

Free-play Side-Quest Conditions

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For the full *walkthroughs* of these quests check out the New Horizons Wiki.
<http://www.piratesahoy.net/wiki/new-horizons/>
Some quests may be outdated.

* *A girl won in a card game*

By the looks of it, the quest is triggered if a player attribute reaches 40 and you need at least 100 gold.

This attribute increases for every time you win a game in the gambling interface and it increases quicker if you've got a high luck skill. It decreases if you lose a game.

And by the looks of it, it also decreases for every move you make.

* *Artois Voysey/Nigel Blythe (Quest)*

The quest begins automatically the 1st time you enter the Pirate Settlement on Nevis.

Artois Voysey: Fight and Kill Nigel Blythe – you get Artois.

Nigel Blythe: Let Nigel Kill Artois - you get Nigel.

* *Baldewyn Coffier & Arnaud Matton*

WARNING - If your Reputation is below NEUTRAL/DAMSEL - you cannot hire/ lend money to Baldewyn - the only way to complete this quest is to help Arnaud.

In St Pierre, Martinique.

EITHER – In the Tavern - Talk to Baldewyn Coffier – he asks if you are a captain, says his store was stolen – offer to help him – either lend him money, or hire him.

OR In store – Talk to Storekeeper Arnaud Matton about business – ask is there anything you can help him with - Arnaud tells you he lends money and Baldewyn Coffier has not repaid loan.

* *Cargo for Thomas O'Reily*

You must have 750 free cargo space in your ship or fleet.

Talk to Thomas O'Reily Port Royale, Jamaica. Storekeeper.

* *Church Protection*

Go to a church and talk to the priest – make a donation – the priest will then ask you to find him a holy cross.

* *Edgar Attwood Adventures*

This quest may cause problems if played at the same time as Artois Voysey or Nigel Blythe – it is best to do this 1st then go to Nevis for the first time.

Start by going to Port Royale Prison and talking to Edgar there.

* *Elizabeth Shaw's Disappearance*

If you are Playing in the **Early Explorers** period then this quest is **NOT** available.

Must be Level 6 or higher to get this quest.

Sail to Grand Cayman - Go talk to Governor – Ask about business.

* *Escort Vigila Mendes' Ship*

In San Juan, Puerto Rico. Talk to Vigila Mendes in the store.

* *Find Angelique Moulin's Father*

Angelique Moulin will not appear if you are less than Level 15.

Sail to Port au Prince, Hispaniola – talk to Angelique Moulin in Port au Prince town.

* *Find the missing son of the Spanish Admiral*

Must be Level 4 or higher to get this quest – and have a reputation of Bloke or better.

Sail to San Juan Puerto Rico – Go to Townhall – talk to Admiral Joaquin da Saldanha standing at side of room.

* *Hard Labors of an Assassin*

You must be Level 5 or higher to be given this quest.

This quest starts automatically on entering the tavern at Sao Jorge, Grenada, - Ambroz Bricenos walks up and talks to you.

* *Help The Boatswain*

Talk to Orable Caron - St Pierre Port, Martinique. Talk about the Boatswain.

* *Help the Church*

Can be played separately or will be part of Strange Things going on in the Caribbean.

You need to have a reputation mid way between "Bloke" and "Matey".

Sail to Port Royale, Jamaica. Go to the church – talk to Father Bernard.

* *Help the Lady*

This is the 2nd Part of Help The Boatswain.

Sail to San Juan, Puerto Rico. Go to the church – inside talk to Estrella de Alencar.

* *Help the Turks Island Settlement*

Must be higher than Level 10 to get this quest.

Sail to Turks – Go to Grand Turk Tavern – talk to Pieter Boelen.

* *Hire A Sailor - Rys Bloom*

At Port Royale, - in the Port.

Rys Bloom walking around – agree to help him.

* *Mysterious Plants (Apothecary) Quest*

Starts in Bridgetown, Barbados – You need your ship in Bridgetown Port not at a beach. The citizens can give you information about the Apothecary.

* *Patric and the Idols*

If you kill Andre Juliao or help Turpin Cabanel in this quest you will not be able to do the Thomas O'Reilly Smuggling quest. (so do that quest first)

Talk to Orable Caron - St Pierre Port, Martinique. Talk to him about Smuggling.

Then talk to Turpin Cabanel, in the port house.

* *Quest for the Crystal Skull*

In Santo Domingo town centre, find the researcher's house. It is somewhere near the town hall.

