

# Peasant's Quest – Guide v1.04

by Ghostwalker

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

“Peasant's Quest (by Tinkerer) is a nice little RPGmaker game” according to bartleby, and I agree. This game is actually very well thought-out and quite a bit of fun. The combat is generally well-balanced, so long as you don't try to rush through it. Leveling isn't too tedious and the sex scenes are pretty hot, as well as being quite kinky. As of this version (1.04), there is quite a bit of content in the game. Many different enemies, NPC's, and quests can be found. Tinkerer has stuck with this game for for well over a year and doesn't seem to be stopping. In fact, he recently posted that the game may well take him into next year (2019) and beyond, which is great since it has a lot of potential.

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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.” I only recently started playing RPG / on-line games so I ask your forgiveness and indulgence of any errors I may have made. My knowledge of Peasant's Quest is based on my own experiences playing the game and some input from Tinkerer (the game developer).

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

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

## SECTION 2: GENERAL GAME TIPS

1. There are a number of locations in the various maps where you can harvest such things as firewood, mushrooms, blue lilies, wild pumpkins, and other items. I suggest you explore anything and everything that looks the slightest bit suspicious at different times of the day and night. These items (aka: spawns) are all on a universal timer that regenerate every 7 game days. Pick them up when you see them as you will need them later in the game. You can also sell them at the Item Shop in Weirdwood, but I **DO NOT** recommend doing so. You don't get much cash for them, and it's nice to have a good stockpile later on for potions and quests.
2. In addition to the items you can harvest as you walk along there are several enemies which provide you with needed bonus's (Boar's Carcass, Pig Fat, etc). Hold on to these. You may get a good price from them at the store but each of them is needed at one time or another during the story.
3. As is the case in many RPGs, leveling 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 (Health Point) & MP (Magic Point) recovery. But there are several options to work around this problem almost as soon as you begin.
4. The first, is the opportunity to work for the farmer. He will offer you the a job working in his fields (8 hours per day). If you decide to do this, the MC (Main Character) will receive money and XP (experience points). The farmer will also allow you to sleep in his barn and regain HP and MP each night.
5. The second option, is based, in part on the first one. Remember how the farmer paid you? Well, that is just enough for a night at the INN. There you will recover far more HP and MP each night. At later times in the game this can be an advantage as it allows the character(s) to sleep for '8 hours' or 'Until the next morning'. That will allow the character(s) to spend part of his/their night at the INN and the rest in the barn to recover an additional HP and MP each day!
6. A dog really IS man's best friend. One of the first things you should do in any game is to complete the "Lost Dog" quest – it requires no fighting, gives you a free weapon, and unlocks a great XP & coin earning activity for the early game (the "Work the Forge" action at the Smithy). Since you want to build up some XP and money before you head into the Goblin Forest, it is quite easy to gain a level or two by doing nothing but working for the farmer and the blacksmith before retiring for the night in the farmer's barn.
7. The third option to increase HP, MP & XP, is a variation of the example above and includes some moving around as well as the completion of the "Lost Dog" quest. To begin with the MC (Main Character) can stay in either the farmer's barn or the INN. Now, instead of heading for the farmer go to the blacksmith shop. You can work there for 6 hours (3 cycles) and still get the work done on the farm so you get paid for that as well. (If you work at the farm first you can only work at the blacksmith 2 cycles before getting tired).

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

8. NOTHING in this game (except for the day/night cycle) is time-sensitive. If you want to restore your health and magic, while getting cash and XP, feel free to spend multiple days working for the blacksmith and the farmer while staying in his barn, or occasionally staying at the INN. Whether you spend a day doing this or 12 weeks, will have absolutely zero impact on events in the world, with the exception of one quest later in the game. So... no rush.
9. As you get tired at the end of the day, you stats decrease – reducing your combat effectiveness. If you get to the point of being 'Exhausted', run from any further battles. Your chances of winning are almost zero. This also applies to your Magic Attack stat, which determines the effectiveness of your Heal Small Wounds spell. If you are going to use that spell to recover health before sleeping, don't wait until the very end of the day to do so. If you are tired, the spell will be less effective.
10. Goblins in this game pay 15 coins for a pair of ears (if you sell them at the store). 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.
11. As soon as you can reliably kill multiple Goblins per day, start staying at the INN instead of just sleeping in the farmer's barn. The higher HP and MP recovered each night is much better than the limited amount you get from sleeping in the barn, and the 15 coin price of a room is paid for by one set of Goblin ears or by a day working for the farmer. If you are going to be using the INN, though, it's a good idea to rent your room early in the day (like before 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. (The rats may enjoy the company but you won't since you lose 3 HP).
12. Here's a little something I had to learn the hard way. Some of the items you gather along the way can be eaten. They can increase, or in some cases, decrease your HP or MP. (**SECTION 9**).
13. The gear that you can buy at the Smithy in Weirdwood is all the gear that is currently in the game, so buy upgrades when you can afford them. No better gear (as of version 1.04). There are some rare situations when you can 'Unequip' weapons from some else in your party and then use them yourself but that could be a problem if you need that character later on.
14. This last tip is really applicable to any RPG, but it's still valid. Save OFTEN and save in MULTIPLE SLOTS, you have 20 available. You never know when you will want to backtrack to an earlier save to see what the outcome might be if you do something different or if you accidentally kill a vital enemy.

