

Peasant's Quest – Guide v.061

by [bartleby](#)

Peasant's Quest (by Tinkerer) is a nice little RPGmaker game. I've played quite a few games on this platform, and this one is actually pretty well thought-out and quite a bit of fun. The combat is generally well-balanced. Leveling isn't too grindy (in my opinion, anyway). And the sex scenes are pretty hot as well as being quite kinky. As of this version (.061), there is quite a bit of content in the game. Many different enemies, NPC's, and quests can be found. I hope that Tinkerer sticks with the game, because it has a lot of potential. When I made my way to the thread for this game on F95zone, I found a lot of different tips from players as well as a great many requests for walkthroughs. I like this game enough that I decided to make one. Enjoy! And if you like the game, please consider supporting Tinkerer on Patreon.

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SECTION 1: DISCLAIMER & GENERAL GAMEPLAY TIPS

DISCLAIMER: I am not the author of Peasant's Quest. I am also not a programmer or in any way "code savvy." My knowledge of Peasant's Quest is based on my own experiences playing the game and from F95zone posts in the game's thread. It is entirely possible (likely, even) that parts of this guide are incorrect. I apologize for this. If anyone spots any mistakes in this walkthrough, let me know (via post or PM) and I will attempt to fix them when I can. Also, I made the walkthrough during a period when I had some free time on my hands. I am going to attempt to keep it current with future updates, but my free time will dictate whether that happens or not (and how quickly).

Okay, now the gameplay tips.

- 1 Let's get the ugly one out of the way first – CHEAT MODE! There is a built-in cheat in Peasant's Quest. If you click on the small rocks in front of the stables, it will spawn a chest full of loot. I have not used this mode other than to see if it works or not, so I don't know anything about possible bugs it might cause. This guide was written based on a cheat-free playthrough.

- 2 There are a number of areas around the different zones in the game where you can harvest items (firewood, mushrooms, blue lilies, wild pumpkins, and other items). These spawns are all on a universal timer that respawns them every 7 game days. Pick them up when you see them as you will need them later in the game. You can sell them at the Item Shop in Weirdwood, but I DO NOT recommend doing so. You don't get much cash for them, and it's nice to have a good stockpile later when you need them for potions and quests.
- 3 As is the case in many RPGs, leveling is pretty slow at low levels, but it gets easier as you gain experience and improve your gear. The biggest hindrance in Peasant's Quest is HP & MP recovery. Early in the game, you will only be able to regain 5 HP and 4 MP each night (if you sleep in the farmer's barn). That's 5 HP and enough to recover the MP from one casting of Heal Small Wounds. Fortunately...
- 4 NOTHING in this game (except for the day/night cycle) is time-sensitive. If you want to restore a lot of health, feel free to spend multiple days just working for the farmer, working at the forge at the Smithy, and sleeping in the farmer's barn. Whether you spend a day doing this or 12 weeks, will have absolutely zero impact on events in the world. So... no rush.
- 5 Dog really IS man's best friend. One of the first things you should do in any playthrough is to complete the "Lost Dog" quest – it requires no fighting, gives you a free weapon, and unlocks a great XP & coin earning activity for the early game (the "Work the Forge" action at the Smithy). If you want to build up some XP and money before you head into the Goblin Forest, it is quite easy to gain a level or two by doing nothing but working for the farmer for 8 hours and then heading to the Smithy to work the forge 4 times for more coin and XP before retiring for the night in the farmer's barn.
- 6 As you get tired at the end of the day, you stats decrease – reducing your combat effectiveness. 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 have 10 dollar bills for ears. You will gain money from other sources as you play the game, but all other income pales next to the 20 coins per set of Goblin ears that the mayor of Weirdwood pays you. 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 you can reliably kill multiple Goblins per day, start staying at the Inn instead of sleeping in the farmer's barn. 20 HP and 14 MP in recovery each night is much better than the 5 HP & 4 MP you get from sleeping in the barn, and the 15 coin price of a room is paid for by one set of Goblin ears. If you are going to be using the Inn, though, it's a good idea to rent your room early in the day (like when you leave after waking up in the morning). If you lose track of time and get back to town after dark, the Innkeeper has gone to bed, and you can't rent a room... so get your key early if you want to avoid sleeping in the alley.
- 8 The gear that you can buy at the Smithy in Weirdwood is all the gear that is currently in the game, so buy upgrades when you can afford them. No better gear (as of version 0.61).

9 This last tip is really applicable to any RPG, but it's still valid. Save OFTEN and save in MULTIPLE SLOTS. You never know when you will want to backtrack to an earlier save.

