

**ROUNDSCAPE: ADOREVIA  
UNNOFICIAL GAME GUIDE**

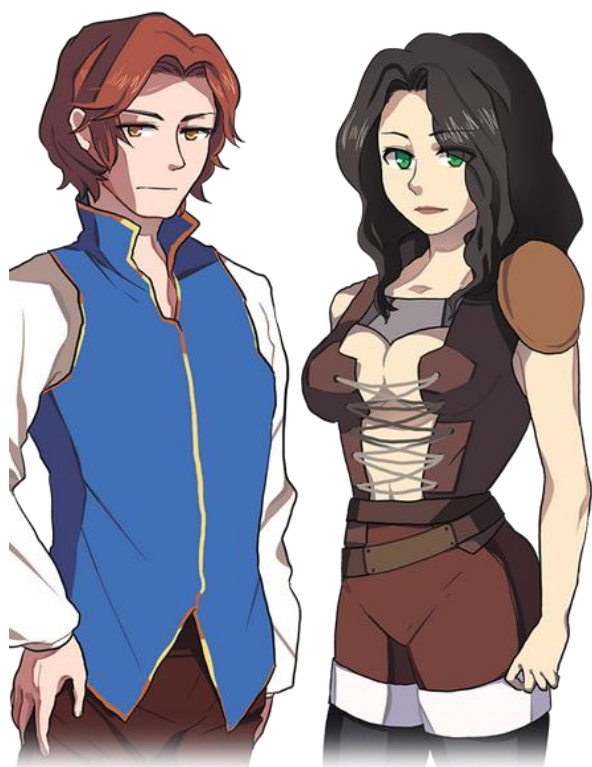
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# CARACTER CREATION

## 1. Gender

Gender plays a small role in the story and inexistent in the gameplay, but is very important in the sex scenes. Most of the scenes will either be available for one gender or will play differently according to it.

At the moment, the player is able to select between Male and Female Player Characters, each with their unique looks.



## 2. Origin

### Noble

Child of wealthy family, the player is ambusher with their father while visiting a bank and thus began the journey against the Dark God Murkhal.

The Hero's mother is also the owner of the sex oriented Club Summerheat in Summeredge, allowing the player to engage in incestuous sex with their own mother or with other patrons of the club.

Starting Equipment: Rapier

Starting Perk: Empathy

### Thief

A thief player and their mentor cross patches with Murkhal after a heist gone wrong, and after escaping prison meet Meredith and start their journey.

At the moment there's only one quest for Thieves, involving submitting to a Dom during a heist.

Starting Equipment: Thief's Dagger

Starting Perk: Explorer

### 3. Classes

### 4. Perks

Perks are passive bonus with various benefits for the player, they are exclusive to the Hero and can be purchased in the Mirror in Whitemoon Castle with Perk Points. One Perk Point is awarded each five levels.

#### Level 5 perks

**Explorer:** will spawn gold randomly on the ground and allow lockpicking.

**Toughness:** bonus to HP.

**Empathy:** opens new options in dialogues.

**Finesse:** grants a bonus to ATK and MAT.

#### Level 10 perks:

**Fleet of Feet:** grants a bonus to AGL.

**Leader:** grants bonus XP for the hero.

**Ninja:** grants chance of evasion.

**Golden Nose:** doubles gold reward from battles

#### Level 15 Perks

**Strong back:** allows the use of heavy armor regardless of class and to break down door.

**Adaptable:** allows the player to keep TP between battles and increases the effectiveness of potions.

**Helping Hand:** increases MP and grants the ability to revive companions.

**Shining metal:** receive a shiny piece of metal

#### Level 20 Perks

**Versatile:** allows dual wielding.

**Bigger and Better:** makes you immune to stun, paralysis and increased TP gain.

### 5. Castle

The Whitemoon Castle is located east of Oakshire and must be reclaimed before the player can proceed to Act I. It serves as a base where all recruited companions and some NPCs can be interacted with, including many sex scenes and quests.

After completing the quest, the Hero is able to purchase upgrades and repair the castle, like new buildings and guard training. As of 2.7, the castle will generate income for the player depending on the buildings bought.

- There are five shops in the castle:
- Facis: he can clean and recruit specialists,
- Jorn the Builder: sells buildings.
- Felicia the Trainer: sells training for the player, classes and training for the guards if there's any.
- Ciicari: sells miscellaneous potions.
- Teleporting Mage: will appear randomly in the beach and sells magical items.

There are also two emissaries, Caelan and Shagara who sell high level item for Valor Gems and can assign soldiers for the castle.

## COMPANIONS

### Carys



Carys a furry fighter, she and her sister Seren can be recruited in the middle of Act I after liberating Summeredge after her two quests if the player has low morality. She can be later found in the Castle Quarters, at the bottom left room.

She hates corruption and evil and will leave if the player has -12 or less morality with a warning at -6. Carys' affection is gained with good acts and for being supportive of her and her sister.

In battle, she can dual wield swords and axes, making her a good damage dealer, even if she's low on the defensive side.

### Clawyn



And elven shadowdancer from Ly'ras, can be recruited early in Act I after traveling to the Deep Forest and can become a permanent member of the party after storming the orc stronghold. She can later be found in the Castle courtyard in front of the tent.

Because of her past, she disapproves of rape and orcs, but has little approval gain with general decisions, getting most of her affection from direct interactions or during her questlines. Her corruption is gained by ruthless actions, but there's only a few triggers for that and not many interactions will change.

Clawyn excels at dealing large amounts of damage to the enemies, especially when combined with high powered bows like Firestarter and Repeating Crossbow.

### Gajah



Gajah is a prelek shaman that can join the player at the ending of Act I, he will later be found at the conference room, even though he has no dialogues.

He has little opportunities for gain of affection or corruption, and they don't impact the story. Regardless of the player's actions, he will leave in Act III.

Like all male preleks, he has two penises.

His specialization allows him to buff, heal and resurrect players, but has little offensive capability.

### Galhart



He's a dwarven warrior that can join the player early in Act I, in the Novos main questline. He can be found at the castle storage in the left wing after being recruited.

He will leave in Act III regardless of the player's actions.

In battle, he focus on defense, being a good alternative for Rulwe as tank, and since he can equip weapons and armor he can be more versatile and use better equipment.

### Katelyn



She's a cleric that can be recruited in Act III in Cinkahn. She will later move to the Castle Chapel in the left wing.

She's a very practical woman and will favor such actions, while her corruption is gained by pushing her away from her faith and to more depraved actions.

In combat, she's a good tank and her specialization has various buffs for allies and some offensive capability.

Spoilers!: She is also the player's lost sister and can engage in incestuous sex or change to a more family friendly relationship.

### Meredith



The human healer is an obligatory companion until late in Act II and will join the party immediately after completing the origin story. She can be found in the house in the Castle Garden.

The player can win her affection with good and helpful actions, while the opposite will result in disapproval. She is very dependent of her corruption stat, while Meredith starts pure and innocent, she can be pushed to be more selfish and sexually open with the right options. Her corrupted state will trigger various variations for scenes and interaction if she's above 10 CP.

She's a versatile character, combining good dependable damage output and various healing skills, while her high mana regeneration will ensure she almost always can cast spells. Save for a few occasions, she is a very good choice for party member.



### Roderick



Roderick is a demon bound to a staff, he can be recruited in Novos in Act I before or after the main quest. He can be found in the Castle Dungeon after being recruited.

In combat, he's not very useful, because he has unique equipment high level weapons and armor are unavailable and his specialization has only a few spells, none of which are particularly powerful.

### Ruksana



Ruksana is an orc warrior that can join the player in the fight against Murkhal early in Act I. She can be found in the Castle Courtyard after being recruited.

Her affection is gained by taking pro-orc options in dialogues and favoring strong and bravery. While her corruption is gained by pushing her to be more submissive and sexually open.

Her combat abilities rely on dealing damage at the expense of her own health. She also has the ability to resurrect fallen comrades, which makes her a good choice for early in the game.

### Rulwe



Rulwe is a tentacle monster that can join the player early in Act I while searching for Linea's bow. He can be talked to in the Castle Courtyard after being recruited

His affection plays a very small role in the game and can only be gained through interactions and sex scenes involving him.

His high health and regenerative capabilities make him an extremely useful tank early in the game while still being able to deal moderate amounts of damage with his skills.

### Succubus



The Succubus is a mage and can join the party soon in the Act I, right after reclaiming the Castle. If recruited she will be in the cave in Castle Dungeon.

While not outright evil, she enjoys corruption and sex, getting most of her affection from such acts. She doesn't have a corruption meter.

Her spells focus on damaging and debuffing the enemies, but has some healing capacity. Her group damaging spells and resurrect can be useful for regular battles.

