

Bhavacakara walkthrough Pre-war

Updated for game ver 1.0.0

This walkthrough is for pre-war. This is until you get to make a plot choice.

Quests list

Story quests

1. **Hide shortage**: Initiated by talking to the village chieftain in Loche for more than 4 times. And then visit Margaret.
2. **Loche delivery**: Only after [[Hide shortage](#)] is completed. This is a simple quest.
3. **To West**: After the Loche delivery quest, Marco hands you over a delivery task once more, but you are heading to Ezona which is fairly far and requires you to pass Ezona pass which has a high rate of tough bandit encounter. (Along with a boss battle) Marco knows this and asks a local, ex-adventurer, Maco to accompany you. Maco is a temporary companion. She is a high level adventurer who makes you learn the ways of an adventurer during the quest. The class is jack of trades with little skills but high attributes and decent natural evasion rate. Don't finish off the quest so quickly and use Maco to get Juan some levels. You will talk to Mayor Jack. He will mention Red Turban bandit menace and asks Maco to look into it.
4. **Red Turban bandits**: This is a part of [[To West](#)] quest. There is a bandit camp directly north of Ezona. Level 5 is minimum requirement to enter the camp. You will be forced to let Maco do the whole work. The place is just too tough for the MC.
Once their current leader is defeated, the camp will become friendly to you and you will be able to use their merchant for some rarer items. It also opens up an underground jail which opens a long quest that will

take you to another continent. Report the final outcome to Marco and this quest ends.

5. **Drunken night:** Visiting Eton's tavern after you come back from Red turban bandit quest, you will find Sue drinking alone there. Talk to her and you will drink together with her... and find yourself next to her (naked) in her house. It turns out that you two had an intercourse. And Sue demands you to be her boyfriend for the time being in order not to damage her reputation. Sue is with you pretty much permanently at this point.
6. **Vidic's scheme:** This is right after [Drunkn night]. She tells you that she needs to visit Vidic and this quest is triggered as a result. Firstly, he wants 20 raw hides. And then 5 tusks. And then tells you to be free for a while. Requirement to advance the quest is reach level 8 for Juan and talk to the person at the temple of Affection. Then you can talk to Vidic to advance the quest. You will be asked to give a pouch to the butler of House Silverwright in Eton. You get there but the butler won't take it because he doesn't know anything about it. Instead, you will give it to some shady guy. Report to Vidic and he is pleased.
7. **Vidic's scheme 2:** This quest requires you to be level 10 which you should be close of. By this level, any encounters within Etonia should be easy. Vidic orders you to travel to the temple of Affection, hand a letter over, and come back. The quest itself is straightforward. All it does is move the story plot a little further.
8. **Moving to Eton:** At the end of previous quest, Sue voices strong discontent toward Vidic's treatment and decides to move to Eton. You (Juan) have no choice but to comply. Go to Eton and you will eventually find a house on sale but its price is beyond your reach. You are given a job that will reduce the house price to free.
The werewolf you fight **CAN be defeated** but at later level. Once you lose, Sue will get seriously wounded and you will run. If you haven't gotten Decon yet, you will be forced to get him since he is a doctor. Sue will be out of action for a while and you swear and curse at the noble who gave you the quest. Return to Sue's home to check on her

condition and Decon will suggest leaving Etonia to escape from a possible punishment from the Silverwright. Juan agrees. Decon will leave the party to carry Sue. You will be fighting alone for a bit.

9. **To Alcella:** Decon will tell you how to reach Alca. So, follow his advice. Note that you are fighting alone on your way to there. Run away from battles if you wish.

Once arrived, head over to Decon's home to progress. He wants 5 antibiotics and spring water to speed up Sue's healing. The spring cave itself is easy as long as you keep your gears decent. Going further inside is optional. Refer to #9 and #10 side quests for more info on that. Once antibiotics and spring water soaked towel are supplied, Sue will make a swift recovery.