SECTION 2: WORLD MAP & NOTES ON THE ZONES

		Witch's House								
		↓								
		Northern Forest	↔	The Sacred Well		Fridaheim	↔	Mountain Pass	↔	Tower of Dread
		↓				↓				
Western Road	↔	Weirdwood	←-----→			The Goblin Forest				
		↓				↓				
		The Forgotten Valley				Goblin Village				
						↓				
						Kroggoth Lair				

- Forgotten Valley: Enemies: Goblins & Armored Goblins (in mixed groups of 2 & 3)
- Fridaheim: Enemies – none.
- Goblin Forest: Enemies – Goblins, Armored Goblins, Boars (uncommon), Shakala (triggered)
- Goblin Village: Enemies – None
- Kroggoth Lair: Enemies – Bats, Kroggoth
- Mountain Pass: Enemies – Black Goblins
- Mine: Enemies – Black Goblins (can come in pairs), Magogh (quest enemy)
- Crystal Mine: Enemies - Ogre
- Northern Forest: Enemies – Goblins, Armored Goblins (uncommon), Boars (rare)
- Sacred Well: Enemies – none.
- Tower of Dread: Enemies – Armored Goblins (single or pairs), Boars
- Bat Cave: Enemies – Bat Creatures, Bat Breeders (uncommon)
- Weirdwood: Enemies – none.
- Spider Cave: Enemies – Giant Spiders, Spider Queen (triggered by clicking an egg)
- Western Road: Enemies – none.
- Witch's House: Enemies – none.

For details on the enemies, see **Section 7: Bestiary**.

SECTION 3: WEIRDWOOD TOWN LOCATIONS

Alley – Gwynneth

Sleep here for free if you have nowhere else to sleep. It sucks. You lose 3 HP.

A prostitute named Gwynneth hangs out near the alley. 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 accepts the following gifts: Jewelry

If you give Gwynneth jewelry three times (can be purchased for 20 coins from the item shop), she gives you a permanent discount on all of her services.

Carpenter – Marcus

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

Farm – Farmer

You can work for him (takes 8 hours) for 15 coins and access to his barn as a sleeping location. The barn isn't as good as a room at the inn, but it's a lot better than 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 (repeatable)
Sleep in Barn	+5 HP, +4 MP

Inn – Innkeeper, Alice, Gabriel

Drink a Pint	5 coins	+1 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 take 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 interactable character in the Inn. See the "Innkeeper's Daughter" quest.

Alice accepts the following gifts: Flowers

*The Innkeeper goes to bed when night falls, so if you want to have a room to sleep in, it's a good idea to rent a room early in the day (like first thing in the morning) before heading out to adventure. Otherwise, you might get stuck sleeping in the alley. Also, completing the quest "The Innkeeper's Daughter" reduces the effects of sleeping in the inn (see quest description for details).

Item Shop – Shopkeeper

Magic Water	30 coins	<i>Restores up to 20 MP</i>
Flowers	20 coins	<i>Gift for Alice</i>
Jewelry	20 coins	<i>Gift for Gwynneth</i>
Bandages	10 coins	<i>Heals up to 21 HP</i>
Bottle of Wine	14 coins	<i>Used for the "Sacred Water" quest</i>
Elven Wine	30 coins	<i>Used for the "Sacred Water" quest (not sure about benefit)</i>
Padlock	30 coins	<i>Gift for Frida</i>
Bushel of Vegetables	20 coins	<i>Gift for Frida</i>
Torch	10 coins	<i>Allows you to see inside of caves. Lasts for one day.</i>

Mayor's House – Hans

If you talk to him, he tells you about available work at the farm on the east side of town. He also gives you the quest "Goblin Ears." If you talk to him again, he gives you the "Witch Trouble" quest.

Smithy - Blacksmith

Talk to the Blacksmith to get the “Lost Dog” quest. Completing it unlocks the “Work the Forge” action. Later in the game, the Blacksmith offers help in the quests “Spyglass,” and “Innkeeper's Daughter.”

Sword	400 coins	Att: +3, Ag: +2
Axe	400 coins	Att: +4
Bow	400 coins	Att: +2, Ag: +5
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

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

Stables – Beth

Talk to Beth and help her out. When you catch her in the act, agree to be quiet. This makes her happy and opens up the option to buy horse cum (important later). Helping her out 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	200 coins	<i>A red sheer night gown</i>
Black Skimpy Dress	200 coins	<i>A tiny black see-through dress</i>

SECTION 5: QUESTS

Peasant's Quest doesn't have an actual quest journal (yet?), but there are definitely quests in the game. I have taken liberties with naming them. They are listed alphabetically in this section. At the beginning of each quest's description, I have listed any prerequisite quests that need to be completed first as well as some suggestions about how strong the MC needs to be.

