ROUNDSCAPE: ADOREVIA
UNOFICIAL GAME GUIDE
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1. CHARACTER 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 od 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.

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 in the Conference Room who sell high level item for

**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.
Valor Gems and can assign soldiers for the castle. Caelan will be available after Titania’s quest in Summeredge and Shagara in Act III after her quest in the Castle.

2. COMPANIONS
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Carys</td>
<td>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 high 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.</td>
</tr>
<tr>
<td>Clawyn</td>
<td>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.</td>
</tr>
</tbody>
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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.
<table>
<thead>
<tr>
<th>Katelyn</th>
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<tbody>
<tr>
<td>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.</td>
</tr>
<tr>
<td>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.</td>
</tr>
<tr>
<td>In combat, she’s a good tank and her specialization has various buffs for allies and some offensive capability.</td>
</tr>
<tr>
<td>Spoilers!: She is also the player’s lost sister and can engage in incestuous sex or change to a more family friendly relationship.</td>
</tr>
</tbody>
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<thead>
<tr>
<th>Meredith</th>
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<tbody>
<tr>
<td>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.</td>
</tr>
<tr>
<td>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.</td>
</tr>
<tr>
<td>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.</td>
</tr>
<tr>
<td>Character</td>
</tr>
<tr>
<td>-----------</td>
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<tr>
<td><strong>Roderick</strong></td>
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<tr>
<td><strong>Ruksana</strong></td>
</tr>
</tbody>
</table>
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.
3. MAIN QUEST

PROLOGUE

Origins

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 to 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 Slinsk

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 Slinsk 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.

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**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 Slinsk, 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

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**Aid for Ly’ras**

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

- 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’s 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 Slinsk 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

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### 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 Tamasek
+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 he believed
+2 if you spare Tamasek

**Gajah’s Corruption:**
+2 if you kill Tamasek

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### ACT II

#### Voyage into the Unknown

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

- **Save the townspeople:** there are still some survivors next to the blacksmith, fight your way to them. If Meredith is in the party, there’s an extra scene where Meredith will find her dead parents.
- **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

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### Fire and Sword

#### Hunt for the Relics

The quest will start immediately after the previous. The next three quests will play in that order:

- **Find the first Relic:** complete the A New Hope quest.
- **Find the second Relic:** complete the Seeker of the Sword quest.
- **Find the third Relic:** complete the Last Piece quest.

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### A New Hope

After sleeping in the Castle, Eyilas will talk to the player and give some information.

- **Find Lankin:** go Novos West, talk to the guard in front of the prison and either bribe or force
your way in to free Lankin. Talk to him at the inn and again when you’re ready for the next dungeon.

- Recover the relic: go down the dungeon, past the bridge and lava path, in the next area go east and get the Sword Blade. After going back to the lava chamber, Lankin will open a path, do not go yet, instead go down and left, put the Sword Blade in the stone pedestal and pick the treasure in the secret room. Go to the path Lankin opened, kill the boss, pick the Armor of Nitratius from the chest and exit the dungeon.

**Succubus’s Affection:**
+1 if you knock the guard

**Roderick’s Affection:**
+2 if you knock the guard

**Galhart’s Affection:**
-2 if you knock the guard

**Zent’s Affection:**
-2 if you knock the guard

### Seeker of the Sword

In Oakshire, a messenger will tell the player Lankin wants to talk in Slinsk.

- Go to the Tower: talk to Lankin in Slinsk when you’re ready, then talk to your friends in the ship and with the Captain after you’re done.
- Find the Sword: enter the Tower and clear the first floor. On the second navigate the puzzle by avoiding the marked tiles, the Sword in the third floor.
- Get the Sword: while moving down the hall, a brief scene will play, after that kill the Boss, free the Flowers of Geli and go back to the Honor’s Call. Talk to the Captain to go back to Slinsk.

**Galhart’s Affection:**
+1 if you support him in the Black Eel
-1 if you tell him to stop complaining

### A Moment of Peace

The quest will start immediately after the previous.

- Sleep in your Castle: an orc chief will come and ask for help assaulting a fortress in power of Murkhal. Speak with the messenger in the courtyard when you’re ready to go.
- Clear to Fortress: kill the Goakuna, free the prisoners for more orc friendship and go to the next floor. Kill the boss and either free, leave or kill Zamoxys then move on to the next floor.
- Sleep in your Castle: Eyilas will give the instructions for the next relic and offer a sex scene for both genders.

**Reward:** Silvermoon

**Morality:**
+2 if you free Zamoxys
-2 if you kill him

**Meredith’s Affection:**
+1 if you say Rulgrok doesn’t need to do it
+2 if you free Zamoxys
-2 if you say Mayla can still stop

**Meredith’s Corruption:**
-2 if you free Zamoxys
+2 if you kill or leave him

**Clawyn’s Affection:**
+2 if you free Zamoxys
-2 if you leave him
+1 if you talk about the relics to Mayla

**Succubus’ Affection:**
+1 if you talk about the relics to Mayla

**Tishtyra’ Affection:**
+1 if you say Mayla can still stop

**Zent’s Affection:**
+1 if you ask Rulgrok to stop talking and concentrate

**Ruksana’s Affection:**
+1 if you say the orcs are just part of the problem
The Last Piece

After going out of the Castle, a scene will play with Mayla and the Cerberus, skip if you want and then proceed to find the Amulet.

- Find Lankin: ask at the Summeredge pub and then go to the Armor Shop. Kill the Bandits, talk to Saul and go to the University. Lankin will ask to meet you in the first place you drunk together, go to Novos Pub when you’re ready to proceed.
- Talk to the king: light the crystal if you haven’t already and go to the Palace ask the King for the Amulet. Check the attractions at the festival while you wait, the Goakuna will attack after you have seen all three.
- Defend Xas: kill the minions at the festival and then at the Reliquary. Go after the Champion of Murkhal, beat him and get the Amulet.
- Sleep in your Castle: talk to Eyilas one last time before going after Murkhal.

Usirion Heart

In the Throne Room after waking up, Mayla will offer her help defeating Murkhal in exchange for her freedom. There are two ways to do this:

- Sacrifice Meredith: simply agree to do it when Mayla proposes and watch her kill Meredith.
- Obtain an Usirion Heart: go to Ornesse and walk east until you find the village, it’s past the area where there was a sandstorm previously. Enter the Shop with black roof and talk to the nexilin. You either pay full price for the heart or do a job for her in exchange for it. If you agree to do the job, talk to the Shopkeeper when ready, watch the cutscene and decide if you will kill the man or not. Go to Slinsk Inn and talk to Mayla there.

Morality:
-10 if you sacrifice Meredith
+2 if you say spare the man
-2 if you kill him

Tishtyra’s Affection:
+2 if you say you’ll check the mine immediately
+1 if you say you’ll check it later
-1 if you say there are bigger problems
-2 if you say the mine doesn’t matter
+1 if you kill the man

Clawyn’s Affection:
+1 if you kill the man

Succubus’s Affection:
+1 if you kill the man

Meredith’s Affection:
+1 if you spare the man

Zent’s Affection:
+1 if you spare the man

The God of Death

This is the last quest of Act II, fortunately there are no missable content passing forward, so complete whenever you’re ready:

- Go to the Village of Dead: talk to Lankin in Slinsk to start the quest. Talk to everyone in the ship and then the Captain. Defend the ship and choose between saving Lankin or the Captain.
- Kill Murkhal: enter the village and talk to the old man, decide his fate to proceed. Kill Murkhal.

There will be several scenes after this point that will start the third Act, just talk to everyone and move on to the next.

Morality:
+3 if you leave the old man
-3 if you kill him
ACT III
Legacy of Darkness

Arrival at Valorn

At the beginning of the act, an emissary from Valorn will offer the player to travel and adventure there, accept it and talk to Bijark in his palace.

- Find Renda: question the guards about them, they are in South Cinkahn across the bridge. They will attack, kill them.
- Follow the kidnappers: one of them will try to escape, follow and kill him, enter the crystal to find Renda and go back to House Jun.
- Sleep at the inn.

Morality:
+2 if you spare the kid
-2 if you kill him

Affection and Corruption:

If you spare the kid:
Zent: +1 AP
Tishtyra: -1 AP
Meredith: -1 CP

If you kill him:
Meredith: -1 AP
Xyless: +3 AP
Clawyn: +1 AP
Ruksana: +1 CP

Ruksana’s Affection:
+1 if you bring up killing a God when meeting Bijark

Carys’ Affection:
+1 if you say you’re just a regular person when meeting Bijark

Main Quest 2

Go back to House Jun for the next quest:

- Investigate Vitshiyan: when you’re ready, talk to the guard to initiate the quest. There is no actual combat here, just watch the cutscenes and decide the dialogues.
- Meet the Council: Bijark will be wounded by Thygur during the fight in the village, talk to Brejok and then Lady Astafa. Meet the Council and go back to Cinkahn.
- Recruit the Hiung Clan: promise them the fortress for them after liberating it.
- Recruit the Jun Clan: Brejok will agree to help you if you make a good case, so explain why he should help.
- Recruit the Warriors: they’re at the inn, hire them for 1000gp.
- Assault the Fortress: after recruiting at least two of the three warrior factions talk to Astafa to initiate the assault, go to the fortress and kill the boss.