10. **Back home:** As you leave Decon's house, Juan tells Decon that he wants to go back home to grab his belongings. He admits he is now stuck with Sue and wants a fresh start in Alca which Decon vows to help with. When you go back to your original house in Loche, you find it trashed. Decon assumes it is the Silverwright's doing and Juan agrees. He goes to talk to Marco but Etonian guards are there and you fight. Marco does not side with you and you are pissed. You leave Loche behind for good.

11. **Sue the archer:** When you return, Sue is up walking. But she still feels weakened and doesn't join battles yet.

Completing this quest will increase Sue's intimacy level toward Juan to 1 (from 0).

Sue declares that she is retiring as a pro hunter and wants to become an archer. She is happy that she is now in Alca and want to improve herself. In order to become an archer, she needs a formal lesson which you can get from Eton mercenary guild. With a tuition fee of 2500g, Sue will become an archer and will gain access to the most powerful single-hit skill exclusive to her, the "**Shooting star**". It is gained at only level 1 but requires 400 STA to fire. Therefore, realistically, Sue will be able to use it later. This is the most devastating single hit skill with

100% concussion if a monster is susceptible to that. She is now back to level 1. Make sure you level her at least to 13 for her AoE skill.

12. **A break at Alderin Inn:** This is the first semi-romantic moment for the couple. Sue wants to visit Alderin inn, Lovely Haven. You will trigger this when trying to leave or enter Eton. This quest is straightforward with no fighting involved. Once you are done, head over to Alca for house hunting.
13. **Alca house hunt:** It's time to get a house in Alca. Conventionally, a house is on sale. And, of course, the price is out of your range. You attempt to arrange a mortgage but you are not a native resident in Alca and you can't get one, unless you get 3 vouches from 3 Alca residents. Basically, you need to complete 2 side quests in Alca. Three quests are available to you. You can do two of them: **Gina's husband (10)** and **something new (13)** and **Toilet king (15)**. Once you have the vouches, you go to the butler once more to finalize everything. While you don't have to pay down the whole mortgage, there is benefit in doing so.
14. **Red Turban moving:** This quest is activated when you make more than 2 mortgage payments to your home. If you completed the side quest (12), you know why she is moving. If the quest was never triggered, she will have a slightly different reason. Either way, Red Turban bandits are relocating. This is an easy straightforward quest. This quest reveals Maco and mayor Jack's past a little.
15. **Maco rangers:** When you've made more than four mortgage payment, this quest will be trigger upon entering Alca home. It is a somewhat comical quest. No combat required. Just run some errands. This quest will start a new town and this is the beginning of reformed Red Turban bandits.
16. **Public forum:** You need to have paid the mortgage 5 times to trigger it. Talk to Jack of Ezonoa and he will invite you to a forum. No combat involved but this quest drops huge omen. Jack tells you that you have 3 choices and also tells you that you will have to make a decision soon. **(It is advised not to finish this quest if you want to finish off other side quests or want to explore more.)**

17. **Decision time:** You now need to make a choice. **Requirement to trigger this quest is having Marat in your party, having paid Alca home mortgage 10 times, and completion of story quest 16 as well as side quest 6 & 38 & 64.** Once the requirements are met, enter the dock of Ezona and this will be triggered. You will be forced to go home in Alca to make a decision.

***Now please refer to plot specific walkthrough.**

Side quests

1. **Mealen's madness (Loche):** This is a long quest. It can be started by just reading Mealen's letter at his home on bottom right of Loche. You will find your next clue in Mont, an abandoned hut by the temple of affection in Etonia. Then you will head to Corlo of Cizna and talk to its residents where you will get a clue that Mealen may have headed to the fire temple. So, off you go.
It's important to note that the fire temple dungeon is a high level dungeon. It's harder than Ugi mine and the battles are different. Decon will be useless to provide additional damage in the fire dungeon. You will meet Mealen finally at the end of the dungeon. Defeat him; hear his story and the quest ends.
2. **Vidic meets Maco (Ryin):** This is a **side quest**. It must start in early story quest #3. You need to have Maco in your party to trigger this quest and then talk to Vidic. He will mention how beautiful Maco is. You need to talk to him again when Maco is not in party to progress. Meaning if you don't talk to him while Maco is in the party, you miss out on this quest. Talk to him when Maco is no longer in your party and he will give you a sealed letter for Marco. He gets upset when he reads the letter but won't tell you anything. That's the end of this side quest, for now.

