

Broken Reality RPG

Guide

Companions and Romance-able NPCs

Hana (Permanent Companion and Romanceable)



A beauty like none you have ever seen, boasting red eyes that pierce through all they behold.

Class: Goat Priestess

Requirements: None

Location: 1.Docks, 2.Path: Town of Beginnings to Tolbana 2 (Joins temporarily) and 3.Nuala's Camp (Joins Permanently).

Azar (Temporary Companion and Romanceable)



A child at heart and in looks but not brains, Azar is a curious and lonely person.

Class: Genius Magus

Requirements: Blood Magus Class

Location: 1.Docks, 2.Minotaur Caves (Joins temporarily), 3.Imperia Academia, 4.Shilai Forest

Sangsue (Companion? And Romanceable)



Sangsue rarely opens her mouth, and appears to be in a constant state of pain and confusion.

Class: Thief

Requirements: Rogue Class

Location: 1.Kobold's Lavatory, 2.Kobold's Tower: Floor 2

Bloodfang (Permanent Companion)



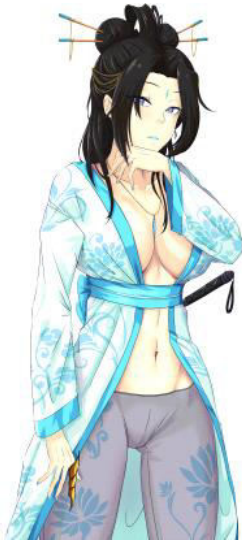
The stoic werewolf has gotten tired of the loner lifestyle. His ferocity in battle is awe-inspiring.

Class: Werewolf

Requirements: ???

Location: ???

Xia (Companion? And Romanceable)



Once the wife of a vampire king, Xia carries herself with the grace and authority fitting a queen.

Class: Vampire Noble

Requirements: Rogue Class?

Location: ???

Kaliska (Companion? And Romanceable)



An adventurer pure of heart, willing to put her life on the line in the name of honor.

Class: Fighter

Requirements: ???

Location: 1.Path: Town of Beginnings to Tolbana 2 (Joins Temporarily), 2. Kobold's Mines: Level 4 (Joins Temporarily)

Bran (Companion? And Romanceable)



A late bloomer in the adventuring business, Bran is a retired guard from Kronos.

Class: Berserker

Requirements: ???

Location: 1.Kobold's Mines: Level 4 (Joins Temporarily)

Victoria Deepwell/ Vixen (Not a companion(yet?) and Romanceable)



A powerful magus. Some call her kind "witches", interested in magias most magi couldn't comprehend. Most of all though, she is a high-class lady, with a very successful marriage and an influence very deep-rooted in Theodoxa and the kingdoms around it. Being friends of such a lady can provide one with interesting... Perks.

Location: 1.Tolbana, 2.???

Nuala (Very Temporary Companion)



A bright, young woman, skilled with sword and shield, who you met in the forests of Shilai.

Class: Leader

Requirements: None

Location: Forest of Shilai 1

Tsei-hi? Hatchy? (Permanent Companion)

???

A heavily tattooed woman and a powerful magus, Tsei-hi is a prisoner of freedom.

Class: Apprentice

Requirements: ???

Location: ???

Prologue

- When the Regulators ask you what Mother told you:
 - I. Choosing "I don't know anything!" gains you 1 **Mothers Favour**, 1 **Hana Love**, 2 **Regulator's Anger**, you lose 200 Max HP and you will be able to get x3 **Mother's Milk** later which increases Max HP by 100 each.
 - II. Choosing "tell them everything" gains you -1 **Mothers Favour**, -1 **Hana Love** and -1 **Regulator's Anger**.
 - III. Choosing "don't mention the girl" gains and loses you nothing.
- When the Regulators ask you what you desire:
 - I. "To be an adventurer." gains you +20 Max HP and MP.
 - II. "To find the truth." gains you +10 AGI and -1 **Insanity**.
 - III. "To be King" gains you +1 **Testosterone** and +10 ATK, and sets the switch "**Bekingdream**" On. *Not sure what this effects yet.*
 - IV. "To enjoy pleasures" gains you +1 **Estrogen** and +1 MDF.
 - V. "I want but a simple life." gains you +10 DEF.
- Be sure to click on everything in your room. When you click on the book collection:
 - I. "The art of haggling" gains +1 **Haggling**.
 - II. "Political speeches and rhetorics" gains +1 **Rhetorics**.
 - III. "The stories of famous liars and gamblers" gains +1 **Deception**.
 - IV. "Puzzles and outside-the-box thinking" gains +1 **Intellect**.
 - V. "Physics theories, chemistry, biology" gains +1 **Acamedics**.
 - VI. "History and its influence in the modern world" gain +1 **Lore**.
- When choosing a class:
 - I. **Leader** gets +1 **Rhetorics** and +20 **Stamina**.
 - II. **Berserker** gets +2 **Testosterone**, -2 **Estrogen** and +1 **Perception**.
 - III. **Rogue** gets +2 **Estrogen**, -1 **Testosterone**, +40 **Stamina** and +1 **Deception**.
 - IV. **Blood Magus** gets +2 **Intellect** and +1 **Academics**.

Dragontooth Area

Docks



- You can talk with the Fortune teller (purple haired woman) and pay 30 col to choose **Foibles** for your character. If you speak to her again you can ask for lessons in scamming which will increase your **Deception** by 1 for 800 col or sex if **Testosterone** is 5 or higher.
- When talking to the soldier in the centre answering "I think I serve the Mother" then "Am I not allowed to believe in what I want?" and "I'm a bit sceptical about it." will both raise **Yudah Defiance** by 1.
- You can talk with Compass (hooded woman) to donate to her charity (don't know if this effects anything yet) and receive Gentle Warmth blessing if **Karma** is 0 or above. You will also notice more things about her if you have 1+ **Perception** and the **Empathy Heritage Foible**.
- You can speak with the balding old man to get the quest **Axe Delivery**. You can either steal the axe for yourself and get a Handaxe weapon and -1 **Karma** or deliver it to his friend in Dragontooth.
- You can speak to the man wearing a coat and goggles to get a Quest to find Scorpion skin. The skin is in some crates just a little Southeast of him, he will reward you with some health potions and you can pay him 25 col for Arcane Blessing.
- Other things of note are two women that can be romanced later in the game: the black haired woman at the table, Hana and the blonde arguing with the fishmonger, Azar (can only be romanced as blood magus). Azar also reacts to **Empathy Heritage Foible**.

Path: Docks to Dragontooth



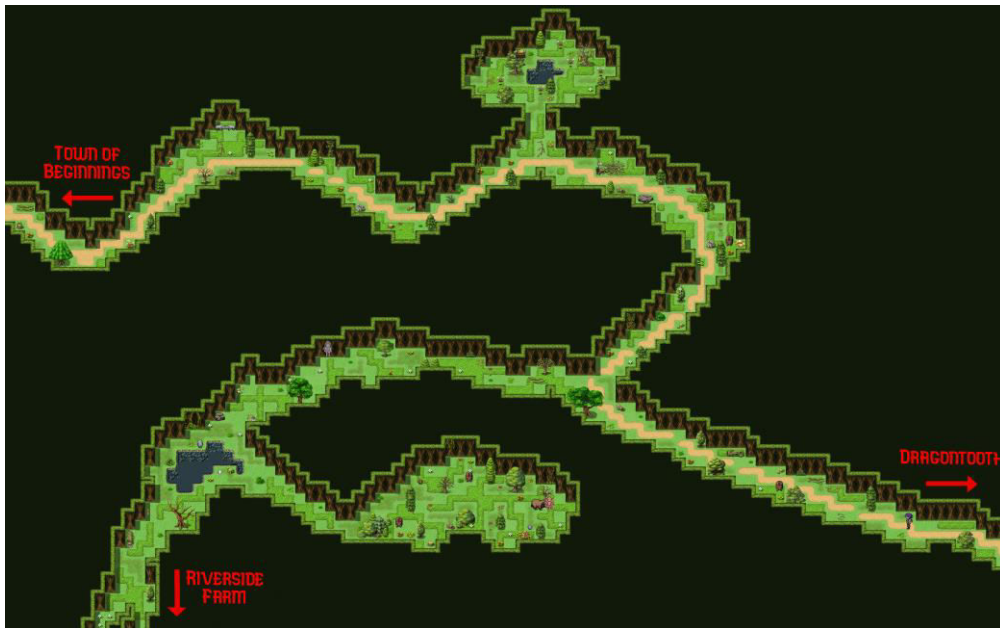
- In the Northeast is the Dragontooth Graveyard you need to speak to grave keeper as a part of the **No Eternal Rest in Yudah** quest. An **Insanity** enemy spawns in the Graveyard no matter what your level of **Insanity** if you tell the widow the truth or fail to lie at the end of **No Eternal Rest in Yudah** quest.