Inside, talk to Constantino Avellán. As well as offering to sell you any of the crystal skulls normally to be found in the game, he wants you to find a special one, an amber skull.

* *Rescue Peter Blood's Crew*

Must be Level 4 or higher to get this quest.

Sail to Grand Cayman – go to tavern – talk to Peter Blood.

* *Sabine Matton*

After Baldewyn Coffier & Arnaud Matton - Sabine Matton appears in the St Pierre store.

* *Saga of the Blacque Family*

At St Pierre, Martinique, Talk to Rachel Blacque - walking around outside Store.

Or talk to Milon Blacque - in the port.

* *Saving Toff's Daughter*

At Kralendijk, Bonaire go to the tavern. (REPUTATION must be better than BLOKE or Toff will not ask for your help.)

* *Search for Peter Blood's Ship*

Must be Level 14 or higher to get this quest.

Have Peter Blood as officer. Sail to Pointe a Pitre, Guadeloupe.

* *Sink the Pirate Corvette*

Go to the St Pierre, Martinique , Townhall & talk to Governor.

* *Sinking The Vogelstruijs*

If you are Playing in the **Early Explorers** period then this quest is **NOT** available.

Go to Hopital, (Port Au Prince), Hispaniola, townhall.

Talk to Contre-Amiral Beaugard.

* *Smuggling for Thomas O'Reily*

Don't start this quest with less than 800 free cargo space in your ship or fleet.

You must have already completed his First Job - "Cargo for Thomas O'Reily" to get this quest.

Andre Juliao must be alive. So if you want to do the "Patric and the Idols" quest do it after this one.

From **Beta 3-5** - you must have already done some Smuggling to get this Quest - you must be friendly with the Smugglers -- Your Score with the Smugglers must be more than 1500.

To check your score with the smugglers put this code in the console :- **LogIt("Amount = " + CheckSmugglingAmount(pchar));** then execute it (press F12) in the game.

Talk to Thomas O'Reily Port Royale, Jamaica. Storekeeper.

* *Strange Things going on in the Caribbean*

Sail to Kralendijk, Bonaire – talk to women standing outside townhall.

* *The French Pirate in the Tavern*

Must be higher than Level 4 & have a free space in your fleet to get this quest.

In San Juan, Puerto Rico tavern – talk to Claire Larrouse.

* *The Kapitein of Kralendijk*

You have to not be a naval officer to start this quest.

In Philipsburg tavern, look for Willem Voigt, who is sitting at a table on the lower floor. Talk to him. Accept his proposition and you will automatically follow him upstairs.

* *The Silver Train*

Must be Level 12 or higher to get this quest.

Sail to Tortuga – talk to tavern keeper – ask about business.

* *Thierry Bosquet - Pirates in the Tavern*

This quest can be started by talking to Orable Caron in St Pierre Port, Martinique OR by talking to Thierry Bosquet in St Pierre Tavern.

(ORABLE CARON is part of several quests – Smuggling, Help The Boatswain, Blacques – so be careful with the dialogue.)

Talk to him about pirates in the Tavern.

* *Woman who Lost her Husband & Son*

REPUTATION must be better than BLOKE or Priest will not give you this Quest.

This small quest is hinted at in the rumors and gossip, from citizens of St Pierre, Martinique.

* *Zaid Murro's Problems*

Continues from Escort Virgila Mendes Ship.

After finishing the Escort Virgila Mendes Ship quest go and talk to Zaid Murro on the jetty.

The following quests are character/profession specific.

× *A Family Story*

To start you will need to be playing as José Joaquim de Almeida, and be at least level 10.

Then you will have to go to the town hall in Governor's Harbor, Eleuthera.

× *A French Companion*

You need to have finished “A Family Story”, and thus it’s for José Joaquim de Almeida.

Go to Governor's Harbor, Eleuthera’ town hall; and speak to the governor.

× *A New Invention*

The quest starts when you choose engineer as your profession in Free-Play.

× *The Natividad Incident*

This quest is for Horatio Hornblower.

When you are promoted to Post Captain, the governor tells you to report to Admiral Pellew in Bridgetown Naval HQ.

Go to Bridgetown Naval HQ and talk to Admiral Pellew. He orders you to deliver muskets and ammunition to Don Julian Alvarado in the fort at Playa de Sabana. You are given 500 units of gunpowder in your hold and 100 muskets in your inventory. QB update.

(If you have completed the storyline extension "Hunt the Traitors", you will first report the results to Admiral Pellew. When that is finished, talk to him again.)