What is the new unvaulted gun in fortnite today

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Is there a new gun in fortnite today. Where is the new gun in fortnite.

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The theme of the season is Vibin' and is themed around summer recreation and relaxation. 1 Previously, in Fortnite... 2 How Did This Season Start? 3 The Storyline 4 Battle Pass 5 Quests 6 Map Changes 7 New Additions 7.1 Update v21.00 (June 5th, 2022) 7.2 Content Update v21.00 (June 14th, 2022) 7.3 Update v21.10 (June 21st, 2022) 7.4 Content Update v21.10 (July 18th, 2022) 7.5 Update v21.20 (July 18th, 2022) 7.5 Update v21.20 (July 18th, 2022) 7.8 Update v21.20 (July 18th, 2022) 7.8 Update v21.20 (July 18th, 2022) 7.8 Update v21.30 (July 18th, 2022) 7.9 Update v21.30 7th, 2022) 8 Music 9 Teasers/Leadup 10 Trivia 11 Navigation Previously, in Fortnite... The Imagined Order constructed The Collider. In Collision, The Paradigm controlling the mech, the Mecha Strike Commander unleashed onto the island to target the Collider. The Foundation and Agent Jones went into the Zero Point to find Geno. How Did This Season Start? The Seven won against the Imagined Order and the Collider was destroyed, the Island to target the Collider. war. The Storyline The Reality Tree appeared on the southwest part of the map, Making Reality Roots emerge from locations, Changing them in weird ways. The Scientist did several tests on the Reality Tree and Reality Tree appeared on the southwest part of the map, Making Reality Tree and Reality on the island to look for a relic that had come from his reality. AMIE and The Looper pieced together the relic and The Scientist said that the Zero Point may be trying to communicate with them using the relic. They find the next relic, a shrinking chair, but it's surrounded by a energy field. AMIE and the looper eventually break the energy field grabbing the relic which releases a Zero Point shockwave of magnitude 8.5. The Paradigm and The Scientist, The Visitor, and The across the island and The Scientist asks the looper and Paradigm to get some gear for them. The Paradigm tells the looper finds a audio log from The Scientist explaining that he is gone. Shortly after The Paradigm goes missing as well. Now it's just The looper and AMIE. To Be Continued... Battle Pass The Battle Pass The Battle Pass costs 950 V-Bucks, with a 25-Level Boost offer of 1,950 V-Bucks. If you own a Fortnite Crew subscription, you will unlock the Battle Pass for free. Rewards 3 5 3 2 6 Included 5 7 3 9 7 7 4 3 6 5 3 3 2 8 5 6 5 7 4 5 3 7 9 3 3 3 7 6 5 6 2 8 4 5 3 4 3 6 7 5 3 6 9 2 7 6 6 3 7 5 5 3 4 9 4 4 5 4 8 5 3 3 7 8 2 5 7 4 3 9 3 6 3 7 4 5 5 2 5 8 3 6 3 8 3 4 4 6 7 3 7 6 5 9 Bonus Rewards Can only be unlocked after reaching Level 100 in the Chapter 3: Season 3 Battle Pass. Victory Royale Rewards Indiana Jones Rewards Quests For some reason, the game files contain 9 quests in each bundle of weekly quests. Quests that are in the files but not in the game will be marked as disabled. Weekly Quests Weekly September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 2 UTC Jump on a Wolf or Boar's back in different matches 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Moon Halk and Rustler in a single match 15K 0 / 3 UTC Plant or Summon Reality September 17 2022 08:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Sunbird or Sunbird or Summon Reality September 17 2022 08:00 -0500Ended Zero Week Quests UTC UTC Interact with Sunbird or Sunbird