Dragontooth



- You can speak to the man North of the Eastern entrance to deliver the axe for the **Axe Delivery** quest. You can ask for a reward which will give you 20 col or walk away and gain +1 Karma.
- You can speak to the troubled woman by the well to start the **No Eternal Rest in Yudah** quest. At the end of the quest you have to speak to her to complete it if you tell her the truth, or if **Deception** is lower than 1 and you lie you will she will disappear from Dragontooth. If **Deception** is 1+ you can comfort her with a lie.
- You can speak to the investor (man in white robes) near the Western entrance to sell your corpse for 200 col, if you lie about your name you can repeat this with investors in other locations. You also need to speak to him about the **No Eternal Rest in Yudah** quest.
- The man outside the house with the yellow roof acts as an Inn for 35 col.

Path: Dragontooth to Town of Beginnings



- You will see the body of a woman in the trees of the middle path if you tell the widow the truth or fail to lie at the end of **No Eternal Rest in Yudah** quest.

Riverside Farm



- Need a Dog Treat from Harunka Village to make the dog move or you can kill it as a part of the nearby ghosts quest, to get to chest. Chest contains some food ingredients and bandages.
- At **Insanity** 3+ you can find the ghost of Eric Wickermann at the Northwest near the river's edge. If you lie to him twice or more your **Deception** will increase by 1. He will give you a quest where you either have to go kill a bear in the Southern Paths, or the nearby guard dog

for -1 **Karma**. After completing the quest he will raise your **Academics** and **Rhetorics** by 1.

Town of Beginnings



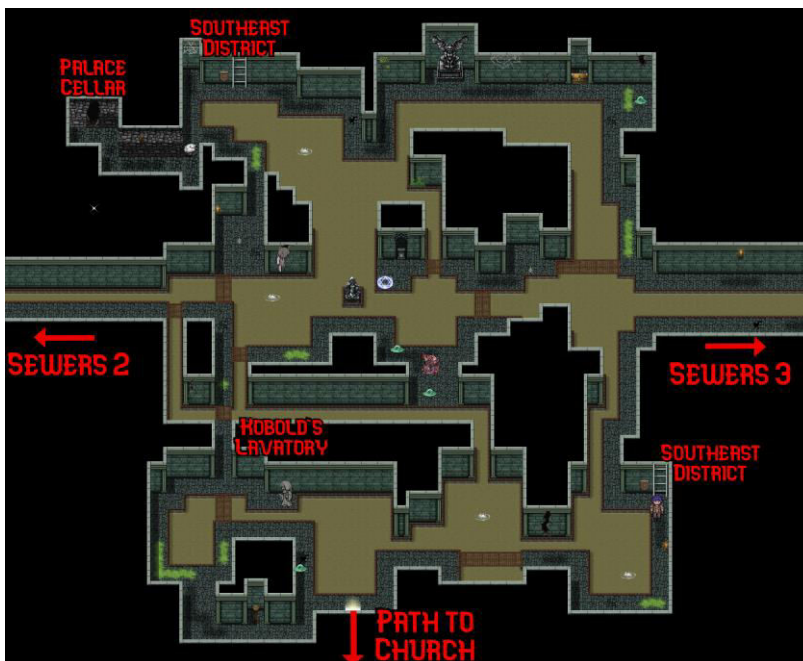
- Near the Barrack there is an adventurer standing by a manhole who you can talk to about the sewers. At the end of the conversation you can convince him to go in (die) or stay out (survive) of the sewers.
- There are a few manholes throughout the city that you can use to go to the sewers.
- You can talk to the owner of The Thirsty Maiden about her limited stock and she will give you the quest **Rat Infestation** and a antidote potion. Kill the rats in her basement to complete it. Rewards are her selling more items and a discount.
- At 2+ **Testosterone** you can get a discount at Weasel's Apothecarium plus increase max HP by 10, by having sex with owner .
- If you have a **Hellfire** item you can free the man trapped in ice at the apothecarium. He will reward you with 2 **Anathema**. If you are on Azar route you can also ask him to send her your love, "She is a dear friend. Hana is just... Bitching" choice will gain 1 **Azar Love point** but lose 1 **Hana Love point**, "Ignore her. Azar is your most brilliant student" choice will gain just 1 **Azar Love point**.
- You can buy an asari girl from the man by the stage for 20,000 col if you own a house and have a maid.

- If your **Yudah Defiance** is 5 or lower you can purchase the House for sale for 11,000 col just North of the stage, buying a house lowers **Yudah Defiance** by 3. You can ask Stella a woman near the statue in the West district to work as your maid for 3,500 col if you own a house. Or you can hire Vicky from Ironswords' Mansion as a maid. You can only have 1 maid.
- At 1+ **Insanity** you can fight the statue in the West district. It is unbeatable but harmless and has some humorous battle dialogue. (It has 50,000 HP and regenerate back to 100% each turn. When I beat it with cheats it dropped Broccoli.)
- At 1+ **Estrogen** the man on the East side inside of Mermaid's song will make advances on you, if you play along your **Estrogen** will increase by 1 and you will get a gold item.
- On the upper floor on the Mermaid's Song you can step in to defend a waitress that's being harassed by 3 hunters. If you win and your **Estrogen** is 2+ she will just walk away and you get nothing. If your **Estrogen** is below 2 and Testosterone 2+ she will French kiss you and you will gain 20 max HP and 5 DEF. If both are below 2 then she will give you a kiss on the cheek and gain 10 max HP. If you lose they will steal 200 col from you and you will lose 25 max HP, 10 ATK and 10 DEF.
- The hunters harassing the waitress are also apart of the **Howl of the Wolf** quest. If you have beaten them then you just need to talk to them. If you lost you can challenge them to a fight again or convince them all individually:
 - I. If your **Estrogen** is 4+ you can have sex with the green haired one (Doug) to convince and gain +5 max HP.
 - II. Otherwise you can learn Doug Ironswords name. Once you have Doug's name you can get dirt on him from the waitress, at the Barracks? and **(Haven't found the last piece of dirt)** once you have all the info you can go to the Ironswords' Mansion in the Southeast district and gain entry **(This is currently the only way to gain access to the Ironswords' Mansion)**.
 - III. Talk to the long-haired one (Rhys) then talk to the harassed waitress about him, go down stairs and talk to the cook behind the counter about him then ask the barkeeper at the Drunk Dragon about him. You will be approached by 2 men that plan to deal with him, accept their plan and go back to Rhys you can then send him into their trap for -1 **Karma** or send him to safety for +1 **Karma**.
 - IV. For the blue haired one you can either get the bard from Horunka Village Inn to teach him or give him a Rare Tome.
- In the Southwestern corner of the Palace Plaza there is an old man that will give you the **Brat Trackdown** quest to find his grandchild. Speak to the child just North of him and he will tell you the kid went to the North district. Go to the North district and speak to the 2 kids just Northeast of the entrance to the Palace Plaza and they will tell you he went to the Southeast District. Go to the Southeast district and talk to the 2 kids sitting by the stage, they will tell you he went further South. Talk to the kid South of the Thirsty Maiden and he will tell you he is hiding in a barrel behind the Barracks, just East of him. Kick the middle barrel and return to the old man to be rewarded 2 cooking recipes.
- In the Palace Plaza is another Investor you can sell your corpse (or lie to repeat) to gain 200 col.
- In the North district in the alley just West of the gallows you can interact with the 3 women to find out that 1 is being harassed by the others. Go to the blacksmith and talk to his son near the entrance to tell him his girlfriend is being harassed. You can then convince him to

either go defend her or to lay low.

- At the Northwest corner of the North district is a shady merchant that sells thief items only if you are the **Rogue** class.
- If you talk to the guard in the training ground in the Southeast district 4 times you will gain 1 **Yudah Defiance**
- If you have started the **Hikari's Permit** quest you have to talk to Kawae-Sa, he will ask you to deliver a package to Victoria Deepwell in Tolbana to be rewarded a permit. Opening the package will make you lose out on Love points with the vixen and lose 60 max HP if you lie.
- You can try to pickpocket the sleeping guard in The Drunk Dragon with AGI 60+ and will succeed with LUK 65+. If you fail you can fight him to gain 1 **Yudah Defiance**
- The Museum in the North districts Northeast corner only opens after you have defeated Illfang. At 6+ **Testosterone** you can ask the receptionist for a personal tour, if you say "Hurry up, bitch." you will be banned from the Museum and gain 1 **Yudah Defiance** If you don't you can have sex with her and gain +10 max HP and +10 DEF.

