

Peasant's Quest – Guide v0.91

by bartleby

Peasant's Quest (by Tinkerer) is a sexy and cool RPGmaker game. I've played quite a few games on this platform, and this one is actually pretty well thought-out and quite a bit of fun. The combat is generally well-balanced. Leveling isn't too grindy (in my opinion, anyway). And the sex scenes are pretty hot as well as being quite kinky. There is quite a bit of content in the game. Many different enemies, NPC's, and quests can be found. I like this game enough that I decided to make the walkthrough. Enjoy! And if you like the game, please consider supporting Tinkerer on Patreon.

There is a LOT of information in this guide. If you are looking for ONLY a walkthrough, head to **Section 10: Walkthrough**. There is a “starter section” to get new players through the first few days, and after that, you should be able to just refer to the rest of the guide as needed. Be aware that the walkthrough lists a suggested order in which to complete the game's quests, it does NOT provide detailed information on them. Check the relevant quest in **Section 5: Quests** for details, puzzle solutions, etc.

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SECTION 1: DISCLAIMER & GENERAL GAMEPLAY TIPS

DISCLAIMER: I am not the author of Peasant's Quest. I am also not a programmer or in any way “code savvy.” My knowledge of Peasant's Quest is based on my own experiences playing the game and from forum posts by other players. It is entirely possible that parts of this guide are incorrect. I apologize for this. If anyone spots any mistakes in this walkthrough, let me know (via post or PM) and I will attempt to fix them when I can. Also, I only work on and update this walkthrough when I have the time to do so, and doing walkthroughs for RPGmaker games can be very time consuming since they usually require a fresh playthrough for each update.

Okay, now the gameplay tips.

- 1 Let's get the ugly one out of the way first – CHEAT MODE! There is a built-in cheat mode in Peasant's Quest. You activate it (or deactivate it) by clicking on the small pile of rocks southwest of the Stables. Activating Cheat Mode causes red chests full of items and gold to appear at various locations in the game (this guide was written based on a cheat-free playthrough). I know of the following locations:

- 1 In front of the Stables
- 2 Inside the Mayor's House
- 3 Near the Sacred Well
- 4 Inside the Witch's house

Below is a screenshot of the exact location of the rocks. Thanks to [PJ95X](#) for the image.



- 2 There are a number of areas around the different zones in the game where you can harvest resources (firewood, mushrooms, blue lilies, wild pumpkins, purple mushrooms, honey, and other items). These resources are all on a universal respawn timer. They will respawn on day 9 and then again every 7 days afterward (day 16, day 23, day 30, etc). Note that this timer applies to cave spawns as well and it does NOT take into account your last harvest. For example, if you loot all of the resources in a zone on day 15, they will still respawn (along with everything else in the world) on day 16. Early in the game, you can't do much with these items, but after completing a few quests, you will unlock the ability to make potions. In my opinion, Potion-making is useful enough to justify a deliberate "farming run" during each spawn cycle. You can sell these resources at the Item Shop in Weirdwood, but I DO NOT recommend doing so. You don't get much cash for them, and you are far better off using them for potions and quests. This also applies to monster-dropped items such as Boar Meat, Pig Fat, etc.
- 3 As is the case in many RPGs, leveling is pretty slow at low levels, but it gets easier as you gain experience and improve your gear. The biggest hindrance in Peasant's Quest is HP & MP recovery. Early in the game, you will only be able to regain 5 HP and 4 MP each night (if you sleep in the farmer's barn). That's 5 HP and enough to recover the MP from one casting of Heal Small Wounds. Fortunately...
- 4 Very little in Peasant's Quest is time-sensitive. If you want to restore a lot of health, feel free to spend multiple days just working for the farmer, working at the forge at the Smithy, and sleeping in the farmer's barn. Whether you spend a day doing this or 12 weeks, will have absolutely zero impact on events in the world. So... no rush. In fact, if you ever find yourself short on potion ingredients, feel free to just sleep for a week to trigger the respawn timer so that you can harvest more. Later in the game, some things are added that ARE time-dependent such as rent payments when you own a house, but by then you should have your resource recovery under control.

- 5 Dog really IS man's best friend. The VERY first thing you should do in any playthrough is to complete the "Lost Dog" quest – it requires no fighting, gives you a free weapon, and unlocks a decent XP & coin earning activity for the early game (the "Work the Forge" action at the Smithy). Working the forge fatigues the player, but it's still a nice time-filler ability and can take you to level 2 very easily.
- 6 As you get tired, your stats decrease – reducing your combat effectiveness. This also applies to your Magic Attack stat, which determines the effectiveness of your Heal Small Wounds spell. If you are going to use that spell to recover health before sleeping, don't wait until the very end of the day to do so. If you are tired, the spell will be less effective.
- 7 Goblins in this game have 10 dollar bills for ears. You will gain money from other sources as you play the game, but all other income pales next to the 20 coins per set of Goblin ears that the Mayor of Weirdwood pays you. Similar to leveling, it's slow at first, but once you are able to kill several Goblins per day it will go faster.
- 8 As soon as you can reliably kill multiple Goblins per day, start staying at the Inn instead of sleeping in the farmer's barn. 20 HP and 14 MP in recovery each night is much better than the 5 HP & 4 MP you get from sleeping in the barn, and the 15 coin price of a room is paid for by one set of Goblin ears. If you are going to be using the Inn, though, it's a good idea to rent your room early in the day (like when you leave after waking up in the morning). If you lose track of time and get back to town after dark, the Innkeeper has gone to bed, and you can't rent a room... so get your key early if you want to avoid sleeping in the alley. NOTE: Later in the game, even better sleep locations become available.
- 9 This tip is really applicable to any RPG, but it's still valid. Save OFTEN and save in MULTIPLE SLOTS. You never know when you will want to backtrack to an earlier save.
- 10 As you progress through the day, you gain fatigue. It is the green bar on your screen. You gain it from almost everything. Traveling, fighting, working jobs, even running from monsters. When your bar fills up, you become tired then exhausted. These two conditions impose huge penalties on pretty my any action. If you get tired, try to avoid engaging in combat at all costs.
- 11 As far as boss fights are concerned, there is no power boost in the game as great as Healing Potions. Once you learn how to make them (after the "Witch Trouble" quest), no boss should be beyond your reach as long as you have enough of them in your inventory.

SECTION 2: WORLD MAP & NOTES ON THE ZONES

			Witch's House							
			↕							
		Ogre Cave	Northern Forest	↔	Sacred Well	Fridaheim	↔	Mountain Pass	↔	Tower of Dread
		↕	↕			↕				
Crossroads	↔	Western Road	↔	Weirdwood	←-----→	Goblin Forest				
↕			↕			↕				
Burial Grounds		Temple of Qetesh	↔	Forgotten Valley		Goblin Village				
						↕				
						Kroggoth Lair				

Burial Grounds	Enemies: Bandits (after completing “Missing Shipment”) Resources: Honey, Stone Shroom, Purple Mushroom
Crossroads	Enemies: Bandits (after completing “Missing Shipment”) Resources: Honey, Stone Shroom, Purple Mushroom
Forgotten Valley:	Enemies: Goblins & Armored Goblins (in mixed groups of 2 & 3) Resources: Blue Lillies x2
Fridaheim:	Enemies: Goblins, Armored Goblins Resources: Purple Mushroom (much more after completing “Frida's Garden”)
Goblin Forest:	Enemies: Goblins, Armored Goblins, Boars, BEARS!, Shakala Resources: Blue Lillies, Firewood x2, Flowers x2, Honey, Mushroom x5, Pumpkin x2
Goblin Village:	Enemies: None Resources: Purple Mushroom
Kroggoth Lair:	Enemies: Bats, Kroggoth Resources: None
Mountain Pass:	Enemies: Black Goblins Resources: Purple Mushroom
Mine:	Enemies: Black Goblins (single and pairs), Magogh Resources: None
Crystal Mine:	Enemies: Ogre Resources: Cave Flower Nectar
Northern Forest:	Enemies: Goblins, Armored Goblins, Boars Resources: Blue Lillies x2, Firewood x3, Pumpkin x2
Ogre Cave:	Enemies: None Resources: Pumpkin, Purple Mushroom
Sacred Well:	Enemies: None Resources: None
Temple of Qetesh:	Enemies: Orcs (During “Return to the Temple of Qetesh”) Resources: Honey, Purple Mushroom, Stone Shroom
Orc Cave:	Enemies: Orcs, Orc Urakh (During “Return to the Temple of Qetesh”) Resources: None
Tower of Dread:	Enemies: Armored Goblins (single or pairs), Boars Resources: Blue Lillies, Mushroom, Pumpkin
Bat Cave:	Enemies: Bat Creatures, Bat Breeders Resources: Crystallized Egg spawn x5, Cave Flower Nectar x 2
Weirdwood:	Enemies: None Resources: Blue Lillies, Firewood x3, Honey x2, Potato, Pumpkin, Stone Shroom
Spider Cave:	Enemies: Giant Spiders, Spider Queen Resources: Cave Flower Nectar x7, Spider Eggs x5, Poison Glands (spider drop only)
Western Road:	Enemies: Bandits (after completing “Missing Shipment”) Resources: Blue Lillies, Honey, Mushroom, Pumpkin
Witch's House:	Enemies: None Resources: Blue Lillies, Honey, Purple Mushroom

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

SECTION 3: WEIRDWOOD TOWN LOCATIONS

Alley – Gwynneth

Sleep here for free if you have nowhere else to sleep. No HP/MP recovery, but it restores fatigue.

A prostitute named Gwynneth hangs out near the alley. Her “menu” is as follows:

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

Gwynneth accepts the following gifts: Jewelry

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

Carpenter – Marcus

Dungeon Items	200 coins each (once you have access to the Tower of Dread's dungeon)
Alchemy Desk	250 coins (talk to Marcus) – available after purchasing a house

Farm – Farmer (Jacob?)

You can work for him (takes 8 hours) for 15 coins and access to his barn as a sleeping location. The barn isn't as good as a room at the inn, but it's a lot better than sleeping in the alley. This quest is repeatable. Working for him also unlocks the “Sheep Killer” quest. This action fatigues the MC.

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

Guard Tower & Jail

If you get caught doing something illegal like trying to steal the Mayor's flowers or peeping on his wife, the Town Guard will throw you in jail for the night and fine you 30 coins.

Guards are pretty observant, but they CAN be distracted.

The Guard Tower is a part of the quest “Retrieve Panties”

House for Rent (AKA Your House)

The house with the note on the door. You can rent the house from Victoria, the Mayor's wife for 100 coins per week (plus 100 coins up front). See the “Home Sweet Home” quest for details.

After starting “Home Sweet Home” You can sleep in your bed for +20HP/+30MP per night.

After buying the Alchemy Desk You can make basic potions (Desk costs 250 coins).

After “Frida's Garden” You can make Bushels of Vegetables in the kitchen.

Inn "The Prancing Donkey" – Innkeeper, Alice, Gabriel

Drink a Pint	5 coins	+3 HP
Rent a Room	15 coins	+20 HP, +14 MP*

Talking to Gabriel at his table gives some information about Goblins (which is useful for the "Female Goblin" quest) and his daughter, Beth.

The first time you take the "Drink a Pint" option, you will meet the Innkeeper's daughter, Alice. Be nice to her and keep your hands to yourself (for now). Doing this unlocks her as an interactable character in the Inn. See the "Innkeeper's Daughter" quest. You can keep doing the "Drink a Pint" action and it will raise Alice's affection for you. It is a more-expensive alternate path to giving her flowers, but has the benefit of some sexy flashing scenes from Alice.

Alice accepts the following gifts: Flowers

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

Item Shop – Shopkeeper (Jenny?)

Magic Water	30 coins	<i>Restores up to 20 MP</i>
Flowers	20 coins	<i>Gift for Alice</i> (can be given once daily)
Jewelry	20 coins	<i>Gift for Gwynneth</i> (can be given once daily)
Bandages	10 coins	<i>Used to heal wounds</i>
Boar Carcass	50 coins	(after "Innkeeper's Daughter")
Steak	30 coins	<i>Nice juicy piece of meat</i> (after "Innkeeper's Daughter")
Bottle of Wine	14 coins	<i>Used for the "Sacred Water" quest</i>
Elven Wine	30 coins	<i>Used for the "Sacred Water" quest</i>
Bushel of Vegetables	20 coins	<i>Gift for Frida</i> (can be given once daily)
Torch	10 coins	<i>Allows you to see inside of caves. Lasts for one day.</i>
Carrot Seeds	10 coins	<i>Used for the "Frida's Garden" quest</i>
Rope	5 coins	<i>Used for the "Cradle" quest</i>

Mayor's House – Hans

If you talk to him, he tells you about available work at the farm on the east side of town. He also gives you the quest "Goblin Ears." If you talk to him again, he gives you the "Witch Trouble" quest and a "letter of passage." NOTE: You can try stealing the flowers in front of the Mayor's House, but there is a chance that guards will catch you. If you are caught, you get thrown in jail for a day and are fined 30 coins. There are other places to pick flowers, so I don't recommend it.

Smithy - Blacksmith

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

Sword	400 coins	Att: +3, Ag: +2
Axe	400 coins	Att: +4
Bow	400 coins	Att: +2, Ag: +5, No Shield
Shield	250 coins	Def: +1
Ring	300 coins	Magic Att: +3 (note: this also boosts your healing spells a bit)

Dagger	100 coins	Att: +1, Ag: +1	
Quarterstaff	400 coins	Att: +2, Def: +1, Ag: +2, No Shield	
Open Helmet	250 coins	Def: +1	
Cloth	250 coins	Def: +1	
Chainmail	400 coins	Def: +2, Ag -1	
Plate Armor	600 coins	Def: +3, Ag -2	Requires skill: <u>Heavy Armor</u>
Two Handed Sword	600 coins	Att: +5, No Shield	Requires skill: <u>Two Handed Weapons</u>
Two Handed B. Axe	600 coins	Att: +6, Ag -2, No Shield	Requires skill: <u>Two Handed Weapons</u>

Work the Forge (2 hours) +5 coins, +2 XP (repeatable). This action causes a bit of fatigue.