Morality:
+3 if you leave the old man
-3 if you kill him

Affection and Corruption:

If you save the soldiers:
Roderick: +2 AP
Ruksana: +2 AP
Zent: +5 AP
Carys: +2 AP
Meredith: +2 CP and -2 AP
Tishtyra: -2 AP

If you save the villagers:
Zent: -5 AP
Carys: +2 AP
Meredith: +2 AP and -2 CP
Tishtyra: +2 AP
4. SIDE QUESTS

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
- +1 for slandering the shop

**Clawyn’s Corruption:**
- -1 for promoting the shop
- +1 for slandering the shop

**Galhart’s Affection:**
- +1 for promoting the shop
- +1 for slandering the shop

**Galhart’s Corruption:**
- -1 for promoting with less than 6 CP
- +1 for slandering with 6+ CP

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

**Rukasana’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 Slinsk, 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 Slinsk
- -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 Slinsk, 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 Slinsk, 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 you 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 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 Slinsk, 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 Slinsk and talk to the orc leader there.
- Deal with the orcs: there’s and 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 area 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 Slinsk, 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 Slinsk: 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: in the Blood Temple in Ornesse, go to the bottom right part of the temple and pick the item at the ground.
- Ritual: the third item is book, pick all three and head to the cave behind the waterfall in Slinsk, it’s located west from bellow the cliff where you fight two bandits and a wolf in Act I. Accept the Imp’s term.
<table>
<thead>
<tr>
<th>Reward:</th>
<th>Warlock class unlocked</th>
</tr>
</thead>
</table>

**Xyless**

After the Seeker of the Sword quest, go to Slinsk and talk to Irvok.

- Investigate the Crypt: enter the dungeon north of Slinsk and go down the new area.
- Solve the riddle: click each statue and answer ‘nothing’ every time.
- Open the Portal: go through the red portal, pick the blue stone. Enter the blue portal and put the stone in the altar, wait until the platforms are aligned and click the orb, jump right and pick up the green orb. Grab the blur stone and go to the red portal, put the green stone in the altar, beat the boss and pick the red and green stones. Go back to the statues and put the three stones in the button.
- Fight the Summoners: defeat them and decide what to do with Xyless, you can either free, enslave her or banish her.
- Visit Xyless: if she’s still alive, visit her in the second floor of the Castle, player with less than 15 Morality can recruit her as a companion.

**Reward: Xyless**

<table>
<thead>
<tr>
<th>Morality:</th>
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<tbody>
<tr>
<td>+5 if you banish Xyless (in Slinsk or Castle)</td>
</tr>
<tr>
<td>-5 if you enslave Xyless</td>
</tr>
<tr>
<td>+5 if you free Xyless and send her away later</td>
</tr>
<tr>
<td>-5 if you free her and accept to be her consort</td>
</tr>
<tr>
<td>+5 if you enslave and force her to become good</td>
</tr>
<tr>
<td>-5 if you enslave and become her master</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Xyless’ Affection:</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3 if you’re enthusiastic about being her consort</td>
</tr>
<tr>
<td>+2 if you have second thoughts about it</td>
</tr>
</tbody>
</table>

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**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**

<table>
<thead>
<tr>
<th>Morality:</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3 if you help Twilia</td>
</tr>
<tr>
<td>-2 if you do not</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rulwe’s Affection:</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3 if you defend him against poking</td>
</tr>
<tr>
<td>-3 if say he’s a pain in the ass</td>
</tr>
</tbody>
</table>

**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

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’ 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 Summertime Arena is located west of the shop district.

- Fight in the Arena: there are five battles in the main event, talk to Cory in the left room and then proceed to the iron gate to fight and back to Cory for rewards.
- Spar with the Minotaur Brother: for females, after beating all challenges in the arena, you can talk to the trio and challenge them 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

---

### 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

---

### Moon Sapphire

For Thief Origin only, in Act II and after unlocking the Club Summerheat, go to Oakshire and talk to the messenger, read the note.

- Get the information on the Ship: go to the Club Summerheat and talk to Lady Trumere. The next part depends on the gender, but is fairly straightforward.
- Steal the Gem: return to Patch, sneak in and fight the boss. Meet Patch at the pub for the reward.

**Rewards:** 500gp

**Meredith’s Affection:**
+2 if you agree to help Patch and she has 10+CP
-2 if she has less than 10

**Rucksana’s Affection:**
+2 if you help Patch

---

**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
Tishtyra’s Affection:
-2 if you help Patch

Succubus’ Affection:
-2 if you refuse to help Patch

ORNESSE

The White District

Nissa will be in front of the inn, talk to her and accept her quest.

- Enter the White District: there are three ways to get in, go to Ornesse south and use Empathy to
  convince the guard, Explorer to pick the door or
  simply go down the sewers through the well and fight
  your way in.
- Free Clesola: talk to her parents and convince
  them that the girl should be out of the White District, there are multiple dialogues for that.

Tishtyra’s Affection:
+1 if you tell the parents she will never learn about the world in the district
-2 if you let Clesola stay

Meredith’s Affection:
+1 if you tell the parents she has friends outside

Tishtyra’s Affection:
+1 if you tell the parents she has friends outside

Matriarch’s daughter

While walking north of Ornesse, a guard will stop you and ask you to talk to the Matriarch.

- Talk to the Matriarch: go to East Ornesse and enter the temple, the Matriarch is in the room to the right.
- Save Kesana: Go east then north of the temple and talk to the nexilin, there are multiple ways to complete the quest, either use Empathy to
  persuade her or fight and kill/spare her.
- Return to Ornesse: go back to the temple for the reward and scene if male.

Reward: XP (more if Kesana was saved) and
Repeater Crossbow

Morality:
-2 if you kill Kesana
+2 if you rescue her

Ruksana’s Corruption:
+2 if you kill Kesana
-2 if you rescue her

Ancient Desires

After completing the main quest from Ornesse, talk to the innkeeper and ask if there’s something wrong.

- Track the Sister: she will be Ly’ras, talk to the woman in the bottom street of the village to go to the caves where she is.
- Rescue the Sister: fight you way down while collecting some loot on the way. Females will get a sex scene on the way. Talk to the girl and say her sister from Ornesse sent you, any other option will fail the quest.

Reward: XP and 500gp

Morality:
+2 if you rescue the sister
+2 if you do not rescue her and tell the truth
-2 if you don’t rescue her and ask for a reward

Meredith’s Corruption:
-2 if you rescue the sister
+2 if you do not rescue her and lie

Meredith’s Affection:
+2 if you rescue the sister

Carys’ Affection:
+3 if you rescue the sister
-3 if you do not rescue her and lie
**Zent’s Affection:**
-2 if you do not rescue her and tell the truth

**Tishtyra’s Affection:**
+2 if you do not rescue her and tell the truth

---

**Blood temple**

Talk to the Mage in the inn and ask what he is doing in the city.

- Enter the Temple: go west of the landing area when coming from Slinsk, be sure to pick the treasure under the palm tree if you bought the Treasure Map.
- Navigate the Temple: to journey ahead, you’ll need to push the button on the northwest area of the first level. Pick the Stone of Glass on the southeast are too.
- Defeat the Witch: there are two to do this, either fight her or answer all questions correctly: books, pearl, teeth. Grab the loot and return to the inn.

**Reward:** XP, 300gp (optional), Ring of the Forest and Mystic Class unlock

**Morality:**
+1 if you accept the ring only
-1 if you ask for more

---

**Ciiraci**

While walking in the East Ornesse, an explosion will play, talk to the girl after that.

- Recruit Ciiraci: guards will appear and try to apprehend her, protect her to recruit for your Castle or not.

**Reward:** Unstable Amulet

**Morality:**
+3 if you help her
-4 if you have her arrested

---

**Galhart’s Affection:**
+1 if you ask for a sample of the explosives

**Zent’s Affection:**
-1 if you ask for a sample of the explosives
+1 if you have her arrested

**Tishtyra’s Affection:**
+1 if you help Ciiraci

**Succubus’ Affection:**
+1 if you help Ciiraci

---

**Golden Dildo**

For females only, visit the Shop and click the Golden Dildo, say that you really, really want it.

- Hunt the Fire Witch: go north, to the landing area and proceed northeast, enter the cave. Kill the witch and bring her head to the shopkeeper for your reward.

**Reward:** XP and Golden Double Dildo

---

**Catanthe’ Journey**

In Act II, walk north of Ornesse, Calanthe will appear randomly in upon entering the landing area and offer a quest.

- Guide Calanthe: this part is pretty straightforward, just talk and walk from one point to the next. Be aware that to proceed to the next quest you’ll need to make her happy.
- Find a place in Ornesse: if she’s happy, talk to her in Ornesse for the next step. Go to the Elder’s house and talk to Zehra, ask her to let Calanthe stay at her place. If positive, go to the garden and click the tent for a scene.
- Gangbang: if she stayed in the previous step, go to inn and talk to the innkeeper, she will inform you of a gangbang and offer to let you see the end for 300gp, accept for a scene with Calanthe and the Innkeeper.

**Meredith’s Affection:**
-1 if you refuse the quest
**A Sticky Competition**

In Act II, click on the outdoor in front of the inn with Ruksana in the party, you’ll need 10+AP to start this quest.

- Help Ruksana win the competition: talk to the innkeeper, then proceed south, enter the house with a row of people in the front. Support Ruksana for the reward.

**Rewards:** Stamina Ring

**Ruksana’s Affection:**
- +1 if you agree on the bet
- -1 if you ask for a sample of the explosives

**Slaves**

For females only. After recruiting Tishtyra and completing Cary’s first scene, go to the castle and talk to Tish.

