

New Quest's Added in version 2.81

Quest: Ancient Treasure

Activation requirements: Speak to the innkeeper (and re-enter the tavern)

Location: The tavern

Upon entering the tavern, the player will be approached by a shady character trying to sell him a medallion. According to the man the medallion is a key to an ancient treasure buried somewhere in the region. The player can buy said key for a mere 300 Coins. After buying the medallion, speak to the innkeeper (optional) and/or the blacksmith. The blacksmith will tell you that his father, George, bought a similar medallion several years ago. George believed the treasure was in the ruined temple East of the Goblin Forest. But he never a suitable place to use his key. When George died, the blacksmith buried his father with the medallion.

Head over to the cemetery to find George's grave, remember to bring a shovel! George's grave is marked by a simple wooden cross. After acquiring the medallion, go to the ruined temple East of the Goblin Forest. Look around for a keyhole, you'll find it here:



Use the key you bought there to enter. Once inside use George's old key to unlock the inner most room. Grab the book on the pedestal, it's the only loot you'll find there.

Bring the book to Erevi to find out more about it. The book will now be available under the "Utility" category in your inventory. Use it to check on the girls' stats.

Quest: Raiders

Activation requirements: Must have completed "A Rebellious Tribe" quest. Goblin population > 60.

Location: Goblin Stronghold

Upon entering your stronghold, you see bodies everywhere. A rival goblin faction has raided your stronghold, but Shakala and the guards managed to fight them off. Take your raiding party and finish off the surviving raiders. Travel through the south-eastern passage to find them. Once done, report back to Shakala. Shakala tells you workers have discovered an Iron deposit. Talk to the pit boss downstairs to employ miners. Then talk to the Quarter Boss to employ two smiths.

Quest: Mysterious Disappearances

Activation requirements: Must have completed the quest "Raiders" (and employed at least two blacksmiths)

Location: Goblin Stronghold

Shakala informs you that an unusually high number of warriors have gone missing lately. And it seems to happen at night. Wait until dark and then join her to patrol the valley by your stronghold. You'll discover a black goblin shaman murdering your warriors and raising them as zombies. She escapes the battle. Speak to Makith (the shaman in Shakala's camp) to find out more about the mysterious black shaman. Makith tells you the shaman's name is Obeah and that she will seek more corpses elsewhere. Those dead raiders would certainly be useful to her! Gather Shakala and your troops to stop Obeah before she raises those dead raiders at the ruined tower. Capture Obeah by breaking through the barriers and take her back to your stronghold.

Take her as a wife to increase your tribe's population. She is barren, so you'll need enhanced potions of fertility to impregnate her.

Quest: Escapee!

Activation requirements: Complete “Mysterious Disappearances”, Obeah must be at least 5 days pregnant.

Location: Goblin Stronghold

During one of Obeah and Shakala’s arguments, Makith comes running, telling you that the camp is under attack by black goblins. Take Shakala and your troops to repel the raiders from the Shakala’s camp. After defeating the raiders, you return to your stronghold, finding it empty. Makith (and any other females) are downstairs in the shelter. Makith tells you Obeah used the raid as a diversion to escape. Bring your troops to defeat the black goblin warlord and get Obeah back.

Quest: Prove Your Love

Activation requirements: Complete the quest “Escapee”. Obeah’s affection must be zero.

Location: Goblin Stronghold

You find Obeah is missing again. She can be jealous and become angry if neglected. If her affection reaches 0, she will pack up and leave. Head back to the black goblin fortress and fight through her zombie guards to prove your love to her. The first time you complete this mission you unlock her final scene. She will still continue to run away every time her affection hits rock bottom, forcing you to repeat the mission if you want her back.

Obeah and Affection

After completing the quest “Escapee!” Obeah’s affection will decrease if you haven’t had sex with her for at least three days. Prior to completing the quest “Prove Your Love”, her affection will decrease by 10% per day (after the initial three days). Once you have completed the quest “Prove Your Love”, her affection only decreases by 5% per day.

Obeah and Fertility

Obeah is initially barren, meaning you need to use Enhanced Fertility potions to have a 25% chance of impregnating her. As a side affect from the potions, her fertility increases by 1% for each child she gives birth to. Gradually increasing the effectiveness of potions until she has given birth to 75 children. At which point her fertility is at normal levels (she is no longer barren).