Stables – Beth

Talk to Beth and help her out. When you catch her in the act, agree to be quiet. This makes her happy and opens up the option to buy horse cum (important later). Helping her out a second time opens up the “Spyglass” quest.

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

Tailor - Edgar

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

Red Night Gown	200 coins	<i>A red sheer night gown</i>
Black Skimpy Dress	200 coins	<i>A tiny black see-through dress</i>
Huge White Outfit	200 coins	<i>A white fishnet outfit with fur cloak for a very large lady</i>
Skimpy Mail Armor	200 coins	<i>Chain “armor”</i> This item actually only costs you 180 coins
Black Lingerie	200 coins	<i>Stockings, suspenders, panties and bra</i>

SECTION 4: OTHER LOCATIONS

Weirdwood is the only “town” currently in the game, but there are some other locations you will unlock during your playthrough where you can rest or take other location-specific actions.

Frida's House – unlocked by starting “The Giantess”

After “Puppies” & giving new Lock You can sleep in Frida's bed for +24HP/+16MP

After “Frida's Garden” You can harvest Pumpkins, Potatoes, & Carrots every 7 days

Goblin Village – unlocked by completing “Female Goblin”

After “Female Goblin” Makith, the shaman, will heal you for 30 coins.

After starting “Wedding Dress” You can sleep on the furs by the campfire for +10HP/+7MP

After “Wedding Present” You can sleep in Shakala's tent for +24HP/+16MP

Tower of Dread – unlocked by completing “Tower of Dread”

After starting “The Apprentice” You can sleep in your room in the tower for +16HP/+12MP

After “Bat Breeder” You can produce 1-2 crystallized eggs per day in the dungeon.

Witch's House – unlocked by completing “Witch Trouble”

After “Witch Trouble”

You can use the alchemy station to make basic potions.

After “The Temple of Qetesh”

You can use the chalice to make special potions.

You can masturbate to collect Human Seed

You can pay Ziva 80 coins to “milk you” for more Human Seed

SECTION 5: QUESTS

Peasant's Quest has recently added a Quest Journal (sort of). It is accessed by clicking the “Key Items” section of your inventory. However, names have only been added for a few (recently added) quests. I am using the “official” names for those quests. I have taken the liberty of naming older unnamed quests. They are listed alphabetically in this section. At the beginning of each quest's description, I have listed any prerequisite tasks that need to be completed first as well as some suggestions about how strong the MC needs to be.

- 1 The Apprentice
- 2 Bat Breeder
- 3 Boar Hunt
- 4 The Chosen One
- 5 The Crown of Sorcery
- 6 A Date with Beth
- 7 Female Goblin
- 8 Frida's Garden
- 9 The Giantess
- 10 Goblin Alchemy
- 11 Goblin Ears
- 12 Goblin Tactics
- 13 Home Sweet Home
- 14 Innkeeper's Daughter
- 15 Lost Dog
- 16 Maternity Wear
- 17 Missing Girl
- 18 Missing Shipment
- 19 Prove Your Reliability
- 20 Puppies!
- 21 Rats!
- 22 Retrieve Panties (AKA “Victoria's Secret”)
- 23 Return to the Temple of Qetesh
- 24 Sacred Water
- 25 Sheep Killer
- 26 Spy on Victoria
- 27 Spyglass
- 28 Temple of Qetesh
- 29 The Tower of Dread
- 30 Wedding Dress
- 31 Wedding Present
- 32 Witch Trouble

1 – The Apprentice

Prerequisites: “The Crown of Sorcery”

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

When you are ready, head to the bat-creature cave. Inside the cave, check the treasure pile in the room to the north for 150 coins, then go west. You will soon encounter your first Bat Creature. The Bat Creatures aren't too tough. They have 60 HP and they don't hit too hard. However... they can poison you just like the Giant Spiders in the spider cave (though they only have a 20% chance of doing so). You don't have to venture very far into the cave to find your first crystallized egg. They are in the bright yellow squares on the cave floor. Each of these locations has a chance to give 1 or 2 Crystallized eggs or a fertilized “gooey egg.” You can use the save/reload trick if you want to maximize the number of eggs that you get (and they will be VERY useful). During your exploration of the cave, you might also encounter a Bat Breeder. As you might expect in this game, Bat Breeders are surprisingly-attractive female versions of the Bat Creatures that resemble hot naked chicks with bat ears. They are easier opponents than the males. They have less health (50 HP), hit for less damage, don't poison, and have a 33% chance of dropping a crystallized egg.

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

2 – Bat Breeder

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

Now that we have access to the Tower and its Dungeon, we have the ability to set up an “egg factory” in the Dungeon. For this, we need to capture and NOT SACRIFICE a Bat Breeder. When you are ready, heal up and head back to the Bat Cave. Wander around until you find a Bat Breeder, and use the Stun spell on her. Stun gets resisted a LOT, so you want to be sure you have some magic waters with you. Using a Crystallized Egg may also reduce the failure rate of the spell. Anyway, once you finally capture a Bat Breeder, go back to Erevi. She is excited that you caught a Bat Breeder. DO NOT SACRIFICE IT. Suggest keeping it. She will tell you that you can keep the creature in the dungeon, and the Bat Breeder will appear in a cell. If you interact with the cell and choose “Exercise Breeder,” the MC will comment that you need some kind of restraints. You can now go to the carpenter in Weirdwood (if you haven't already) and buy the two pieces of bondage furniture for the dungeon. Each piece of furniture costs 200 coins, and they allow you to have sex with your captive Bat Breeder. You get different positions for each piece of furniture.

When you first capture the Bat Breeder, it is NOT friendly. Until you make the Breeder friendly, choosing the oral sex option will result in a fairly... unpleasant outcome, but it is worth seeing once for the lols (just make sure that you save first). SAVE before having sex with the Bat Breeder. You want to make her have an orgasm, and doing so requires passing a speed-based direction arrow mini game. If you are having trouble with the mini game, the red level in the dungeon will engage "easy mode" and slow it down. The reason for giving the Bat Breeder orgasms is so that you can unlock new sex options (like the blowjob) after raising her affection towards you. To further facilitate this, go back to your room in the tower. There is now a marker on your desk. If you click on it, you have options to improve conditions for your captives. Activating "Improved Rations" gives you captives better food and increases their affection caps by 40 for a cost of 6 coins per day. "Improved Accommodations" is a one-time cost of 300 coins that creates more comfortable cells. It also increases the affection cap of all captives by 40. I recommend buying both of these upgrades since you should have plenty of money by this stage in the game. There is no way with the regular game interface to see your captives' affection levels, but their posture inside their cell will change as they become more affectionate. For example, the Bat Breeder starts out in a semi-fetal position. After you raise her affection a bit, she changes to a standing position. Once she has taken this position, attempting oral sex with her has a different result. After her next affection threshold, she will be facing you at the front of the cell and holding one of the bars. After this change, the results of attempting oral sex change yet again. In addition to having fun, carrying out these activities will give you a steady supply of crystallized eggs. Just fuck the Bat Breeder every day and check her for eggs every morning. You do not need to use Fertility Potions, but doing so will give you variant versions of all sex scenes (including oral). Right now, the Bat Breeder is the only captive you can keep in the dungeon, but more should be added in future updates.

3 – Boar Hunt

Prerequisites: "Rats!"

WARNING! If you have used cheats to gain a ton of boar carcasses, make sure that you sell off all of your excess carcasses before starting this quest!!! If, because of cheats, you have 99 carcasses, she will ask for 100. Since the game doesn't let you have more than 99 items in your inventory, this will mean that you are effectively screwed. So, as I said earlier, make sure to dump off your excess boar carcasses before starting this quest. - This was supposedly fixed in 0.91, but I am keeping the workaround here in case the fix didn't work (or players are playing an older version). I will remove it during the next update of this walkthrough if I can confirm that the Boar cheat bug has indeed been successfully fixed.

After taking care of the rats in the Tower of Dread, Erevi tells you that she's getting low on food for Bolon and tasks you with hunting 3 Boars to fill up the food stores. If you have more than 3 in your inventory, she will ask for whatever you currently have PLUS ONE. Understand that the number she wants you to hunt INCLUDES the carcasses that you already have. So, if you have 8 carcasses in your inventory, she will ask you to hunt 9 Boars, which means that you actually only have to kill 1 to complete the quest.

The area outside the Tower of Dread is, by far, the best place to do it as they spawn there much more frequently than in The Goblin Forest or the Northern Forest. Once you get the requested number of carcasses, visit Erevi in her bedchamber to turn in the quest. Save first if you want to explore dialogue options. Her pregnancy is showing now (wow, THAT was fast!), and you can choose three different responses in dialogue. Ultimately, it doesn't matter what you pick, but you want reload your save if you want to read the different dialogue. Anyway... she has a new task for you. The "Maternity Wear" quest is unlocked.

Reward: +50 XP

4 – The Chosen One

Prerequisites: “The Apprentice”

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

Okay. What we want here are big creatures like Bat Breeders or Boars. To capture a monster, you need to hit it with the Stun spell. Opponents CAN resist the Stun spell, so you may have to cast it multiple times to get it to stick. Once the creature is stunned, if you attack it, you will automatically capture it. Here's the catch, the Stun spell costs 8 MP to cast, so if you get unlucky with resists, you could run out of MP. To avoid this, stock up on Magic Water. Also, I think that having an active Crystallized Egg reduces the Stun spell's failure rate. Before we start with impregnating the Sorceress though, we need to take care of something else. See the “Bat Breeder” quest.

Once you get your egg factory squared away, you can start actually playing around with the Sorceress. As mentioned earlier, some sacrifices are better than others. Erevi's affection increases according to how good your sacrifices are. She will take Boars and Black Goblins, but for the best affection gain, you want Bat Breeders. This quest line has been changed from its original state. Originally, you had to bring Erevi multiple sacrifices to unlock both of her sex positions, but now, she will offer you both sex positions (cowgirl and missionary) after a single Bat Breeder sacrifice. In the “old days,” you needed to use Potions of Barrenness to ensure that you didn't get her pregnant before you had unlocked both of her sex positions, but that no longer seems to be the case.

Whenever you are ready to advance the quest line, use a Potion of Fertility. Ask her if she's pregnant a few days later and she should be. If she isn't get another sacrifice and try to impregnate her again with the Fertility Potion. When the quest advances, the “Rats” quest is unlocked.

5 – The Crown of Sorcery

Prerequisites: “The Tower of Dread”

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

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

PUZZLE ROOM 2: First thing, head to the northeast corner of the room and loot the pot there for 200 coins. Now for the puzzle itself. This one is quite easy. There are four crystals in the room that are different colors.

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

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

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

6 – A Date with Beth

Prerequisites: “Prove Your Reliability”

Ask Beth out again. You promise something “really romantic”... and have no idea what you are going to do. You go through your options. Beth likes Horses, but Samson is the only one in town, so you can't go riding together. Then you get the idea of conjuring one. Time to go talk to Erevi.

You arrive at the Tower of Dread and reach Erevi's bedroom just in time to witness the birth of your daughter (most of it, anyway). Congratulations, Dad! Give your new bundle of joy a name and then go to sleep.

Talk to Erevi the next morning and ask her for a spell to conjure a horse. She says that the spell is too advanced for you and refuses to teach you. If you beg her, she finally relents but only if you do something for her first. She wants you to make a crib for your daughter and to bring a Crystallized Egg for the teaching of the spell.

The Egg shouldn't be a problem. If you do happen to be out, go give your Bat Breeder an orgasm or two and pick up the Eggs in the morning (or loot some in the Bat Cave).

For the Crib, click on the quest marker near Erevi. It tells you that you'll need some wood, a rope, and a pelt of some kind. Go to the kitchen/dining hall and click on the wood near the fireplace. Rope can be bought at the Item Store in Weirdwood. Pelts drop from... Bears. When you have all of the items, activate the quest marker near Erevi to place the Cradle. You get a short training scene and you learn the Summon spell!

Go back to Beth for your date! You try out the spell and there are some... complications. The date is a success though!

Go see Beth the next day and ask her out again. She suggests just fooling around in the Stables instead. You get a new sex scene (with an animation). You can exit the animation by hitting either your space bar or esc.

Starting the next day, if you ask her out, you get your choice of repeating the horse date or the stable sex.

7 – Female Goblin

Prerequisites: None, but I strongly recommend level 5+ and decent gear.

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

While roaming around, you will notice some Goblin corpses lying around. There are three in the zone. One in the southwest corner (just south of the entrance from Weirdwood), one in the southeast corner of the zone, and one in the northeast corner (on top of a ridge). When you interact with one of these corpses, you will loot 1 set of Goblin ears, and you have a chance to trigger the female Goblin spawn (the spawn chance seems to be about 25%). If she doesn't spawn, keep looting the corpses. When you loot all of them, they respawn. It is also possible to just save before the first spawn and keep reloading your save until she spawns. When the female Goblin (her name is Shakala) shows up, she immediately attacks you. She is much harder than other Goblins or Boars, but not as tough as a Bear (see **Section 7: Bestiary** for her stats). Once you defeat her, you can kill her for her ears (DON'T!), leave her alone, or have sex with her (BINGO). She wakes up during the sex and seems to enjoy it. Cum inside of her.

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

Go back to the Goblin Forest again the next day (third day), and you will see Goblin corpses again though they are in different locations. She spawned for me the first time I interacted with one and it was near the entrance to the ridge area on the northeast side of the zone. She attacks you again. Fight her. DO NOT FORGET TO HEAL YOURSELF IMMEDIATELY AFTER THE CUT SCENE!

Come back to the Goblin Forest the next day and find the dead tree (it's up on the ridge in the northeast part of the zone). There is a marker there now. If you interact with it, she shows up and you can repeat any of the previous sex scenes. The marker is usable once per day.