or Sunbird or Sunbird or Sunbird or Sunbi UTC Survive Storm Phases 15K 0 / 10 UTC Travel 2000 meters in a Baller 15K 0 / 2000 UTC Visit Groovy Grove, Reality Falls and Rave Cave 15K 0 / 3 UTC Deal explosive damage 15K (disabled) 0 / 5 UTC Deal explosive damage 15K (disabled) 0 / 400 Week 1 Quests UTC Collect Reality Seeds 15K 0 / 3 UTC Damage opponents with a DMR 15K 0 / 200 UTC UTC Damage opponents with SMGs 15K (disabled) 0 / 3 UTC Gain shields by bouncing on Slurp Bouncer mushrooms 15K 0 / 1 UTC Damage opponents with SMGs 15K (disabled) 0 / 200 UTC Restore health 15K (disabled) 0 / 300 Week 2 Quests UTC Headshot opponents with Two-Shot Shotgun 15K 0 / 5 UTC Pick Weeds around Reality Saplings 15K 0 / 5 UTC Launch into the air using Geysers 15K 0 / 5 UTC Swing 50 meters or more with the Grapple Glove without touching the ground 15K 0 / 10 UTC Enter the wind tunnel in a Baller at The Screwballer 15K 0 / 1 UTC Eliminate enemy players with ranged weapons of Epic rarity or better 15K 0 / 2 UTC Boost into a Runaway Boulder and dislodge it with a Baller 15K 0 / 1 UTC Spend Bars 15K (disabled) 0 / 500 UTC Buy items from Vending Machines or Mending Machines 15K (disabled) 0 / 5 Week 3 Quests UTC Hit an enemy player with a Shockwave Grenade 15K 0 / 1 UTC Dislodge or destroy Runaway Boulders with a melee weapon 15K 0 / 3 UTC Damage opponents within 30 seconds of getting out of the water 15K 0 / 75 UTC Reach max shields at a temple 15K 0 / 1 UTC Jump off of a diving board 15K 0 / 3 UTC Sprint on a boar and hit your opponents to make them squeal for mercy. Nice one, Jerry! The Boar's name is Jerry. Headbutt an opponent while riding a Boar 15K 0 / 1 UTC Get 3 seconds of air time in a land vehicle 15K 0 / 1 UTC Hide in a Dumpster and a Flusher in a single match 15K (disabled) 0 / 2 Week 4 Quests UTC Mantle onto a ledge within 3 seconds of sliding 15K 0 / 3 UTC Damage opponents while in a vehicle 15K 0 / 250 UTC Destroy structures with an E-11 Blaster Rifle 15K 0 / 5 UTC Travel 500 meters in the Slipstream around Rave Cave 15K 0 / 500 UTC Plant a Reality Seed at Sunflower's Saplings or Fungi Farm 15K 0 / 1 UTC Search chests or ammo boxes at crashed IO Airships 15K 0 / 2 UTC Damage enemy players with shotguns 15K (disabled) 0 / 3 Week 5 Quests UTC Destroy giant mushrooms with the Ripsaw Launcher 15K 0 / 8 UTC Deal DMR damage to opponents from above 15K 0 / 500 UTC Awww, I dropped my big bag of floating rings all around the Reality Tree... Collect floating rings near Reality Falls 15K 0 / 50 UTC Deploy a Port-a-Fort and deal damage to opponents within 30 seconds 15K 0 / 50 UTC Collect a Port-a-Fort and a Ripsaw Launcher in a single match 15K 0 / 2 UTC Visit Reality Falls, Tilted Towers, and Shuffled Shrines 15K 0 / 3 UTC Search chests or ammo boxes at named locations 15K (disabled) 0 / 5 Week 6 Quests UTC Smash nodes on tree roots to harvest your own seeds! Break open Reality Seed Pods 15K 0 / 3 UTC UTC I hear The Visitor, Cuddle Team Leader, and Sunbird have Exotics for sale... Purchase an Exotic weapon from a Character 15K 0 / 1 UTC A watered, weeded sapling will grow gear worthy of myth. Pick a legendary or mythic fruit from a Reality Sapling 15K 0 / 1 UTC Deal damage to opponents with fire 15K (disabled) 0 / 500 Week 7 Quests UTC Keep the first weapon you collect in your inventory until you reach the top 20 players 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC Deal damage to airborne opponents 15K 0 / 1 UTC loud. Stop the music at the Rave Cave 15K 0 / 3 