Sewers 1



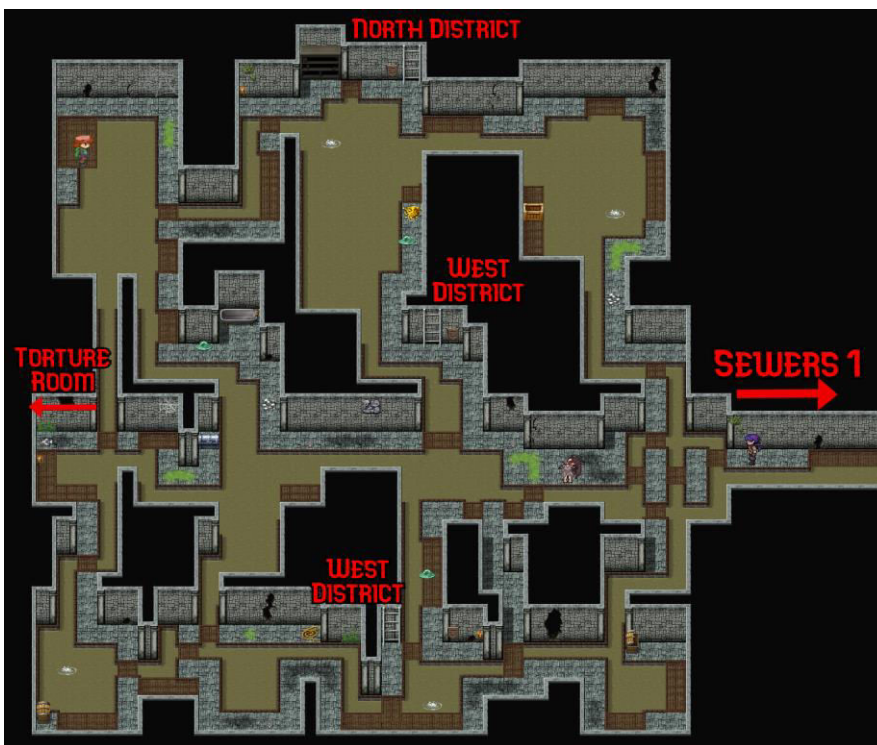
- If you are **Berserker** class you can push the boulder in the Northwest corner to gain access to the Palace Cellar. You can have sex with the maid to gain 15 DEF in the cellar if **Testosterone** is 5+. Otherwise you can convince her to not kick you out with 2+ **Deception** by saying you're the health inspector or **Rhetorics** 2+ by saying she is presenting you as a villain and you just got lost. If she spots you and you don't have these stats or

you answer wrong you will be kicked out and gain 1 **Yudah Defiance**

- If you convinced the adventurer to go into the sewers you can find his melted remains near the centre of the map. If you loot his corpse you gain -1 **Karma** and 25 col, a war axe, a shield and a copper helmet.
- At **Perception** 2 and higher, you can interact with the wall North of the magus statue to find the entrance to the Kobold's Lavatory. You can skip the perception check if you are **Rogue** class the thief merchant in the North district will tell you about it or if you read the note in Kobold's Tower Floor 2.
- Inside the Kobold's Lavatory you can see Sangsue for the 1st time.
- You need to speak to the Kobold's Lavatory barkeep for the **No Eternal Rest in Yudah** quest.

- At 2+ **Rhetorics** you can get the **Signet Ring** quest to find a Signet Ring from the man sitting at the Kobold's Lavatory counter. The ring is found in Sewers 3, return to him to complete the quest. Rewards change depending on what you tell him:
 - I. You can get 200 col and +1 **Karma** if you return the ring and tell him to give Howard's payment to charity.
 - II. You can get 1100 col if you accept Howard's payment.
 - III. You can lie about not finding it to get the ring and 200 col.
 - IV. You can get the ring and -1 **Karma** by telling him you're keeping it because he doesn't deserve it.
 - V. You can get 2000 col by telling him you're keeping it and you will sell it to him for 2000 col.
- Can have sex with a prostitute for 100 col or 65 col with 1+ **Haggling** to increase some stats (depends on Testosterone). If Hana is in party you will lose 1 **Hana Love point**.

Sewers 2



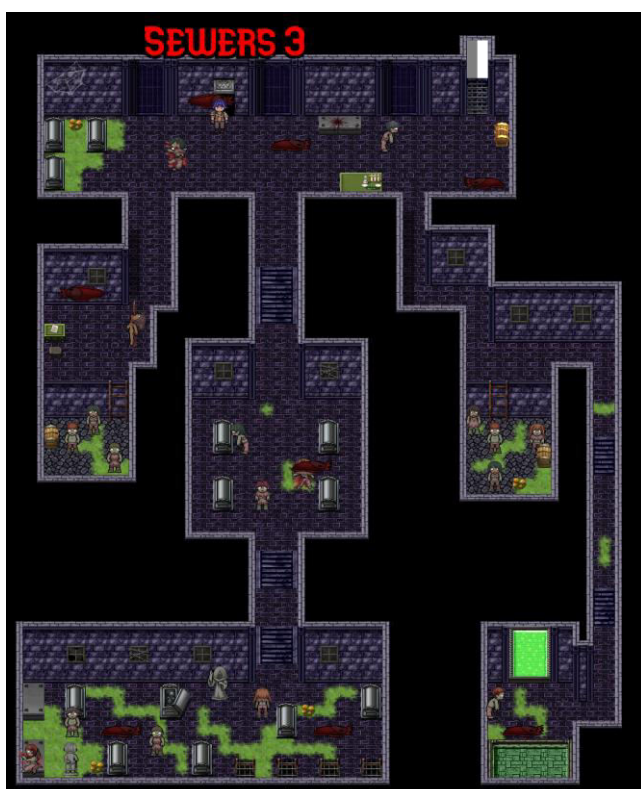
- You can enter the Torture room on the West side. The room has a "Cursed" Doll, collecting the doll increases your **Insanity** by 1.
- Nathen Woodber, the adventurer in the Northwest corner will trade with you, and teach you the **Slime Armor Recipe** for 3000 col.

Sewers 3



- If you are **Berserker** class you can push the boulder near the Sewers 1 entrance to gain 150 col.
- In the Northern room is a female **Wererat**. If **Testosterone** is 4 or higher you can attempt to "Tame Her" for a sex scene which increases your max MP by 20 and MAT by 1. The corpse behind the Wererat has a Signet Ring that's needed for **Signet Ring** quest.
- In the centre there is an enemy surrounded by purple glowing pentagram this is the boss **Gigantic Slime**. Defeating it awards you 3 **Holy Grenades**, 1 **Rare Tome** and 2 **Perversion** potions, and the slimes will leave the sewers.
- There is a giant snowball blocking the entrance to the Catacombs. You can clear it with a **Fire Grenade** or 3+ **Academics**. Clearing it with Academics rewards you with a **Tinkered Frost Grenade** and **Tinkered Frost Grenade Recipe**. Also if you have Hana as a companion you can spank her for calling you a nerd with 3+ **Testosterone** to gain 5 ATK for you and 10 LUK for Hana.

Catacombs



- In the Southeast room is a zombie you can talk to if you try to put him out of his misery he will attack you, can deal 100 damage to party before battle if AGI is below 80.
- If Hana is in party she can have some dialogue around here but nothing affects stats.

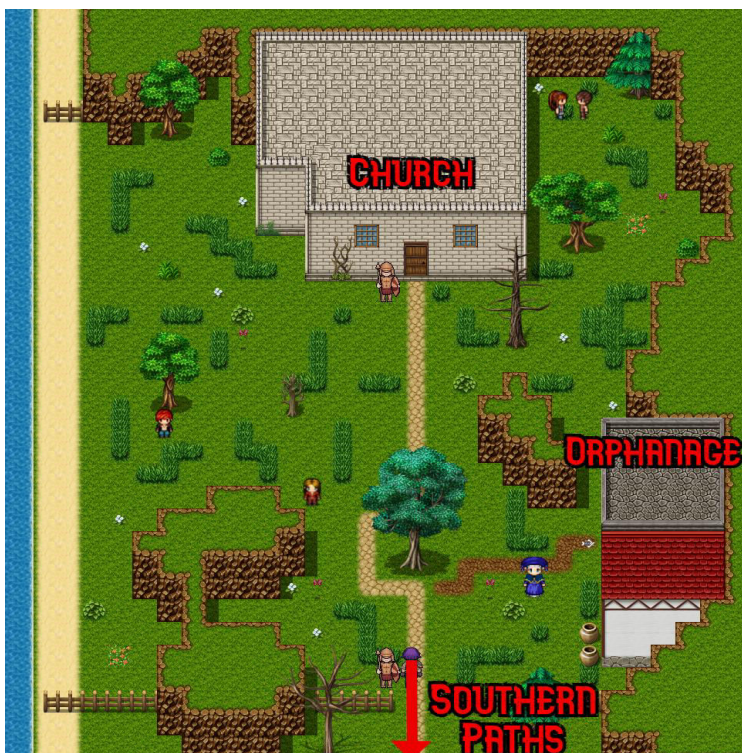
Southern Paths Area

Southern Paths



- Inside the cave in the Southeast is the bear you need to kill for the Riverside Farm's ghost quest.