At this point, it is possible to impregnate Shakala. Using a Potion of Fertility increases your odds of this, but it is possible to get her pregnant without one. If she becomes pregnant, she will take you to her village and introduce you to her tribe. This unlocks the Goblin Village zone. The Shaman there, Makith, will heal you for 30 coins, and the quests, "Goblin Alchemy," "Goblin Tactics," and "Wedding Dress" are unlocked. Once you start the "Wedding Dress" quest, you can also sleep on the furs in the Goblin Village (+10 HP, +7 MP).

8 – Frida's Garden

Prerequisites: Progress "The Giantess" to the point where Frida becomes pregnant.

After Frida tells you that you have "put a puppy inside of her," talk to her again. She will comment that since she is pregnant, it won't be easy for her to hunt, so it would be good to have a source of food closer to her house. Specifically, she wants you to restore the vegetable garden that the Goblins destroyed. For the garden, you will need a Potato, a Pumpkin, and some Carrot Seeds. You will also need to find a shovel and some fertilizer for the garden.

You probably already have a Pumpkin and a Potato in your inventory. Wild Pumpkins grow all over the place, and there is a Wild Potato plant just north of the Farmer's place in Weirdwood (it's very close to where you fought the Goblin back at the beginning of the game during the "Sheep Killer" quest. Both items are on the global respawn timer.

You can buy Carrot Seeds at the Shop in Weirdwood for 10 coins.

As with the Pumpkin and Potato, you probably already have a Shovel. You can pick up one in Weirdwood near the Farmer's barn, and there is also one in the northwest part of the Goblin Village (near the shore).

Finally, you can get the Fertilizer by cleaning the Stables for Beth. When you pick up the first pile of horse shit, the MC remarks that it would be good for Frida's garden and Manure is added to your inventory.

Once you have all of the stuff, just walk onto the garden plot outside of Frida's house. There are three rows in the garden, each time you walk onto a row, you will plant a different crop. When the entire garden is planted, you get a reward scene with Frida (requires a Phallus Giganticus Potion). If you elect to use a Fertility Potion, you get a slightly extended version of the scene.

The garden will take a few days to grow, but once it does, you will be able to harvest vegetables. They can be used to make "Bushel of Vegetable" gifts for Frida (use the kitchen in your house while you have a carrot and a potato in your inventory). All vegetable regrow when harvested.

Frida will also appear outside of the garden during the day. There, you can talk to her to repeat the garden reward scene as well as the white outfit scene.

9 – The Giantess

Prerequisites: "The Temple of Qetesh," and I recommend at least level 7 and decent gear before completing "Puppies."

Follow the road north out of the Goblin Forest to reach Fridaheim (translated as "Home of Frida"). There you will find a large house. Knock on the door and enter. The house seems deserted, but a sexy Giantess soon appears in the company of two dire wolves. She informs you that you are trespassing in her home. It doesn't seem to matter what you pick for the first dialogue option, but the safe choice (in terms of potentially-hidden affection points) is "You have a beautiful house!" She is flattered by this, and she introduces herself and her dire wolves to you (her name is Frida, and the wolves are Freyja and Odin).

Frida explains that she has been having problems with the local Goblins. They recently destroyed her vegetable garden, and while she was out hunting them, some other Goblins came to her home, broke the lock on her door, and stole her puppies. All three of these events (the garden, the lock, and the stolen puppies) are relevant to Frida's quest lines, but the missing pups are the more pressing concern. She tells you that the Goblins took the puppies into the mountains to the east. You can now refuse the quest, ask for money, or offer to find them for her. If you ask for money, she gives you 100 coins, but by this stage of the game, you shouldn't be hurting for money (if you are, you probably aren't high-level enough for this quest). I always offer to find them for free (again, for potentially-hidden affection). After you accept the quest, she warns you that you will be dealing with Black Goblins. See the "Puppies" quest for details. Before you leave, click on Frida's bedroom door... maybe you really should look into getting her a new lock.

Completing "Puppies," will open up some more options with Frida.

Talk to her and ask her if she's lonely. She mentions an ex named Grug (see "The Temple of Qetesh"), but she is currently unattached. If you offer your services, she will ask to see your equipment. It isn't enough for her, but she lets you please her with your mouth and... arm instead. The MC comments that he wishes there was a way he could make his penis larger. Well... there is. Remember that Potion of Phallus Giganticus you found during the "Missing Shipment" quest? If you go back to Ziva now and talk to her, you will have the dialogue option to ask about enlarging your penis. She teaches you the recipe for the Phallus Giganticus potion!

To make these potions, you will need Horse Seed, which can be purchased from Beth at the Stables. While you are in town, go by the Smithy and talk to the Blacksmith about a lock for Frida. It seems that you can use the forge to make one yourself. Do it! No head back to Zivas and make a few Phallus Giganticus Potions (I typically make 5 or so). Once you have the potion, return to Frida.

Talk her and pick the "Are you lonely?" option again. This time, you will be able to use your new potion, and things will turn out differently. In the ensuing scene, just keep picking "Woof!" to avoid annoying Frida and DO NOT CUM INSIDE OF HER!!! (yet)

After the sex scene, give Frida the Padlock (just for the added affection boost). Congratulations! Her bedroom is now unlocked. You can sleep there to recover 24HP/16MP each night.

If you have followed this walkthrough, at this point, you SHOULD be able to get a wolf pup from her for Mia, but save first just to be safe. Ask Frida if you can have a pup, tell her it's to protect a friend, and DO NOT admit that you are interested in Mia. This should get you a pup.

Once you have a supply of Phallus Giganticus potions, you can use them to enjoy a variety of sex scenes with Frida. If you go to Edgar's Tailor shop in Weirdwood, you can purchase a Huge White Outfit for 200 coins. If you give it to her, it will unlock a special sex scene (you will need a Phallus Giganticus potion). From now on, when you talk to Frida, you get the option for her to put on the dress, which lets you repeat the scene. If you go into her bedroom a night, she will be in the bed and you will be able to use a Phallus Giganticus Potion to initiate a sex scene.

When her affection gets high enough, she asks you to cum inside of her. From this point on, you should always do so (preferably using a Potion of Fertility each time) She will eventually comment that she is pregnant when you talk to her.

After Frida announces that she is pregnant, she tells you that it will be harder for her to hunt, and she gives you the "Frida's Garden" quest.

10 – Goblin Alchemy

Prerequisites: You must have completed the "Female Goblin" quest and unlocked the Goblin Village

Talk to Makith, the Shaman in the Goblin Village and ask about the Spirit World. She offers to teach you how to make a potion to see the past if you can bring her blue lilies and a purple mushroom. When you bring her these, she gives you the recipe for Spirit Potions. They can be used to re-view non-repeatable sex scenes that you have unlocked in the past. Locations where you can use these potions are marked by glowing blue clouds.

11 – Goblin Ears

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

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

12 – Goblin Tactics

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

Talk to Bhrute at the Goblin Village. He is southwest of the central campfire. He offers to teach you a special Goblin tactics called Mighty Blow, but you have to beat him in combat to prove that you are worthy. You then get the option to fight him now or wait. He is a moderately tough fight. He has 90 HP, but he doesn't hit that hard. Using a healing potion to fully recover your health when you get low is the easiest way to beat him, though at level 9 I was able to beat him easily without the potion. For beating him, you gain 40 EXP and unlock the Mighty Blow ability. See **Section 9: Spells and Abilities** for details.

13 – Home Sweet Home

Prerequisites: None to start, but don't recommend actually buying the house too early in the game.

PART 1: Click on the building in Weirdwood with the note on the front door. Read the note and go speak with the Mayor. Go talk to the Mayor's wife, Victoria. She will be in the dining room of the Mayor's house. She informs you that the rent is 100 coins up front and another 100 coins per week. Whether you can afford the house or not, talking to her causes the MC (after exiting the house) to comment about how hot she is and that he wishes he could see more of her. This starts the quest “Spy on Victoria.” That's it for part 1. Part 2 involves buying the house, and I don't recommend doing that until you have progressed a bit in the game.

PART 2: Once you have the money and are ready to buy the house, talk to Victoria again. She informs you that she will come by to pick up the rent at the beginning of each week (starting 7 days from when you buy the house and every 7 days thereafter). She also says that if you are looking for furniture that you should talk to Marcus the carpenter. If you do so, you will get the option to buy an Alchemy Desk which will allow you to make potions in your home (it costs 250 coins). The desk is a nice convenience, but be aware that it only lets you make the 7 basic potions (NOT Potions of Barrenness/Fertility or Potions of Phallus Giganticus).

Congratulations! You are now a homeowner (or renter, at least). For the next stage of this quest, you need to wait 7 days until your rent comes due. Sleeping at home restores 20 HP & 30 MP!!! This is awesome, but the biggest advantage is the huge MP recovery (HP recovery is the same as the Inn), and the MP recovery will be mostly wasted until you are level 7-8 and your MP pool is over 20. This is one of the reasons why I don't like buying the house too early in the game. If you have a potato and a carrot in your inventory, you can also combine them in your kitchen to create a Bushel of Vegetables (gift for Frida).

Seven days after you buy the house, when you wake up in the morning (or go to your house if you slept somewhere else), Victoria will show up to collect rent (you have to go downstairs). Tell her that you don't have the money, and she will give you the “Retrieve Panties” quest. She takes your key until you have completed the quest. Completing this quest, requires you to pay 200 coins, which is another reason I don't recommend buying the house too early in the game. Before next week comes, make sure that you have at least one Potion of Barrenness and a Potion of Fertility in your inventory.

A week later, she shows up to collect rent again. Once again, tell her that you don't have enough money. She says that she is willing to ignore rent if you will fuck her. If you have Potions of Barrenness in your inventory

(and you should), you will tell show her one and tell her that she doesn't need to worry about getting pregnant. She says that if you drink the potion, she will let you cum inside of her. You then get a pop up menu where you can drink the Potion of Barrenness, PRETEND to drink the Potion of Barrenness, or (LOL) drink a Potion of Fertility instead. If you don't have the potion, you don't get any choice and she just finishes you off with her hand.

Victoria will keep showing up every seven days for "rent." For an alternate (and hotter) sex scene, you can buy the "black lingerie" from Edgar the tailor for 200 coins. When Victoria next comes to collect rent, you can give it to her and she will wear it.

14 – Innkeeper's Daughter

Prerequisites: "Lost Dog" & 50 coins. You should also be able to kill a Boar.

You meet Alice the first time you use the "Order a pint" action at the Inn. Be a gentleman during this first encounter.

Raise Alice's affection with gifts OR by repeatedly using the "Order a pint" action.

If you choose the drinking route, she will progress through several sexy flashing scenes as her affection for you increases. After the 6th time you order a pint (the second time she flashes her pussy), you should have enough affection with her to ask her out.

If you choose the gift route, giving her 3 bouquets of flowers will be enough. You can only give her flowers once per day though, so keep that in mind.

Once you have built up enough affection, talk to her early in the day and ask her out (you will know that you have enough affection if she is facing you with her arms crossed under her breasts). She will say that she likes you but she's afraid of getting caught by her father. She says that if you can find some way to distract him, she will share a few drinks with you. Accept her offer.

Go to the prostitute (Gwynneth) and ask her to distract Alice's dad. Tell her it's a favor for the innkeeper. She wants 50 coins for the work (you pay her automatically if you have the money). Head back to the inn and talk to Alice. Go to the table and enjoy the scene with Alice.

The next day, give her some flowers and talk to her again. She will say that she enjoyed your date and would love to spend more time with you, but her father locks her in her room at night. She suggests getting a copy of his key, which she is sure is somewhere in the cellar. She warns you about her father's dog, Killer. Say "no problem." Click on the cellar entrance. When you do so, the MC will remark that he will need something to distract the dog and something that can be used as a mold for the key. Select "Don't go downstairs."

What could you use to distract a dog? How about some meat? Head to the Item Shop in town and ask about meat. The woman who runs the shop says that meat has been hard to come by lately, but if you can collect some wild game (like a Boar carcass), she will cut you some steaks. If you don't have a Boar carcass, head to the Goblin Forest (they seem to spawn there more often than in the Northern Forest) and walk around until you encounter a Boar. Kill it and you will receive a Boar Carcass. Beware if you are really low level, because Boars are tougher opponents than Goblins. When you have the carcass, go back to the Item Shop. Talk to the lady again, and you will give her the Boar carcass. You will lose one Boar carcass and receive two steaks. The Item Show will now sell Boar Carcasses for 50 coins each and steaks for 30 coins each.

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

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

Rent a room and sleep in the Inn that night. Enjoy the scene! From now on, this scene can repeat every time you spend the night at the Inn (it is random). When this scene triggers, you will have a choice to go through with it or tell her that you are too tired. If you have the scene, your HP/MP recovery for the night will be halved, so if you really need the recovery, feel free to turn her down (doing so does not seem to lower her affection). If you talk to Alice in the Inn during the day, you can repeat the "date" scene as well (though you will have to pay Gwynneth again).

15 – Lost Dog

Prerequisites: None

This quest should be the very first thing you do at the beginning of a new game. Go to the Smithy and talk to the Blacksmith. He asks you to find his dog. If you go straight to the Blacksmith at the beginning of the game (without advancing time) and pick up this quest, the dog should be due north of the Mayor's house, at the edge of the map near a large rock. If you advance time in any way, the dog will move to a different location. After several game days of testing, I found three possible locations for the dog: the "starting" spot north of the Mayor's house, in the southeast corner of the zone near the lake (on the south edge of the map), and in the extreme northwest corner of the map (he is hard to see because your character portrait partially covers him). If, for some reason, you can't find him in any of these three locations, sleep and try again the next day (he randomly relocates each morning). NOTE: the dog DOES NOT appear on the map until you have picked up the quest. Anyway, find the dog and then return to the blacksmith.

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

16 – Maternity Wear

Prerequisites: "Boar Hunt"

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

If you are under the effects of a Fertility Potion during the following scenes, there are slight changes to them. When you talk to her, you have the choice of giving her the red lingerie or the black dress. I recommend giving her the red lingerie first. If you give her the red lingerie, you get an immediate sex scene with her. If you give her the black dress, she asks you for a “date night.” You CAN give her the red dress, have the scene, and then go back in her bedroom and give her the black dress.

