

Bounty Board Quests

Quest: WANTED: Grevitch the Gruesome

Mechanic(s): Bounty Kill (Group 2-5+)

Developer's Notes: Professor Papovich is a recurring character in the WildStar universe. She's a Mordesh Alchemist who is attempting to use dark science to bring her deceased and decaying husband back to life. She's often seen performing various failed experiments throughout the game's zones, deceased husband and casket in tow.

Objectives: Kill Grevitch the Gruesome and harvest his Heart of Darkness for Professor Papovich in Woodhaven

Summary (active): Professor Papovich desires the dark heart of Grevitch the Gruesome, Cursewood's living nightmare. Payment for the heart shall be made in person and upon inspection of the goods.

Summary (complete): You killed Grevitch the Gruesome and delivered his heart of darkness to Professor Papovich for use in her monstrous experiments. The stars only know what can come of this.

Quest Giver/Receiver's Text:

Intro – Bounty Board Posting: WANTED: Grevitch the Gruesome's heart of darkness, for it's use in monstrous creation rites. Take care during delivery. Damaged goods won't suffice.

Incomplete – Professor Papovich: Cut deeply with death's blade and extract the darkness I need. Go swiftly and seek our prey in the heart of Cursewood.

Achieved – Professor Papovich: Yes, yes. Let me see it now. Ah, a stunning specimen! I must confess I am quite pleased with your execution. Now to amalgamate it into the mixture...

On Finish – Professor Papovich: Soon now, my dearest... Very soon...

Quest: WANTED: Gormash the Lopp-Crusher

Mechanic(s): Bounty Kill (Group 2-5+)

Developer's Notes: The Lopp of Hijunga Village have recently enraged the monstrous Gorgonoth and are now suffering the destructive force of his wrath. In the associated episode, players journey into the Gorgonoth's den to return eggs that were stolen by the Lopp and encounter his grieving mate.

Objectives: Kill Gormash the Lopp-Crusher and bring his head to Chief Chugach in Hijunga Village

Summary (active): WANTED: Gormash the Lopp-Crusher, for the crushing of village huts and Lopp in Hijunga Village.

Summary (complete): You dealt with the problem of Gormash the Lopp-Crusher and made the Lopp chieftain, Chugach, very happy. You should know that Gormash the Lopp-Crusher

had a mate. Take care not to disturb her, too!

Quest Giver/Receiver's Text:

Intro – Bounty Board Posting: PLEASE KILL ASAP: Gormash the Lopp-Crusher must die! Gormash crush Lopp village and Lopp too! Show Chief Chugach proof of Gormash Death for shiny reward!

Incomplete – Chief Chugach: Lopp want Gormash the Lopp-Crusher dead. You know what dead is? Lopp can give demonstration.

Achieved – Chief Chugach: Gormash the Lopp-Crusher not crush Lopp no more!

On Finish – (none)

Quest: WANTED: Drugaur the Rotted

Mechanic(s): Bounty Kill (Group 2-5+)

Developer's Notes: The district of Grimhold has become overrun by an outbreak of Ravenous (zombies). The Grim Reapers of Belabog Containment Camp are an elite task force trained to quarantine and eliminate the threat.

Objectives: Kill Drugaur the Rotted for the Grim Reapers of Belabog Containment Camp

Summary (active): The Grim Reapers of Belabog Containment Camp have listed a kill bill for Drugaur the Rotted, a risen Ravenous who inspires dread in any he encounters.

Summary (complete): You dealt a swift (re)death to Drugaur the Rotted for the Grim Reapers of Belabog Containment Camp.

Quest Giver/Receiver's Text:

Intro – Bounty Board Posting: WANTED DEAD (AGAIN): Requesting an untimely death delivered to Drugaur the Rotted who menaces our work within Grimhold! Speak to Marya for more details.

Incomplete – Reaper Marya: So, you intend to destroy Drugaur as per my listing? Our squads last spied him in Sector 2. I hope you do not plan to take him alone...

Achieved – Reaper Marya: Drugaur the Rotted now rots as he ought to. The Reapers can work without fear of his wretched assault. You have indeed earned your prize.

On Finish – The dread of Drugaur torments our work no longer.

Quest: WANTED: Bonetalon

Mechanic(s): Bounty Kill (Group 2-5+)

Developer's Notes: Sergeant Kara is an Iconic Character leading the warfront in Galeras.

Objectives: Kill Bonetalon for Sergeant Kara at the Staging Point

Summary (active): Sergeant Kara is offering a reward for Bonetalon, the savage beast of Hidden Hills. The fowl monster poses a threat to the safety of her soldiers and as such must be eliminated.

Summary (complete): You killed Bonetalon, the terrorizing beast of Hidden Hills.

Quest Giver/Receiver's Text:

Intro – Bounty Board Posting: COMMISSIONED KILL! The foulest fowl of Hidden Hills, known as Bonetalon, has taken too many of my men! Report to Sergeant Kara for debriefing!

Incomplete – Sergeant Kara: I've seen soldiers torn to shreds by that blasted bird-brain, Bonetalon. Make sure you don't get sent back in ribbons, sweetheart.

Achieved – Sergeant Kara: Ya got what it takes, kid. Good work. Hidden hills is safer for our troop movements, and I aim to take advantage of it.

On Finish – Sergeant Kara: I'd say I owe ya a drink or two.