

Peasant's Quest – Guide v1.41

by Ghostwalker

(This walk-thru, in part, was done by “**bartleby**” for version 0.61 and so to him goes a great deal of the initial credit and thanks. I have simply attempted to pick-up where he left off. ~ Ghostwalker ~)

“Peasant's Quest (by Tinkerer) is a nice little RPGmaker game” according to bartleby, and I agree. This game is actually very well thought-out and quite a bit of fun. The combat is generally well-balanced, so long as you don't try to rush through it. Leveling isn't too tedious and the sex scenes are pretty hot, as well as being quite kinky at times. As of this version (1.32), there is quite a bit of content in the game, including a continuously increasing number of different enemies, NPC's, and quests. Tinkerer has stuck with this game for well over a year and doesn't seem to even be close to stopping. In fact, he recently posted that the game may well take him into next year (2019) and beyond, which is great since it has a lot of potential.

TABLE OF CONTENTS

- SECTION 01: Disclaimer
- SECTION 02: General Game Tips
- SECTION 03: Weirdwood Locations
- SECTION 04: World Map & Notes on the Zones
- SECTION 05: Other Locations
- SECTION 06: Quests
- SECTION 07: NPC's
- SECTION 08: Beasts & Monsters
- SECTION 09: Edibles
- SECTION 10: Crafting Recipes
- SECTION 11: Spells & Abilities
- SECTION 12: Walk-thru
- SECTION 13: Cheats

SECTION 1: DISCLAIMER & GENERAL GAMEPLAY TIPS

DISCLAIMER:

I am not the designer of Peasant's Quest. I am also not a programmer or in any way “code savvy.” In fact, until starting to play this game I'd never played an on-line RPG game so I ask your forgiveness and indulgence of any errors I may have made. My knowledge of Peasant's Quest is based on my own experiences playing the game, input from Tinkerer (the game developer), and assistance by other members of the “Peasant's Quest” community.

When I originally began playing this game, I stumbled through it for over a week before I found a v 0.61 walk-thru, written by 'bartleby'. Instantly, I realized there were several things I could have done differently. This doesn't mean that my choices were 'wrong' just that there were other options that made more sense, in the long run. That is the reason I've used the v0.61 walk-thru as the basis for this updated version and owe the credit for those sections to 'bartleby'.

As I stated, this walk-thru is a guide ... it is by no means the only way to play the game. The choice of what, and when your MC (Main Character) does something is up to each player, individually. As 'bartleby' suggested in the original walk-thru, “Enjoy! And if you like the game, please consider supporting Tinkerer on Patreon,”

SECTION 2: GENERAL GAME TIPS

1. There are a number of locations in the various maps where you can harvest items such as firewood, mushrooms, blue lilies, wild pumpkins, etc. I suggest you explore anything and everything that looks the slightest bit suspicious. Some items are only available during certain times of the day and night so check around. These items (aka: spawns) are all on a universal timer that regenerate every 7 game days. Pick them up when you see them, since you will need them later in the game. You can also sell them at the Item Shop in Weirdwood, but I **DO NOT** recommend doing so, at least not in the beginning of the game. You don't get much cash for them, and it's nice to have a good stockpile later on for potions, quests, and food.
2. In addition to the items, you can harvest several enemies which provide you with needed bonus's (Boar's Carcass, Pig Fat, etc). Hold onto these. You may get a good price from them at the store but each of them is needed at one time or another during the story.
3. As is the case in many RPGs, leveling up is pretty slow at lower levels, but it gets easier as you gain experience and improve your gear. The biggest hindrance in Peasant's Quest is HP (Health Point) & MP (Magic Point) recovery. But there are several options to work around this problem almost as soon as you begin.
 - First, when the MC talks to the Mayor, he will tell him the farmer is looking for help. The farmer will offer him a job working in his fields (8 hours per day). If he decides to do this, the MC will get paid and gain XP (experience points). The farmer will also allow him to sleep in his barn and regain HP and MP each night. He can sleep there 8 hours or all night, he regains the same number of HP / MP either way.
 - The second option is based, in part, on the first one, with a slight change of sleeping locations. Remember the money that the farmer paid him? Well, that is just enough for a night at the INN. There, he will recover far more HP and MP each night. At later times in the game this can be a great advantage since it also allows the character(s) to sleep for '8 hours' or 'Until the next morning'. SO, if the MC sleeps for 8 hours in the one location he can change to the second location later in the night, thus recovering far more HP & MP! (Just make sure the MC has a key for his room at the Inn.)
4. A dog really IS man's best friend. One of the first things you should do in any game is to complete the “**Lost Dog**” quest – it requires no fighting, gives you a free weapon, and unlocks a way to gain XP as well as earn extra coin (“Work the Forge” action at the Smithy). Since the MC will want to build up some XP and money before he heads into the Goblin Forest, it is quite easy to gain a level or two by doing nothing but working for the farmer and the blacksmith before retiring for the night in the farmer's barn.
 - As I said earlier there are several options to gain HP, MP & EP. The third option doesn't have anything to do with the farmer but does require the completion of the “**Lost Dog**” quest. Instead of working on the farm, go to the smithy and work there for 12 hours (6 cycles). The MC will earn more coin and XP than by working on the farm. The drawback is that now he'll have to stay in the Inn and lose half of his income

- The fourth option requires both the farmer and the smithy. There are several sub-choices in this option depending on if the MC is looking to quickly renew his HP/MP or to gain coin.

If the MC is trying to build up his coin have him start every day by working in the smithy for 6 hours (3 cycles) and then go and work on the farm. This will allow him to sleep in the barn and save the coins he earned that day.

If he's trying to quickly rebuild his HP/MP on the other hand have him start each day in the smithy and then work on the farm just like in the previous choice BUT now have him go to the Inn and rent a room. Have him sleep in the Inn for 8 hours and then spend the rest of the night in the barn (this can be done in reverse just so long as the MC sleeps in both places each night.) This will provide the MC with HP/MP from both locations.

NOTICE: The first option provides HP and enough MP to cast one 'Heal Small Wounds' spell as well as cash for any purchases you may want or need. The second option provides more than enough HP and MP to surpass the character's needs for the first several levels but your cash is gone. The third option provides a little of both while the fourth option provides coin, increased HP/MP AND increased XP. Fortunately...

5. NOTHING in this game (except for the day/night cycle) is time-sensitive . If the MC wants to restore his health and magic, while getting cash and XP, feel free to spend as many days as he wants working for the blacksmith and the farmer while staying in the barn. Whether he spends a day doing this or 12 weeks, will have absolutely no impact on events in the world. So ... no rush.
6. As you get tired at the end of the day, you stats decrease – reducing your combat effectiveness. If you get to the point of being 'Exhausted', run from any further battles. Your chances of winning are almost zero. This also applies to your Magic Attack stat, which determines the effectiveness of your Heal Small Wounds spell. If you are going to use that spell to recover health before sleeping, don't wait until the very end of the day to do so. If you are tired, the spell will be less effective.
7. Goblins in this game pay 15 coins for a pair of ears (if you sell them at the store). The MC will gain money from other sources as you play the game, but all other sources of income pale next to the 20 coins per set of Goblin ears that the mayor of Weirdwood pays. Similar to leveling, it's slow at first, but once you are able to kill several Goblins per day it will go faster.
8. As soon as the MC can reliably kill multiple Goblins per day, start staying at the INN instead of just sleeping in the farmer's barn. The higher HP and MP recovered each night is much better than the limited amount he gets from sleeping in the barn, and the 15 coin price of a room is paid for by one set of Goblin ears or by a day working for the farmer. If he are going to be using the INN, though, it's a good idea to rent his room early in the day. If he loses track of time and gets back to town after dark, the Innkeeper has gone to bed, and he can't rent a room ... so get the key early if he wants to avoid sleeping back in the barn or worse yet in the alley. (The rats may enjoy the company but the MC won't since he loses 3 HP).

Here's a little something I had to learn the hard way. Some of the items you gather along the way can be eaten. They can increase, or in some cases, decrease your HP or MP. (**SECTION 9**).

- 9.** The gear that the MC buys at the Smithy in Weirdwood is all that that is currently in the game, so buy upgrades whenever he can afford them. There are none better (as of version 1.32). During the game he will meet and ally with other characters. These characters may, or may not, already be equipped with certain items such as weapons, shields, etc. Once the quest with them is done the MC can 'Unequip' whatever they have and use it himself. The problem that arises is that if he needs to ally with that character again in the future he'll have to give them their items back. (I 'borrowed' some of these items while I saved the coins to buy the MC his own.)
- 10.** This last tip is really applicable to any RPG, but it's still valid. Save OFTEN and save in MULTIPLE SLOTS, you have 20 available. You never know when you might want to backtrack to an earlier 'save' to see what the outcome might be if you do something different.

SECTION 3: WEIRDWOOD TOWN LOCATIONS

Since the MC is starting out in Weirdwood, I felt it was only right that he get to know the people and places around him first ... so here they are:

Alley – Gwynneth

Sleep here (*) for free if you have nowhere else to go but be warned ... IT SUCKS!! Instead of regaining HP, you lose 3. So, the only reason for staying here is if you didn't work for the farmer AND didn't get the key for a room at the INN.

You will also find Gwynneth, the local 'working girl', hanging around nearby. Her “menu” is as follows:

Show tits	- 10 coins	(8 coins with discount)*
Show pussy	- 20 coins	(16 coins with discount)*
Blowjob	- 40 coins	(32 coins with discount)*
Sex	- 60 coins	(48 coins with discount)*
Anal	- 80 coins	(64 coins with discount)*

Gwynneth loves jewelry as a gift. (It costs 20 coins each in the item shop.) If the MC gives her a gift three times, she gives him a permanent discount on all of her services. The discount only applies to services done **to** the MC, **not** on his behalf. She will help with the **Innkeeper's Daughter** quest.

Carpenter – Marcus

Marcus has several items available in his shop that he made for the late Count Orlow. Apparently, he was an “old pig who loved to play with the servant girls.”

Alchemy Desk - 250 coins (After you've completed the Witch Quest)

Dungeon Items - 200 coins each (once you have access to the Tower of Dread's dungeon)

Farm – Farmer

The MC can work for him (8 hours) for 15 coins and have access to his barn as a sleeping location. The barn isn't bad in comparison to sleeping in the alley. This quest is repeatable. Working for him also unlocks the **Sheep Killer** quest.

Work on the Farm (8 hours):	+15 coins, + 5 XP, sleep in barn available
Sleep in Barn:	+ 5 HP, + 4 MP

The MC can also rent the fields to the North-west of the village from him to grow his own crops, which will provide an additional source of coins.

NOTICE: It is up to each individual player as to when he/she wants to rent the fields but a word of warning. There is a rather hefty cost to rent the fields (a down-payment and then a weekly fee) as well as getting some of the seeds needed. In addition, there is a waiting period for the plants to grow before the MC have harvest them. On the other hand, there's nothing wrong with having a little extra spending money as he progresses.

Jail - Guards

There are guards scattered throughout the game but only two that the MC will interact with. The first is

patrolling around the Mayor's House. If he catches the MC picking the flowers in front of the house or (later in the game) peeking at Victoria, the Mayor's Wife, he send the MC to jail for the night. As expected the accommodations are far from ideal.

Jail - 30 coins, + 5HP, +4 MP

The second guard, it posted outside the jail. When the MC talks to him he'll find out that there is a reward for the bandits found to the West of Weirdwood. He is also the guard that will repeatedly try to stop the MC from completing a later quest.

Inn – Innkeeper (Rolph), Alice, Gabriel

Drink a Pint	- 5 coins, + 3 HP
Buy a Meal	- 10 coins, + 30%HP
Rent a Room*	- 15 coins, + 20 HP, + 14 MP

Talking to Gabriel at his table gives some information about Goblins and his daughter, Beth.

The first time you use the “Drink a Pint” option, you will meet the Innkeeper's daughter, Alice. Be nice to her and keep your hands to yourself (for now). Doing this unlocks her as an intractable character in the Inn. (See the **Innkeeper's Daughter** quest.)

NOTICE: Alice loves getting flowers, but only once a day, and since they're free for the picking the MC might want to get used to giving her some daily.

*The Innkeeper goes to bed when night falls, so if the MC wants to have a room to sleep in, it's a good idea to rent it early in the day before heading out on any adventure(s). Otherwise, he might get stuck sleeping in the barn (if you worked for the farmer) or in the alley (YUCK!!!).

WARNING: Completing the **The Innkeeper's Daughter** quest reduces the effects of sleeping in the Inn (see quest description for more details).

Item Shop – Shopkeeper

Almost every item in the game can be sold to the Shopkeeper but only those on the list below can be purchased.

Magic Water	- 30 coins	Restores up to 20 MP
Flowers	- 20 coins	Gift for Alice
Jewelry	- 20 coins	Gift for Gwynneth
Bandages	- 10 coins	Heals up to 21 HP
Boar Carcass*	- 50 coins	Restores 15% HP
Steak*	- 30 coins	Restores 15% HP
Bottle of Wine	- 14 coins	Used for the “Sacred Water” quest
Elven Wine	- 30 coins	Used for the “Sacred Water” quest
Bushel of Vegetables	- 20 coins	Gift for Frida; Restores 10% HP
Torch	- 10 coins	Lights your way for 1 day
Carrot Seeds	- 10 coins	Used for Frida's garden
Rope	- 5 coins	Used for the baby crib

These (*) only become available later in the game when they're needed to complete a quest. They will

continue to be available after that.

Mayor's House – Hans, Victoria

When the MC talks to the Mayor, he'll introduce himself and tell the MC about available work at the farm on the east side of town. He also gives the MC the quest **Goblin Ears**. Now, if the MC asks if there's any other work he'll also give him the **Witch Trouble** quest.

The Mayor will tell the MC to see his wife, Victoria, after he asks about the house for rent. Victoria will tell the MC about the house for rent next to the Smithy, as well as the cost. She will also provide several quests for him to complete as the game progresses.

Smithy - Blacksmith

Talk to the Blacksmith to get the **Lost Dog** challenge. Completing it unlocks the “Work the Forge” action. Later in the game, the Blacksmith will help with the **Spyglass**, and **Innkeeper's Daughter** quest, as well as, helping the MC gain Frida's affection.

Sword	- 400 coins	Att: +3, Ag: +2	
Axe	- 400 coins	Att: +4	
Bow	- 400 coins	Att: +2, Ag: +5	No shield
Shield	- 250 coins	Def: +1	
Ring	- 300 coins	Magic Att: +3	
Dagger	- 100 coins	Att: +1, Ag: +1	
Quarterstaff	- 400 coins	Att: +2, Def: +1, Ag: +2	
Open Helmet	- 250 coins	Def: +1	
Cloth	- 250 coins	Def: +1	
Chainmail	- 400 coins	Def: +2, Ag: -1	
Plate Armor	- 600 coins	Def: +3, Ag: -2	Required Skill: Heavy Armor
Two-handed Sword	- 600 coins	Att: +5	No Shield Required Skill: Two-handed Weapon
Two-handed Axe	- 600 coins	Att: +6, Ag: -2	No Shield Required Skill: Two-handed Weapon
Padlock:	No cost		Gift for Frida
Room Key:	No cost		Needed for Innkeeper's daughter quest

Work the Forge (2 hours) + 5 coins, + 2 XP (repeatable)

Stables – Beth

Talk to Beth and help her out. When the MC catches her in the act of ... well, you'll figure it out, agree to be quiet. This makes her happy and opens up the option to buy horse cum (very important later). Helping and watching her a second time opens up the **Spyglass** quest.

Buy Horse Seed 50 coins (for 5) A small vial containing, you guessed it – horse cum!

Tailor – Edgar

(You must complete the “Missing Shipment” quest to open the store)

Red Night Gown	(Left Front)	- 200 coins	A red sheer night gown for Erevi
Black Skimpy Dress	(Left Back)	- 200 coins	A tiny black see-through dress for Erevi
Wire Armor	(Right Front)	- 180 coins	(after discount for Bear Skin) Exactly what a Goblin bride might want

Huge White Gown (Right Back)	- 200 coins	(Hmmm, now who might this fit?)
Lacey Black Lingerie (Front of Store)	- 200 coins	The Mayor's wife might look great in this
Gold Bikini	- 500 coin	The 'Dragon Lady'
Red Riding Hood	- 200 coin	I wonder how Mia would look in this?

SECTION 4: WORLD MAP & NOTES ON THE ZONES

					Witch's House														
					↑														
			Ogre's Camp		Northern Forest	↔	The Sacred Well		Fridaheim	↔	Mountain Pass	↔	Tower of Dread						
			↑		↑				↑										
Merchant's Inn	↔	Cross Roads	↔	Western Road	↔	Weirdwood	↔	↔	Goblin Forest										
↑		↑		↑		↑			↑										
Dragon Cave		Cemetery		Temple	↔	Forgotten Valley			Goblin Village										
					↑				↑										
					Marshlands				Kroggath Lair										

- Cemetery: Enemies: Ghouls, Zombies, Vampires
- Cross Roads: Enemies: Bandit - Human
- Dragon's Cave: Enemies: Vixenatrix (aka; The Dragon, The 'Dragon Lady')
- Forgotten Valley: Enemies: Goblins, Armored Goblins (in mixed groups of 2 & 3)
- Fridaheim: Enemies: Goblin (rare), Armored Goblin (rare)
- Goblin Forest: Enemies: Goblins, Armored Goblins, Boar (uncommon), Bear (rare), Shakala (triggered)
- Goblin Village: Enemies: None
- Kroggath Lair: Enemies: Bats, Kroggoth
- Marshlands: Enemies: Giant Mosquito's, Gator Beasts
- Merchant's Inn: Enemies: None
- Mountain Pass: Enemies: Black Goblins (rarely come in pairs)
- Mine: Enemies: Black Goblins (rarely come in pairs), Magogh (quest enemy)
- Crystal Mine: Enemies: Ogre
- Northern Forest: Enemies: Goblins, Armored Goblins (uncommon), Boars (rare)
- Ogre's Camp: Enemies: None, unless you answer Maghda's questions wrong.
- Sacred Well: Enemies: None.
- Tower of Dread: Enemies: Armored Goblins (single or pairs), Boars
- Bat Cave: Enemies: Bat Creatures, Bat Breeders (uncommon)
- Temple of Qetesh: Enemies: None
- Weirdwood: Enemies: None.
- Spider Cave: Enemies: Giant Spiders, Spider Queen (triggered by clicking an egg)
- Western Road: Enemies: Bandit - Dwarf
- Witch's House: Enemies: Witch (but only if you answer her questions wrong).

For details on the enemies, see **SECTION 8**

SECTION 5: OTHER LOCATIONS

Merchant's Inn – Merchant

Buy a Meal	- 10 coins, +30%HP
Rent a Room	- 15 coins, +20 HP, +14 MP

Fortunately, the Merchant is available any time day or night. Talk to him, several times. He will tell the MC the tale of a group of Priests and Nuns who were burned up by a great beast, and the location of the beast.

In front of the Inn the MC might notice a well. He will receive +2HP every time he takes a drink from it.

SECTION 6: QUESTS / CHALLENGES

Peasant's Quest doesn't have a completed quest journal (yet?), but there are definitely quests and challenges in the game. I've merged those named by Tinkerer along with the list developed by 'bartleby' and some by myself (only temporary I'm sure). They are listed alphabetically, not in the order you will accomplish them, in this section. You will find far more detail about each in **SECTION 12: WALK-THRU**. As Tinkerer continues to develop this game I'm sure this list will get larger so feel free to expand on it as time goes on.

- Α Χορμουν Ενεμψ
- A Date with Alice
- A Date with Beth
- A Date with Mia
- A Delicate Situation
- A Dress for a Lady
- A Friend's Problem
- A Garden for Frida
- A Loan
- A Master Spinner
- A New Home
- A New Home in the Woods
- A Special Crop
- An Unwelcome Guest
- Arouse the Mayor
- Ashes to Ashes, Dust to Dust
- Bat Breeder
- Be a Good Father
- Boar Hunt
- Call the Midwife
- Cemetery Rumors
- Cheer up Liandra
- Clear the Mill
- Clerical Robes
- Cook a Meal
- Comfort Rosy
- Cover Your Tracks
- Creepy Crawlies
- Crown of Qetesh
- Delivery Boy
- Family Business
- Female Goblin – Pt 1, 2 & 3
- Find the Blacksmith's Dog
- Find the Innkeeper
- Find the Poacher
- Flower for The Baker
- For the Cause
- Further Investigations
- Get Alice a Room Key
- Getting Mia a Puppy

- Goblin Alchemy
- Goblin Ears
- Good Samaritan
- Growing a Garden
- Goblin Tactics
- Heavy Weapon Training
- Her First Hunt
- Intervention
- It's a Girl
- Jenny's Birthday Present
- Journey to the Swamp
- Lend a Hand
- Let there be Light
- Lucille's Legacy
- Man Cave
- Master's Loot
- Maternity Wear
- Mead
- Missing Shipment
- Mother and Child in Distress
- My New Home
- My Own Party Drug
- Niger Arcana
- Orc Stronghold
- Peeking on Victoria
- Pickyuprock
- Planting a Garden
- Quality Time With Maghda
- Ramp up Production
- Rats!
- Rebellious Tribe
- Rebuilding the Temple
- Recovery the Crystal
- Rent a House
- Rescue Thomas
- Rescuing Mia
- Rescuing the Puppies
- Retrieve the Idol
- Reward
- Ring a Bell
- Sacred Water
- Save your 'chap'
- Some Excitement For Frida
- Space to Breed
- Speak with ALL the Villagers
- Spyglass
- Temple of Qetesh
- The Apprentice
- The Children's Room

- The Chosen One – Pt 1 & 2
- The Crown of Sorcery
- The Election
- The Goblin King
- The Missing Boyfriend
- The Perfect Wife
- The Power of Blood
- The Purifiers
- The Suitor
- The Tower of Dread
- The Wedding
- The Witch Hunter
- Transformation
- Trouble at the Well
- Troublesome Zealots
- Visiting Mia
- Visiting Victoria
- Waystone - Pt. 1 & 2
- Wedding Dress
- Wedding Wrecker
- Werewolf Hunt (Optional)
- Win Back Victoria
- Witch Trouble

SECTION 7: NPC'S

Adaob:	Vampire Sister
Alice:	Daughter of the Weirdwood Innkeeper
Beth:	Runs the Weirdwood Stables for her (drunk) father (Gabriel)
Bhrute:	Big Goblin in Shakala's village
Blacksmith:	Runs the Smithy in Weirdwood
Bolon:	Erevi's ogre servant
Caleah:	Swamp Elf (rescued in the Orc Stronghold)
Dhogo:	Skinny Goblin in Shakala's village
Dolf:	Ogre. Maghda's companion
Dosso:	Young Goblin in Shakala's village
Edgar:	Tailor in Weirdwood
Erevi of House Istanath:	Dark Elf Sorceress (Mage) who lives in the Tower of Dread
Farmer:	Owns a farm in Weirdwood
Freyja:	Frida's pet dire wolf
Frida:	Giantess. She is having goblin trouble
Gabriel:	Retired goblin fighter and owner of the Weirdwood Stables
Grug:	Giant who guards the Temple of Qetesh
Gwynneth:	Prostitute that hangs out near the alley in Weirdwood
Hans:	The Mayor of Weirdwood
Hosso:	Young Goblin in Shakala's village
Johan Brandywine:	The Rich Suitor
Karkh:	Goblin in Shakala's village
Liandra:	Female Elf who guards the Sacred Well
Maghda:	Female ogre. Dolf's companion
Magogh:	Black Goblin leader (and stealer of puppies)
Makith:	Goblin Shaman in Shakala's village
Marcus:	Carpenter in Weirdwood
Merchant's Innkeeper:	Owner and Operator of Merchant's Inn
Mia:	Lost girl in the Northern Forest
Mia's Grandmother:	Lives in the Northern Forest – is missing her granddaughter
Nagah:	Muscular Goblin in Shakala's village
Odin:	Frida's pet dire wolf
Reanna:	Vampire Sister
Rolph:	Innkeeper, Runs the Prancing Donkey Inn in Weirdwood. Alice's father
Shakala:	Female Goblin
Shopkeeper:	Runs the Item Shop in Weirdwood
Uragh:	Orc Leader
Vixenatrix:	(aka; The Dragon, The 'Dragon Lady')
Victoria:	Mayor's Wife
Witch:	Mysterious hag that has the people of Weirdwood frightened
Ziva:	Priestess of Qetesh (Goddess of Ecstasy and Sexual Pleasure)
Zsofia:	Vampire Sister

SECTION 8: BEASTS & MONSTERS

This section details monsters in the game that you actually fight and their possible loot drops. Quest NPCs that you don't actually fight (like Maghda and Odin) are not covered, though NPCs that you have the option to fight (like Grug) are included. Enemies are listed in alphabetical order.

	Max HP	Defense	XP	Gold	Drops
Bandit – Dwarf	70	9	30	20	Jewelry (Rare)
Bandit – Human	70	9	30	20	Jewelry (Rare)
Bat Breeder	50	7	15	0	Cave Flower Nectar Crystallized Egg
Bat Creature	60	8	20	0	Cave Flower Nectar
Bat	15	3	8	0	None
Bear	100	9	52	0	Bear Claw Bear Pelt
Bhrute	90	9	40	0	None
Black Goblin	60	7	16	0	Goblin Ears Bandage (Rare)
Black Goblin Boss	80	8	35	50	Goblin Ears
Boar	45	7	14	0	Boar Carcass Pig Fat
Dragon	300	12	N/A	0	The Dragon can't be killed. Once it loses 60% of its HP it breaks off its attack and jumps the MC
Gator Beast	100	12	50	0	None
Ghoul	80	8	30	0	None
Giant Mosquito	12	2	10	0	None

Giant Spider		45	7	15	0	Venom Gland Cave Flower Nectar (Rare)
Goblin		35	6	8	0	Goblin Ears Bandage (Rare)
Goblin – Armored		40	7	11	0	Goblin Ears Bandage (Rare)
Grug – The Giant		150	10	70	50	None
Kroggoth		120	10	60	0	None
Orge		100	10	50	0	None
Orc		80	9	30	10	Bandage (Rare)
Shakala		70	9	30	0	None
Spider Queen		90	9	45	0	Venom Gland Venom Gland Spider Eggs
Urakh – Orc Leader		150	11	70	0	None
Werewolf		100	11	70	0	None
Zombie – Slender		80	9	25	0	None
Zombie – Large		100	9	30	0	None

SECTION 9: EDIBLES

“Up until now our hero has managed to wander about for many months without eating a single crumb. No more! Now he'll eventually become hungry, which in turn increases fatigue and causes a slow loss of health.” per Tinkerer with the release of v1.15.

And “No”, for those of you who are truly warped, it is not possible to starve the MC to death. At least not yet. (Only the great god, Tinkerer knows what the future may hold.) BUT it is possible for the MC to get so weak from lack of food and exhaustion that even a low – mid level enemy can become a challenge to defeat.

(Unfortunately, the 'Hunger system' didn't work as well as expected and was removed in v1.16. It is expected that this feature will be added at some time in the future but exactly when is unknown.)

The MC can eat any of the following with the listed results throughout the game:

Bear's Carcass	+ 20% HP	
Boar's Carcass	+ 15% HP	
Bottle of Wine	+ 2HP,	Ag: - 1
Bushel of Vegetables	+ 10% HP	
Carrot	+ 2HP	
Cave Flower Nectar	+ 5HP	
Crystallized Eggs	(See Crystallized Eggs in Section 10)	
Elvin Wine	+ 5HP	Ag: - 2
Gator Beast	+ 20% HP	
Honey	+ 5% HP	
Meal	+ 30% HP	
Moon Flower Pollen	+ 5HP	
Potato	+ 2HP	
Pumpkin	+ 3HP	
Purple Mushroom	???	
Rabbit	+ 10% HP	
Red Mushroom	- 5HP	
Sacred Water	+ 2MP	
Steak	+ 15% HP	
Stone Shroom	+ 3HP	
Vegetable Basket	+ 10% HP	
Venom Gland	- 10HP	
Wheat	???	(Not yet included in game)
Wild Pumpkin	+ 3HP	
Wine	+ 2HP	Ag: - 1

SECTION 10: CRAFTING INGREDIENTS & RECIPES

As I said way back in the beginning of this guide you will find quite a few things to pick up along that way. Some can be used as food but most are used to make potions. As of v1.16 the list of ingredients includes:

Red Mushroom	Cave Nectar Flower
Spider Eggs	Venom Gland
Pumpkin	Sacred Water
Blue Lily	Human Seed
Horse Seed	Crystallized Egg
Stone 'shroom	Bear Claw
Blood Grass	Purple Mushroom are rare and only spawn in about 50% of the maps.