For the “date” triggered by giving her the black dress, she wants to you head to the kitchen and prepare a proper dinner. She will dress for the occasion. You will need two steaks, one bushel of vegetables, and some firewood. You can get two steaks by buying them for 30 coins each at the Item Shop in Weirdwood, or by turning in a boar carcass if you haven't done the “Innkeeper's Daughter” quest yet. You can buy vegetables at the Item Shop for 20 coins each or craft them in your house with 1 carrot and 1 potato from Frida's garden. You SHOULD have a lot of firewood already if you've been picking it up throughout the game. If you haven't been, you can find it in most outdoor zones (it is a small log on the ground).

Get the items and go to the kitchen of the Tower of Dread. Click on the quest marker in the kitchen. To thank you for dinner, Erevi lets you fuck her “any way you want.” Feel free to do so. This completes the quest. You can repeat the scenes by talking to her again the next day (though you need all the dinner ingredients each time you pick the black lingerie).

17 – Missing Girl

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

PART 1: Head to the Northern Woods (the zone just north of Weirdwood), and talk to the old woman. She asks you to help her find her daughter, Mia. You can ask for a reward or not (I didn't). Mia is in the NE corner of the zone. Before going there, SAVE YOUR GAME! When you get close, an event will trigger.

NTR/Voyeur/Rape Warning: Mia is being attacked by two goblins. You can either charge in or wait for an opening. If you wait for an opening, you see a rape scene, and then you automatically kill the goblins. If you charge in, you have to fight both goblins, but Mia is happier. I recommend saving, watching the rape scene (if you like), then reloading. Mia is happy and asks you to visit her at her grandmother's house. Talk to her there and she asks you to gather firewood. Offer to do it for free. Talk to her when you have one firewood, and she offers to reward you. Either ask for nothing or ask for a kiss – you get a kiss in either case. Return the next day and give her firewood again. This time ask to see her tits. Return again the following day. Give her some more firewood and ask to see her pussy. You are probably starting to hate Granny by now. When you talk to her the next day, she says that she feels bad about having you gather wood for her, and asks her to get her a guard dog.

PART 2: At this point, you need to complete the “Puppies” quest to advance further. After you raise Frida's affection (have “sex” with her, give her the Padlock, and then use a Phallus GiganticuPotion to have real sex with her), you can ask her for a puppy. If your relationship with her isn't good enough with her, she will refuse, but you can ask again after giving her more gifts or completing some of her other quests. For me, the two versions of sex and a padlock were enough to get her to give up a puppy. Just be sure to tell her that you need it to protect a friend and then deny it when she asks if the girl is someone that you are keeping on the side. She will give you Dire Wolf Balder (puppy). Take the puppy back to Mia. She takes you behind the shed and rewards you, but Granny catches you in the act and she gets “grounded until Tinkerer's next update.” So, that's all of this quest for now (as of version 0.91).

18 – Missing Shipment

Prerequisites: “Sheep Killer” (and 50 coins)

Edgar the tailor (he's outside of his shop) asks you to help him recover a shipment of goods that went missing. Head west of town (to the Western Road zone), find the wrecked wagon, click on the bedroll, and follow the blood trail. While following the trail, you will come across a Potion of Phallus Giganticus. DO NOT take it back to Edgar. If you follow the trail to the end, you will find two ogres – a male, Dolf, and a female, Maghda. Maghda is complaining about missing the taste of mutton. Go back to town and buy a sheep from the farmer (you must have completed “Sheep Killer” first) for 50 coins. Go back to the ogre camp. You will need a Potion of Phallus Giganticus to avoid death. Say “I can pleasure you!”, use the potion, enjoy the scene, and get the tailor's supplies. Return them to Edgar in town. Once you are able to make potions of Phallus Giganticus, you can revisit the Ogre Cave and repeat the scene with Maghda (you'll need another sheep).

Reward: 150 coins, +30 XP

19 – Prove Your Reliability

Prerequisites: Not sure, but I think that for you to get the “quest marker” in your Key Items inventory, you need to have finished “Maternity Wear”

Talk to Beth at the Stables and ask her out. She says that she won't go out with you until you prove that you can be relied upon. Hmm... what could you do to prove your reliability. Well, let's see. She is always complaining about what a worthless drunk her Dad is... I'll bet if we can sober him up and turn him back into the hero he used to be, that Beth would be really impressed!

Complete “Return to the Temple of Qetesh.”

Return to the Stables.

Damn, it worked! “Date with Beth” is unlocked.

20 – Puppies!

Prerequisites: None, but fairly high level (7+) and good gear is recommended.

Head east into the Mountain Pass and follow the road until you reach a mine/cave on the north side of the road (take a left at the first fork in the road). This is the spot! You will probably encounter a few Black Goblins on the way. There are more inside the mine, and they sometimes come in pairs, so watch your health between battles! You can really only go one way in the mine, and eventually you encounter a large Black Goblin named Magogh (he is visible on the map, but his encounter will trigger a few steps before you get to him, so save first). Magogh is moderately tough. He has 80 HP, but doesn't hit all that hard. You get 35 XP and 50 coins for beating him (and some Goblin Ears). Inside the room he was guarding, be sure to click on the crate in the northeast corner for 200 coins! When you click on the marker on the bars, you rescue the puppies.

Head back to Frida's house and give her the puppies. You can now have sex with her... sorta. See “The Giantess” for details.

21 – Rats!

Prerequisites: “The Chosen One”

Once you get Erevi pregnant, She gets some new dialogue options. Asking her how she's doing will just get a pleasant response. If you ask her for more sex, she will tell you that she would be willing to put out if you can take care of the rat infestation in the kitchen. Go to the kitchen and catch the two rats that are running around. The easiest way to do this is to note the locations where they stop for a few seconds and wait there.

The MC will then comment that he needs to patch the hole in the wall. To do this, go to the crate in the southeast corner of the room and pull/push it to the hole.

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

22 – Retrieve Panties

Prerequisites: "Home Sweet Home" You need to have bought the house and reached the point where the first week's rent is due, then told Victoria that you don't have the money.

Since this quest is in Tinkerer's new Quest Log, I am using the name that he listed it as. If I were naming this quest, I soooo would have called it "Victoria's Secret." :P

It seems that a "friend" of Victoria's had an affair with the Captain Eckhardt (the Captain of the Town Guard) and he is now blackmailing her with a pair of her panties. She wants you recover the panties from the Guard Captain's desk.

If you try to enter the Guard Tower, the sentry will stop you. It seems that you need a distraction. You can try setting a fire like you did in the "Spying on Victoria" quest, but doing so will only get rid of the sentry. Captain Eckhardt will still be inside his room in the tower. If you try to get to his desk, he will wake you up and throw you in jail. So, the fire won't work.

Hmmm... what could possibly distract a couple of guards better than a fire?? What about... Gwynneth! Yep, it's The Pro to the rescue once again! Ask Gwynneth to distract the guards. She tells you that there are typically two guards in the tower at this time of day (the Captain and the sentry) and she will need 100 coins apiece. So, pay her 200 coins and then head into the Guard Tower.

NTR/Voyeur Warning: If you click on the quest marker to your left immediately after entering, you will see a short threesome scene between Gwynneth, the Captain, and the sentry. Head upstairs and go to the Captain's room. In his desk, you will find the Silk Panties. Search the two chests in his room for Elven Wine and 50 coins.

Go to the Mayor's House and talk to Victoria. She takes the panties, gives you back your house key, and joins you at your home for a reward handjob (with some light CBT).

23 – Return to the Temple of Qetesh

Prerequisites: "Maternity Wear"

PART 1: Talk to Ziva, and she will ask you to help her restore the Temple of Qetesh. She says that to restore the Temple, the Goblins in the area need to be dealt with, and some guards will be needed to keep them from returning. She suggests talking to the Mayor to ask for help.

The Mayor says that he can't spare any guards. Not wanting to return to Ziva empty-handed, the MC wonders about talking to some veteran guards in town. If you talked to Gabriel in the Inn, you might remember that he was a hero of the Goblin wars. Go talk to him now. You will see two new dialogue options for him. If you pick "Join me on a quest?" he will tell you to get lost (you can talk to him again though). Picking "Stop drinking your life away" will have an effect. He gets angry and runs out of the Inn.

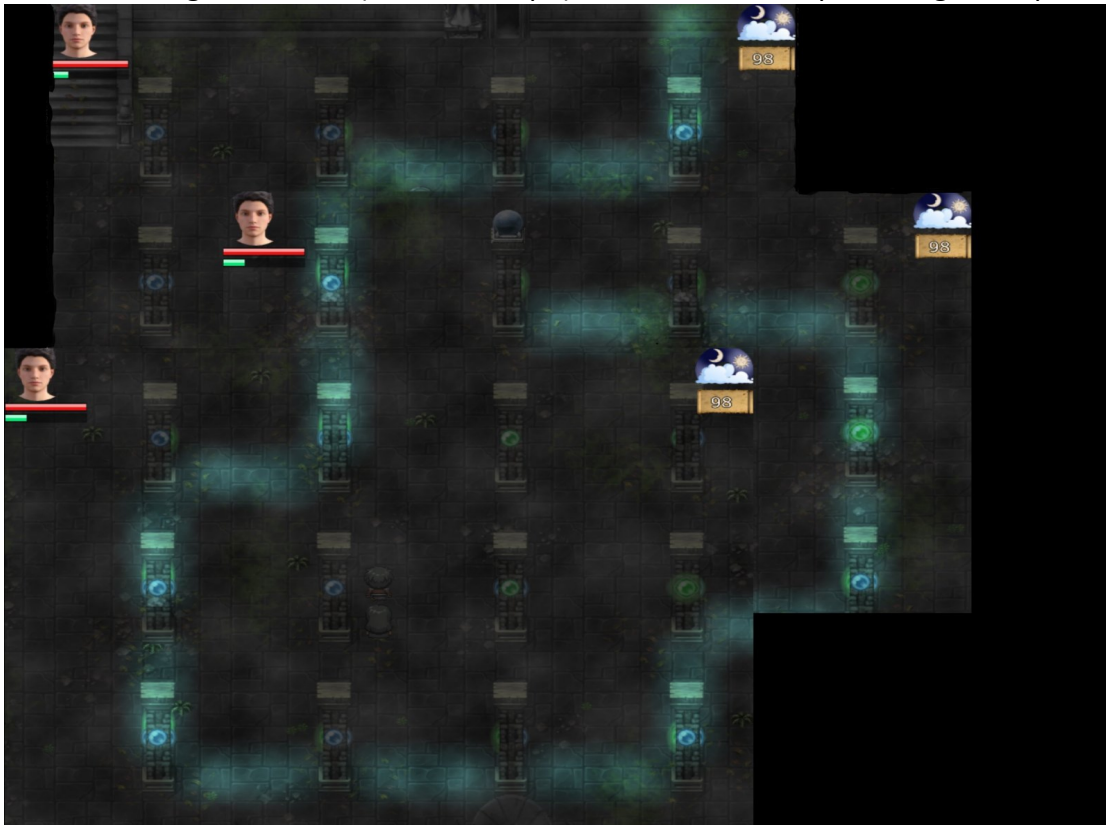
Go to the Goblin Forest. You will find the unconscious Gabriel near the middle of the zone just south of the main road. Talk to him. After your conversation, the two of you wind up at Ziva's house. Ziva isn't impressed with Gabriel and she says that she will need more help. The MC suggests recruiting Grug, the giant who lives in

the temple. Ziva agrees with the idea, but says that there is another concern as well. In order to re-establish a link with Qetesh, a ritual must be performed at the temple. For this ritual, she will need a magical crown. She thinks that a crown can be located at the Burial Grounds west of Weirdwood.

Take care of any resupplying or other preparations then talk to Ziva when you are ready and she will join the party. Head to the Western Road, then to the Crossroads, and south from there to the Burial Grounds. As you are leaving the Western Road, you will get ambushed by a couple of Bandits. You should have enough money by now that your response to their demands should be obvious. Bandits are fairly-tough enemies (70 HP), but they drop 20 coins and have a 33% chance to drop jewelry as well. You can take out these two with either conventional means (the “hard” way) or by opening with an enhanced Lightning Bolt (the “easy” way).

When you reach the south side of the Burial Grounds, Ziva uses her key to open the Tomb. Opening the Tomb of the Priestess is a puzzle. Here are the steps for solving it:

- 1 Go to the north wall of the room with the pillars, there is a patch of ivy on the wall (it's to the right of the statue). If you interact with it, you will tear it down, revealing a blue gemstone.
- 2 Interact with the central pillar of the room to tear off the vines and reveal a green gemstone. Ziva says that it looks like lunar magic and asks if you want to wait until nightfall. Select “Rest.”
- 3 Run around and strip the vines off all of the pillars. All of them have crystals that will reflect light, and most of them can be turned when you interact with them. A few of them, though, are stuck and won't turn.
- 4 Starting with the central pillar, your goal is to turn all of the pillars to create a path of light that shines on the gemstone on the north wall. If you do this, you will open the tomb's entrance.
- 5 The following screenshot (thanks to [Ceph](#)) shows the correct path of light to open the door.



Once the tomb is open, go inside. You will get a cutscene where you find the crown and possibly do something... bad. Heal yourself, save your game, and head out the south exit to the Burial Grounds.

There are now Ghouls roaming around the Burial Grounds. Since they are visible, you can try to evade them on your way out, but you will probably wind up having to fight at least one of them. Ghouls are tougher than Bandits (80 HP), and they have a 40% chance of infecting their target on a hit. If you remember the Bats in the "Wedding Dress" quest, infection works similar to poison, but has a shorter duration.

When you make your way out of the Burial Ground, head back to town. You will see Gabriel standing outside the Carpenter's. Talk to him to check out his newly-discovered badassness. Ziva says that she and Gabriel will wait here for you while you get ready for the second stage of the quest.