- Visit the Shrine in Ornesse: it’s located east of the landing area or two norths then an east from the city.
- Deal with the thugs: after arriving at the location you’ll be attacked, deal with them and decide their fate, talk to Tish to finish the quest.

**Stay True**

After recruiting Tishtyra and liberating Summeredge, talk to her in the Castle.

- Visit the Shrine in Ornesse: it’s located east of the landing area or two norths then an east from the city.
- Deal with the thugs: after arriving at the location you’ll be attacked, deal with them and decide their fate, talk to Tish to finish the quest.

**Reward:** XP

**Tishtyra’s Affection:**
- -2 if you refuse the quest
- +2 if you say dreams are not silly
- +2 for completing the quest

**Tishtyra’s Corruption:**
- -2 if you make her stop at the end
- +2 if you let her kill the thugs

---

**LY’RAS**

**Brother’s Savior**

Go west of the main village and offer your help to the Priestess.

- Collect Sprigs of Molys: the flowers are in the grounds in various locations of the forest, there are far more than, so there should not be hard to pick five.
- Return to the Anariel: turn in the quest. Male Players can ask for a different reward, you’ll need lube from the shop in the Orc Cave for this one.
**Morality:**
+2 if you complete the quest and do not have sex with the priestess

**Clawyn’s Affection:**
+2 if you complete the quest and do not have sex with the priestess

**Meredith’s Affection:**
+1 if you refuse the gold and she has 10CP or less

**Queen Alistia**
In the northeast forest, go all the way north, talk to the Queen in the shipwreck.

- Escort Alistia to Ly’ras: simply walk back with her. Male player can offer her water on the way, in a sexy way.

**Rewards:**

**Morality:**
+2 if you refuse the quest
-5 if you refuse the quest
-5 if you refuse the quest and Meredith killed the warlock (she will also leave the party)
+2 if you give water to Alistia
-1 if you give her your cock

**Ruksana’s Corruption:**
+1 if you refuse the quest
-1 if you give water to Alistia and she has 6+CP
+1 if you give her your cock and she has 10+CP

**Meredith’s Corruption:**
+1 for completing the quest with less than 10+CP

**Clawyn’s Affection:**
+1 if you save Erika
-2 if you do not

**Meredith’s Corruption:**
+2 if you don’t save Erika

**Erika**
In the Northwest Forest, go east to the tent and talk to Erika, accept her quest.

- Escort Erika to her plant: just walk north to the tentacle tree and approach it, she will be attacked and you may help her or not.

**Morality:**
+2 if you save Erika
-2 if you do not

**Meredith’s Corruption:**
+2 if you don’t save Erika

**Clawyn’s Affection:**
+1 if you save Erika
-1 if you do not

**Ruksana’s Corruption:**
+1 if you don’t save Erika

**Zent’s Family**
In Act II, with Zent recruited, talk to him in the Castle wall to begin the quest.

- Find his mother: go to Ly’ras and ask the guards, they will take you to her village. Talk to his mom and while walking away the guards will talk about the demon. If you refuse to track it down Zent will leave.
- Kill the Odekai: walk through the forest and fight the demon in the end of the path.

**Reward:** Odekai Finger

**Zent’s Affection:**
+2 if you accept the Quest
-5 if you refuse
+2 if you ask if he’s okay
-2 if you offend his mother
+2 if you say he’s still a hero
-2 if you tell him to shut up
+2 if you say he’s important to you
The Ruin of Ni’lvyva

East of the Northeast Forest, there are two switches in the ground.

- Open the ruins: click in the two switches until the door opens.
- Explore the dungeon: the first floor has some traps, walk while they are deactivated. Kill the boss on the second floor and get the treasure

Rewards: Module I and Venonshank

Wrath

Talk to the Shaman in the Orc Cave and ask to participate in the Arena.

- Fight in the Arena: there are three rounds, win all to become the Wrath with scenes for both genders.

Morality:
+5 if release the slave girl (for males)
-5 if you use her (for males)

Succubus’ Affection:
+1 if you let her watch (for females)
-1 if you do not (for females)

Clawyn’s Affection:
-1 if you participate in the ritual (for females)

Ruksana’s Affection:
+2 if you say it’s a made-up story (for females)

Ruksana’s Quest

After liberating Summeredge, if Ruksana is recruited and with 4+AP, she will offer a quest next time you talk to her in the Castle.

- Get the Axe: in Novos, ask the innkeeper if they sell anything else, buy the map for 300gp and read it, go east of the entrance and click under the bottom tree.

- Get the Staff: go to Summeredge University and ask the headmaster about it, go to the basement and get the staff.

- Get Horse Cum: the horse is in the northeast of Ly’ras, watch the scene or not. Females have extra content.

- Go to the Orc Cave: after picking all three items, go to the cave and talk to the shaman, choose between the path of peace or path of war.

Ruksana’s Affection:
+1 if you’re polite when she asks for help
-1 if you’re rude
+1 if you believe her dreams
-1 if you do not
-1 if you say fucking a horse is disgusting
+1 if you accept the quest
-5 if you refuse
+1 if you ask to watch her with the horse and she has 5+CP
-1 if you ask and she less than 5 (will get +1 if she has 12+AP)
+1 if you watch in secret or don’t watch at all and she has less than 5CP
-1 if she has 5+

Ruksana’s Corruption:
+1 if you ask her to help with your pants when she first ask for help
+1 if you ask if she’s curious about the horse
+1 if you ask to watch her with the horse and she has less than 5 CP
-5 if you choose the path of peace
+5 if you choose the path of war

Hunt for the Hippogriiffon

In Act II, after Ruksana’s first quest, a messenger will arrive at the Castle to offer this quest, sit on the throne to talk to him.

- Go to the Orc Camp: in Ly’ras, go to the northeast forest and then west, upon reaching the camp the beast will flee to the cave.
- Recue the Hippogriiffon: fight your way down to the second floor of the cave and approach the Hippogriiffon. There’s a scene if Ruksana has less than -2 CP.
**Ruksana’s Affection:**  
+2 if you accept the Quest  
-5 if you refuse  
+3 if you comfort her after failure  
-1 if you refuse the quest  
+4 if she can rescue the Hippogriffon

**Ruksana’s Corruption:**  
+3 if the animal escaped and you change is for the best.  
-3 if instead you ask Ruksana to look at herself

---

**Ruksana’s Affection:**  
+2 if you accept the Quest  
-5 if you refuse  
+3 if you comfort her after failure  
-1 if you refuse the quest  
+4 if she can rescue the Hippogriffon

**Ruksana’s Corruption:**  
+3 if the animal escaped and you change is for the best.  
-3 if instead you ask Ruksana to look at herself

---

**Meredith’s Affection:**  
+1 if you steal or dump the purse and she has 6+CP  
-1 if you steal or dump the purse and she has less than 6CP  
+1 if you return the bag

**Meredith’s Corruption:**  
+1 if you steal or dump the purse and she has less than 6CP  
-1 if you return the bag

**Clawyn’s Affection:**  
-1 if you steal the or dump purse and she has less than 1CP  
+2 if you return the purse

**Clawyn’s Corruption:**  
+1 if you steal or dump the purse and she has less than 1CP

**Succubus’s Affection:**  
+2 if you steal the purse  
+1 if you dump it

---

**NOVOS**

**Ice Cold**

While walking west of the Entrance, an Ice Sprite will ask for help recovering her stolen purse.

- Get the Purse: enter the cave in the same area and fight the dwarves there, the last one will drop the purse.
- Return to Azureleia: there are a few options for this, you can steal the contents, return it to her or simply dump the bag, return to Azureleia in the previous map if you plan on giving it back to her.

**Reward:** XP and Eternal Snow

**Morality:**  
+2 if you return the bag with its contents  
-2 if you dump the bag

**Ruksana’s Affection:**  
+1 if you steal or dump the purse and she has 6+CP  
-1 if you return the bag and she has 6+CP  
+2 if she has more less than 6

**Ruksana’s Corruption:**  
+1 if you steal or dump the purse and she has less than 6CP  
-1 if you return the bag and she has 6+CP

---

**The Red House**

Enter house east of Novos to start the quest.

- Wake Rose: the only way to do it is to kiss her, after waking up she will ask for help removing her curse.
- Remove her Curse: go east and enter the Witch’s house, walk through the middle of the corridor and talk to the Witch, you can either persuade or fight her.
- Return to Rose: go back to the mansion, she will offer a scene for both genders.

**Reward:** XP

**Morality:**  
+3 if you persuade the witch  
-3 if you attack her

**Meredith’s Affection:**  
+1 if you persuade the Witch
Meredith’s Corruption:
-1 if you persuade the Witch

Ruksana’s Corruption:
+1 if fight the Witch

### Hard as Iron

Ask the Blacksmith why she’s tired and then offer your help or click the Anvil with [Explorer] to start the conversation.

- Bring the Bon back: enter the door in West Novos, the first in the top. There are two ways to make the Bon come back, either talk about Collena and then his maker or convince or [Seduce] him (for females). If he dies, you’ll get less gold.

**Reward:** XP and up to 300gp

**Morality:**
-2 if you kill Ironheart

### The Haunted House

Ask innkeeper about the haunted house, then talk to the boy in front of the Red House.

- Investigate the Red House: in East Novos, the second door in the top with a dwarf in front is the one you want, enter and click in the cabinet.
- Free Rodrick: go down the basement and pick up the Ring, go back to Roderick.

