

Fallen Earth: Blood Sports

Map/Sector: The Plateau

County: Westreach

Town: Boneclaw (combat build starter town)

Player Target Level: 4

Mission Name: Fractured Bone

Mission Type: Hunt and Deliver (with timed delay for waypoint updates) (complete at deliver NPC)

NPC: Strongarm

Greeting String: I've heard of you. Some of my men say you've been helping our cause. I would thank you for your valor, but I am not one to trust so easily. I've got my hands full just trying to appease both sides of my clan. I don't need trouble from outsiders, too. So I suggest you make yourself scarce.

*** What's going on?**

* It's no concern for a clone. But since you've helped my people, I'll explain this much. Most of the Kings here hail from another town called Fracture. Our warchief selected me personally to lead this revival settlement, to re-mark our presence on the land. But there are other Kings who cannot accept this fact. They feel tied to the Boneclaw chief who died in the blast. They are past residents who were traveling or living in another land, or they feel entitled as relatives of the deceased. They are few, but there is tension, yes.

* So you're in charge here? (jump to "That's right, I'm Warchief Strongarm...")

* I have to go. (exit)

*** So you're in charge here?**

* That's right, I'm Warchief Strongarm, and I lead the Slaughter Kings of New Boneclaw. If my people have a problem with you, they'll kill you and drag your body to me. We take justice in bloodshed—Alec Masters thinks he can eradicate our threat, but he'll learn, he can never be rid of the CHOTA.

* Masters?

* Maybe you remember him. The man who was farming your organs for gain? He caused the damage here—in retaliation to our attack on the dam, he bombed Boneclaw and her Children, but as you can see we've already come back in droves.

* Maybe I can help?

* And what's in it for you? Don't think that you can become one of us so easily. If you can get my people to confide in you, then I will consider granting my trust. **(offer event)**

* I have to go. (exit)

* I have to go. (exit)

*** I have to go. (exit)**

Story String: Strongarm wants you to look into the unrest among the Slaughter Kings in Boneclaw. If you find any CHOTA talking amongst themselves, it could be a good opportunity to overhear some information.

Reward String: (Chernobyl): I hear you've been snooping around Old Boneclaw.
Busy String: A leader cannot satiate every lamb. Some are better meant for slaughter. Now, what of the whispers about town?
Goal String: **Find a Group of Slaughter Kings; Listen to Their Conversation**
Brain: #####
GroupID: #####
Group Step: 1
Mission Objective: For the player to travel to a specific location and witness an IO.
Chain to: Veteran kill

Mission Name: **A Breach of Contract**
Mission Type: **Kill creature (Veterans) (complete at questor)**
NPC: Chernobyl
Greeting String: Strongarm trembles so at the thought of our revolt that he's taken to sending his own spies? How unbecoming. How Enforcer-like.

*** It doesn't have to come to this.**

* Is that so?! And what would you know of our plight? We Oldclaw, we're the true heirs here, but since we've returned, we've been treated as nothing but CHOTA trash. Good enough to fill the land, good enough to serve as steps underfoot. That is how Strongarm and his Fracture-born Kings feel about our kind.

* But aren't you all Slaughter Kings? Infighting will make you weak to outsiders.

* You're right. The Blade Dancers have been singling Oldclaw over Fracture Kings as targets. I had thought Strongarm struck a deal to have us "evicted," but it turns out he is merely loathe to admit his inability to protect us.

* Is there anything I could do to help?

* The Blades aren't our only threat. Ever since Masters tried to level this land, he's been sending his men in droves to clean up the mess. It's all we can do to survive as it is. Get rid of Masters's men and we'll have a sure of a hell better chance. **(offer event)**

* That's unfortunate, but I have to be going now. (exit)

* That's unfortunate, but I have to be going now. (exit)

*** I never said I was picking sides.**

* An independent contractor, eh? I guess clones are prone to that type. I'll look past the discrepancy of your benefactor in this instance, that is, if you'll do something for my cause in turn.

* And what exactly might benefit your cause?

* The Blades aren't our only threat. Ever since Masters tried to level this land, he's been sending his men in droves to clean up the mess. It's all we can do to survive as it is. Get rid of Masters's men and we'll have a sure of a hell better chance. **(offer event)**

* No thanks, not interested.

*** Yep. And it's about time I reported back to him, bye! (exit)**

Story String: Masters's men are more than a nuisance. Bring me their heads.
Reward String: Well done, I can see you're competent at least. The CHOTA might have a use for you yet.
Busy String: And what of Masters's men?
Goal String: **0/3 Masters's Henchmen**
Brain: #####

GroupID: #####

Group Step: 2

Mission Objective: For the player to kill 3 Veteran builds at an encounter area.

(Veterans are designed to take two average-skill players to kill, however this is not marked as a group mission because it will not be impossible for a solo player to accomplish.)

Chain to: use object

Mission Name: Schism

Mission Type: Use Object (corpse) (complete in field)

NPC: Chernobyl

Greeting String: Our biggest beef with Strongarm lies in his inaction against the encroaching Blade Dancers. I hear you've got experience fighting their men. Wipe out those damn Blades, and I'll work with Strongarm personally to resolve our other differences. Sound like a fair trade?