After completing **Witch Trouble**, the MC can use Ziva's lab to craft potions from the ingredients he's been picking up along the way. The recipes are:

- Magic Water:** Recovers up to 20 Magic Points.
1 Red Mushroom, 2 Sacred Water, 1 Blue Lily
- Healing Potion:** Heals all wounds.
2 Cave Flower Nectar, 1 Wild Pumpkin, 1 Sacred Water
- Energy Potion:** Removes fatigue.
1 Pumpkin, 1 Sacred Water, 1 Honey
- Cure Poison:** Heals effects of Poisons.
1 Cave Flower, 1 Sacred Water, 1 Purple Mushroom
- Agility Potion:** Increases Agility by 30%. Lasts one whole day.
2 Spider Eggs, 1 Blue Lily
- Stone Skin:** Increases Defense by 20%. Lasts whole day.
1 Spider Egg, 1 Sacred Water, 1 Bear Claw, 1 Stone Shroom
- Poison:** All of the MC's weapons are poisoned. Lasts one whole day.
2 Red Mushrooms, 2 Venom Glands

The mushrooms, lilies, and pumpkins can be found in surface zones. The Bear Claw is dropped once you defeat a Bear. The cave flower nectar and the spider eggs are found in the spider cave (CAREFUL, the Spider Queen respawns as well!), while the venom glands drop from the giant spiders when they've been killed. The Sacred Water can be obtained from the Sacred Well once you complete the **Sacred Water** quest. The Agility Potion is quite helpful in completing that quest. :)

After completing the quest **Temple of Qetesh**, and acquiring the magic chalice, Ziva teaches the MC the following two potions.

Fertility Potion: Increases your fertility. Lasts for one day.

1 Cave Flower Nectar, 1 Spider Egg, 1 Sacred Water, 1 Human Seed

NOTICE: Fertility Potions create variant version of some sex scenes (typically a higher-volume cumshot). The potions work with virtually all sex scenes.

Barrenness Potion: Prevents you from impregnating a female. Lasts for one day.

1 Red Mushroom, 1 Venom Gland, 1 Sacred Water, 1 Human Seed

To get Human Seed, the MC has two options. The first is to interact with the chalice and jerk off. The MC will receive 3, 2, & 1 load of cum respectively. OR he can speak with Ziva and ask her to milk him. She will ask for an 80 coin donation to the church, this repeats the sex scene from the end of **Temple of Qetesh**, and the MC gains 5 more Seed.

After the MC completes the **Goblin Shaman** quest, he will learn how to make Spirit Potions.

Spirit Potion: Re-experience the past. Can be used on sites where non-repeatable sex scenes have occurred.

1 Purple Mushroom, 1 Blue Lily

After completing the **Puppies** quest (and attempting to have sex with Frida), you get the option to ask Ziva about penis enlargement. She teaches you the recipe for the Phallus Giganticus potion.

Phallus Giganticus: Increases the size of your cock. Lasts until you cum. (Can only be used for certain scenes)

1 Wild Pumpkin, 1 Sacred Water, 1 Human Seed, 1 Horse Seed

Enhanced Fertility Potion: This potion was developed by Sister Theresa in her attempt to help those suffering barrenness so they could give praise to the Goddess Qetesh. It is so powerful it will even overcome the Potion of Barrenness.

1 Tbs of Cave Flower Nectar, 2 tsp of Giant Spider Egg, 1 Tbs Human Seed, ½ cup Sacred Water, 1 ½ cup tsp of powder for a crystallized egg.

Caleah's Potion: This potion is used only once and can only be made by Caleah. It is used to rid the MC of a Bile Leech.

1 Blood Grass, 1 Swamp Toad, Ceremonial Mixing Bowl

Crystallized Egg: Increases the wearer's magical abilities. Consume to equip. Lasts for one day. Okay, this one isn't a potion at all, but it functions exactly like one. You can't make Crystallized Eggs in a lab, but you can harvest them from the Bat Cave outside the Tower of Dread, and after completing the "Bat Breeder" quest, you can produce one each day in the tower dungeons.

Effects: Increases MAX Magic Points by 50%
 Increases MAX Magic Attack by 25%
 Increases MAX Magic Defense by 25%

NOTICE: Though not a potion, I've included information about Crystallized Eggs in this section due to their effect on magic spells and abilities.

SECTION 11: SPELLS & ABILITIES

There are only four spells in the game at this time, and the MC can only cast three of them. The MC starts out knowing Heal Small Wounds. He can learn the Lightning Bolt and Stun spells by completing the quest “**The Apprentice**” at the Tower of Dread. The fourth spell in the game, Heal Severe Wounds is used by Ziva when she joins your party for the “**Temple of Qetesh**” quest.

<u>Heal Small Wounds:</u>	MP Cost: 3	The hero starts out with this spell. It heals a small amount of health, but it gets a little better as you level gear up. Try to only rely on it for out of combat healing.
<u>Heal Severe Wounds:</u>	MP Cost: 10	Heal Severe Wounds is something of a disappointment. I don't know if it's because of Ziva's low level (she is level 1 when she joins your party), but it heals for about the same as a bandage and is totally not worth the 10 MP casting cost.
<u>Lightning Bolt:</u>	MP Cost: 5	This is an area-effect spell that hits all enemies. I honestly haven't used it very much. On a level 10 hero with maxed out gear, it deals 40-55 damage to each enemy (50-65+ with crystallized egg in effect). Inefficient for single enemies, but this spell is a nice way to speed level in the Forgotten Valley since one egg-boosted bolt will always take out a whole group of enemies. Just remember to take some Magic Water with you!
<u>Stun:</u>	MP Cost: 8	This spell has a chance to paralyze a target, IF it doesn't get resisted (and it gets resisted a LOT). The primary use for this spell is in capturing enemies to sacrifice at the Tower of Dread during the quest “The Chosen One.” It doesn't work on very powerful opponents.

Abilities are different than spells in that they are “cast” by using TP rather than MP. You gain TP during combat whenever you deal or receive damage. You can learn your first combat ability, Mighty Blow, by completing the quest **Goblin Tactics**.

<u>Mighty Blow:</u>	TP Cost: 20	Mighty Blow is just a special melee attack that hits about 50% harder than a standard attack.
----------------------------	-------------	---

<u>Summon:</u>		Everi will teach the MC this spell so he can complete the Date with Beth quest. It is repeatable but the MC will need a Crystallized Egg first.
-----------------------	--	--

SECTION 12: WALK-THRU

If you've already read the guide up to this point, you may not need this section except on those occasions when you're stuck, but for those people who want a road map through the game, here is a walk-thru. The one thing that I should let you know before you even start is that this is just an outline. It **IS NOT** the only way of completing the game. Tinkerer has provided so many variables that, in most cases, it allows each player to decide his or her own unique path through the game.

So lets get going!!!

When you start, you will find the MC standing on the outskirts of Weirdwood. I would recommend going straight to the Mayor's house (it's the biggest building in town). Talk to him, you'll find out about a local farmer that needs some help. The Mayor will also tell the MC about the goblin problem (“**Goblin Ears**” quest) they're having and that if he's good with a blade he may want to talk to the blacksmith. Go to the farmer and talk to him. He'll offer the MC a job as well as tell him about the problem he's having with his sheep disappearing (“**Find the Poacher**” quest). Now, go talk to the blacksmith. The blacksmith will ask if the MC can help find his lost dog (“**Find the Blacksmith's**” Dog quest).

I suggest you spend the first part of the day working on the farm. It takes 8 hours, but it guarantees you a free place to sleep for the evening.

Depending on if the MC still has enough time in the day, he might want to spend some time looking around town or for the Blacksmith's dog. If not, look for the pooch as soon as you can in the morning. As the MC walks along he'll notice various things on the ground that he can pick up (wood, shovel, potatoes, blue lilies, etc). Start filling his inventory.

1. QUEST: **Find the Blacksmith's Dog**

Prerequisites: None

This should be the first quest that a new player completes. Go to the Smithy and talk to the blacksmith. He asks you to find his dog. I've found the dog in one of two different areas. The first, is located due North of the Mayor's house, at the edge of the map near a large rock. The second, is located due South of the farmer's house. Once you have the dog, return to the blacksmith.

Completing this quest unlocks the “Work at the forge” option at the Smithy as well as getting a free dagger. (**DON'T FORGET TO EQUIP THE DAGGER!!!**) [Just to see what happened I tried to complete the next quest without the dagger. I just barely succeeded after I'd reached level 3]

After you've completed this quest you have several options as to how you want to build your cash, HP, & XP (**SECTION 2**). I recommend starting every day by working for the blacksmith and then the farmer. Don't forget to explore the rest of the town though and talk to everyone you meet. Talking to various people throughout the game will open quests for the MC to complete. Get familiar with the layout of the place.

Now that you've gotten your dagger and accumulated a few HP it would be a good time to help the farmer and “**Find the Poacher**”.

2. QUEST: **Find the Poacher**

Prerequisites:

None, though it's a good idea to do **Lost Dog** first so that you have the dagger.

Talk to the farmer. He'll ask what you want. The choices are; work for him or rent some land. (Don't even think about trying to rent at them moment. The costs are far above your available cash) Instead, agree to work for him. He'll tell you about his missing sheep and offers you 50 coins if you can solve the problem. After working for the farmer, head north of his pasture and you will find some tracks. Follow them to find a Goblin and some sheep bones. Kill the Goblin and report back to the farmer.

3. QUEST: **Speak with ALL the Villager's**

Prerequisites:

None

While some of the villager's will have very little to say others will give you valuable information about future quests and the way to earn extra coin. This quest it repeatable, in most cases, so if you forget something you can always come back.

One of those who will give you valuable information is the guard located outside the jail. He'll tell the MC that there aren't any jobs available right now BUT that the western road is plagued by bandits and there's a 50 coin reward for every one returned alive. He suggests using rope or something to capture them. (This seems to be the only exception to being repeatable so make sure your MC remembers what he's being told.)

The MC will also meet Gwynneth, the local 'working girl'. Though she doesn't have a lot to say she'll be quite helpful later one.

Make sure to stop at the Inn. Talk to the owner. He'll offer to rent the MC a room or sell him a pint of ale. Get the ale. This will give you a chance to get to meet Alice, the Innkeeper's daughter. Have the MC complement her, complaining about how long she took to bring the MC his drink doesn't go so well. When she asks if the MC is new in town be honest. She'll tease him with a good look at her ass. Be smart, look but don't touch. She'll catch the MC staring and is flattered but warns him that her father wants her to marry some rich guy and she'll could get in trouble if he catches her flirting with a commoner. (Geesh, this guy is already getting on my nerves.)

You'll also notice a guy sitting at a table in the lower right. Stop and talk to him. His name is Gabriel, hero of Blood Axe Pass. He'll tell the MC about how he fought in the Goblin Wars. He'll also tell the MC all about Goblins, including female goblins, opening the “**Female Goblin**” quest.

If the MC talks to him again, he'll tell him about his daughter, Beth, who works in the stables.

When the MC is done talking to Gabriel, he'll notice Alice standing near the stairway. If he stops and asks her out on a date he'll get told to “dream on.”

NOTICE: Look at the way she stands when she talks to the MC. This is an indicator of her level of affection. This is also true of several other females the MC will interact with throughout the the game.

So what might help to increase her affection for the MC? Maybe he should try giving her a gift (or three) and try again.

There is one last thing before moving on. Do you recall when the Innkeeper offered to rent the MC a room? If the MC has the coin now might be a good time to get the key. He may not need it yet but you never can tell when a warm place to sleep that will provide increased HP/MP might come in handy.

Sooner or later, you'll run into Edgar the Tailor. (He's the guy pacing back and forth in front of his shop on the West side of town). Stop and talk to him and he'll open the “**Missing Shipment**” quest.

4. QUEST: **Missing Shipment**

Prerequisites:

Sheep Killer (and 50 coins)

Edgar the Tailor (he's outside of his shop) asks you to help him recover a shipment of goods that went missing. Head West of town (to the Western Road zone), find the wrecked wagon, click on the bedroll, and follow the blood trail. While following the trail, you will come across a Potion of Phallus Giganticus, in some discarded supplies under a tree. **Keep it.** If you follow the trail to the end, you will find two ogres – a male, Dolf, and a female, Maghda. Maghda is complaining about missing the taste of mutton. Go back to town and buy a sheep from the farmer for 50 coins. Then return to the Ogre camp. You will need the Potion of Phallus Giganticus to avoid death. Use the potion, pleasure Maghda, and get the tailor's supplies. Return them to him in town. Once you are able to make potions of Phallus Giganticus, you can repeat the scene with Maghda, if you're into Ogres, but you'll need another sheep each time.

So the MC has made a little coin and spent some too but it just doesn't seem fast enough. Maybe it's time to take the Mayor up on his offer and head into the Goblin Forest and get some “**Goblin Ears**”.

5. QUEST: **Goblin Ears**

Prerequisites:

None, but it's a good idea to at least complete **Lost Dog** for the dagger and gain a couple of levels first.

The Mayor tells you about a tribe of goblins that have moved in to the east of town. He gives you a standing offer of 20 coins for each set of goblin ears you bring him. This quest is repeatable, you can keep returning to him for coins every time you get more ears.

This is the primary way for the MC to earn cash though there are two others (“**Planting a Garden**” and “**Reward**”) that will become available to supplement the income later in the game.

NOTICE: The MC will occasionally see dead goblins lying on the ground. You can loot free ears off of them, but SAVE FIRST, doing so could spawn Shakala (“**Female Goblin**”) and you ARE NOT ready to fight her yet. Once you can reliably kill 3 - 4 goblins every day, the MC can stop working for the farmer if he wants and start sleeping in the Inn, full-time. (Before making this decision see the options listed in the General Game Tips – Section 2).

Don't be afraid to use bandages (the Goblins drop them) or eat some of the food you've gathered to recover HP as well. I suggest you upgrade your gear every time you stop in town, if the MC can afford it. Others that I've talked to have recommended getting a Sword as soon as possible but I've always found that a combination of items is the better option when beginning. So start by buying an Open Helmet and then the Ring. (The Helmet adds to your defense and the Ring increases your MAX AT by 3). After that it is up to each individual player / MC. Each weapon has its positives and negatives. When you get a better weapon, sell your dagger (you won't need it). This will be the only time you'll

want to sell a weapon. Later on, other members of your party may be able to use the additional weapon(s) you've bought.

WARNING: In addition to goblins there are also Boars, Bears and occasionally Rabbits roaming throughout the Forest. As time has gone by the Bears and Boars have also become smarter and more aggressive (I've had both actually chase the MC and recently had a Bear sit on the ramp to the plateau and trap the MC there for several minutes.) Another thing is that if the MC gets close enough to attack the Boar or Bear, or have them attack him, the 'ESCAPE' option has been disabled. Fight or die!!! At this stage the MC can battle with a Boar and survive (barely) ... a Bear is another thing entirely. You may want to avoid them until the MC has better equipment or is at least a level 6. As for the rabbit, catch it and save it as food. The MC will find that every little bit helps as the game continues.

6. QUEST: **A Date with Alice**

Prerequisites:

Buy a pint in the Inn and meet Alice.

Phew!! After a day of fighting goblins another pint of ale sounds like a good idea.

To actually get a 'date' with Alice the MC needs to raise her affection for him. Giving her 3 bouquets of flowers will be enough, but don't get discouraged. Alice is a natural tease and will give the MC a little peek show each time he buys an ale, along with raising his HP by 3 points for each ale he drinks. (I don't think this has any effect of his agility as of v1.32).

Remember, the MC can only give her flowers once per day. Once the MC has built up the necessary affection, talk to her early in the day and ask her out. (He'll need the time to accomplish what's needed before the date).

When he asks her out, she will tell him that she likes him but she's afraid of getting caught by her father. She says that if the MC can find some way to distract her father she'll share a few drinks with him. Accept her offer. Go to Gwynneth and ask her to distract Alice's dad. Tell her it's a favor for the innkeeper. She wants 50 coins for the work. Pay her. Then, head back to the INN and talk to Alice. Go to the table and enjoy.

After he's done the MC can leave or go to sleep in the Inn, it doesn't really make much difference. When he sees her the next time have him give her another present and then talk to her a second time. She'll ask if he liked their date. If he say 'Yes', she'll tell him how her father locks her in her room at night and what he'll need to do to free her opening the "**Get Alice a Room Key**" quest. The results of freeing her is a hot sex scene **BUT** the MC's HP & MP will be cut in half every time she visits him from that point on (After all, sex can be pretty draining!!) so he may want to wait before completing that quest until he has someplace else to stay (there are quite a few as the game progresses) or he has leveled to the point where he can farm Goblins for XP without needing much in terms of recovery.

When the MC is done with Alice for the day he might want to spend some time battling more goblins and then head back to Weirdwood. Sell the goblin ears to the Mayor. If he wants a pint that's no problem. When the MC tries to give Alice a present she'll ask if he's gotten a key for her room. Fortunately, he doesn't. (He can try to give her the flowers a second time but I never bothered.) Instead, head over to the Stable and meet Beth. After introducing herself she'll ask if you can help by cleaning the stables. Saying 'Yes' will result in the MC doing a bit of peeking afterwards opens the "**Spyglass**" quest.

7. QUEST: Spvglass

Prerequisites:

Must have helped Beth at the stables and avoided pissing her off.

Go to the stables and talk to Beth (you can talk to her father in the INN first, but it isn't necessary). Offer to help her out. After cleaning up some horse dung, you will hear a noise and spy on her (discovering her “secret”). She will ask you not to tell anyone. Be nice and agree not to.

IMPORTANT: If you act like an asshole, it will be one of the largest mistakes you make in the game. The only way to get back on her good side is to come back repeatedly and shovel A LOT of horse dung!!!

Another day, go back to the stables and help Beth a second time and you'll spy again. You get the idea of getting your hands on a spyglass so that you can have a better view. If you go to the store they say they don't have any spyglasses and send you to the Blacksmith. He doesn't know where you would find a spyglass, but says that if you can get your hands on a crystal (“**Recovering the Crystal**” quest), he can help you make one. He says that they used to mine crystals in the mountains. The mines have been abandoned for a while, but he thinks that you might be able to find a crystal there. Don't even think about looking for the mines yet. There's a Level 8 Ogre waiting for you there.

Now, before you start spending too much of your time out of town there are a few more things you may want to check out if you haven't already:

- The first is Gwynneth. (You've already met her if you've done the '**Date with Alice**' quest.) She's the 'working girl' in town and she's willing to do ANYTHING for a price, including help the MC when he needs a distraction.
- Second is the little blinking light in the alleyway near Gwynneth. If you didn't work to get your space in the barn and forgot to get your key for the INN this is the only place left to sleep. The rats may like the company but it will cost you in HP.
- Third, is the local store. Since it opened (way back in the DEMO days) it's supply of needed materials has continuously increased. Keep an eye on it. You'll find several of the items you need for the various quests here.
- And fourth, is the vacant house located between the blacksmith's shop and the tailor. You'll learn more about this in the “**Rent a House**” quest.)

Once, you're rested and have equipped with your best weapons and armor head back into the Goblin Forest. Now, is the time to check on those dead bodies you saw laying around earlier. At one of the three sites, the MC will trigger the “**Female Goblin**” quest.

8. QUEST: Female Goblin – Part 1

Prerequisites:

None, but it's a good idea to have a few levels and some decent gear.

If you talk to Gabriel in the Inn, he will share some wisdom from his Goblin fighting days. He will eventually bring up the topic of female Goblins, giving you a bit of information about Goblin mating

habits.

Head to the Goblin Forest. While roaming around, you will notice some Goblin corpses lying around. There are three in the zone. One in the southwest corner (just south of the entrance from Weirdwood), one in the southeast corner of the zone, and one in the northeast corner (on top of a ridge). When you interact with one of these corpses, you will get 1 free set of Goblin ears, and you have a chance to trigger a meeting with the female goblin (the spawn chance seems to be about 25%). If she doesn't spawn, keep looting the corpses. When you loot all of them, they respawn. When the female Goblin (her name is Shakala) shows up, she immediately attacks you.

WARNING: Shakala, the female goblin, is the first true enemy you're going to battle in this game. She has 70 HP and a Defense of 9, so make sure that you've fully healed and have the best armor and weapons you can possibly afford before battling against her. (I've never been able to beat her unless I was Level 5 or above.)

Once you defeat her, you can kill her for her ears (**DON'T DO IT!!!** As of v1.32, killing her closes off all of the other quests related to goblins), leave her alone (what fun is that?), or have sex with her (BINGO). She wakes up during the sex and seems to enjoy it. Cum inside of her.

Quick statistics: The MC has a 25% chance of impregnating a female character each time they have sex. This is increased to 75% with the use of a Fertility Potion (**Section 10**). There is 0% chance when using a Barrenness Potion. I'm not sure what the stats might be if the MC 'cums outside'. And for those who have been wondering, 'YES' there is a 25% chance that the MC is already a father with Maghda, the Orc, though Tinkerer hasn't had time to work on that story yet.

Go back to town. Sell the goblin ears to the Mayor and ask about any other jobs. He'll tell you about a witch that lives to the North of the village opening the "**Witch Trouble**" quest. Guess where the MC is going??

9. QUEST: **Rescuing Mia**

Prerequisites:

None, but you should be strong enough to fight two goblins (level 4-5) along with some decent gear.

This isn't so much a quest as a challenge.

Once you've reached Level 4 or 5, head to the Northern Woods (the zone just north of Weirdwood), and talk to the old woman. She asks you to help her find her granddaughter, Mia. You can ask for a reward or not (I didn't). Mia is in the NE corner of the zone. When you get close, the event will trigger, so save first. She is being attacked by two goblins. You can either charge in or wait for an opening. If you wait for an opening, you get to see a rape scene, and then you automatically kill the goblins. If you charge in, you have to fight both goblins, but Mia is happier. (I recommend saving first, watching the rape scene, then reloading, if you're into that type of thing.) Mia is happy and asks you to visit her at her grandmother's house.

Talk to her there and she asks you to gather firewood for her. Offer to do it for free. Talk to her when you have one firewood (it can be gathered all over the place in outdoor zones – it's a small log). She offers to reward you. Either ask for nothing or ask for a kiss – you get a kiss in either case. Return to her the next day and give her firewood again. This time she offers to let you see her tits. Return yet again, the following day. Give her some more firewood and this time she offers to let you see her pussy.

(By the way, you are probably starting to hate Granny.) When you go to talk to Mia the next day, she tells you that she feels bad about having you gather wood for her, and asks the MC to get her a guard dog so that she can go back in the woods. (“**Getting Mia a Puppy**” - but this will have to wait for awhile.)

Afterwards, continue heading North to the road block. If you've talked to him about the problem the MC will have the Pass he needs.

10. QUEST: Witch Trouble

Prerequisites:

None. You can get the quest as soon as you talk to the mayor and ask about “other jobs”, but to finish it, you will need some levels and gear. I was able to do it at level 6 with maxed out gear, but it wasn't easy.

The mayor tells you about a witch that has allegedly caused a number of problems with the town's livestock and produce. He wants you to get rid of her any way you can and offers a reward of 150 coins. He gives you a Letter of Passage that will let you get past his guards to the north. Go past the guards to the Witch's hut. Tell her to leave then agree to drop your sword. She says that she'll leave the village alone if you help her with a ritual.

You need to gather some ingredients for her. She needs; a wild pumpkin, a blue lily, some spider eggs, and cave flower nectar. Buy a few torches at the Item Shop in Weirdwood, and then head into the cave to the southwest of Weirdwood. When you enter the cave, use a torch from your inventory. Fight your way through the giant spiders there (or run away from them) collecting cave flower nectar as you go. At the end of the cave, you will find a room with spider eggs. Make sure you are at full health before interacting with one. Doing so spawns the Spider Queen, and she is a tough opponent (90 HP).

I had a tough time with her at level 6 with maxed out gear. She (and all of the other spiders in the cave) are particularly annoying, because they have a chance to poison you in combat. When you are poisoned, you keep taking damage after combat. There is nothing you can do to get rid of it at this point in the game. You just have to keep healing and/or using bandages. Fortunately, poison wears off after a short time. When you kill the Spider Queen, loot her chamber of all the eggs, and loot the treasure pile on the east side. You will find 150 coins and a shield there.

When you are ready to leave, I recommend saving your game. If you are low on health/resources, just try to run from all of the spiders you encounter on the way out. Every time you successfully run away, save your game again. If you ever run into one that you can't get away from and you get poisoned, reload your last save. Getting to the Queen, killing her, and getting back out can be pretty tough.

Anyway, once you escape, head back to the Witch (or head back the next day after resting). If you have the ingredients, she dumps them into her cauldron (along with you), and performs a ritual that culminates with a blowjob. Afterward, she is transformed into a beautiful woman. It seems that she was cursed, and your actions helped to break it. She introduces herself as Ziva, priestess of Qetesh, the goddess of ecstasy and sexual pleasure. She was cursed by Nergal, god of the underworld to take the form of an old hag so that she would no longer be able to serve Qetesh.

Go back to the Mayor and collect your reward for completing the quest. Then return to Ziva the next day. She will teach the MC how to make several basic potions. (**SECTION 8**). Unfortunately, most of the spells require “**Sacred Water**”. Reward: +150 coins

If you ask Ziva to teach you about Qetesh she'll tell you how she originally came to Weirdwood looking for a map that would lead her to the “**Temple of Qetesh**”.

At this point the MC has an option as to what he should do next. The choices are obtaining some “**Sacred Water**” or helping find the “**Temple of Qetesh**”. My MC decided to find the “**Sacred Water**” so he could make some healing potions.

Luckily, the only potion that doesn't need Sacred Water is the Agility Potion. I suggest you make one of them, if you have the ingredients. You're going to need it!!

11. QUEST: Sacred Water

Prerequisites:

None, but you will need either a lot of coin or levels and agility boosting items.

There are two rewards for completing this quest: sex with Liandra and Sacred Water. To start the quest, go to the Northern Woods, then go east and enter the Sacred Well. A hot elf girl named Liandra approaches you and tells you the well is forbidden, etc. However, it turns out she's bored, and the well isn't really that important. She offers a contest. If you go to town and bring her some wine, she will shoot at bottles with you (archery). The person who hits the most bottles wins. If you win, you get the water. Head back to town and buy some wine and (if you don't already have it) a bow.

The contest works this way. You give her a bottle of wine. She drinks it and offers you some. **DO NOT DRINK IT** (secretly pour it out instead). The wine makes her a little bit drunk. After drinking one bottle she will hit 3-4 of the 5 bottles. Depending on your agility, you will hit a variable number. The number of bottles you hit depends on your agility score and (I think) your level. With a fairly high level, a bow equipped, and an active Agility Potion, you will hit all 5 bottles and beat her on the first try. If you can't yet make Agility Potions, fear not. If you compete against her and lose, try again. She will drink another bottle ... and get drunker. Her aim will worsen. Eventually, if you give her enough wine, she will miss all of the bottles.

The first time you beat her, she offers you a choice of a striptease or a bucket of Sacred Water. The second time you beat her, she offers you the choice of a blowjob or a bucket of Sacred Water. The third time you beat her you get your choice of sex or a bucket of Sacred Water. After beating her 4 or more times, you can choose any of the three sex actions ... or the Water.

If you want to see all of her sex actions and still get some water, you will need at least 4 bottles of wine. You will need an additional bottle for each time you lose to her. I typically buy about 8 bottles to be safe.

As of v0.65, “Once you've completed Liandra's last stage, you can now obtain Sacred Water without besting her at archery. Just give her some Elven wine (the normal dribble isn't good enough).” **BUT** you will have to best her if you want any sex, the difference is that now you immediately have the option of what you want.

NOTICE: One bucket of Sacred Water contains 10 x Sacred Water. (**SECTION 8**) This quest is repeatable, so you can come back if you ever run short on water, or just want some more sex.

Once the MC has some Sacred Water he can either go back to Weidwood to rest or go right back to Ziva to make some potions. Just don't forget to go back!!!!

By this point in the game you should be able to 'farm' for enough goblins to afford you're own place. You'll save 5 coins per week, or more, depending on what method of payment the MC decides to use rather than renting a room at the INN each night.

12. QUEST: **Rent a House**

Prerequisites: None

While walking through town you may have noticed a vacant house, located between the blacksmith shop and tailor's shop. When you approach it you will see a notice telling you to see the Mayor if you're interested in renting the house. Go to the Mayor. He'll tell you to see his wife, Victoria, for more information. You'll find her in the room in the upper left. Now talk to her. She'll tell you the cost of renting the house, as well as, inform you that she'll be the one collecting the rent. I suggest you've leveled up enough (Level 4–5) to cover the cost.