**Reward:** XP and Roderick

### Forging Competition

In West Novos, a Minotaur and a Dwarf are having an argument.

- Deal with the duo: choose the one of them, the dwarf will give gold and the minotaur can be recruited (with a scene) for the Castle.

**Reward:** 500gp or Castle Blacksmith

### Morality:

+2 if you recruit the Minotaur
-2 if you choose the Dwarf

### Dwarf girl

In the East Forest, help the Dwarf Girl fight the wolves. Be sure to pick up the Frostvein Flower to the right of the area.

- Find the Cave: go down to the forest labyrinth. Notice how the debris in the middle change as you move in the right direction. Enter the cave and go back. Do NOT attack the wolf.

### LAROAVIA

#### Arozi

Northeast of the village, enter talk to Arozi in the temple.

- Find the Information: go to the tavern by the beach and talk to Rivio, doesn’t matter what you do he will always escape. Return to Arozi to complete the quest.

**Reward:** XP and Minor Healing Stone (for females)

### Milio the Shark

For males only. After completing the main quest in Veralia, talk to the man in front of the pier.

- Talk to Milio: enter the house with a star in the front and talk to the man, accept the quest.
- Recover the parcel: it’s in the top barrel of the pier, after picking it up go back for the reward.

**Reward:** 600gp
Bounty: Kalynda

After completing the previous quest and in Act II, talk to Milio again for another quest.

- Kill Kalynda: she will be in the tavern by the beach, kill her complete the quest or let her escape (scene included for males), but fail.

Reward: 1000gp

Morality:
+3 if you let Kalynda escape
-3 if you kill her

Beast Hunt

Talk to the guard near the north exit of the city.

- Make the Minotaur leave: there are three ways to do it: either kill, convince him to leave or seduce him (females only).

Reward: XP and Guardian Blade

Morality:
+2 if you talk to him (for males only)
-2 if you kill the beast

Naga

In the easternmost map of Laroavia, the Naga will put your friends to sleep, talk to her to accept the quest or simply attack her.

For females, the scene will have a variation if her affection is -3 or less.

- Remove the Mercenaries: go back to the previous area and kill the mercs near the entrance to the camp and go back to the Naga.

Reward: XP

Gajah’s Affection:
-1 if you refuse her quest after having sex

Ruksana’s Affection:
-1 if you have sex with the Naga (males only)

Naga’s Affection:
-1 if you refuse to say your name
-1 if you demand her to break the spell
-1 if you ask if she will use her fins
-2 if you comment about how she’s armed
-1 if you say you’ve seem bigger dicks

Recruit Nadesha

She will be wounded in the same area as the mercenaries from the previous quest.

- Help Nadesha: take her back to the castle or leave her to die.

Meredith’s Affection:
-2 if you leave the girl and she has less than 15CP

Tishtyra’s Affection:
-2 if you leave the minotaur

Naga’s Affection:
-1 if you refuse to say your name
-1 if you demand her to break the spell
-2 if you comment about how she’s armed
-2 if you say you've seem bigger dicks

Recruit Nadesha

She will be wounded in the same area as the mercenaries from the previous quest.

- Help Nadesha: take her back to the castle or leave her to die.

Meredith’s Affection:
-2 if you leave the girl and she has less than 15CP

Tishtyra’s Affection:
-2 if you leave the minotaur

XAS

Ursula

Approach the mob with Ruksana in the party to start it.

- Watch the punishment: after watching the scene, decide what to do with the Half-Orc, you let it continue or help her violence or diplomacy. Extra content if Clawyn is in the party too.

Morality:
+3 if you stop the rape
-3 if you let it continue

Meredith’s Corruption:
+2 if you say the half-orc is enjoying it
+1 if you do not stop the rape
Ruksana’s Affection:
+3 if you free the half-orc
-3 if you let it continue
+3 if you say it’s barbaric
-5 if you say the half-orc is enjoying it
+3 if you say it’s barbaric

Ruksana’s Corruption:
+2 if you stop the rape with violence

Clawyn’s Affection:
+3 if you side with her when arguing with Ruksana
-3 if you side with Ruksana
-3 if you say the half-orc is enjoying it

Carys’ Affection:
-8 if you let it continue
-4 if you say the half-orc is enjoying it
+3 if you stop the rape

Tishtyra’s Affection:
+1 if you stop it by saying it’s disgraceful
-3 if you let it continue

Zent’s Affection:
+2 if you stop it saying she’s a warrior
-3 if you let it continue

Princess Rina

You will be stopped by the princess on the way out of the City Hall, agree to help her (or not)

- Obtain the alcohol: buy Slinsk Special Brand from Slinsk Inn.
- Obtain Rope: buy from the Orc Vendor in Ly’ras
- Obtain Special Anti-Pregnancy Potion: buy from the castle vendor.
- Return to Rina: females will get an armor for completing the quest, male will get multiple choices of submitting to Rina and blackmailing her for gold or sex.

Reward: 2000gp (blackmail) Elven Dress (females)

Morality:
-3 if you blackmail Rina for sex

Zent’s Affection:
+1 if you address the Princess properly
-1 if you do not

Ruksana’s Affection:
-1 if you address the Princess properly
+1 if you don’t

Clawyn’s Fiancée

In Act II, talk to Clawyn to start the Quest. She will leave permanently if you do not help her.

- Talk to Ganriel: he will be in Xas’ City Hall, next to the entrance, then talk to Clawyn and decide her fate, you can ask her to stay, leave or let her decide (she will always decide to leave and marry Viendar).
- Defend Xas: after a cutscene Clawyn will leave temporarily and you will have to fight some of Murkhal’s minions. Return to the center of the nexus.

Reward: XP

Clawyn’s Affection:
+1 if you accept to go to Xas
+2 if you say it sounds important
-1 if you refuse to help her
-3 if you insult the elves
+3 if you ask her to stay with you
+2 if you say there’s still work to be done
-2 if you ask her to stay in Xas

CINKAHN

Recruit Katelyn

In Act III, go to the Cinkahn Inn, ask the innkeeper about the woman.
• Help Katelyn: she’s at the castle in the mountain. Take the exit west of Cinkahn and go northwest of the mountain. Help her in the fight.
• Hire Kat: go back to the Inn and talk to her, drink and hire her for a 1000gp.

A New Adventure

The quest may be done after completing the Act I, talk to Facis in the Castle to start the quest.

• Travel to Emek’s Rest: talk to the Sailor in Slinsk, he is close to the blacksmith.
• Find Jenda: enter the cave, find the way out and walk to the right of the next area. Jenda and her allies will be fighting another clan, help her.

Stormhammer

After completing the previous quest this one will begin automatically.

• Find Oros Shapeye: walk twice to the east, cross the unfinished bridge and enter the Market. Talk to the people in there and Oros will appear, talk to him about the hammer and either barter of fight for it.

• Return to Emek’s Rest: on the way out, you’ll be attack by the Raven Clan, fight your way back and talk to Jenda in the map north of the main village.
• Defend Emek’s Rest: when you’re ready, talk to Jenda to progress, defend the village from the attackers.

Morality:
+3 if you say you can’t just kill Oros
-3 if you say you’ll kill him

Meredith’s Affection:
+3 if you say you’ll kill Oros and she has 10+CP
-2 if you say you can’t

Meredith’s Corruption:
+3 if you say you’ll kill Oros and she has 10+CP
-3 if you say you can’t kill him

Tishtyra’s Affection:
+3 if you say you can’t kill Oros
-3 if you say you’ll kill him

Carys’ Affection:
+3 if you say you can’t kill Oros
-3 if you say you’ll kill him

Xyless’ Affection:
-5 if you say you can’t kill Oros
+5 if you say you’ll kill him

The Lizagons

The Chief will send the player in a mission to secure the aid from the Lizagons.

• Travel to the Green Marsh: walk twice west of the village, the Lizagons will take you to their village.
• Find Jrisk: she is in the bottom right of the map immediately left of the Lizagon Village. She will run east and can be found in the top left corner of the map, help her fight the monster and keep close in case you want her alive.
• Return to the Lizagon’s Village: go back to the village and talk to Ozak.
Unification

After returning to the main village, there will be a cutscene and the quest will begin.

- Sleep in the Inn: it’s north of the main village, just ask the innkeeper for a room
- Defend Emek’s rest: fight the attackers at the inn and wall.
- Put out the fires: in the next area click the bright barrels at the center to pick one and click the fires to extinguish them, there are four total, after that a cutscene will play.
- Repel the attack: fight the men with the ram and then go east, fight the mobs and the boss.

Zarah

Zarah be found in the map east the north of the main village, talk to her and until her dialogues are exhausted and offer to help her.

- Bring the Supplies to Zarah: go back to Emek’s Rest, talk to Jenda in main village to pick up the supplies and deliver them to Zarah in her hut.

Dryad

For Females only. After completing Emek’s Rest main quest, talk to Krathon in the Warhall.

- Find the Dryad: she’s north then two easts of the village, put the offering in the pedestal. Accepting or refusing her will not affect the reward.

Reward: Floral Wreath

Xel’Mira

Upon entering the map with Zarah’s hut after completing her quest and Unification, a cutscene will play with Xel and Mira, agree to help them

CASTLE

Katelyn Companion Quest

After talking to Kat in the Bath house, go to the chapel to start her quest.

- Talk to Síle and Chalau: they are in the Summeredge Church by the shop district.
- (Optional): Chalau will talk about a Purple moon, go to the University and ask the Principal about with, he will give the Viridium to stop the brainwashing.
- Follow Síle: go downstairs and talk to her, them kill the demon and decide her fate or simply use the Viridium if you have it. Go back to Kat in the Castle to complete the Quest.