WARNING!!! Starting part 2 of this quest will permanently remove all of the Goblins from the Forgotten Valley! If you want to do any last minute power-leveling and cash grinding, I suggest you do it NOW! For the record, I leveled up to 13 (I was just past 12) which put me at just over 5,000 coins.

PART 2: Stock up on whatever you need to stock up on, get a good night's sleep, and go talk to Ziva and Gabriel. I suggest putting on buff potions at this time (I used a Crystallized Egg, an Agility Potion, and a Potion of Poison). Gabriel is level 12! Nice! Before leaving town, I recommend buying or making a few Magic Waters if you don't already have a good stockpile of them.

Travel through the Forgotten Valley. There seems to be a curious lack of Goblins in the area. Hmmmm... When you get close to the Temple of Qetesh, you will run into three (visible) Orcs. Orcs are pretty tough opponents. They have 80 HP and hit pretty hard. Fortunately, this group of three isn't anything that your group can't handle. I recommend opening with an Egg-boosted lightning bolt, which will take all of the Orcs to below half health. Have Ziva Guard (her offense is a joke anyway), and attack one of them with Gabriel. He should finish off the one that he attacks. Second round, you and Gabriel will finish the last two Orcs while Ziva guards again.

Head into the Temple and you discover a new zone – the Temple of Qetesh (exterior). There are two more Orcs prowling around the entrance. Kill them, then proceed north. When you get close to the steps, you will find a badly-wounded Grug. He tells you that Orcs came, killed all of the Goblins in the valley, and took up residence in a nearby cave. YEAH! It was ORCS that killed all of the Goblins! The 300 sets of Goblin ears I collected had nothing to do with it. :P Anyway, Grug says that the Orcs tried to take the Temple, but Grug (barely) managed to fight them off. Ziva stays to take care of the wounded giant and tasks you and Gabriel with clearing out the Orc cave. She gives you a couple of Potions of Healing as she sends you on your way. Loot the Orcish corpses lying around for a total of 20 coins and 1 bandage.

Save your game, heal up, and then head back south. When you get to the zone exit, go east and you will find another exit (and quest marker) which takes you to the Orc cave. Clear out the Orcs. When facing 2 or more Orcs, I recommend sticking with the standard strategy of opening with a Lightning Bolt and mopping up in the second round (hopefully you have a few Magic Waters).

In the room east of the entrance (click on the lower part of the door to enter), there are a pair of Orcs that need killing and two bandages in the pot.

The room to the west of the entrance is a store room. The boxes and crates contain bandages and an Axe.

The room to the northwest appears to be a dining room. It contains 3 Orcs and nothing else of interest.

The first room to the northeast is a kitchen. I has two Orcs, 2 bottles of wine, and a bandage.

At this point in the game, I got tired. If it happens to you, you have two options. You can head back to town, sleep, and come back (there are no enemies in your way, and the Orcs don't respawn) or you can chug an Energy Potion and keep going. Do as you wish. If you go back home and sleep, don't forget to refresh you buffs when you return.

North of the kitchen is a room with a single Orc and 2 bottle of Elven Wine (in the rack in the northeast corner). Take the stairs up to the second floor.

On the second floor, immediately east of the stairs, is a sleeping chamber with two Orcs. Revoke their breathing permits then search the crate for a bandage.

North of the stairs is a dead-end room with a single Orc. You can loot the barrel for a bandage.

North of the sleeping chamber is a guard room with two soon-to-be-dead Orcs and... nothing.

Heal up and save your game before you go through the next door to the north.

NTR/Voyeur/Rape Warning: This is similar to the scene with Mia back at the beginning of the game. You can rush in to save the Elf or keep watching the scene. Or... you can save beforehand, watch the scene all the way, then reload your save and be the heroic rescuer. Your call.

The Orc Urakh is a tough opponent. He is neck and neck with Grug as the hardest enemy in the game. Like Grug, he has 150 HP. He doesn't hit quite as hard as the Giant, but he has a slightly higher defense. Fortunately, you are much higher level now than you were when you (might have) fought Grug, and you have Gabriel with you to help. I opened with a Lightning Bolt, followed with a Mighty Blow, and hit him with a second bolt in round 3 to trigger the end of the fight. It seems that the Elf "has a bone to pick" with him. Talk to the Elf and then loot the room. There are 2 bottles of Elven Wine in one of the barrels and 250 coins in the chest. When you exit the room, you will automatically be taken back to the Temple.

Ziva offers Caleah (the Swamp Elf girl) a permanent position at the Temple. She then tells you that you are still needed for the ceremony inside the Temple. Gabriel thanks you for bringing him along and giving him a new purpose. Before leaving, he asks you to find him in town, saying that he might have a few things he can teach you.

NTR/Sharing Warning: Go inside the Temple and participate in a threesome with Ziva and Grug to finish the quest. Or, if you hate NTR/Sharing... don't, and just leave the quest incomplete, or go in, talk Ziva, and then click your mouse repeatedly while looking away from your monitor.

A day or so after this, a couple of guards show up outside the Temple.

Gabriel takes up residence in small clearing to the west of the Temple stairs. Talk to him.

Train for 3 hours and you will learn the Two-Handed Weapons skill. You can now equip Two-Handed Weapons.

Train for 3 more hours and you will learn the Heavy Armor skill. You can now equip Plate Armor.

At this point, Gabriel can't teach you anything else, but you can spar with him for an hour to gain 5 XP.

24 – Sacred Water

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

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

The contest works this way. You give her a bottle of wine. She drinks it and offers you some. **DO NOT DRINK IT** (secretly pour it out instead). The wine makes her a little bit drunk. After drinking one bottle she will hit usually hit all 5 bottles, resulting in a loss for you (you lose ties). Depending on your agility, you will hit a variable number. The number of bottles you hit depends on your agility score and (I think) your level. With a fairly high level, a bow equipped, and an active Agility Potion, you will hit all 5 bottles every time. After she has drank two bottles, she might miss one of the bottles. She will definitely miss one after three bottles of wine. If you can't yet make Agility Potions (and can't hit all 5 bottles), fear not. Just buy a LOT of wine. She will drink another bottle... and get drunker. Her aim will worsen. Eventually, if you give her enough wine, she will miss all of the bottles.

The first time you beat her, she offers you a choice of a striptease or a bucket of Sacred Water.

The second time you beat her, she offers your choice of a blowjob or a bucket of Sacred Water.

The third time you beat her you get your choice of sex or a bucket of Sacred Water.

After beating her 4 or more times, you can choose any of the three sex actions... or the Water.

If you want to see all of her sex actions and still get some water, you will need at least 5 bottles of wine. You will need an additional bottle for each time you lose to her. I typically buy around 10 bottles to be safe and so that I can see all of her scenes and still get 4-5 buckets of Sacred Water.

Once you have had sex with her and elected to take water, you have the option of giving her Elven Wine to forgo the archery contest.

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

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

25 – Sheep Killer

Prerequisites: None, though it's a good idea to do "Lost Dog" first so that you have the dagger. I also recommend being at least level 2.

Talk to the farmer about work. After agreeing to work for him, he tells you about his missing sheep and offers you 50 coins if you can solve the problem. After working for the farmer, head north of his pasture and you will find some tracks. Follow them to find a Goblin and some sheep bones. Kill the Goblin and report back to the farmer.

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

26 – Spy on Victoria

Prerequisites: “Home Sweet Home” (started) and the ability to kill Boars (for the Pig Fat)

After meeting Victoria for the first time in “Home Sweet Home”, there will be a quest star outside of the east side of the Mayor's House. If you go there, you can attempt to spy on Victoria. The guards will catch you, resulting in a night in jail and a fine of 30 coins. However, failing gives the MC the idea of creating a distraction to lure the guards away. There will now be a quest star at the southeast corner of the house that is just south of the Item Shop. Go there and SAVE your game. Interacting with it will give the MC the option of building a fire with or without accelerant. The accelerant in question is Pig Fat (dropped by Boars). You can light firewood only, light firewood with one Pig Fat added, or light firewood with two Pig Fat added.

If you don't use any Pig Fat, you will get caught by the guards again.

If you use ONE Pig Fat, you will see one of two masturbation scenes, and you might get caught by the guards again.

If you use TWO Pig Fat, you will see one of two masturbation scenes, and you won't get caught by the guards, but... you will burn the house down.

It is completely random which scene you get. In one of them, she masturbates with her hand, in the other, she uses a dildo. You can see one scene per day. My recommendation is to always use ONE Pig Fat and reload your save if the guards catch you (or don't and just try again the next day). Sometimes when you click on the star, she isn't in her room. Just click it again.

If you burn the house (either accidentally or intentionally), after one day there will be three new NPC's in the Inn. This is the family that used to live in the house. If you talk to them and give them 500 coins, they will rebuild the house (it takes 3 days).

27 – Spyglass

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

Beastiality Warning: Beth's entire quest line is focused around her “special” relationship with horses (though there is one “normal” sex scene with her later in the game. If beastiality is something you can't handle, just ignore her for the entire game. Doing so will not close off any other quest lines.

PART 1: Go to the stables and talk to Beth (you can talk to her father in the Inn first, but it isn't necessary). Offer to help her out. After cleaning up some horse shit, you will hear a noise and spy on her (discovering her “secret”). She will ask you not to tell anyone. Be nice and offer to keep her secret. If you act like an asshole, you will close off this quest. Another day, go back to the stables and help Beth a second time – DO NOT select the “Ask her out” option yet. That is for a more advanced quest. Anyway, after helping her out, you'll spy again. You get the idea of getting your hands on a spyglass so that you can have a better view. Talk to the blacksmith. He doesn't know where you would find a spyglass, but says that if you can get your hands on a crystal, he can help you make one. He says that they used to mine crystals in the mountains before. The mines have been abandoned for a while, but he thinks that you might be able to find a crystal there. To make it to the mines, you will need to gain a few levels, and even when you do make it there, you have to fight an Ogre upon entering. So, you will need to be fairly high level and well-equipped before proceeding.

PART 2: The abandoned crystal mine is in the Mountain Pass zone. After entering the Mountain Pass (see map), follow the path east. You will run into some Black Goblins along the way. They are tougher than regular

Goblins, but if you can't handle them, you definitely can't handle the Ogre. You will eventually come to a mine, but it is not the mine you are looking for. Go past it, and you will reach an area where you can go up onto the snowy ledge above. Go up and head back west. Credit goes to [Spyrogen](#) for the image.



Save outside of the cave. The Ogre attacks automatically when you enter. I was able to beat the Ogre at level 8 with maxed out gear.... just barely. He has 100 HP, so it's a tough fight. If you want to avoid risk of failure, make sure that you have a Potion of Healing and drink it when you get to around 20 health. Inside the cave is a crystal, cave flower nectar, and a treasure pile with 1 bandage and 70 coins. Get the stuff and head back to Weirdwood. Talk to the Smith. He says that he can make a spyglass from the crystal, but it will take one day, and it will cost you 50 coins. Accept and pay him. He says he will have it ready in the morning. The next day, collect the spyglass. You can now watch the full scenes with Beth and Samson when you help her clean the stables. There are two different scenes to see. You can watch one every day after helping her at the stables.

28 – Temple of Qetesh

Prerequisites: Complete “Witch Trouble” If you intend to fight Grug, you should be at LEAST level 7.

After completing “Witch Trouble” and returning to the Priestess, if you talk to her and select the “Worship Qetesh” dialogue option, she tells you about a ruined temple of Qetesh in the area which she believes still contains one of the chalices of Qetesh. She says that if she can acquire the chalice, she can make more advanced potions. If you help her find one of the chalices, she will teach you a few of her rituals. She suggests that if you can find a map of the area, it might give a clue to the temple's location. If you talk to her again, she suggests that, since maps are quite expensive, it might be a good idea to look in the home of someone wealthy. Head back to Weirdwood and go to the Mayor's house. The map is on the wall in the room north of the entrance. Just click on it (it's rather large) and you can grab it.

Take the map back to Ziva. She looks at the map and tells you that the temple is in a narrow valley to the southwest of Weirdwood. She asks you to accompany her to the temple. You can accept or go later. If you accept, she joins the party. She is weaker than you (level 1) and only has 40 HP, but she has two healing spells.

NTR/Voyeur Warning: If you want to avoid seeing Ziva get nasty with a giant, you will want to equip yourself for an EXTREMELY difficult fight. Load up with multiple Healing Potions and a couple of Magic Waters. You

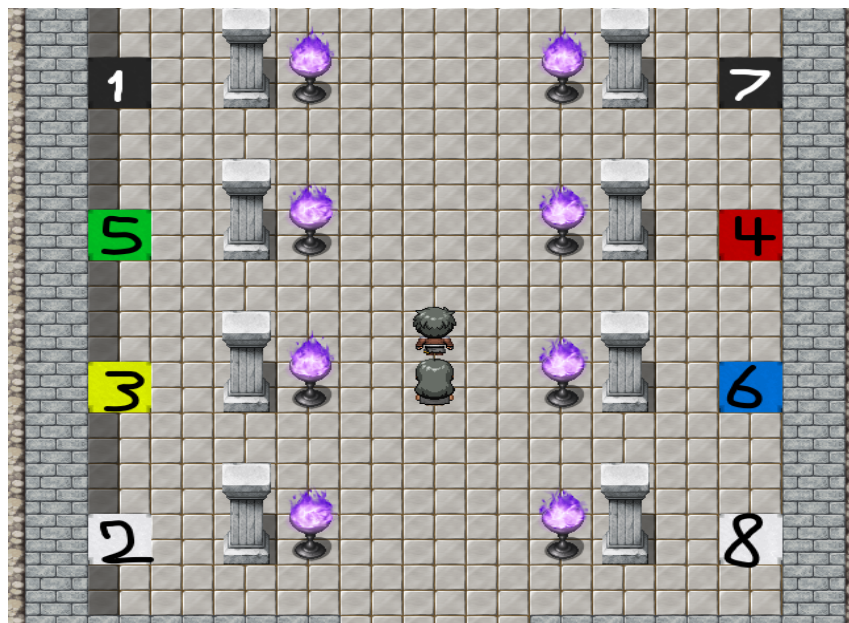
may also want to use a Potion of Poison and an Agility Potion. You'll need all the help you can get.