UTC They're one hit I swear! Crack opponents' shields 15K 0 / 3 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled) 0 / 150 UTC Deal damage with a shotgun 15K (disabled Boogie Bombs 15K 0 / 3 UTC Throw a Fish into water 15K 0 / 1 UTC Damage an opponent with a weapon obtained from fishing 15K 0 / 1 UTC Damage an opponent with a vehicle within 5 seconds of honking 15K 0 / 1 UTC Gather Forageables 15K (disabled) 0 / 3 UTC Deal damage from 30+ meters with an Assault Rifle 15K (disabled) 0 / 100 Week 9 Quests UTC Shield up, with feeling! Gain shields while Emoting 15K 0 / 1 UTC Deal damage to opponents while Riding a Wolf or Boar 15K 0 / 500 UTC Collect seeds from Reality Seed Pods before they stop bouncing 15K 0 / 3 UTC Plant or Summon a reality sapling 30 or more meters away from yourself 15K 0 / 1 UTC Open Chests at Tilted Towers in a single match 15K 0 / 1 UTC Hold a Charge SMG at max charge for 3 seconds, then damage an opponent 15K 0 / 1 UTC Gain shields in a single match 15K (disabled) 0 / 100 UTC Ignite structures 15K (disabled) 0 / 10 Week 10 Quests UTC Tilted Towers has an array of objects to spray. Damage 10 different objects with one spray of the Charge SMG 15K 0 / 1 UTC Damage an opponent with a DMR without aiming down sight 15K 0 / 100 UTC Damage opponents within 10 seconds of dashing with a Zero Point Fish 15K 0 / 100 UTC Travel in a Baller while on water 15K 0 / 500 UTC Eliminate a player with the first shot from the Prime Shotgun 15K 0 / 1 UTC Do it. Drop the hammer. Drop the Hammer Assault Rifle 15K 0 / 1 UTC Explore a buffet of bouncing options. Bounce on a Crash Pad, a Bouncy Slurpshroom, and Off-road Tires in a single match 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal damage with explosives 15K (disabled) 0 / 20 UTC Deal d DMR at greater than 75 meters away 15K 0 / 1 UTC Eliminate opponents with the Kamehameha 15K 0 / 3 UTC The Tree wants to see you vibin'. Emote at the Reality Tree 15K 0 / 1 UTC Damage opponent vehicles with the Charge SMG 15K 0 / 500 UTC Gain shields 15K (disabled) 0 / 3 Week 12 Quests UTC Dislodge Runaway Boulders 15K (disabled) 0 / 3 Week 12 Quests UTC Dislodge Runaway Boulders 15K 0 / 100 UTC Headshot opponents with the Prime Shotgun 15K 0 / 5 UTC Damage players with the Ripsaw Launcher 15K 0 / 200 UTC Hit opponents with the Two-Shot Shotgun 15K 0 / 3 UTC Follow the glowing tendrils of the Zero Point... Land at Groovy Grove or Fungi Farm and travel to The Glow in a single match 15K 0 / 2 UTC Eliminate an opponent with a melee weapon 15K (disabled) 0 / 1 UTC Upgrade a Charged SMG at an Upgrade Bench 15K (disabled) 0 / 1 Week 13 Quests UTC UTC Deal SMG damage to opponents within 5 seconds of sprinting 15K 0 / 250 UTC Voted the Island's most structurally-sound enormous pink bear head! Emote in the giant Cuddle Team Leader head for 5 seconds 15K 0 / 1 UTC Why walk down a giant mountain when you can slide? Slide 50 meters continuously 15K 0 / 1 UTC UTC UTC Repair Whiplash sports cars 15K (disabled) 0 / 200 UTC Damage opponents while crouched 15K (disabled) 0 / 300 Week 14 Quests UTC Have a little midair teleportation, as a treat. Catch or collect a Zero Point fish 15K 0 / 1 UTC Destroy structures with the Kamehameha 15K 0 / 10 UTC Eliminate enemy players at named locations 15K 0 / 3 UTC Use a Launch Pad at Loot Lake and at the Rave Cave 15K 0 / 2 UTC Pick up items while sliding / 3 UTC Find high ground at the Reality Tree, Lazy Lagoon, or the Rave Cave. Bounce off a Crash Pad and fall for 9 stories or