### Tishtyra



She's a nexilin janissary, and can be recruited early in Act I if the player heads right to Ornesse. She's an obligatory companion during the main quest and can join the party after that.

Like most Nexilins, Tishtyra is technically a male and thus, in addition to her feminine form, has a penis and a high sex drive. Her affection can be gained mainly by enforcing justice and through her sex scenes. While there's a corruption stat for her, it doesn't have much use.

Combat wise, her skill set is somewhat lackluster, she has a combination of both magic and combat skills, but does not excel in any area. Her anti-spellcasting abilities and the free poison are the noteworthy skills she has.

### Zent



Zent is a half elf spellblade, he can be recruited in the middle of Act I during the Crisis in Summeredge questline and will appear in the Castle Wall after that.

His affection has few uses, but can be increased in some interactions and during his quest or sex scenes.

His class specializes in dealing moderate amounts of magical damage while providing several buffs for allies and debuffs for enemies. While not spectacularly powerful in any area, he's a good all-around character and may play any role in the party.

# MAIN QUEST

## PROLOGUE

### Origins

#### Noble

A noble player character will start in their parents' mansion in Summeredge right before and attack by Murkhal separates the family.

- Get dressed: click in the cabinet left of the dresser to get the weapons and clothes.
- Talk to your parents: exit your room and go talk to your parents, after that you'll accompany your father to his work and be attacked by Mayla and her minions.
- Defend yourself: repel the attackers and exit the bank.
- Go home: walk home with Facis while fighting some thugs.
- Escape: after talking to Anna in the mansion, click in the fireplace in the far right of the map, go down the sewers and escape.
- Find the apothecary: walk through the forest and Oakshire, take the northeast exit of the village and enter the apothecary.

After that there will be several dialogues and Meredith will join the party, completing this quest.

#### Meredith's Affection:

+1 if you flirt with her

### Thief

The thief will star in their home in the sewers with their mentor Patch while planning a heist.

- Enter the mansion: click the vines in the left side of the wall then go through the door.
- Steal the Relic: fight your way to the relic and steal it, take the item from the chest in the corridor

too. The player will be arrested while exiting the mansion.

- Escape the prison: click the pipe in the wall to get a needle, use it to lockpick the door and escape. While walking away, Patch will suggest using the Guards' uniforms to blend in.
- Defeat the boss monster: while escaping, a monster will attack the prison, kill it and flee the prison.

Back in the sewers, some guards will try to recapture the player and Patch will throw them in the water. You'll wake up in Meredith's home, talk to her to end the quest.

#### Meredith's Affection:

+1 for answering your name correctly

-1 for saying it doesn't matter

-1 if you deny talking about orcs

### Road to Slink

After completing the origin quest, the player must track down the orcs in service of Murkhal, there are several ways to this:

- Kill five wolf packs: the girl next to the north exit of the village will give this quest. The wolves can be found all around the village and can be respawned by exiting and reentering an area.
- Pay the sailor: in the inn, there's a sailor offering the info for 500gp. Alternatively, a female player can offer a blowjob instead of money.
- Simply walk to Slink by the southeast exit of the village, pay the toll for the bridge (2000gp) or fight your way through. This option is almost impossible without cheats.

Entering the cave west of Oakshire will start the Act I.

**Reward:** XP, 30gp

## Reclaiming the Castle

Before proceeding further in the story, the player must reclaim the Whitemoon Castle, that will serve as their base.

- Go to the castle: the entrance to the castle is southeast of the Oakshire, there you will find a person (depends on the origin) that will ask to clear the castle.
- Kill the skeletons: kill all skeletons inside the castle.

After completing the steps, the Demoness will approach the player and ask to join the party, after that turn in to the quest giver and the Castle will be available for the player's use.

# ACT I

## A World in Flame

### Search for Answers

With information that the orcs are headed west, the player must enter the cave found west of Oakshire, in the same map as the Temple.

- Go to the Orc Camp: fight your way through the cave. In the second level there's a pile of rocks that require the pickaxe found in the left part of the cave to clear, there's also an item to the right. After exiting the cave, go north to the Orc Camp.
  - Talk to Ruksana: in the camp, talk to Ruksana about Murkhal's plans and how to counter his operations. She will offer to join the party and to have sex with a male player.

With or without Ruksana, proceed east to Slink, were the player will be able to get in a boat to the various locations she indicated. The next three quests can be completed in any order, but the Novos quest has higher level encounters, so it's recommended to leave it for last.

#### Ruksana's Affection:

- +1 if you believe her (Farm Origin only)
- 1 if you do not (Farm Origin only)

- +2 sleeping with her (Males only)
- 2 for saying she's disgusting (Males only)
- +1 for sleeping in the camp (females only)
- 1 for not sleeping in the camp (females only)
- +1 for gladly accepting her
- 2 for refusing and saying she's a savage

#### Reward: XP

### Aid for Ly'ras

Ly'ras or Deep Forest can be accessed by the first sailor in the bottom pier in Slink.

- Travel to the Deep Forest: take the boat and walk east after arriving, the player will be ambush by a band of orcs and will meet Clawyn.
- Talk to Clawyn and the Elder: go to the village and enter the nearest house, talk to them, Clawyn will join the party temporarily.
- Gather information: to pinpoint the location of the Orc stronghold, the player must defeat five orc patrols from around the village. Killing more will thin their number inside the stronghold in the next step.
- Attack the Orc Fortress: return to the Elder, he will offer three attack options: a frontal assault by the player, an assault assisted by a diversion by the elves and sneak in the fortress.
- After deciding on a strategy, return to Elder to initiate the attack and fight the orcs inside. After defeating the boss monster, you'll complete the quest and Clawyn will offer to join permanently.

#### Reward: XP and 300gp.

#### Clawyn's Affection:

- +1 for joking during the first meeting in the house
- +1 for choosing a direct assault
- +1 for accepting her in the Elder's house
- 1 for refusing
- +1 for recruiting her in the end of the quest

#### Ruksana's Affection:

- +1 for refusing to recruit Clawyn
- +1 for choosing a direct assault
- 1 for choosing the diversion

### **Meredith's Affection:**

+1 for choosing sneaking in the fortress

### **Aid for Ornesse**

Ornesse can be accessed by the last sailor in the bottom pier.

- Travel to Ornesse: take the boat. The player will be ambushed on the way and will meet the janissary Tishtyra.

- Visit the Elder's house: according to Tish' plan, go to the house west of the main area of the city, take to ladder by the window and sneak to the basement. Click the box in the middle of the room, it will reveal a button, click it and proceed further down, kill the boss monster and pick up the note in the pedestal.

- Talk to Tishtyra: talk to her in front of the shop to travel to the temple and retrieve the brazier, she will join temporarily. Walk north and enter the pyramid, then walk east to get the strange bar, use in the broken lever in the middle room and go back to the first room. In the next area, click in the non-mirrored boxes at the bottom of the room to unlock the door, then kill the boss. Remember to pick up the loot before going back.

- Defeat the insurgent: fight your way to the Elder's house, enter it and kill the boss, completing the quest. Tish will offer to join permanently after the completion and the Elder will offer a reward to the player (can be sex for female players).

**Reward:** XP and 300gp (+1000gp from the Elder)

### **Tishtyra's Affection:**

+1 if you compliment her in the temple

-1 for being rude

+1 for being helpful to the nexilins

-1 for saying they are desperate

+2 if you recruit her

-2 if you refuse her

Meredith's Affection:

+1 for supporting her in Ahriman

-1 for saying she's a coward

### **Aid for Novos**

Novos is accessed through the first sailor in the top.

- Travel to Novos: take the boat, after arriving, Galhart will join the party temporarily. Walk to Novos and fight the dwarves on the way, after arriving Galhart will leave.

- Visit Galhart: his home is located in the east side of the city, it's the first door. Talk to the King, to receive instructions. Galhart will offer to join permanently.

- Talk to Quartz: he is located south of Galhart's house, next to the tunnels. Fight the ambush and walk through the cave.

- Free Novos: sneak in until you find the kids. The quest will end after choosing a ruler for Novos.

**Reward:** XP and 300gp

### **Galhart's Affection:**

-1 if insult him at the landing

+2 for accepting him

-2 for refusing

### **Crisis in Summeredge**

After completing two of the previous quests, a messenger will appear in Slink and invite the player to a ball in the city. The quest will start automatically, but the third Aid quest will be available after completing this one.

- Explore the city: go east of the main area, on the far left a man will escort the player to a tailor and show his true self. After exiting the tailor, the player will meet Zent who will join the party with a plan to free the city.

- Enter the castle: walk north and fight the guards at the entrance.