Katelyn’s Affection:
+2 if you accept to go with her
+1 if you say you will if there’s time
-1 if you make no promises
+3 after completing the quest regularly
+7 after completing the quest with Viridium
+3 if you accept the incest route
-3 if you stay as regular siblings

Katelyn’s Corruption:
-12 if you use the Viridium
-5 if you spare Síle
+5 if you kill her
+4 if you accept the incest route
+3 if you stay as regular siblings

Mayla

In Act III, while walking in the Right Wing, Mayla will teleport next to the Player and ask for help recovering her power and saving Eyilas.
• Find Eyilas: navigate the demon realm fighting the shadows in the way, interact with the skull in the second map.
• Stop Mayla: after she’s unlocked the barrier, click on her to either kill or apprehend her. In the second case she will be in the Castle Jail.
• Leave the demon realm: click in the left crystal to teleport back after picking all the rewards you want (and the corruption they give).

Reward: +100 HP permanent (drink from the source), Demonic Bracelet

Morality:
-10 if you drink from the source
## 5. SCENE GUIDE

### Companion Guide

#### CLAWYN

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<td>PC, Clawyn, Meredith</td>
<td>Garden house, 5+AP for Clawyn and 8+ for Meredith. Variant with 13+CP for Meredith.</td>
<td>Lesbian threesome</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>1</td>
<td>Clawyn, Soul Eater</td>
<td>Act 2 Clawyn quest</td>
<td>Monster</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>2</td>
<td>PC, Clawyn, Ruksana</td>
<td>Act 2 and affection for both</td>
<td>BJ, trib</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>PC, Tish</td>
<td>Castle – tent, after Ornesse main quest</td>
<td>BJ, anal, shemale</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>1</td>
<td>PC, Tish</td>
<td>Castle – bath house. After 1, during act 2, talk to her accept her proposal</td>
<td>Mutual HJ, shemale</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>1</td>
<td>PC, Tish, Clawyn</td>
<td>Ornesse pub, after Ornesse main quest</td>
<td>BJ, public, shemale, breast expansion</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>1</td>
<td>PC, Tish</td>
<td>Castle right wing, during act 2, after 2</td>
<td>69, shemale on male</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>1</td>
<td>PC, Clawyn, Tish</td>
<td>Castle right wing, during act 2 and after 3</td>
<td>BJ, shemale, DP/DAP</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
<td>1</td>
<td>PC, Tish, Ruksana</td>
<td>Castle tent, with 8+AP for Ruksana and 6+ for Tish</td>
<td>shemale, BJ, DP</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>1</td>
<td>PC, Tish, Carys</td>
<td>After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys’ secret</td>
<td>shemale, DP</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>1</td>
<td>Tish, Bath house girls</td>
<td>Castle – tent, talk to Demoness, pick red flower at warlock tower and white flower at Ornesse temple (west from the beginning)</td>
<td>BJ, shemale</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
<td>1</td>
<td>PC, Tish, Zehra</td>
<td>After Ornesse main quest talk to Zehra (south of the inn)</td>
<td>shemale threesome</td>
</tr>
<tr>
<td>10</td>
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<td>1</td>
<td>PC, Tish, Rulwe</td>
<td>Castle Tent, act 2, with 9+ AP</td>
<td>shemale, tentacles</td>
</tr>
<tr>
<td>11</td>
<td>0</td>
<td>1</td>
<td>PC, Tish, Mom</td>
<td>Male Noble, in the first scene in the Summeredge club do not push you away, on the next visit she will ask about Tish</td>
<td>Shemale, SP, spanking, incest</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
<td>1</td>
<td>PC, Succubus, Tish +1</td>
<td>Castle cave, talk to succubus them ask two of your male/shemale companions for help</td>
<td>Blowbang</td>
</tr>
<tr>
<td>13</td>
<td>0</td>
<td>1</td>
<td>Tish, Succubus, Meredith</td>
<td>Enter the castle tent in act 2.</td>
<td>BJ, Shemale, 69, sex, cum swapping</td>
</tr>
<tr>
<td>N</td>
<td>M</td>
<td>F</td>
<td>Participants</td>
<td>How to get</td>
<td>Fetishes</td>
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<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Castle – bedroom with 7+ affection. Can be played again with anal at 15+CP</td>
<td>Sex, anal</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Any inn – sleep at an inn with Meredith in the party</td>
<td>BJ</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Castle bedroom</td>
<td>Sex, anal</td>
</tr>
<tr>
<td>4</td>
<td></td>
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<td>PC, Meredith, Ruksana</td>
<td>Castle - bedroom with affection for both girls and after their first scenes</td>
<td>FFM threesome</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>PC, Meredith, Clawyn</td>
<td>Garden house, 5+AP for Clawyn and 8+ for Meredith. Variant with 13+CP for Meredith.</td>
<td>Lesbian threesome</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td>Meredith, horse</td>
<td>Castle stable, act 2.</td>
<td>Bestiality</td>
</tr>
<tr>
<td>7</td>
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<td></td>
<td>PC, Meredith, horse</td>
<td>Castle stable, after 5</td>
<td>Bestiality, DP</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td>PC, Meredith, horse</td>
<td>Garden house, act 2</td>
<td>Bestiality</td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
<td>PC, Meredith, Rulwe</td>
<td>Garden house, act 2</td>
<td>Tentacles</td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
<td>PC, Meredith, Galhart</td>
<td>Summeredge inn, talk to Galhart. Alternate text with 7+ CP</td>
<td>MMF threesome, DP</td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
<td>Meredith, Carys</td>
<td>Castle garden, take a bath at the lake and don’t interrupt</td>
<td>Futa</td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
<td>Meredith, dog</td>
<td>Garden house - Pick the dog in front of Summeredge University and have some corruption. Anal variant with exactly 15 CP.</td>
<td>Bestiality</td>
</tr>
<tr>
<td>13</td>
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<td></td>
<td>Meredith, Demon sisters</td>
<td>Castle Cave, act 2. Alternate text with 12+ CP</td>
<td>Futa threesome</td>
</tr>
<tr>
<td>14</td>
<td></td>
<td></td>
<td>Meredith, Younger Demon</td>
<td>Garden House, after 12. Alternate text with 10+ CP</td>
<td>Futa</td>
</tr>
<tr>
<td>15</td>
<td></td>
<td></td>
<td>Meredith, Demon Sisters</td>
<td>Garden House, act 3, she will give a quest and after that the scene will play. Alternate text with 10+ CP</td>
<td>Futa threesome, DAP</td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td>PC, Meredith, Old Man</td>
<td>Oakshire inn, talk Meredith into having sex for the amulet. If Male and 10 corruption for Meredith there will be extra content. *</td>
<td>Prostitution, MMF Threesome</td>
</tr>
<tr>
<td>17</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Summeredge slums, during the slaves quest pick Meredith as your slave</td>
<td>Whipping</td>
</tr>
<tr>
<td>18</td>
<td></td>
<td></td>
<td>Meredith, plant</td>
<td>Cinkahn far east, there’s a plant field there, talk to the man, on the next visit the scene will play</td>
<td>Vegetality…?</td>
</tr>
<tr>
<td>19</td>
<td></td>
<td></td>
<td>PC, Meredith and her mom</td>
<td>Castle after completing Meredith’s quest and saving her mom. Alternate text with 8+ CP *</td>
<td>FFM threesome, incest</td>
</tr>
<tr>
<td>20</td>
<td></td>
<td></td>
<td>Meredith, imps</td>
<td>Summeredge club, act 2, the lady previous girl will quit, offer Meredith in her place. Alternate text with 10+ CP</td>
<td>blowbang</td>
</tr>
<tr>
<td>21</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Garden house, pick up futa potion in Ornesse shop and talk to Meredith about it, will require some corruption</td>
<td>Futafication</td>
</tr>
<tr>
<td>22</td>
<td></td>
<td></td>
<td>PC, Meredith</td>
<td>Act 2, will require high affection, check on her house, she will talk about her pregnancy</td>
<td>Pregnant, milking</td>
</tr>
</tbody>
</table>
and stay in the castle for a while, in the next
visit agree to have sex with her.