more 15K 0 / 1 UTC Damage enemy players from within 5 meters or less 15K 0 / 300 UTC UTC Light or stoke campfires 15K (disabled) 0 / 3 Snap Quests Snap September 17 2022 08:00:00 -0500Ended UTC Find Tover Tokens in Rave Cave 0 / 3 UTC Find Tover Tokens in Condo Canyon 0 / 3 UTC Find Tover Tokens in Shifty Shafts 0 / 3 UTC Find Tover Tokens in Lil' Shaftie 0 / 3 UTC Find Tover Tokens in Condo Canyon 0 / 3 UTC Find Tover Tokens in Shifty Shafts 0 / 6 UTC Complete Week 2 Weekly Quests 0 / 6 UTC Complete Week 3 Weekly Quests 0 / 3 UTC Complete Week 5 Weekly Quests 0 / 3 UTC Complete Week 9 Weekly Quests 0 / 3 UTC Complete Week 9 Weekly Quests 0 / 3 UTC Complete Week 10 UTC Complete Week Weekly Quests 0 / 3 UTC Complete Week 11 Weekly Quests 0 / 3 UTC Find Tover Tokens in Reality Falls 0 / 3 UTC Find Tover Tokens in Reality Falls 0 / 3 UTC Find Tover Tokens in Reality Falls 0 / 3 UTC Find Tover Tokens in Reality Falls 0 / 3 UTC Find Tover 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could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place could use more art. - The Scientist Destroy objects at old IO Outposts 7K (Stage 2 of 3) 0 / 10 UTC This place 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Seed to 3 Named Locations 7K (Stage 3 of 4) 0 / 3 UTC I'm detecting some unusual biochemical energy... - The Scientist Plant or transplant a Reality Seed 7K (Stage 4 of 4) 0 / 1 UTC Are all of these new plants coming from the Reality Tree? - The Scientist Scan the Reality Bloom 7K (Stage 2 of 4) 0 / 1 UTC I don't like the look of these roots... - The Scientist Scan the Reality Bloom 7K (Stage 4 of 4) 0 / 1 UTC It's time for some horrifying horticulture. - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I've found a brave volunteer to sacrifice his body in the name of science. - The Scientist Establish Device Uplink 7K (Stage 1 of 3) 0 / 1 UTC I've found a brave volunteer to sacrifice his body in the name of science. - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I've found a brave volunteer to sacrifice his body in the name of science. - The Scientist Establish Device Uplink 7K (Stage 1 of 3) 0 / 1 UTC I've found a brave volunteer to sacrifice his 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Bushranger, meet big scary tree. Big scary tree. Big scary tree, this is Bushranger. - The Scientist Bring Bushranger to Reality Tree 7K (Stage 3 of 3) 0 / 1 UTC We need to talk. - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC This analysis is looking grim. Maybe it'll improve with more data... - The Scientist Interact with Zero Point Scanning Devices 7 (Stage 2 of 2) 0 / 3 PART 3 VIBIN' QUESTS UTC I know how much you love weapons testing... - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC Show me how to handle this thing. - The Scientist Damage opponents using a Star Wars Weapon 7K (Stage 2 of 2) 0 / 500 UTC Eavesdropping is bad. Except when it's necessary. - The Scientist Plant Listening Devices at Imperial Docking Bays 7K (Stage 2 of 2) 0 / 500 UTC Those Stormtroopers are up to something. - The Scientist Plant Listening Devices at Imperial Docking Bays 7K (Stage 2 of 2) 0 / 500 UTC Those Stormtroopers are up to something. 2) 0 / 3 UTC The Scientist sent me. Don't you love the Scientist? - AMIE Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I've found the Relic, but you'll have to pick it up for me. - The Scientist Visit Beach Bash where the Sith Holocron washed up 7K (Stage 2 of 3) 0 / 1 UTC We need that Relic. Start looking for clues! - The Scientist Investigate clues to the whereabouts of the Sith Holocron 7K (Stage 2 of 3) 0 / 1 UTC We need that Relic. Start looking for clues! - The Scientist Investigate clues to the whereabouts of the Sith Holocron 7K (Stage 2 of 3) 0 / 1 UTC We need that Relic. 