- Free Summeredge: walk all the way north of the Catacombs and fight the boss in the castle, after that Zent will offer to join permanently and the city will be free for exploration.

**Zent's Affection:**

+1 if you recruit him

**Ruksana's Affection:**

+1 if you let her talk while confronting Nyro

**A Mysterious Call**

After completing the questlines for the four main cities, go back to the castle. At the entrance, Gajah will talk to the player by possessing Meredith and start the quest.

- Travel to Veralia: the boat will be available after the beginning of the quest in Slink, the middle sailor at the bottom, go east and say the password "whatever" to the guard.
- Investigate the temple: talk to Gajah in his home near the crystal, he will ask to investigate the old temple. Go north, east and another north of the village, kill the odd enemy, take the note and read it.
- Return to Gajah's house: go back to the village, enter his house and talk to him.
- Talk to Tamasek: enter the big house at the top of the village, talk to Tamasek, talk again when you're ready for the boss, then kill it. Choose to kill or imprison Tamasek.

Warning: after returning to the village, entering Gajah's house will trigger the ending of the first act, be sure to complete all Oakshire quests and scenes before proceeding.

**Reward:** XP and 400gp

**Morality:**

-3 if you kill Tamsek  
+3 if you imprison him

**Gajah's Affection**

+2 if you let him talk through Meredith  
-2 if you threaten him  
+1 if you recruit him  
-1 if you refuse and insult him  
+2 if you try to say Tamasek did what her believed  
+2 if you spare Tamsek

**Gajah's Corruption:**

+2 if you kill Tamasek

**Oakshire on Fire**

After completing the previous quest, the player will briefly be transported to another plane where they will meet Eylia, then be transported to Oakshire.

- Save the townspeople: there are still some survivors next to the blacksmith, fight your way to them.
- Recover the relic: go east and fight the orcs trying to dig the relic. Grab it and go back to Irvok.
- Go to sleep: return to the castle and sleep in your bed to star the Act II

**Meredith's Corruption:**

+2 if you say you're sorry for her parents' death  
-2 if you comfort her

**ACT II****Voyage into the Unknown****Fire and Sword****A New Hope****Hunt for the Relics****Seeker of the Sword****A Moment of Peace****The Last Piece****Urision Heart**

## **The God of Death**



# OAKSHIRE

## Visit Cassandra!

Cassandra's shop is located northeast in the town, talk to her browse her shop and walk way to begin the quest.

- Promote the shop: Talk to the villagers and choose to promote her shop, once you talked to seven people, go back.
- Slander the shop: alternatively, you can slander the shop instead, the quest will fail but enable a sex scene in Act II.

**Reward:** XP, 100gp, +5 healing potions or discount.

### Morality:

- +3 for promoting the shop
- 3 for slandering

### Meredith's Affection:

- 1 for refusing the quest with 3 or less CP
- +1 for promoting the shop with less than 10 CP
- 2 for slandering with less than 10 CP

### Meredith's corruption:

- 2 for promoting with less than 10 CP
- 1 for promoting with more
- +2 for slandering with less than 10 CP

### Ruksana's Affection:

- +1 for promoting the shop with less than 6 CP
- +1 for slandering the shop with 6+ CP
- 1 for slandering the shop with 6+ CP

### Ruksana's Corruption:

- 1 for promoting the shop with less than 6 CP
- +1 for slandering the shop

### Clawyn's Affection:

- +1 for promoting the shop

### Clawyn's Corruption:

- 1 for promoting the shop

- +1 for slandering the shop

### Galhart's Affection:

- +1 for promoting the shop

### Galhart's Corruption:

- 1 for slandering the shop

## A Guardian's Task

To start the quest, talk to dwarf in the blacksmith and ask about Guardians.

- Find Dwarven Ale: go north then east of the village, enter the house and pick the ale in the chest.
- Return to the blacksmith: turn in, you can choose between gold or the Guardian class.

**Reward:** XP and 150gp or Iron Armor and Guardian class.

## Revenge

Talk to Linea in her hut north of Oakshire, ask about Rangers.

- Find the Bow: go east, in the same area as the previous quest, enter the tomb and pick the bow at the end of the dungeon. While walking back, female players will be approached by tentacle monster, both genders will be approached while exiting, when Rulwe can be recruited if you didn't attack him.
- Return to Linea: go back to the hut and choose between the class or a weapon. In the second case, get it from the table.

**Reward:** XP and Silver Hand Blade or Ranger class and Short Bow

## Nestro's Task

This quest requires the player to have less than 5 corruption points, if not or if the player chooses so, you can kill him and free the Cheat Demon.

- Gather the items the warlock needs: Spider Legs, dropped from the spiders outside the tower. Females will also need Horse Cum, it can be obtained in the Slinsk Stable.

- Return to the Warlock: turn in in the same spot.

**Rewards:** XP and Robe of Apprentice and/or Book of Warlock if for killing him

**Morality:**

- +5 for refusing to help him
- 5 for completing the quest

**Meredith's Affection:**

- 1 for accepting the quest
- +1 if you decide to kill him instead

**Ruksana's Affection:**

- 1 for accepting the quest
- +1 if you decide to kill him instead

### Oakshire's Secret

The quest can be starting after arriving in Slink, Meredith will ask to talk, listen to her and accept her quest.

- Travel to the apothecary: go to Meredith's house and talk to her father.
- Investigate the lair below Oakshire: talk to the man outside the pub and say you want to make money, say the same thing at the door, fight or talk your way to Momma C.
- Free Valeria: after talking to Momma C, talk to the guy on the way out, again to proceed and kill the boss.

**Meredith Affection:**

- +1 accepting the quest in Slink
- 2 for ignoring her
- 4 for refusing the quest
- +1 for agreeing in the shop
- 1 for declining
- +3 after talking to her parents in the shop

### Paladin's Pledge

In the temple west of the village, talk to the head nun and ask to see the Paladin, accept the quest. Demoness will leave temporarily until the end of the quest.

- Find the Goddess: read the Paladin's map and go to the same map with the Warlock Tower. Follow the path indicated in the map and talk to the Goddess. Choose between having sex with her or planting seeds in the forest.

- Return to the Temple: if you left Succubus in there, she will ask to abandon this quest and corrupt the nuns, accepting will make her rejoin. Otherwise turn in to get the Paladin Class.

**Reward:** XP and Paladin class plus a 1/5 of Pregnancy for females in the scenes with the Paladins.

**Morality:**

- 9 total for corrupting the nuns

**Meredith's Affection:**

- +1 for accepting the quest
- +1 for completing with less than 10 CP
- +1 for corrupting the nuns with 10+ CP
- 2 for corrupting the nuns with less than 10 CP

**Meredith's Corruption:**

- 1 for accepting the quest
- +1 for discovering you had sex with the goddess
- +1 for corrupting the nuns with 10+ CP
- +2 for corrupting the nuns with less than 10 CP

**Succubus's Affection:**

- 1 for asking about the form
- 4 for completing the quest
- +4 for corrupting the nuns instead

**Ruksana's Affection:**

- 2 for corrupting the nuns with less than 6 CP

**Ruksana's Corruption:**

- +1 if you talk to Succubus while turning in
- +1 for corrupting the nuns

### Amulet of Light

After Reaching Slink, go back to Oakshire's pub and talk to the Old Man with Meredith in party.

- Get the amulet: there are two options: either attract him outside and kill him or let him have his way with Meredith.

**Reward:** Amulet of Light

**Morality**

- +2 for refusing if you refuse with 10 or less CP
- 1 for accepting with 10 or more CP
- 5 for killing him

**Meredith's Affection:**

- 2 if you force her to have sex with him
- +3 for refusing
- 1 for killing him

**Meredith's Corruption:**

- +2 for having sex with 10+ CP
- +3 if she has less than 10
- +2 for killing him

**Aetherius**

West of Oakshire, there's a temple with a magic sword meant for the chosen one, you'll need more than -10 CP to enter the temple.

- Remove the sword: you'll need a morality of 50 or more to take it.

**Rewards:** Aetherius

**Lost Boy**

After liberating Summeredge, you'll encounter a boy in the forest in the way to the Warlock's tower. Talk some sense into or not.

**Morality:**

- 2 for ignoring him
- +1 for telling to use his anger for good
- 1 for saying it's of no use

**Ruksana's Affection:**

- +2 for defending the orcs
- 1 for saying they are part of the problem

**Clawyn's Affection:**

- +2 for saying orcs are part of the problem

**WARNING!** Because of reasons the quests in the village will be unavailable after the Act I, so make sure to complete them all before that.

**SLINSK**

**Family Heritage**

After visiting the blacksmith in the city, Elizabeth will ask the player to talk to her in her home.

