

Before the storm

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Author of the walkthrough: Fozling

Game version: 0.2



Day One

We wake up and watch a mini-scene.

Eileen

Oh, it's Assumi. Where did he get that picture?



We go to the kitchen and talk to my mother. She asks to take the milk to the tavern and also bring the book to the librarian Imari. In the mother's bedroom, we take a book from the table.



We leave the house. There is a bouquet of flowers in the gate. A gift from a supporter.



A brother (Branmere) was supposed to work in the stable, but he is gone.



We go down to the lake. Catch Branmere spying on Asuma. Asumi scene.



We follow the path further, enter the courtyard of the mansion, open the gate from the inside. In the city, you can talk to the Elf. He was the one who brought us flowers.



The main door to the tavern is locked. You need to go around the house, the back entrance will be open there. Near the entrance is Imara's store, but it is still closed.



In the kitchen, Cecilia prepares food. We give her milk. We learn that the famous director Helmet Nessingvari (a well-known character from other games) has settled in the tavern. You need to convey to your guests that the food is ready.

We go up the stairs to the second floor, pull the door – it's closed.

We go up to the third floor, go into one of the rooms, go out to the balcony.



We carefully jump down to the balcony of the second floor, talk to a pregnant draenei. We watch the scene of the Elf of the Void\Two Men.

The script was blown away by the wind, you need to bring it back.

Page 1 - On the second floor of the tavern we go to the balcony. We see a page on the roof opposite. We jump over (first to the railing, then to the roof).



Page 2 – Opposite the window from which the pages flew out, there is a tree stump over which red butterflies fly.



Page 3 - We go to the mansion where the gates were opened. Right behind them, on the floor, lies a page.



ATTENTION! An additional scene in the bath opens from this moment. If you want to watch it, you need to do it now! Then you won't be able to do that!

Scene in the bathhouse: we go to the market square. We see our mother entering the bathhouse. We talk to the tauren at the entrance, but he won't let us in.



We go around the building and see an open window and a stone next to it, we peep. After the scene, you can peep again for additional dialogue.



We return to the tavern and talk to Hemet. Imara's shop opens.



Let's go to Imari. Return the book (use the book from the inventory (I - book - Use))

You need to close the window in her store. Opposite Imara's table is a table with two flowers and a cupboard. We jump first to the table, from there to the closet, and from there to the second floor.



Close the window, select a photo. We go downstairs, give the photo to Imari (through the inventory).

Eileen
It can't be.

SPACE





Then you can walk around the city and ask about the witch, just dialogues (tauren in the market, old man near the house, your mother).

We go to Imara's house (next to the bathhouse), climb through the window behind the house.



We examine in turn – toys, books, a bowl with a bone. And at the end, you need to jump on the bed and there will be a diary on the shelf, we read.



Imara comes, we need to do something so that we are not noticed.



If you select (Hide in the attic) there will be an Imar \ Dog scene.

You need to go home to read Imara's diary.



We notice a brother who is peeping. We talk to him. Scene Aeloria\Orcus.

There are uninvited guests in our room (Tauren and Goblin), we talk to them.

There is little useful information in the diary. You need to look for the Witch in the swamps.
End of the first day.



Day Two

We leave the house, my mother again asks to take the milk to the tavern (Cecilia).

If you go down to the pond, your brother is spying on Asuma again. Asumi scene.



Imara is standing in the tavern, looking for his diary. We need to return it, but only after we find the Witch.



On the second day, the passage from the city is free. Let's go there.





We follow the path directly to the forest. There will be a church on the road on the left, but so far there is nothing there.



We run further into the thick of the forest. On the right there will be a passage to the shore. From the left path with a hill climb. We're going there.



There we meet a strange man who picks mushrooms.



He runs away, we follow him in the footsteps. Mushrooms on the trail will show the way (we go back a little, where we climbed the hill). We go to the left, further into the depths of the forest. We approach the stump and interact with it.



We found the Witch's house.



The house is locked. There is a ladder behind the house. We get into the house.



Watching the Witch/Man scene.

In order to grant our request, the Witch asks us to bring her a book from the church. Let's go back there.



It looks like it's empty. The bedroom has shelves with books. With the help of the mouse, you need to select the necessary book.



On the way out, we are greeted by the Father. Let's go to confession. We are interrupted by Asumi, who also wants to go to confession. You can spy on her. Scene of Asumi\Father.



Let's go back to the Witch and read the book. We follow her and approach the altar.



We find ourselves in another dimension. After the dialogue, we talk to Eredar again.
Eredar\Eileen scene.

End

Miscellaneous:

Book read by The Witch: Tails of Azeroth, Before the Storm



Picture



Cassandra
Blue

Duke
Bull

STARRING

Brianna
Candy

Johnny
DEEP

Directed by
HEMET NESINGWARY

BLUE SONJA