Go south from Weirdwood to The Forgotten Valley. When you arrive, Ziva tells you that you are on the right track. Head west from the zone entrance into the valley between the two cliffs. Enemies here consists of Goblins and Armored Goblins, but they typically come in pairs and trios, so the fights can be pretty tough. At the far western end of the valley, you will find the entrance to the temple. **SAVE BEFORE ENTERING THE TEMPLE!** A giant named Grug is guarding the temple. You get the choice to either negotiate with him or fight. If you negotiate, there is a very hot scene where Ziva has sex with him. If you fight him, get ready for a **TOUGH** battle. As of version 0.91, Grug is one of the two toughest enemies in the game. He has a 150 health and hits like a truck. Unless you get lucky with crits, he is basically impossible to beat at level 7 without Healing Potions. If you **DO** manage to defeat him (you don't actually kill him), you get 70 XP & 50 coins.

I recommend negotiating unless you are possessed of a particularly strong NTR phobia. In any case, you can always watch the sex scene and then reload if you really want to try your hand at fighting him. As far as I can tell, the choice of fighting or letting Ziva have sex with him has no impact at all on future events. However you choose to deal with Grug, you soon find yourself inside the temple. You now need to bypass two puzzles.

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

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



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

29 – The Tower of Dread

Prerequisites None that I know of, but you should be of a decent level (I'd say level 8 at least) with good gear. The tower is a long journey through tough areas.

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

This is the infamous Lightning Bridge. As you cross it, you need to be careful to avoid the lightning. Save before you attempt it, and make sure your health is topped off. Each bolt can hit for 50 damage, so if you take more than one hit, you are most likely dead. It's hard to get across without getting hit, but it's easy to make it with only one hit. Just follow a bolt as it heads away from you, quickly shift a little north (or south) and head straight east to the far side of the lightning (taking the damage from one bolt on the way).

An alternate strategy for the Lightning Bridge is to immediately right-click to pause your game when a lightning bolt hits you and use bandages to heal yourself back to full, repeating this as necessary until you are across the bridge. NOTE: You only ever need to bypass the Lightning Bridge once.

Once you make it across, the MC knocks on the door of the tower and gets a big surprise. Okay, now you've found the Tower of Dread. You automatically unlock the first quest in a new series - "The Crown of Sorcery."

30 – Wedding Dress

Prerequisites: You must have completed "Female Goblin" and impregnated Shakala.

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

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

First things first, head to the northwest part of the Goblin Village to find a shovel near the shore. Take it, you'll need it (unless you've already picked up the shovel in Weirdwood). To get to the Kroggoth, you follow the Southeast path out of the village. You come to an apparent dead end on a snowy mountainside. If you move to the northwest part of the area and dig with the shovel, you will uncover a cave. Don't forget to pop a torch when inside.

Inside the cave, watch out for green mushrooms on the ground. They are poisonous, and stepping on them will damage you. There are also Bats in the cave, and they are super annoying. They don't do much damage,

but they can infect you. Infection seems to work like poison, but it does less damage and doesn't last as long. The bats come in groups of 2-3, and they seem to be very hard to run from... so you have to deal with them. Follow the path inside the cave until it goes south and then turns back north. There is an alcove to the southwest with some treasure in it (87 coins and a torch). When you reach the ice bridge, be careful not to step on the cracked areas, or you risk collapsing the bridge and dying. You sorta "slide" on the ice, so it can be tricky to navigate.

After crossing the bridge, the path heads west. Not long after heading this direction, the Kroggoth will attack you, so make sure you keep your health topped off! The Kroggoth is a fairly tough fight. It hits pretty hard, and it has 120 HP, so it takes some killing (don't forget to use your new "Mighty Blow" ability. Defeating the Kroggoth grants 60 EXP and a Kroggoth Pelt. When it's dead, head west to its den and loot the treasure pile in the northwest corner for 50 coins, 1 bandage, and an Open Helmet.

Go back to the Goblin Village and present the pelt to Shakala. That night, you get drunk with the Goblins while Shakala is making the dress. When you wake up, head south of the village to the wedding site and get married. After the ceremony, you discover what "First Mate" really means. Congratulations, you are now married to a Goblin! The next morning, if you speak with Shakala, you discover that you STILL cannot share her tent. It seems that she wants a wedding *present* in addition to the wedding dress. See quest - "Wedding Present."

31 – Wedding Present

Prerequisites: "Wedding Dress"

If you talk to Shakala outside of her tent after the wedding ceremony, she asks you to get her a wedding present (as if the damned Kroggoth Pelt wedding dress wasn't enough). If you ask for details, she says that she wants something to wear. Head back to Weirdwood and go to Edgar's Tailor shop. Click on the southeast dress (the chain outfit). If you try to buy it, Edgar will tell you that it is already reserved for another customer. However, that customer really wanted a fur outfit. So, if you can bring him a Bear Pelt, he will sell it to you. Head to the Goblin Forest and kill a Bear for its pelt. Bring the pelt back to Edgar. He takes the pelt and sells you the Chain dress at a slight discount (180 coins).

Go back to Shakala and give her the Dress. You get an immediate scene with her wearing the armor. You also unlock Shakala's Tent as a sleeping location. It grants 24 HP and 16 MP of recovery. If you approach Shakala outside of her tent the next day and ask her to put on the outfit, you get a different sex scene. The following day, you get a different one. After this, you can approach her and choose between the three different scenes.

32 – Witch Trouble

Prerequisites: None. You can get the quest as soon as you talk to the mayor after arriving in town, but to finish it, you will need some levels and gear. I was able to do it at level 6 with maxed out gear, but it wasn't easy.

The mayor tells you about a witch that has allegedly caused a number of problems with the town's livestock and produce. He wants you to get rid of her any way you can and offers a reward of 150 coins. He gives you a Letter of Passage that will let you get past his guards to the north.

Head through the Northern Woods and go past the guards to the Witch's hut. Tell her to leave then agree to drop your sword. She says that she'll leave the village alone if you help her with a ritual. You need to gather some ingredients for her. She needs, a wild pumpkin, a blue lily, some spider eggs, and cave flower nectar.

Buy a few torches and some bandages if you don't have at least 10 at the Item Shop in Weirdwood, and then head into the cave to the southwest of Weirdwood. I suggest making a save before entering the cave, so that if

you find the upcoming fight too tough to handle, you can reload here and grind out another level. When you enter the cave, use a torch from your inventory. Fight your way through the giant spiders there (or run away from them) collecting cave flower nectar as you go. At the end of the cave, you will find a room with spider eggs. Make sure you are at full health before interacting with one. Doing so spawns the Spider Queen, and she is a tough opponent (see **Section 7: Bestiary** for her stats). I had a tough time with her at level 6 with maxed out gear. She (and all of the other spiders in the cave) are particularly annoying, because they have a 40% chance to poison you in combat. When you are poisoned, you keep taking damage after combat. There is nothing you can do to get rid of it at this point in the game. You just have to keep healing and/or using bandages. Fortunately, poison wears off after a short time. When you kill the Spider Queen, loot her chamber of all eggs, and loot the treasure pile in on the east side. You will find 150 coins and a shield there. When you are ready to leave, I recommend saving your game. If you are low on health/resources, just try to run from all of the spiders you encounter on the way out. Every time you successfully run away, save your game again. If you ever run into one that you can't get away from and you get poisoned, reload your last save. Getting to the Queen, killing her, and getting back out can be pretty tough.

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

Go back to the Mayor and collect your reward for completing the quest. Then return to Ziva the next day. She will teach the MC how to make 7 basic potions. See **Section 8: Crafting Recipes** for details. You can speak with Ziva again (the “Worship Qetesh” option) to start her next quest, “Temple of Qetesh,” if you like.

Reward: +150 coins

SECTION 6: NPC'S

Alice:	Daughter of the Weirdwood Innkeeper.
Beth:	Runs the Weirdwood Stables for her (drunk) father, Gabriel.
Bhrute:	Big Goblin in Shakala's village.
Blacksmith:	Runs the Smithy in Weirdwood.
Bolon:	Erevi's ogre servant.
Caleah:	Swamp Elf girl.
Captain Eckhardt:	Captain of the Weirdwood Town Guard.
Dhogo:	Skinny Goblin in Shakala's village.
Dolf:	Ogre. Maghda's companion.
Dosso:	Young Goblin in Shakala's village.
Edgar:	Tailor in Weirdwood.
Erevi of House Istanath:	Dark Elf Sorceress who lives in the Tower of Dread.
Farmer (Jacob?):	Owns a farm in Weirdwood. He is hiring!
Freyja:	Frida's pet dire wolf.
Frida:	Giantess. She is having goblin trouble.
Gabriel:	Beth's Dad – a former war hero and present drunkard.
Grug:	Giant who guards the Temple of Qetesh.
Gwynneth:	Prostitute that hangs out near the alley in Weirdwood.
Hans:	The Mayor of Weirdwood.

Hosso:	Young Goblin in Shakala's village.
Innkeeper:	Runs the Prancing Donkey Inn in Weirdwood. Alice's father.
Karkh:	Goblin in Shakala's village.
Liandra:	Female Elf who guards the Sacred Well.
Maghda:	Female ogre. Dolf's companion.
Magogh:	Black Goblin leader (and stealer of puppies).
Makith:	Goblin Shaman in Shakala's village.
Marcus:	Carpenter in Weirdwood.
Mia:	Lost girl in the Northern Forest.
Mia's Grandmother:	Lives in the Northern Forest – needs killing badly.
Nagah:	Muscular Goblin in Shakala's village.
Odin:	Frida's pet dire wolf.
Shakala:	Female Goblin.
Shopkeeper (Jenny?):	Runs the Item Shop in Weirdwood.
Victoria:	The Mayor's wife (a total MILF).
Witch:	Mysterious hag that has the people of Weirdwood frightened.
Ziva:	Priestess of Qetesh (Goddess of Ecstasy and Sexual Pleasure).

SECTION 7: BESTIARY

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

Goblin:	The weakest standard enemies in the game. They don't hit very hard and they have low health. After getting some levels and good gear, you can 1-shot these guys without critting. HP: 35 Attack: 6 Defense: 6 Agility: 3 XP: 8 DROPS: Goblin Ears – 100%, Bandages – 33%
Bat:	Bats are (thankfully) only found in the Kroggoth's Cave during the “Wedding Dress” quest. They hit for very low damage, but they have an “Infection” special attack. Infection is like poison, but weaker, and it doesn't last long at all. They come in groups of 2-3, attack quickly, and are very difficult to run away from. Their defense is incredibly low, so you will always 1-shot them, but they tend to dodge a lot. They are, to be perfectly frank, an annoyance monster. HP: 15 Attack: 3 Defense: 3 Agility: 15 XP: 8 Special Attack: Infection – 100% DROPS: Nothing
Armored Goblin:	Goblins with better defense and a bit more health. Still not too tough with a couple of levels and some basic gear. With a Quarterstaff or better weapon, they can be reliably killed with two hits. HP: 40 Attack: 7 Defense: 7 Agility: 3 XP: 11 DROPS: Goblin Ears – 100%, Bandages – 33%
Boar:	Boars have more health than Goblins, hit harder, and are harder to escape from. HP: 45 Attack: 8 Defense: 7 Agility: 6 XP: 14 DROPS: Boar Carcass – 100%, Pig Fat – 100%

- Bat Breeder:** Female versions of the Bat Creatures that resemble naked human females with bat ears. They are a fairly rare spawn in the Bat Cave and are easier opponents than the males.
 HP: 50 Attack: 7 Defense: 7 Agility: 9 XP: 15
 DROPS: Cave Flower Nectar – 50%, Crystallized Egg – 33%
- Giant Spider:** These are found in the cave just southwest of the town of Weirdwood. Spiders have the health of Boars and the attack damage of Armored Goblins, but their attacks can poison the MC. Poison is a strong damage-over-time effect with a fairly long duration. It lasts for a while even after combat. Spiders are also moderately hard to escape from.
 HP: 45 Attack: 7 Defense: 7 Agility: 8 XP: 15
 Special Attack: Poison – 40%
 DROPS: Venom Gland – 100%, Cave Flower Nectar – 33%
- Black Goblin:** You have to venture out a bit before you find these guys, but Black Goblins are tougher and hit harder than their green-skinned brethren.
 HP: 60 Attack: 8 Defense: 7 Agility: 5 XP: 16
 DROPS: Goblin Ears – 100%, Bandages – 33%
- Bat Creature:** These are found in the cave outside of the Tower of Dread. Combat-wise, they are like more-difficult Spiders, though they have a lower chance of poisoning you.
 HP: 60 Attack: 8 Defense: 8 Agility: 9 XP: 20
 Special Attack: Poison – 20%
 DROPS: Cave Flower Nectar – 33%
- Shakala:** Shakala is a fierce female goblin and your principal antagonist in the “Female Goblin” quest. She is tougher than a normal, Armored, or even Black Goblin.
 HP: 70 Attack: 9 Defense: 9 Agility: 8 XP: 30
 Special: You cannot attempt to escape from Shakala.
 DROPS: Nothing
- Magogh:** Magogh is the Black Goblin Boss that you encounter at the end of the “Puppies!” quest. He is quite a bit tougher than a standard Black Goblin.
 HP: 80 Attack: 9 Defense: 8 Agility: 6 XP: 35
 DROPS: Goblin Ears – 100%, 50 coins – 100%
- Bandit (Dwarf):** These guys spawn in the Western Road and Crossroads zones after you complete the “Missing Shipment” quest. They are visible (and thus avoidable), and you won't need to deal with them until much later in the game (during “Return to the Temple of Qetesh”). Dwarven Bandits are less agile, but more magic-resistant than their Human counterparts.
 HP: 70 Attack: 10 Defense: 9 Agility: 7 XP: 30
 DROPS: Jewelry – 33%, 20 coins – 100%
- Bandit (Human):** These guys spawn in the Western Road and Crossroads zones after you complete the “Missing Shipment” quest. They are visible (and thus avoidable), and you won't need to deal with them until much later in the game (during “Return to the Temple of Qetesh”). Human Bandits are more agile than their Dwarven counterparts.
 HP: 70 Attack: 10 Defense: 9 Agility: 10 XP: 30
 DROPS: Jewelry – 33%, 20 coins – 100%