3. **Michael's new bird (Ryin)**: This is a **side quest**. Once you become Sue's boyfriend, go to Ryin tavern and talk to Michael. He wants a new wife. Talk to the three women in Ryin. One's at the farm. Another is at the pig farm. Final one is at the general store. The order matters not. Once talked to the three women, talk to the one at the farm once more to advance. And then talk to Michael once more to finish it to get a permanent discount at his tavern, plus 200g and 500exp. The tavern will develop and Glenn will start growing her hair.
4. **Marielle follows suit (Ryin)**: This is a **side quest**. You need to complete Michael's new bird to activate it. Once you finish Michael's new bird, check the lost & found box and you will find someone's note. It says someone is jealous of Glenn's newfound happiness. Sue says it's from Marielle and you visit the general shop to progress. It's a straight forward quest. You get 500exp and 200gold in the end.
This quest is closed once story quest #14 starts.
5. **Weapon vendor Marat (Cyro)**: Marat the weapon vendor is found in Cyro department store. You need to purchase her ridiculously priced "Marat's sword" and she will join you. *This isn't really a quest but it is still recorded in the quest log as one.*
6. **Climate change**: You trigger this by rescuing a scholar from Red Turban underground jail. *Or you will be forced to find him at some point of the story quests.* There is a crate on left middle side of the camp and it is too heavy for you to move it alone. Once you have Sue in your party, head over there and move the crate to reveal a ladder. The scholar can actually be a long term companion depending on your choices later. He is a healer. If you head over to the mayor's manor of Ezona, Decon will tell you about his story and purpose. The quest will not advance until you pay a visit to the hamlet of Tobas, the only settlement found in NW of Ezona. From what you can gather, something really weird is going on. You will need to gather 10 cooked meats, 10 veggies and 5 medicines to progress. You will get to learn some of background lore meanwhile. Continue following what Decon

says and you will eventually end up in Valura of Alcella where the quest goes cold.

Visiting Poro will advance the quest but you will need to make 2,000 gold. If you've been saving up, getting 2,000g shouldn't be hard.

Once you have the money, you will progress. The quest will come to a halt after this for a while.

7. **Log delivery (Dolle)**: Juan once again becomes a delivery man. This is a **side quest** that is available once Sue joins. It's simple. But you have to pay collateral of 1,000g to start. You do get 2,000g back in the end, so it's not a bad deal.
8. **Gignac family issue (Dolle)**: Available after [Log delivery] & [Marielle follows suit] are done. Talk to the father of the house Gignac and he will fill you in and promise to pay you 5,000 if his son chooses not to marry Marielle. The second son will give you a counter offer of 10,000 if you let his brother marry Marielle. The choice is ultimately yours. Talk to the first son and you can either persuade him out of the marriage or let him go ahead.
This quest is closed once story quest #14 starts.
- ~~9. **Spring cave (West of Alca)**: *Not a quest. Removed.*~~
10. **Gina's husband**: Gina is the madam of the weapon/armor shop. Once you talk to her more than one time, she will ask you to find her husband. This quest has no requirement to start but surviving the cave will require Decon and lots of STA recovery items. And, if Decon is in the party, there will be some additional (somewhat lewd) dialogs. You will find her husband alive somewhere in Lizardman cave. Take him back to Gina and she will reward you. Recommended level for this quest is 18+ with good gears, plus lots of STA recovery items. Decon is absolutely needed for his healing and to exploit Lizardmen's weakness to fire. Reward is 2000g and 2000exp. You can ask her for a vouch for a story quest if you complete this quest.
11. **Improved Margaret's lunchbox**: This **side quest** opens after Sue becomes an archer. Talk to Margaret in Loche and she will tell you that

she has been trying to improve her recipe. She wants 10 lizardman tails. Give them to her and she will start to sell improved lunchboxes.