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But mostly PUNISH CRYPTIC. - AMIE Establish Device Uplink 7K (Stage 1 of 3) 0 / 1 UTC The Relic should be located... Here. - AMIE Locate where the Sith Holocron 7K (Stage 3 of 3) 0 / 2 PART 5 VIBIN' OUESTS UTC I found our next Relic... But it's in pieces. - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I know what I'll do if we don't find the Relic Shard... Explode, maybe? - AMIE Dig up dirt piles to find the Relic Shard 7K (Stage 2 of 4) 0 / 1 UTC I know what I'll do if we don't find the Relic Shard... Explode, maybe? - AMIE Collect the Relic Shard 7K (Stage 4 of 4) 0 / 1 UTC I found the other Relic Shard! The Scientist will be so happy... - AMIE Establish Device Uplink 7K (Stage 1 of 5) 0 / 1 UTC I found the other Relic Shard! The Scientist will be so happy... - AMIE Establish Device Uplink 7K (Stage 1 of 5) 0 / 1 UTC I found the other Relic Shard! 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And receive praise!! - AMIE Attune the Relic Shard 7K (Stage 5 of 5) 0 / 1 UTC It's a mirror trick! The Scientist LOVES mirrors. - AMIE Align the three mirrors 7K (Stage 2 of 4) 0 / 3 UTC It's a mirror trick! The Scientist LOVES mirrors. - AMIE Collect the Relic Shard 7K (Stage 4 of 4) 0 / 1 UTC It's our last Shard to attune! Aren't you thrilled?! I'M THRILLED!! - AMIE Attune the Relic Shard 7K (Stage 4 of 4) 0 / 1 UTC It's time to reassemble the Relic Shard 7K (Stage 1 of 3) 0 / 1 UTC Revisiting the previous relic spots might give clues on how to enter the main chamber - The Scientist Combine the Relic Shards in the main chamber 7K (Stage 2 of 3) 0 / 1 UTC Revisiting the previous relic spots might give clues on how to enter the main chamber at Shuffled Shrines 7K (Stage 2 of 3) 0 / 1 PART 6 VIBIN' QUESTS UTC We've got a lead on another Relic. - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Find The Chair 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with that Chair... - The Scientist Establish Device Uplink 7K (Stage 2 of 2) 0 / 1 UTC I always knew something was up with tha Prove your speed on those fleshy little legs! - AMIE Travel distance while Sprinting 7K (Stage 3 of 4) 0 / 6 UTC A strong swimmer could break this Relic Shield with a single doggie paddle... - AMIE Travel distance while swimming 7K (Stage 4 of 4) 0 / 500 UTC I think we're ready for operation shield break. - AMIE Establish Device Uplink 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! FOR THE SCIENTIST! - Amie Break energy field around The Chair 7K (Stage 2 of 3) 0 / 1 UTC It's time to break this shield! 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FOR THE SCIENTIST! - Amie Break energy Chair 7K (Stage 3 of 3) 0 / 1 PART 7 VIBIN' QUESTS UTC AMIE tells me you need my help. - The Paradigm Collect the Foundation st launch records for Foundation at Sanctuary 7K (Stage 2 of 4) 0 / 2 UTC Is the Foundation at Mighty Monument? - The Paradigm Report to the Foundation at Mighty Monument 7K (Stage 3 of 4) 0 / 1 UTC Foundation is still MIA. We need to do a headcount. - The Paradigm Establish Device Uplink 7K (Stage 1 of 3) 0 / 1 UTC Track down the Visitor at his last known location. - The Paradigm Find the Visitor 7K (Stage 2 of 3) 0 / 