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<table>
<thead>
<tr>
<th>N</th>
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<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td></td>
<td></td>
<td>Tish, Succubus, Meredith</td>
<td>Enter the castle tent in act 2.</td>
<td>BJ, Shemale, 69, sex, cum swapping</td>
</tr>
</tbody>
</table>
```

* 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**

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
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<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PC</td>
<td>Ruksana</td>
<td>Orc camp near Slinsk, just accept her offer</td>
<td>Sex</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>PC</td>
<td>Ruksana</td>
<td>Castle garden with 5+ affection</td>
<td>Sex</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>PC</td>
<td>Ruksana</td>
<td>Summeredge slums, during the slaves quest choose Ruksana</td>
<td>Whipping</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>PC</td>
<td>Ruksana, Meredith</td>
<td>Castle bedroom, some affection and after their first scenes</td>
<td>FFM threesome</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>PC</td>
<td>Ruksana, Tish</td>
<td>Castle tent, with 8+AP for Ruksana and 6+ for Tish</td>
<td>shemale, DP, threesome</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>PC</td>
<td>Ruksana</td>
<td>Castle interrogation room, act 2, pick the whip and have your way with her</td>
<td>sex/cunnilingus, anal/rimming, whipping</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>PC</td>
<td>Ruksana, uncle</td>
<td>Deep Forest, near the cave entrance, talk to Ruksana’s uncle and enter the wagon. Needs affection to trigger the threesome.</td>
<td>DP, Incest, threesome</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Ruksana</td>
<td>Horse</td>
<td>During her quest, get the axe from Novos inn map and staff from Summeredge Uni, then proceed to Deep Forest northeast.</td>
<td>Bestiality</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Ruksana</td>
<td>Horses</td>
<td>Castle stable with around 6 corruption. Alternate text with 15+ CP</td>
<td>Bestiality, DP</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>PC</td>
<td>Ruksana, Horse</td>
<td>Use the horse to return to Castle with around 5 affection and Ruksana in party after 8.</td>
<td>Bestiality</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>PC</td>
<td>Ruksana, Rulwe</td>
<td>Interrogation room, act 2 with 10+ AP. Alternate text with 10+ CP</td>
<td>Tentacles</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>PC</td>
<td>Ruksana, Carys</td>
<td>Castle bath house, act 2, will 8+ AP for Ruksana and 5+ for Carys</td>
<td>Futa, threesome</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>PC</td>
<td>Ruksana, bath house girl, Succubus</td>
<td>Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house</td>
<td>Public sex, dildo</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Ruksana</td>
<td>Hippogryph</td>
<td>Act 2, throne room, accept the quest, go to Deep Forest northeast then west. Will -3 CP to trigger</td>
<td>bestiality</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Ruksana, nexilins</td>
<td>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</td>
<td>Futa gangbang</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Ruksana, Zoidberg thing</td>
<td>Castle beach</td>
<td>Castle beach</td>
<td>Monster sex</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>PC</td>
<td>Ruksana, Jenda</td>
<td>Emek’s Rest, after defending the city, at the training arena</td>
<td>FFM threesome</td>
<td></td>
</tr>
</tbody>
</table>
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

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

### SUCCUBUS

<table>
<thead>
<tr>
<th>N</th>
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<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Succubus</td>
<td>Castle cave with 8+ affection</td>
<td>Sex, anal</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Succubus</td>
<td>Castle cave, after picking up the golden dildo from Ormesse shop (click and the dildo to start the quest)</td>
<td>Double ended dildo</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Succubus</td>
<td>Castle bedroom, after 2 and picking up the second golden dildo from Xas museum (click at the crown)</td>
<td>Double double ended dildo</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Succubus, Rulwe</td>
<td>Castle cave, after talking with Rulwe about you friends</td>
<td>Tentacles</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>PC, Succubus, +2</td>
<td>Castle cave, talk to succubus them ask two of your male/shemale companions for help</td>
<td>Blowbang</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td>PC, Succubus</td>
<td>Castle bedroom, act 2, sleep in your bed with 5+AP, the Demoness will visit with and ask for sex</td>
<td>Futa</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
<td>PC, Succubus, Inquisitor</td>
<td>Castle throne room, act 2, she will be waiting in the dungeon entrance, take the quest bang the inquisitor</td>
<td>Threesome, Futa</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td>PC, Succubus, Roderick</td>
<td>Castle cave, act 2, talk to Roderick then to Succubus and follow her instructions</td>
<td>Threesome, Tentacles</td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
<td>PC, Succubus, Nuns</td>
<td>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</td>
<td>Orgy</td>
</tr>
<tr>
<td>10</td>
<td></td>
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<td>PC, Ruksana, bath house girl, Succubus</td>
<td>Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house</td>
<td>Public sex, dildo</td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
<td>Succubus, waitress</td>
<td>Castle inn, just click on her and look</td>
<td>Oral</td>
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<tr>
<td>12</td>
<td></td>
<td></td>
<td>PC, Zent, Succubus</td>
<td>Castle library (middle east in the quarters).</td>
<td>Sex, anal, femdom</td>
</tr>
<tr>
<td>13</td>
<td></td>
<td></td>
<td>Succubus</td>
<td>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)</td>
<td>Gloryhole</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Participants</strong></td>
<td><strong>How to get</strong></td>
<td><strong>Fetishes</strong></td>
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<tr>
<td>14</td>
<td></td>
<td></td>
<td>Tish, Succubus, Meredith</td>
<td>Enter the castle tent in act 2.</td>
<td>BJ, Shemale, 69, sex, cum swapping</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>RULWE</strong></td>
<td><strong>N</strong></td>
<td><strong>M</strong></td>
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<tr>
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<td></td>
<td></td>
<td>1</td>
<td>PC, Succubus, Rulwe</td>
<td>Castle cave, after talking with Rulwe about your friends</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>PC, Meredith, Rulwe</td>
<td>Garden house, act 2, some corruption</td>
</tr>
<tr>
<td></td>
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<td></td>
<td>3</td>
<td>PC, Ruksana, Rulwe</td>
<td>Interrogation room, act 2 (?)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>PC, Rulwe</td>
<td>Oakshire tomb, during the huntress quest do not attack him</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>5</td>
<td>PC, Tish, Rulwe</td>
<td>Castle Tent, act 2 with 9+ AP from Tish</td>
</tr>
<tr>
<td></td>
<td></td>
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<td>6</td>
<td>Rulwe, Twilia</td>
<td>Summeredge University, talk to Twilia on the right, and don’t interrupt</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>ZENT</strong></td>
<td><strong>N</strong></td>
<td><strong>M</strong></td>
</tr>
<tr>
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<td></td>
<td></td>
<td>1</td>
<td>PC, Zent, Succubus</td>
<td>Castle library (middle east in the quarters)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>PC, Zent</td>
<td>Castle garden, take a bath in the lake</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>PC, Zent</td>
<td>Castle garden, take a bath in the lake after 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>PC, Succubus, Zent, +1</td>
<td>Castle cave, talk to succubus them ask two of your male/shemale companions for help</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>RODERICK</strong></td>
<td><strong>N</strong></td>
<td><strong>M</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>PC, Roderick</td>
<td>Castle dungeon, talk to him, accept his offer</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>PC, Roderick</td>
<td>Castle cave, act 2, talk to Roderick then to Succubus and follow her instructions</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>PC, Roderick, Tribal Girls</td>
<td>Slinsk, act 3, agree to help the girls, travel to their island and invite Roderick</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>GALHART</strong></td>
<td><strong>N</strong></td>
<td><strong>M</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>PC, Galhart, Meredith</td>
<td>Summeredge inn, talk to Galhart</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>PC, Galhart</td>
<td>Castle storage, after recruiting him accept to go on a drinking game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>PC, Succubus, Galhart +1</td>
<td>Castle cave, talk to succubus them ask two of your male/shemale companions for help</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>GAJAH</strong></td>
<td><strong>N</strong></td>
<td><strong>M</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>PC, Gajah</td>
<td>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)</td>
</tr>
</tbody>
</table>

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### CARYS

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>Meredith, Carys</td>
<td>Castle garden, take a bath at the lake and don’t interrupt</td>
<td>Futa, Furry</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Carys</td>
<td>After her first quest</td>
<td>Futa, Furry</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Tish, Carys</td>
<td>After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys’ secret</td>
<td>Futa, DP, furry</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Carys</td>
<td>Get enough affection and ask about her dick</td>
<td>Male on futa, furry, handjob</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>PC, Ruksana, Carys</td>
<td>Castle bath house, act 2, will 8+ AP for Ruksana and 5+ for Carys</td>
<td>Futa, threesome, furry</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td>PC, Carys</td>
<td>Castle bedroom, after 4 and in act 2 go to your room, accept Carys.</td>
<td>Futa on male, 69</td>
</tr>
</tbody>
</table>

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.

Tip: Carys requires high morality to be recruited and to stay in party.

### SEREN

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Seren</td>
<td>Castle left wing, go on a date with her and agree to have sex after</td>
<td>Furry</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>Seren, Minotaur</td>
<td>Castle, blacksmith, in Novos west side with the Minotaur and offer a place at your castle, then visit him once both are recruited</td>
<td>Furry</td>
</tr>
</tbody>
</table>

### KATELYN

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Katelyn</td>
<td>Castle chapel, talk to her until all options are exhausted</td>
<td>BJ</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Katelyn</td>
<td>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</td>
<td>Sex, incest</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>Katelyn, wolves</td>
