

# Oasis of Evil

A quest chain for The Biggest Bad That Ever Was, located primarily in the suburbs.

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## Overview

**Hook:** Angel Goode has now been able to start their evil faction off with a scarily talented and massive martial artist. Things are going great, even if the Supervillain League hasn't yet responded to their application. Lucky for Angel, it seems that there's a new villain in town, and his name is Captain Cactus: A man obsessed with turning the world into an endless desert where his cactus-lings can thrive (and also possibly get the attention and love from his father that had been denied all his life).

**Story Summary:** In 'Oasis of Evil', Angel has already managed to recruit their first (crew member) minion, known as Puncher Supreme. After defeating the 'villain' Manager Andy, they journey properly into the urban areas of the city, but stop by the beloved City Park first.

When they arrive, they notice that there's been what appears to be a massive sandstorm occurring in the park. Multiple civilians escape as Captain Cactus continues to take over the park. Puncher Supreme and Angel Goode go in, defeating many of Captain Cactus' cactus-lings before defeating Captain Cactus himself.

After this fiasco ends, Angel gets a message that there's something waiting for them at home, which happens to actually be the Supervillain League's acceptance letter and a standard-issued butler. Things seem to be looking up for our villainous protagonist.

**Special Content:** Within this level of the game, players will go against the cacti underlings and Captain Cactus, who are all unique enemies based around real cacti plants. They travel around the park, taking on multiple fights as they continue to make their way to Captain Cactus.

**Locations involved:** 2 (Road to City, City Park)

**Regions involved:** Metropolissippi

**Factions:** The Evilest Crew, Captain Cactus' Cacti

**NPCs involved:** Captain Cactus, Newsflash

**Items involved:** 0

At least for now

**Background:** Many know Captain Cactus as an interesting half-cactus half-man named ‘Henry Henrison’, who only just revealed their true villainous identity at the park after random areas in the city have been found covered with sand. In reality, Captain Cactus became their current self after being raised in a neglectful home.

He was raised by his single father, who repeatedly chose work over their son. The work they happened to be so invested in was actually studying the nature of desert vegetation, which is why Henry decided to try to become a real potted cactus plant in pursuit of his father’s love.

After this failed, he created more cacti underlings (cactus-lings) and decided to make his life goal turning the entire world into a large expansive desert so that the cactus-lings will thrive, and so he may finally be able to get his father’s approval and love.

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## Quest 1 - In a Prickle

**LOCATION:** Road To City (Within City)

**TYPE OF QUEST:** Talk

**NPCs:** Newsflash

**PREREQUISITES:** Finish ‘Fast Food, Fast Fight’ Quest Chain

### **BRIEF SUMMARY:**

Angel checks their phone as they move closer to the city bridge, getting an alert from their phone from the famous news reporter Newsflash informing others to stay away from the City Park, as there’s been unexpected villain appearances. Hearing this, Angel decides on the spot to walk straight into the sandstorm that’s been brewing.

### **DIALOGUE SAMPLE:**

Angel:

“Wait, my phone is buzzing.”

“It’s the news. Sometimes my parents will send recent clips to keep me up to date.”

“This guy’s name is Newsflash, and he’s with the Superhero Program, not the Supervillain League.”

Newsflash:

“BREAAAKING NEWS!”

“A new villain has just debuted unexpectedly in our beloved city park this noon.”

“It seems to be shaping up into a minor climate-related catastrophe!”

“Stay safe indoors, folks! And keep the *sand* out of the *land*!”

Puncher Supreme:

“Is this a challenge I sense?”

“Must be a strong one for such orders from the camera-head.”

“Camera-head looks strong, we must fight him later.”

## Quest 2 - Sand Land

**LOCATION:** The Bridge (Mid-Way), The Alleyway

**TYPE OF QUEST:** Talk

**NPCs:** Captain Cactus

**PREREQUISITES:** Finish ‘Prickly Feeling’ and move to the park.

### **BRIEF SUMMARY:**

Angel has arrived at the outskirts of the City after passing lots of suspicious sand on the bridge, just in time to see multiple people moving to leave and get out as spreading sand follows them for a little. They meet Captain Cactus for a brief moment before he seems to focus on turning the park into a desert again, not taking Angel or Puncher as serious adversaries. Puncher Supreme takes this quite personally, and charges ahead into battle as Captain Cactus continues their chase.

### **DIALOGUE SAMPLE:**

Angel:

“A big-time villain...”

“Me? I’m the biggest bad that ever was.”

“...He’s ignoring us.”

Captain Cactus:

“MUAHAHAA! MY CHILDREN WILL THRIVE NOW!”

“...Wait, who are you two?”

“Oh, I left so many spots grassy. SARAH BE CAREFUL WITH THAT!” \*runs off\*

Puncher Supreme:

“I AM PUNCHER SUPREME, FEAR MY NAME!”

“HEY, DON’T RUN AWAY NOW!”

“PUNCHER SUPREME, GOING IN!!!”

## Quest 3 - High Afternoon Showdown

**LOCATION:** City Park (Entrance and Inside)

**TYPE OF QUEST:** Fight/Talk

**NPCs:** Captain Cactus

**PREREQUISITES:** Finish 'Sand Land' and move into the park.

### **BRIEF SUMMARY:**

After seeing Puncher Supreme running into the same alleyway as Captain Cactus, Angel is only given more reason to pursue Captain Cactus. However, after getting to the entrance of the park and beginning to enter, they quickly find out how many special cacti underlings that the prickly villain came with. They have no choice but to fight their way further into the park to reach Captain Cactus, facing off in a major boss fight. After defeating Captain Cactus and forcing him into retirement with his cacti underlings, Angel gets a notification from their device.

### **DIALOGUE SAMPLE:**

Angel:

"All these cactus things... They're only in my way."

"Let's move, Puncher-"

Captain Cactus:

"No, NO! Don't hurt Sally and Rick!!"

"I'll turn you into PURE CACTI FOR THIS!!!!"

Puncher Supreme:

"MOVING AHEAD!"

"This will be AMAZING for my training."

## Quest 4 - Celebratory Dinnertime!

**LOCATION:** City Park (Inside), Suburbs (The Goode Family Residence)

**TYPE OF QUEST:** Fight, Talk

**NPCs:** Captain Cactus

**PREREQUISITES:** Finish 'High Afternoon Showdown' and move into the park.

**BRIEF SUMMARY:**

Now that Captain Cactus has been defeated, Angel has gotten a notification on their phone from their parents reminding them to be back at home in time for dinner, and also that Angel has gotten a letter... and a butler?!

**DIALOGUE SAMPLE:**

Angel:

“It’s my parents. They said I have something waiting for me at home and to get back for dinner.”

“You’re welcome to join, my minion.”

“A butler?... Seems fitting. I’ll keep him.”

Puncher Supreme:

“Dinner?”

“Want to avoid fast food now. There is already enough grease flowing through my veins to speed up my attacks.”

Malfred:

“My dearest vilest noble, I am here to serve you.”

“The Supervillain League has recently started a program giving new and promising villains their own butlers. This is now the standard.”

“You applied before the program began, Lord Puncher Supreme.”