- 1 The Apprentice
- 2 Bat Breeder
- 3 Boar Hunt
- 4 The Chosen One
- 5 The Crown of Sorcery
- 6 Female Goblin
- 7 Goblin Alchemy
- 8 Goblin Ears
- 9 Goblin Tactics

- 10 Innkeeper's Daughter
- 11 Lost Dog
- 12 Maternity Wear
- 13 Missing Girl
- 14 Missing Shipment
- 15 Puppies!
- 16 Rats!
- 17 Sacred Water
- 18 Sheep Killer
- 19 Spyglass
- 20 Temple of Qetesh
- 21 The Tower of Dread
- 22 Wedding Dress
- 23 Witch Trouble

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. 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 "gooey 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!**" /ducks

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 cutscene 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: Spells** for details on the spells. Since you now have access to crystallized eggs, check **Section 8: Crafting Recipes** to check out what they do.

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 Weirwood (if you haven't already) and buy the two 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.

Boar Hunt

Prerequisites: Rats!

After taking care of the rats in the Tower of Dread, Erevi tells you that she's getting low on food for Bolon and tasks you with hunting 18 boars to fill up the food stores. Thankfully, if you already have some boar carcasses in your inventory from leveling, etc, it will count those as part of the 18. If you should need to hunt some boar, the area outside the Tower of Dread is, by far, the best place to do it as they spawn there much more frequently than in The Goblin Forest or the Northern Forest. Once

you get 18 carcasses, 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.

Reward: +50 XP

The Chosen One

Prerequisites: The Apprentice

Well, it seems that the MC is 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 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.

Okay. What we want here are big creatures like Bat Breeders or Boars. 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.

– Interlude “Bat Breeder”

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. Quest complete! This unlocks the “Rats!” 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 to 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 agree 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.”

Female Goblin

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

PART 1: 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 loot 1 set of Goblin ears, and you have a chance to trigger the female Goblin spawn (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. It is also possible to just save before the first spawn and keep reloading your save until she spawns. When the female Goblin (her name is Shakala) shows up, she immediately attacks you. She is much harder than any other opponents in the forest. She has between 75 and 100 HP, and she hits a level 8 character in max gear for 12-15 damage. Once you defeat her, you can kill her for her ears (don't), leave her alone, or have sex with her (BINGO). She wakes up during the sex and seems to enjoy it. Cum inside of her. 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 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 again. 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. DO NOT FORGET TO HEAL YOURSELF IMMEDIATELY AFTER THE CUT SCENE. Come back to the Goblin Forest the next day 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. If she becomes pregnant, she will take you to her village 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 (+10 HP, +7 MP).

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

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 your principal means of earning cash for most of the game.

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.

Innkeeper's Daughter

Prerequisites: Buy a pint in the Inn and meet Alice.

NOTE: Completing this quest will permanently halve the amount of HP/MP you recover each night when you sleep in the Inn. So, it might be a good idea to put the quest off until you've leveled to the point where you can farm Goblins for XP without needing much in terms of recovery.

Raise Alice's affection with gifts. Giving her 3 bouquets of flowers will be enough. You can only give her flowers once per day though, so keep that in mind. Once you have given her flowers three times and built up the necessary affection, talk to her early in the day and ask her out. If you ask her out too late at night, she will go to bed after your date, and you will have to go through it again to progress the quest. If you talk to her and ask her out, she will say that she likes you but she's afraid of getting caught by her father. She says that if you can find some way to distract him, she will share a few drinks with you. Accept her offer. Go to the prostitute (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 (you pay her automatically if you have the money). Head back to the inn and talk to Alice. Go to the table and enjoy the scene with Alice.

Afterward, talk to her near the cellar stairs. 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 lady again, and you will give her the Boar carcass. You will lose one Boar carcass and receive two 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, head back to the Inn and go downstairs. When you go downstairs, you 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 automatically climbs up, finds the key, and makes a mold of it with the clay. Drag the crate back to its original position (there is a black stain on the floor there as well) and head to the Smithy. Click on the forge and "create a new key for Alice" (+20 XP). Go back to the Inn and give Alice the duplicate key.

Rent a room and sleep in the Inn that night. Enjoy the scene! From now on, this scene can repeat every time you spend the night at the Inn. If you talk to Alice in the Inn during the day, you can repeat the "date" scene as well (though you will have to pay Gwynneth again).

Lost 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. The dog is due north of the Mayor's house, at the edge of the map near a large rock. Return to the blacksmith.

Reward: +10 XP, Dagger. Completing this quest unlocks the "work at the forge" at the Smithy.

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 both dresses 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, or by turning in a boar carcass if you haven't done the "Innkeeper's Daughter" quest yet. 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. This completes the quest, and it also completes the content in Peasant's Quest (as of version 0.53).

Missing Girl

Prerequisites: None, but you should be strong enough to fight two goblins (level 4-5).

