Citizens NPC: [Arthur](#) ID: 28

### Ends at:

Citizens NPC: [Arthur](#) ID: 28

### Requirements:

Quest: [Into the Nether](#)

### Cooldown:

One time only

### Objectives

1. Listen to Arthur
2. Slay 4 wither skeletons
3. Deliver 3 blaze rods to arthur and 3 string
4. Return to Arthur

### Rewards:

- 400\$
- 20 quest points
- Arthur's super cool bow
  - Power 3
  - Unbreaking 2

# Ultimate archery

## Description:

Arthur will further test your skills by asking you to slay 6 blazes.

### Starts at:

Citizens NPC: [Arthur](#) ID: 28

### Ends at:

Citizens NPC: [Arthur](#) ID: 28

### Requirements:

Quest: [Into the fort](#)

### Cooldown:

Monthly

### Objectives

1. Listen to Arthur
2. Slay wither
3. Deliver 3 string and 3 diamonds to Arthur

### Rewards:

- 500\$
- 25 quest points
- Arthur's ultra cool bow
  - Power 5
  - Unbreaking 3
- Arthur's archer armour
  - Arthur's helmet
    - Projectile protection 2
  - Arthur's chestplate
    - Projectile protection 2
  - Arthur's leggings
    - Projectile protection 2
  - Arthur's boots
    - Projectile protection 2

# Chopping some trees

## Description:

Kwint will ask you to cut down 96 logs

### Starts at:

Citizens NPC: [Kwint](#) ID: 30

### Ends at:

Citizens NPC: [Kwint](#) ID: 30

### Requirements:

### Cooldown:

Weekly

### Objectives

1. Listen to Kwint
2. Chop down 96 logs (chosen at random)

### Rewards:

- 300\$
- 15 quest points
- Kwint's basic axe
  - Efficiency I
  - Unbreaking I

# Planting some trees

## Description:

Kwint will ask you to cut down 96 logs

### Starts at:

Citizens NPC: [Kwint](#) ID: 30

### Ends at:

Citizens NPC: [Kwint](#) ID: 30

### Requirements:

None

### Cooldown:

Weekly

### Objectives

1. Listen to Kwint
2. Plant 50 saplings
3. Return to Kwint

### Rewards:

- 150\$
- 7 quest points