Church Grounds



- You can go to the sewers from a hole in the Church's basement.
- Fixer npc inside the church can fix some bugs you may experience.
- If your **Karma** is above -2 the preacher inside the church will remove cursed items for 400 col. If **Karma** is above -1 he will also remove diseases for 100 col and bless you with Trinity Blessing for 150 col.
- Inside the Orphanage's basement is a drunk nun, Sister Rafa, that will give you a quest **Enlightment in a Bottle** to get her more wine. Bring her **Red Wine** and she will ask for more,

bring 1 more then she will ask for **Sake** give her that to complete her quest.

- In the Orphanage's upper floor there is a girl, Nancy, that will give you a quest **Mother's Necklace** to find her mother's Necklace. Talk to the red haired boy outside, and he will tell you to talk to Flare in the church. Talk to Flare sitting at the back of the church to get the necklace. You can either give it back to her or lie and keep it for yourself and gain -1 **Karma**. If you have it equipped and lie to her you can tell her you're keeping it and she will be angry if you try to talk to her again.

Hikari's Tomb



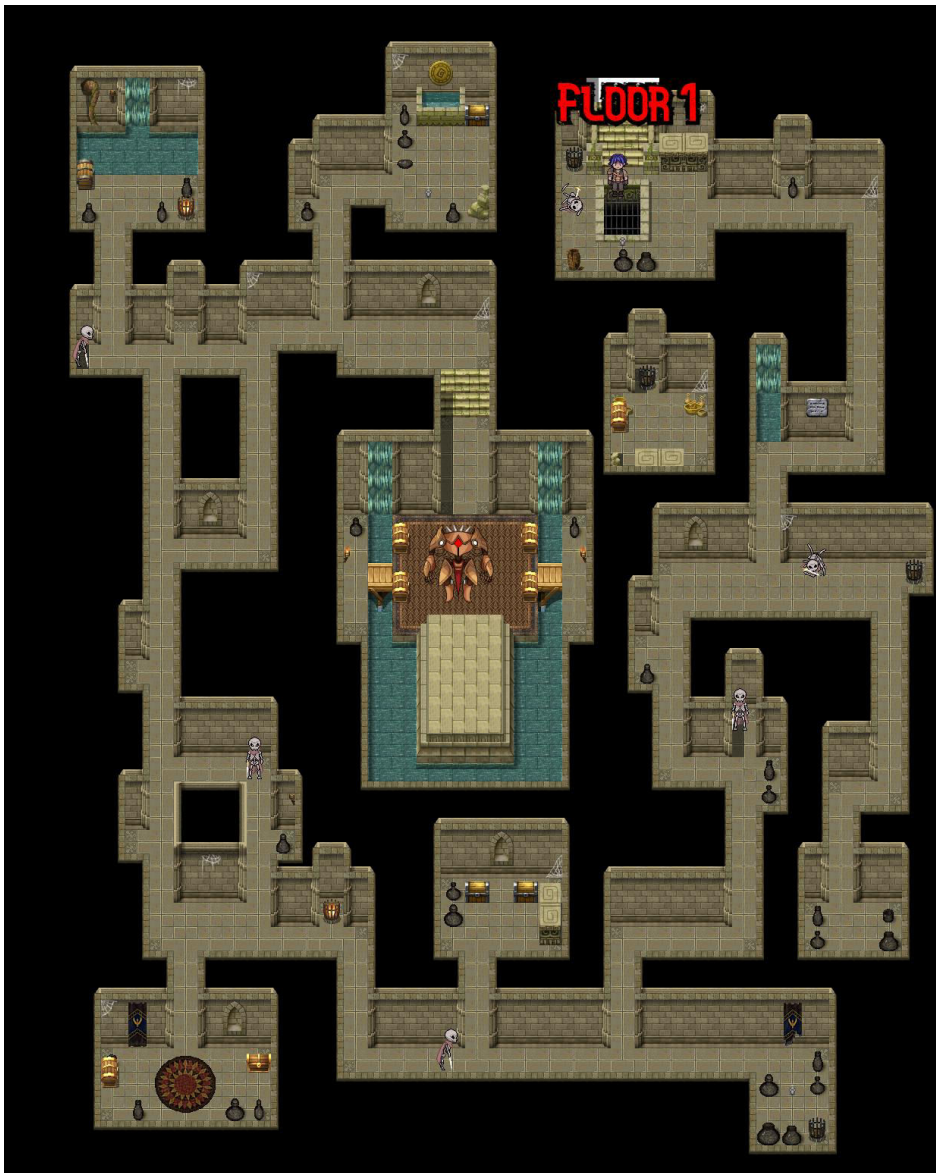
- You either need a permit or 500 col to bribe the guard to go near Hikari's Tomb. Talking to the guard gives you the quest **Hikari's Permit**. In order to get the permit you need to talk with Kawae-Sa at the Town of Beginnings.
- Click on the statues left side to reveal a secret staircase to Hikari's Tomb Floor 1.

Hikari's Tomb Floor 1



- There are hidden floor traps that will reduce your party's HP by 50.
- Some chests are mimics.

Hikari's Tomb Floor 2



- Still more floor traps and mimics.
- To get in the secret room click on the wall East of it by the water.
- At the centre is this dungeons boss **Vosh'nox**. You can fight it or lie causing it to self-destruct by answering, "*PCName*, adventurer.", "Tomb of the who?(lie)", "(lie)I... Haven't heard of any of them.", "(lie)How long "have" you been down here?", "I'm afraid not...(lie)" and "Up there it's a bandit-ruled wasteland.(lie)".

Wilds Area

Wilds



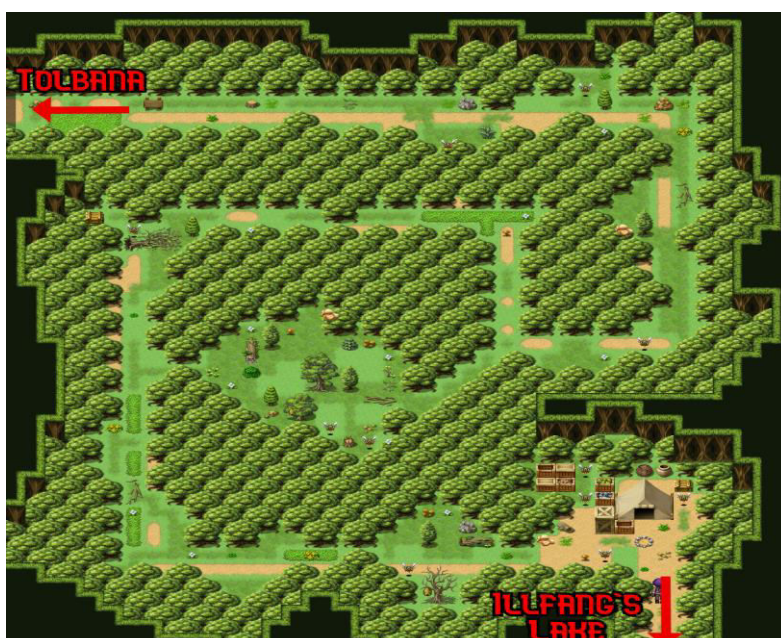
- You can enter a portal area in the Southeast corner. Interact with the statue and you can drink from it to activate it as a fast travel point or if your **Insanity's** 2+ you can Defile the fountain to gain +15 AGI for yourself and your permanent party members. **If you Defile a fast travel point you can no longer use it or if you have already activated it you can no longer Defile it.**
 - I. When you have Defiled 3 points you and your permanent party members will gain **Defiler perk** (+10% Critical Evasion and +5% TP Regeneration Rate) and -1 **Karma**.
 - II. When you have Defiled 6 points you and your permanent party members will gain **Bloody Waters perk** (+Magias cost reduced by 20%) and -1 **Karma**.
 - III. When you have Defiled 9 points you and your permanent party members will gain **Miasmatic perk** (Pharmacology (healing received from using items and likeliness of statuses triggering when using items) increased by 50%) and -1 **Karma**.
 - IV. When you have Defiled 12 points you and your permanent party members will gain **Malicious perk** (Double magia points) and -1 **Karma**.
 - V. When you have Defiled 15 points you and your permanent party members will gain **Blight Upon the Land perk** (50% less damage received from traps, +8% HP regeneration per turn and +10% chance to evade magias.) and -1 **Karma**.

