Side Quests

Akra Leuka

- **Pay off Rylan's debt** (Side Quest)
  - *Description*: Raise 30,000 credits and give them to Galiano.
  - *Location*: Akra Leuka - Galiano's Club.
  - *Trigger*: Speak to Rylan after completing the "A Battle for Power" questline.
  - *Tasks*: Accumulate 30,000 GC (can be earned via the Casino or working at the bar). Go to Galiano and select the option to pay the debt. Return to Rylan and tell him the news.
  - *Rewards/Consequences*: You lose 30,000 GC. When you tell Rylan, you gain **+5 Friendship**. If you select "You don't need to pay me back," you gain an additional **+5 Romance** points. (Note: If you imprisoned or killed Galiano during 'A Battle for Power', the debt is wiped clean and the quest cancels out without stat loss).
- **Hire the best soldiers in Akra** (Side Quest)
  - *Description*: Go back to Akra and hire the best warriors you can find.
  - *Location*: Akra Leuka.
  - *Trigger*: Unlocked when needing reinforcements for your crew before attacking the Pirate Base.
  - *Tasks*: Wander the streets until you encounter Feraldo (the werewolf bounty hunter) and negotiate his contract.
  - *Rewards/Consequences*: You can successfully recruit Feraldo. He initially demands 10,000 credits, but through dialogue choices (flirting or negotiating), you can lower the price or secure him as a permanent combat ally.
- **Save Seline's Son** (Side Quest)
  - *Description*: Levi has been kidnapped, look for him in the city.
  - *Location*: Akra Leuka - Second Floor.
  - *Trigger*: Speak to Seline on the second floor of Akra.
  - *Tasks*: Go to the New Life offices to ask about Levi. Use your AI or stealth to get the information by unorthodox means. Travel to the Silky Blindfold (TSB) club. Negotiate with Master Xperiment to see Levi. Find a way to break Levi's slave conditioning and secure his freedom.
- **Still Roaches In The Tunnels** (Side Quest)
  - *Description*: Take care of the Alpha blocking the tunnels.
  - *Location*: Subway Facilities.
  - *Trigger*: Talk to Galiano after wiping out the initial waves of Sub-Guh'Nirs.
  - *Tasks*: Descend to the "Sub-Guh'Nirs Den" and kill at least 10 more creatures to force the Alpha out, then defeat it.
- **Kill 5 Sub-Guh'Nir** (Task)

    - *Description*: Descend to Akra's subway facilities and kill 5 of these hateful creatures.
    - *Location*: Akra Leuka - Subway Facilities.
    - *Trigger*: Repeatable task from Galiano.
- **Beat up 5 Garth's thugs** (Task)
    - *Description*: Go back to Garth's Whorehouse and beat up 5 of his thugs.
    - *Location*: Akra Leuka - Garth's Whorehouse.
    - *Trigger*: Repeatable task available after starting "A Battle for Power Part 1".

Sithyrya

- **Defeat Bradley** (Side Quest)
    - *Description*: Train and get stronger until you can beat Bradley in combat.
    - *Location*: Sithyrya Arena.
    - *Trigger*: Encountering Bradley and challenging his authority/strength.
    - *Tasks*: Upgrade your Strength/Constitution or Lust stats, then face him in a 1-on-1 duel.
- **Create a biological weapon** (Side Quest)
    - *Description*: Develop some kind of biological weapon that can help you against the Warlord.
    - *Location*: Sithyrya.
    - *Trigger*: Speak to Arthur in the ship's laboratory.
    - *Tasks*: Travel to the ruins of Ra'Kash and defeat a Graul. Talk to Arthur, then ask Katari to build reinforced holding cells on the ship. Defeat another Graul, capture it, and visit it in the cells. Take a DNA sample to Arthur and wait 1 day for him to synthesize the weapon.
    - *Rewards/Consequences*: Choosing "I won't hurt you" when visiting the Graul gives **+1 Friendship** with the creature.
- **Do the Akonian ritual** (Side Quest)
    - *Description*: Find the Akonians and pass their tests to access the magic ritual.
    - *Location*: Sithyrya.
    - *Trigger*: Meet Lucius at the ruins of Ra'Kash.
    - *Tasks*: Wander Ra'Kash to locate the shamans, complete their distinct tests, and return to Lucius.
    - *Rewards/Consequences*: Completing this ritual is necessary to permanently defeat the Warlord. You also unlock an optional romantic/sexual bonding scene with Lucius.
- **The Great Laying** (Side Quest)
    - *Description*: Find out why The Great Serpent has not laid the eggs.
    - *Location*: Sithyrya.
    - *Trigger*: Speak to the crocodile street preacher in Kavhar during the day.
    - *Tasks*: Investigate the coastal waters to discover what is disturbing the planet's massive progenitor wurm.
- **Smuggle Rattlesnake** (Side Quest)
    - *Description*: You have agreed to buy an absurd amount of drugs, what you do with them is up to you.