* **Sure. What've I got to lose?**

* A lot less than we do. Maybe you haven't noticed but us regular folks don't get to regen like you do. Even our toughest warriors are a limited resource. The Kings recently lost one of our best—Shaman Barbwire went hunting in the Cave of Beasts weeks ago and never came back. (offer event)

* **Not really, no. (exit)**

Story String: If you're going to take down the Blade Dancers you'll need a better weapon. Go and retrieve Shaman Barbwire's Scourge from the Cave of Beasts.

Reward String: There's not much of the body left. Looks like the Shaman became little more than a meal for the cave life. You find a rusty scourge among the remains. The metal still feels warm somehow, and the hilt fits well in your hands. You'll be able to put it to good use soon.

Busy String: Not strong enough to take on the Blades? Maybe you need a better weapon?

Goal String: Take Shaman Barbwire's Weapon

Brain: #####

GroupID: #####

Group Step: 3

Mission Objective: For the player fight their way deep into the Cave of Beasts dungeon. Mission rewards the "Boneclaw Scourge" melee weapon.

Chain to: bounty hunt

Mission Name: On the Mend

Mission Type: Bounty Hunter (complete in field)

NPC: Chernobyl

Greeting String: My sources tell me you haven't finished the Blades yet. More of my Oldclaw die everyday, you think this is a game? Maybe I was wrong to think you could accomplish what Strongarm can't.

Story String: Now there's nothing holding you back from wiping out the Blades. Head to their fortress and bring the reckoning.

Reward String: You've weakened their numbers. Blade Dancers scatter around you, running scared.

Busy String: N/A

Goal String: Find the Location; Track and Kill Targets

Brain: #####

GroupID: #####

Group Step: 4

Mission Objective: For the player to fight their way into the Blade Dancer's fortress encounter area.

Chain to: find item (hostile drop)

Mission Name: A Split Upper Lip

Mission Type: Find item (complete in field)

NPC: Chernobyl

Greeting String: My sources tell me you haven't finished the Blades yet. More of my Oldclaw die everyday, you think this is a game? Maybe I was wrong to think you could accomplish what Strongarm can't.

Story String: All that's left is to hunt down the Blades' boss. One of these punks will know his location. Beat them until they talk.

Reward String: Your knuckles are bloody, but you've got the name: Dirk of the Blade Dancers.

Busy String: N/A

Goal String: 0/1 Blade Dancers' Orders

Brain: #####

GroupID: #####

Group Step: 5

Mission Objective: The player is required to kill Blade Dancer hostiles until they receive the item drop "Blade Dancers' Orders" which contains the name and location of their leader. (Item drop rate: 1/10)

Chain to: Boss kill

Mission Name: The Harrowing

Mission Type: Kill creature (Boss; group content) (complete in the field)

NPC: Chernobyl

Greeting String: Chickening out now? If you don't finish their boss, the Blades will only come back sharper.

Story String: It's just you and Dirk now. Show him what it means to face down a clone. This is for the CHOTA or just your own personal satisfaction. Dirk made the mistake of crossing you one way or another, and now it's time to take him out.

Reward String: The settlers of New Boneclaw will undoubtedly breathe easier now. It's thanks to you that their lives are safer and more sound.

Busy String: N/A

Goal String: Kill Dirk

Brain: #####

GroupID: #####

Group Step: 6

Mission Objective: Boss kill, humanoid. Bosses are designed to require a group of 3-4 players.

Mission Name: A New Bond
Mission Type: Deliver (complete at deliver NPC)
NPC: Chernobyl
Greeting String: Thanks for your help, really.
Story String: Strongarm said something about earning his trust if you could prove yourself. Retrieving Shaman Barbwire's weapon, carving your name into Dirk of the Blade Dancers' body. This should be enough.
Reward String: So you've found our missing Shaman, wielded his Scourge, and killed many Blades. I can't say I'm not impressed even if I question your motivations. I've spoken with Chernobyl and and made a pact. Together we will lead the Slaughter Kings of Boneclaw and rebuild the CHOTA way.

Keep this Scourge, for you have used it well—consider it a mark of my trust. The Kings of Boneclaw acknowledge your strength, clone.

Busy String: N/A
Goal String: Return to Strongarm
Brain: #####
GroupID: #####
Group Step: 7

Mission Objective: Return to Strongarm for reward and to wrap up the plot. Mission rewards 1 AP and 42 chips.

-- End Chain

IO 1: NPC Luger: They can't just put us down near the god damned Dead Basins. Who do they think we are, Tainted Ones?
NPC Buckshot: We won't last three months that close to the contamination zone.
NPC Sabotage: You gonna let 'em tell you were to live and die, boys? We're Kings, too. We've got just as much—no, more—right to the top housing as those Fracture piss-ants do. We don't have to settle for this.

IO 2: NPC Ace: You heard what Chernobyl said: we're Oldclaw before we're Kings.
NPC Chumley: You think I don't know that?
NPC Ace: Only bloodshed can settle this.