PART 1: 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 daughter, 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. 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 ask to see her tits. Return yet again, the following day. Give her some more firewood and this time ask to see her pussy. You are probably starting to hate Granny by now. When you go to talk to her the next day, she tells you that she feels bad about having you gather wood for her, and asks her to get her a guard dog so that she can go back in the woods.

INTERLUDE: At this point, you need to complete the "Puppies" quest to advance further. After you raise Frida's affection (give her the Padlock and some vegetables and then have "sex" with her), you can ask her for a puppy. If your relationship with her isn't good enough with her, she will refuse, but you can ask again after giving her more vegetables (and/or getting the Potion of Phallus Giganticus and using it on her). For me, the lock, one bushel of vegetables, and "sex" was enough to get her to give up a puppy. Just be sure to tell her that you need it to protect a friend and then deny it when she asks if the girl is someone that you are keeping on the side. She will give you Dire Wolf Balder (puppy). Take the puppy back to Mia. She takes you behind the shed and rewards you, but Granny catches you in the act and she gets "grounded until Tinkerer's next update." So, that's all of this quest for now.

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. 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 (you must have completed "Sheep Killer" first) for 50 coins. Go back to the ogre camp. You will need a 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 (you'll need another sheep).

Reward: 150 coins, +30 XP (+ 20 coins for each Potion of Phallus Giganticus you bring him.)

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 are no enemies in this zone, but there is a large house. 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 came and stole her puppies. She tells you that they took the puppies to the mountains to the east. 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.

Head east into the Mountain Pass and 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 click on the crate in the northeast corner for 200 coins! When you click on the marker on the bars, you rescue the puppies.

Head back to Frida's house and give her the puppies. You can now have sex with her... sorta. Talk to her and ask her if she's lonely. She mentions an ex named Grug (see "The Temple of Qetesh"), 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. The MC comments that he wishes there was a way he could make his penis larger. Well... there is. Remember that Potion of Phallus Giganticus you found during the "Missing Shipment" quest? If you go back to Ziva now and talk to her, you will have the dialogue option to ask about enlarging your penis. She teaches you the recipe for the Phallus Giganticus potion!

You can also give Frida gifts. She wants a Padlock first (to replace the door on her house). After that, you can give her 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. Not sure.

Once you have 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, though, there's no graphic yet (as of version 0.53).

You can also sleep at Frida's house now. Her bed restores 24 HP and 16 MP.

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. Go to Erevi's bedroom for your reward. The quest "Boar Hunt" is now unlocked!

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. Sacred Water is used to make most of the potions in the game (though it is not required for the Agility Potion). 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, you 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 your 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 (and so I have some wine for future water needs).

Note: one bucket of Sacred Water contains 10 x Sacred Water. For details on potions and ingredients, see **Section 8: Crafting Recipes**.

This quest is repeatable, so you can come back if you ever run short on water, or just want some more sex.

Sheep Killer

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

Talk to the farmer about work. After agreeing to work for him, he tells 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.

Reward: +50 coins, +20 XP (+ 8 XP and goblin ears for killing the goblin)

Spyglass

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 shit, you will hear a noise and spy on her (discovering her "secret"). She will ask you not to tell anyone. Be nice and offer to keep her secret. If you act like an asshole, you will close off this quest. 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. Talk 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, he can help you make one. He says that they used to mine crystals in the mountains before. The mines have been abandoned for a while, but he thinks that you might be able to find a crystal there. NOTE: To make it to the mines, you will need to gain a few levels, and even when you do make it there, you have to fight an Ogre upon entering. So, you will need to be fairly high level and well-equipped before proceeding. The abandoned crystal mine is in the Mountain Pass zone. After entering the Mountain Pass (see map), 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. Credit goes to [Spyrogen](#) for the image.



Save outside of the cave. The Ogre attacks automatically when you enter. I was able to beat the Ogre at level 7 with maxed out gear.... just barely. 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. You can now watch the full scenes with Beth and Samson when you help her clean the stables. There are two different scenes to see. You can watch one every day after helping her at the stables.