    - *Location*: Sithyrya.
    - *Trigger*: Speak to Snake in the Kavhar bar at night.
    - *Tasks*: Wait on your ship for Snake to load the goods. Go to the cargo bay and make a choice: destroy the drugs, stash them, or fly to Akra to sell them on the black market for a massive profit.
- **Kill 5 Sand-Wyverns** (Task)
    - *Description*: Go to the silent plains and kill 5 sand wyverns.
    - *Location*: Sithyrya - Silent Plains.
    - *Trigger*: Repeatable task given by Mayor Fergus at the refugee camp.

Harmonia

- **Vampires in Eldor!** (Side Quest)
    - *Description*: There have been vampire attacks! Stop them before they turn the citizens!
    - *Location*: Harmonia.
    - *Trigger*: Accept the flyer from the Notice Board at the Peaceful Panda Inn.
    - *Tasks*: Talk to Flynn, talk to Tarok, and rent a room to set a trap.
- **Real Bad Vampires in Eldor!** (Side Quest)
    - *Description*: You've discovered that the vampire who bit Flynn isn't so bad, but there's an even worse threat, blackblood vampires!
    - *Location*: Harmonia.
    - *Trigger*: Complete the previous quest and speak to Alexander in your room.
    - *Tasks*: Set a trap in the forest at night, discover Iacchus's Mansion, and either kill the Blackblood or submit yourself to the god Iacchus to save Alexander.
- **Globins On The Roads** (Side Quest)
    - *Description*: Lately goblins are very active on the roads and are bothering some travelers. Find out what's going on.
    - *Location*: Harmonia.
    - *Trigger*: Notice Board at the Inn.
    - *Tasks*: Find the Goblin Camp, infiltrate their warehouse, drink the stolen potion to test it, and stand guard at night to catch Virgil (the supplier).
- **Beast Hunt** (Side Quest)
    - *Description*: A creature has been sighted in the vicinity of Eldor and has the population in fear.
    - *Location*: Harmonia.
    - *Trigger*: Notice Board at the Inn.
    - *Tasks*: Question Smashgut, Flynn, and the tavern locals, then wait in the forest at night to track the beast (which turns out to be your crewmate, Hakkon).
- **Deal with 5 huargos** (Task)
    - *Description*: Go to the Sunrise Valley and wander around to find them.
    - *Location*: Harmonia - Sunrise Valley.
    - *Trigger*: Repeatable Notice Board task.

Pirate Base (Comet L-17)

- **Develop the Meta-Sith formula** (Side Quest)
  - *Description*: You have agreed to develop the meta formula for Bradley.
  - *Location*: Pirate base.
  - *Trigger*: Siding with Bradley or agreeing to his terms during the Pirate Base infiltration.
  - *Tasks*: Gather the required biological materials and consult Arthur in the laboratory.

Erebus-1

- **Save Erebus** (Side Quest)
  - *Description*: Find a way to bring life back to Erebus-1.
  - *Location*: Erebus-1.
  - *Trigger*: Discover the underground caves on Erebus-1.
  - *Tasks*: Use a Thauselite pickaxe to completely mine out a vein until the wall collapses. Enter the ruins, extract Erebian DNA from a corpse, and bring it to Arthur to synthesize a planetary restoration serum.

Nova Nexus

- **Steal a brain** (Side Quest) (WIP)
  - *Description*: You have been asked to break into the Nova Nexus archives to steal the blueprints for a synthetic brain.
  - *Location*: Nova Nexus.
  - *Trigger*: Currently marked as Work-in-Progress in game files.

Spaceship / Galaxy

- **Build a strong armor** (Side Quest)
  - *Description*: Go to Alastor and make a suit of armor that can withstand the impacts of the Warlord.
  - *Location*: Your Ship.
  - *Trigger*: Obtain a Graul Scale from the Ruins of Ra'Kash on Sithyrya.
  - *Tasks*: Take the scale to the Workshop and use Alastor's "Build" menu to craft the gear.
- **Save Riordan** (Side Quest)
  - *Description*: Finds a cure for Riordan's rare disease.
  - *Location*: Galaxy.
  - *Trigger*: Speak to Riordan in his quarters about his failing health.
- **Suspicious goods** (Side Quest)

- *Description*: Keirys has asked you to pick up some suspicious goods from Nova Nexus and take them to Akra.
- *Location*: Galaxy (Starts in Akra, ends in Akra).
- *Trigger*: Receive a comms call from Keirys after doing initial jobs for him.
- *Tasks*: Fly to the Confinement ring on Nova Nexus. Give the code "876-VXK3" to the dockworker. Hack the manifest to discover the crates contain frozen assassins. Finally, decide whether to deliver the cargo to Keirys or hand it over to the Akra authorities.
- *Rewards/Consequences*: Betraying Keirys will make him a permanent, dangerous enemy.

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