<td>Castle forest, northwest, do not look away</td>
<td>Bestiality</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Katelyn</td>
<td>Castle Bath house, talk to her, stay</td>
<td>Massage</td>
</tr>
</tbody>
</table>

Tip: She will available in act 3, talk to her in the inn and proceed northwest of the Cinkahn.

### XYLESS

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Xyless</td>
<td>If you choose to free her and later become her consort, visit Xyless in her room and agree to have sex with her, then go to your room.</td>
<td>Femdom (Xyless), cunnilingus, handjob</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Xyless</td>
<td>If you choose to enslave her, visit her in the Castle Quarters and ask her to service you, go to your room</td>
<td>Dom (PC), blowjob/cunnilingus, sex</td>
</tr>
<tr>
<td>N</td>
<td>M</td>
<td>F</td>
<td>Participants</td>
<td>Act</td>
<td>How to get</td>
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<td>------------</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>PC, Queen of the Deep</td>
<td>1</td>
<td>In the dungeon, next to the cave fall down the hole, agree to carry her eggs</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>1</td>
<td>Twilia, Queen of the Deep</td>
<td>1</td>
<td>In the dungeon, next to the cave fall down the hole, agree to find a mate for her, talk to Twilia at Summeredge University</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>2</td>
<td>PC, daughters</td>
<td>2</td>
<td>After 1, talk to the Queen once in a while, once the children are grown she will offer the scene</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>1</td>
<td>PC, Ghost Girl</td>
<td>1</td>
<td>Ghost girl will appear randomly while sleeping at the bedroom</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>2</td>
<td>Mayla</td>
<td>2</td>
<td>Automatically during the Act 2 main quest, let it play</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
<td>1</td>
<td>PC, Mayla</td>
<td>2</td>
<td>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</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>1</td>
<td>PC, Elyias</td>
<td>2</td>
<td>Flirt with her during the dialogues, she will offer the scene eventually</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>1</td>
<td>PC, Orc milf</td>
<td>3</td>
<td>She will be waiting at the entrance in act 3, beat her and go to the bedroom</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
<td>1</td>
<td>PC, Nadesha</td>
<td>2</td>
<td>Rescue her in Laroavia, talk to her between quests, she will offer the scene eventually</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
<td>1</td>
<td>PC, Demon</td>
<td>1</td>
<td>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. <strong>Templar Male</strong> will have more interactions with her</td>
</tr>
<tr>
<td>11</td>
<td>0</td>
<td>1</td>
<td>PC, Shadow</td>
<td>1</td>
<td>For <strong>Templar Females</strong>, 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</td>
</tr>
<tr>
<td></td>
<td>PC, Vesta</td>
<td>1</td>
<td>For <strong>Templar males</strong> only, instead of the shadow, males can get the prison warden at the end of 11.</td>
<td>Sex</td>
<td></td>
</tr>
<tr>
<td>---</td>
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<td>---</td>
<td>---</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>PC, Erika</td>
<td>2</td>
<td>After Ornesse 1, do a few quests and go back to the shop, buy Erika and talk to her in the castle</td>
<td>Milking</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>PC, Goo Girl</td>
<td>1</td>
<td>Castle mountain, talk to the woman at castle inn give her money, go to the mountain and accept the Goo Girl</td>
<td>Monster girl, BJ/futa, sex/anal</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>PC, Gangbang</td>
<td>1</td>
<td>After unlocking the club, get pregnant and sleep, Anna will offer the scene. <strong>Female nobles</strong> will get extra content *</td>
<td>Pregnant, Gangbang</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>PC, Caelan</td>
<td>1</td>
<td>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.</td>
<td>Trap, BJ</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>PC, Cassandra</td>
<td>Browse her shop, accept the quest and promote her store, refuse the payment.</td>
<td>BJ</td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>PC, Guard</td>
<td>Just talk to her north then west of the village</td>
<td>BJ</td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>Nun, bull</td>
<td>Go east of Cassandra’s shop to the very end, accept the quest, go back <em>exactly</em> after exiting the barn. Do <em>not</em> leave it for later</td>
<td>Bestiality</td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>PC, Nature Goddess</td>
<td>Accept the quest in the Temple, west of the village. The Demoness will leave temporarily but will come back after completion</td>
<td>Sex, cunnilingus</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>PC, Paladins</td>
<td>After completing 4 accept to have sex with the paladins. Can only be done if you miss Succubus’ scene</td>
<td>MMF threesome</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>PC, Tiffany</td>
<td>Same as above, accept to have sex with Tiffany.</td>
<td>Cunnilingus</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>PC, Sailor</td>
<td>Inn, talk to the sailor and ask for an alternative form of payment</td>
<td>BJ</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

### OAKSHIRE

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

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

### SLINKS

<table>
<thead>
<tr>
<th></th>
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<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>M</td>
<td></td>
<td>PC, Wolf</td>
<td>1</td>
<td>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.</td>
<td>Bestiality</td>
</tr>
<tr>
<td>ID</td>
<td>PC,</td>
<td>Value</td>
<td>Quest Description</td>
<td>Tag</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Horse</td>
<td>1</td>
<td>Accept the Warlock quest in Oakshire, go to the stable and ask to get the semen</td>
<td>Bestiality</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>from the horses</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Horses</td>
<td>2</td>
<td>Visit the stables again, agree to calm the horses</td>
<td>Bestiality</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Wolfgirl</td>
<td>1</td>
<td>North of Slinsk, pick the necromancer quest, after defeating the Wolfgirl have your</td>
<td>Furry,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>way with her</td>
<td>rape</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Wolfgirl</td>
<td>2</td>
<td>Get the quest from the man in front of the blacksmith, fight the orcs, free the</td>
<td>furry</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>girl, on the exit she will come to you</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Elizabeth</td>
<td>1</td>
<td>Go to the Blacksmith, accept Elizabeth’s quest, open the chest and go after her</td>
<td>Threesome,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Daughter</td>
<td></td>
<td>when turning it in</td>
<td>strap-on</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Imps</td>
<td>1</td>
<td>North of Slinsk, pick the necromancer quest, after beating the ghosts go for the</td>
<td>Threesome,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>loot and agree to have sex with the imps</td>
<td>monster</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Orc</td>
<td>1</td>
<td>In the prison far west of Slinsk, in the second floor agree to suck the orc for</td>
<td>BJ</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>the info (spoiler: there’s no treasure)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Orcs</td>
<td>2</td>
<td>After 9 do some quests and upon returning to Slinsk a man will offer the scene.</td>
<td>Gangbang,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DAP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Orcs</td>
<td>1</td>
<td>In the orc camp, go to the middle tent, lose to the orcs</td>
<td>Gangbang</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Mom</td>
<td>1</td>
<td>Farmer male only, talk to your mother in the house east of the stable, go to the</td>
<td>Incest,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>top of the building and click the box. Go to the inn, use mom.</td>
<td>prostitution</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Mom</td>
<td>1</td>
<td>Farmer female only, talk to your mother in the house east of the stable, go to the</td>
<td>Incest,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>top of the building and click the box. Go to the inn, ask to participate with mom.</td>
<td>prostitution</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Working as a prostitute will give different scenes every time.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Werewolf</td>
<td>1</td>
<td>Get the quest from the bounty hunters office, in the well near the stable you’ll</td>
<td>Sex</td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td>find the wolfman</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Lankin,</td>
<td>2</td>
<td>During your first boat trip in the main quest the Captain will talk about a ritual</td>
<td>MMF</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Prelek</td>
<td></td>
<td>to smooth the journey, accept it</td>
<td>threesome,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Captain</td>
<td></td>
<td></td>
<td>diphalism</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Tribal girls</td>
<td>2</td>
<td>After rescuing the girls in the main quest accept their offer</td>
<td>Orgy,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>impregnation</td>
<td></td>
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</tr>
</tbody>
</table>
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.

Farmer origin, visit mom after making her quit and offer to have sex with her.

### NOVOS
<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Azureleia</td>
<td>1</td>
<td>West of the entrance, complete her quest and do not steal her purse</td>
<td>Sex</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Dwarven girl</td>
<td>1</td>
<td>East then north of the entrance, help her and complete her quest, talk to her at the inn</td>
<td>Sex, small girl</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Rosie</td>
<td>1</td>
<td>East of the entrance, at her house, complete her quest and accept her</td>
<td>Sex, futa</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Ironheart</td>
<td>1</td>
<td>Novos blacksmith, offer help to the smith and seduce the bon</td>
<td>Sex</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>Calanthe, Zehra, Bons</td>
<td>2</td>
<td>After completing Ornesse 5, go to the Palace and vouch for the women, stay and watch the scene</td>
<td>Shemale, Gangbang</td>
</tr>
</tbody>
</table>

### ORNESSE
<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>Erika, Nexilins</td>
<td>1</td>
<td>After Ly’ras 2, check the poster, ask the shop keeper about the Golden Girl and pay to see her</td>
<td>Golden shower, shemale</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>Nissa, Clesola</td>
<td>1</td>
<td>Accept the quest from the woman in front of the inn, complete it, click on the door top right inside the inn</td>
<td>Shemale on shemale</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Matriarch</td>
<td>1</td>
<td>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)</td>
<td>Big girl</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Calanthe</td>
<td>2</td>
<td>Go north twice and accept Calanthe’s quest, let her have her way</td>