Temple of Qetesh

Prerequisites: Complete "Witch Trouble"

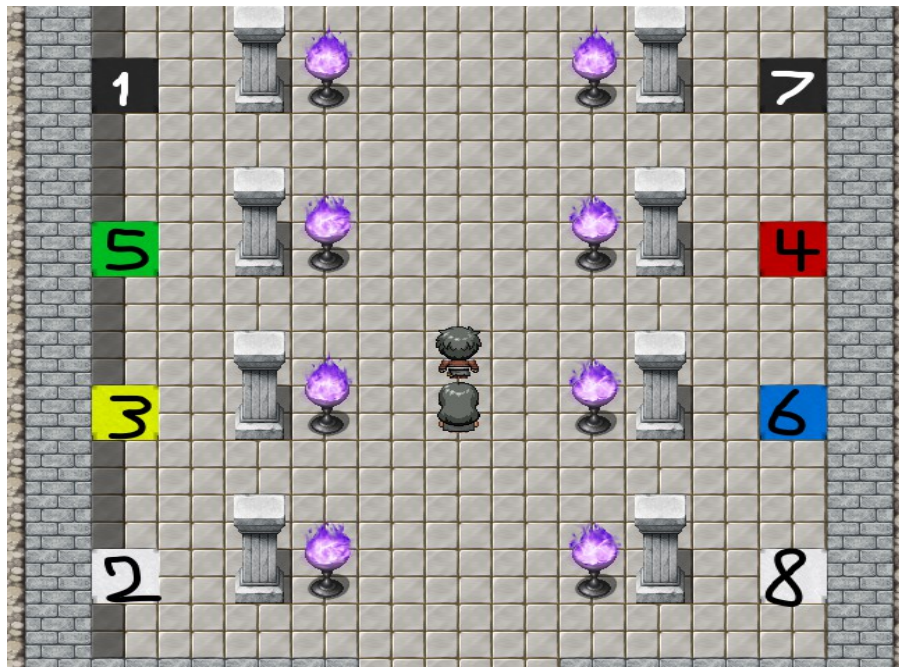
After completing "Witch Trouble" and returning to the Priestess, if you talk to her and select the "Worship Qetesh" dialogue option, she tells you about a ruined temple of Qetesh in the area which she believes still contains one of the chalices of Qetesh. She says that if she can acquire the chalice, she can make more advanced potions. If you help her find one of the chalices, she will 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 north of the entrance. Just click on it (it's rather large) and you can grab 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. 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. 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. As of version 0.53, Grug is the toughest enemy in the game. He has a LOT of health (maybe as much as 200), and he can hit a fully-equipped level 7 character for as much as 50 damage. To beat him at level 7, you basically have to keep Ziva on bandage/greater heal duty and hope to land at least one crit on Grug. Another option is to make several Healing Potions before starting this quest. In fact, if you plan to try killing Grug, I would strongly recommend it. If you DO manage to kill him, you get 70 XP & 50 coins. 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 killing 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.

Blue	White	Green	14	Black	Red
Red	11	12	13	Green	Yellow
White	10	Red	Blue	Yellow	Black
Black	9	White	5	4	3
Green	8	7	6	Blue	2
Yellow	Black	Blue	Green	Red	1

PUZZLE ROOM 2: In the next room, you have to hit the squares in a particular order to light all of the braziers. The correct order can be seen below. Credit to [magnussio](#) for the solution.



After solving this puzzle, you are able to retrieve the chalice. Head back to Ziva's house for a sex scene and some new potion recipes. You can use the chalice to make Fertility Potions or Barrenness Potions. See **Section 8: Crafting Recipes** for details.

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. This is actually the outside of the Tower of Dread, but you're almost there. Go east to a bridge, and you will be prompted if you want to cross the bridge to the tower. Do it! This is the infamous Lightning Bridge. As you cross it, you need to be 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). Once you make it across, the MC knocks on the door of the tower and gets a big surprise. Okay, now you've found the Tower of Dread. You automatically unlock the first quest in a new series - "The Crown of Sorcery."

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 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). If you accept, Shakala is happy, but Makith, the Shaman, tells you that Shakala is the daughter of a great Chieftan, 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. 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 pop a torch when inside. 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 around 120 HP, so it takes some killing. 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. Go back to the Goblin Village and present the pelt to Shakala. That night, you get drunk with the Goblins while Shakala is making the dress. When you wake up, 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! The next morning, if you speak with Shakala, she informs you that you will have to wait until the next game update for more content.

Witch Trouble

Prerequisites: None. You can get the quest as soon as you talk to the mayor after arriving in town, 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. 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 eggs, and loot the treasure pile in 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 her break the curse. 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 4 basic potions. See **Section 8: Crafting Recipes** for details. You can speak with Ziva again to start her next quest, “Temple of Qetesh,” if you like.

Reward: +150 coins

SECTION 6: NPC'S

Alice:	Daughter of the Weirdwood Innkeeper.
Beth:	Runs the Weirdwood Stables for her (drunk) father.
Bhrute:	Big Goblin in Shakala's village.
Blacksmith:	Runs the Smithy in Weirdwood.
Bolon:	Erevi's ogre servant.
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 who lives in the Tower of Dread.
Farmer	Owns a farm in Weirdwood. He is hiring!
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.
Innkeeper:	Runs the Prancing Donkey Inn in Weirdwood. Alice's father.
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.
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.
Shakala:	Female Goblin.
Shopkeeper:	Runs the Item Shop in Weirdwood.
Witch:	Mysterious hag that has the people of Weirdwood frightened.
Ziva:	Priestess of Qetesh (Goddess of Ecstasy and Sexual Pleasure).

