Built-in Quest Types

MysticalQuests comes with a few built-in mission types.

- **BLOCK_BREAK**
  - This quest type fires when a block is broken.
  - Placeholders:
    - *%block%:* Block that is broken.
- **BLOCK_PLACE**
  - This quest type fires when a block is placed.
  - Parameters:
    - *%block%:* Block that is placed.
- **CRAFT_ITEM**
  - This quest type fires when a player crafts an item.
  - Parameters:
    - *%item%:* Item that is crafted.
- **ENTITY_KILL**
  - This quest type fires when a player kills an entity.
  - Parameters:
    - *%entity%:* Entity that got killed by the player.
- **CONSUME_ITEM**
  - This quest type fires when a player consumes an item.
  - Parameters:
    - *%item%:* Item that got consumed.
- **SHEAR_ENTITY**
  - This quest type fires when a player shears an entity.
  - Parameters:
    - *%entity%:* Entity that got sheared by the player.

If you need a custom quest type, let me know on Discord!