Illfang's Lake



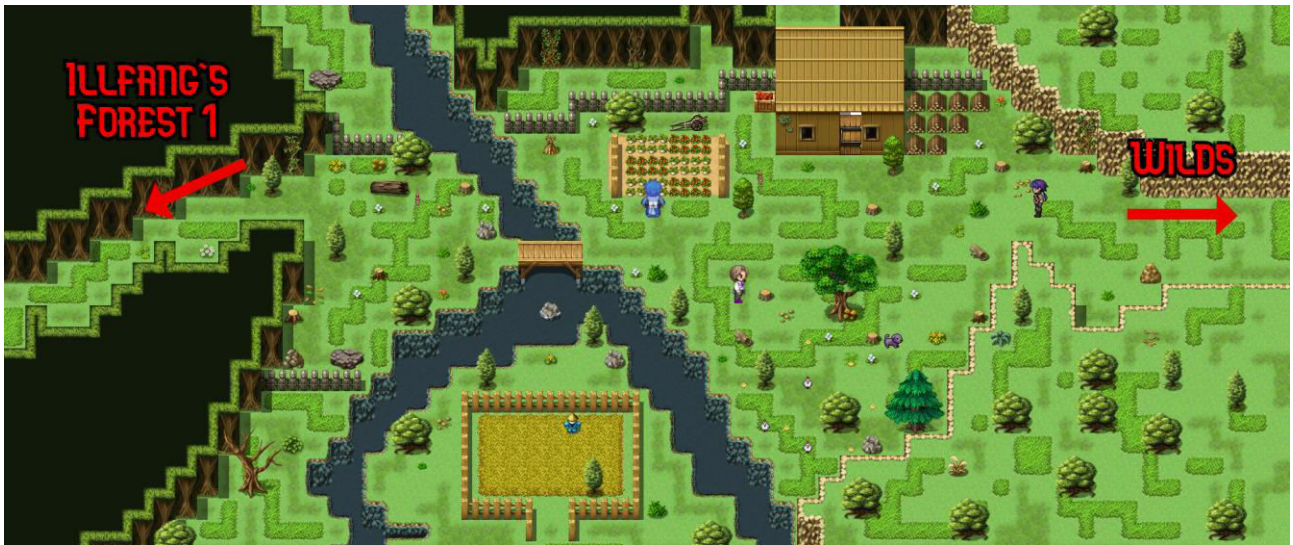
- In the Northwest corner there are some alchemy notes that you can deliver to a man in Horunka's potion shop for some health potions.
- In the Northeast corner are some merchants that were attacked by Hornets on The Stingy Path. If you defeat the 4 Hornets around their camp in The Stingy Path they will reward you 150 col.
- Inside the Knight's Tomb you can attempt to rob the coffin if you're a **Rogue** class you get the items without disturbing the skeleton, if you are not you will wake the skeleton. You can fight the skeleton or you can trick it into giving you the loot by saying: ",PCName, adventurer.", "I am here on behalf of Yudah. (lie)", "The insignias have been decommissioned. (lie)" then you can choose anything except "Does your family know you're... Active?".

The Stingy Path



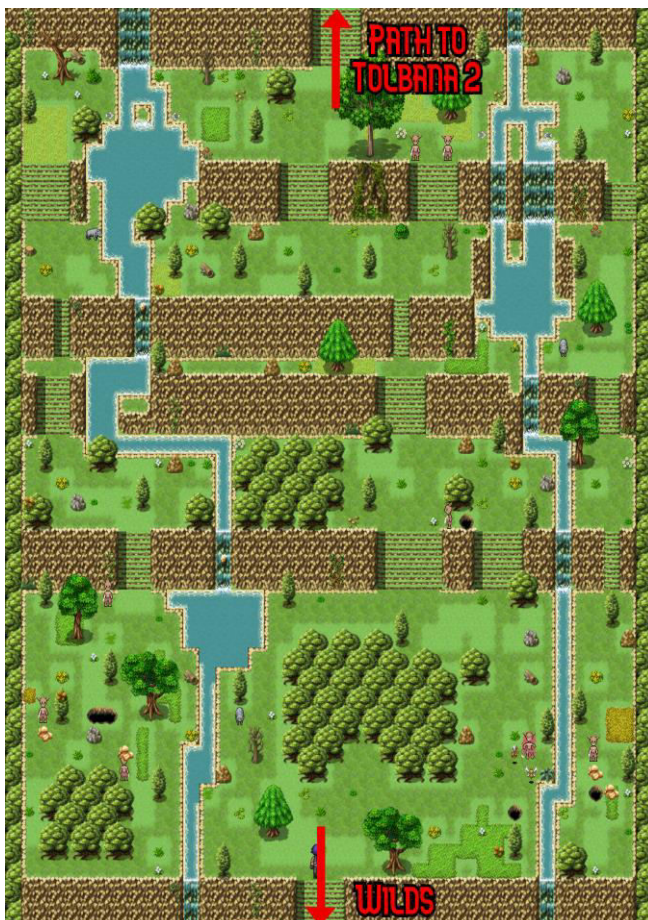
- By the Illfang's Lake entrance there is a merchants camp overrun with Hornets, if you kill the 4 Hornets you can loot the camp and get 150 col from the merchants in Illfang's Lake.

Path: Wilds to Illfang's Forest



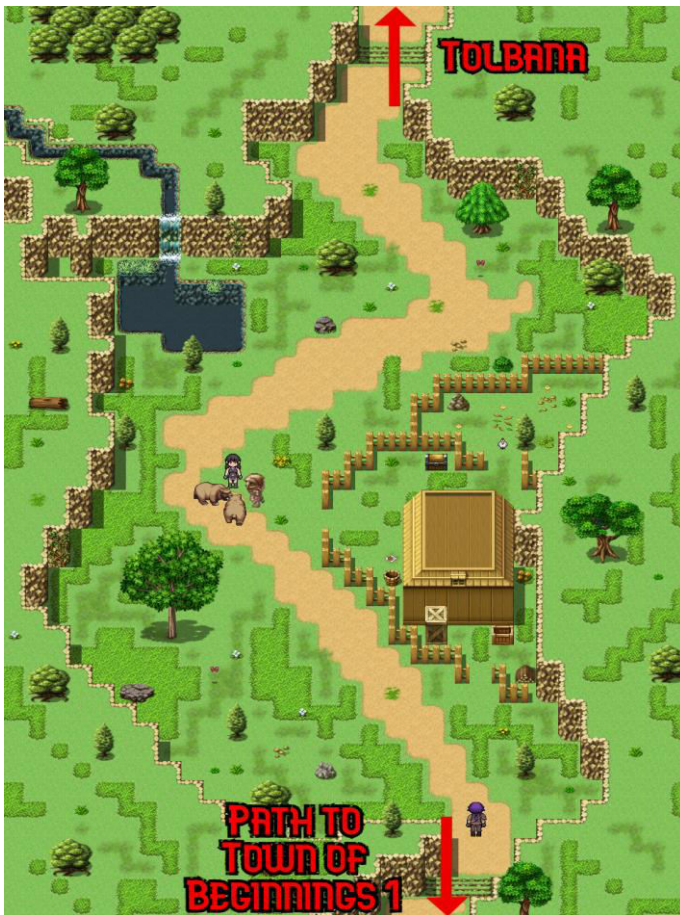
- You can talk to the blue haired woman to get the quest **Horunka Village** to deliver a message to her brother. She will reward you with some food ingredients.

Path: Town of Beginnings to Tolbana 1



- You will get the **Kobold Invasion** quest upon entering the area.

Path: Town of Beginnings to Tolbana 2



- You will join Hana and Kaliska to fight 2 Bears and be introduced to them after the battle. If you answer "He had it coming." to Hana's question you gain 1 **Hana Love point**. They both leave after talking. There is extra dialogue if you have the **Second Chance Foible**.