12. **Vidic meets Maco part 2**: This **side quest** is available only if you've managed to trigger and finish **Vidic meets Maco** earlier. Another requirement is the battle at Marco's home in Loche (Story quest #10). I recommend getting Sue to level 13 for this as the boss battle is going to be a little tough. Reward is different depending on whether you win or you lose. There is no game over even if you do lose.

This quest is closed once story quest #14 starts.

13. **Something new**: This **side quest** has no restriction and can be initiated even from the very start. Talk to the servant in the manor in middle of Alca. She talks about how her lord is complaining about lack of new dishes. The clue is in lizardman tail. Bring her a bag of Margaret's lunchbox MK 2 and that's it.

14. ~~**Something new 2**: Combined with "Something new". Therefore, defunct.~~

15. **Toilet king**: This **side quest** has no requirement to start. The guy is in Alca scholar's guild by a toilet. Talk to him and he wants 5 Dolle wood. Get him those and get paid rather handsomely.

16. **Corlo tournament**: Once story quest #14 is activated, this side quest becomes available. Go to Corlo guild hall to apply for the tournament. You need to fight 4 opponents alone. If you lose, you lose out a chance to earn big money later. Also winning it will increase Sue's affection toward you by 1 point.

17. **Black favor**: You can get this quest from Alca scholar's guild. You need to have Decon in your party to trigger it. It's a straightforward quest. The isle of Ugi is the ideal place to farm black iron. Turn Juan into a mercenary and let him tank high damages from half drakes. With Sue's shooting star and Decon's bigger flask skills, half drakes should go down within 10 turns. Carrying lots of beer is essential. Having Marat will make the job even smoother. The loots from half drakes sell for a lot of money, so this is where you want to spend lots of time.

18. **Cyro bandit menace**: This quest is activated when you have a Ciznian bandit insignia in your inventory. Once you have at least one, pay a visit to a policeman behind a counter at Cyro police station. He wants you to bring 10 of them before he'd tell you more.
19. **Revenge for Sue**: Defeat the werewolf in Ezona cave from story quest #8.
20. **Cyro serial murder**: While this quest has no requirement to trigger, you need to have encountered the werewolf in story quest 8 previously to advance. This quest will reveal what really happened at story quest 8. Juan then will be asked to investigate an abandoned mine and hunt the beast down. After then report back.
21. **Cyro warehouse theft**: This quest is available after you bring 10 bandit insignia to the other police in side quest 18. You will be asked to investigate a department store warehouse. If you complete all three starting quests for Cyro police, you should have enough money to hire Marat.
22. **Sheepy Sheepy**: A straight forward fetch items quest. It can be triggered by talking to a certain guy in Fadin. Your reward is a better tier cloth coat. The tip to catch the sheep is to have over 300 AGI. Sue will have it by level 30. Then she will be able to act faster than the sheep. There are two variants of the sheep. The sleeping one is going to act slower than the standing one.
23. <<**This quest has been removed.**>>
24. **Miracle powder**: This quest is available only after you complete the three side quests (18, 20, 21) for Cyro police and story quest 14. The police chief wants you to investigate Eton's miracle powder and do what you must to stop it from being circulated. **This quest requires Decon and having Marat is strongly recommended. The party needs to be at least level 25 with above average gears.** Just follow the flow and you will encounter a bandit group. Victory or loss won't matter for the quest. **However, defeating the bandit group will earn Sue's affection (+1).**

When you report back, you will be given a new clue and will head over to Mont where you will encounter Vidic. Defeat here will mean game over. The boss battle is very mean. Look at the bottom of this PDF for the strategy guide for survival. But, if you've defeated the werewolf in Ezona cave, you should be able to survive this. I was able to defeat the werewolf at level 35ish with Juan as Merc. Even then I had a hard time in this battle but did survive.