There are several advantages to renting the house. The first is the HP & MP renewal. It far exceeds any other place in the game. Two, once the MC has rented the house he can go to the furniture store and purchase an Alchemy Desk. This will allow him to make most of his potions at home rather than needing to travel to the Ziva's house. And three, the MC will now be able to make his own torches, create a bushel of vegetables, make a steak, or cook a meal at the kitchen table if he has the supplies needed.

NOTICE: There are several other places throughout the game when he'll be able to do the same thing(s). This just happens to be the first.

13. QUEST: **Peeking on Victoria**

Prerequisites: Rent a House

As you're leaving the Mayor's house the MC will say how he'd love to see more of Victoria. GREAT, because a blinking light (*) has now appeared outside her bedroom window. If you peek in you'll either see nothing or the start of “something promising” before getting caught by the guard and sent to jail. You'll be fined 30 coin and only get +5 HP and +4 MP for the night.

When you've been released from jail you realize that you'll need to come up with some way to distract the guard when you want to spend some time checking on Victoria. Walk to the East. There's another blinking light. When you step on it you'll get several options as to how to distract the guards. It works at getting rid of them every time. Just remember: A big fire isn't always the best fire!!!

Well, now that the MC has his own place, and gotten himself all hot and bothered from watching Victoria, maybe it's time to get an ale and talk to Alice.

14. QUEST: **Get Alice A Room Key**

Prerequisites: A Date with Alice

Alice she will say that she enjoyed your date and would love to spend more time with you but her father locks her in her room at night. If she doesn't say this, exit the conversation, give her some more flowers, and try again. She suggests getting a copy of his key, which she is sure is somewhere in the cellar. She warns you about her father's dog, Killer. Say “no problem.” Click on the cellar entrance. When you do so, the MC will remark that he will need something to distract the dog and something that can be used as

a mold for the key.

What could you use to distract a dog? How about some meat? Head to the Item Shop in town and ask about meat. The woman who runs the shop says that meat has been hard to come by lately, but if you can collect some wild game (like a Boar carcass), she will cut you some steaks. If you don't have a Boar carcass, head to the Goblin Forest (they seem to spawn there more often than in the Northern Forest) and walk around until you encounter a Boar. Kill it and you should receive a carcass (I think they drop every time). Beware if you are really low level, because Boars are tougher opponents than Goblins. When you have the carcass, go back to the Item Shop. Talk to the owner again, and give her the Boar carcass. You will lose one Boar carcass and receive two steaks. (I think you can use a Bear instead of a Boar in which case you get 4 steaks).

Now you have the distraction (the steaks), so it's time to look into making a duplicate key. Go to the Smithy and ask the blacksmith about key making. He tells you that you can make a duplicate key at his forge, but you will need some clay to make a mold of the original. He suggests that you look for some clay near water. Head to the southeast corner of the Weirdwood zone (near the pond). Click on the patch of bare ground at the water's edge, and you will receive clay.

Now, go back to the Inn and go downstairs. When you get there, the MC will automatically give a steak to the dog. Walk to the black stain on the floor that is next to the large crate in the northwest corner of the cellar, then click on the crate. The MC will remark that there is something on top of the crate, but it's too high for him to reach. Go to the crate just south of the barrel on the east wall of the cellar. You can move it. Use push/pull commands to move it onto the black stain next to the large crate. I don't think that you can get stuck here since you can both push and pull the crate, but if you suck at these kinds of puzzles, save before you start just to be safe. When you get the crate in position, the MC will climb up, find the key, and make a mold of it with the clay. When he's done the MC will need to drag the crate back to its original position to finish this part of the quest (there is a black stain on the floor there as well). Then head to the Smithy. Click on the forge and "create a new key for Alice" (+20 XP). When the MC is done, go back to the Inn and give Alice the duplicate key.

Rent a room and sleep in the Inn that night.

NOTICE: If the MC only stays for 8 hours, Alice doesn't have the time she needs to make sure her father is asleep before she comes to visit so plan on staying the whole night.

Let the MC enjoy his time with her scene **BUT** be careful! Though I'm not completely certain ... Tinkerer does keep some secrets ... I think Alice's affection might be effected by how the MC decides to end the scene. One way she seems to be happy ... in the other, not so much. From now on, this scene can repeated every time you spend the night at the Inn as long as Alice's affection is high enough.

After Alice is done with you, drag your ass out of bed. Depending on how many HP & MP the MC has you may want to stay in town another night or head off on the next adventure (quest).

WARNING: Completing this quest will result in the MC's HP & MP being cut in half on the nights that Alice visits him. Of course, the MC can simply say 'NO' when Alice comes to visit him but the drawback is a decrease in her affection and will mean the MC needs to start giving her more present to win her back.

The MC can also talk to Alice in the Inn during the day, if he wants another date with her but he'll have

to pay Gwynneth again to distract Alice's father. (I knew there was a reason I didn't like this guy. GRRRRRRR!!!!)

Now, with the added expenses of renting a home my MC decided to spend the next several days doing some serious (morning to dusk) goblin hunting to build up some coin. It was during these hunts that the MC noticed several Boar corpses laying around. If your MC isn't interested in continuing his involvement with Shakala, the Female Goblin, at the moment leave them alone otherwise pick one up. This works the same as when the MC was finding dead goblins and opens the “**Female Goblin – Part 2**”.

15. QUEST: **Female Goblin – Part 2**

Prerequisites:

Female Goblin – Part 1

Now, back to Shakala. Return to the forest the next day, and you will notice some Boar corpses lying around. There is one in the southeast corner of the zone near where the earlier Goblin corpse was, one on the east side of the zone, and one in the north part of the zone. These work just like the Goblin corpses from earlier. Interacting with one gives you a Boar Carcass and Pig Fat. It also has a chance of spawning Shakala again. They will respawn after you have looted all of them. Once again, it is possible to save before one spawn and keep reloading your save until Shakala appears. When she does show up, she attacks you again. She isn't any stronger than she was the last time though. When you beat her, have sex with her again, and choose to cum inside of her.

Go back to the Goblin Forest again the next day (third day), and you will see Goblin corpses again though they are in different locations. She spawned for me the first time I interacted with one and it was near the entrance to the ridge area on the northeast side of the zone. She attacks you again. Fight her. No matter how strong you might be she defeat you this time. (The last time I battled her, she hit me for +7,000 HP). Now, it's her turn to take control. She rides the MC and has him cum in her (No option). She announces he is now her mate.

DO NOT FORGET TO HEAL THE MC IMMEDIATELY AFTER SHE'S DONE WITH HIM!!

It was only after several days of hunting that my MC remembered there are two other ways of getting coins “**Planting a Garden**” and “**Reward**”. The first one seemed a little easier, and safer after what Shakla has just done to him, so when he headed back to Weirdwood and stopped to see the farmer.

16. QUEST: **Planting a Garden**

Prerequisites:

None, though you will need at least 200 coins, a shovel, potatoes, pumpkins, carrot seeds, and wheat (once it becomes available at the store).

Though hunting for goblins is profitable the MC is also going to need a sustained source of coin and food. This can be from picking up items as he travels, hunting for them, or doing some farming.

As you've explored the area around the town you've most likely noticed the farm fields to the North of the Smithy and Taylor's shop. When the MC steps into the field he'll get a message saying that he needs to plant a crop before harvesting it. (Sounds sensible). It will also instruct him to plant his crop at the sign above each field. Now, the first time he approaches a sign he'll get the message telling him to see the farmer to get his permission.

So, go see the farmer. He'll tell you the cost of renting the land. If the MC can afford it, say 'Yes'. Since this is a repeatable quest the MC can say 'No' if he doesn't have the coin and return later.

Once, the MC has rented the land, gather the supplies needed: a shovel for certain and something to grow. The options are; potatoes, pumpkin, carrots, and (once Tinkerer has added it to the supplies to be purchased at the store) wheat. Go back to the fields and stand in front of the sign. The MC has the option of what he wants to plant in each field.

(I suggest you check the EDIBLE list (**SECTION 9**) since not everything has the same value.)

Now that the MC has food the rest seems easy, right? I mean all you have to do is go to the MC's ITEM list, highlight whatever you want him to eat and bingo.

But the great god, Tinkerer, had other ideas. As of v1.15 he also added an option for the hero to “**Cook a Meal**”. Though this isn't actually a quest, more of a challenge, it had me stumped for awhile because it takes several steps to prepare for it.

17. QUEST: Cook a Meal

Prerequisites:

Rent a House and either Plant a Garden, or enough cash to buy the supplies needed at the store.

First, the MC can only cook a meal someplace where he has access to a fire. (Sorry, guys and girls no cooking out).

Second, he needs to have the right supplies. These are a bushel of vegetables, a steak, and some wood. If the MC doesn't have a Bushel of Vegetables he can either buy one at the store or make one himself using a carrot and a potato. He can do this right at the table in the kitchen or at the fire, depending on his location.

Now for the steak. Just like the Bushel of Vegetables, the MC can buy one at the store OR he can go hunting and get it for himself. The steaks can be from a Rabbit (x1), a Boar (2), a Bear (x4), or a Gator Beast (x4).

Now that he has everything he needs, click on the (*) and use the 'COOK A MEAL' option. The MC can make more than one meal at a time since they're added to his ITEM list.

This is perfect timing, because at long last it's time to head out on an adventure again!!! Remember how Ziva told the MC about why she originally came to Weirdwood? Something about a map and finding a Temple.

NOTICE: With the addition of the “**Planting a Garden**” quest the MC will quickly find himself with a MASSIVE surplus of vegetables. IF he chose to grow carrots and potatoes he can combine these to make a 'Bushel of Vegetables' which of course can be combined to make a meal.

Now, here's the catch. As of v1.32, the MC will make more coin by selling the items individually. A complete meal is only worth 10 coin while the wood is worth 2 coin, the steak is worth 7 coin and the bushel of vegetables is worth 6 coins. That's 15 coin total!!

18. QUEST: The Temple of Oetesh

Prerequisites:

Witch Trouble

After completing “**Witch Trouble**”, return to Ziva and talk to her. When you select the “Worship Qetesh” dialogue option, she tells you about a ruined temple of Qetesh located somewhere in the area of Weirdwood and that she believes it still contains one of the chalices of Qetesh. She says that if she can acquire the chalice, she can make more advanced potions and teach you a few of her rituals. She suggests that if you can find a map of the area, it might give a clue to the temple's location. If you talk to her again, she suggests that, since maps are quite expensive, it might be a good idea to look in the home of someone wealthy. Head back to Weirdwood and go to the Mayor's house. The map is on the wall in the room in the center of the house. Just click on the panel below and left of the map (it's rather large) and you can 'steal it'. Take the map back to Ziva. She looks at the map and tells you that the temple is in a narrow valley to the southwest of Weirdwood. She asks you to accompany her to the temple. You can accept or go later. If you accept, she joins the party. She is weaker than you (level 1) and only has 40 HP, but she has two healing spells.

If the MC has some extra coin, stop at the blacksmith and buy her some armor as well as the Quarter Staff. (If you don't have the cash you can still go into the Forgotten Valley, kill some goblins and return to Weirdwood to upgrade her armor and weapon before going all the way to the Temple.)

Then, go south from Weirdwood to The Forgotten Valley. When you arrive, Ziva tells you that you are on the right track. Head west from the zone entrance into the valley between the two cliffs. Enemies here consists of Goblins and Armored Goblins, but they typically come in pairs and trios, so the fights can be pretty tough. At the far western end of the valley, you will find the entrance to the temple.

SAVE BEFORE ENTERING THE TEMPLE!

A giant named Grug is guarding the temple. You get the choice to either negotiate with him or fight. (Tinkerer, in his infinite wisdom, removed the option to kill Grug, that was in earlier versions). If you negotiate, there is a pretty hot scene where Ziva has sex with him. If you fight him, get ready for a TOUGH battle. Grug is one of the toughest enemy in the game. He has a 150 HP, and he can hit a fully-equipped level 7 character for as much as 50 HP. To beat him at level 7, you basically have to keep Ziva on bandage/greater heal duty and hope to land at least one critical hit on Grug. Another option is to make several Healing Potions before starting this quest. In fact, if you plan on trying to beat Grug, I would strongly recommend it. REWARD: 70 XP & 50 coins.

Personally, I recommend negotiating unless you are possessed of a particularly strong NTR phobia. In any case, you can always watch the sex scene and then reload if you really want to try your hand at beating him. However you choose to deal with Grug, you soon find yourself inside the temple. You now need to bypass two puzzles.

PUZZLE ROOM 1: You need to cross the room with torches along the western wall and colored tiles on the floor. To avoid death, you must step on the squares in a certain order: white, yellow, red, green, blue, black (this is the order they appear in the circular pattern in the entrance room. This is the safe path across the grid.

PUZZLE ROOM 2: In the next room, you have to step on the squares in a particular order to light all of the braziers. Start with the Black square in the upper left, then go down to the White square in the lower left. (Make sure you don't step on any other colored squares along the way or you'll have to start over.) From the lower left, go to the Yellow square above it and then across to the Red square on the

opposite side. (Half way there ... don't mess up.) Now, over to the Green square and across to the Blue square. Now up to the Black square in the upper right. To complete the series the MC has to come back out to the middle and then all the way down to the White square in the lower right. POOF ... all the flames are lit and you can removed the chalice without getting turned into toast.

Now, before the MC and Ziva go there separate ways, at least for a little while, he may want to take back all the weapons and armor she's carrying. It's not like they're better than the ones the MC has but he did pay for them after all so the choice is yours.

Head back to Ziva's house for a sex scene and some new potion recipes. Spend a few minutes making some of the various potions (**Section 8**). I strongly recommend that you make at least one Potion of Barrenness. More about this later.

Back to Weirdwood. Get some rest. Upgrade your weapons. If you haven't already done it, now would be a good time to stop and see the Carpenter. The MC will ask him if he has an Alchemy Desk. (Of course he does.) Buy it if the MC has the coin. This will allow him to make the potions Ziva has taught him in his own home before returning the Goblin Forest.

It also should be just about this time that Victoria comes to collect the rent for the first time. You're given two options. The first is to pay. The second option is to tell her you're 'a little light on coin'. She will immediately tell you how a 'friend' of hers had a lapse in judgment, and had a brief affair with the local guard captain. Now, he's threatening to tell the woman's husband unless she pays him. He keeps the proof (a pair of her panties) in his drawer in the guard house. She asks you to help her (friend) 'escape the clutches of this horrible man' opening the “**A Friend's Problem**” quest. Since you're always willing to help a damsel in distress you say 'Yes'. As a bit of incentive she takes the key to your house until you've completed the quest.

19. QUEST: **A Friend's Problem**

Prerequisites:

Rent a House

This quest isn't quite as easy as it seems. I tried to sneak past the guard at various times of the day and night but nothing worked. I even equipped the MC with the bow to increase his agility AND took a Potion of Agility but still got caught. After that I thought about trying to distract the guard(s). The MC started a fire, this time adding two pigs fats, in hopes of keeping the guard(s) away longer BUT he still got caught. (According to Tinkerer IT IS possible to get in but the MC will need very high agility and some luck.)

In the end, it turned out the answer was as old as time. Do you remember how you distracted Alice's father? It will cost you but at least you'll get the time you need to not only get the panties but a little extra if you search around. (If you read carefully you'll also see that Gwynneth is quite the business woman. ;-) She charges the MC 200 coin to do the job and still charges the guards an additional 100 giving her a profit of 100 coins above what she'd normally get.)

Take the friend's panties to Victoria and not only get your key back but a 'reward' from her when she masturbates the MC. From that point on she'll come to visit you every week for her 'payment'.

From then on, she'll allow the MC to have sex with her but insists on having him pull out before cumming. That is unless he has a Potion of Barrenness ... then it's a different story.

Now, after all the drama that Victoria has put him through the MC decided maybe he needed a break back in the Goblin Forest just to get away from it all. Hmmmm ... now what was it Shakala said about a dead tree?

20. QUEST: **Female Goblin – Part 3**

Prerequisites:

Female Goblin – Part 1 & 2

Come back to the Goblin Forest and find the dead tree (it's up on the ridge in the northeast part of the zone). There is a marker (*) there now. If you interact with it, she shows up and you can repeat any of the previous sex scenes. The marker is usable once per day. At this point, it is possible to impregnate Shakala. Using a Potion of Fertility increases your odds of this, but it is possible to get her pregnant without one.

While you wait to get Shakala pregnant you might want to spend some time doing some serious farming for goblins. First of all you're going to need the cash for the upcoming scenes AND I wouldn't suggest you attempt the next battle quest if you're less than a Level 6. I started each day by visiting Shakala's tree and then going to the Forgotten Valley. (It seems it doesn't take any more energy to fight multiple goblins as it does to fight one.)

Of course, a pint of ale after a hard day of goblin hunting is always a good idea.

21. QUEST: **Good Samaritan** (This quest might not appear depending on a decision the MC made.)

Prerequisites:

Peeking on Victoria

This isn't so much a quest as a chance for the MC to prove what an honorable man he is ... and maybe get rid of a little bit of guilt.

When the MC stops at the Inn for his nightly pint of ale he notices a little girl running around as well as a couple sitting at the table in the upper left. When he talks to them, the man informs him that he is the Innkeeper's brother and that their house recently burned down so they are staying at the Inn. The woman says she just doesn't understand how the fire took place. (Could it be that the fire the MC lit to draw away the guards to peek at Victoria was too big?) The MC has the option of giving them 500 coin to start rebuilding their home ... or not.

When he's done with his pint have the MC rest and then head back to Shakala. Once she's pregnant, she will take you to her village (The entrance is located along the bottom, left of the Goblin Forest screen) and introduce you to her tribe. This unlocks the Goblin Village zone. The Shaman there, Makith, will heal you for 30 coins, and the quests, "**Goblin Alchemy**", "**Goblin Tactics**", and "**Wedding Dress**" are unlocked. Once you start the **Wedding Dress** quest, you can also sleep on the furs in the Goblin Village.

22. QUEST: **Goblin Alchemy**

Prerequisites:

You must have completed the **Female Goblin** quest and impregnated Shakala.

Talk to Makith, the Shaman in the Goblin Village and ask about the Spirit World. She offers to teach you how to make a potion to see the past if you can bring her blue lilies and a purple mushroom. (Other than the occasional goblin or critter you run into along the way there's not a whole lot of challenge to this quest.) Purple mushrooms spawn outside the witches house and in the southwest corner of the Goblin Village. When you bring her these, she gives you the recipe for Spirit Potions. They can be used to

review non-repeatable sex scenes that you have unlocked in the past.

23. QUEST: **Goblin Tactics**

Prerequisites:

You must have completed **Female Goblin** and impregnated Shakala. Also, to successfully complete this quest, you need to be either high level or you need to have a healing potion or two.

Talk to Bhrute at the Goblin Village. He is southwest of the central campfire. He offers to teach you a special Goblin tactics called Mighty Blow, but you have to beat him in combat to prove that you are worthy. You then get the option to fight him now or wait. He is a pretty tough fight. He has at least 100 HP, and he hits a character in max armor for around 20 damage per attack. Using a healing potion to fully recover your health when you get low is the easiest way to beat him. For beating him, you gain 40 EXP and unlock the Mighty Blow ability.

24. QUEST: **Wedding Dress**

Prerequisites:

You must have completed **Female Goblin** and impregnated Shakala.

NTR WARNING! Completing this quest results in a scene that some may find to be unappealing (there is no option to avoid it). You can either never start this quest at all by not talking to Shakala, which will never bring up the whole pregnancy/marriage issue, or (if you just want to do the fighting content), you can simply avoid turning the quest reward in to her at the end.

Talk to Shakala in the Goblin Village. She will tell you that she is pregnant and ask you to marry her. If you refuse, she will kill you (LOL, tough chick). If you accept, Shakala is happy, but Makith, the Shaman, tells you that Shakala is the daughter of a great Chieftain, and in order to marry her, you must prove your worth. Specifically, you need to climb a mountain and kill a Kroggoth for its hide. The hide will be used to make Shakala's wedding dress.

First things first, head to the northwest part of the Goblin Village to find a shovel near the shore. Take it, you'll need it, unless you already picked up the one from the farm. To get to the Kroggoth, you follow the Southeast path out of the village. You come to an apparent dead end on a snowy mountainside. If you move to the northwest part of the area and dig with the shovel, you will uncover a cave. Don't forget to light a torch when the MC goes inside. Once inside the cave, watch out for green mushrooms on the ground. They are poisonous, and stepping on them will damage you. There are also Bats in the cave, and they are super annoying. They don't do much damage, but they can infect you. Infection seems to work like poison, but it does less damage. The bats come in groups of 2-3, and they seem to be very hard to run from ... so you have to deal with them. Follow the path inside the cave until it goes south and then turns back north. There is an alcove to the southwest with some treasure in it (87 coins and a torch). When you reach the ice bridge, be careful not to step on the cracked areas, or you risk collapsing the bridge and dying. You sorta "slide" on the ice, so it can be tricky to navigate. After crossing the bridge, the path heads west. Not long after heading this direction, the Kroggoth will attack you, so make sure you keep your health topped off! The Kroggoth is a fairly tough fight. It only hit me for 14-17 damage (level 8 in full armor), and it missed me about half the time, but it has 120 HP, so it takes some killing. Another option is to apply a Poison Potion to your weapon before you fight him. This will take HP from him even if you happen to miss. Defeating the Kroggoth grants 60 EXP and a Kroggoth Pelt. When it's dead, head west to its den and loot the treasure pile in the northwest corner for 50 coins, 1 bandage, and an Open Helmet. Make sure to SAVE yourself because now you have to go

back over the ice bridge again. Just like the first time make sure to avoid the cracked areas, especially if you stepped on one going towards Kroggoth. (You can get make it with one crack but hit a second one ... it's a long drop down). I tried using a rope to help me across but it didn't work. All I can suggest is that you get across it as safely as possible.

Go back to the Goblin Village. This is another one of those times when you need to make a choice. You can present the pelt to Shakala and get married or you can leave and come back later to complete the final step of the quest.

If you decide to give her the pelt you'll find yourself getting drunk with the Goblins while Shakala is making the dress. When you wake up, you head south of the village to the wedding site and get married. After the ceremony, you discover what "First Mate" really means. You are now married to a goblin, congratulations!

When you try to enter Shakala's tent after the wedding she asks if you brought her a wedding present. But where can you get something that a goblin bride might like? Maybe there's something in Edgar's Tailor shop.

When you return, give Shakala the gift you bought. She'll comment she "not think it very good armor" but then again who cares? The MC/groom will be a bit quick the first time so make sure to go back for more fun.

After you're done in the Goblin Village head North through the Goblin Forest until you find a * marker. Step on it and you're in Fridaheim.

25. QUEST: **Rescuing the Puppies!**

Prerequisites:

None, but fairly high level (6+) and good gear is recommended.

Follow the road north out of the Goblin Forest to reach Fridaheim (translated as "Home of Frida"). There is only an occasional goblin, on the lower plain, to battle here, but there is a large house on the upper plateau. Knock on the door and enter. The house seems deserted, but a sexy Giantess soon appears in the company of two dire wolves. She informs you that you are trespassing in her home. It doesn't seem to matter what you pick for the first dialogue option, but I always go with "You have a beautiful house!" She is flattered by this, and she introduces herself and her dire wolves to you (her name is Frida, and the wolves are Freyja and Odin). She explains that she has been having problems with the Goblins to the south. While she was out hunting them, some other Goblins broke in and stole her puppies. She tells you that they took the puppies to the mountains to the east and would like your help getting them back. You can now refuse the quest, ask for money, or offer to find them for her. If you ask for money, she gives you 100 coins, but by this stage of the game, you shouldn't be hurting for money (if you are, you probably aren't high-level enough for this quest). I always offer to find them for free. After you accept the quest, she warns you that you will be dealing with Black Goblins.

Leave her house and head to the lower plain then turn east into the Mountain Pass. Follow the road until you reach a mine/cave on the north side of the road (take a left at the first fork in the road). This is the spot! You will probably encounter a few Black Goblins on the way. There are more inside the mine, and they sometimes come in pairs, so watch your health between battles! You can really only go one way in the mine, and eventually you encounter a large Black Goblin named Magogh (he is visible on the map, but his encounter will trigger a few steps before you get to him, so save first). Magogh isn't actually that

tough. He has about 100 HP, but he doesn't hit any harder than a regular Black Goblin. You get 35 XP and 50 coins for beating him (and some Goblin Ears). Inside the room he was guarding, be sure to check the crate in the northeast corner for 200 coins! When you click on the marker on the bars, you rescue the puppies.

OPTIONAL: The next quest (**Recovering the Crystal**) can be done now or after you've healed up. It will depend a lot on the MC's level, armament, and how many HP he has available. (The first time my MC won he was a fully-armed level 7 with 70HP). If you've got it ... go for it. To be on the safe side you may also want to have a Healing Potion or two available. If not, take the puppies to Frida and come back after you're healed.

Frida's affection for the MC will increase. Talk to her and ask her if she's lonely. She mentions an ex named Grug but she is currently unattached. If you offer your services after completing the quest, she will ask to see your equipment. It isn't enough for her, but she lets you please her with your mouth and ... arm instead. Afterwards, the MC will ask himself if there might be someone who knows how to make his cock bigger. (Hmmmmm ... sounds like something Ziva might know about)

The MC can also sleep at Frida's house, (her bed restores 24 HP and 16 MP.) **BUT** first the MC needs to give her a gift of a Padlock. This isn't too hard. Go back to Weirdwood. Forget trying to buy one. Instead, go to the Blacksmith. He'll let you use his forge to make one.

The MC can also give her gifts of a 'Bushel of Vegetables' to raise her affection. I don't think it is necessary to do this though, unless you either didn't do the "Puppies" quest or you asked for money to rescue them.

Once you've visited Ziva and gotten a supply of Phallus Giganticus potions, you can use them to have conventional (sorta) sex with Frida. When her affection gets high enough, she asks you to cum inside of her. If you do so (with or without using a Fertility Potion), she comments about you possibly "putting some puppies inside of her." If you can impregnate her, there's some pretty intense scenes including her lactating breasts.

There is one thing you should be aware of. If you join Frida in her bed at night and try to have sex with her without using the Phallus Giganticus she'll tell you 'that tickles' and the scene ends. Fortunately, it doesn't seem to effect her affection for you.

Anyway, now that you're healed, this would be a good time to complete the **Recovering the Crystal** quest if you haven't already done it.

26. QUEST: **Recovering the Crystal**

Prerequisites:

Spyglass

The abandoned crystal mine is in the Mountain Pass zone. After entering the Mountain Pass follow the path east. You will run into some Black Goblins along the way. They are tougher than regular Goblins, but if you can't handle them, you definitely can't handle the Ogre. You will eventually come to a mine, but it is not the mine you are looking for. Go past it, and you will reach an area where you can go up onto the snowy ledge above. Go up and head back west.

Save outside of the cave. The Ogre attacks automatically when you enter. He has about 100 HP, so it's a tough fight. Inside the cave is a crystal, cave flower nectar, and a treasure pile with 1 bandage and 70

coins. Get the stuff and head back to Weirdwood. Talk to the Smith. He says that he can make a spyglass from the crystal, but it will take one day, and it will cost you 50 coins. Accept and pay him. He says he will have it ready in the morning. The next day, collect the spyglass. Congratulations, you can now watch the full scenes with Beth and Samson 'up close and personal' after you help her clean the stables.

At some point, Victoria will come looking to collect the rent. Tell her you're short of coin again. If the MC has visited Ziva and made a Barrenness Potion, he can show it to her and suggest they use that. Victoria loves the idea. This will allow the MC to cum inside of Victoria when they have sex. Of course, the MC could switch the potions and use a 'Potion of Fertility' instead. ;-). After having sex with her the first time, the MC might want to check out Edgar's place again. He'll find a set of Back Lingerie on the manikin at the front of the store that will look great on Victoria the next time she comes for the rent.

Since the MC is already in town, now might also be a good time to visit Alice.

27. QUEST: **Getting Mia a Puppy**

Prerequisites:

Completion of **Rescuing Mia**, along with several visits to Mia afterwards, and completion of the **Rescuing the Puppies** quest.

Do you remember Mia saying she was frightened to go into the woods any more to gather wood and then she asked you to find a guard dog? Well, here's your chance. Go and talk to Frida, the Giantess. I think you can figure the rest out.

