

# EVROS



## Ansur Thieves Guild

Order	Name • Description
0 (alt)	<p><b>Weird Contraband</b> [Git]</p> <p>Being on tutorial ship, you can find Lefs8H revolver in a barrel. You can hide it before coming out of the ship, or not.</p> <p>When coming out, you will be searched for any illegal goods, so if you have the revolver and didn't hide it earlier, it will be found. You will be accused of being part of contraband militia searched. From this point on, you have several ways to work on:</p> <ul style="list-style-type: none"> <li>You can tell this is something you found on a ship. This will result on closing the ship away and docks, and militia officer will request you to not travel anywhere until contrabander is found. You can search for contrabander by yourself or ask militia to help you to limited length.</li> <li>You can tell this is your revolver. Your revolver will be confiscated and you will be put to officer's station and asked a lot of questions, resulting on either <b>letting you free</b> or <b>getting accused and giving you another options</b>: <ul style="list-style-type: none"> <li>getting into the jail and losing money</li> <li>asking militia to help and prove your innocence (result will be the same as with <i>option 1</i>, but you will get more militia help than before)</li> </ul> </li> <li>You can bribe the militia, and depending on your persuasion success, you will either get into the jail, or succeed, resulting on you being free. The difficulty of persuasion here should be raised.</li> </ul> <p>Whenever you find a contrabander, you will be able to help him instead of calling him out. In such case, Ansur Thieves Guild will contact you. The same will happen if you hide the revolver enough for it to not be found/bribe successfully. You will receive specific letter by the time you sleep.</p> <p>In case of successful help for militia, ATG gates will not close completely, but your initial faction relationship will be lowered (you can also possibly get this event being mentioned by some ATG members if you got into the guild eventually).</p> <p><b>Hired Burglar</b> [Git]</p> <p>When being near warehouse, you will be able to talk to some specific character. He will ask you if you do not want to be nicely paid for some specific job. When you agree, you will have the task revealed: this person request you to get into the warehouse at night and to take silk bales from there.</p>

You can either agree or disagree here, it does only change whether you will be able to get your "stealing" path further here.

The real difference is, though, if you report this to the militia. If you do, your ATG gates close, but you will earn some money from the report. If you don't, you can do your quest or not, the lack of doing it means you will not get payment, but you won't risk anything.

If you do the quest and don't get caught, you will be able to get your payment through what you rob in warehouse + some additional payment from the person who gave you the quest. You will also receive letter after your sleep, as a gateway to ATG.



### Ansur Vineyards Association

Order	Name • Description
1	<p><b>Soda investment</b></p> <p>One day, you will see some mysterious person in the city. Once asked, they will tell you that they found out interesting way of modifying vine, in a way that it becomes way more bubbly.</p> <p>You will be able to ignore them, but if you don't, you can go with this to any vineyard lord, or tell this sensation during AVA meeting.</p> <p>In first case, your relation with specific lord will increase, but decrease with others - but you will also get some payment. In second case, relations with all lords will increase, but you won't get any payment.</p> <p>If you choose <i>poor vineyard lord</i> in first case, <b>Saved from bankruptcy</b> quest will be different.</p>
3	<p><b>In the name of vineyards</b></p> <p>Ansur governor thinks of building railroad from Evros to Waine, which would make both travel and transport of goods easier. AVA members dislike such idea though, seeing this as a threat for their fields and power over the island. They request you to speak to governor as their representative.</p> <p>This quest is connected with Ansur government questline, and depending on your choices, it will heavily affect relation with one or the other.</p>
4	<p><b>Saved from bankruptcy</b> [different for specific <b>Soda investment</b> path]</p> <p>When talking with vineyard lords, you hear the gossips about one particular vineyard that is going to bankrupt because of bad sales and their lord being old.</p> <p>You have several ways of handling that:</p>

- You can go to said vineyard and ask its lord on details
- You can help any gossiping lord to acquire this vineyard

Both ways will lead you to the lord of this vineyard, who will be troubled and in fear. He will reveal you his story, and issues he have: the debts vineyard started to generate, and how in his current age, he does not feel like he can remain as a good administrator.

He will ask you if you would be interested at buying the vineyard for the price that would give him enough to pay the debts and stay safe in his old years - which will be expensive amount of around 10 000-15 000 pounds.

You can either buy it yourself, or for the lord you help. In the latter case, you can ask the lord for the money requested.

In case if you buy the vineyard, you will receive possibility to administrate it to slight extent. In case of buying for the lord, you will receive solid payment for this transaction.

In case of stealing lord's money for the transaction, but not realising it within a week, you will be accused of heavy theft on whole Ansur isle.

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 You've chosen this exact lord to support during **Soda investment** quest? Then, when meeting with him, you will hear that those are just stupid gossips. Although lord don't suffer from debts, he agrees that he thought of retiring from this position. Liking you for helping him earlier, he suggests you buying the vineyard - the price will be cheaper (considering no debts), and your outcome from vineyard will be bigger (considering monopoly on soda vines).



**Followers of the Bound**

Order	Name • Description
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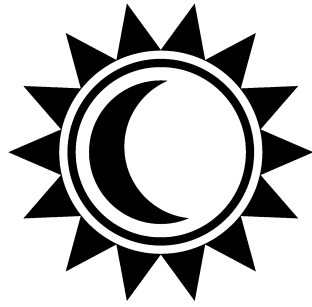
## Ansur Government

Order	Name • Description
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## Ansur Navy

Order	Name • Description
1	<b>The Routine of Trade</b> You are destined to check the contents of the ship suspected of smuggling goods. Work player would need to do is to investigate all cargo - to eventually end up with everything being okay. The quest ends when you report back with your results.
2	
3	<b>[Name pending]</b> [Quest sending you to ATG person, for something that showcases how the Navy is silently supplying the guild with ships or at least allowing them to have their interests in the port.]



### Ghloodish Temple

Order	Name • Description
4	<b>Carry the Dead</b> Head of the Temple informed you that one of older ghloods in Evros died. They were one of the traditionalists and requested “the sacred travel” to the lands of their birth - At’har - to be buried in a cave cemetery under it. Temple has contact with ship captain who quite frequently travels to Seiteh. The goal for you is to take the remains of the ghlood and bring them safely to the ship and contact captain. After that return to Temple Head to report back from captain.

### Non-faction Quests

Location • NPC	Name • Description
Tutorial ship	<b>Give the Ring to the Seas</b> <a href="#">[Git]</a> When on ship, you will find worried man being scared that they lost their ring given by the wife. The quest is to find it, and either return to the man or not. In first case, you will earn 200 baedoor pounds or get rarity item (magazine), in second one you will get ring worth ~240/250 pounds.