25. **Forbidden story**: Just listen to her. That's all you need to do for this quest. You do need to trigger this if you wish to see further progress in her life. Marat is required to trigger this quest.
26. **A poor girl's marriage**: Requires you to have completed side quest 8 and let the son marry Marielle. Marielle has now moved into the Gignac house and is preparing for her marriage. But, due to her being poor, she has made no contribution to the wedding preparations. She wants Sue to gather delicacies for her to show her wedding guests that she is capable. Reward is an upgraded Dolle long bow for Sue which isn't much of an upgrade but can make a big difference in damage output for Shooting Star.
27. **Equa, the werewolf**: This isn't really a quest but learning a secret. Requirements to trigger this is defeat the werewolf from story quest 8 and completing Miracle powder (24) quest. You will have a lengthy conversation with someone at Cyro police. You will learn her name and her background story.
28. **Hissing mine**: No requirement to trigger. This is the first quest for Jordin blacksmith guild. This is a simple and straightforward quest. Take the quest at the guild and head over to Bo mine. Dispatch your enemy and report back for a cheap reward.
29. **The lord of Ugi**: No requirement to trigger. However, the quest monster you face in this quest is probably one of the toughest. Even being able to defeat the werewolf in story quest 8 isn't enough to be able to defeat this one. Getting fourth floor of Ugi mine is an ordeal itself. Recommended level for this quest is 40+ with top of line (Black

iron) gears. Quest reward is a letdown but the quest monster drops sweet loots.

30. **I need a wife**: Story quest 14 is the sole requirement to trigger this quest. The guy wants a wife and does not give you any further info. This is an easy quest ... if you know where to find the wife. Good luck. Reward is a recipe for Fadin dread.
31. **Loud neighbor**: Story quest 14 is the requirement to trigger this quest. This is a simple quest. Just follow the quest and you will get it done.
32. **Hair crisis**: Side quest 3 has to be complete in order to complete the quest.
33. **Gina's husband 2**: Obviously you need to have completed side quest 10 to trigger this. You also need to complete story quest 14 in addition. Gina's husband is doing bad with his injury and you need to find a better care. It's a straightforward quest without combat. A lot of traveling however.
34. **Werewolf on loose**: The Cyro police asks you to chase down another werewolf. This quest is available only after side quest 24 and is the fifth quest to Cryo police quest line. This is a beginning of a chain quest that will go all the way into post game.
35. **Gina's husband 3**: This is the final quest for Gina's husband quest line. And obviously you would have needed to complete Gina's husband 2 (side quest 33). You also need to have done story quest 16 to trigger. Gina's husband is fully healed and they are eager to go back home. They are waiting for their doctor's clearance before taking off but the doctor is nowhere to be found? Find the doctor and ask him what's going on. Marat is required to complete this.
36. **Shewolf's journey**: This quest is available only if you spared the werewolf in side quest 34. You will find her at Hyurps if you did spare her and will trigger this quest. This is more of finding Waldo type quest.
37. **Engagement rings**: This is not an engagement event. This event simply gives Juan and Sue their engagement rings. The rings are magical and gives a boost of 25 to all attributes. Requires Juan x Sue relationship level 3 and two unnamed engagement rings (bought in Valura). Once

you have the rings, talk to the engraver in Valura. This event will increase Juan x Sue's relationship level by 1.

38. **Attack on bandits**: This is the final quest for Cryo police before the plot branch. Attack the base as instructed and chased down the leader of the base. When you corner the leader, you run into a scene where it shows a clear conflict of interest between Cryo police and a group of Cizna government force. The quest will end absurdly and that is it for Cryo police quest line. The only way to continue on with this side quest is taking plot branch #2.
39. **A dying woman's plea**: No requirement to trigger this. Just talk to a pale woman in a house in Hyurps and follow the steps. No reward for this quest.
40. **Re-Death**: This is a fairly long and hard quest. Minimum recommended level for this is 30. You can start this quest by talking to a nobleman in Baldar. Hear his long story and you will begin questing for two crystals. Once you have the crystals, go back to him and watch him perform the ritual. Things will go wrong and you will fight the zombie.
41. **Bully vs bulled**: A simple quest that tells you the general mood of Stodin.
42. **The price of life**: You need to complete side quest 40 (Re-Death) to trigger this. Talk to the daughter on the first floor to start. No battle required.
43. **A woman's need**: A woman in Fino is looking for the perfect liquor for her.
44. **A woman's need 2**: She likes what you've found but she heard there is something better. The reward for this quest is a free access to Bruroke isle.
45. **A scholar's need**: You will find a scholar and his daughter in a pass before the fire temple. Talk to father and he asks you to get some things. Get them for him.
46. **A scholar's need 2**: Same deal as above. Get what is asked for him.
47. **A scholar's need 3**: (Marat required at some point of the quest) Same deal as above but the stuff he asks for is borderline insanity. Still get