- Ghoul:** Ghouls appear in the Burial Ground during the “Return to the Temple of Qetesh” quest. They aren't really that tough when you encounter them because of your likely level and the fact that you are in a group. They are also visible and can be avoided if you like. That said, their XP is a little “off” in comparison to their stats. They are hands-down tougher opponents than Magogh or Shakala even though they are worth the same (or less) XP.
HP: 80 Attack: 10 Defense: 8 Agility: 10 XP: 30
Special Attack: Infection – 40%
DROPS: Nothing
- Bhrute:** Bhrute isn't really a monster... well, he's a very large Goblin, but, at the time you meet him, he is friendly. If you choose to fight him, it is for the quest “Goblin Tactics.” He wants you to “prove your strength.” Bhrute hits quite hard and has a lot of health.
HP: 90 Attack: 10 Defense: 9 Agility: 6 XP: 40
DROPS: Nothing (you don't actually kill him... you're sparring).
- Spider Queen:** This monstrosity lives in the egg chamber of the Spider Cave. She doesn't attack until you interact with the first egg, but she is a very tough opponent at the level you first encounter her, and she has a chance to respawn when the cave loot respawns. Like all Spiders, she has a poison attack that makes her an even tougher opponent.
HP: 90 Attack: 9 Defense: 9 Agility: 7 XP: 45
Special Attack: Poison – 40%
DROPS: Venom Gland (x2) – 100%, Spider Egg – 100%
- Ogre:** You only fight one Ogre in the game at this time. He is in the Crystal Cave that you must visit during the “Spyglass” quest. He has a lot of health and hits very hard – Healing Potion recommended.
HP: 100 Attack: 11 Defense: 9 Agility: 4 XP: 50
DROPS: Nothing
- BEAR!:** As of their addition to the game in version 0.65, these guys are the bane of my existence. They spawn in the Goblin Forest... yeah, the lowbie leveling area. Thing is, they are tougher opponents than Ogres. If you encounter one of these at low level, RUN (or try to... they aren't that easy to escape from). For a lowbie, these guys are death incarnate. Even at level 7, you may still need a Healing Potion to pull off a victory. The addition of these guys to the game makes it necessary to save after every fight while leveling in the Goblin Forest.
HP: 100! Attack: 11! Defense: 9! Agility: 6! XP: 52
DROPS: Bear Pelt – 100%, Bear Claw – 100%
- Kroggoth:** You fight one of these at the end of the “Wedding Dress” quest. You know what you are getting into when you are going to face it, so you should be well-prepared. It's still a tough fight. You'll definitely want at least one Healing Potion in your inventory.
HP: 120 Attack: 12 Defense: 10 Agility: 7 XP: 60
DROPS: Kroggoth Pelt – 100%
- Orc Urakh:** This is the boss you fight at the end of the “Return to the Temple of Qetesh” quest. Unlike Grug the Giant, he is NOT an optional fight. However, you are likely encountering him at level 12 rather than level 7, and you have a level 12 buddy helping you. Because

of the situation, the Urakh is not a difficult fight at all. I would still recommend saving before the fight, of course (for several reasons).

HP: 150 Attack: 13 Defense: 11 Agility: 10 XP: 70
DROPS: Nothing

Grug the Giant: You encounter Grug during the “Temple of Qetesh” quest, and he is an OPTIONAL fight. If you choose to let Ziva “negotiate” with him, you can bypass the fight, and for good reason... he is one of the two toughest opponents in the game, and at your likely level during the “Temple of Qetesh” quest, he is an absurdly difficult fight. Even with a lot of preparation, he is not easy to defeat.

HP: 150 Attack: 14 Defense: 10 Agility: 5 XP: 70
DROPS: 50 coins – 100%

SECTION 8: CRAFTING RECIPES

You unlock recipes and crafting stations by completing the quests “Witch Trouble,” “Temple of Qetesh,” and “Puppies!”

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

- Magic Water:** *Restores 20 Magic Points*
1 Red Mushroom, 2 Sacred Water, 1 Blue Lily
- Potion of Healing:** *Restores all hit points.*
2 Cave Flower Nectar, 1 Pumpkin, 1 Sacred Water
- Potion of Energy:** *Removes fatigue.*
1 Pumpkin, 1 Sacred Water, 1 Honey
- Cure Poison:** *Removes all poison effects.*
1 Cave Flower Nectar, 1 Sacred Water, 1 Purple Mushroom
- Potion of Agility:** *+30% Agility. Lasts for one day.*
2 Spider Eggs, 1 Blue Lilly
- Stone Skin:** *+20% Defense (This potion does not work as of game version 0.91)*
1 Spider Egg, 1 Sacred Water, 1 Bear Claw, 1 Stone Shroom
- Potion of Poison:** *Coats weapons with poison. Lasts for one day.*
2 Red Mushrooms, 1 Pumpkin, 1 Sacred Water

The mushrooms, lilies, pumpkins, and honey can be found in surface zones. When you harvest Honey, there is a chance that you will get stung by bees for 3 damage. Cave Flower Nectar and Spider Eggs are found in the spider cave – CAREFUL, the Spider Queen has a chance to respawn as well! Bear Claws are dropped by... Bears. The Sacred Water can be obtained from the Sacred Well once you complete the “Sacred Water” quest.

After completing the quest “Temple of Qetesh,” and acquiring the magic chalice, Ziva teaches you two new potions.

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

NOTE: Fertility Potions create variant versions of some sex scenes (typically a higher volume cumshot). The potions work with all Bat Breeder scenes, the sex scenes with Erevi from “Maternity Wear” onward, the sex scenes with Victoria, and most of the sex scenes with Frida.

Barrenness Potion: *Prevents you from impregnating a female. Lasts for one day.*
1 Red Mushroom, 1 Venom Gland, 1 Sacred Water, 1 Human Seed

To get Human Seed, you have two options. When you interact with the chalice, you can jerk off to gain human seed, or you can speak with Ziva and ask her to milk you. If you select the Ziva option, she will ask for an 80 coin donation to the church, this repeats the sex scene from the end of “Temple of Qetesh,” and you gain 5 Seed. If you jerk off, you will gain 3 seed the first time you do it in a day, 2 seed the second time, and 1 seed after that (this action increases fatigue). Venom Glands are found ONLY as drops (100%) from Spiders.

After completing the “Puppies” quest (and attempting to have sex with Frida), you get the option to ask Ziva about penis enlargement. She teaches you the recipe for the Phallus Giganticus potion. You will need to use a Phallus Giganticus Potion for almost all of the scenes with Frida.

Phallus Giganticus: *Increases the size of your cock. Lasts until you cum. (Can only be used for certain scenes)*
1 Pumpkin, 1 Sacred Water, 1 Human Seed, 1 Horse Seed

After you complete the “Goblin Shaman” quest, you learn how to make Spirit Potions.

Spirit Potion: *Re-experience the past. Can be used on sites where non-repeatable sex scenes have occurred.*
1 Purple Mushroom, 1 Blue Lily

Crystallized Egg: *Increases the wearer's magical abilities. Consume to equip. Lasts for one day.*
Okay, this one isn't a potion at all, but it functions exactly like one. You can't make Crystallized Eggs in a lab, but you can harvest them from the Bat Cave outside the Tower of Dread, and after completing the “Bat Breeder” quest, you can produce 1-2 each day in the tower dungeons. Specifically, a Crystallized Egg increases your maximum MP by 15, your Magic Attack by 3, boosting the effectiveness of all of your spells. Lightning Bolt spells hit harder, Healing spells heal for more, and Stun spells seem to get resisted less often.

SECTION 9: SPELLS & ABILITIES

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

Heal Small Wounds:	MP Cost: 3	The hero starts out with this spell. It heals a small amount of health, but it gets better as you level up. Like all spells, it is affected by the Ring. Once you gain a few levels and get a decent magic pool, this spell makes Magic Waters a better health restoration resource than bandages.
Heal Severe Wounds:	MP Cost: 10	Heal Severe Wounds is something of a disappointment. I don't know if it's because of Ziva's crappy gear or her low level, but it heals for about the same as a bandage and is generally not worth the 10 MP casting cost.
Lightning Bolt:	MP Cost: 5	This is an area-effect spell that hits all enemies. On a level 10 hero with maxed out gear, it deals 40-55 damage to each enemy (50-65+ with a crystallized egg in effect). The Lightning Bolt spell is quite inefficient for single enemies, but this spell is AWESOME for power-leveling in the Forgotten Valley since one egg-boosted bolt will always take out a whole group of enemies. Just remember to take some Magic Water with you!
Stun:	MP Cost: 8	This spell has a chance to paralyze a target, IF it doesn't get resisted (and it gets resisted a LOT). The primary use for this spell is in capturing enemies to sacrifice at the Tower of Dread during the quest "The Chosen One." It doesn't work on very powerful opponents. I don't know for sure, but I think that having an active Crystallized Egg reduces the failure rate for this spell.
Summon:	MP Cost: 10	Designed for summoning creatures or objects, although it can be tweaked for other purposes. This spell is learned from Erevi during the "Date with Beth" quest.

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

Mighty Blow:	TP Cost: 20	Mighty Blow is just a special melee attack that hits about 50% harder than a standard attack.
Two Handed Weapons	TP Cost: 0	This is a passive skill that allows you to equip Two Handed weapons (the Two Handed Sword and the Two Handed Battle Axe). It can be learned from Gabriel after completing "Return to the Temple of Qetesh."
Heavy Armor	TP Cost: 0	This is a passive skill that allows you to wear Heavy Armor (Plate Armor). It can be learned from Gabriel after completing "Return to the Temple of Qetesh."

SECTION 10: WALKTHROUGH

If you read through this entire guide, this section shouldn't really be necessary, but for folks who just want a road map through the game, here is a walkthrough. It's as quick and dirty as a back-alley handjob, but it's a walkthrough nonetheless. For detailed quest explanations, see **Section 5: Quests**.

When you first arrive in town, I recommend going straight to the Smithy (it's the building with the crossed swords sign over the door). Talk to the Blacksmith to pick up the "Lost Dog" quest and complete it immediately. If you do this without doing anything else to advance time, the dog should be at its starting location (and easy to find). Find the dog and turn in the quest. Don't forget to EQUIP THE DAGGER! Now, go to the Mayor's house (it's the biggest building in town). Talk to him to find out about farm work and pick up the "Goblin Ears" quest. While you're there, you might as well talk to him again to get started on the "Witch Trouble" quest (though we won't do it for a while). Go to the farmer and talk to him then work on the farm (talking to him also unlocks the "Sheep Killer" quest). Working on the farm takes 8 hours, but it guarantees you a free place to sleep for the evening. After working for the farmer, head to the Smithy and work the forge until you're too tired, then go to the Farmer's barn and sleep. Wake up the next morning and work on the farm again. You should hit level 2. Do the "Sheep Killer" quest and turn it in. Then work the forge if you aren't too tired and go to sleep. Keep working for the farmer and at the forge until you hit level 3 (it won't take long). You can now venture into the surrounding areas, but until you get a few more levels under your belt, I recommend starting every day by working for the farmer. Once you can easily kill enough Goblins to pay for your room, switch to the Inn and stop working for the farmer. During these first few days, you should also feel free to explore and talk to people around town. Get familiar with the layout of the place. If you want, spend 5 coins in the Inn for a drink so that you can meet Alice. Talk to Gabriel at the Inn and then meet his daughter at the Stables (if you work for her, promise to keep her secret). You can also play with Gwynneth, the prostitute at this time, but if you want to do so, please save before talking to her and reload after watching each sex scene (money is too precious right now to spend it on dirty alley sex). If you start a quest, no biggie. There are no time limits, and none of the quests in this game lock out any of the others. Be aware however, that if you start the "Spy on Victoria" quest, DO NOT try to spy on her yet. You will get caught by the guards, and you DO NOT want to pay the 30 coin fine at this stage of the game. Refer to the following walkthrough from here.

- 1 **QUEST:** "Lost Dog" (don't forget to equip the dagger)
- 2 Talk to the Mayor, and work for the farmer and at the smithy until you're level 2. Don't buy anything yet.
- 3 **QUEST:** "Sheep Killer"
- 4 Keep working for the farmer and at the smithy until you hit level 3. Explore the rest of the town and talk to people.
- 5 **QUEST:** "Home Sweet Home part 1" Just pick up the notice and talk to Victoria to start it and unlock the "Spying on Victoria" quest (don't start it yet). You can't afford to buy the house, but at this stage in the game, you shouldn't anyway.
- 6 **QUEST:** "Spyglass part 1" You won't complete this quest for a while, but you should get it started.
- 7 **QUEST:** "Missing Shipment" This gives you a nice cash reward. Note that completing this quest seems to spawn Bandits (strong, but visible enemies) on the Western Road and

Crossroads zones. This isn't a big deal since you won't need to go back there for a while unless you just want to gather resources after global respawns.