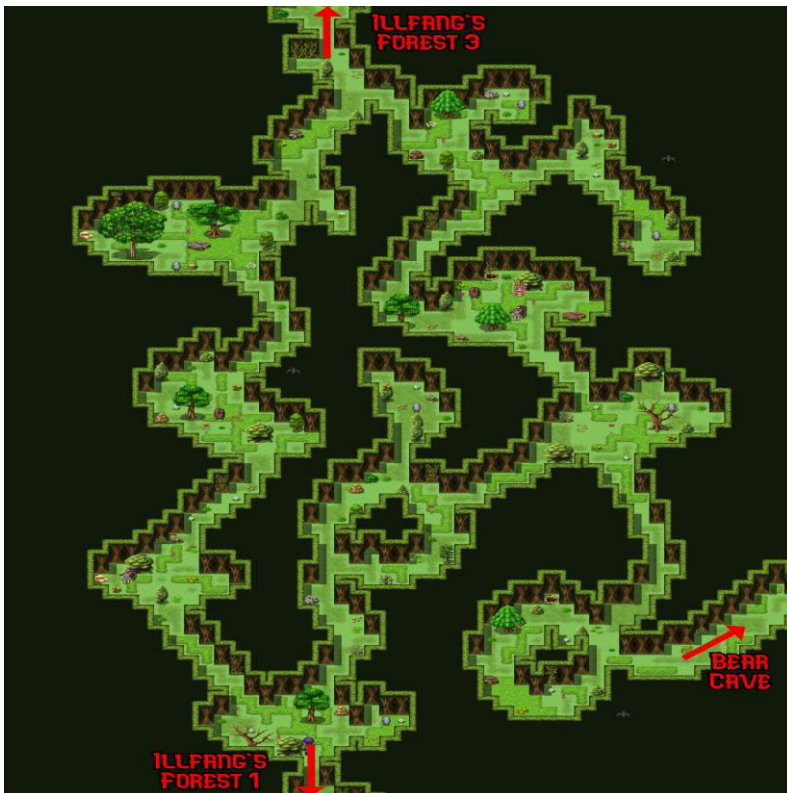
Illfang's Forest

Illfang's Forest 1



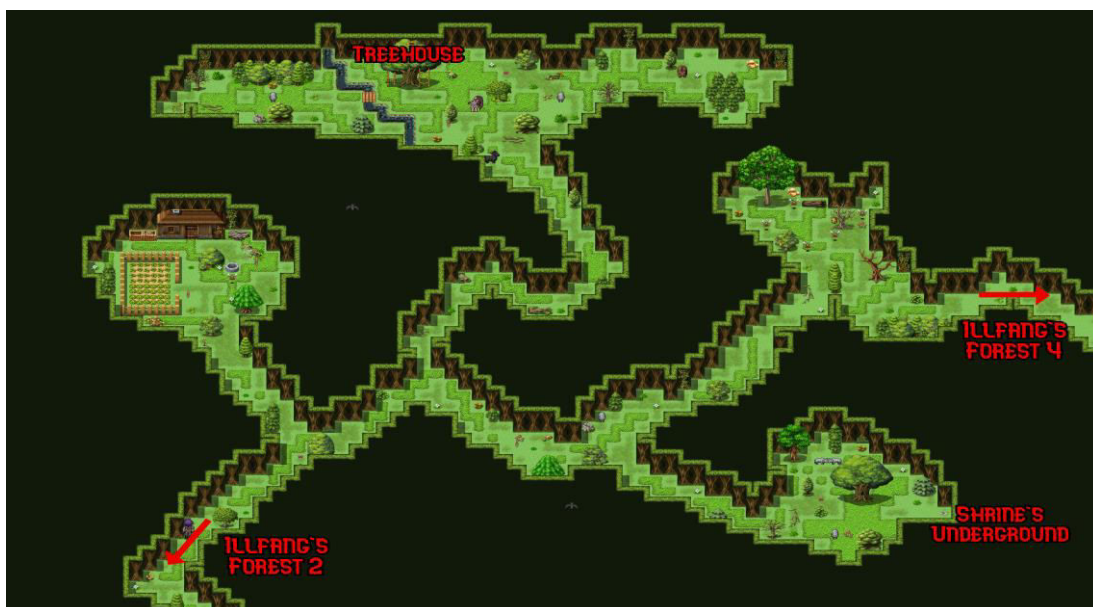
- I have found nothing noteworthy here.

Illfang's Forest 2



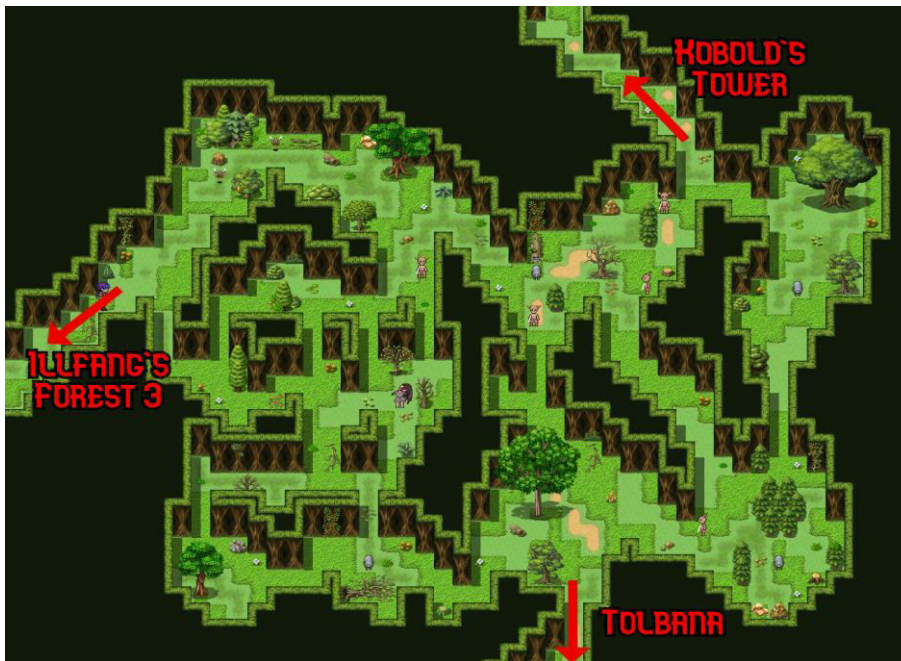
- You can save a kobold from a bear in the Bear Cave in the Southeast. Saving him allows you to get into the Kobold's Tower without a fight.

Illfang's Forest 3



- If you have gone through the Shrine of the Wolf's underground you unlock a path from there to the Southeast of this map.
- There is a Treehouse in the North you can check out to read some notes, there is nothing of importance there as far as I can tell.

Illfang's Forest 4



- At the entrance of the Kobold's Tower you can avoid fighting the Kobold if you say "Can't you just... Look the other way?" and you saved his cousin in the Bear Cave or he will ask you to save his cousin. If you fight him he will set off an alarm, spawning more enemies in the tower and mines and making it harder to sneak.
- If he asked you to save his cousin when you return to him with Deception 0+ you can lie and say "He's done with you." to gain -1 **Karma**, you can then find his corpse in Illfang's Forest 2. You can also say he went to the Sewers in ToB you can then find his corpse near the guards in the Wilds.

Illfang's Forest 5



- At the pond in the south you can dig up treasure if you have the treasure map from Horunka Village.

Horunka Village



- If you have got the **Horunka Village** quest you need to speak to the blue haired man in the South.
- if you talk to the guard and ask "Is it Just You?" , you can set him up with the woman in the potion shop for some health potions.
- You can buy a Dog Treat from the kid by the Potion Shop.
- The man just Southeast of the Inn asks you to deliver a chest of blueberries to a merchant in The Mermaid's Song in ToB. The merchant will pay you 150 col.
- You can find a treasure map in one of the Inn's rooms after

Illfang is dead if you are a **Rogue** class. *BUG: I think the door currently transfers you to the wrong room, need to test.*

Illfang's Forest 6



- If you go too far West on this map without completing the Kobold quests you will be warned that continuing will skip them.

Tolbana Area

Tolbana



- There is another Investor by the stairs you can sell your corpse (or lie to repeat) to gain 200 col.
- East of the blacksmith is a man complaining about Sangsue pickpocketing him. If you are **Rogue** class you can fight him and if you win you can choose "leave the bastard with brain damage" to gain -1 **Karma**, +1 **Testosterone** and -1 **Estrogen**.
- You can pay the man by the wagon 150 col to take you to Urubus Outskirts.
- You can mine the Jade ore inside the Blacksmiths for 2000 col or 1400 col if **Haggling** is 2+.
- If you get a Royal Room at Hikari's Demise with **Testosterone** 2 or less you will be invited to a game of strip poker by a group of men treating you as a girl. If you accept you will have a sex with them and gain +2 **Estrogen**, -2 **Testosterone** and +20 LUK.
- You can find Victoria Deepwell (Vixen) in one of Hikari's Demise rooms to deliver the package for the **Hikari's Permit** quest.
 - I. If you have 2+ **Testosterone** she will ask to touch you, say "Eh... Sure" to gain 1 **Vixen Love point**.
 - II. If you have opened the package and you lie about it you lose 60 max HP.