- Recover the box: after talking to Elizabeth in her house, go west of Slinsk to the house in the area immediately after the cave from Act I and recover the box.
- Return to Elizabeth: despite her warning not to, the player can open the box to get a sex scene later instead of gold, otherwise return the box unharmed for your reward.

**Reward:** XP and 100gp

**Bounty: Werewolf**

To get this quest, the player must visit the Bounty Hunters' Guild in the southwest corner of the map.

- Track down the werewolf: click in the marked spot between the stable and the house, then go down the well.
- Deal with the werewolf: there are several options for dealing with him, you can kill the beast, convince him to go to jail (with Empathy) or have sex with him if female.

**Reward:** XP and 300gp

**Morality:**

- 2 for killing the werewolf because he couldn't make a deal
- +2 for convincing apprehending him

**Meredith Corruption:**

- +1 for killing the werewolf with 10 or less CP

### Bounty: Kistya

After completing the werewolf quest and in Act II, check the Guild for your second assignment.

- Find Kistya: she can be found in Ly'ras, in the map west then north of the village, in the northwest corner of the map.
- Deal with her: capture her to complete the quest or the player can set her free or accept her body for her freedom, either will result in failure of the quest.

**Reward:** XP and 2500gp

### Darkness Within

North of Slink, a man is preparing to enter and haunted crypt, offer to help him.

- Clear the Crypt: after parting ways, fight your way to the last chamber of the dungeon. There's a mini boss on the way with an optional scene for males.
- Protect the Necromancer: defend against several waves of ghosts while the mage completes the ritual. After that the player can steal or not from the crypt with a scene for females.

**Reward:** XP and 100gp (+550) from raiding the Crypt or unlocks the Necromancer Class

#### Morality:

- 3 for killing the Wolfgirl (-5 for females)
- +3 for sparing the Wolfgirl (+5 for females)
- 3 for raiding the tomb
- +3 for not raiding

### Brothel

For Farmer Origin only.

- Visit your mom: visit your mother in the house east of the stable, talk to her and then pick the pamphlet in the box.
- Ask for Adime: go to the inn and ask the innkeeper for Adime. You can either ask her to quit or use her if male or ask to work at the brothel if female.

- Work at the Brothel: ask the innkeeper to work and enter the room to the right

**Reward:** 130/200gp depending on the scene after working with 1/5 Pregnancy chance in scenes with vaginal sex

#### Morality:

- +5 for making her quit
- 5 for using her
- 2 for working at the brothel

#### Meredith's Corruption:

+2 if you visit Adime with Succubus and Meredith in party

### Peacebringer

West of Slink, there's a closed chest in the roots of a big tree

- Open the chest: you'll need at least 15 of morality to open it.

**Reward:** Peacebringer

### Orc Raiders

In Act II, talk to Irvoc in front of the blacksmith and agree to help him.

- Talk to Orc leader: go to the orc camp west of Slink and talk to the orc leader there.
- Deal with the orcs: there's an option for peace talk, but the orcs will not go away, to complete the quest you must fight them. After killing the orcs, free the prisoners for an extra scene if male.

**Reward:** XP and 750gp

#### Ruksana's Affection:

- +2 if you agree with her
- 2 if you all will be well
- +2 if you try diplomacy
- 5 if you say the orcs are a threat
- 2 if you say they are still guilty

**Clawyn's Affection:**

-2 if you ask the orcs to go the Deep Woods

**Orc Prison**

For females only. In the far west of Slink, there's a prison, talk to the orc in there to start the quest.

- Get the information: the orc prisoner will offer the location in exchange for sexual relief, accept it. Don't open your mouth to get the information or let him and skip to the third step.

- Get the treasure: go to the area northeast of the prison and click the mound. Plot twist: the treasure was a lie!

- Return to Slink: after arriving in the city and after liberating Summeredge, talk to Grayson near the port, he will offer the player to pacify some orcs with her body for a reward (a real one this time)

**Reward:** 300gp

**Morality:**

+2 for declining after seeing the orcs

-2 for doing it

**Tishtyra's Affection:**

+1 for doing for the gold

**Meredith's Corruption:**

+1 if you accept and she has less than 10 CP

**The Island of Geli**

For males only, if you impregnate them in Act II, the women will appear in Act III trying to get passage to their island.

- Help them: cover the 50gp of the supplies or threaten the man.

- Visit the island: talk to the girl in the island for a sex scene.

**Morality:**

+2 if you pay for the supplies

-2 if you threaten the man

**Roderick's affection:**

+5 if you let him participate in the orgy

-5 if you send him away

**Tending to the horses**

For females only. After liberating Summeredge, talk to the owner of the stable, accept to help him with the horses.

- Tend to the horses: either feed them or have sex with the animals.

**Reward:** 200gp

**Warlock Ritual**

After killing the Warlock in Oakshire, he will drop a book, read it and get the ingredients:

- Frostvein Flower: east then north of Novos, in the same map as the dwarf girl, pick the flower to the right.

- Stone of Glass:

- Ritual: the third item is book, pick all three and head to the cave behind the waterfall in Slink, it's located west from below the cliff where you fight two bandits and a wolf in Act I. Accept the Imp's term.

**Reward:** Warlock class unlocked

**SUMMEREDGE**

The Summeredge are available after the city is liberated by completing the Crisis in Summeredge questline.

**Slimy End**

Visit the Summeredge University at the east end of the city, talk to Twilia.

- Get the Book: let her examine the creature, then get the book "Trapping and Containing Dimensional Shifters" in the bottom left shelf.

- Return to Twilia: take the book back to the girl and let Rulwe have his way with her or not.

**Reward:** XP and 100gp

**Morality:**

- +3 if you help Twilia
- 2 if you do not

**Rulwe's Affection:**

- +3 if you defend him against poking
- 3 if say he's a pain in the ass

### Unseen Problems

Visit the pub and talk to Sandra and offer your help in her quest.

- Investigate the Petran: go to the farmlands, south from the main gate in Summeredge, kill five Petran groups and go all the way north to the blocked cave.
- Return to Sandra: update her on your quest and mention the strange tree wall.
- Stop the Witch: go back to the wall, let Sandra burn the trees and go in with her (or not). The Witch will drop the cave down on you, choose between saving Sandra or stopping the Witch, then fight the boss and choose what to do with Adel.

**Reward:** XP and 1/5 Pregnancy chance for females if you use the Witch

**Morality:**

- +2 if you spare the Witch
- 2 if you kill or have your way with Adel (males)
- +2 if you kill or have your way with her (females)

**Meredith's Corruption:**

- +1 if you save Sandra with 6+ CP and Meredith in party.
- 1 if you let her die
- 1 if she's out of the party regardless of decision
- +1 if you save Sandra with more than 4 CP

**Meredith's Affection:**

- +1 if you let her die and with 5+ CP

**Ruksana's Corruption:**

- +1 if you save Sandra
- +1 if let Sandra die and she has 6+ CP
- 1 if let Sandra die and she less than 6

**Ruksana's Affection**

- 2 if you save Sandra with 6+ CP
- +2 if let Sandra die and she has 6+ CP
- 2 if you save Sandra with less than 4 CP
- +1 if let Sandra die and she has less than 6 CP

**Roderick's Affection:**

- +1 for both decisions

**Clawyn's Affection:**

- +1 if you save Sandra
- 1 if you let her die

**Clawyn's Corruption:**

- +1 if she has 6+ CP

**Galhart's Affection:**

- +1 for both decisions

**Succubus' Affection:**

- 1 if you save Sandra
- +1 if you let her die

### Freeing the Slaves

Visit the Slums and offer help to the officer.

- Choose your slave: convince at least one of them and choose between Meredith and Ruksana.
- Make a performance: go to the room in the right with your pet and do not fake the whipping.

**Reward:** XP and 250gp or a Whip (go back to the Brothel for a ballgag)

**Morality:**

- +2 if you accept the quest
- 2 if you do not

**Meredith's Affection:**

- +2 if you comfort her
- 2 if you're rude to her
- +1 if you apologize after
- 1 if you dismiss her wounds

**Meredith's Corruption:**

- +2 if whip her

**Ruksana's Affection:**

- 2 if you're rude to her
- +1 if you comfort before doing the whipping
- +2 for whipping her

**Ruksana's Corruption:**

- +2 if you're rude to her

**Dog Adoption**

In front of the University there's a stray dog, talk to it and decide whether you will adopt the dog or not.

**Meredith's Affection:**

- +2 if you adopt the dog and she has 14 CP or less
- 2 if you leave the dog and she has 14 CP or less
- 2 if you adopt the dog while she has 15+ CP

**Summerheat Club**

While walking in the front of the Arena, a masked man will give you an invitation.

- Visit the Club: go to the armor shop, ask for a curtain and go down, talk to the woman in the last room for a scene for males.