them for him. When you return, you will find that the daughter is missing. You will find out that the father has apparently sold his daughter for research fund. If you have Marat in your party, she will tell you where to go. If not, tough luck.

Marat will tell you what to do once if you arrive at your destination.

You have options to be more diplomatic or you can just blaze through.

The end result will be the same. The reward is **bracelet of breeze** which seems rather underwhelming. It is highly upgradable however.

48. **Ssiet's ultimate potion**: You need to complete side quest 41 (Bully & Bullied) to get this. The reward for this is a recipe for a revival potion as well as an access to it. Completing this quest also adds half-drake bone to Stodin trader's wanted item.
49. **Water dungeon entry**: If you go all the way down in House Kyee, you will run into a path you can't walk past because you are told it's off limit. You are also told that it's a path to the water dungeon. Go talk to Kyee guard captain, do a quest for her, to obtain permission. The tailor you will be looking for is in Fadin.
50. **My dear son**: When you defeat the final boss in Water dungeon, you will be asked this. Find his son in Veidi. *Don't forget to talk to the son at least 2 times.* He gives you one of the most precious items in the game. Don't sell it if you want the best weapon in the game later.
51. **Cave bugs**: Talk to the only NPC in the basement of Baldar castle and you will get this quest. This is a straight forward and easy quest but you do get a nice loot to make a good shield.
52. **Lost book**: Talk to the librarian in Alca. Decon is required for this quest. It's a pretty straight forward quest but be aware of Lizardman shaman because he is one tough cookie. His AoE will cook you. You will want Marat for this and her sword dance 2. Reward is a book for Decon.
53. **Discreet proposal**: Try to talk everyone in Cyillin (A farm village south of Cyro) and one guy will ask you to expose the secret behind the town. He tells you to visit Cryo morning newspaper. So, do just that. This isn't really a quest. It's more of an event that lets you know what Cyillin is about.

54. **Sue-phobia**: Requirement to trigger is relationship level 5 with Sue (The maximum before plot branch). No combat involved. Sue will tell Juan about her upbringing and her fears. This event empowers their engagement rings and gives 40 to all instead of default 25.
55. **Zombie story**: There is a zombie couple working at the trade shop in Yaelu. You will eventually end up on Bruroke isle where you will need Bruroke pirate trust level 3 to proceed further.
56. **Grocery shopping**: This is the first quest on Bruroke isle and it's an easy one, on surface at least. Reward is money and an increase of pirate trust.
57. **Lizardman research 1**: It's in Alca scholar's guild. This is a straight forward item fetch quest.
58. **Lizardman research 2**: Once you finish the above quest, this one will become available. Again, it's a straight forward quest with slight humor.
59. **Lizardman research 3**: Once you finish the above quest, this one will become available. This one involves some travel.
60. **The teachings from Gods**: Available from 2nd floor of Alca scholar's guild. You are told to visit and read teachings from temple of Affection, life, fire, and Earth. If you've previously read them, you can finish it on the spot.
61. **Teachings of World**: This is a long quest simply because it requires you to visit the mountain of Wind as well as the temple of Water. Getting to both is a long journey. You will be required to visit and read the teachings of Wind, Water, and later on Hatred. When you are done with all three, you will receive a coat, one of the best cloth armors for Decon. - **This quest requires plot 3 to complete** -
62. **Underwear geek**: Side quest 25 needs to be completed to trigger this. This quest explains why the woman from side quest 25 cannot pass the leadership.
63. **Courier job**: This is triggered in Oasis cave in Baldar. You will run around a lot. This quest is prerequisite for an important quest.
64. **Deadly apology**: The above quest is the prerequisite. Nothing much for you to do other than watch the whole event unfold. You will get to

learn more about the Priestess of Death and the political situation in Baldar. **(This quest is required for plot branch 3.)**