Give the puppy to Mia and go back to Weirdwood. Depending on how late in the day, the MC may want to spend some time hunting Goblins in the Goblin Forest or the Forgotten Valley. Afterwards, get some rest. The next quest will take the MC into the mountain pass and beyond to the **The Tower of Dread**.

28. QUEST: **The Tower of Dread**

Prerequisites

None that I know of, but you should be high level (I'd say at least level 6 or 7) with good gear. The tower is a long journey through tough areas.

This isn't so much a quest on its own as it is the path to open up new location and some new quests. From Weirdwood, head east to The Goblin Forest, then north to Fridaheim. From Fridaheim go east to the Mountain Pass and cross the pass all the way to the other side. You will eventually come to a sign that mentions The Tower of Dread (the MC comments if you click on it). Proceed east out of the Mountain Pass to The Tower of Dread.

SURPRISE!!! No Tower. Instead you find a bridge. This is the infamous Lightning Bridge. The MC has no choice but to cross it but he'll need to be very careful to avoid the lightning. Save before you attempt it, and make sure your health is topped off. Each bolt can hit for 50 damage, so if you take more than one hit, you are most likely dead. It's hard to get across without getting hit, but it's easy to make it with only one hit. Just follow a bolt as it heads away from you, quickly shift a little north (or south) and head straight east to the far side of the lightning (taking the damage from one bolt on the way). (I took a healing potion after getting hit the first time just for some added insurance). Once you make it across, the MC knocks on the door of the tower and gets an even bigger surprise. Okay, now you've found the Tower of Dread.

Arriving at the Tower of Dread, automatically opens the first quest in the area, so sit back and go with it. The MC is now tasked with getting “**The Crown of Sorcery.**”

29. QUEST: **The Crown of Sorcery**

Prerequisites:

The Tower of Dread

When you awaken after first entering The Tower of Dread, you meet the mistress of the tower, a Dark Elf sorceress named Erevi (of House Istanath). She isn't too friendly and threatens to kill you, but offers to set you free if you can acquire something for her. The previous inhabitant of the tower possessed a magical artifact called The Crown of Sorcery. She wants it. She takes the MC through the tower to a room with moving balls of fire – (aka: Puzzle room number 1). She gives you some more back story at this time and sends you on your way.

PUZZLE ROOM 1: I didn't have any trouble with the first puzzle room. You basically just have to watch the fireballs and time your movements to get through them. They seem to hit for around 30 damage each, so you can survive 2 hits (3, I suppose, if you are REALLY high level). I actually made it through without taking any hits. Just save and keep reloading until you figure it out. Sorry if I'm not more helpful, but this puzzle is more about timing and reflexes than any kind of code or set pattern. When you get across, save your game and head into the next area.

PUZZLE ROOM 2: First thing, head to the northeast corner of the room and loot the pot there for 200 coins. Now for the puzzle itself. This one is quite easy. There are four crystals in the room that are different colors. The colors are (clockwise from the top left): yellow, green, blue, and red. There is also a pillar of light in the middle of the room that is constantly changing colors (no set pattern that I noticed). All you have to do is stand directly above/behind a crystal and wait for the pillar to match it's color, then click on the crystal. If you time it correctly, the crystal will become clear. Once you deactivate all of the crystals (make them clear), the ring of fire around the throne will disappear. That's it. The one really bad thing about this puzzle is that it doesn't really have a workaround for color-blind folks. It can still be done, I would just imagine that it would take a bit of time. Anyway, once you have disabled all of the crystals (and the fire ring), go to the marker on the throne and loot the Crown of Sorcery. Head back into the previous room to exit (thankfully, you automatically bypass the fireballs this time).

Erevi is still waiting for you at the entrance to the fireball room. When you talk to her, she lives up to her bargain and agrees to free you. However, she is impressed with your skill, and is interested in training you as her new apprentice. You can accept her offer now, or return some other time. If you accept her offer, you are transported to the Shrine Nergal (God of the Underworld... and nemesis of Qetesh and Ziva...) where you begin the next quest – “**The Apprentice**”.

NOTE: If you refuse her offer, just return to the Tower of Dread when you are ready (the Lightning Bridge will be disabled, thankfully). Click on the marker in the tower to go to the Shrine. She is waiting for you there, and she repeats her offer of training. If you accept, once again, proceed to “**The Apprentice**”.

30. QUEST: **The Apprentice**

Prerequisites:

The Crown of Sorcery

If you accept Erevi's offer to train you as her apprentice, she offers to teach you some basic spells.

However, it seems that to help channel his magical energy, the MC will need some crystallized eggs. Erevi tells you that you can find the eggs in a cave to the south of the tower entrance. She warns you that the cave is inhabited by “bat-like creatures” which produce the eggs. She tells the MC to make sure that the eggs he retrieves are the crystallized kind, fertilized ones are useless. She says that just about any male can make the bat breeders lay an egg, but only an alpha bat can fertilize them. Unfertilized eggs crystallize after about a day, and they can then be used to focus magical energy. She does not want the “goopy eggs.” Erevi also makes the small bedroom in the tower usable by the MC. Use the eastern marker on the shrine level of the tower to travel upstairs. The bedroom is to the north. If you like, you can sleep in the bed (recovery is 16 HP and 12 MP). You can also talk to Erevi again for some information about Nergal if you like. Now let's get those eggs before Erevi decides to say, “YOU'RE FIRED!”

When you are ready, head to the bat-creature cave. Inside the cave, check the treasure pile in the room to the north for 150 coins, then go west. You will soon encounter your first Bat Creature. The Bat Creatures aren't too tough. They have around 60 HP and they only hit a level 9 hero in max armor for 7-9 damage. However ... they can poison you just like the Giant Spiders in the spider cave. You don't have to venture very far into the cave to find your first crystallized egg. They are in the bright yellow squares on the cave floor (there is a chance to get a regular egg instead). If you go through the cave and loot all of the yellow squares, you should wind up with 3 or so crystallized eggs. You can probably use the save/reload trick if you want to get more. During your exploration of the cave, you might also encounter a Bat Breeder. As you might expect in this game, Bat Breeders are surprisingly attractive female versions of the Bat Creatures that resemble hot naked chicks with bat ears. They are easier opponents than the males. They have less health and hit for about half as much damage, and they also drop crystallized eggs.

When you have finished at the cave and have some crystallized eggs, go back to the Tower of Dread and talk to Erevi. She will now teach you the Lightning Bolt spell and ask you to pleasure her. Watch the following cut scene as things change in the Tower of Dread. The MC learns the Stun spell, and the next quest in this chain, “**The Chosen One**” is unlocked. See **Section 9** for details on the spells. Since you now have access to crystallized eggs, check **Section 8** to check out what they do.

Reward: The Lighting Bolt spell.

LEVELING/MONEY: This is optional. But you're about to run into a series of quests that will require you to spend quite a bit of coin, so it's not a bad idea. Head back to Weirdwood, buy some Magic Water (or make a few) and head to the Forgotten Valley. Use a crystallized egg each morning (you should have a few left over from your last quest) to boost your magic power for the day, and run around frying the shit out of those Goblin pairs and trios with Lightning Bolt. With an active crystallized egg, Lightning Bolt will one-shot every group of Goblins in the Valley. I wound up grinding coin and XP until level 11, but don't feel like you need to go that far.

31. QUEST: **The Chosen One – Part 1**

Prerequisites:

The Apprentice

Well, it seems that the MC is one bad ass dude. He's Nergal's Chosen, and he needs to father a child with the Dark Elf. The catch, as she explains, is that you need a sacrifice for the impregnation ritual. She sends you out to find something. If you ask her about the sacrifice, she says that just about any living creature will do, but bigger is better (she prefers Boars, Black Goblins, & Bat Breeders). She does warn you that the Stun spell won't work on very powerful opponents, and that you can only carry one potential

sacrifice at a time.

To capture a monster, you need to hit it with the Stun spell. Opponents CAN resist the Stun spell, so you may have to cast it multiple times to get it to stick. Once the creature is stunned, if you attack it, you will automatically capture it. Here's the catch, the Stun spell costs 8 MP to cast, so if you get unlucky with resists, you could run out of MP. To avoid this, stock up on Magic Water. Before we start with impregnating the Sorceress though, we need to take care of something else. See the **Bat Breeder** quest.

32. QUEST: **Bat Breeder**

Prerequisites:

You need to have completed **The Apprentice** and have had the opening conversation with Erevi for **The Chosen One**. You will also need to have a good amount of money (I would want at least 800 coins).

Now that we have access to the Tower and its Dungeon, we have the ability to set up an “egg factory” in the Dungeon. For this, we need to capture and NOT SACRIFICE a Bat Breeder.

When you are ready, heal up and head back to the Bat Cave. Wander around until you find a Bat Breeder, and capture her. Go back to Erevi. She is excited that you caught a Bat Breeder. **DO NOT SACRIFICE IT**. Suggest keeping it. She will tell you that you can keep the creature in the dungeon, and the Bat Breeder will appear in a cell. You can now go to the carpenter in Weirdwood (if you haven't already) and buy the three pieces of bondage furniture for the dungeon. Each piece of furniture costs 200 coins, and they allow you to have sex with your captive Bat Breeder. You get different positions for each piece of furniture. **SAVE** before having sex with the Bat Breeder. You want to make her have an orgasm, and doing so requires passing a speed-based direction arrow mini game. One of the sex options (oral) also results in a rather... unpleasant outcome, but it's worth watching once just to see. The reason for giving the Bat Breeder orgasms is so that you can unlock new sex options (after raising her affection towards you). To further facilitate this, go back to your room in the tower. There is now a marker on your desk. If you click on it, you have options to improve conditions for your captives. Activating “Improved Rations” gives you captives better food and increases their affection caps by 40 for a cost of 6 coins per day. “Improved Accommodations” is a one-time cost of 300 coins that creates more comfortable cells. It also increases the affection cap of all captives by 40. I recommend buying both of these upgrades since you should have plenty of money by this stage in the game. There is no way with the regular game interface to see your captives' affection levels, but their posture inside their cell will change as they become more affectionate. For example, the Bat Breeder starts out in a semi-fetal position. After you raise her affection a bit, she changes to a standing position. Once she has taken this position, attempting oral sex with her has a different result. After her next affection threshold, she will be facing you at the front of the cell and holding one of the bars. After this change, the results of attempting oral sex change yet again. In addition to having fun, carrying out these activities will give you a steady supply of crystallized eggs. Just fuck the Bat Breeder every day and check her for eggs every morning. You do not need to use Fertility Potions, but doing so will give you variant versions of all sex scenes (including oral). Right now, the Bat Breeder is the only captive you can keep in the dungeon, but more should be added in future updates.

If the player is very fertile (ie: Has used the Fertility potion) there is a 50% greater chance of producing a second egg. The MC can also have sex with the Breeder multiple times each day to increase the chance of a second egg.

You may have noticed that with all the fighting you're doing and the limited amount of HP / MP recovery in the Tower you're levels are getting quite low at times. Fortunately, Frida's house isn't too far away and as long as you're there you might as well partake of her hospitality, in and out of bed. The result is exactly what you'd expect.

33. QUEST: A Garden for Frida

Prerequisites:

Rescuing the Puppies

He did it again. The MC has another one of the woman pregnant. Frida will announce that he's put a puppy in her belly. If he talks to her again she'll tell him that since she's pregnant it will be harder for her to hunt so it might be a good idea to grow a garden. She'll tell him what she needs.

Most of what she needs you'll probably already have picked up. The exceptions are the fertilizer and the carrot seeds. Now, what better to use as fertilizer than manure? Help Beth at the Stable, collect the manure and then stop at the store to get the seeds before you head back to Frida.

IF, by chance, you don't have a shovel you can find one laying on the ground next to the farmer's shed, or laying on the ground in the Goblin Village (upper left corner).

Now go back to Fridaheim. Frida's garden plot is right next to her house. Simply stand in one of the rows and hit the 'Enter' key. No need to actually dig up the ground or plant each vegetable individually.

After you're done with Frida's garden she will show you her gratitude by taking care of you with a boob job right there in the garden (don't forget the Phallus Giganticus). Now, rest in Frida's bed and then head back to the Tower of Dread for **The Chosen One – Part 2**.

34. QUEST: The Chosen One – Part 2

Prerequisites:

The Chosen One – Part 1

Once you get your egg factory squared away, you can start actually playing around with the Sorceress. As mentioned earlier, some sacrifices are better than others. Erevi's affection increases according to how good your sacrifices are. She will take Boars and Black Goblins, but for the best affection gain, you want Bat Breeders. Now, there is a trick with Erevi that you should be aware of. If you keep increasing her affection, but don't get her pregnant, she will become open to new sex positions. To pull this off, adopt this daily ritual: wake up, fuck your Bat Breeder to generate eggs (if you wish), drink a Potion of Barrenness, go catch a Bat Breeder, return to Erevi and sacrifice it. The Barrenness potion will last until you go to sleep, and it will ensure that you don't get Erevi pregnant until you're ready to do so. If you run from unnecessary fights and are lucky in locating Bat Breeders, you can capture and sacrifice two per day (it's pretty easy to do this if you forgo fucking the Bat Breeder in the morning).

The first time you bring Erevi a sacrifice, she will ride the MC cowgirl style. After two sacrifices (at least one Bat Breeder), you can alternate between cowgirl and missionary.

To the best of my knowledge, that is as far as you can go with Erevi at this point. I actually kept bringing her Bat Breeders (up to a total of 7 sacrifices) and didn't get any new options. So, once you've unlocked missionary sex, I think it's safe to impregnate her. The next time you bring her a sacrifice, drink a Fertility Potion beforehand to take care of things. If you wait a few days after using the Potion of Fertility and keep asking her if she's pregnant, she will eventually say that she is. This unlocks the **“Rats!”** quest.

35. QUEST: **Rats!**

Prerequisites:

The Chosen One

Once you get Erevi pregnant, She gets some new dialogue options. Asking her how she's doing will just get a pleasant response. If you ask her for more sex, she will tell you that she would be willing to put out if you can take care of the rat infestation in the kitchen. Go to the kitchen and catch the two rats that are running around. The easiest way to do this is to note the locations where they stop for a few seconds and then wait for them there. Now comes a slightly bigger problem. How to fill the hole that they're coming out of. Remember the basement of the Inn? 'Nuff said. Go to Erevi's bedroom for your reward. The quest "**Boar Hunt**" is now unlocked!

36. QUEST: **Boar Hunter**

Prerequisites:

Rats!

After taking care of the rats in the Tower of Dread, Everi tells you that she's getting low on food for Bolon and tasks you with hunting to fill up the food stores. (She will ask you for as many boar as you have in your inventory +1). Thankfully, there are some boar, in the area just outside the Tower of Dread. It is, by far, the best place to hunt as they spawn there much more frequently than in The Goblin Forest or the Northern Forest. Once you get the boar, visit Everi in her bedchamber to turn in the quest. Her pregnancy is showing now (wow, THAT was fast), and she has a new task for you. The "**Maternity Clothes**" quest is unlocked.

37. QUEST: **Maternity Wear**

Prerequisites:

Boar Hunt

The suddenly-9-months-pregnant Everi is depressed at how bloated she looks. You can choose from between three dialogue responses, but your choice doesn't really matter aside from possible affection loss/gain. I recommend going with "You're beautiful!" It seems that she wants some new sexy clothes to make her feel pretty again. Head back to Weirdwood and go to the Tailor Shop.

Buy the red lingerie and the black dress that the store has for sale and return to Everi. Save your game. If you are under the effects of a Fertility Potion during the following scenes, there are slight changes to them. When you talk to her, you have the choice of giving her the red lingerie or the black dress. If you give her the red lingerie, you get an immediate sex scene with her. If you give her the black dress, she asks you for a "date night." She wants to you head to the kitchen and prepare a proper dinner. She will dress for the occasion. You will need two steaks, one bushel of vegetables, and some firewood. You can get two steaks by buying them for 30 coins each at the Item Shop in Weirdwood, turning in a boar carcass and having the owner turn them into steaks, or by doing it yourself right there. You can buy vegetables at the Item Shop for 20 coins each. You SHOULD have a lot of firewood already if you've been picking it up throughout the game. If you haven't been, you can find it in most outdoor zones (it is a small log on the ground). Get the items and go to the kitchen of the Tower of Dread. Click on the quest marker in the kitchen. To thank you for dinner, Everi lets you fuck her "any way you want." Feel free to do so.

Everi's going to need a little time so for her pregnancy to develop so now might be a god time to move on to other things. Stop to visit Frida. The first thing you might notice is that Tinkerer has obviously spent a lot of time working on this character because depending on whether she's pregnant or not and what time of day the MC arrives will determine what might happen. So lets look at the options:

- If she's not pregnant and the MC arrives during the day, he'll find her in the main hall of her house. Of course, she'll say she longs for him and the two can enjoy the usual (?) sex scene(s) with or without the Phallus Giganticus.
- If she's not pregnant and the MC arrives during the night, he'll find her in her bedroom. (As always there's an option: Rest or sex).
- If she is pregnant and the MC arrives during the day, he'll find her in her garden. She still longs for him but now he has a choice (again). He can get a boob job right there in the garden OR if he has already bought the White Outfit from the Tailor shop he can give her that. Giving her the outfit leads to some hot sex scenes back in the house. Just make sure to have him use the Phallus Giganticus or the party will end before it's really begun.
- If she's pregnant and the MC arrives in the early evening, he'll find her in the main hall. She longs for you (as usual) and the MC has the option of giving her a present (Vegetable Basket) or the White Outfit. (Since I already had the White Outfit, I'm not sure what other options might have been available). If he gives her the Basket, the interaction ends. If he gives her the White Outfit or he asks her wear it, if he's already given it to her, she rewards him in the bedroom, of course.
- If she's pregnant and the MC arrives at night, he'll find her in her bedroom. He can rest or take a Phallus Giganticus and enjoy the sex. Fortunately, she likes to sleep in the nude so enjoy. A word of **WARNING:** If the MC tries to have sex with her but DOESN'T use the Phallus Giganticus, she'll simply say 'it tickles' and the scene will end.
- The final option is simply to rest ... but what fun is that?

In the morning, continue on into the Goblin Forest to kill more goblins and then head home to get some sleep. Victoria might be waiting for him to collect the rent. If the MC has already purchased the Black Lingerie now would be the time to give it to her. (Damn, she looks sexy in it.) There is also the possibility that she's pregnant which opens a VERY unhappy side of Victoria. This will open the **Limp Dick** quest.

When the MC wakes up the next morning he may vaguely recall the guard telling him something about another way of making some coin. (This is the third and final way as of v1.32) Something about capturing the bandits along the West Road and bringing them back without killing them.

38. QUEST: **Reward**

Prerequisites:

Apprentice

There are two bandits terrorizing the roadway to the West of Weirdwood. Have him head to the Western Road. The first bandit is a dwarf-bandit. (He is found in the screen with the traveler's bedroll.) Instead of having the MC attack the bandit have him use the stun spell. After he's captured the bandit take him to the guard and he will give the MC 50 coins. The MC can only carry 1 bandit at a time so he'll have to return for the second one.

The second bandit is human and is located at the crossroads, just beyond the Western Road.

NOTICE: The bandits respawn every 7 days so this quest (?) can be completed multiple times.

After capturing the bandits, have the MC rest up, re-equip or re-supply if he is low on anything (torches, bandages, etc) and head North to see Ziva.

Along the way the MC might want to try a see Mia. Granny tells the MC that she won't let his see Mia because she doesn't thing his intention are honorable opening the “**Visiting Mia**” quest.

39. QUEST: **Visiting Mia – Pt 1**

Prerequisites:

Getting Mia a Puppy

What's this? Mia's grandma informs the MC that she will not have him visiting Mia again. “Your intentions are not at all honorable!”

Needless to say, the MC isn't thrilled about that. “Damn it! There's gotta be some way to get around grandma.” But what's this? Balder the Dire Wolf can come in and out as he pleases?! “If there was only some way to change places for awhile ...”

Hmmmm ... maybe Erevi knows of a spell to help but that will have to wait. Instead, head up to the Witch's House and talk to Ziva.

40. QUEST: **Rebuilding the Temple**

Prerequisites:

Temple of Qetesh

After seeing the condition of the Temple, (**Temple of Qetesh**) Ziva has decided to repair and reopen the Temple so that “the people remember the joys of worshipping our goddess.” She asks you to help.

If he say 'Yes', Ziva will tell you that the goblins need to be run off and that there will need to be some guards to keep them from returning. Of course, she'll also remember that you're familiar with the Mayor and ask you to talk to him about getting the guards.

When you go to see the Mayor, he says he can't spare the guards because they're need to protect the city. Hmmmm ... who else might be able to help? Possibly a veteran warrior? Time to go see Gabriel.

If you ask him to join your quest he'll simply tell you to go away. Instead, tell him he should stop drinking. Then hold on, the ride is going to get a bit rough here. After he's left the Inn, go find him. “Now, where would a drunk, goblin hater go?”

You guessed it!!! The Goblin Forest. It may take you a while to find him, but he's there. He's been injured fighting “a lowly goblin” but joins you this time when you ask.

The two of you are instantly transported to Ziva's home. She'll tell you that you need to find a crown that was used to communicate with Qetesh. The “**Crown of Qetesh**” quest is opened.

41. QUEST: **Crown of Oetesh**

Prerequisites:

Rebuilding the Temple

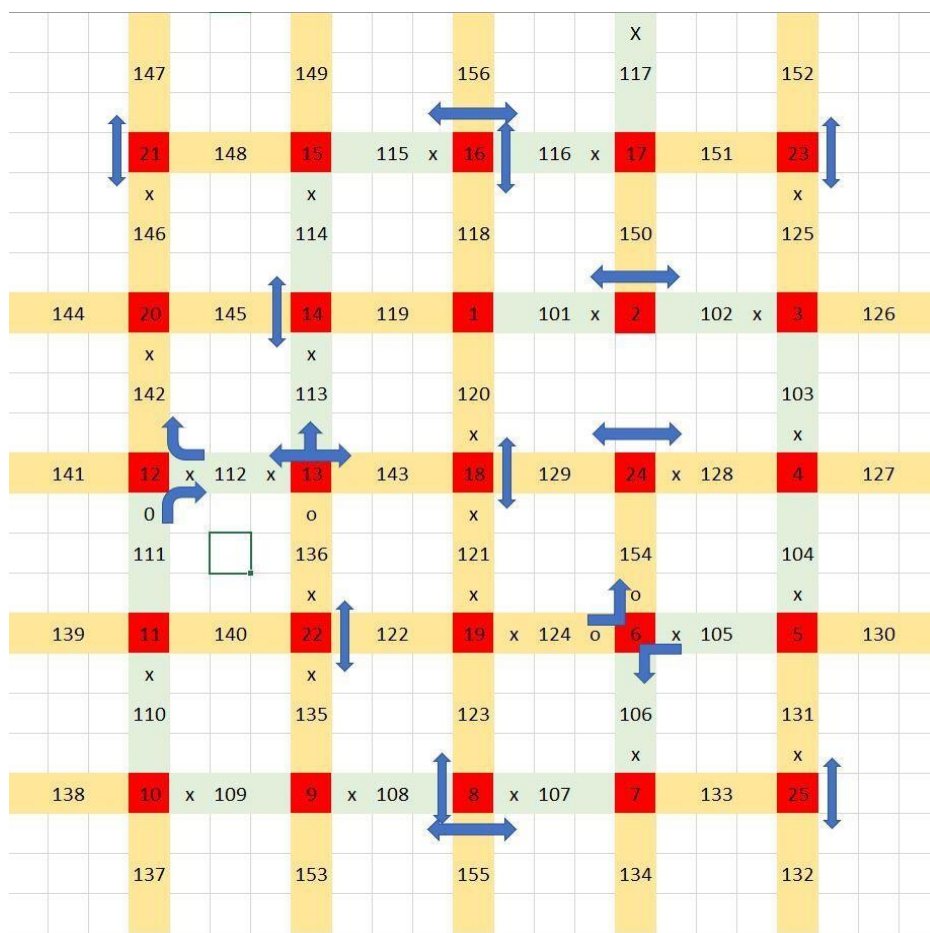
The High Priestess' used to be buried with their crown. After leaving Gabriel to heal, Ziva and the MC

head for the cemetery West of town. (Make sure to equip Ziva before you leave if she's not still equipped from her previous adventure with the MC, the bandits are still lurking along the roadway.)

As soon as you step into the Crossroads you will be attacked by two bandits. They're not too hard to beat either with weapons alone or by using the lightning spell.

Afterwards, head into the cemetery. Go all the way to the bottom and you will find the way into the tomb. Fortunately, Ziva has some old keys and one of them fits. When you enter the tomb you will see a fog-clouded room with 25 pillars. Walk North until you see one capped with an orb. Ziva tells you it is lunar magic and asks if you want to rest or go on. If you decide to rest you get +5 HP and +3 MP.

Now comes the hard part. There are crystals on the side of each pillar. They need to be activated in a specific order AND pointed in the right direction to light your way to the crypt. (Honestly, I spent over an hour trying to find my way through before finding this map)



After you've got the pillars lit in the right order a door at the top of the tomb will open revealing the crypt. When Ziva walks in she sees 4 orbs mounted on the wall and begins to investigate them. The MC has never been known for being patient and removes the Priestess' crown while Ziva is still checking the orbs out. The orbs burst but Ziva's not sure what it means. She thinks they could have been seals to hold in sprites or spirits. All she's sure of now is that you should get back to the village and you'll figure the rest out later.

You return to Weirdwood to find Gabriel waiting for you. He's fully healed. Ziva joins with him,

allowing the MC the opportunity to do a few other things (ie: quests or farming goblins) before continuing.

WARNING!!! WARNING!!! WARNING!!!

As soon as the MC joins Ziva and Gabriel all the goblins in the Forgotten Valley disappear. That means no more doubles or triples, with the rare occasion of meeting a pair in the Mountain Pass. SO, if the MC has any desire to make some big time coin head for the Forgotten Valley and hunt like mad before returning.

(For those who aren't sure what to do remember; the MC is presently paying rent on his house, rent on the farm fields he's using AND possibly the additional daily fees for his Bat Breeder. That's roughly 250 coins per week.)

When he's ready the MC should return and talk to Ziva. She'll ask if you're ready to continue. The answer is, of course, 'Yes'. The three of you now form a new group and head towards the Temple.

(SPOILER ALERT!!! Before leaving town I **STRONGLY** recommend you have at least one Energy Potion, several Magic Waters and some Healing Potions or a whole lot of bandages. You'll need them.)

Enter the Forbidden Valley. The first thing you might notice is there's not a goblin around. Your party continues until just before entering the Temple area when it is attacked but not by goblins. These are Orcs. There are three of them so be ready. They're almost twice as strong as a goblin.

Defeat these three and you'll have two more waiting for you as you approach the gateway surrounding the Temple so be sure to heal you your party. Defeat these two and you're in.

Dead goblins are everywhere and Grug is on the ground, seriously wounded. Grug tells you that the Orcs came and took over a cave nearby. Then they came to try and take his home (the Temple). He fought them off but they're still more in the cave. Ziva stays to tend to Grug's wounds but tells you the Orc's will have to driven off before the Temple can be used, opening the '**Orc Stronghold**' quest. She'll give the MC two Healing Potions before he and Gabriel leave to take on the Orcs.

42. QUEST: **Orc Stronghold (aka: Orcs, Orcs, and More Orcs) Quest**

Prerequisites:

Crown of Qetesh

The cave is located just outside the Temple wall to the East but before you enter you may want to check two things. The first is the HP for the MC and for Gabriel. This can easily be fixed using the Small Wound spell or by using bandages. The second thing to check in the level of fatigue.

You now have two options. The first, is that you immediately head for the Stronghold and battle the Orcs. This is fine if you're well rested or have an Energy Potion with you. The second, is for the MC and Gabriel to go back to Weirdwood and rest. It doesn't matter if it's for 8 hours or the whole night just so long as they are fully rested.

Head back to the Orc's Cave. Yes, you'll lose a little bit of energy by crossing between the scenes but still less then you did before. Now, fight. Once again, you have a choice. You can clear every room as you go along, which is what I did, or head directly to the the main chamber. You'll still need to fight some of the lesser Orcs, unless you're really quick and can avoid them. IF you avoid fighting you'll save

on your energy level and possibly be able to make it through the stronghold without needing an Energy Potion. (I've never been that lucky.) Once you've cleared a room, check the various pots, jars and boxes. You might be surprised by what you find.