**Morality:**

- 2 if you fuck Anna (nobles only)

**A Mysterious Note**

Visit the inn and talk to the innkeeper, read the note to initiate the quest.

- Talk to Carys: you'll go alone to her camp, talk to the furry girl, then talk to the man in the road.
- Get the keys: get the keys from the east and west rooms, be sure to take the treasure from the east room.
- Free the Slaves: go to the north room, kill the boss, pick the gold bars and free the slaves.

**Reward:** XP and up to 900gp

**Morality**

- +1 if you help the man (1 health potion)
- 1 if you do not

- +1 if you share the treasure
- 1 if you lie about it
- 1 if you say you're not staying after getting the gold

**Carys's Affection:**

- +1 if you say people should stick together
- 1 if you're doing it for the money
- +1 if you say the bandits must be stopped
- +1 if you do not judge people by appearance
- +1 if you help the man (1 health potion)
- 1 if you do not
- +1 if you share the treasure with her
- 1 if you don't have sex after seeing her secret
- 1 if you say you're not staying after getting the gold

**A Cure for Seren**

After completing Cary's quest, on the north of the plaza, she will stop you and offer a quest.

- Get a Healer: enter the shop with or without Carys and convince the healer to help you, there are multiple ways to do that, including doubling his fee or seducing him and lying or not.
  - Defend the cabin: slavers will attack the cabin, defend it. You can offer a place at the castle later, she will accept if you have more than -12 of morality.
  - Recruit Carys: she will go with her dad if your corruption flags are 2 or more. A flag is gained by each companion with 5+ CP or if the player has morality below 5, if the morality 5 or more a flag decrease instead.

**Reward: XP****Morality**

- 1 if you refuse the quest bluntly
- +1 if you accept the quest
- 3 if you don't even try to get the healer
- +2 if you pay double for the healer (females only)
- 1 if you threaten the healer after lying to him
- 2 if you seduce him and honor your word later

**Carys's Affection:**

- +1 if you comfort her
- 1 if you say she must be more careful
- +1 if you accept her quest
- 1 if you refuse politely

- 3 if you refuse bluntly
- 3 if you go together and then abandon her
- +1 if you pay double
- +2 if you pay double and say she doesn't need to play back
- 3 if you refuse to pay double
- +1 if you seduce the healer and say it was for Seren
- 2 if you use her for seduction
- +1 if you get the healer
- 1 if you get the healer, but say she owes you
- 2 if you do not get him, but did your best
- 3 if you say it was a waste of time
- 5 if you didn't even try
- 2 if you lie to the healer and he walks away later
- +1 if take Seren's pack
- 1 if you stay silent
- 2 if you give the pack to Seren
- +1 if you're polite during the break
- 1 if you are not
- +1 if you say you're sorry
- +2 if you take Seren's backpack
- 3 if you leave it for Seren
- 2 if you tell to cut it out while talking to her father
- 2 if she stays with her father and you say it doesn't matter

**Seren's Affection:**

+1 if you are polite during the break

**Meredith's Corruption:**

+1 if you seduce the healer while she has 8+CP

**Arena Challenge**

The Summeredge Arena is located west of the shop district.

- Fight in the Arena: there are five battles in the main event, talk to Coroth in the left room and then proceed to the iron gate to fight and back to Coroth for rewards.
  - Spar with the Minotaur Brother: for females, after beating all challenges in the arena, you can talk to the trio and challenge then to spar, you'll need a Spatting Outfit from the armor shop.

**Reward:** 3100gp total and Pregnancy for females who have sex with the minotaurs

**Templar Investigation**

Go north of the shops, in the same exit to the catacombs during the Crisis quest, except after that it will lead to a Church.

- Talk to the Head Inquisitor: she will ask the player to help in her investigation by torturing and thief.
- Help her: head downstairs and torture the or not.

**Morality:**

- 1 if you punch the man
- 2 if you punch him again
- +4 you give up on torturing him
- 4 if you beat him with a hammer

**Succubus's Affection:**

- +1 if you say she's your friend
- 1 if you say she's under control

**Tishtyra's Affection:**

- 1 if you say the thief must be punished

**Summeredge Alliance**

In the barracks talk to Titania after completing the Novos main quest.

- Get money from Novos: talk to the Novos' leader and ask for credit, go down the caves and pick the crystals.
- Return to Titania: go back to her for your reward. Additionally, males can slap her for a sex scene.

**Rewards:** XP and Shield of Summer, soldiers will be available for the Castle with Caelan

**Morality:**

- 2 if you slap Titania
- 2 if you have anal sex with her



## SCENE GUIDE

### Companion Guide

#### Clawyn

N	M	F	Participants	How to get	Fetishes
1			PC, Clawyn	Castle - throne room with 5+AP	BJ, vag/trib
2			PC, Clawyn	Castle – sleep. After 1 with 10+AP, follow her outside and into the tent	BJ, anal
3			PC, Clawyn, Tish	Ornesse pub, after Ornesse main quest	BJ, public, shemale, breast expansion
4			PC, Clawyn, Tish	Castle right wing, during act 2 and after 3	BJ, shemale, DP/DAP
5			PC, Clawyn	Castle Forest, southeast, with 8+AP	69
6			PC, Clawyn, Meredith	Garden house, 5+AP for Clawyn and 8+ for Meredith. Variant with 13+CP for Meredith.	Lesbian threesome
7			Clawyn, Soul Eater	Act 2 Clawyn quest	Monster
8			PC, Clawyn, Ruksana	Act 2 and affection for both	BJ, trib

Tip: after completing the forest quests and the Ornesse one you'll have enough affection to trigger her first scene and the other can be triggered with the affection gained from the previous.

#### Tishtyra

N	M	F	Participants	How to get	Fetishes
1			PC, Tish	Castle – tent, after Ornesse main quest	BJ, anal, shemale
2			PC, Tish	Castle – bath house. After 1, during act 2, talk to her accept her proposal	Mutual HJ, shemale
3			PC, Tish, Clawyn	Ornesse pub, after Ornesse main quest	BJ, public, shemale, breast expansion
4			PC, Tish	Castle right wing, during act 2, after 2	69, shemale on male
5			PC, Clawyn, Tish	Castle right wing, during act 2 and after 3	BJ, shemale, DP/DAP
6			PC, Tish, Ruksana	Castle tent, with 8+AP for Ruksana and 6+ for Tish	shemale, BJ, DP
7			PC, Tish, Carys	After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys' secret	shemale, DP
8			Tish, Bath house girls	Castle – tent, talk to Demoness, pick red flower at warlock tower and white flower at Ornesse temple (west from the beginning)	BJ, shemale
9			PC, Tish, Zehra	After Ornesse main quest talk to Zehra (south of the inn)	shemale threesome
10			PC, Tish, Rulwe	Castle Tent, act 2, with 9+ AP	shemale, tentacles
11			PC, Tish, Mom	<b>Male Noble</b> , in the first scene in the Summeredge club do not push you away, on the next visit she will ask about Tish	Shemale, SP, spanking, incest
12			PC, Succubus, Tish +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help	Blowbang
13			Tish, Succubus, Meredith	Enter the castle tent in act 2.	BJ, Shemale, 69, sex, cum swapping

#### Meredith

N	M	F	Participants	How to get	Fetishes
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1			PC, Meredith	Castle – bedroom with 7+ affection. Can be played again with anal at 15+CP	Sex, anal
2			PC, Meredith	Any inn – sleep at an inn with Meredith in the party	BJ
3			PC, Meredith	Castle bedroom	Sex, anal
4			PC, Meredith, Ruksana	Castle - bedroom with affection for both girls and after their first scenes	FFM threesome
5			PC, Meredith, Clawyn	Garden house, 5+AP for Clawyn and 8+ for Meredith. Variant with 13+CP for Meredith.	Lesbian threesome
6			Meredith, horse	Castle stable, act 2.	Bestiality
7			PC, Meredith, horse	Castle stable, after 5	Bestiality, DP
8			PC, Meredith, horse	Garden house, act 2	Bestiality
9			PC, Meredith, Rulwe	Garden house, act 2	Tentacles
10			PC, Meredith, Galhart	Summeredge inn, talk to Galhart. Alternate text with 7+ CP	MMF threesome, DP
11			Meredith, Carys	Castle garden, take a bath at the lake and don't interrupt	Futa
12			Meredith, dog	Garden house - Pick the dog in front of Summeredge University and have some corruption. Anal variant with <i>exactly</i> 15 CP.	Bestiality
13			Meredith, Demon sisters	Castle Cave, act 2. Alternate text with 12+ CP	Futa threesome
14			Meredith, Younger Demon	Garden House, after 12. Alternate text with 10+ CP	Futa
15			Meredith, Demon Sisters	Garden House, act 3, she will give a quest and after that the scene will play. Alternate text with 10+ CP	Futa threesome, DAP
16			PC, Meredith, Old Man	Oakshire inn, talk Meredith into having sex for the amulet. If Male and 10 corruption for Meredith there will be extra content. *	Prostitution, MMF Threesome
17			PC, Meredith	Summeredge slums, during the slaves quest pick Meredith as your slave	Whipping
18			Meredith, plant	Cinkahn far east, there's a plant field there, talk to the man, on the next visit the scene will play	Vegetality...?
19			PC, Meredith and her mom	Castle after completing Meredith's quest and saving her mom. Alternate text with 8+ CP *	FFM threesome, incest
20			Meredith, imps	Summeredge club, act 2, the lady previous girl will quit, offer Meredith in her place. Alternate text with 10+ CP	blowbang
21			PC, Meredith	Garden house, pick up futa potion in Ornesse shop and talk to Meredith about it, will require some corruption	Futafication
22			PC, Meredith	Act 2, will require high affection, check on her house, she will talk about her pregnancy and stay in the castle for a while, in the next visit agree to have sex with her.	Pregnant, milking
23			Tish, Succubus, Meredith	Enter the castle tent in act 2.	BJ, Shemale, 69, sex, cum swapping