SECTION 7: BESTIARY

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 in this section, though NPCs that you have the option to fight (like Grug) are included. Enemies are listed in order of difficulty.

- Goblin:** The weakest standard enemies in the game. They don't hit very hard and they only have 35 HP. After getting some levels and good gear, you can 1-shot these guys without critting.
XP: 8
DROPS: Goblin Ears (always), Bandages
- Bat:** Bats are (thankfully) only found in the Kroggoth's cave in the "Wedding Dress" quest. They have only hit for 3 damage, but they have a high chance of infecting you with a disease. Infection is like poison, but weaker. They come in groups of 2-3, attack quickly, and are very difficult to run away from. Their defense is incredibly low, so you will always 1-shot them, but they tend to dodge a lot. They are, to be perfectly frank, an annoyance monster.
XP: 8
DROPS: Nothing
- Armored Goblin:** Goblins with better defense and a bit more health (40 HP). Still not too tough with a couple of levels and some basic gear. With a Quarterstaff or better weapon, they can be reliably killed with two hits (though you will miss them more than regular goblins).
XP: 11
DROPS: Goblin Ears (always), Bandages
- Boar:** Wild Boars have a bit more health than Goblins, but they can still be killed with two hits if you have a decent weapon. The thing that makes Boars dangerous is that they hit considerably harder than Goblins. Even with good armor, they can still hit the MC for 8-12 damage.
XP: 14
DROPS: Boar Carcass (always)
- Bat Breeder:** Female versions of the Bat Creatures that resemble naked human females with bat ears. They are a fairly rare spawn in the Bat Cave and are easier opponents than the Bat Creatures. They seem to have less health than the males, and they hit for about half as much damage.
XP: 15
DROPS: Crystallized Egg, Cave Flower Nectar
- Giant Spider:** These are found in the cave just southwest of the town of Weirdwood. Spiders have around 50 HP and hit about the same as Armored Goblins, but they have one nasty twist – poison. When a Spider successfully attacks the MC, there is a chance that he becomes poisoned. Poison is a strong damage over time (DoT) effect that consumes health until it wears off.
XP: 15
DROPS: Venom Gland, Cave Flower Nectar
- Black Goblin:** You have to venture out a bit before you find these guys, but Black Goblins are considerably nastier than their green-skinned brethren. They have around 65

HP, so it will frequently take 3 hits to kill them. They also hit even harder than Boars (typically 10-12 HP to a well-armored MC).

XP: 16

DROPS: Goblin Ears (always), Bandages

Bat Creature: These are found in the cave outside of the Tower of Dread. By the time you get around to traveling to the tower, they aren't too tough. In fact, they are easier than the Black Goblins that you have to pass on the way to the Tower of Dread. They have around 60 HP, and hit a level 9 character in max armor for 7 to 9 damage.

XP: 20

DROPS: Cave Flower Nectar

Shakala: She is a fierce female goblin and your principal antagonist in the "Female Goblin" quest. She is considerably tougher than a normal or armored goblin. She is actually even harder than a Black Goblin. She has between 75 and 100 HP, and she hits a level 8 character in max armor for 12-15 points of damage.

XP: 30

DROPS: Nothing

Magogh: Magogh is the Black Goblin leader that you encounter at the end of the "Puppies!" quest. He has about 85 HP and hits in the 10-15 range (level 9 MC in max gear).

XP: 35

DROPS: 50 coins, Goblin Ears

Bhrute: Bhrute isn't really a monster... well, he's a very large Goblin, but, at the time you meet him, he is friendly. If you choose to fight him, it is for the quest "Goblin Tactics." He wants you to "prove your strength." Bhrute hits quite hard (16-22 damage for me), and he has at least 100 HP.

XP: 40

DROPS: Nothing (you don't actually kill him... you're sparring).

Spider Queen: This monstrosity lives in the egg chamber of the Spider Cave. She doesn't attack until you interact with the first egg, but she is a very tough opponent, and she DOES respawn when the cave loot respawns. I beat her at level 6 with max gear, but it was tough (I had to reload a couple of times). I don't remember her health, but I think it was at least 100 HP. She doesn't hit as nearly hard as the Ogre, but, like all spiders, she has a poison ability too. This makes fighting her a pain. FYI, she respawns (along with her eggs) at each universal respawn.

XP: 45

DROPS: Venom Gland (x2), Spider Eggs

Ogre: I have only encountered one fightable Ogre, and he is in the crystal cave that you enter for the "Spyglass" quest. He was pretty easy for a level 8 hero with maxed out gear. He had around 100 HP, and he hit for 10-15ish damage.