Before I forget. The Lightning Spell does work against the Orcs BUT you'll need to use it twice. So be cautious about which battles you use it in, unless you have a bag full of Magic Water along with you to restore your MP. ;-)

The fastest route is as follows: Enter the first room and go straight up and through the door. You will have to fight an Orc here or slip past him. Go to the door on the left. This way you by-pass the kitchen and the three Orcs there. Battle the Orcs and then exit the doorway in the upper right. More battling or running, just get to the door on the right side of the room. You should be in a stairway. Go up the stairs. Take the door on the right. Fight, fight, fight. Now through the door at the top of the room ... and guess what? More battling. (Will it ever end?)

Actually, yes. Exit the room through the door on the left. You should be in the center room. (If the MC or Gabriel aren't fully healed this is the time to do it.) Go to the door at the top of the room. The MC will caution to peek through the keyhole before rushing in. Gabriel tells him to 'knock yourself out'. WOW!!! Inside is Urakh, the Goblin Leader, and a small swamp elf. If you watch he makes her 'earn her keep'. You'll have several chances to disturb them but in the end the MC attacks. (A warning though, he's tough.) The Lightning spell doesn't work much better than fighting with weapons but in the end the MC wins, or rather the elf puts an end to it.

She'll introduce herself as Caleah, and she's a Swamp Elf from the marshlands. The Orcs killed her clan and enslaved so she has nowhere to go. The MC offers to take her to the Temple and she agrees.

Ziva is happy that the Temple is now liberated since Qetesh's affection can now be felt by her people. She offers Caleah, not only a place to stay but tells her, 'perhaps, in time, you'll consider joining our order'. Grug has offered to let them use the Temple 'after a quick round of negotiations'. (Didn't she negotiate with him the first time they met too?)

The MC is ready to leave since the mission is completed until Ziva tells him there is still the little matter of the initiation ceremony. The MC quickly says he'll help.

Sensing he's no longer needed, Gabriel returns to Weirdwood but first he offers to teach you a few skills the next time you're in town. Enter the Temple, Ziva and Grug are waiting at the altar. Apparently, the initiation is successful since the statue of Qetesh begins to glow.

If the MC talks to Ziva after the ceremony she'll tell him that Caleah seems a bit depressed. She asks him to talk to her and try to cheer her up. When the MC asks Caleah how she's doing she tells him that Ziva has asked her to become an acolyte of the Temple but she wants to visit her homeland before she makes a decision. This will open the **Journey to the Swamp** quest.

At this point the MC can offer to go with her or wish her 'Good Luck.' It really doesn't matter since he can come back later and offer to go with her. When he does offer she warns him that the journey is arduous and that he might want to stock up and then return when he's ready.

So what better time to go back to Weirdwood and see how things are going?

Head back to your home in Weirdwood but now a few things may have changed. First, the house that burned down has been rebuilt but the MC still can't get in (We'll just have to wait and see what Tinkerer has in mind for the future.)

Second, if the MC runs into Victoria he may be unfortunate enough get some VERY bad news, unless the he has been using the 'Potion of Barrenness'. If not, the encounter will open the **Arouse the Mayor** & **Keep Seeing Victoria** quests. If he has been using the Potion of Barrenness, he doesn't have to worry, but it's not nearly as much fun!!!

And third, if the MC stops at the stable he'll find that Beth is very grateful for everything he's done to help her father. So maybe now would be the time to ask her for a date. She'll finally say 'Yes' because of the way you helped her father which will open the **Date with Beth** quest.

But for the moment let's get back to Victoria.

43. QUEST: **Arouse the Mayor**

Prerequisites:

Rent a House

It appears you're busted. Whether by using the 'Fertility Potion' or not taking anything at all, Victoria is pregnant.

Even if the MC says he loves her she's not willing to give up the life she has. Instead, she wants him to find some way to take care of her husband's limpness problem. She also says she's ending their present 'arrangement' and will be sending the guards to collect the rent from now on.

Time to see Ziva, again. The MC explains the situation and asks her advice. She tells him of a plant, the Moon Flower, that will take care of the problem. It is very rare and only blooms at night. Its pollen is a strong aphrodisiac that should take care of the problem.

Depending on what time of day the MC visits Ziva, he may have time to spare. He can either take a nap (for 8 hours), go to the Goblin Forest and hunt, or visit Frida. (Any farther than that and he may not get back in time.)

The moon flower can be found in the woods in the lower right of Weirdwood or lower left of the Goblin Forest. Once the MC has collected it go back to your house and sleep until the next morning. Go see the Mayor to sell any goblin ears you have. Visit the dining room located in the upper left and sprinkle the Moon Flower pollen on his food. Leave and wait for the results.

Within a few days Victoria will return and ask the MC how he did it. She didn't expect her husband to have that such energy and passion. She actually feared he was going to have a heart attack. The MC is pleased and has an option of asking for sex or simply asking what's going to happen between the two of them. Either way, Victoria will say that things are over between the two of them. The MC isn't willing to give her up so he decides to **Win Back Victoria**.

44. QUEST: **Win Back Victoria**

Prerequisites:

Arouse the Mayor

This isn't so much as quest as a challenge. What can the MC do to arouse Victoria to the point that she wants see him again so they can continue to have sex. Simple, get some more Moon Flower Pollen give

it to her. Previously, the MC has been able to peek at Victoria through her window on the right side of her house (*). Now, if he stands there he has the option of entering her room. Slip in the window, but be careful of the guard that's still patrolling around the house. Add the Pollen to the bottle of wine on her table. Make sure she doesn't catch the MC. (He can hide by the bed at that bottom of the screen). After she's taken the Pollen she regrets sending her 'toy' away. The MC will appear. 'Nuff said' or so I thought! As of v1.32, Tinkerer added a little extra to Victoria's story entitled “**Visiting Victoria**”.

45. QUEST: **Visiting Victoria**

Prerequisites:

Win Back Victoria

Now that the MC has regained Victoria's affection he will see a (*) outside her bedroom window in the late afternoon or early evening. If, he stops by he can pry the window open and enjoy a lusty visit. But there's more ...

(Tinkerer in his infinite wisdom and quirky sense of humor has left us a clue to open some hidden scenes.)

Did the MC notice that he can now give Victoria jewelry? (This can be obtained at the Item Shop or, occasionally, when a bandit drops it.) Give her some jewelry. (I have it on good authority that the chances are best once the MC has given her 5 pieces of jewelry). This will increase her affection to to point where she will occasionally surprise the MC by visiting his home for some additional time together.

According to Tinkerer there are three things the effect the chance of Victoria visiting the MC:

- Must be in the afternoon or evening
- Victoria must be horny. Note: once you have sex with her she won't be horny until a new check is successful the next day.
- Random 20% chance (performed each time you enter the house, so if she's not there just leave and come back)

So what next? Well, if there's still enough time left in the day look for Gabriel. He promised to give the MC **Heavy Weapons Training**. He's not in the Inn so you check the Stable. Beth is very happy about what you've done for her father. You take the chance to ask her out (if you didn't already do that) and, surprise, surprise, surprise, she says 'Yes' opening the **A Date with Beth** quest.

46. QUEST: **A Date with Beth**

Prerequisites:

Orc's Stronghold

The MC is in way over his head. Beth said 'Yes' when he asked her for a date but told him it had to be romantic. The question is 'How?' Let's see. What does she like? Horses. But where can you get a horse? Unless you can make one appear from thin air. Hmmm ... maybe a trip to Ziva? Nope, you need a Mage. Now where can you find a Mage? WAIT!!! ... isn't Erevi a Mage?

Go to the Tower of Dread, you'll will find Everi in her bedroom in the process of giving birth to your daughter. (It's obvious you're a Hero and not a medic since you pass out.)

CONGRATULATIONS DADDY!!! Now, you get to name the child.

When Everi's done she says she needs to rest. It might be a good time to rest yourself if your energy level is low or you can visit the Bat Breeder and spend some time with her.

When you're rested, or whatever, go see Everi. She tells you she knows a spell to conjure a horse but that it should only be done by a Master Mage. The MC will plead with her to teach him and she gives in but on one condition, he has to make a crib for the baby. She also tells the MC to bring a crystallized egg to practice with.

(You'll need rope, wood, and a pelt to make the crib). Unless you happened to buy some rope at the store in Weirdwood this is the one item you may be missing. Fortunately, there is some in the Tower. Find it. Now, back to Everi's room and make the crib. "PERFECT" The MC will ask Everi if she'll teach him the spell now.

Everi takes the MC to the Shrine and teaches you the "SUMMON" spell. She warns that it is unstable before she leaves to take care of your daughter.

Time to take Beth on your date. Go to the stable in Weirdwood. Ask Beth out again. She'll ask if everything is ready. Of course it is, so off you go. Once the two of them are away from everything the MC tells her to close her eyes and then he steps into the bushes to use the spell. It doesn't turn out quite the way he'd though it would but the two of them make the best of it after which they return to the village. It might be a good time to get some sleep. After all it has been a long, hard evening with Beth. ;-P

If it's not too late, it might be a good time to take Gabriel up on his offer to train you ... or maybe ... it's time to try and visit Mia again. Didn't the MC say something about wanting to trade places with Balder?

47. QUEST: A Date with Mia

Prerequisites:

Getting Mia a Puppy

The last time the MC tried to visit Mia, Granny told him she won't allow her to see him again. The MC will start wondering if there is a way to sneak past granny when he sees Balder (the direwolf pup you gave Mia) exits the house and walks past Granny. Hmm ... he must be able to enter the house freely. Talk to Balder.

Since he just used the "Summon" spell, he'll realize that this might be another chance to use it and disguise himself as Balder. The problem is what to do about the 'real' Balder. Now, what was it he did about the dog in the basement at the Inn? Oh yeah ...

WARNING: Tinkerer originally released this scene in v1.31 but met with "a bit of criticism due to a scene where the player got upstaged by an overly amorous werewolf." For that reason he has provided an alternate scenario. The MC can either "PLAY AS INTENDED" or "NO CUCKING".

Now that he's gotten Balder out of the way and assumed his appearance Mia will take you for a walk in the woods. She'll start to play with herself and you'll have the option to engage or watch. There is a short scene for each option. Watching won't get you anywhere and you'll need to redo this scene again the next day to try again. If you choose to engage, you'll eventually get to speak with Mia and the fun begins.

Now, if you've chosen the "PLAY AS INTENDED" options things will progress just as you might expect. If, on the other hand, you've chosen the "NO CUCKING" option the MC and Mia will experience '*Granny Interruptus.*' (If you're not sure which version you'd prefer I suggest you SAVE your game at this point. Try both scenes and then make your decision.)

Regardless of which option you chose, Mia agrees to meet you again, if you place a piece of wood on the rock next to the path. So you can have some quality time together. You can only do this once a day. Also, she won't let you cum in her ... damn it! But maybe there's a way to change that ...

Head over to the Tailorshop, where you'll find a Red Riding Hood costume. Purchase it. The next time the MC meets with Mia you'll have the option of having her wear the outfit or not. If the MC decides to wait they'll continue to enjoy themselves just like they did before BUT if he asks her to wear the costume she'll ask him to use the SUMMON spell and morph into a werewolf. This will unlock two new sex scenes and Mia will eventually allow you to cum inside her. Yay!

The decision that the MC made regarding "PLAY AS INTENDED" or "NO CUCKING" will have a definite effect on the next days events, as will his decision on whether to have her wear the costume or not.

- If, he chose "PLAY AS INTENDED" the MC leaves the stick and decides to be naked it's the same result as before he gave her the costume.
- If, he chose "PLAY AS INTENDED" and he has her wear the costume things don't turn out quite as they planned since another werewolf gets to her first. (Grrrrr!!!)
- If, he chose "NO CUCKING" and doesn't have her wear the costume it's same old, same old.
- If, he chose "NO CUCKLING" and has her wear the costume, they are just beginning to have a wonderful time when Mia asks if he'll take care of her and the baby if she gets pregnant. The options are 'lie' or 'promise her, truthfully'.

(Since my MC is a somewhat honorable type of guy he said he'd take care of them and meant it.)

The problem is that our MC has a wandering spirit and as much as he enjoys his time with Mia he still has other adventures awaiting and "**Heavy Weapon Training**" might come in handy.

Go back to Weirdwood and look for Gabriel. The problem is he's no where to be found and when you talk to the Innkeeper all he has to tell you is that there's trouble at the Cemetery and he hopes the Mayor is doing something about it. (This is the opening of the beginning of "**Cemetery Rumors**" quest but more about that in a little while.) Now, where else might Gabriel be? Nope ... not in the Goblin Forest. And no sign of him in the Northern Woods. Maybe the Temple? Check it out. He's now one of the guards there now.

48. QUEST: **Heavy Weapon Training**

Prerequisites:

Orc Stronghold

Remember how Gabriel told the MC to come and look for him when he was ready for some training in

heavy weapons? The MC will find him back at the Temple. He's the guard in the upper left but only during the day. If you'll take the time, he'll train you in the skills of 'Double-handed Weapons' and 'Heavy Armor.'

Return the Weirdwood. Buy the Heavy Armor, Two-handed Axe and Two-handed Sword if you want. When the MC goes to see the Major he will tell him that there have been a flood of rumors regarding nasty things going on in the cemetery and he needs someone to investigate opening the “**Cemetery Rumors**” quest.

Afterwards, he may still have some time to head West towards the cemetery. On the way to the cemetery the MC will meet two bandits (One in the Western Road scene and the other in the Crossroads scene. He can battle, and kill them or just slip by. The option is his.

(**SPOILER ALERT:** Instead of killing the bandits, the MC may want to STUN one of them. You never know when you might need something to sacrifice.)

49. QUEST: **Cemetery Rumors**

Prerequisites:

None

When the mayor told the MC that there were nasty things going on in the cemetery he was right. From the moment the MC steps into the cemetery he is attacked by Zombies. Over and over again. He kills one and another appears as if out of nowhere. When he gets to the back of the cemetery the MC will notice a small blood stain just outside the crypt but when he tries to enter he can't get in. “It's locked. There has to be some way of opening it from the outside”

Look at the crypt to the right. See the discolored block at the the bottom. Push it. Ta Da ... the crypt door opens. (SAVE YOUR GAME!!!)

Go inside. The MC will see a large coffin. Now this is where Tinkerer played a little trick on all of us. If the MC opens the coffin during the daytime the 3 Vampires will instantly turn to dust. This will complete the quest and he can collect the reward.

BUT if he waits and comes back to the cemetery during the night he will find three luscious beauties waiting for him. The problem is that they are vampires.

It seems that they're stuck in the cemetery because their Master still blames them for something they did 200 years ago. “Shez! ... Talk about being a grumpy old man!”

You now have two options: Pleasuring them or Helping them. I don't suggest you offer to pleasure them. It ends badly for the MC. Instead, offer to help them and become their **Delivery Boy**.

50. QUEST: **Delivery Boy**

Prerequisites:

Cemetery Rumors

After you offer to help, the Vampire sisters will tell you that they want something good to eat, like a human or something 'human-like'.

Unfortunately, before they let you go, one of them makes the MC drink her blood “making you our thrall. And you'll do exactly what we tell you!” They also give you a deadline ... 7 nights.

Now the question is where to get three humans. (If you read that SPOILER ALERT, the MC already has one) Otherwise, the first two choices are easy ... the bandits. Leave the cemetery and use stun on the first one. The MC might have enough time to get him back to one of the sisters, if not, he can either wait for the next night or leave the 'food' at the door to the crypt. Repeat with the second bandit but make sure to feed a different sisters.

Now comes the challenging part. Where can you get a third human? At first I thought about Gwyneth, but no luck. Then I started searching throughout the screens. It wasn't until the sixth night that I remembered "human or something *human-like*." So what looks like a human but isn't a human? A Bat Breeder, of course!! Head for the cave, stun one, and bring it back to the third sister.

When the MC gives it to her she'll tell him that they've had a bet about how the MC will perform in other areas. You can figure out the rest. The MC will have his choice as to which of the vampires he'll be with. When he's done they'll ask if he has more. (You'll have the option of ending the scene or having the MC take a Fertility Potion to keep going. WARNING: You'll need a Potion for each of the other two sisters. This is the one time when the potion doesn't last all day.)

After the MC has shagged the last sister he's drained. The sisters release the MC but invite him to come back any time he'd like but remind him to "bring a present."

Just to let you know the **\$250 Reward** is only paid if the MC kills the Vampires.

Having accomplished so much, and worked so hard, it's time for the MC to take a break and get some rest. Head back to Weirdwood. Do a little bit of goblin hunting in Goblin Forest, so the MC can pay his rent. The rest of the time can be spent 'horsing around' (pun intended) with Beth visiting Victoria or Alice, or even paying for Gwyenneth's services.

The problem (?) is that the MC has never been the resting kind and he soon finds himself looking for more adventure. Everything to the West, North, and East seems peaceful enough but there's still the situation with Caleah. Time to head back to the Temple.

51. QUEST: **Journey to the Swamp**

Prerequisites:

Orc Stronghold

Talk to Caleah. She informs the MC that Ziva has asked her to become an acolyte in the Temple but she's not sure if that's what she wants to do. She says all the stone and lack of water just isn't for her. She misses her swamp.

The MC reminds her that the orcs killed all of her clan. She still wants to go back one more time before making you her mind. The MC offers to join her on her trip. Of course she accepts after telling him the trip will "likely be arduous" and that he should probably stock up on supplies. At that point the conversation ends.

Do what she suggests, check the MC's supplies. If he's low on Healing Potions, Magic Water, or Energy Potion, now is the time to restock those items by going back to his home in Weirdwood. (I took 5 of each with me).

After checking the MC's stock, go back to the Temple and talk to Caleah again. Tell her you're ready and she'll join with the MC. She'll also tell him that they need to head South once they get out of the

Forgotten Valley.

Before you head into the Swamp there are two things you might want to do:

Make sure the MC is fully healed and is at full energy.

Use the weapons the MC has accumulated to get the best possible choice for Caleah. She starts out with a spear and shield. (I changed that to Sword, Shield and Cloth).

Now head into the Swamp. While walking through the Swamp you'll run into Giant Mosquitos (they come in groups of three and are more annoying than dangerous) and Gator Beasts. Don't be afraid to use the Lightning Bolt. The MC will also get bit by a Bile Leech. A nasty little critter that can cause the MC's 'personal equipment' to rot and fall off. Caleah knows how to take care of the problem and opens the **Save the Chap** so listen to her.

52. QUEST: **Save the Chap**

Prerequisites:

Orc Stronghold

You'll find Caleah's Village to the East. The bowl the MC needs is located South-East of the village in the open area and the blood grass is found in several spots throughout the Swamp. The only thing left to do is capture a Swamp Toad so she can make the ointment needed to save 'chap'. Unfortunately, there's no one left in the Village BUT the Orcs left the tribe's Ancestral Totem there. After collecting the Totem, Caleah will decided it's time to head back to the Temple to start her new life.

Now after leaving the Swamp, the MC may want to go to the Temple or take a night to rest and recuperate in his house. Now, as of v1.15, Tinkerer has added a few extra scenes with the Mayor's wife, Victoria. According to Tinkerer, "The following conditions trigger this event: 1. She needs to be horny (determined at the start of each day, depending on her affection towards you). 2. Time of day afternoon to a few hours past midnight. 3. Location your bedroom in town. 4. Random chance (20%) determined each time you enter your house (so just exit and enter your house to provoke a reroll if she isn't there)."

So what's that got to do with the MC being back in town? Well, if you go waaaaayyyyyyy back to the beginning of this guide you will notice that Victoria likes jewelry. This may be the perfect opportunity to start, if the MC hasn't already, to give her some and increase affection for him.

NOTE: Just like Alice, Victoria will only accept one gift per day. ALSO, be aware that if the MC arrives too late in the evening, Victoria will happily take the gift but then inform him that he husband will be coming to bed soon. Thus endeth the scene!!

Pssstttt – If the MC stops at Victoria's house and the (*) isn't outside her window there's a good chance she's waiting for him in his bedroom!!

Once the MC has enjoyed his evening with Victoria (Damn she looks sexy in that lingerie!!!), let him get some sleep. He's going to need it for what's ahead.

When he gets up the next morning have him check his farm fields. If they're ready, have him harvest the vegetables and plant new ones. Then, it's time to check-in with Caleah to see how she's getting used to life in the Temple.

Caleah doesn't seem to care one way or the other that the MC has stopped to see her but Ziva has another problem for the MC to take care of. She says the Shrine gets enough light but needs help lighting the rest of the Temple, opening the **Let there be Light** quest.

53. QUEST: **Let there be Light**

Prerequisites:

Bat Breeder, Temple of Qetesh

Ziva's done some research and found that there was once a mesh of gemstones and egg-shaped crystals used to light the Temple. She says the crystals are quite common so they shouldn't be too hard to find. The biggest problem with them is that she needs a dozen (12).

The gemstone is another situation entirely. She's never heard of a stone with the properties needed. When the MC asks her more about the gemstone she suggests he explore the temple to see if there are any clues as to what happened to it.

So, let's start with the first part, the egg-shaped crystals. Could it be that easy? If you have at least a dozen (12) crystal eggs offer them to Ziva. **IT WORKS!!** She accepts the crystals and then reminds the MC that he still needs to find the gem and mount it in the Hall of Patron Saints located in the lower level.

When the MC leaves the Shire area he finds himself in a dimly-lit stairwell. Hopefully he still has some torches. There is a doorway on the left. Go through it. At the bottom of the room the MC will see the (*) that leads out of the Temple. On the left side is a doorway leading into the kitchen. (No need to go there right now). Instead, head for the double-doors at the top. Check the doors along the hallway ... one is unlocked. Go inside and look around. **CHECK EVERYTHING**. The MC finds the High Priestess's Diary. It tells of the goblin onslaught and the need to have one of the sisters take the gemstone to a secret place for hiding.

There's nothing else here so head down the stairs to the next level. Go to the door on the left (the one on the right is locked, for now). There is a large statue in the room. If the MC continues to the right he will find a room filled shelves and a desk. On the desk he will find a Journal entitled "The Enhanced Fertility Potion Project".

The Journal tells of the experiments done by Sister Theresa in her hopes of overcoming bareness opening the **Enhanced Fertility** quest. As part of the experiment she has secretly been using it on the other sisters and acolytes with the Temple. Success, several of the sisters and acolytes are pregnant. The dilemma, is that the goblin armies are approaching. The High Priestess has ordered Sister Theresa, as one of the few who are not pregnant to take the Gemstone to the West.

Good news!! Now, back to the search. Go back into the main room with the statue and go up through the double-doors. Check the doors in the hallway. All the doors are locked except the door to the Hall of Patrons. (For those who might not be aware, the names listed in this room are long-standing patrons of Tinkerer and his work on this game.) Since the stairway to the next level isn't open it's time to find the Gemstone. Back upstairs but this time leave the Temple.

Go back to Weirdwood. Rest if the MC needs to. When he's ready head West along the Western Road to the Crossroads and continue West. The MC has just stepped into the realm of the Merchant's Inn. It appears there's an area where "someone lost control of a campfire". The MC can check it now or later. The choice is yours.

If the MC happens to be a little low of HP, have him get a drink from the well. He can recover +2 every time he takes a drink. Afterwards, have him go inside the Merchant's Inn. Talk to the Innkeeper. He'll provide several options including telling the MC about the burnt patch outside the Inn.

Legend has it a cart was burned there by a great fire-breathing beast. That doesn't really help a lot ... unless? Talk to him again. This time he'll offer to tell the MC more about the 'Great Beast.' So ask.

“Legend has it that a great beast swooped down from the sky, and burnt a groups of priests and nuns to a crisp. Apparently they were transporting some valuable treasure. According to legend, the beast has been gathering a vast treasure horde in its lair, up in the mountains.”

54. QUEST: **Enhanced Fertility**

Prerequisites:

Let there be Light

NUNS? TREASURE? Could it be?

Exit the Inn and check the burnt spot if the MC hasn't already done that. Any doubt he may have had is gone when he finds a burnt chest with the Enhanced Fertility Potion recipe inside.

Go back inside and talk to the Merchant again. This time he'll tell the MC about a group of Dwarves and a Halfling that had come through just a few months before searching for the beast. (Hmmmmmm ... where have I heard that story before?) He'll also tell you where to find the beast.

At this point, it's up to the MC to decide what he wants to do. Check his status. What is he equipped with for weapons and armor? Does he have full HP & MP? Is he tired? Now is the time to make any changes or have him rent a room for the night. When he's ready, head South. (You know what to look for by this time in the game).

Enter the Dragon Cave. (Oooops. Did I forget to tell you that you would need another torch). It looks like the Merchant a lot of others have been here before him. Keep going. Is that what he things it is? “BY THE GODS! I'M RICH!!!” Not if the beast has anything to say about it. Time to fight!!

The Dragon has over 300HP, and though not totally immune to magic he is resistant to it, so plan for a long battle. (Oh, and before I forget. The MC will need at least 1 Potion of Healing if he plans on making it through.) Fight, fight, FIGHT!!!

SPOILER ALERT: The Dragon can't be killed. BUT he will stop attacking the MC once his HP have been reduced by 60%.

When the Dragon, Vixenatrix, gets done having fun with the MC he'll pin him down and say what a shame it is to kill him. The MC has a choice of telling him the truth about the Gemstone or lying. (It doesn't turn out well if he lies.)

After telling the Dragon that he's looking for the Gemstone the Dragon will give the MC a little history about the stone. He will also tell the MC that he doesn't have it anymore. Apparently, the Dwarves and Halfling stole it ... though they didn't get far and the Gemstone is now stuck in the passage they tried to use to escape. The Dragon offers to let the MC live if he recovers the stone. (What's he got to lose?) Go for it!

While walking through the passage the MC will notice the remains of the Dwarves and Halfling. Checking them might be a good idea. Now, keep going. GOT IT!!

NOTE: Here is where the Great Tinkerer, in his infinite wisdom, has give the MC an option he may not even be aware of.

The first choice is to take the gemstone back to the Dragon. The dragon can't believe there is such a thing as an 'honorable human' but takes the gem back anyway. The dragon also says it's too bad she was looking forward to hunting him down. Instead she offers him three choices:

- \$10,000: Now, if the MC takes the first choice he'll be transported back to the Merchant's Inn, minus the Gemstone of course. Unfortunately, this won't help light the Temple or complete the quest so the MC will have to return and talk to Vivenatrix.
- \$20,000: Vixenatrix isn't too happy about the MC's choice. Refers to him an refers to him as a thief just before turning into toast. (Game End)
- The Gemstone: If the MC tells the Dragon he needs the Gem she'll tell him, "We have yet to produce an offspring. If you should fertilize our eggs, we will consider it a fair trade." POOF!!! The Dragon Lady appears.

The second choice, is for those who might not be into the idea of 'making it' with a Dragon. Instead, use the key the MC found on one of the skeletons to escape through the secret passage that's just located at the end of the passage.

"Hah! Dumb beast! I'm home free!" ... or maybe not. RUN!!! If the Dragon flame gets to the MC he's toast so move it. Head straight up the tunnel and after two (or was it three) screens he'll see a place to hide. 'After what seems like an eternity the beast's cries finally cease.'

In either case the MC will find himself back at the Merchant's Inn when he's done. The difference is that if he's been 'honorable' he will need to return to visit the "Dragon Lady" until her egg is fertilized. In fact, he can ever continue to visit her afterwards but he'll need to bring her a present (sounds kind of familiar doesn't it?)

If the MC decided to run he'll have the Gemstone but the scene is closed.

Since there's nothing new going on there so head back to the Temple and give it to Ziva. She'll ask you the MC to mount it in the Hall of Patrons. (And Tinkerer said let there be light!!)

Once the gemstone is in place go back to see Ziva. She has one more small favor to ask (of course she does), opening the **Clerical Robes** quest.

55. QUEST: **Clerical Robes**

Prerequisites:

Let there be Light

This isn't a quest so much as a simple trip to see Edgar, the Tailor, to pick up some robes that Ziva has ordered for the Temple Priestess's and acolytes. So, pick them up and take them back to her. She'll tell

the MC that she has prepared a room for him on the lower level and that once he's settled in he should pull the cord so they can have a talk.

Now, before the MC goes to his room, walk around a little bit and get used to the Temple. (It's obvious Tinkerer put A LOT of work in this!!) I suggest you start by using the Chalice and making an 'Enhanced Fertility Potion' or two. You never know when such things might come in handy. Then go down one level. The kitchen has been reactivated to make meals, etc. Since he now has the key to the Temple the MC can also check out all the other rooms ... except the two on the far right hand side which are Ziva and Caleah's rooms. Go down one more level and the MC will find his room on the right while the Study where the MC found the Journal has been reactivated allowing the MC to make potions there. All of the other rooms, except the Hall of Patrons, are still locked (except at night). The one on the left is used by Grug and the one on the right by Gabriel.