\* Scenes must be completed during act I.

Tip: be warned that many of her scenes involving fetishes and experimentation will raise her corruption if you do not select the proper options in dialogue.

## Ruksana

N	M	F	Participants	How to get	Fetishes
1			PC, Ruksana	Orc camp near Slinsk, just accept her offer	Sex
2			PC, Ruksana	Castle garden with 5+ affection	Sex
3			PC, Ruksana	Summeredge slums, during the slaves quest choose Ruksana	Whipping
4			PC, Ruksana, Meredith	Castle bedroom, some affection and after their first scenes	FFM threesome
5			PC, Ruksana, Tish	Castle tent, with 8+AP for Ruksana and 6+ for Tish	shemale, DP, threesome
6			PC, Ruksana	Castle interrogation room, act 2, pick the whip and have your way with her	sex/cunnilingus, anal/rimming, whipping
7			PC, Ruksana, uncle	Deep Forest, near the cave entrance, talk to Ruksana's uncle and enter the wagon. Needs affection to trigger the threesome.	DP, Incest, threesome
8			Ruksana, Horse	During her quest, get the axe from Novos inn map and staff from Summeredge Uni, then proceed to Deep Forest northeast.	Bestiality
9			Ruksana, Horses	Castle stable with around 6 corruption. Alternate text with 15+ CP	Bestiality, DP
10			PC, Ruksana, Horse	Use the horse to return to Castle with around 5 affection and Ruksana in party after 8.	Bestiality
11			PC, Ruksana, Rulwe	Interrogation room, act 2 with 10+ AP. Alternate text with 10+ CP	Tentacles
12			PC, Ruksana, Carys	Castle bath house, act 2, will 8+ AP for Ruksana and 5+ for Carys	Futa, threesome
13			PC, Ruksana, bath house girl, Succubus	Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house	Public sex, dildo
14			Ruksana, Hippogryph	Act 2, throne room, accept the quest, go to Deep Forest northeast then west. Will -3 CP to trigger	bestiality
15			Ruksana, nexilins	Ornesse, act 2, check the panel in front of the inn with Ruksana in the party, ask the inn keeper and go south, the entrance is where there's a queue	Futa gangbang
16			Ruksana, Zoidberg thing	Castle beach	Monster sex
17			PC, Ruksana, Jenda	Emek's Rest, after defending the city, at the training arena	FFM threesome
18			PC, Ruksana	Castle Forest, during 6 choose to so it in the pussy, in the next visit to the castle she will talk about pregnancy and stay out of party for a while. After a time skip go to the forest northeast and talk to her.	Pregnant sex, milking
19			PC, Ruksana	Castle bedroom, talk to her in you room with high Affection.	Sex
Tip: some of her scenes require different corruptions, one easy way to do this is pick the high corruption option during her quest (10), check the high corruption scenes and talk her out of (10) after saving and then do (14) with low corruption					
Tip: her corruption comes from being slutty and submissive					
<b>Succubus</b>					
N	M	F	Participants	How to get	Fetishes
1			PC, Succubus	Castle cave with 8+ affection	Sex, anal

2			PC, Succubus	Castle cave, after picking up the golden dildo from Ornesse shop (click and the dildo to start the quest)	Double ended dildo
3			PC, Succubus	Castle bedroom, after 2 and picking up the second golden dildo from Xas museum (click at the crown)	Double double ended dildo
4			PC, Succubus, Rulwe	Castle cave, after talking with Rulwe about you friends	Tentacles
5			PC, Succubus, +2	Castle cave, talk to succubus them ask two of your male/shemale companions for help	Blowbang
6			PC, Succubus	Castle bedroom, act 2, sleep in your bed with 5+AP, the Demoness will visit with and ask for sex	Futa
7			PC, Succubus, Inquisitor	Castle throne room, act 2, she will be waiting in the dungeon entrance, take the quest bang the inquisitor	Threesome, Futa
8			PC, Succubus, Roderick	Castle cave, act 2, talk to Roderick then to Succubus and follow her instructions	Threesome, Tentacles
9			PC, Succubus, Nuns	Oakshire temple, pick up the quest with Succubus in party, she will leave and return when you get back in the temple, accept her offer to corrupt the nuns	Orgy
10			PC, Ruksana, bath house girl, Succubus	Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house	Public sex, dildo
11			Succubus, waitress	Castle inn, just click on her and look	Oral
12			PC, Zent, Succubus	Castle library (middle east in the quarters)	Sex, anal, femdom
13			Succubus	Castle abandoned quarters, act 3, first you need to assign orc soldiers to the castle with the orc emissary in the conference room then the scene will start randomly (1/3 chance)	Gloryhole
14			Tish, Succubus, Meredith	Enter the castle tent in act 2.	BJ, Shemale, 69, sex, cum swapping
<b>Rulwe</b>					
<b>N</b>	<b>M</b>	<b>F</b>	<b>Participants</b>	<b>How to get</b>	<b>Fetishes</b>
1			PC, Succubus, Rulwe	Castle cave, after talking with Rulwe about you friends	Tentacles
2			PC, Meredith, Rulwe	Garden house, act 2, some corruption	Tentacles
3			PC, Ruksana, Rulwe	Interrogation room, act 2 (?)	Tentacles
4			PC, Rulwe	Oakshire tomb, during the huntress quest do not attack him	Tentacles
5			PC, Tish, Rulwe	Castle Tent, act 2 with 9+ AP from Tish	Shemale, tentacles
6			Rulwe, Twilia	Summeredge University, talk to Twilia on the right, and don't interrupt	Tentacles, belly bulge
<b>Zent</b>					
<b>N</b>	<b>M</b>	<b>F</b>	<b>Participants</b>	<b>How to get</b>	<b>Fetishes</b>
1			PC, Zent, Succubus	Castle library (middle east in the quarters)	Sex, anal, femdom
2			PC, Zent	Castle garden, take a bath in the lake	Voyeur, femdom
3			PC, Zent	Castle garden, take a bath in the lake after 2	Voyeur, femdom, bondage

4			PC, Succubus, Zent, +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help	Blowbang
<b>Roderick</b>					
N	M	F	Participants	How to get	Fetishes
1			PC, Roderick	Castle dungeon, talk to him, accept his offer	Toy, anal
2			PC, Roderick	Castle cave, act 2, talk to Roderick then to Succubus and follow her instructions	Threesome, Tentacles
3			PC, Roderick, Tribal Girls	Slinsk, act 3, agree to help the girls, travel to their island and invite Roderick	Orgy
<b>Galhart</b>					
N	M	F	Participants	How to get	Fetishes
1			PC, Galhart, Meredith	Summeredge inn, talk to Galhart	MMF threesome, DP
2			PC, Galhart	Castle storage, after recruiting him accept to go on a drinking game	sex
			PC, Succubus, Galhart +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help	Blowbang
<b>Gajah</b>					
N	M	F	Participants	How to get	Fetishes
1			PC, Gajah	Castle Library, after Mayla's Cerberus scenes and before the ending of the act2. (I was only able to get it editing the switch 3504 with a save editor)	Diphallism
<b>Carys</b>					
N	M	F	Participants	How to get	Fetishes
1			Meredith, Carys	Castle garden, take a bath at the lake and don't interrupt	Futa, Furry
2			PC, Carys	After her first quest	Futa, Furry
3			PC, Tish, Carys	After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys' secret	Futa, DP, furry
4			PC, Carys	Get enough affection and ask about her dick	Male on futa, furry, handjob
5			PC, Ruksana, Carys	Castle bath house, act 2, will 8+ AP for Ruksana and 5+ for Carys	Futa, threesome, furry
6			PC, Carys	Castle bedroom, after 4 and in act 2 go to your room, accept Carys.	Futa on male, 69
<p>Tip: Carys and Seren can be recruited in Summeredge, go to the inn pick the letter and use, complete the quest. Once you go to the north area, Carys will stop you and ask for help with her sister, help her and offer a place at the castle.</p>					
<p>Tip: Carys requires high morality to be recruited and to stay in party.</p>					
<b>Seren</b>					
N	M	F	Participants	How to get	Fetishes
1			PC, Seren	Castle left wing, go on a date with her and agree to have sex after	Furry
2			Seren, Minotaur	Castle, blacksmith, in Novos west side with the Minotaur and offer a place at your castle, then visit him once both are recruited	Furry
<b>Katelyn</b>					
N	M	F	Participants	How to get	Fetishes