XP: 50
DROPS: Nothing

Kroggoth: You fight one of these at the end of the “Wedding Dress” quest. It wasn't that difficult of a fight for me. The Kroggoth had a lot of health – probably 120 HP+, but with full armor at level 8, it was only hitting me for 15-20 damage per hit. If you have one healing potion on you to refill your health to full, you can kill it pretty easily.

XP: 60
DROPS: Kroggoth Pelt

Grug: You encounter Grug during the “Temple of Qetesh” quest, and he is an OPTIONAL fight. If you choose to let Ziva “negotiate” with him, you can bypass the fight, and for good reason... he is TOUGH! I have found no drawback to letting her “negotiate” with him, and the following scene is quite hot, but if you must fight him (psychotic NTR aversion or just fore the challenge), be prepared for a tough battle if you don't have a stock of Healing Potions. He has approximately 200 health, and he hits a level 7 character in max gear for around 50 damage. This damage output will quickly outrun what you can heal with Ziva on bandage duty. If you have Health Potions, he is much easier. Just alternate a Health Potion with a bandage from Ziva every other round until he is dead. He is beatable without Health Potions, but you will probably either need to land a crit on him or get lucky with the RNG (he missed you a couple of times or attacks Ziva a couple of times).

XP: 70
DROPS: 50 coins

SECTION 8: CRAFTING RECIPES

For now, the only crafting in the game is Alchemy. You unlock recipes and crafting stations by completing the quests “Witch Trouble,” “Temple of Qetesh,” and “Puppies!”

After completing “Witch Trouble,” You can use Ziva's lab to craft stuff from the ingredients you've been picking up all over the place. 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

Poison: *All of the MC's weapons are poisoned. Lasts one whole day.*
2 Red Mushrooms, 2 Venom Glands

Agility Potion: *Increases Agility by 30%. Lasts one whole day.*
2 Spider Eggs, 1 Blue Lily

The mushrooms, lilies, and pumpkins can be found in surface zones. The cave flower nectar and the spider eggs are found in the spider cave (CAREFUL, the Spider Queen respawns as well!), and the venom glands drop from the giant spiders in the spider cave. 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 you two new potions.

Fertility Potion: *Increases your fertility. Lasts for one day.*
1 Cave Flower Nectar, 1 Spider Egg, 1 Sacred Water, 1 Human Seed

NOTE: As of version 0.52, Fertility Potions create variant versions of some sex scenes (typically a higher-volume cumshot). The potions work with all Bat Breeder scenes and sex scenes with Everi at the end of "Maternity Wear."

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, you have two options. When you interact with the chalice, you can jerk off to gain 3 seed, or you can speak with Ziva and ask her to milk you. She will ask for an 80 coin donation to the church, this repeats the sex scene from the end of "Temple of Qetesh," and you gain 5 more Seed.

After you complete the "Goblin Shaman" quest, you 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

Purple Mushrooms are more rare than red ones. They spawn outside of the Witch's house, in the southwest corner of the Goblin Village, in Fridaheim, and in the Mountain Pass.

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

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.

SECTION 9: 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.

Heal Small Wounds:	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.
Heal Severe Wounds:	MP Cost: 10	Heal Severe Wounds is something of a disappointment. I don't know if it's because of Ziva's crappy gear or her 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.
Lightning Bolt:	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!
Stun:	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.”

Mighty Blow:	TP Cost: 20	Mighty Blow is just a special melee attack that hits about 50% harder than a standard attack.
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SECTION 10: ROUGH WALKTHROUGH

If you read through this entire guide, this section shouldn't really be necessary, but for folks who just want a road map through the game, here is a walkthrough. It's as quick and dirty as a back-alley handjob, but it's a walkthrough nonetheless.

When you first arrive in town, I would recommend going straight to the Mayor's house (it's the biggest building in town). Talk to him to find out about farm work. You can pick up the "Goblin Ears" quest too if you like. Go to the farmer and talk to him. Then work on the farm. It takes 8 hours, but it guarantees you a free place to sleep for the evening. Until you get a few levels under your belt, I recommend starting every day by working for the farmer. On this first day, you should also feel free to explore and talk to people around town. Get familiar with the layout of the place. If you want, spend 5 coins in the Inn for a drink so that you can meet Alice. Talk to Gabriel at the Inn and then meet his daughter at the Stables. If you start a quest, no biggie. There are no time limits, and none of the quests in this game lock out any of the others. Whenever you're ready, proceed to the following.

- 1 **QUEST:** "Lost Dog" (don't forget to equip the dagger)
- 2 Work for the farmer and at the smithy until you're level 2. Don't buy anything yet.
- 3 **QUEST:** "Sheep Killer"
- 4 **QUEST:** "Missing Shipment"
- 5 **QUEST:** "Goblin Ears" Talk to the Mayor to pick it up if you haven't already.