If the MC goes down the final level he will find the "Puzzle Rooms" that he and Ziva originally visited in the **Crown of Oetesh** quest.

56. QUEST: **Ring a Bell**

Prerequisites:

Clerical Robes

Now, that the MC is done snooping around go back to his room and have him pull the cord. Ziva appears in her new wardrobe (Hot damn!!!). She makes the MC a 'proposition' ... the role of High Priest of Quality Control and while there are no risks it does mean that the MC is required to ensure "that the acolytes are proficient enough to serve Qetesh adequately." She really doesn't give the MC a chance to say 'No'. Instead, she offers to break him into his first session. Ziva AND Caleah? What more could a MC ask for?

PHEW!!! What a set of adventures!!! But what to do now? It's been quite a while since the MC has checked on his other 'ladies' so maybe it's time to do that.

Shalaka, Frida and Victoria are still pregnant (and long overdue). Erevi is still nursing the baby (does that kid ever stop eating?) But what about Beth, Alice, and Mia?

If the MC stops in the Stable and asks Beth for another date she'll suggest they lock the door and have some fun right there. She also tell the MC it will be her first time ... "you know? With a real boy." The MC will be rewarded with some hot sex, doggy style. (And what's this?? Animation?!?! OMG) The MC will have several choices to make during their time together but that's for him to decide.

Alice is waiting for the MC in the Inn. (It might be a good idea to give her a present since the MC hasn't stopped by to see her in awhile). Of course, he could ask her for a date and repeat the **Date with Alice** quest if he has the time.

Otherwise, head North and check on Mia.

This doesn't look good. Mia and Granny are waiting for the MC as soon as he steps into the Northern Woods. (I tried by-passing them but there is no way). Granny informs the MC that Mia is pregnant. The MC can "take full responsibility' or insist 'I haven't touched her.'

If he takes responsibility this will open the "**Taking Care of Your Family**" quest. If he denies any involvement it "will cut off any further involvement with Mia for the rest of the game, so choose

carefully!!” (Words of wisdom from Tinkerer).

57. QUEST: **Taking Care of Your Family**

Prerequisites:

A Date with Mia

Ooops! Looks like the MC did it again and got another one of the women pregnant but in this case she wants him to move in with her. The only problem is space so the first he'll need to do is expand grandma's house. Chop down the **two** trees to the left of the house. He'll need to equip an axe for that. Then construct the house by activating the pile of building materials. Now you have a new home!

NOTICE: While pregnant Mia will only allow you to have sex with her during the night (haven't made any other scenes yet). Also, her willingness to have sex depends on her affection towards you. The lower it gets, the less likely she is to agree to sex. Eventually Mia will give birth and you'll get to name the child. Once she's given birth you can have sex with her in the woods and get her pregnant again. This cycle can continue until you have had your sixth child. After that she can no longer get pregnant.

Lying to Mia During several of the sex scenes Mia will ask you a question and you'll have the option of lying to her or expressing genuine affection. Lying to her will make her skeptical and in some instances lower her affection. Honest affection increases her affection towards you. This in turn changes some of the dialogue and pictures in each scene.

GESTATION PERIOD: Once you knock Mia up, it'll take her five days to notice. Once she notices, she'll inform you. After 20 days she'll give birth to a baby. She impregnated again as soon as she has given birth. Affection Mia's willingness to have sex, and the responses of your family members (children, grandma, Mia) depend on her affection level. Lying to her will lower her affection, so will staying away from home for extended periods of time. If you stay away from home for more than 4 days, her affection will start to drop. Note: you'll need to spend the night for it to count as a day spent at home. Cooking food and having sex (cumming inside her against her will, can in some cases lower affection) will raise her affection. Children You can have a total of six children with Mia. No potions can increase that number.

Tinkerer wills it so! Use the Esc key to remove letters whilst naming your kid. When the child is 15 days old it will receive its own sprite and walk around in the garden and sleep in its bed at night.

The next quest is actually limited (almost) to those who chose to let Mia and the local Werewolf get ... ahem ... cozy. Fortunately, Tinkerer has also included a way, for those who are interested, to return to that choice and see how things develop.

58. QUEST: **Werewolf Hunt**

Prerequisites:

A Date with Mia & Taking Care of Your Family

This is an optional quest and only available to those who chose let Mia get cozy with the amorous werewolf. Fortunately, Tinkerer has also included a switch (located to the right of the cabin) that allows those who DID NOT use this option to return and try something new.

WARNING!! If you decide to throw the switch it takes you all the way back to the point in v1.32 where you originally decided not to deal with the werewolf. That means you'll also need to redo any quests you completed after that time.

After the MC has finished building the a home for Mia, he needs to leave the scene. When he returns he will hear a wolf's howl. The player will suspect this may be the werewolf, and we can't have that beastly living near our children, can we? Look for pool of blood to the north near the path. Follow the blood spatters, they'll lead you to the werewolf's lair. The werewolf will attack you when he notices you, so be prepared! If you survive the fight, you can find a chain mail in the corner among the corpses.

Now after defeating the Werewolf or Building the Cabin for Mia, depending on which choice you made) there's nothing better than a pint of ale at the local Inn but what's this? A carriage in front of the Inn. Entering the Inn opens **The Suitor** quest.

59. QUEST: **The Suitor**

Prerequisites:

Get Alice a Room Key & Ring a Bell

Upon entering the village map a carriage will appear next to the Inn.

After entering the tavern, the MC will overhear the innkeeper talking to a man about a wedding.

When the MC talks to Alice she tells him her father has finally found a man who meets the qualifications to marry her. That's right, Alice is going to get married. Naturally the MC can't have his favorite barmaid run of with someone else!

Alice's father notices the MC and her talking and send her to Edgar's (the Tailor) shop to get fitted for wedding dress. Head over there to speak with her. Alas the men in Edgar's shop are guarding the changing room where Alice is trying out her dress. So the question is how to lure them away. First talk to all three. Then go outside. The MC will find the carriage driver taking a nap. When he talks to him, he'll ask the MC to feed the horses for him, and gives you some carrots. Go to the horses and tie the carrots to a stick in front of the horses. (This happens automatically). The horses (and carriage) will run off attempting reach the carrots. The MC enters the shop to warn the men about the run-away carriage. The men will storm out to retrieve the carriage. No one will stop the MC from entering the changing room now ...

60. QUEST: **The Wedding Wrecked**

Prerequisites:

The Suitor

Alice doesn't really have a choice and must obey her father's wishes and marry Johan Brandywine. The only thing for the MC to do is to find some way to sabotage the upcoming wedding.

Keep an eye out for a carriage near the tavern. Whenever it's there (40% chance per day), Johan will be in town and plan to take Alice out on a date. This consist of him drinking a few ales while fondling Alice. Go over and talk to the happy couple. Johan will challenge you to a drinking bout. Johan is quite a large fellow, so the player won't stand a chance. You'll have to cheat! Make sure to either drink a potion of 'Cure Poison' before the bout or bring one with you. This will keep you from getting drunk. After drinking Johan into a stupor, Alice will ask you to help her carry Johan upstairs to her room. A fine opportunity to have some sex with Alice. Now what if Alice got herself pregnant before the wedding? Surely that would make Johan change his mind? Problem is Alice's dad has gotten his hands on a shipment of 'Potions of Barrenness' and is forcing his daughter to drink them each day. This means you can't get her pregnant by normal means.

Hmmmmmm ... "normal means". What would happen if the MC used the 'Potion of Enhanced

Fertility'? It might be worth a try. After all, it gives an additional 50% of getting her pregnant even if her father is making her take the 'Potion of Barrenness.'"

Fortunately, the MC can repeat this scene whenever Johan is in town, so he'll have several chances of getting her pregnant.

TA-DA!!! He did it!! The MC got Alice pregnant and Johan has called off the wedding. This will open the **Perfect Wife** quest.

61. QUEST: **The Perfect Wife**

Prerequisites:

The Wedding Wrecker

Upon entering the tavern, the MC will overhear a quarrel between the innkeeper and Alice. It turns out Alice has gotten herself pregnant (wonder how that could have happened?) and Johan has canceled the wedding.

When the MC talks to Alice she will tell him her father is is furious with her and plans to send her to a monastery far away to rid her from her adulterous ways but she insists she's too young to become a nun.

Monastery ... temple, nun ... priestess. Maybe ... ?

Talk to Rolph (the Innkeeper) and ask him about the wedding. He'll tell the MC that it's off because she's pregnant. Then he'll ask if the MC is responsible. It doesn't matter what the MC answers since Rolph was sure he was a 'feminine' type guy from the first time he saw the MC. He says there's a monastery that he's going send her to and that she'll be gone for about a year while she learns some discipline.

Sounds like now might be the perfect time to head over to the temple to ask Ziva to take on Alice. She'll agree but you need to gather some ingredients, so she can manufacture a suitable uniform first. Once you've given her the ingredients you can persuade the innkeeper to bring Alice to the temple.

Once Alice is in the temple you help her with her 'education'. She'll be performing chores in three different rooms (library, kitchen and shrine). The location is randomly determined each day. If her work is sloppy you can discipline her, which increases her obedience level. Her level of obedience determines her responses and after reaching 90% she'll accept punishment even when she hasn't messed up her chores.

System: Punishing her if she hasn't messed up always leads to a 10% drop in obedience and she'll refuse to be punished unless her obedience level is at 90% or higher. If she has messed up her chores (her sprite will be sitting on the floor), punishing her will lead to a 10% increase in obedience and a sex scene. Giving her a pass leads to a 5% obedience but no sex scene. There is a 25% chance of her messing up each time you enter the floor where she is working, so just keep walking up and down those stairs to provoke the desired situation.

(A special THANK YOU to Tinkerer for the mini Walk-thru's he's attached to v1.32 & v1.41.)

THIS ENDS THE WALK-THRU FOR PEASEANT'S QUEST V1.41

New Quest's Added in version 1.51

I highly recommend renting the house from Victoria and getting her pregnant, before embarking on these quests!

62. QUEST: Waystone Quest Part 1

Triggers: This quest is available 5 days after the player builds a crib for Erevi's child. For players using an old save game, this counter starts running now. So just skip forward 5 days. You know this quest is available when Erevi has left the bed.

Erevi will task you to find a waystone and inspect it for clues. In V1.51 there are 6 Waystones. At the Crossroads, Mia and Greta's place, The lost valley (near the temple), the Goblin forest, The Ancient temple and near the Tower of Death. Once you've found a stone tablet, return it to Erevi.

63. QUEST: Waystone Quest Part 2

Triggers after returning the worn stone tablet found in Waystone quest part 1

You are required to activate 6 Waystones. You'll need to add a Crystallized egg to each Waystone in order to activate it, so get a bunch of these first. Erevi has also located a temple belonging to The Ancients to the east of the goblin forest. Be prepared when activating the Waystones, some nasty critters may pop out.

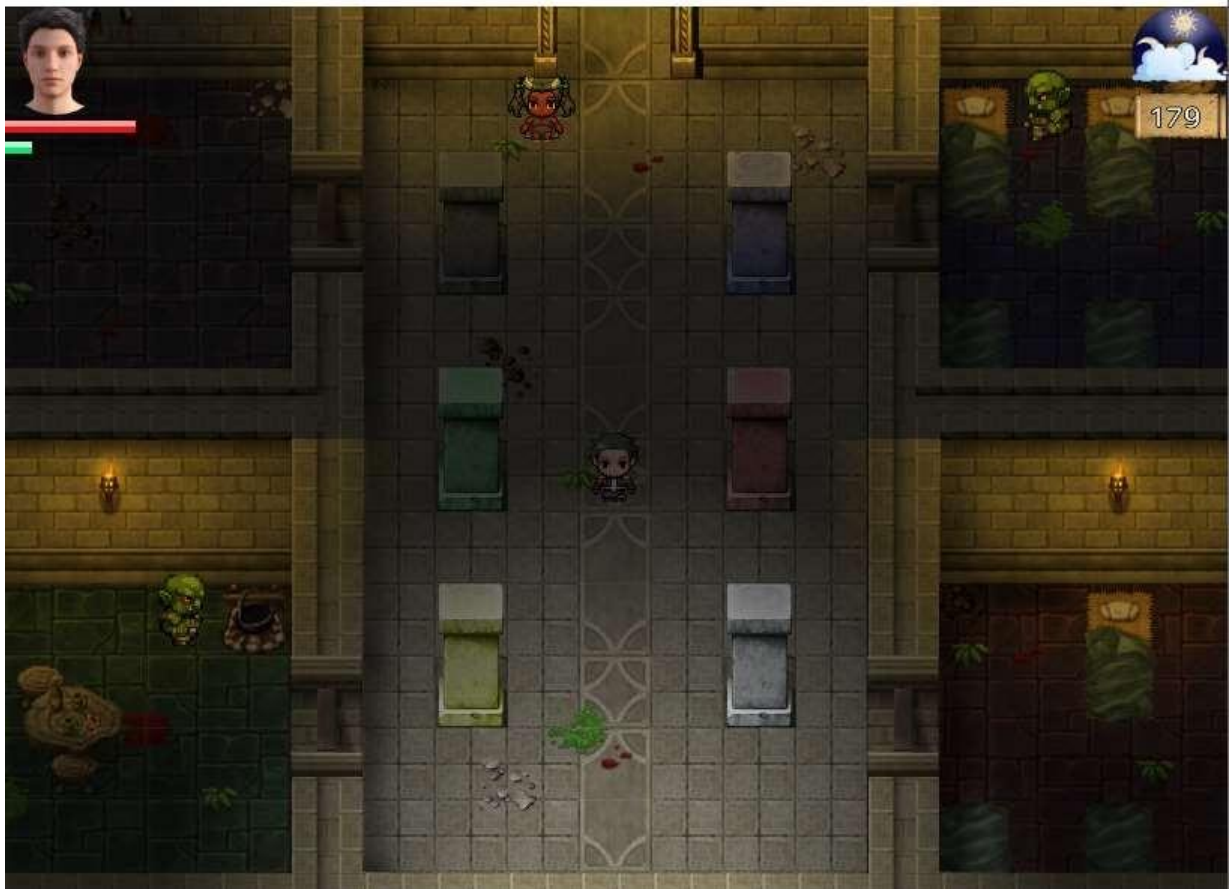
While traveling, I highly recommend you listening to your daughter's suggestions.

The temple of The Ancients is located on a map section east of the Goblin Forest. Apart from a bunch of orcs and some loot crates, it contains a locked door. This can be opened by completing a puzzle. Push or pull the colored stones to the six empty squares in the central room. Arrange them in the order corresponding to the colors of the adjacent rooms. See image below for the correct order.

In the room behind the locked door you find a still active Waystone (so you actually only need to activate 5). On the wall to the left of the Waystone you find an intact tablet. Bring this to Erevi.

Erevi will teach you the "Travel spell" which you can use to travel between Waystone.

Click on a stone and choose which you wish to travel to. It requires 5 MP per journey, so remember to fill up.



Stolen Tools

Triggers when encountering Marcus near the Western road.

Thieves have broken into Marcus' carpenter shop and stolen his best tools. He'll ask you to retrieve them for you. You'll find his tools and thieves at the crossroads.

Bring the tools back to Marcus (carpenter shop) to collect your reward. Be sure to meet your daughter afterwards. You'll find her outside the house you can rent Victoria.

Your poor daughter is exhausted from shopping, why not have a rest at the house?

More children for Erevi (not an actual quest but a new option)

After completing the Waystone quests, Erevi will be open for more children. You can have up to 4 more children with her. She'll notify you of a pregnancy 5 days after successfully being impregnated. She'll give birth 20 days after being impregnated. Once given birth she'll be ready to have more sex after 3 days have passed.

New quests added in version 1.6x

64. QUEST: Flour for The Baker

Requirements to activate: None

The baker in the village (Rosy) has run into some supply and financial difficulties. She needs 12 bags of flour to get her bakery running again.

Head over to the mill and find out why it doesn't supply the baker with flour. Proceed to complete quest "Clear the Mill".

After that's done, you can start producing flour at the mill (first floor). You'll need 3 wheat to produce 1 bag of flour. You can buy wheat from the farmer, but that's expensive. I suggest buying a small amount and then rent his field and plant the wheat.

Once you have produced 12 bags of flour, return to Rosy. She'll be very happy to receive the flour, but she doesn't have any money to pay you. You can choose to gift her the flour or demand a blowjob. She won't appreciate the latter and her affection for you will hit rock bottom.

You can increase Rosy's affection by:

1. buying pastries
2. gifting flour
3. baking with her

During each baking session you can ask her to perform increasingly lewd things. But she'll refuse to perform any sexual acts with you.

For this you'll need special pastries. You can bake pastries at the bakery or at the house in the village. The pastries you bake will be normal pastries (they don't do much).

Unless you happen to have Moonflower Pollen on you. In which case you'll either accidentally spill it in the dough or can add it on purpose (if you know it's effects).

Try giving Rosy a special pastry next time you bake together. You'll get to unlock the blowjob scene and later the footjob scene.

After the footjob scene you can enquire about her boyfriend. See quest "The Missing Boyfriend"

65. QUEST: **Clear the Mill**

The miller won't tell you unless you 1. Have paid to rebuild his home (after setting fire to it), or 2. Threaten him.

After explaining the situation he'll ask you to get rid of the snakes. In return he'll let you use the mill for free. Optionally you can demand an additional payment of 100 coins to do the job.

There are 8 snakes in total, 4 on each floor. After clearing the bakery, you can produce flour.

66. QUEST: **The Missing Boyfriend**

Rosy will tell you about her boyfriend going missing after seeking a treasure with his dwarven friends. They had a key to unlock a vast treasure hoard.

During the "Let there be light" quest. You'll encounter the bodies of the dwarves and Rosy's boyfriend in the dragon's lair. One has a key on him.

Take that back to Rosy.

67. QUEST: **Comfort Rosy**

After receiving the news of her boyfriend's death, Rosy will be sad. Give her some time to grief (at least 1 day), then return with flowers and another special pastry.

You can now have proper sex. This is as far as Rosy's story goes for now.

68. QUEST: **Trouble at the well**

Activation requirements: No one in party, player at lvl 11 or above, had sex with Liandra, player knows Summon spell.

Liandra has gone missing. Upon investigating the well, the player finds it to be empty. You can proceed to climb down the well.

After several enemy encounters you'll discover Liandra has been captured by Grumpkins. You can now either charge in or try rescuing her by disguising yourself as a grumpkin.

You'll need some Grumpkin clothing (can be found in one of the chests). The latter option will give you a bonus sex scene.

Once Liandra has been freed, open the dam by pulling the lever. Proceed to escape the cave.

69 (nice) QUEST: Cheer up Liandra

Activation requirements: impregnate Liandra

Liandra has become pregnant. Due to her large belly (and tits), she can no longer use a bow. This depresses her and she'll refuse to have sex with you.

Head over to the blacksmith for advice. He'll recommend you to purchase a crossbow. Gift the crossbow to Liandra.

Notes on special pastries:

Each day a check is made to see if a female is horny. If she isn't horny, she'll normally refuse to have sex with the player. And after having sex, she'll no longer be horny until

a successful check is made the next day. Giving a female a special pastry will automatically make her horny again.

Only activated for Liandra, Rosy, Erevi and Vixenatrix in version 1.61. More will be supported later.

New Quest's Added in version 1.71

70. QUEST: Call The Midwife

Activation requirements: This quest activates once Frida has been pregnant for at least ten day, Mia has received her direwolf pup, the waystone quest has been completed and Frida's garden has been planted.

When you arrive at Frida's house, she'll tell you she's close to giving birth. She'll task you to get her sister, Hilde, to help with the delivery. Hilde lives in the giant's camp to the east (right) of the Goblin Forest and ancient temple. The giants guarding the village will now let you pass. You'll find Hilde taking a bath. Fetch her and head back to Frida. Once you arrive back at Frida's place, she'll give birth to your first baby. Quest done, fairly simple.

71. QUEST: The Children's room

Activation requirements: Complete "Call The Midwife"

After giving birth Frida will task you to prepare a room for your children upstairs. Head upstairs and clear out the crates cluttering the room. Now you'll need to find someone to craft beds for the kids. Run to the carpenter in the village. He'll require 600 Coins for making the beds. Pay him and report back to Frida. Don't worry about the beds, they'll pop up when they are done.

72. QUEST: The Wedding

Activation requirements: Complete "The Children's Room"

Hilde is getting married to the clan chief. You and Frida have been invited to witness the event. Join up with Frida and travel to the giants' camp. Your meeting with the chief is cut short when word comes that someone has stolen their holy idol/Totem. Without it the wedding can't proceed! You need to complete "Retrieve The Idol" before continuing with this quest.

Once you have brought back the idol, the wedding proceeds as planned. Your heroic deeds grant you a lot of attention from the other giants. Eventually Frida retires from the party to look after the baby. Shortly after Hilde also retires. You have the option to continue partying with the other giants or follow Hilde. I suggest trying the latter option.

If you follow her to her tent (all the way to the right), make sure to bring a potion of Phallus Giganticus so as not to disappoint the lady. If you forgot one, fret not. You'll have an opportunity to redeem yourself later.

Once the wedding is over, return home with Frida. You can return to the camp whenever you wish.

73. QUEST: Retrieve The Idol

Someone has dug a narrow tunnel from within the hill behind the totem/idol. And stolen it. The passage is too small for a giant to enter. This calls for a truly puny warrior to enter. Yes you!

The cave system beyond is inhabited by a lot of goblins. Make sure to stock up if you intend to fight them all. A potion of cure poison may be handy. But you can likely sneak past most of them. There is some loot spread at different points in the cave. There are two bridges in the cave, one is guarded, the other isn't but it's got a big hole in it. You can try to jump across, but be careful, you may end up falling into the bottomless pit. (High agility increases your chances of making the jump).

The idol/totem can be found furthest in, and to the left. It's being worshipped by the shaman and some of his underlings, so be prepared for a tough fight! Pick up the totem and return to the giants.

Notes on the Giants' camp

The activities in the giant's camp vary depending on the time of day and/or random occurrence. A new situation is generated every time you enter/exit the map.

During the daytime it's likely most of the giants are out hunting. Hilde prefers to take her baths at this time of day....

Other activities are general camp life and Pickyuprock.

74. QUEST: **Mead**

Activation requirement: complete "The Wedding" Quest

If you approach Hilde during the "general camp life" state, and ask her for sex, she'll refuse. Since she doesn't want to risk getting caught. A distraction could be useful. Giants like mead, so figure out how to brew some and give a cask to the chief. Talk to the innkeeper for instructions on how to brew mead.

Once you've gotten the recipe you can brew it at your home in the village, at Frida's place, the kitchen in the tower of death or in the temple of Qetesh.

75. QUEST: **Pickyuprock**

Activation requirement: complete "Mead" quest

Sometimes you'll find the giants playing Pickyuprock. Ask Hilde about the rules. Then try beating them at the game. This requires a great deal of strength. Strength increases with level (currently there is no way to see your strength stat), but it will still likely require the use of a potion of strength as well.

Once Hilde witnesses you beating the giants, she'll become so aroused, she'll want to have sex with you. From this time on she'll let you cum in her.

Notes on Hilde:

For now (version 1.71) she has no pregnant scenes, so she will not tell you she is pregnant.

Notes on Frida

After giving birth to your first child, she can have 5 more children.

5 days after becoming pregnant she'll announce her pregnancy. After 20 days, she'll give birth. Once she has given birth to 6 children, she'll no longer become pregnant.

Be sure to visit Frida regularly, otherwise she'll become angry with you. Once you've been away for 5 days, her affection starts to deteriorate. Sleeping at her place resets the timer and raises her affection. Sex and gifts (vegetables) will also increase her affection.

New Quest's Added in version 1.75

76. QUEST: Quality Time With Maghda

Activation requirements: This quest activates once Maghda has been pregnant for at least 5 days and the player has completed both sex scenes with her.

The next time you visit Maghda, Dolf will be reluctant to capture the sheep, but will eventually do so. Maghda reveals she is pregnant and says Dolf has become very protective and doesn't want to leave her sight. Before you manage to complete your conversation, Dolf returns. It's obvious the player will need something to occupy Dolf longer if he wishes to have sex with Maghda again.

Step 1: Find a hunter to teach you how to set a trap. Speak to Caleah at the temple (complete the quests with Zive if you haven't encountered Caleah yet). She'll teach you how to set up a trap, but also tells you to find bait to lure Dolf into the trap.

Step2: Find suitable bait. Something Dolf really likes. Elf pussy? Ask some of girls if they want to help. Possible candidates: Caleah, Liandra, Erevi and Gwynneth (okay, she's no elf, but Dolf is probably not that picky).

Step 3: Fail. None of the girls will help you. Guess you'll have to do it yourself. Go to the tailorshop to see if he has some sexy women's clothing you can use as a disguise.

Step4: Head over to the General Store to ask Jenny to make you a Wig. She'll need hair. Where to get that? Exit the store. See that horsy walking past? Plenty of hair on that. Enter the stables and "borrow" some hair. Return to Jenny.

Step 5: Once you have a wig, sexy disguise, rope (buy at the general store) wood and a potion of Phallus Giganticus, return to Maghda.

Step 6: Set up a trap for Dolf. Run! Have him chase you into the trap.

77. QUEST: Some Excitement For Frida

Activation requirements: Frida must already own the white outfit. Frida must have at least one child. Frida must not be pregnant.

Even though all the requirements are met, the quest may not immediately activate. The chance of this quest activating is 5%*the number of days since the birth of the first child. A check is made each time the player enters Frida's house or garden.

Frida is bored, she want's something new to spice up your sex life. Why not pay Edgar (Tailorshop) a visit? Purchase the blue outfit.

New Quest's Added in version 1.81

78. QUEST: An Unwelcome Guest

Activation requirements: This quest activates once Victoria has been pregnant for at least 20 days, you've had sex with her while pregnant, the waystone quest has been completed and you are currently renting the house in the village.

When you arrive at your house in the village, a guard is posted outside. If you try to enter the house, the door will be locked, and you find another man has moved in. Head over to Victoria to find out what's going on. Victoria will tell you the Mayor ordered the house evacuated to make room for his son, Roderick. Victoria wants to make it up to you and invites you to her room later that night. Note: it doesn't matter which night, as long as it's dark. Sneak into her room via the window, as usual.

Once you enter her chambers, she'll be waiting for you. After a good start, things take a turn for the worse. The Mayor catches you in the act and dies of an apparent heart attack. And you are forced to flee the scene, abandoning Victoria in labour...

Return the following day (or later) to check on Victoria. Your meeting with Victoria is interrupted by Roderick, who announces he'll run for Mayor and threatens Victoria. Victoria urges you to run against Roderick.

79. QUEST: The Election

Activation requirements: Complete "An Unwelcome Guest"

To win the election for Mayor, you need to speak with the villagers and convince them to vote for you. You need to gather at least 10 votes. Villagers will vote for you if you've done them favors in the past or if you bribe them.

During your election campaign you'll notice Gwynneth has gone missing. Speak to the guards about her whereabouts, or simply head into the Goblin Forest. There you'll find Gwynneth being tormented by Roderick. You can intervene or stay out of it until Roderick leaves. Hint: Intervening will carry more favor with Gwynneth. Either way, make sure to secure her vote.

Once you've gathered all 10 votes you'll be assaulted by Roderick and his goons as you exit a building. Note: If your last vote is from the farmer or miller, you'll have to enter and exit a building in town for this to take place (a bit awkward, I know). Anyway, they knock you out and transport you to a bandit hideout. With his rival taken out Roderick leaves to get elected.

You need to fight your way out to stop him. Be careful though, you are unarmed! If you defeat the first bandit, you'll find a sword and some bandages on his body. Your other equipment is in Roderick's bedroom. You'll also find some evidence you can use against Roderick.

Once you escape return to the village to confront Roderick. There you can use the evidence you found to accuse him of murder. He'll challenge you to a trial by combat. If you survive, you end up being elected Mayor of Weirdwood!

80. QUEST: My New Home

Activation requirements: Complete "The Election"

After defeating Roderick, enter your new home and speak to Victoria. She'll inform you of your new duties, which mainly consists of supplying your new kids with beds. You can buy up to 5 beds from Marcus, the carpenter. Make sure you have enough beds, otherwise Victoria won't have sex with you.

Go see Vitoria once you've bought some beds.

81. QUEST: Notes on Victoria

This is as far as Victoria's story goes thus far. She can have up to 5 children. If Victoria has been pregnant for 5 days, she'll announce her pregnancy to you. On the 20th day she'll give birth.