1			PC, Katelyn	Castle chapel, talk to her until all options are exhausted	BJ
2			PC, Katelyn	Castle, after her Quest talk to Kat and say you still want her, on the next visit she will leave a note, follow her to the beach	Sex, incest
3			Katelyn, wolves	Castle forest, northwest, do not look away	Bestiality
4			PC, Katelyn	Castle Bath house, talk to her, stay	Massage
Tip: She will be available in act 3, talk to her in the inn and proceed northwest of the Cinkahn.					

Location Guide						
Castle						
N	M	F	Participants	Act	How to get	Fetishes
1			PC, Queen of the Deep	1	In the dungeon, next to the cave fall down the hole, agree to carry her eggs	Oviposition
2			Twilia, Queen of the Deep	1	In the dungeon, next to the cave fall down the hole, agree to find a mate for her, talk to Twilia at Summeredge University	Oviposition
3			PC, daughters	2	After 1, talk to the Queen once in a while, once the children are grown she will offer the scene	Gangbang, incest
4			PC, Ghost Girl	1	Ghost girl will appear randomly while sleeping at the bedroom	Oral
5			Mayla	2	Automatically during the Act 2 main quest, let it play	Bestiality
6			PC, Mayla	2	After her quest in Act 2 in the right wing she will offer a quest, do not kill her, talk to her in the dungeons between quest, on the third new dialogue she will offer her body for more comfort	Sex/anal, fisting
7			PC, Elyias	2	Flirt with her during the dialogues, she will offer the scene eventually	BJ, Sex, double ended dildo
8			PC, Orc milf	3	She will be waiting at the entrance in act 3, beat her and go to the bedroom	Sex
9			PC, Nadesha	2	Rescue her in Laroavia, talk to her between quests, she will offer the scene eventually	Sex, anal
10			PC, Demon	1	Pick the Module I from Ornesse Palace (you'll need to use the shard from the red globe), the Module II from Ly'ras northeast in the ruins, in the stairs left of the cave in the dungeon put the pieces, explore the demon realm. <b>Templar Male</b> will have more interactions with her	Sex
11			PC, Shadow	1	For <b>Templar Females</b> , you can't get the 10, but you can promise to help Beatrice, go the temple in Summeredge (north of the shops) get the book at the Uni, go back to the demon realm and the scene will play while exploring the dungeon	Selfcest, futa

12			PC, Vesta	1	For <b>Templar males</b> only, instead of the shadow, males can get the prison warden at the end of 11.	Sex
13			PC, Erika	2	After Ornesse 1, do a few quests and go back to the shop, buy Erika and talk to her in the castle	Milking
14			PC, Goo Girl	1	Castle mountain, talk to the woman at castle inn give her money, go to the mountain and accept the Goo Girl	Monster girl, BJ/futa, sex/anal
15			PC, Gangbang	1	After unlocking the club, get pregnant and sleep, Anna will offer the scene. <b>Female nobles</b> will get extra content *	Pregnant, Gangbang
16			PC, Caelan	1	After completing Titania's quest, talk to Caelan in Conference room, ask about their gender, say "she" is pretty. While walking away the scene will trigger, accept it.	Trap, BJ

Warning: to get pregnant scenes, you must turn it ON during character creation or edit the save (switch 3503).

### Oakshire

N	M	F	Participants		How to get	Fetishes
1			PC, Cassandra		Browse her shop, accept the quest and promote her store, refuse the payment.	BJ
2			PC, Guard		Just talk to her north then west of the village	BJ
3			Nun, bull		Go east of Cassandra's shop to the very end, accept the quest, go back <i>exactly</i> after exiting the barn. Do <i>not</i> leave it for later	Bestiality
4			PC, Nature Goddess		Accept the quest in the Temple, west of the village. The Demoness will leave temporarily but will come back after completion	Sex, cunnilingus
5			PC, Paladins		After completing 4 accept to have sex with the paladins. Can only be done if you miss Succubus' scene	MMF threesome
6			PC, Tiffany		Same as above, accept to have sex with Tiffany.	Cunnilingus
7			PC, Sailor		Inn, talk to the sailor and ask for an alternative form of payment	BJ

Warning: these scenes must be done before the ending of Act I.

### Slinsk

N	M	F	Participants	Act	How to get	Fetishes
1			PC, Wolf	1	After liberating Summeredge, on the road to Slinsk, just before arriving to town, southwest of the road you'll see the wolf, click on it.	Bestiality
2			PC, Horse	1	Accept the Warlock quest in Oakshire, go the stable ask to get the semen from the horses	Bestiality
3			PC, Horses	2	Visit the stables again, agree to calm the horses	Bestiality
4			PC, Wolfgirl	1	North of Slinsk, pick the necromancer quest, after defeating the Wolfgirl have your way with her	Furry, rape

6			PC, Wolfgirl	2	Get the quest from the man in front of the blacksmith, fight the orcs, free the girl, on the exit she will come to you	furry
7			PC, Elizabeth and Daughter	1	Go to the Blacksmith, accept Elizabeth's quest, open the chest and go after her when turning it in	Threesome, strap-on
8			PC, Imps	1	North of Slinsk, pick the necromancer quest, after beating the ghosts go for the loot and agree to have sex with theimps	Threesome, monster
9			PC, Orc	1	In the prison far west of Slinsk, in the second floor agree to suck the orc for the info (spoiler: there's no treasure)	BJ
10			PC, Orcs	2	After 9 do some quests and upon returning to Slinsk a man will offer the scene.	Gangbang, DAP
11			PC, Orcs	1	In the orc camp, go to the middle tent, lose to the orcs	Gangbang
12			PC, Mom	1	<b>Farmer male</b> only, talk to your mother in the house east of the stable, go to the top of the building and click the box. Go to the inn, use mom.	Incest, prostitution
12			PC, Mom	1	<b>Farmer female</b> only, talk to your mother in the house east of the stable, go to the top of the building and click the box. Go to the inn, ask to participate with mom. Working as a prostitute will give different scenes every time.	Incest, prostitution
14			PC, Werewolf	1	Get the quest from the bounty hunters office, in the well near the stable you'll find the wolfman	Sex
15			PC, Lankin, Prelek Captain	2	During your first boat trip in the main quest the Captain will talk about a ritual to smooth the journey, accept it	MMF threesome, diphallism
16			PC, Tribal girls	2	After rescuing the girls in the main quest accept their offer	Orgy, impregnation
17			PC, Imp	1	You'll need: blood from the Blood Temple in Ornesse, the warlock book from Oakshire tower and a flower from Novos, right of where you encounter the dwarf girl. Take all that to the cave behind the waterfall in Slinsk, two wests of the village, access from below the cliff.	Anal/Futa
18			PC, Mom	2	<b>Farmer origin</b> , visit mom after making her quit and offer to have sex with her.	Incest, sex/dildo

### Novos

N	M	F	Participants	Act	How to get	Fetishes
1			PC, Azureleia	1	West of the entrance, complete her quest and do not steal her purse	Sex
2			PC, Dwarven girl	1	East then north of the entrance, help her and complete her quest, talk to her at the inn	Sex, small girl
3			PC, Rosie	1	East of the entrance, at her house, complete her quest and accept her	Sex, futa