- III. If you didn't open the package and answer "I was... But decided against opening it." you gain 1 **Vixen Love point** (2 if you have the **Pickup Artist Foible**) and +25 LUK.
- IV. If you are **Berserker** class she shows more interest in you.
- V. When she asks why you became an adventurer answer "I seek the glory of it." and "...With an E-cup?" to gain 1 **Vixen Love point**.
- VI. If **Vixen Love points** are 2+, when she suggests for you to join a group you can answer "I have a girl to escort, lady Victoria.", ""tell Vixen about your dream", then don't pick "You seems wise." or "Obviously I am trying to charm you." to get more info about the Vixen and the Mother. Possibly will have more effects later.
- VII. You will gain 1 more **Vixen Love point** when you finish talking. Return to Kawae-Sa for the permit and complete the quest.

Shrine of the Wolf



- You can enter the Shrine's Underground inside the shrine by using the code 7154 (You get the code by converting GOD into numbers).

Shrine's Underground



- Avoid walking into the white markings on the floor and walls.
- At the other end you can exit into Illfang's Forest's Wolf Path. There you can meet a Druid which you can accept a quest from, fight or drive insane.
 - I. You can make him question reality by saying "Are you a muse?", "Everyone knows muses can transform.", "Yes they can. Everyone knows that.", "No, I mean a muse.", "Looks like a large mix of a deer and a boar.", "I am completely serious. It is common knowledge.", "You don't know about the talking penguins either?" and "I do not make jokes.". You gain -1 **Karma** and 10 max MP.
 - II. Being rude can lead to fighting him and you will only gain exp.
 - III. If you act friendly you can ask "Can you turn me into a wolf?" if **Karma** is above -2 he will give you the quest **Howl of the Wolf** to deal with some hunters at Mermaid's Song in ToB (they are the hunters harassing the waitress). You will be rewarded with a tattoo that will make wolves non-hostile unless you attack first.
 - IV. You can kill the Druid and his pack after the quest and gain -2 **Karma**.

Path: Tolbana to Urubus 1



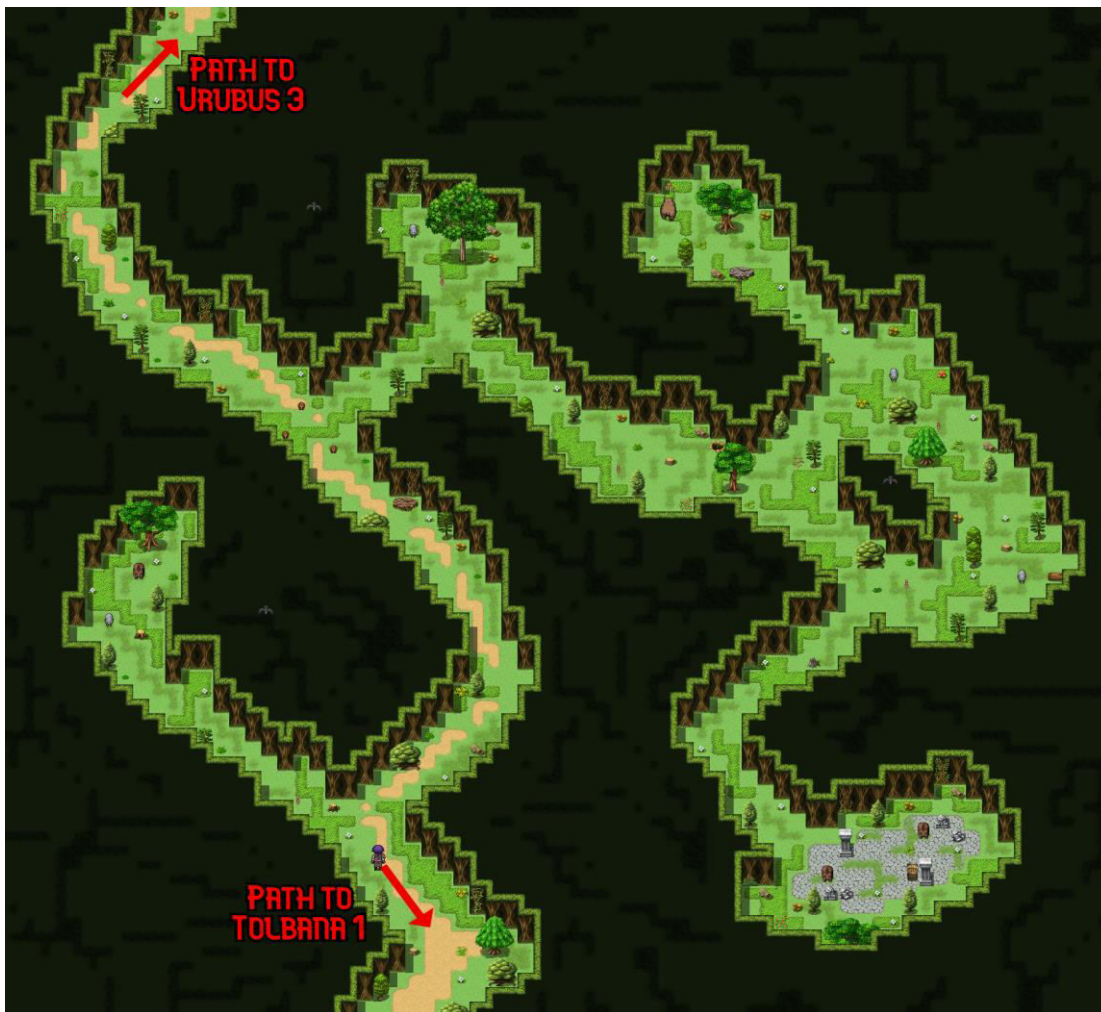
- If Illfang is still alive Kobolds will jump out of the holes by the centre and near the Ruins entrance to ambush you.
- Holes will be covered if you have killed N'Gombe (Minotaur).

Ruins



- After defeating Illfang you can open a shortcut here from the bottom of the Kobold Mines.
- Kobolds will ambush you from some of the holes in the Ruins.
- In the Ruin in the Forest Clearing you will activate a floor trap if you step on to any square where one of the chess pieces can move. You can see a safe path through at **Intellect 3+**.

Path: Tolbana to Urubus 2



- Chest in the Southeast section is a Mimic.

Path: Tolbana to Urubus 3



- If you haven't killed Illfang you will be ambushed by 6 Kobolds, and then an Ogre, and 2 Kobolds

Path: Tolbana to Urubus 4



- You will be stopped by a soldier to talk. If **Yudah Defiance** is 3+ he will say he's heard some bad things about you. If **Yudah Defiance** is -1 or less he will warn you about the Minotaurs.
- You can talk with the soldier near the boxes, Reuel, to start the **Oath of Silence** quest:
 - I. Talk to the soldier who stopped you about him, if **Yudah Defiance** is 0 or less he will tell you about him if not he won't tell you and you will have to go to the Barracks in ToB instead.
 - II. Then you need to talk to the old men in the Ash Inn in Urubus.
 - III. Then talk to the woman at Butchers' Farm.
 - IV. Finally return to Reuel to complete the quest.
 - V. You can get a happy end and you gain **Yudah Defiance** -1: If you have 3+ **Rhetorics** telling the truth and "The boy is dead, your vow no longer serves anyone.". Or if you have 2+ **Intellect** telling the truth and "Irvin was evil at heart, his path was set." . Or if you have 2+ **Deception** and say "His legs were cured, by magi. (lie)".
 - VI. If your **Karma** is -2 or less you can say "He yet lives, a burden for everyone. (lie)" to gain -1 **Karma** and **Irvin's Curse Perk** (+5% chance per attack to cause "Strained Leg" state.)

Kobold's Tower and Mines

Kobold's Tower Floor 1



- If you have raised the alarm there will be Ogres and more Kobolds patrolling the area.

Kobold's Tower Floor 2



- In the Northeast room you will meet Sangsue who is robbing the place. If you are **Rogue** class you can help her lockpick a chest to gain 1 **Sangsue Love point**. You will also find a note near her telling you how to enter the Kobolds' Lavatory if you haven't already been there.