<td>Footjob/Futa</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>Calanthe, Zehra, Zakyia</td>
<td>2</td>
<td>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</td>
<td>Futa/shemale, DP</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td>PC, Calanthe, Nexilin</td>
<td>2</td>
<td>After 5, go to the inn and talk to owner, accept Calanthe’s proposal</td>
<td>Gangbang, fuck train</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
<td>PC, Ashli and Ashford</td>
<td>2</td>
<td><strong>Soldier Origin</strong>, talk to the emissary in the conference run to start the</td>
<td>Threesome, incest</td>
</tr>
</tbody>
</table>
quest, proceed to Summeredge and then Ornesse, talk to the siblings in the inn

<table>
<thead>
<tr>
<th>LY’RAS</th>
<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PC, Anariel</td>
<td>1</td>
<td>Accept her quest west of the village, pick the white flowers from the forest, buy lube from the orc vendor in the cave</td>
<td>Anal</td>
</tr>
<tr>
<td>2</td>
<td>Erika, Plant</td>
<td>1</td>
<td>West then north of the village, accept her quest, do not interrupt the plant</td>
<td>Tentacle, breast expansion</td>
</tr>
<tr>
<td>3</td>
<td>PC, Alistia</td>
<td>1</td>
<td>Northeast, on the far north of the map, escort the queen back to the village, offer your cock</td>
<td>BJ</td>
</tr>
<tr>
<td>4</td>
<td>PC, Orcs</td>
<td>1</td>
<td>Orc cave, beat the challenge, accept the honors</td>
<td>Bukkake</td>
</tr>
<tr>
<td>5</td>
<td>PC, Elven Girls</td>
<td>1</td>
<td>Southeast the south of the village, enter the bath</td>
<td>Lesbian threesome</td>
</tr>
<tr>
<td>6</td>
<td>PC, Slave</td>
<td>1</td>
<td>Orc cave, beat the challenge, enter the left area, have your way with the slave</td>
<td>Sex, anal, rape</td>
</tr>
<tr>
<td>7</td>
<td>PC, insects</td>
<td>1</td>
<td>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</td>
<td>Monster rape</td>
</tr>
<tr>
<td>8</td>
<td>PC, Kystia</td>
<td>2</td>
<td>Take the quest from the bounty hunter guild at Slinsk, go all the around the area from Erika’s quest, talk to Kystia</td>
<td>Sex</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUMMEREDGE</th>
<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PC, Witch</td>
<td>1</td>
<td>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</td>
<td>Sex/anal, BJ, Futa</td>
</tr>
<tr>
<td>2</td>
<td>PC, Anna</td>
<td>1</td>
<td>In front of the arena you’ll get an invite for the club, go there and talk to the woman in the last room. Noble male will get extra content.</td>
<td>BJ, anal, incest</td>
</tr>
<tr>
<td>3</td>
<td>PC, General</td>
<td>1</td>
<td>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</td>
<td>Maledom, BJ, sex/anal</td>
</tr>
<tr>
<td>4</td>
<td>PC, Minotaurs</td>
<td>1</td>
<td>Beat all challenges in the arena, on the next visit the minotaur brothers</td>
<td>BJ, gangbang</td>
</tr>
<tr>
<td></td>
<td></td>
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<tr>
<td>---</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>5</strong></td>
<td><strong>PC, Lady Trumere</strong></td>
<td>1</td>
<td><strong>Thief female 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.</strong></td>
<td>Femdom, bondage, face sitting</td>
</tr>
<tr>
<td><strong>6</strong></td>
<td><strong>PC, Becki</strong></td>
<td>1</td>
<td><strong>Thief female only. Same as above, but escape the dungeon after taking the drink, sneak in Trumere’s room, get the key and information.</strong></td>
<td>Boobjob, sex</td>
</tr>
<tr>
<td><strong>7</strong></td>
<td><strong>PC, Nobles</strong></td>
<td>1</td>
<td><strong>Female Noble only, go to the club, talk to Anna, in the next visit she will ask you to be have sex with some nobles</strong></td>
<td>Gangbang</td>
</tr>
<tr>
<td><strong>8</strong></td>
<td><strong>Cassandra, Insects</strong></td>
<td>2</td>
<td><strong>Summerheat club, slander her shop in act 1 (will lose her first scene) and check the club in act 2.</strong></td>
<td>Monster, DP, oviposition</td>
</tr>
</tbody>
</table>

### XAS

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>Act</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td><strong>PC, Princess</strong></td>
<td>2</td>
<td>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</td>
<td>BJ, sex/anal</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td><strong>PC, Elven Boys</strong></td>
<td>1</td>
<td>Get in the museum, talk to the statues to the left, click in the cabinet top right of the same area, go down</td>
<td>BJ, sex</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td><strong>Half Orc, Elven Guard</strong></td>
<td>1</td>
<td>Walk into the mob with Ruksana in party</td>
<td>Sex, rape</td>
</tr>
</tbody>
</table>

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

### LAROAVIA

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
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<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td><strong>PC, Arozi</strong></td>
<td>East of the village, enter the Temple take the quest and complete it</td>
<td>Sex</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td><strong>PC, Minotaur</strong></td>
<td>Take the quest from the woman in the north exit from the village, then proceed north twice, don’t attack the Minotaur</td>
<td>Anal</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td><strong>PC, Naga</strong></td>
<td>North, then two easts of the village, talk to the Naga. For females being nice or mean will result in different scenes</td>
<td>Monster, DP/DAP</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td><strong>PC, Kalynda</strong></td>
<td>Pick the quest from the prefek in front of the bridge near the entrance of the village, complete it and in the next visit Milio will oferr a new quest, go to the tavern northwest of the village and do not attack Kalynda</td>
<td>Sex</td>
</tr>
</tbody>
</table>
Tip: after completing the Ly’ras, Ornesse, Novos and Summeredge quests return to castle and then Slinsk to get the ship.

### CINKAHN

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Crystal</td>
<td>Get the quest from the bottom right building, go to the far east of the map, enter the cave, go right and fall down.</td>
<td>Monster</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Ameliandra</td>
<td>In the castle from Kat’s quest go down the stairs and solve the puzzle floor tiles.</td>
<td>BJ, sex/futa</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Renda</td>
<td>After the main quest talk to her.</td>
<td>BJ, sex</td>
</tr>
</tbody>
</table>

Tip: Cinkahn will be available at the beginning of the third act.

### YAKOTIN

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
<th>F</th>
<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>Goblin girl, Ent</td>
<td>South and east from Yakotin, take the boat, play the wingman, on the next visit the scene will play</td>
<td>Size difference, huge penis, belly bulge</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Astafa</td>
<td>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.</td>
<td>Sex, tentacles</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Warrior, Geisha</td>
<td>Talk to the warrior girl in the Red Light district, accept to go with her. Anal will require lube in inventory.</td>
<td>FFM threesome, anal, footjob</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Raciela</td>
<td>Accept the quest from her sister in the slums, ask to have sex with her (quest will fail tough)</td>
<td>BJ, sex</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td>Silver, Living Armor</td>
<td>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</td>
<td>Monster</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td>PC, Dark Elf</td>
<td>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</td>
<td>Cunnilingus/rimming</td>
</tr>
</tbody>
</table>

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)

### EMEK’S REST

<table>
<thead>
<tr>
<th>N</th>
<th>M</th>
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<th>Participants</th>
<th>How to get</th>
<th>Fetishes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>PC, Jenda and her Dad</td>
<td>After the main quest, in the main building talk to Jenda’s dad</td>
<td>FFM threesome, incest, impregnation</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td>PC, Ozak</td>
<td>After the main quest, return to the lizagon’s village and talk to the man near the inn</td>
<td>Sex</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>PC, Futa Centauress</td>
<td>After the main quest, take the quest in the village and go north the two easts</td>
<td>Futa, bestiality</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td>PC, Minotaurs</td>
<td>Before sleeping in the inn during the main quest, go right and talk to the minotaurs</td>
<td>Gangbang, DPP</td>
</tr>
<tr>
<td>Level</td>
<td>Location</td>
<td>Action</td>
<td>Notes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------</td>
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<td>-------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Minotaur, Raptor</td>
<td>Go west them north of the village, talk to the woman in the hut, complete the quest then enter the back of the house from the right</td>
<td>Futa, bestiality</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>PC, Cerberus</td>
<td>After completing the main quest, return the same area as 5, take the quest and accept the scene, lie down.</td>
<td>Monster girl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>PC, Jenda, Ruksana</td>
<td>In the training area, after completing the main quest</td>
<td>FFM threesome</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
6. 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, Amelidra 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.
7. GIFTS

The gifts can be found all through the game maps and quests, most are in small red chests. They can be given to the intended receiver after putting them in the active party and using the gift. Using the gift on someone else or when the receiver is not in the party will have no effect.

<table>
<thead>
<tr>
<th>Receiver</th>
<th>Name</th>
<th>Location</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meredith</td>
<td>Libra Erotica</td>
<td>In the Summerheat Club, at the top right corner of the map.</td>
<td>+5 CP</td>
</tr>
<tr>
<td></td>
<td>Libra Spiritus</td>
<td>In Summeredge University, next to door to the basement.</td>
<td>-5 CP</td>
</tr>
<tr>
<td></td>
<td>Daffodils</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td>Ruksana</td>
<td>Polished Beechwood Ball-gag</td>
<td>In the Slums Brothel, in the top left room.</td>
<td>+5 CP</td>
</tr>
<tr>
<td></td>
<td>Orcs Among Us</td>
<td>In Gajah’s house in Laroavia, in the chest next to the table.</td>
<td>-5 CP</td>
</tr>
<tr>
<td></td>
<td>Orcish Smoked Meats: in</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td>Carys</td>
<td>Orange Xenia Flower</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td>Katelyn</td>
<td>Armor Maintenance Kit</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td></td>
<td>Wolf Bracelet</td>
<td></td>
<td>+5 CP</td>
</tr>
<tr>
<td></td>
<td>Prayer Book</td>
<td></td>
<td>-5 CP</td>
</tr>
<tr>
<td>Succubus</td>
<td>Demonic Bracelet</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td>Tishtyra</td>
<td>Statue of Sufet</td>
<td>In the Xas Museum, at the entrance.</td>
<td>+5 AP</td>
</tr>
<tr>
<td>Rulwe</td>
<td>Cuddle Toy</td>
<td></td>
<td>+5 AP</td>
</tr>
<tr>
<td>Roderick</td>
<td>Bottle of ‘Ornesse Magical Lube’</td>
<td>In the Aguvil Mine, in the top left chamber.</td>
<td>+5 AP</td>
</tr>
<tr>
<td>Clawyn</td>
<td>Elven Necklace</td>
<td></td>
<td>+5 AP</td>
</tr>
</tbody>
</table>