4			PC, Ironheart	1	Novos blacksmith, offer help to the smith and seduce the bon	Sex
<b>Ornesse</b>						
N	M	F	Participants	Act	How to get	Fetishes
1			Erika, Nexilins	1	After Ly'ras 2, check the poster, ask the shop keeper about the Golden Girl and pay to see her	Golden shower, shemale
2			Nissa, Clesola	1	Accept the quest from the woman in front of the inn, complete it, click on the door top right inside the inn	Shemale on shemale
3			PC, Matriarch	1	While heading north after the main quest a Nexilin will offer a quest, complete and accept the scene (can also start from the bounty hunter guild)	Big girl
4			PC, Calanthe	2	Go north twice and accept Calanthe's quest, let her have her way	Footjob/Futa
5			Calanthe, Zehra, Zakyia	2	After 4, talk to Calanthe near the crystal and go west with Tish in party, complete the quest, enter the courtyard click on the tent	Futa/shemale, DP
6			PC, Calanthe, Nexilins	2	After 5, go to the inn and talk to owner, accept Calanthe's proposal	Gangbang, fuck train
7			PC, Ashli and Ashford	2	<b>Soldier Origin</b> , talk to the emissary in the conference run to start the quest, proceed to Summeredge and then Ornesse, talk to the siblings in the inn	Threesome, incest
<b>Ly'ras</b>						
N	M	F	Participants	Act	How to get	Fetishes
1			PC, Elven Priestess	1	Accept her quest west of the village, pick the white flowers from the forest, buy lube from the orc vendor in the cave	Anal
2			Erika, Plant	1	West then north of the village, accept her quest, do not interrupt the plant	Tentacle, breast expansion
3			PC, Alistia	1	Northeast, on the far north of the map, escort the queen back to the village, offer your cock	BJ
4			PC, Orcs	1	Orc cave, beat the challenge, accept the honors	Bukkake
5			PC, Elven Girls	1	Southeast the south of the village, enter the bath	Lesbian threesome
6			PC, Slave	1	Orc cave, beat the challenge, enter the left area, have your way with the slave	Sex, anal, rape
7			PC, insects	1	Take the quest from the inn keeper at Ornesse after completing the main quest, talk to girl next to the southeast exit of the village, the scene will play while exploring the cave	Monster rape
8			PC, Kystia	2	Take the quest from the bounty hunter guild at Slinsk, go all the around the area from Erika's quest, talk to Kystia	Sex
<b>Summeredge</b>						
N	M	F	Participants	Act	How to get	Fetishes

1			PC, Witch	1	Get the quest in the inn, go to the farmlands, kill 5 monsters and check the wall on the top, to the inn and back to the farm, do not kill the Witch	Sex/anal, BJ, Futa
2			PC, Anna	1	In front of the arena you'll get an invite for the club, go there and talk to the woman in the last room. <b>Noble male</b> will get extra content.	BJ, anal, incest
3			PC, General	1	Talk to the general north them left of the crystal, go to Novos talk to the king complete the quest and go back, be mean to her	Maledom, BJ, sex/anal
4			PC, Minotaurs	1	Beat all challenges in the arena, on the next visit the minotaur brothers will offer to spar, you'll need the sparring suit from the armor shop. Visiting again will result in extra content.	BJ, gangbang
5			PC, Lady Trumere	1	<b>Thief female</b> only. After unlocking the club, Patch will send a letter to Oakshire, read it, get the quest in Summeredge, talk to the Lady in the club and accept a drink.	Femdom, bondage, face sitting
6			PC, Nobles	1	<b>Female Noble</b> only, go to the club, talk to Anna, in the next visit she will ask you to be have sex with some nobles	Gangbang
7			Cassandra, Insects	2	Summerheat club, slander her shop in act 1 (will lose her first scene) and check the club in act 2.	Monster, DP, oviposition

### Xas

N	M	F	Participants	Act	How to get	Fetishes
1			PC, Princess	2	Talk to the princess while exiting the inn, get anti pregnancy potion from the castle, rope from the orc cave and strong brandy from Slinsk inn, turn in at the palace	BJ, sex/anal
2			PC, Elven Boys	1	Get in the museum, talk to the statues to the left, click in the cabinet top right of the same area, go down	BJ, sex
3			Half Orc, Elven Guard	1	Walk into the mob with Ruksana in party	Sex, rape

Tip, Xas will be available via ship in Slinsk after the Summeredge main quest.

### Laroavia

N	M	F	Participants	How to get	Fetishes
1			PC, Arozi	East of the village, enter the Temple take the quest and complete it	Sex
2			PC, Minotaur	Take the quest from the woman in the north exit from the village, then proceed north twice, don't attack the Minotaur	Anal
3			PC, Naga	North, then two easts of the village, talk to the Naga. For females being nice or mean will result in different scenes	Monster, DP/DAP
4			PC, Kalynda	Pick the quest from the prelek in front of the bridge near the entrance of the village, complete it and in the next visit Milio will offer a new	Sex

				quest, go to the tavern northwest of the village and do not attack Kalynda	
Tip: after completing the Ly'ras, Ornesse, Novos and Summeredge quests return to castle and then Slinsk to get the ship.					
<b>Cinkahn</b>					
<b>N</b>	<b>M</b>	<b>F</b>	<b>Participants</b>	<b>How to get</b>	<b>Fetishes</b>
1			PC, Crystal	Get the quest from the bottom right building, go to the far east of the map, enter the cave, go right and fall down.	Monster
2			PC, Ameliandra	In the castle from Kat's quest go down the stairs and solve the puzzle floor tiles.	BJ, sex/futa
3			PC, Renda	After the main quest talk to her.	BJ, sex
Tip: Cinkahn will be available at the beginning of the third act.					
<b>Yakotin</b>					
<b>N</b>	<b>M</b>	<b>F</b>	<b>Participants</b>	<b>How to get</b>	<b>Fetishes</b>
1			Goblin girl, Ent	South and east from Yakotin, take the boat, play the wingman, on the next visit the scene will play	Size difference, huge penis, belly bulge
2			PC, Astafa	Talk to her in the entrance, the cave will be south and west from there and will be sealed, go back to her and return to the cave.	Sex, tentacles
3			PC, Warrior, Geisha	Talk to the warrior girl in the Red Light district, accept to go with her. Anal will require lube in inventory.	FFM threesome, anal, footjob
4			PC, Raciela	Accept the quest from her sister in the slums, ask to have sex with her (quest will fail tough)	BJ, sex
5			Silver, Living Armor	In the Mage's Guild, talk to Silver and complete the quest, let her have the armor, do some other quest and in the next visit the scene will play	Monster
6			PC, Dark Elf	While walking in the city you'll get a suspicious letter, read it, go alone to the top left door alone with less than 10 morality. Accept the quest and complete it	Cunnilingus/rimming
Tip: Yakotin will be available after the main quest from Cinkahn and Astafa's quest, go to the top right of the bridge map (the path will be blocked before that)					
<b>Emek's Rest</b>					
<b>N</b>	<b>M</b>	<b>F</b>	<b>Participants</b>	<b>How to get</b>	<b>Fetishes</b>
1			PC, Jenda and her Dad	After the main quest, in the main building talk to Jenda's dad	FFM threesome, incest, impregnation
2			PC, Ozak	After the main quest, return to the lizagon's village and talk to the man near the inn	Sex
3			PC, Futa Centauress	After the main quest, take the quest in the village and go north the two easts	Futa, bestiality
4			PC, Minotaurs	Before sleeping in the inn during the main quest, go right and talk to the minotaurs	Gangbang, DPP
5			Minotaur, Raptor	Go west then north of the village, talk to the woman in the hut, complete the quest then enter the back of the house from the right	Futa, bestiality
6			PC, Cerberus	After completing the main quest, return the same area as 5, take the quest and accept the scene	Monster girl
7			PC, Jenda, Ruksana	In the training area, after completing the main quest	FFM threesome

## PREGNANCY

To access the pregnant scenes, you must have turned it ON during character creation. For older save files or people who didn't turn it, you can use a save editor like RpgMakerSaveEdit, look for the switch 3503, PregnancyON, and change it to true then save.

There are three different characters that can get pregnant at the moment: Meredith, Ruksana and Female PCs, each with unique scenes.

- **Female PC:** after unlocking the Club Summerheat in Summeredge, have sex with one of the eligible fathers without drinking a AP potion first. Eligible fathers are: Paladins from Oakshire, Brothel Clients, Lankin, Ameliandra in Cinkahn, Adel the Witch in Summeredge farmlands, the Minotaur brother in Summeredge and the Wolf in Slink. Can be forced by turning on the switch 3562 and onwards, you'll need to mark the race of the child too.
- **Meredith:** can get pregnant from the beginning of act 2, she will unavailable for party while pregnant, will have a sex scene after a few time skips. She will have twins, that can be seen in the nursery if they stay in castle. Can be forced by turning on the switch 3554.
- **Ruksana:** can get pregnant in the act 2 interrogation scene if you choose to do have vaginal sex, will also be unavailable while pregnant and her scene will play after time skips (PC will comment while entering the castle). Can be forced by turning on the switch 3542.