LEVEL: Head to The Goblin Forest and kill Goblin for their XP and their ears. Note, you will see dead goblins lying on the ground. You can loot free ears off of them, but **SAVE FIRST**, doing so could spawn Shakala (see "Female Goblin") and you are **NOT** ready to fight her yet. Once you can reliably kill 3-4 goblins every day, stop working for the farmer and start sleeping at the Inn. Don't be afraid to use bandages (the Goblins drop them) to recover HP as well. Keep this up until you are level 4 or 5. Upgrade your gear while you're doing this. I recommend Sword for you weapon, though Quarterstaff is a good choice as well. When you get a better weapon, sell your dagger (you won't need it). Don't forget to turn in those ears!

- 6 **QUEST:** "Missing Girl Part 1" If you can't beat the two Goblins together, go back and level some more. If you don't care about saving the girl, you can do this quest earlier, but I don't recommend it (just in case there is a special benefit added later for saving her).

LEVEL: Back to the Goblin Forest. You might be able to beat the Female Goblin at level 5 (or even 4), but I wouldn't try it. You will need to be level 6 or so anyway, before doing "Witch Trouble," so I recommend staying the course. More Goblins! More ears! Don't forget to keep upgrading your gear.

- 7 **QUEST:** "Female Goblin" Once you hit level 6, you should be able to handle Shakala without too much difficulty. You can start trying to impregnate her, but hold off on the Goblin Village quests for now (if you unlock it).

8 **QUEST:** “Witch Trouble” When you get to the Spider Cave, you'll understand why you needed those levels and gear upgrades. Proceed with caution.

9 **QUEST:** “Sacred Water” Now that you can make Agility Potions, do this quest so that you can get a good stockpile of Sacred Water (for other potions).

10 **QUEST:** “Temple of Qetesh” You shouldn't have too much trouble unless you decide to fight the Giant. If you plan to do so, prepare accordingly.

LEVEL/GEAR: You should already be at least level 6, but if you haven't bought all of the gear that you need from the Smithy, do so before proceeding. You might also want to add a couple of “safety levels.” This is a good time to do it. After this point, we are going to alter your recovery capability at the Inn, and then head off for distant locales. So, level up, gear up, and make some potions if you like.

GOBLINS: If you've been visiting Shakala regularly in the Goblin Forest (either with or without Potions of Fertility), she should be pregnant by now, and you should have unlocked the Goblin Village, so let's do some of those quests now. Just hold off on “Wedding Dress” (don't talk to Shakala in the Goblin Village).

11 **QUEST:** “Goblin Alchemy” This is a simple quest and can actually be done with no trouble as soon as you unlock the Goblin Village.

12 **QUEST:** “Goblin Tactics” This is a bit tougher, but it's worth doing now to unlock the special ability.

13 **QUEST:** “Innkeeper's Daughter” This one can be done much earlier, but I don't like the way that it can interfere with Inn HP/MP recovery. So, I tend to save it until I'm ready to leave town.

14 **QUEST:** “Puppies!” You should be at least level 6-7 with all gear upgrades. If you like, you can also finish “Spyglass” (step 16) while you're doing this one since they are in the same area.

15 **QUEST:** “Spyglass” Yep, you should be strong enough to finish this one now.

16 **QUEST:** “Missing Girl Part 2” Should be pretty easy at this point.

17 **QUEST:** “Wedding Dress” Head back to the Goblin Village and finish things up there (for now) by doing this quest.

18 **QUEST:** “The Tower of Dread” Not really a quest, and you've been slowly working on it (whether you realize it or not) with steps 14-15. From this point on, the game gets pretty linear for a while. If you don't feel that you really need to, don't power level or spend money on non-essential things yet. The time for that is coming soon.

- 19 **QUEST:** “The Crown of Sorcery” Should be simple.
- 20 **QUEST:** “ The Apprentice” When you finish this one, you learn the Lighting Bolt spell. NOW you can seriously grind for XP/coin if you like.
- 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 Lighting 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.
- 21 **QUEST:** “The Chosen One” Get it started, then take care of the “Bat Breeder Quest. See the quest description for details.
- 22 **QUEST:** “Bat Breeder” Get your egg factory up and running! You will need quite a bit of coin to do this.
- 23 **QUEST:** “The Chosen One” Now let's finish this quest!
- 24 **QUEST:** “Rats!” Simple stuff.
- 25 **QUEST:** “Boar Hunt” Should be easy if you've been holding on to all of your boar meat.
- 26 **QUEST:** “Maternity Wear” You'll need to spend more money. End of current content.