Victoria's affection will deteriorate if you stay away from home for 5 days or more. The lower her affection, the less likely she is to have sex with you. Give her jewelry or spend time (sex) with her to raise her affection.

82. QUEST: Domestic Issues

Once certain conditions have been met a new outfit will be available in the upper righthand corner of Edgar's store. I'm keeping this a bit secret since it's meant as a bonus scene 💎.

Notes on Gwynneth

Gwynneth can become pregnant in this update. You can only get her pregnant by using the Enhanced fertility potion during sex in her house (available after becoming mayor). There is a 25% chance of success. After being pregnant for 5 days she'll announce her pregnancy. You'll either have to start paying more to have sex with her or pay her Alimony. If you agree to pay alimony (10 gold per day) you can enter her house once a day and have sex with her.

Gwynneth cannot give birth yet.

New Quest's Added in version 1.91

83. QUEST: The Goblin King

Activation requirements: This quest activates once Shakala has been pregnant for at least 20 days, you have completed the chainmail bikini scenes in the tent, and the Waystone quest has been completed.

When you speak with Shakala outside her tent, she'll present your new babies. Suddenly a goblin arrives, bringing news that Shakala's father, The Goblin King, is on his way with an entourage. Worried that the king won't appreciate his new son-in-law, Shakala decides it wise to prepare a feast to appease him. You join Shakala to hunt boar and bear. You'll find a bear in the goblin forest close to the town. Once you slay the bear, you are ambushed by goblins. Rush back to Shakala's camp. Once there you find it's been razed to the ground, there are hostile goblins everywhere. Bhrute is the only survivor (you find him near the lake). He tells you the Goblin King kidnaped the shaman and your babies and killed the rest. Team up with Bhrute and fight your way into the Goblin King's stronghold. It to the south east of Shakala's camp (there are a few somewhat hidden passageways between the rocks in the goblin valley that will allow you to skip some of the fighting).

The King can be fairly tough and regenerates some health, so a potion of poison can come in handy.

Once you defeat the king, you are crowned as the new goblin king.

84. QUEST: Rebellious Tribe

Activation requirements: Complete "The Goblin King", Goblin population of 10 or more.

While traveling through the goblin valley you get jumped by a band of goblins. Fight them off and speak to Shakala about the incident. She tells you that one of the old king's tribes has rebelled against you and their chief wants to take your lands. Shakala has gathered some warriors to join you to defeat the enemy tribe. Your goblin warriors function as normal party members. You start of with 4 warriors, but they die quickly unless properly cared for. The enemy tribe is through the passage to the south-east.

Once you defeat their chief, be sure to search the camp (there are 3 tents you can search). You find Sequoia in one of them. Once done, head back to your stronghold.

85. QUEST: It's a Girl!

Activation requirements: Complete "A Rebellious Tribe", get lucky with one of Shakala's births.

With enough tries Shakala will eventually give birth to a girl (the chance of success increases by 16% for each birth). Shakala will take her baby to her camp for better air. Make sure to check up on them from time to time. It takes 7 days for the baby to become a small child (gets it's own sprite). Another 7 days after that to become a teenager/young adult.

86. QUEST: Her First Hunt

Activation requirements: Shakala's daughter has become a young adult

Eventually Shakala's daughter (SD) starts to grow restless and wants to leave camp on her own. Shakala doesn't think she is ready yet. SD wants to prove herself by hunting a boar. Shakala agrees so long as the player escorts her. Take her to the goblin forest and kill a boar. Once you return to Shakala, she agrees to let SD go of on her own.

87. QUEST: Be a Good Father

SD runs off immediately after given leave. You can find her among a cluster of trees at the entrance of the goblin valley. Keep her safe by keeping a CLOSE watch. SD shows up every day while it's light. After a few tries you need to find a way to camouflage yourself. The Summon spell is required for this (complete the temple quests with Ziva and the date quest with Beth to acquire this spell).

After learning the spell make sure to visit Shakala's camp to find out when SD plans her next trip. Head over to the tree with the blinking star and use the Summon spell. Once properly camouflaged there is no chances of disturbing SD. Once discovered, promise to make her a Queen.

88. QUEST: Quest: A Common Enemy

Activation requirements: SD is 5 days pregnant

Shakala isn't happy with SD wanting to be a queen. Goblins only have one queen. The rest are Second Wives! SD isn't happy about not getting to be a queen either. Both girls are mad at each other, and more importantly, at you. If only there was an external enemy, a common foe, for you to unite against!

You may have noticed some annoying knights in the tavern? Go have a chat with them and hurry back to camp. By the way, that ambush you are planning, isn't going to work. Make sure to be prepared for a fight once you return to camp.

Notes on Goblins

Now you are King, you need to make sure your kingdom grows and becomes strong. Goblins regularly raid or steal stuff. As king you receive a portion of the loot. This is represented by "Plunder Tribute", see the ledger in the main menu. The larger the goblin population, the greater the tribute.

Population limits:

Your maximum population is 100 goblins. You get an indication of your population by counting the number of goblins in your stronghold or the valley. One goblin sprite spawns (on each map) for every 10 goblins (or part thereof) in your population. A population of 0-10 = 1 sprite. 90+ = 10 sprites.

Population decline:

Goblins are prone to infighting and raiding isn't without risk either. Over time, goblins will die. At a population of less than 30, there is a 10% chance of a goblin dying each day. At a population of 30-60, that chance increases to 25%. Above 60 the chance of a death is at 40% each day.

The player can also kill a goblin to collect ears, when in need of some fast cash. However, this is bad formoral, and causes not only the death of one goblin but results in one more deserting as well. So, each killing causes your population to drop by 2. This may in turn affect your plunder tribute.

Increasing your population:

Goblin females give birth after a gestation period of 15 days. Each female produces a litter of 5-10babies. After a growth period of a few days, these babies will be added to the goblin population.

Makith keeps track of the terms of each girl. You can ask her how far along each female is. Of course, Makith is just a goblin, so don't expect extremely accurate predictions.

New Quest's Added in version 2.01

89. QUEST: Man Cave

Activation requirements: Bat Breeder at full affection, all three "exercise" devices installed in your dungeon.

Location: The Tower of Dread

To unlock the full affection level of your Bat Breeder, you will need to purchase the improved rations and living accommodations from your desk in the bedroom. There after keep giving her orgasms until she maxes out. (should take up to 12 orgasms if you are at level 0).

When returning her to the cage at full affection value, the MC will start feeling guilty of keeping her locked up and decides to upgrade the dungeon. You will need furniture (see Marcus, the carpenter) and an outfit for the Bat Breeder (see Edgar, the tailor), it is the leather bikini. Once purchased, return to the tower and set it up. Now you will have a place to relax. Which reduces fatigue and heals the character by a small amount at the cost of an hour. If she's horny, the Bat Breeder will keep you company on the couch.

90. QUEST: Lucille's Legacy

Activation requirements: Must have completed the "Waystones" quests

Location: The Tower of Dread

Erevi will task you to find the lair of a long dead witch called Lucille and bring back any stuff of interest. You will find her lair in the innermost part of the spider cave, just south of the village. The entrance is warded, so bring a crystallized egg. Defeat the spiders (tip: consume a cure poison potion before entering the cave). In a small cavern you'll find a chest with Lucilles journal. This is all you need to complete this quest, but I highly recommend bringing that pink egg found on the alter, along too.

Return to the tower, chase the spider to the dungeon and then report to Erevi.

91. QUEST: Niger Arcana

Activation requirements: Complete "Lucille's Legacy", bring the spider egg to the tower

Location: The Tower of Dread

Since Lucille's stuff turned out to be worthless, Erevi tasks you to find a cult that was cursed by their own god and subsequently got sealed off by a group of wizards. What could possibly go wrong?

The cult is rumored to have resided somewhere near the Tower of Dread. Check out the "Bat Cave" south of the tower. In the innermost part is a sealed door. Use the disc you got from Erevi to open the door. Further in you'll encounter a magical barrier. Use a crystallized egg to break it. Defeat the nasty skeletons and wraiths. At the altar is a large book. Take it and return it to Erevi. Tip: check out the chest in the innermost bedroom before leaving.

92. QUEST: Creepy Crawlies

Activation requirements: Complete "Niger Arcana"

Location: The Tower of Dread

After delivering the Niger Arcana (the book you found in the cultist crypt), you will start hearing scratching noises. Erevi is convinced the rats have returned and tasks you to deal with them. Follow the sounds down to the dungeon. Check out the wall where the spider fled. You will need a pickaxe to break it down. This can either be bought in the store or found in the abandoned mine (the one between the Tower and Frida's place).

Use the pickaxe to break down the wall and investigate. The spider will be lurking. Use the Summon spell, anything else will end up getting you killed (eventually).

Gain the spider's trust by giving it meat each day (bear, boar, gator, rabbit and steak works). After a few attempts she'll mate with you.

A week after getting pregnant she will lay an egg, take it. Then do as she says and fetch Erevi. They'll strike a deal and everything will be peachy.

93. QUEST: A Master Spinner

Activation requirements: Complete "Creepy Crawlies", Venomina must have laid a second batch of eggs.

Location: The Tower of Dread

Venomina asks you to get her some fancy clothes humans wear. Run over to Edgar's shop and purchase the black robe and lingerie. Give it to Venomina.

Notes on the Bat Breeder

The Bat Breeder (BB) has a gestation period of a week. After which she'll lay a batch of eggs 4 to 8 eggs.

The BB will announce her pregnancy on the third day, at which point she'll be shown as pregnant in the sex scenes.

Notes on Venomina

Venomina has a gestation period of a week. After which she'll lay a batch of up to 10 eggs. The number has some variation, but is mostly determined by her affection, or rather how well fed the spider colony is. Their affection is raised by delivering meat. Bear and Gator carcasses increase affection by 20 points. Borar = 15, Steak = 10, Rabbit = 5. Affection is reduced by 2 points each day. Max affection ranges between 0 to 100.

Also: avoid cuddling with her....

Notes on Wraiths

Wraiths are immune to non-magical weapons but can be harmed by spells. They have a fairly high resistance to spells, though. The best course of action is to use the "Magic weapon" spell.

Wraiths regenerate a small amount of HP each turn and possess a "Chill" attack. This ignores armor but is reduced by the victims magical defense ability.

Notes on the familiar

A very experimental creature for now. Possesses some magical abilities that increase with lvl. Subject to change...

New Quest's Added in version 2.05

94. QUEST: The Witch Hunter

Activation requirements: Activates 5 days after having sex with the Vampires

Location: The Village

5 days after having sex with the vampire sisters (see "Cemetery Rumors" quest), a blond girl will appear in the center of the village. She, Oksana, is a witch hunter sent by her order to investigate the disappearance of several travelers. When spoken to, she asks for directions to the cemetery. Needless to say, her finding the vampire sisters, wouldn't end well for one party. Head over to the cemetery to warn the sisters of her impending arrival. The sisters will instruct you to give the witch hunter a tour of the cemetery, but make sure to distract her so she does not find anything suspicious.

During the tour, there will be two occasions where Oksana finds something suspicious and in each case you'll receive two options on how to handle the situation. Neither option will actually cause any trouble, but sexual oriented options will increase her affection. This becomes important in the next update. See "Oksana and Affection" further down.

95. QUEST: A Dress for a Lady

Activation requirements: Must have started "The Witch Hunter" quest

Location: The Cemetery

After warning the vampire sisters of Oksana's arrival, Zsofia will approach you and beg you to bring her some clothing more suited for her station. As usual you can find it in Edgar's store. You can deliver the dress to Zsofia at any point during or after your quests with Oksana.

96. QUEST: Find the Innkeeper

Activation requirements: Complete "The Witch Hunter"

Location: The Merchant's Inn

After leaving the cemetery, Oksana wishes to visit the "The Merchant's Inn". This is a tavern further West along the Western road. Upon arriving at the tavern you'll notice large amounts of blood near the entrance. Upon investigating the inn, you notice the innkeeper is gone. Follow the blood trail leading West along the road. On the next map section, you will stumble upon a mangy werewolf and the innkeeper. Prepare for a fight! After slaying the beast, the innkeeper (Oliver) invites you to spend the night in his inn. Each of you get your own separate rooms. Oksana hurries upstairs to take a bath. You have the option to peep through the keyhole. Be sure to have 50 coins on hand to bribe Oliver, so you can enjoy the show.

After entering your room, you can take a bath too. This is another optional action that will raise Oksana's affection. During the bath there will be a knock on the door. Make sure to let the person come in.

After completing your bath, go to sleep and meet Oksana in the "lobby" the next morning.

96. QUEST: **Further Investigations**

Activation requirements: Complete "Find the

Innkeeper" Location: The Merchant's Inn

Oksana is eager to find out where the Were wolf you encountered came from. Accompany her to the place where you encountered it and investigate the area. Along the northern edge you'll find footprints. Follow them. Welcome to Castle Tepes! Fight through the beasts and make your way onto the causeway/bridge leading to the castle. This is where the adventure ends for now. Oksana will leave to gather reinforcements and tells you to meet her at The Merchant's Inn later. This will not be available until build 2.11 is complete, so don't bother waiting!

Notes: Oksana and Affection

There are four opportunities to increase Oksana's affection during these quests. Although she has sworn a vow of chastity, she does like the attention of men. These are the four opportunities you get:

1. Upon meeting her in the village, tell her she is pretty
2. Stare at her ass in the cemetery
3. Try kissing her in the cemetery
4. Invite her into your room while taking a bath

If you miss more than two of these opportunities, you will not receive a bonus scene in build 2.11.

New Quest's Added in version 2.1x

97. QUEST: **The Purifiers**

Activation requirements: Activates 3 days after completing "Further Investigations"

Location: The Merchant's Inn

3 days after Oksana leaves you at Castle Tepes, she returns to the Merchant's Inn with a group of Purifiers. They aim to collect the broken seals from the cemetery to aid them in fighting the monsters that inhabit the castle. You need to warn the vampire girls of their arrival.

Adaobi and Reanna will try to hold off the Purifiers to buy you time to hide the shards. You need to team up with Zsofia to gather the shards left over from the seals. These can be found in the tomb of the High Priestess further in the cemetery (where you stole the crown). While collecting the shards the Purifiers enter the tomb. Prepare for a fight! After defeating the Purifiers return to the graveyard. Adaobi and Reanna have hidden from the sunlight inside their crypt. A couple of Purifiers are trying to get in. Kill them and speak with the girls.

98. QUEST: **Ashes to ashes, dust to dust**

Activation requirements: Must have completed "The Purifiers"

Location: The Cemetery

The girls decide they no longer can stay in the cemetery, because it will only be a matter of time before they will be killed by a larger force. Since they can't disobey Master's command and leave on their own accord, Master will have to go...a perfect job for the player. They tell you to fashion two rings from the shards for you and Oksana, when equipped, these will protect you from Master's mental powers. The remaining shards should be used to craft crossbow bolts, to fire into Master. Once penetrated by a shard Master's powers are severely reduced (although this is optional). Their last piece of advice is to enter the castle via a sally gate hidden in the ravine.

Bolts and rings can be crafted at the blacksmith. You also need iron ore, which can be bought from the blacksmith.

Make your way to the Temple of Qetesh to pick up Oksana and the remaining Purifiers. Oksana can be found in the main hall (during the daytime only). While at the temple Oksana you must lead Oksana to the fountain in the Hall of Patron saints. There she'll show you how to make "Holy Handgrenades". If you didn't fuck up too many dialogue choices during your time with Oksana, she will ask you to show her your room. Once there you can convince her to try the outfits the Priestesses wear. If you have completed the Alice quests, you can give her the blue "trainee" outfit. This will unlock a sex scene.

Gather the purifiers and head towards the castle. The sally gate is below and to the right of the drawbridge. The lower dungeon level contains large groups of zombies and some were wolves. Make sure to light a torch or you will be severely penalized in combat. Tip: Holy handgrenades are very effective against large groups of undead.

Make your way to the second dungeon level. Master is close. Make sure you are wearing your rings and have your crossbow equipped. Bolts and crossbow are optional, but it makes the fight a lot easier. Anyone not wearing a ring is toast...

Master can be found in the torture chamber. Defeat him and he'll flee further into the crypt. Chase after him to finish him off.

After Master dies, the room collapses, I recommend dedicating a save slot for this point. Oksana will prey to The Lord of Light to help you get out of the crypt. The rubble pile blocking the door partly collapses. You can tell her....or you can lie. I recommend lying.

If you tell the truth her faith strengthens, and she leaves you to rejoin her order.

If you lie, she loses faith in her god and gives herself to you (new sex scene). She will then leave you to think plan her future (will she return?).

At this point the vampire girls appear.

99. QUEST: **A New Home**

Activation requirements: Complete "Ashes to ashes, dust to dust"

Location: Castle Tepes

Reanna will ask you to join help her clear the castle of Master's remaining pets. Clear out all the zombies and werewolves in the tower and gatehouse. Tip: Reanna has some pretty bad ass powers that make her very powerful.

Once the castle is cleared, you and the girls settle in.

100. QUEST: The Power of Blood

Activation requirements: Complete "A New Home"

Location: Castle Tepes

You can find Adaobi on the upper floor of the tower (only at night). She will ask you to help her with an experiment. Supply her with 2 Blood grass, 1 Moon flower pollen, 1 Swamp toad and a human (dwarves and bat breeders also work). She'll teach you how to make vampire blood potions. These will make mortals gain vampiric powers.

101. QUEST: Master's Loot

Activation requirements: Complete "A New Home"

Location: Castle Tepes

On the tower's lower floor there is a locked storage room. You can find the key in a chest in the gatehouse. Inside the room you find two outfits. Give the black lingerie to Adaobi. The pink outfit is for Reanna, but she'll need some convincing. You need to defeat her in combat before she agrees to wear it (only the first time). She also wants payment in the form of a human (or similar).

Notes: **Vampire Girls, Pregnancy and Children**

The vampire girls can only become pregnant by using the "Enhanced Fertility" potion. And this still only gives you a 25% chance of success. Once pregnant, they will tell you so on day/night 5 of their pregnancy.

Reanna doesn't trust your potions once she realizes they can make her pregnant and will prevent you from using them during a scene. You can trick her by using a potion before talking to her (since the effect lasts all day). After her first child is born, she no longer prevents you taking potions.

Each girl has a gestation period of 25 days/nights at which point they give birth to a baby Gargoyle. The baby stays with its mother until 10 days old. Then it becomes an adult and settles down somewhere in, or around the castle. There is no limit to the number of children the girls can have, but there are only 9 grown Gargoyle sprites for each girl.

Notes: **Vampiric Powers and Blood Potions**

Blood potions can be created by speaking to Adaobi, you need some of her blood after all. The ingredients she requires are enough for two potions. Each potion increases your blood pool by three.

The greater your blood pool, the more abilities you gain (to a certain point). Each day your blood pool diminishes by one point. These are the abilities you gain:

1 Blood point: Nightvision

Works like a torch, but costs nothing to use.

2 Blood points: Awe

Can be used in combat to lower your target rate, meaning enemies will be more likely to target your companions. But its main function is to improve the mood of angry wives/girlfriends. Immediately increases their affection to 100%. It does NOT instantly makes them horny, but she will be more likely to be horny the next day.

3 Blood points: Increased Agility.

Your agility is increased by 50%. This is automatic, no need to activate anything.

4 Blood points: Vampiric Strength.

Damage dealt is increased by 20%. Automatic.

5-7 Blood points: Vampiric regeneration.

You regenerate 3% of your health each combat turn or every few paces. Automatic.

8-10 Blood points: Scorching Sun

You slowly burn up while under the sun. Nighttime or buildings are your friends.

New Quest's Added in version 2.21

102. QUEST: **Space to Breed**

Activation requirements: Activates 5 days after getting Rosy pregnant

Location: The Bakery

Once Rosy notices she is pregnant, she will tell you. If you choose to accept your responsibilities as a father, she will ask you to expand the bakery to add some bedrooms. Head over to Marcus (the carpenter) and hire him to do the work. He will require 1000 Coins. The work itself takes about two days to complete. Once the builders are done, go see Rosy.

If you refuse to be a father to Rosy's child, she will refuse to speak to you again. If you have not been chosen as the Mayor yet, she may still vote for you, but it will require a bribe of 500 Coins. If you should regret your decision, all is not lost. You can apologize to Rosy, but she will refuse, unless you "Awe" her. At which point she will forget she is angry with you and start the quest.

103. QUEST: **Lend a Hand**

Activation requirements: Starts one day after completing "Space to Breed"

Location: The Bakery

The Baron's steward appears in the bakery and asks Rosy to make the Baron a batch of pastries. But Rosy is out of Milk and asks you to buy some at the store from Jenny. It turns out Jenny is out of milk and sends you to the farmer. He has no milk either, but the conversation with him gives you an idea. Return to Rosy. Suggest she uses her own milk for the pastries. If her affection is high enough, she will allow you to milk her, otherwise she'll do it herself. Once the pastries are done, deliver them to the steward. He should be somewhere near the big tree in the center of the village.

104. QUEST: **Ramp Up Production**

Activation requirements: Complete "Lend a Hand" and wait 3 days

Location: The Bakery

A few days (3) after giving the pastries to the steward, he returns with good news. The Baron wants regular shipments of pastries! Rosy is going to have to produce a lot of milk! Ask some of the craftsmen around town for help inventing a milking machine. Marcus is up to the task but will require some cogs in addition to payment (150 Coins). Craft the cogs at the blacksmith's shop. If you need iron ore, you can buy it from the blacksmith. Once the cogs are created, return to Marcus to pick up the machine. Deliver the machine to Rosy and get her to test it out. Rosy is pretty distracted while milking, in order to have sex with her, you'll need something to grab her attention. A potion of Phallus Giganticus should come in handy.

Notes: **Rosy, Pregnancy, Children and lactating**

Rosy will notice she is pregnant on day 5 of her pregnancy. She will give birth on day 20. After giving birth she will lactate for 15 days. On day 15 the baby grows up and gets its own sprite. Rosy will also stop lactating at that point (unless you get her pregnant again first).

New Quest's Added in version 2.31

105. QUEST: **Rescue Thomas**

Activation requirements: Activates 1 day after becoming Mayor.

Location: The General Store

Jenny's husband, Thomas, has been missing several days. Due to his gambling addiction, he has gotten into debt with some shady characters. Bandits, no less! Jenny believes she has seen them traveling down the Western Road. Jenny begs you to help return her husband.

The bandits are holding Tom in the hideout near the crossroads, the same place Roderick held you captive. The entrance is near the north-western corner of the crossroads map. Storm inn, save Thomas and return him to Jenny.

106. QUEST: **Intervention**

Activation requirements: Complete the quest "Rescue Thomas"

Location: The General Store

Speak to Jenny after returning Thomas and enquire about their relationship. Jenny will tell you about his gambling habits and ask you to send him home whenever you see him gambling at the tavern. Thomas will initially appear in the tavern each day. You can dutifully send him home or engage in a game of dice. Sending him home won't progress the story. Each time you win a game the story progresses further. You can only play one game per day. Win or lose, Tom can be found back at the tavern the next day.

Eventually Jenny will tell you she has been trying to save up enough money to visit an elven healer to help her with her barrenness. Her greatest dream is to have children. The quest will eventually go no further unless you have discovered the “Enhanced Fertility Potion”. Once you have discovered this potion you can tell Jenny about it. The question now is whether to: 1 do the proper thing and give her a real potion, or 2 give her a fake potion. Would she really know the difference? A fake potion can be made at most cooking stations and require no ingredients.

Your choice will slightly alter the story for a while, but the paths will eventually merge again.

1. If you give her a real potion, the next time you are together she will confide that she has taken the potion because she wants the MC’s baby, rather than Tom’s. It will also increase the chance of her getting pregnant (see notes at the end).
2. If you give her a fake potion, you will ensure Tom doesn’t get her pregnant. Instead, you can get her pregnant without her knowing. Surely, she’ll assume the child is her husband’s?

107. QUEST: Jenny’s Birthday present

Activation requirements: Start the quest “Intervention”

Location: The General Store

After one of your rounds of sex, Jenny tells you it’s her birthday. This is a good opportunity to get rid of some Coins! Head over to Edgars tailors’ shop to buy Jenny a nice outfit. It’s a red outfit. This will also progress the “Intervention” Quest.

108. QUEST: A Loan?

Activation requirements: Get Jenny pregnant

Once Jenny is expecting her first child, the lucky couple will discover that their house is too small for the large family they are dreaming of. Jenny eventually convinces Tom to take a loan in exchange for certain favors for the player. Cough up 1000 Coins and make sure to collect a down payment each week.

Notes: **The Game of Dice**

The game is very much based on luck. It’s played by rolling 2 dice. Before the roll you bet whether the result will be higher or lower than 7 and place a wager. If you bet wrong the opponent wins. If the roll is a 7, it’s a draw and a new round of betting ensues.

There is a way to increase your chances of winning. Start betting low (5 or 10) if you lose a round, double your wager the next round. This way you make back the loss of your previous round if you win. Keep doubling until you win or run out of Coins.

Notes: **Loaded Dice**

You can find a pair of loaded dice in the bandit’s lair, on the table near the cell Thomas was kept in. At the start of the game in the tavern you can swap out the dice. If you missed them the first time you can return to the lair until you start gambling in the store. Once you start gambling in the store, you can no longer swap the dice. 50% of the time the loaded dice will roll a 1, the other 50% they will roll as normal (1-6).

Notes: **Jenny, Pregnancy, and Children**

Jenny is barren. This means she won't get pregnant by any means other than the use of an Enhanced Fertility Potion (EFP). If the player uses an EFP before having sex with her, there is a 25% chance of getting her pregnant. If the player also gives Jenny an EFP before having sex the chance increases to 50%(assuming the player also uses an EFP, otherwise it's just 25%).

Jenny will notice she is pregnant on day 5 of her pregnancy. She will give birth on day 20. When 15 days old, the baby grows up and gets its own sprite. Jenny is currently capped at 6 children, no matter how many potions are consumed.

Notes: **Farming**

This update adds child labor to farming. Once Rosy's children are at least 30 days old (they start speaking coherent sentences), you can tell them to tend the fields. It works as follows:

Rent the 4 fields from the farmer. Plant the desired crops and tell one of Rosy's children to tend it. One child per field. The child will harvest and replant the field until you tell him/her to go home. When a field is harvested all the produce will be added to the player's inventory until the unit limit is reached (99). Anything above the limit is automatically sold and added to the player's gold.

New Quest's Added in version 2.41

109. QUEST: **Transformation**

Activation requirements: Activates once the familiar reaches lvl 10.

Location: A forested area

Once the familiar reaches lvl 10 she will mature and start to get jealous whenever she witnesses you having sex with other females. She needs to be present (in party) for her to witness the act. After reacting to your sexual escapades three times, she will transform. This can be triggered in most forested areas. Alas her transformation is only temporary. Seek out Erevi (Dark Elf Sorceress) for help. Erevi will recommend fastening a crystalized egg to an outfit for the familiar. Ask Edgar at the tailorshop for an outfit. He will require 200 coins for the outfit, and he needs you craft the gemstone into a medallion.

You can do this at the forge in town. Once you have acquired the outfit, head on back to your room in the Tower of Dread.

110. QUEST: Troublesome Zealots

Activation requirements: Complete the quest "Transformation" Location:

The Tower of Dread

Erevi will be waiting for you in the shrine as you leave your room. Purifyers have been observed near the tower and Erevi tasks you to find out what they were up to. Investigate the area near the bridge. If you look at the Waystone, you'll notice it's been deactivated. The Purifyers have broken the gemstone! It can be reactivated by adding a new crystalized egg. Find the Purifyers before they break more gemstones (they have already broken the one in the goblin forest). You will catch up to the Purifyers at the Ancient Temple (near Hilde's village).

After you have dealt with the zealots you can find a book on the commander's body. Deliver this book to Erevi. Upon receiving the book Erevi tells you to do your own thing while she deciphers the glyphs (don't wait for her, this story continues when the quest "Mother and Child In Distress" is triggered).

111. QUEST: Mother and Child in Distress

Activation requirements: The familiar's child must be 5 days old. Location:

Anywhere the familiar spawns back

At times the familiar will pop back to the magical realm to avoid the player getting into unfortunate situations. She will also do this while her baby is around. But when the familiar spawns back when the baby has stopped suckling (5 days old). The baby does not return with her. This upsets the familiar and she'll return to the magical realm to search for her baby. To help search for the baby you'll need help from Erevi. Luckily, she has just transcribed the book you gave her previously. She'll tell you how to use the Waystones to reach the magical realm. Find a waystone and call out the familiar's name, and you will be transported near her. Rescue mother and child from the demons and pick up one of the glowing orbs near the portals. It doesn't really matter which one you pick up, since there will always be at least one functioning portal to get you back home (may change in the future).