1 UTC Track down the Visitor at his last known location. - The Paradigm Find the Visitor 7K (Stage 2 of 3) 0 / 1 UTC Track down the Visitor at his last known location. - The Paradigm Find the Visitor 7K (Stage 2 of 3) 0 / 1 UTC Track down the Visitor at his last known location. - The Paradigm Find the Visitor 7K (Stage 2 of 3) 0 / 1 UTC Track down the Visitor 7K (Stage 3 of 3) 0 / 3 UTC We need to talk about the Imagined. The Paradigm Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC If the Imagined is still on the Island, she'll be at the Rave Cave. - The Paradigm Dance on the main dance floor at Rave Cave for 5 seconds 7K (Stage 2 of 4) 0 / 1 UTC Maybe the Imagined is stocking up on Slurp? - The Paradigm Restore Health or Shields by destroying Slurp Barrels in Rave Cave 7K (Stage 3 of 4) 0 / 30 UTC There's no sign of her. Imagined, where did you go? - The Paradigm Find a clue for the Imagined's whereabouts 7K (Stage 4 of 4) 0 / 1 UTC We're either delivering bad news... Or discovering even worse news. - The Paradigm Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Sven 7K (Stage 2 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's there, tell her about the Imagined. If she's not... Well... - The Paradigm Talk to Seven Sentry Svenja 7K (Stage 3 of 4) 0 / 1 UTC If the Order's the Imagined Imagi whereabouts 7K (Stage 4 of 4) 0 / 1 PART 8 VIBIN' QUESTS UTC WE HAVE TO FIND THE SCIENTIST!!! - AMIE Establish Device Uplink 7K (Stage 2 of 4) 0 / 1 UTC Use the water's energy clouds. And maybe put it in some rice after. - AMIE Swim through energy clouds to charge the energy cell 7K (Stage 3 of 4) 0 / 1 UTC Call off the cavalry. I've found them. - The Paradigm Establish Device Uplink 7K (Stage 1 of 4) 0 / 1 UTC We should scrounge up as much Seven tech as we can. - The Paradigm Visit Coney Crossroads 7K (Stage 2 of 4) 0 / 1 UTC Okay, we should at LEAST be able to find the Origin's missing helmet. - The Paradigm Collect The Origin Helmet at Seven Outpost III 7K (Stage 4 of 4) 0 / 1 PART 9 VIBIN' QUESTS UTC Mayday! - The Paradigm Establish Device Uplink 7K (Stage 2 of 5) 0 / 1 UTC Check those papers! We're looking for lab reports. - The Paradigm Collect notes 7K (Stage 3 of 5) 0 / 3 UTC Download EVERYTHING from that terminal. - The Paradigm Interact with The Scientist's audio log 7K (Stage 5 of 5) 0 / 1 UTC Huh. The Paradigm's gone. Do you think she's with the Scientist? - AMIE Establish Device Uplink 7K (Stage 1 of 2) 0 / 1 UTC This tape might tell us where the Scientist went!! Uh, the Paradigm. I meant the Paradigm. between IO and The Seven is over and the Island. Update v21.00 (June 5th, 2022) The Reality Falls biome, changing the Island's geography with a new biome full of giant Mushrooms and rivers over it. Command Cavern has been taken over by Loopers and changed into a location with a Cuddle Team Leader statue, rollercoasters, Slipstreams and DJ party named Rave Cave. A Peely statue is under construction next to it. The Fortress was destroyed during the Collision and turned into a party landmark known as Drill Hill. Grass has grown over the path of destruction made by The Fortress. The Collider has been destroyed and its remnants were taken over by Loopers and turned into Party locations. The rivers east of Loot lake is flowing with water again. Deep inside the sinkhole in Loot Lake. The Zero Point can be seen exposed, although intact, forming The Glow, Most of The Seven equipment at The Daily Bugle, Condo Canyon, Rocky Reels, Coney Crossroads has