- 8 **QUEST:** "Goblin Ears" Talk to the Mayor to pick it up if you haven't already.
- 9 **LEVEL UP!:** Head to The Goblin Forest and kill Goblin for their XP and their ears. As soon as you enter the forest, SAVE YOUR GAME! Why? Because there are things in this forest that you shouldn't fight right now. You can handle regular Goblins, but you should run away if you encounter an Armored Goblin, Boar, or (especially) a BEAR! Armored Goblins are more trouble than they are worth at very low levels, Boars can be deadly, and Bears will absolutely destroy you (check the **Section 7: Bestiary** for detailed stats on these enemies). If you get killed, reload your last save. In the Goblin Forest, you will see dead goblins lying on the ground. You can loot free ears off of them, but SAVE FIRST! Doing so could spawn Shakala (see "Female Goblin") and you are NOT ready to fight her yet. You can make a lot of cash by running around and looting the free goblin ears (reloading your save if you spawn Shakala). I know it can be annoying, but the recipe for success at this stage in the game is to SAVE after EVERY FIGHT, SAVE BEFORE YOU LOOT THE DEAD GOBLINS, and SAVE RIGHT AFTER a successful ear loot. Save, save, save!!! You should also stop working for the farmer at this point, and start sleeping in the inn (better HP/MP recovery). Don't be afraid to use bandages (the Goblins drop them) to recover HP as well. Keep this up until you are level 5. Upgrade your gear while you're doing this. Buy a Sword as soon as you can, and sell your dagger (you won't need it). My recommended gear purchase order is this: Sword, Ring, Cloth, Helm (don't buy a Shield, you will get a free one soon). Don't forget to turn in those ears to the Mayor!

Alternatively, if you want to avoid the constant saving and the BEARS, you can grind these levels in the Northern Forest. It's much safer, but you don't have free goblin ears lying around to loot (so you will make less money each day). NOTE: If you choose to do this, DO NOT talk to the old woman at the house yet or you could accidentally trigger the next quest before you are ready to do it.

You might be thinking about buying the house from Victoria at this time. Don't.

- 10 **QUEST:** "Innkeeper's Daughter" You can potentially do this quest earlier, but at this stage you can definitely kill a Boar (if you haven't already), and the 50 coin requirement is something you can handle.
- 11 **QUEST:** "Spying on Victoria" In order to successfully spy, you need to use Pig Fat. You should have some by now. If you don't, as mentioned in step 10, you should definitely be able to kill Boars now.
- 12 **QUEST:** "Missing Girl Part 1" If you can't beat the two Goblins together, go back and level some more (at level 5, you really should be able to). If you don't care about saving the girl, you can do this quest earlier, but I don't recommend it (you need the levels anyway). This quest will take several days to complete, so you start working on the next step while you are waiting.
- 13 **QUEST:** "Female Goblin" At level 5 if you are well geared (Sword, Cloth, Open Helm, Ring), you should be able to handle Shakala without too much difficulty. Just make sure you are at

full health before interacting with a Goblin corpse. You can start trying to impregnate her, but hold off on the Goblin Village quests for now (if you unlock it). While you are working through the “Missing Girl” and “Female Goblin” quests (both are multi-day), keep leveling in the Goblin Forest (you can safely kill Armored Goblins and Boars now, but not Bears). You will need to be at least level 6 before proceeding to the next step. EQUIPMENT NOTE: Do not buy the Plate Armor or either of the Two Handed weapons because you won't be able to use them yet. I also avoid the Chain Mail. The reason is that I don't like gear that lowers my Agility. Among other things, Agility determines your initiative in combat, and going first is nice (once we get the Lighting Bolt spell, it will get even nicer). Feel free to buy a Bow when you can afford it. The Sword is a better overall weapon, but Bow will be useful for the “Sacred Water” quest.

- 14 **QUEST:** “Witch Trouble” When you get to the Spider Cave, you'll understand why you needed those levels and gear upgrades. Proceed with caution. It's doable, but difficult for a geared level 6.
- 15 **QUEST:** “Sacred Water” Now that you can make potions, do this quest so that you can get a good stockpile of Sacred Water. Note that the one potion you can make WITHOUT Sacred Water is the Potion of Agility, which is very useful for this quest.
- 16 **QUEST:** “Temple of Qetesh” You shouldn't have too much trouble if you follow the walkthrough. There are groups of enemies in the Forgotten Valley, but you have Ziva with you to help, heal, and soak up some hits.
- 17 **QUEST** “Home Sweet Home part 2” This is a good time to buy the house. The 200 coin purchase price shouldn't be a big deal now, and you actually have enough of a magic pool that you can get a decent benefit from the 30 MP per night that you gain from sleeping at home. Progressing this quest is done by NOT paying rent when it comes due each week. However, the first quest that you will get (as an alternative to rent) will actually cost you 200 coins to complete, so keep that in mind.
- 18 **LEVEL/GEAR:** You are almost certainly level 7 or higher by now. If you aren't, grind until you get there. You should be at least level 7 and fully-geared before proceeding. I also highly recommend making some potions if you haven't done so. I always like to keep at least 3 Potions of Healing in my inventory, and you should also make a few Fertility Postions. If you have been having trouble with fights, just want an easier time with the next few quests, or simply want the extra ear money, leveling to 8 isn't a bad idea. I usually do it for the last reason (the cash). I wouldn't bother to go higher than 8, though. It will be more than sufficient for the next few quests, and there is a much better time for grinding in the future. After this point, we are going to take care of a few loose ends around town and then head off for distant locales.

If you haven't already done so, you should make a concerted effort to impregnate Shakala so that you can unlock the Goblin Village. Fertility Potions are helpful for this, but they are not necessary. Just keep cumming inside of her. When you do unlock the village, hold off on the quests there for now (though you can do “Goblin Alchemy” if you like).
- 19 **QUEST:** “The Giantess.” Go meet Frida, and get started on her quest line

- 20 **QUEST:** “Puppies!” You should be at least level 7 with all gear upgrades. If you like, you can also finish “Spyglass” (step 16) while you're doing this one since they are in the same area.
- 21 **QUEST:** “Spyglass” Yep, you should be strong enough to finish this one now.
- 22 **QUEST:** “Missing Girl part 2” You will should have progressed enough in “The Giantess” to get the puppy.
- Keep working on “The Giantess” until you reach the point where she starts asking you to cum inside her and you have done so a few times (preferably while under the influence of a Potion of Fertility).
- Before heading off to the Tower of Dread, let's go to the Goblin Village and take care of things there.
- 23 **QUEST:** “Goblin Alchemy” This is a simple quest and can actually be done with no trouble as soon as you unlock the Goblin Village.
- 24 **QUEST:** “Goblin Tactics” This is a bit tougher, but it's worth doing now to unlock the special ability.
- 25 **QUEST:** “Wedding Dress” You should be able to handle the Kroggoth by now. Just make sure you have a Healing Potion.
- 26 **QUEST:** “Wedding Present” This wraps up things with Shakala for now.
- 27 **QUEST:** “Frida's Garden” This quest will trigger once Frida is pregnant. If isn't, keep trying and check back later. You can do this one at any time, but I like to take care of it before starting with Erevi.
- 28 **QUEST:** “The Tower of Dread” This is just the point where you actually finally make the trek to the tower and get started on those quests. From this point on, the game gets pretty linear for a while. If you don't feel that you really need to, don't power level or spend money on non-essential things yet. The time for that is coming soon.
- 29 **QUEST:** “The Crown of Sorcery” Should be simple. See quest description for puzzles.
- 30 **QUEST:** “The Apprentice” When you finish this one, you learn the Lighting Bolt spell. NOW you can seriously grind for XP/coin if you like. Talk to her at the end for some information on “The Chosen One.” It's the next quest in Erevi's chain, but we aren't going to do it just yet.
- 31 **LEVEL/CASH:** This is optional. But you're about to run into a series of quests that will require you to spend quite a bit of coin, so it's not a bad idea. Head back to Weirdwood, buy some Magic Water (or make a few) and head to the Forgotten Valley. Use a Crystallized Egg each morning (you should have a few left over from your last quest) to boost your magic power for the day, and run around frying the shit out of those Goblin pairs and trios with Lighting Bolt. With an active crystallized egg, Lightning Bolt will one-shot every group of Goblins in the Valley. This is absolutely the best method in the game to grind XP and

coin. Feels like quad-kiting in EQ. :) Do this for as many days as you feel like you need to for cash and XP (or until you run out of Crystallized Eggs). I typically level up to 11 at this point (or higher if I need more cash).

Note: when you get tired, it's time call it a day. When you are tired/exhausted your enhanced Lighting Bolt will no longer 1-shot groups of enemies. You can use an energy potion if you like, but I generally just head to town when it starts getting dark.

- 32 **QUEST:** "Bat Breeder" Get your egg factory up and running! You will need quite a bit of coin to do this, but once it is taken care of, you will be able to produce 1-2 Crystallized Eggs per day. This is a nice supplement to the ones you can harvest from the Bat Cave after global respawns.
- 33 **QUEST:** "The Chosen One" Complete Ervei's ritual and knock her up!
- 34 **QUEST:** "Rats!" Simple stuff.
- 35 **QUEST:** "Boar Hunt" Should be easy if you've been holding on to all of your boar meat.
- 36 **QUEST:** "Maternity Wear" You'll need to spend more money.
- 37 **QUEST:** "Prove Your Reliability" (start) You might have already started this one, but no biggie. You can't complete it until you finish the next two quests.
- 38 **QUEST:** "Return to the Temple of Qetesh part 1"
- 39 **LEVEL/CASH:** This is you LAST CHANCE to grind XP and money in the Forgotten Valley. Starting the second part of "Return to the Temple of Qetesh" will permanently remove all of the Goblins from the zone. While updating this walkthrough for 0.91, I ground my way to 13th level and just over 5,000 coins.
- 40 **QUEST:** "Return to the Temple of Qetesh part 2" Be sure to train with Gabriel afterward to learn the two new skills.
- 41 **QUEST:** "Prove Your Reliability" (finish) Just go back to the Stables. Talk to Beth afterward for the next quest.
- 42 **QUEST:** "A Date with Beth" A bit more running around, a big surprise, a new spell, and we can finally do more than just watch the pretty stable-mistress.

END OF VERSION 0.91

My Play-through: 87 Game Days
 Level 13 – 6,700 XP
 5,561 Coins

SECTION 11: LIST OF NUDE/SEX SCENES FOR EACH GIRL

* contains variant images if you are under the effects of a Fertility Potion. I am NOT sure about all of these.

- Alice: Sexy scene of her when you meet her with the "Order a pint" action at the Inn.
Groping her butt (if you want) the second time you "Order a pint"
She flashes her tits after a few more "Order a pint" actions.
She flashes her pussy after a few more "Order a pint" actions.
Handjob during the "Innkeeper's Daughter" quest.
Interactive scene with blowjob and sex at the end of "Innkeeper's Daughter" repeatable
- Bat Breeder: Failed blowjob
Successful Blowjob*
Missionary restrained*
Doggie restrained*
- Beth: Long-distance voyeur scene of Beth and a horse after helping her in the Stables.
Horse blowjob scene after completing "Spyglass"
Horse sex scene after completing "Spyglass"
Spell mishap sex during "A Date with Beth"
Stable sex during "A Date with Beth" (contains animation)
- Caleah: Rape scene between her and the Orc Urakh (keep watching). Nude scene if you don't.
- Erevi: Reward sex scene for completing "The Apprentice"
Cowgirl while working on "The Chosen One"*
Missionary while working on "The Chosen One"*
Reward sex for completing "Rats"*
Red Lingerie scene during "Maternity Wear." (two options)*
Black Lingerie scene during "Maternity Wear" (two options)*
Nude scene during "Date with Beth"
- Frida: Fisting scene. To unlock it, you need to complete "Puppies"
Sexy Hug. You get it when you give her a gift.
Regular sex scene in her living room (Phallus Giganticus Potion)*
Naked in bed and failed sex.
Naked in bed and successful sex (Phallus Giganticus Potion)*
White outfit sex (Phallus Giganticus Potion)*
Naked in bed and successful sex while she is pregnant (Phallus Giganticus Potion)*
White outfit sex while she is pregnant (Phallus Giganticus Potion) *
Reward titjob for finishing "Frida's Garden" (Phallus Giganticus Potion)*
- Gwynneth: Tit flash & teasing (via her prostitution menu)
Pussy flash & teasing (via her prostitution menu)
Blowjob (via her prostitution menu)
Sex (via her prostitution menu)
Anal Sex (via her prostitution menu)
Sexy scene of her distracting the Innkeeper during the "Innkeeper's Daughter" quest.
Voyeur scene with her and two guards during the "Retrieve Panties" quest.

Liandra: Striptease the first time you win her archery contest during "Sacred Water"
Blowjob the second time you win her archery contest during "Sacred Water"
Sex the third time you win her archery contest during "Sacred Water"

Maghda: Sex during the "Missing Shipment" quest. Repeatable with sheep & PG Potion.

Mia: Rape scene during "Missing Girl" if you choose to wait. Nude scene if you don't.
Kissing/Groping the first time you gather firewood for her during "Missing Girl"
Playing with her tits the second time you gather firewood for her during "Missing Girl"
Playing with her pussy the third time you gather firewood for her during "Missing Girl"
Blowjob after bringing her the pup during "Missing Girl"

Shakala: Sex after the first time you defeat her during "Female Goblin"
Sex after the second time you defeat her during "Female Goblin"
Sex after your third encounter during "Female Goblin"
Repeatable sex scenes at the dead tree (until you get her pregnant).
Wedding night gang-bang after completing the "Wedding Dress" quest.
Blowjob when you first complete "Wedding Present"
Cowgirl sex the second time you have Shakala wear the outfit.
Doggie style sex the third time you have Shakala wear the outfit.

Victoria: Sexy scene when asking her about the house for rent. "Home Sweet Home"
Topless scene the first time you attempt to spy on her during "Spy on Victoria"
Masturbation scene during "Spy on Victoria"
Dildo scene during "Spy on Victoria"
Handjob & CBT after completing "Retrieve Panties"
Riding sex scene the second time you don't pay rent.
Alternate sex scene with the black lingerie from Edgar's when you don't pay rent.*

Witch: Blowjob after completing the "Witch Trouble" quest.

Ziva: Voyeur scene with Grug during the "Temple of Qetesh" quest.
Blowjob reward scene after the "Temple of Qetesh" (repeatable through milking)
Threesome with her and Grug at the end of "Return to the Temple of Qetesh"