Kobold's Mines Entrance



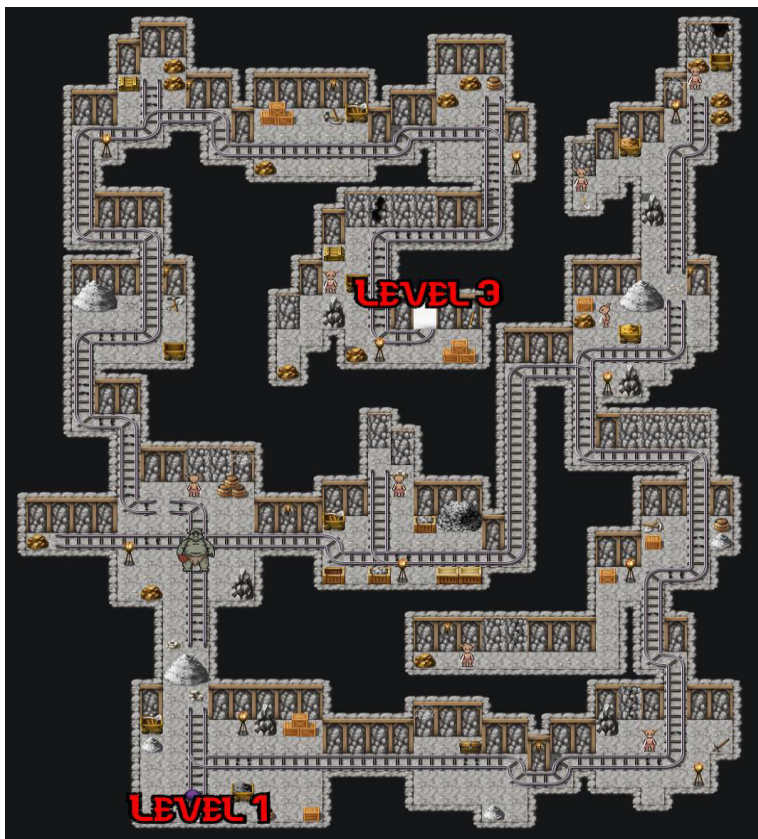
- *BUG: If your Insanity is 6+ there is an enemy here that will crash your game due to missing sprite.*
- This entrance to the mines will be blocked by a soldier once Illfang is dead.

Kobold's Mines: Level 1



- In the Rat Pen you can attempt to slit the sleeping Kobold's throat. If your AGI is 75+ you will succeed. If AGI is lower than 75 you will fight and if your LUK is below 55 he will raise the alarm.

Kobold's Mines: Level 2



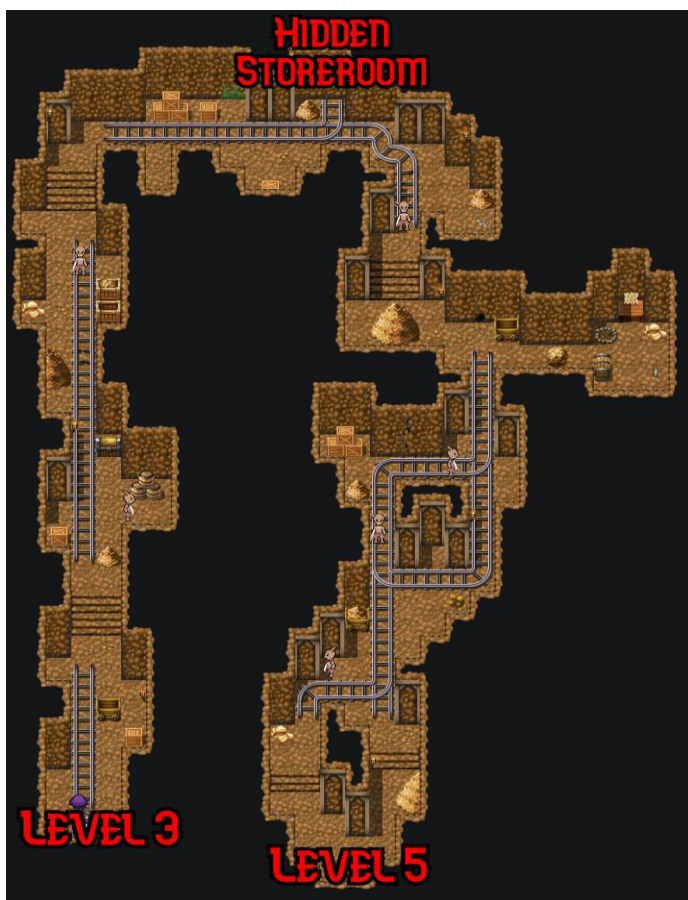
- Found nothing noteworthy here.

Kobold's Mines: Level 3



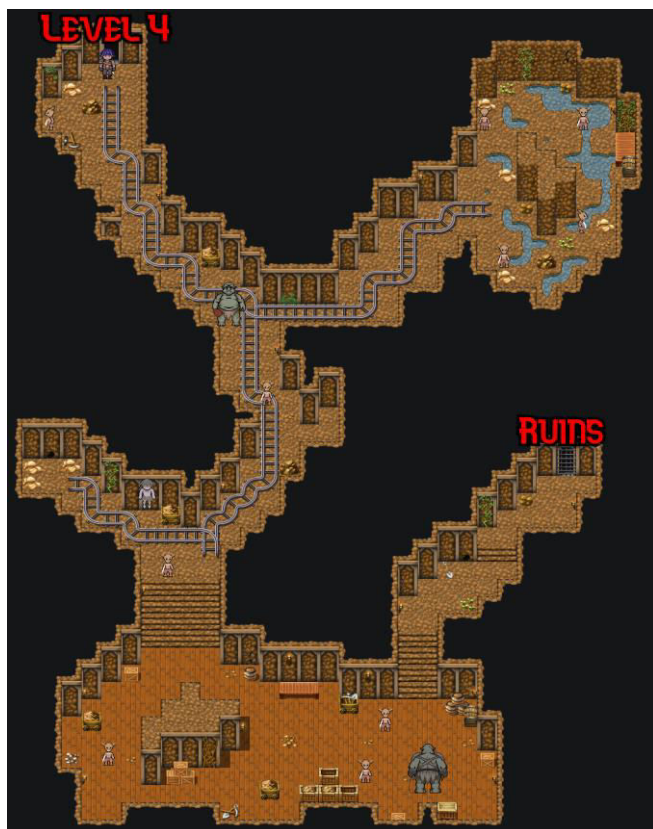
- If you are a **Berserker** class you can push a boulder to make a shortcut.
- If you haven't raised the alarm in the Northeastern room you can attempt to slit the 3 sleeping Kobolds' throats. If your AGI is 60+ you will succeed. If AGI is lower than 60 you will fight and if your LUK is below 55 they will raise the alarm.
- Inside Raggs' Room you will find a Kobold that is turning human bodies into gear, you can kill him, or if you ask to trade he will ask you to mutilate a corpse as, gaining -1 **Karma** and unlocking him as a merchant. If your **Estrogen** is 3+ and you mutilated the corpse you can let Raggs jerk off on you to gain the **Bone** recipe for free. If you don't kill him and unlock him as a merchant you can meet him again in Shilai Forest.

Kobold's Mines: Level 4



- As soon as you move up to the mine-cart at the start of this area you will be followed in by Kaliska, Bran and Huiliang, who block the way back. Not helping them will lose you 1 **Kaliska Love point** and then if you say "If you had died, it was easy looting." you will lose 1 **Bran Love point** and 5 DEF. They will join you until you kill Illfang.
- There is a Hidden Storeroom in the Northern wall where the tracks lead into it,
- If you are **Berserker** class you can push the boulder on Eastern side to reach some loot, a campfire and a note.

Kobold's Mines: Level 5



- In the South you will fight **Illfang** the boss of this area. After killing him you complete the **Kobold Invasion** quest and Kobold enemies will no longer appear. Ignoring Kaliska's handshake will lose you 1 **Kaliska Love point**. Kaliska, Bran and Huiliang will leave your party.
- You unlock the path to the Ruins East of Tolbana after killing Illfang.
- Upon returning to the Town of Beginnings you will be brought to King Rune where you, Kaliska and Bran are offered Knighthoods, if **Yudah Defiance** is 2+ you will be denied, but you will be forced to decline anyway, if you say "Mother's quest cannot come second." to decline you gain +1 **Yudah Defiance**.

Urubus Mountainpaths Area

Urubus Mountainpaths



- You need to visit Butcher's Farm for the **Oath of Silence** quest and Urubus Valley Delivery quest if you steal during the delivery quest you gain 100 col and -1 Karma.

Path: Urubus Mountainpaths to Willow Estate



- You need to visit Willows Estate for the Urubus Valley Delivery quest if you steal during the delivery quest you gain **Hollow Priest Robe**.
- You can find a parchment in a bed of the Willow Estate reading it increases **Insanity** by 1.
- If you search the urn beside the door inside the Willows Estate and AGI is below 100 you be afflicted by the **Rat's Bite State**.

Enchanter's Forest