vanished. The IO Airship that used to be in Command Cavern has begun repairing and reconstruction. A building started construction in Washout Wharf. The craters around the map have been over grown with grass. The beach around the sanctuary has been expanded and spray painted and taken over by Loopers. The Stone Man and Stone Lady are now resting, drinking slurp and reading a book, while the Stone Kid builds a sand castle and the Stone Kid builds a sand castle and the Stone Dog checks out a crashed boat. The Mighty Monument has been spray painted by Loopers. A piece of Mecha Strike Commander has crashed boat. The Mighty Monument has been spray painted by Loopers. A piece of Mecha Strike Commander has crashed boat. bus at the car crash site near Coney Crossroads has been held up by a telephone pole. Several spray-painted outposts have been built all around the Island. June 21th, 2022) Update v21.10 (June 28th, 2022) Update v21.20 (July 6th, 2022) Content Update v21.20 (July 12th, 2022) Update v21.30 (July 18th, 2022) The two floating rafts around Mighty Monument are fully built. Unpeely, Summer Drift, and Boardwalk Ruby can be found as Characters at the beach east of Sanctuary. grown into a smaller Reality Tree transforming it into a location that changes every match based off of the aesthetics from past locations: Neo Tilted Coral Castle Lazy Lagoon Colossal Coliseum No Sweat Summer (July 21st): July 25th: Reality Roots have grown over the eastern part of Condo Canyon and a pink blossom tree has begun sprouting at the

center, becoming a landmark known as Bungalow Blooms. August 2nd: The pink blossom tree at Bungalow Blooms has grown into a smaller Reality Tree transforming it into a location that changes every match based off of the aesthetics from past locations: Tilted Town Coral Castle Lazy Lagoon Colossal Coliseum August 3rd: The Apartments designed in The Block 2.0 is being constructed at Tilted Towers. August 9th: August 10th: The Shops designed in The Block 2.0 is being constructed at Tilted Towers. Update v21.40 (August 10th: The Shops designed in The Block 2.0 is being constructed at Tilted Towers. Update v21.50 (August 30th, 2022) Unvaulted Baller Slurp Mushroom Chug Cannon Weather Content Update v21.00 (June 14th, 2022) New Grapple Glove Update v21.10 (June 21st, 2022) New Charge SMG Vaulted Combat SMG Unvaulted Port-a-Fort Content Update v21.20 (July 13th, 2022) Unvaulted Combat Assault Rifle Update v21.30 (July 18th, 2022) New Prime Shotgun Unvaulted (August 2nd, 2022) New Prime Shotgun Unvaulted (August 2n Unvaulted Pirate Cannon Vaulted Bounty Boards Update v21.50 (August 30th, 2022) Update v21.51 (September 7th, 2022) Music Teasers/Leadup The first teaser for Chapter 3: Season 3 was during To Be Continued!, where it showed the new Reality biome. Shortly after the unplayable period started, the website fortnitelookbook.com was launched, revealing the season's title and Cosmetic Items for Evie, Adira, and Malik. To Be Continued screen teasing the Reality biome. Trivia On May 26, 2022, an image of Season 3's Battle Pass UI was leaked in 4Chan, showing 5 Outfits from the Battle Pass, the Bonus Outfit, and the June 2022 Fortnite Crew Pack. The image was completely true. This is the third Fortnite season to start on a Sunday, the second being Chapter 3: Season 2, and the first, Chapter 3: Season 1. A new villain was teased this season's cinematic trailer, who was holding a view of the island.

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