Bring the Orb to Erevi. She will have it installed in the tower for you. From now on your babies with the familiar will stay in the Orb room once they are 5 days or older.

Notes: **The Orb Room**

This is where the babies you have with the familiar once they are at least 5 days old. You can visit this room with the familiar to get her horny again. This can be done once per day. This will only work if there are babies/children present. Once a child is 90 days old it will return to the magical realm for good to seek out its own master. There will therefore never be more than 5 children present (unless I fucked up again...).

Notes: **Mass**

Mass can be performed at the temple at the temple after completing the "Ring a Bell" quest. Mass takes place during a ten-hour period, starting 4 hours after daybreak. Ziva, Caleah and Alice can join you in mass. Alice is only available once her obedience level reaches 90 (once she asks to get punished). To raise her obedience level, make sure to only punish her when it's deserved (when she spills something), otherwise it will drop instead.

After completing mass, you receive a blessing from Qetesh. This is the same effect as drinking a potion of fertility. It also raises/replenishes your cum-level. This is a hidden stat used whenever you have sex or jerk off. Every day you start at cum level 3, and lose one point each time you have sex/jerk off. This stat is checked when wish to have sex with females who don't say no. If your level is at 0, you'll be too drained to have sex. Performing mass raises your cum level to 5 for the rest of the day.

Notes: **Familiar, Pregnancy, and Children**

The Familiar has normal fertility levels. She will notice she is pregnant 5 days after it occurs. She'll give birth on day 20.

Her babies will stay with her until they are 5 days old, at which point they will move to the Orb room. At 90 days of age the babies will return to the realm of magic to seek their own master.

Notes: **Alice, Pregnancy, and Children**

The Alice uses potions of barrenness, like the Priestesses. So, she can only become pregnant if the player uses a Potion of Enhanced Fertility. Alice will notice she is pregnant 5 days after it occurs. She'll give birth on day 20.

Her babies will stay in a crib in her room until they are 10 days old, at which point they will receive their own sprites and wander about the temple grounds. Alice is currently capped at 6 children.

Notes: **Priestess, Pregnancy and Children**

As of version 2.4x priestesses can become pregnant but cannot give birth yet. Technically they could get pregnant in earlier version but had no scenes (old pregnancies are also reset once you load an old save).

Priestesses can only become pregnant through the use of Enhanced Fertility potions. They will notice they are pregnant 5 days after it occurs.

New Quest's Added in version 2.5x

112. QUEST: Cover Your Tracks

Activation requirements: Activates the day after Ziva's first pregnancy announcement.

Location: The Temple of Qetesh

Upon entering the temple, or speaking to Ziva at the shrine, she will tell you they are investigating the mysterious pregnancies among the priestesses. She asks the player to help by bringing her any books or manuscripts of interest. Remember Theresa's journal, describing her experimentation with enhanced fertility potions? Perhaps it would be best if the girls didn't find it.... But where did you leave it? It's in the temple library, lower floor.

Alas, Caleah finds it before you arrive. You can try to convince her to let you bring it to Ziva or try to distract her so you can steal it from her. Distract her, that provides a sex scene for her. Either way Caleah sees through the rouse and runs off with the book. When pursuing her you stumble upon Gabriel in the stairwell. He needs your help fending off an orc raiding party that is attacking the temple this very moment. Go with him to the courtyard to drive off the orcs.

After fighting the orcs, all hope of catching up to Caleah before she reaches Ziva, is lost. Return to Ziva to face judgement.

113. QUEST: For the Cause

Activation requirements: Complete the quest "Cover Your Tracks"

Location: The Temple of Qetesh

If you are to do Qetesh's wishes by producing lots of children, the temple is going to need some suitable accommodations. Talk to Marcus, the carpenter, in the village. He will come with you to the temple to make assess the cost of the job. He wants 2500 Coins. Pay him now or visit him at his shop when you have enough funds. The work takes 3 days to complete, you will know it's done once the barricades in the stairwell are gone.

Once done, visit the new floor. Ziva is so satisfied with the work, that she invites you to her room. This unlocks a new scene.

Notes: **Priestess, Pregnancy and Children**

After completing the quest "For the Cause" priestesses will be able to give birth. Alice, Ziva and Caleah will no longer use barrenness potions, making them much easier to impregnate. The same as normal females. Each can give birth up to 10 times before they are capped. They can no longer become pregnant at that point.

They will notice they are pregnant 5 days after it occurs.

Notes: **Children**

The children at the temple will either be in the courtyard or children's floor during the day. At night they will sleep in their beds in their rooms. Up to 10 children sprites for each female.

Notes: **New Scenes**

The new scenes for Caleah and Ziva are repeatable. During the day, if they are horny and there are no other colliding events (Mass), they can be found in the library (Caleah) or in Ziva's case, her bedroom.

New Quest's Added in version 2.6x

114. QUEST: **A Home in The Woods**

Activation requirements: Liandra must have been pregnant for at least 19 days. The lights at the temple of Qetesh must have been activated.

Location: The Well

Just before Liandra is about to give birth, her mother comes to visit. Appalled by her daughters living conditions she sets you on a quest to find better living accommodations. She also gives you a couple of requirements. The house needs to be in a remote location, with a cellar. If you head over to Ziva's old home the MC will have a small eureka moment. This should be a perfect location. But it needs some work, so travel to Marcus (the carpenter in town) and commission him to fix the house. It will cost you 1000 Coins.

It should take about 3 days to complete construction of the new house. Report back to Liandra with the good news and help her move in.

115. QUEST: **Family Business**

Activation requirements: Complete the quest "A Home In The Woods"

Location: Liandra's New Home

Once you've got Liandra settled in, her mother (Luthien) reveals the family has fallen on hard times and proposes to start manufacturing a party drug (Liquid Delight) to improve their finances. If you agree to help, Liandra will require you to fetch 5 Moon Flower Pollen and 16 Sacred Water. Upon doing so she teaches you to manufacture the drug.

Now you need to transport the goods to Greyport, where Luthien is waiting. You'll need a cart to transport the crates, purchase one from Marcus (150 Coins). Load the goods into the cart and travel to Greyport. It's as far West as you can go. Bandits will try to steal your cargo along the way, and even if you manage to fight them off, some cargo may go lost in the fight. Corrupt city guards will also want a cut of the profit.

Once at Greyport deliver whatever is left of your cargo to Luthien, you can find her in her ship at the end of the dock. Make sure to flirt with your new mother-in-law every time you deliver a new haul. Eventually your relationship will blossom...

116. QUEST: Quest: A Special Crop

Activation requirements: Complete the quest "A Home In The Woods". Clear the field near Liandra's house.

Location: Liandra's New Home

The manufacturing of Liquid Delight requires a lot of Moon Flower Pollen. You can scrounge them in nature, but the supply is limited. It would be a lot easier if you could grow the stuff at home! See that old field near Liandra's home? Clear it. Now find out how to grow the stuff. Liandra will tell you about some priestesses that were rumored to use lots of Moon Flowers in the olden days. Sounds familiar? Speak to Ziva at the temple and then head down to the library. You'll find a recipe upon searching the bookshelves. You'll need a Crystallized egg (Bat Breeder), Moon Flower Pollen (Nature), Sacred Water (The Well) and 5 Manure (The stables).

Sow your field and wait 7 days for it to grow. Make sure to check in on your new crop after a day or two, Liandra will show her appreciation....Harvest at night. The field will produce 16 Moon Flower pollen per week.

117. QUEST: My Own Party Drug

Activation requirements: Start the quest "Family Business" and get acquainted with Luthien.

Location: Greypoint

Luthien is very careful not to let you cum inside her when you have sex, but that is half the fun... You need to find some way to let her guard down. She is too aware of the effects of Liquid Delight to trick her into drinking it. Some other aphrodisiac is required....a special pastry perhaps? You need to complete Rosy's questline in order to acquire these. Once you have special pastries in your arsenal, feed them to Luthien until she is pregnant.

118. QUEST: A Delicate Situation

Activation requirements: Complete the quest "My Own Party Drug" and get Luthien pregnant

Location: Greypoint

When Luthien discovers she is pregnant, she is in a bit of a pickle. She promised Liandra not to fool around with you and becoming pregnant would clearly reveal she broke that promise. So she needs a way to cover her tracks. She has a plan and requires you to be at home with Liandra to set things in motion. Simply go back to Liandra and wait for Luthien to arrive. Luthien tricks Liandra into having an orgy which she intends to use as an excuse for becoming pregnant. Although Liandra she's through her mother's trickery, she eventually forgives her and offers to help her out. Luthien's children will need to stay at Liandra's house. Go buy some more beds from Marcus!

You'll also need to work on Liandra's affection, because she doesn't appreciate your adultery very much. Presents help. Hypnosis too!

From there on Luthien will visit Liandra from time to time and you can also continue to deliver more shipments at Greyport.

Notes: Luthien and Liandra, Pregnancy and Children

Luthien and Liandra can each give birth to up to 10 times before they are capped. They can no longer become pregnant at that point.

They will notice they are pregnant 5 days after it occurs and give birth on day 20.

Notes: Luthien Affection

Luthien's affection will deteriorate by 2 points for each day that goes by. Her affection can be boosted by delivering crates. 3 points per crate and a bonus for delivering more than 6 crates. Flirting and sex will also increase her affection.

Notes: Liandra Affection

Liandra's affection will deteriorate by 5 points per day if you've not slept in her home for more than 5 days. Her affection can be boosted by giving presents, flowers work, Elven Wine is better. Sex will also increase her affection.

Notes: Grumpkins and the well

Now that Liandra is no longer guarding the well, grumpkins will return from time to time to hoard the water. You'll need to head back down the well to clear them out. If you have a strong enough goblin tribe you can have them guard the cave instead. Speak to Shakala. Shakala will eventually recall the warriors if their numbers drop to low.

Notes: Bandits Along the Road

These can cut into your profits quite heavily. You can either try to clear them out yourself prior to delivering your cargo, or if you are the Mayor of Weirdwood, you can post guards to keep them at bay. Speak to Victoria.

Notes: Taxes and City Guards

Upon entering Greyport with at least two crates, you are required to pay taxes. Outrageous! You can bribe the guards instead of handing over the crates, but it's very expensive. You can also try to sneak into the city. Purchase a rowing boat from the fisherman in Greyport and dock it outside the city walls. Next time you can transfer your cargo from the cart onto the boat and row back to Luthien's ship.

New Quest's Added in version 2.71

Quest: Go Forth and Multiply

Activation requirements: Complete the quest "For the Cause"

Location: The Temple

Now that there is ample room at the temple, you must do your holy duty and father Qetesh as many children as possible. You need to have at least 5 children at the temple in order to complete this quest. It is completed once the apparition appears at your bedside for the second time. Speak to Ziva once the quest is complete.

Quest: Spread the Good Word

Activation requirements: Complete the quest "Go Forth and Multiply"

Location: The Temple

If you speak to Ziva after the apparition has appeared at your bedside twice, she will instruct you to seek out potential converts in the village. The tavern might be a good place to look for lost souls....

Quest: Forsaken

Activation requirements: Must have completed the quest "Go Forth and Multiply". Oksana you must have lied to Oksana after defeating Master.

Location: The tavern in Weirdwood

Upon entering the tavern Oksana will be sitting in a corner drinking. Trying to come to terms with recent events. Escort her to the temple. There she will receive a room next to the other girls. Visit and have sex with her until she has received the blessings of Qetesh.

Note: If you got Oksana killed fighting Master, or didn't lie to her, she will never appear in the tavern. In this case an apparition will appear in the dungeons beneath the Vampire castle (in the room where you defeated Master).

Quest: Mouths to Feed

Activation requirements: The ghost/apparition must have visited your bedside twice. If you lied to Oksana after defeating Master, you must also complete the Quest "Forsaken".

Location: The Temple of Qetesh

With all the additional children living in the temple, food has become an issue. Ziva will send you to a farm to the South-East (next to the Swamp) to trade for food. Head over there and make a deal with the farmers. Once you have secured food, report back to Ziva.

Note: You need at least 5 children at the temple before the apparition will appear at your bedside.

Quest: Monster Hunter

Activation requirements: Start "Mouths to Feed"

Location: The Family Farm

Your cousin Molly was taken by a monster a few months ago. Your family agrees to supply the temple with food if you slay the beast that took her. Enter the forest behind the farm to search for the beast. There are two caves in the forest. One is occupied by a troll and the other is where Taurus and Molly have made their home. It turns out Molly ran away from home to be with Taurus. So, you can't kill Taurus. Instead, you need to kill the troll and bring its head back to the family along with Molly's scarf.

Quest: Acorns

Activation requirements: Must have discovered Molly and Taurus, see quest "Monster Hunter".

Location: The Dark Forest

After you exit Molly and Taurus' cave, you encounter a treeman searching the corpses of Orcs. If you ask him what is going on, he'll tell you he is searching for two acorns that were stolen by orcs. You can find these acorns on the corpse of an Orc in the Troll's cave. This quest is optional.

Quest: Familial Bonds

Activation requirements: Complete the quest "Mouths to Feed" and "Monster Hunter"

Location: The Family Farm

After completing the quest "Mouths to Feed" you can continue visiting the family farm and bond with your family. Especially Julia. If you help her with her chores (giving her flowers or jewelry will speed up the process) she will ask you to go swimming with her. If you kiss her, she will become startled/upset and will no longer go swimming with you. So, you'll need to make her relax with some good old "special pastries". After that, keep swimming with her until she agrees to marry you.

Quest: Barn Wedding

Activation requirements: Complete "Familial Bonds"

Location: The Family Farm

When Julia agrees to marry you, you'll need to get 3 flowers, 8 candles and a wedding dress. The flowers and candles can be bought at the general store. The wedding dress can be bought from Edgar in the Tailor's store. Decorate the barn with the flowers and candles and give the dress to Julia. Wait until nightfall for Julia to show up.

Quest: Mother's Ring

Activation requirements: Complete the quest "Barn Wedding"

Location: The Family Farm

Upon exiting the barn, your father comes to speak to you. He tells you about your mother and the ring she left you. He hopes you can use it to find her. Ask around to find more information on about the ring (Ziva knows something). After speaking to Ziva, equip the ring (it's under armor) while inside the temple. It does not work any other place. Whenever you equip (unequip->re-equip) the ring you can meet your mother. Alas there is not much else you can do, for now...

Quest: Tragedy Strikes

Activation requirements: Complete the quest "Mother's Ring"

Location: The Family Farm

If you return to the farm after seeing mother, the farm will have been overrun by Orcs. You can find your dying father near the entrance to the Dark Forest. He tells you the Orcs have taken your sister. Rescue her! If you go to get Taurus for help, you'll discover the Orcs have been there too. Head West/Left across the bridge. Upon reaching the bridge you'll be beset by Orcs. If you gave Oakly his acorns back, he would assist you in rescuing Julia. Julia is in the tower. Her cell is locked, and you need to defeat the orc boss to get the key.

Quest: Security

Activation requirements: Complete the quest "Tragedy Strikes", Fail to complete "Acorns"

Location: The Family Farm

This quest is only available if you fail the quest "Acorns". If Oakly isn't available to guard Julia, you need to ask Ziva for help. She'll agree to send Grug to guard the farm.

Quest: Chickens

Activation requirements: Complete the quest "Tragedy Strikes"

Location: The Family Farm

After you return to the farm, Julia will ask you to buy some chickens. Go to the farmer in the village and buy 3 chickens from him. Each chicken will produce the following number of eggs: 50% chance of 0 eggs, 33% chance of 1 egg, 16% chance of 2 eggs.

Quest: A Larger Home for Julia

Activation requirements: Have 4 children with Julia

Location: The Family Farm

There is only enough space for 4 children in the original farmhouse. At that point, Julia will refuse to have sex with you until you expand the house. Worry not, for a mere 1000 gold Marcus will be happy to build you a new home. This increases the number of children you can house to 10.

Julia, Pregnancy and Children

Julia can give birth to up to 10 times before she is capped. She can no longer become pregnant at that point.

She will notice she is pregnant 5 days after it occurs and give birth on day 20.

Julia Affection

Liandra's affection will deteriorate by 5 points per day if you've not slept in her home for more than 5 days. Her affection can be boosted by giving presents: flowers or jewelry. Sex and helping her in the field will also increase her affection.

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).

New Quest's Added in version 2.91

Quest: Stinky Bits

Activation requirements: Erevi's daughter must be at least 18 days pregnant. The Orb must be installed in the tower (see quest Mother and Child in Distress). Temple lights must be activated.

Location: The Tower of Dread

Upon entering the tower, you encounter an actress fleeing for her life. Proceed up the stairs and talk to Erevi and her daughter. After a short discussion Erevi asks you to join her to hunt Alpha Male Bat Creatures for their musk glands. She needs them to make perfume. Escort Erevi to the cave to the south of the tower. Enter the inner most cave to slaughter the Alpha male. Erevi shows you how to harvest them for Musk Glands. Head back to the tower.

Quest: Perfume

Activation requirements: Complete the quest "Stinky Bits"

Location: The Tower of Dread/Greyport

As you are traveling back to the tower, Erevi tasks you to purchase some Lotus Extract from a shop in Greyport (The Black Dragon). Purchase the item and bring it to Erevi in the tower. You can now make your own perfumes at an alchemy table and Erevi will let you sleep in her bed.

Quest: A Play

Activation requirements: Complete the quest "Perfume"

Location: The Tower of Dread

After leaving Erevi's bed chambers, you encounter her daughter in the hallway. She has read the book the actors left behind and wants to perform her own play. But she requires a few props: a golden ball and a princess dress. You can acquire the golden ball at the blacksmith in town for 600 coins. Purchase the dress from Edgar (the tailor), for 250 coins. Bring the items to Erevi's daughter and assist her with her play. From then on you can perform the play as often as she is willing to.

Quest: Preparing for the Future

Activation requirements: Complete the quest "A Play"

Location: The Tower of Dread

If you head down to the tower entrance, you'll encounter Erevi and her daughter. Erevi will inform you that her daughter is close to giving birth. She asks you to redecorate the storage rooms upstairs, so they can be used for children's rooms. Speak to Marcus (the carpenter) in the village and return to the tower.

Quest: Ancient Technology

Activation requirements: Complete the quest "Preparing for the Future".

Location: The Tower of Dread

Upon returning to the tower, you find Erevi and her daughter in the shrine. Her daughter is giving birth. It soon dawns on you that this "baby" has some extraordinary feeding needs. Erevi knows of an artifact developed by the Ancients that may be of help. She asks you to accompany her to the Ancient Temple (ruins to the east of the goblin forest) to search for such an artifact. Search the temple for clues. There is a secret control room in the temple that can be opened by aligning symbols on the pillars (2 pillars in each of the three central rooms) with the symbols on the floor.



Enter the control room once it opens. Pull the lever to the right of the "billboard". The light on the Waystone will now turn green. Use the Waystone to travel to the Ancient Research Center. At the

research center you need to find a key to open a door that leads further into the center. Search all the spots marked with a blinking star. During your search you will also find a “Rod of Duplication”. Take it or leave it, it’s up to you.... Use the key to open the door to the central control room. Talk to the computer terminal called LOCO. It will give you the artifact you seek in return for some data crystals. Head further into the center to retrieve the data crystals. They are in the most northern room, marked with a blinking star. Upon receiving the data crystals, LOCO gives you the artifact you seek. Return to the tower and install the artifact. Erevi asks you to meet her in her bedroom, don’t leave a girl hanging...

Quest: The Rod of Duplication

Activation requirements: Complete the quest “Perfume”.

Location: The Tower of Dread

Remember that Rod of Duplication you found in the Ancient Research Center? Perhaps it can help you spice up your love life a little. Speak to LOCO to learn how to operate it. If you left it at the center, it should still be where you left it. Once LOCO has taught you how to use it, return to Erevi and choose the “threesome” dialogue option. If you had LOCO recite the EULA you have hopefully brought along some bandages or healing potions (healing magic works too). After the sex scene your body will start to deteriorate. You will suffer a total of 150 damage over a few minutes. This is fatal damage. Use whatever you have at hand to keep yourself from dying.

Quest: Seductive Fragrance

Activation requirements: Complete the quest “Ancient Technology”.

Location: The Tower of Dread

After completing the quest “Perfume” you can make your own perfumes at any alchemy station. All you need is one musk gland and a fragrance (Lotus Extract or Nocturnal Essence). Lotus Perfumes can be gifted to women (only Erevi currently) for an affection boost. Either perfume can be used to attract bat breeders. Create a perfume and head over to the bat cave use a perfume before you encounter the bat breeders, now they will be quite friendly towards you. Harvest more musk glands from the Alpha Males. Each day there is a 75% chance of a new Alpha male appearing in the inner cave. You can harvest 2-4 glands per Alpha.

Quest: Imposter

Activation requirements: Complete the quest "Seductive Fragrance".

Location: The Bat Cave

Upon completing the quest "Seductive Fragrance", you have the option to skin the Alpha Male. You can now use its hide to create a Bat Suit. This can be made at the blacksmith. You will also need 2 wood and 3 iron ore. Use the Bat Suit (equip it like armor) in combination with perfume to make the male bat creatures think you are an alpha male. This will allow you to wander about the cave unhindered.

Warning: other alpha males will still attack you to defend their territory.

Erevi and Affection Deterioration

Upon completing the perfume quest, Erevi will start to become jealous if you don't spend enough time at the tower. If you spend more than 5 days not sleeping in your own, or Erevi's bed, her affection will drop by 5 points for each subsequent day. Gifting her perfume will raise her affection by 50 points.

New Quest's Added in version 3.01

Quest: Dolf Has to Go!

Activation requirements: Must have encountered the slavers in town, and Maghda must be 20 days pregnant with her first child.

Location: Maghda and Dolf

When Maghda is 19 days pregnant with her first child, a couple of slavers will appear in the village. Speaking to them will allow Maghda's pregnancy counter to go to 20, so her baby can be born. Once her baby is born, Dolf will no longer chase "elf girls" in the forest. If you speak to Maghda she will tell you to resume bringing sheep, since Dolf can't refuse the baby food. Using sheep as decoys will lure away Dolf, but not long enough to have sex with Maghda. Speak to the slavers located by the old merchant's camp along the Western Road. Tip them about Dolf and fetch a tranquilizer syringe from Harald, the petstore owner in Greyport. Meet the slavers near Maghda's cave.

After the slavers attempt to capture Dolf fails, you will have to do it yourself. Buy another sheep from the farmer and return to Maghda's cave for a showdown with Dolf. To receive the bounty, Dolf must be kept alive. So, all offensive spells and weapons are unavailable. Syringe only!

Deliver Dolf to the petstore and return to Maghda.

Quest: Home Improvements

Activation requirements: Complete the quest "Dolf Has to Go!"

Location: Maghda's Cave

Now that Dolf is gone, Maghda will share her cave with you. However, she feels the cave isn't family friendly enough, so she asks you to make some improvements. Gather 4 bear pelts and 7 wolf pelts to cover the floor. Maghda also needs 6 manures for her flowers. Pelts can be acquired by killing wolves and bears in the forest. Manure can be found at the stable when helping Beth.

Quest: Purchase a Crib

Activation requirements: Gwynneth must have given birth to her first child. MC must have agreed to pay alimony.

Location: Gwynneth's house

Once Gwynneth's first child is born, she will ask you to purchase a crib. Visit Marcus at the carpenter shop to purchase the crib and return to Gwynneth.

Quest: The Rival

Activation requirements: Complete the quest "Purchase a Crib."

Location: Gwynneth's house

Upon returning to Gwynneth, the player will be confronted by Victoria. Victoria is concerned that the MC's actions have upset the guards and may be detrimental to their chances in the next election. Captain Eckhardt needs to be removed as guard commander, preferably by his own guards. Talk to the guard patrolling around the Mayor's mansion and the guard stationed outside the guard tower about their pay. Return to Victoria.

Upon returning to Victoria, a furious Eckhardt will burst into the house threatening to have you all kicked out of town once he wins the election. Gwynneth devises a plan to plant fake evidence in Eckhardt's office. Go to the guard tower in town and put 500 Coins in Eckhardt's closet.

Return to Victoria after the guards find the money and banish Eckhardt.

Quest: A Larger Home for Gwynneth

Activation requirements: Complete the quest "The Rival".

Location: Gwynneth's House

After Eckhardt is dealt with, Gwynneth will ask you to get her a larger house, with space for children.

If you talk to Marcus (carpenter), he tells you there isn't enough space on the property to enlarge the Gwynneth's house. But he has heard that Fredric von Grün is considering selling his house. Speak to Fredric near Jenny's store. Luckily for you Fredric is quite desperate to sell his house, and you can even haggle a little. Return to Gwynneth after you buy the house to tell her the good news!

Quest: Haunted House

Activation requirements: Complete the quest "A Larger Home for Gwynneth".

Location: Gwynneth's new home

It turns out Fredric was desperate to sell his house because it was haunted. Gwynneth isn't very pleased either. Speak to either Jenny or Ralph (innkeeper) about the von Grün house. They will tell the player that an old lady (Francine) used to live there with her cat. They buried Francine in the cemetery, but tell you to ask the guards about the cat. Speak to either the guard patrolling the mayor's mansion or the one

outside the guard tower. They will tell you they dumped the cat's corpse in the woods behind the von Grün house. Find its remains and bury them at Francine's grave.

Dog Purchased from the Pet Store

You can now purchase a dog from the pet store in Greyport for 100 Coins. It will join your party, but cannot be controlled during combat, it will automatically attack a random opponent. The dog is level capped at lvl 10. The dog can be abandoned/parked by the old tree outside of Greyport, at the tree in the center of Weird Wood, or outside Erevi's tower.

Repeating Victoria and Gwynneth's Threesome Scene

Once you have completed the Haunted House quest, Gwynneth will sometimes visit Victoria. This will always happen if both women are horny and after the children have gone to bed. Enter Victoria's bedroom to join in.

Gwynneth and Affection Deterioration

Upon completing the Haunted House quest, Gwynneth will start to become jealous if you don't spend enough time at her house. If you spend more than 5 days not sleeping in her bed, her affection will drop by 5 points for each subsequent day. Gifting her perfume will raise her affection by 50 points, jewelry 20 points, and having sex or sleeping at her house will increase it by 10 points.

Maghda and Affection Deterioration

Upon completing the Home Improvements quest, Maghda will start to become jealous if you don't spend enough time at her cave. If you spend more than 5 days not sleeping in on the furs, her affection will drop by 5 points for each subsequent day. Gifting her sheep will raise her affection by 30 points. Having sex or sleeping in her cave will increase it by 10 points.

Maghda's max affection is also bound by the availability of food for her and the children. Her max affection cap (100) is lowered by 1 point for each day since the player last delivered a sheep. So, after 13 days without a sheep delivery, Maghda's maximum attainable affection will be 87.

SECTION 13: CHEATS

- 1.** First, let's take care of one of the most frequently asked questions. Yes, there is a CHEAT MODE! It has been moved from the previous version(s) and may be moved again. At present, if you go to far left hand side of the Weirdwood screen and then walk down to the the bluff you will see a tree stump with some rocks to the right of it. If you click on the small rocks it will spawn multiple chests full of loot. Over the course of the game, I've found chests in front of the stable, and in the lobby of the mayor's house. There may be others but I haven't found them. That is because I chose to turn it off so, other than the info just given, this guide was written based on a cheat-free game.
- 2.** Remember what I said way back in the beginning about not selling anything? Well, that's not exactly true. As of the v1.32 you only need 1 Bear Carcass and 3 Boar carcass throughout the story. The bear skin is needed to get Shakala's gift after your married and the Boar carcass's are needed for the Boar Hunter quest. Evisi only asks for +1 boar from whatever you already have in your inventory (minimum 3). When you come back from your hunt she takes them all!!! It doesn't matter if it's 3 or 99, so sell them and get the cash before starting the quest. Additional items such as wood, flowers, red mushrooms, pumpkins, etc can be sold BUT only because they are so easy to get. Make sure to hold onto the harder items such as Spider Eggs, Cave Flower, Nectar, etc.
- 3.** If you want to save some coin you can stop paying to rent the house once Victoria is pregnant. The MC can still continue to visit Victoria whenever he's in town, even if he gives up the house. The drawback to getting rid of the house is that the MC will have to travel all the way to the Witch's House to make any new potions he may need and none of the other locations he can stay at provide as many HP / MP per night.

Well, that's it. Hope you all enjoyed the journey and please remember to become a patron of Tinkerer. He truly enjoys his work and deserves your support.

~~ Ghostwalker ~~