65. **Preemptive attack**: Second quest on Bruroke isle. Your job is to defeat Jordin spying unit. Reward is small but gives you another level in their trust.
66. **Lizard hunting**: This is the third quest available on Bruroke isle. This quest will grant an access to Lizardman island and another level in their trust.
67. **Lizardman research 4**: After completing side quest 66, going back to Alca scholar's guild and talking to the Lizardman professor will continue further research on the subject. The professor will be thrilled to find a new lizardman species that isn't hostile. The reward is an ability to understand the lizards.
68. **Fishes for soul**: One of lizards will give you this quest once you can understand them. Smoked fishes are available from Poro. Reward is a component to build ultimate long bow.
69. **Keratocephalus armor**: A guy from Inder wants to work on keratocephalus leather. Bring him what he needs and you will get one of the best light armor for Sue. This will also enable the leather worker to buy keratocephalus leather off you @ 2,000g.
70. **The finest weapon**: Once you have 2 HQ black iron ore, go to Hyrups and visit the blacksmith guild. Ask the clerk about HQ black iron ingot and you will trigger a cut scene. Follow the quest and you will get the best weapon of your choice in the game.
FYI, I crafted a sword and gave it to Marat. **Do this quest before you trigger plot branch event.**
71. **Test of something**: Once you have done 4 quests for Bruroke pirates, you can talk to the boss in the mansion. This is a simple, straightforward, mission. Go for it. Note that this quest is available both in pre-war and plot 3.
72. **Son on another level**: This is the final quest for Bruroke pirate quest line. The pirate lord hires you to bring his son back. He is in Fino apparently. So, go there, talk to the son, fight him, and bring him back.

The cash reward is misery 500g. But the son, Voyin, will become available for you to add to your party in post game. Available in both pre-war and plot 3.

73. **Magical blade** : Bringing Voyin back to his father will raise Bruoke pirate trust level to 5 (maximum) and this will unlock a blacksmith who was previously, otherwise, inaccessible in the trade tent. He will request two MQ black iron ingots and “magical powder”. The magic powder comes as a quest reward in Mealen’s madness quest. Mealen’s ashes is the powder he is looking for. End result is a fire blade, a MQ black iron sword that has a chance to inflict burn damage over time effect. The burn effect is exclusive to Sue otherwise. This quest will also enable him to work on black iron stuff, basically giving you an alternative black iron blacksmith in plot 3 where Jordin black iron blacksmith guild is locked off.
74. **Bracelet of Wind** : If you have got the bracelet of Breeze from A scholar's need 3 quest (Side quest #47), you can talk to Valura engraver to trigger this quest. This quest should be avoided until you are in level 40s because it requires you to reach the mountain of Wind which is impossible for a low level party. Once you bring her a wind crystal, the bracelet of Breeze will be upgraded to bracelet of Wind.
75. **Meaty issue** : You can do this as soon as you do side quest #3 (Michael’s new bird). He wants 10 cooked meats. Cooked meat must be crafted (cooked) since it’s not sold anywhere.
76. **Eton murder case** : This side quest can be triggered at the very beginning of the game but progress requires an array of criteria. This quest can be triggered by trying to enter the locked down house right next to Eton trader, then entering the barrack which you couldn’t enter previously. Once you have the quest early on, you can forget about it for a while since encountering the Silverwright werewolf is the first requirements to proceed further. Follow the quest log and you will get to fight another Silverwright werewolf which whether you beat it or

not will get away. You can chase it to another forest but this stage will require Marat to proceed. Talk to the NPC will end the quest for the time being.