## SECTION 3: WEIRDWOOD TOWN LOCATIONS

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

### Alley – Gwynneth

Sleep here (\*) for free if you have nowhere else to go. It sucks. You lose 3 HP.

The local 'working girl' hangs out near the alley. Her name is Gwynneth. 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. The discount only applies to services done to the MC not on his behalf.

### Carpenter – Marcus

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

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

### Farm – Farmer

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

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

### Inn – 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 and his daughter, Beth.

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

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 before heading out to adventure. Otherwise, you might get stuck sleeping

in the alley. Also, completing the “**The Innkeeper's Daughter**” quest reduces the effects of sleeping in the INN (see quest description for details).

### Item Shop – Shopkeeper

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

### Mayor's House – Hans, Victoria

When you talk to him, he'll introduce himself and tells you about available work at the farm on the east side of town. He also gives you the quest “**Goblin Ears.**” If you ask him if there's any other work he'll give you the “**Witch Trouble**” quest.

Talk to Victoria, the Mayor's Wife. She will tell you about the house for rent, as well as the cost. She will also provide several quests for you to complete as the game progresses.

### Smithy - Blacksmith

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

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

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

### Stables – Beth

Talk to Beth and help her out. When 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	(Left Front)	200 coins	A red sheer night gown
Black Skimpy Dress	(Left Back)	200 coins	A tiny black see-through dress
Wire Armor	(Right Front)	180 coins (after discount for Bear Skin)	Exactly what a Goblin bride might want
Hung White Gown	(Right Back)	200 coins	(Hmmm, now who might this fit?)
Lacey Black Lingerie	(Front of Store)	200 coins	

## SECTION 4: WORLD MAP & NOTES ON THE ZONES

				Witch's House									
				↑									
		Orge's Camp		Northern Forest	<->	The Sacred Well		Fridaheim	<->	Mountain Pass	<->	Dread Mountain	
		↑		↑				↑					
Cross Roads	<->	Western Road	<->	Weirdwood	<->		<->	Goblin Forest					
↑				↑				↑					
Cemetery				Forgotten Valley				Goblin Village					
								↑					
								Kroggath Lair					

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

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



## **SECTION 5: OTHER LOCATIONS**

At present (v1.04) there are no other significant towns or villages with NCP but I left this here, just in case Tinkerer should decide to change that in the future.

## SECTION 6: QUESTS / CHALLENGES

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

1. A Date with Alice
2. A Date with Beth
3. A Friend's Problem
4. A Garden for Frida
5. Bat Breeder
6. Boar Hunt
7. Crown of Qetesh
8. Female Goblin – Pt 1, 2 & 3
9. Find the Blacksmith's Dog
10. Find the Poacher
11. Get Alice a Room Key
12. Getting Mia a Puppy
13. Goblin Alchemy
14. Goblin Ears
15. Goblin Tactics
16. Heavy Weapon Training
17. Keep Seeing Victoria
18. Limp Dick
19. Maternity Wear
20. Missing Shipment
21. Orc Stronghold
22. Peeking on Victoria
23. Rats!
24. Rebuilding the Temple
25. Rent a House
26. Recovery the Crystal
27. Rescuing Mia
28. Rescuing the Puppies
29. Sacred Water
30. Speak with ALL the Villagers
31. Spyglass
32. Temple of Qetesh
33. The Apprentice
34. The Chosen One – Pt 1 & 2
35. The Crown of Sorcery
36. The Tower of Dread
37. Trouble In the Cemetery
38. Wedding Dress
39. Witch Trouble

## SECTION 7: NPC'S

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

## SECTION 8: BEASTS & MONSTERS

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

### Beasts / Enemies / Monsters

	Max HP	Defense	XP	Gold	Drops
<b>Bandit – Dwarf</b>	70	9	30	20	Jewelry (Rare)
<b>Bandit – Human</b>	70	9	30	20	Jewelry (Rare)
<b>Bat Breeder</b>	50	7	15	0	Cave Flower Nectar Crystallized Egg
<b>Bat Creature</b>	60	8	20	0	Cave Flower Nectar
<b>Bat</b>	15	3	8	0	None
<b>Bear</b>	100	9	52	0	Bear Claw Bear Pelt
<b>Bhrute</b>	90	9	40	0	None
<b>Black Goblin</b>	60	7	16	0	Goblin Ears Bandage (Rare)
<b>Black Goblin Boss</b>	80	8	35	50	Goblin Ears
<b>Boar</b>	45	7	14	0	Boar Carcass Pig Fat
<b>Ghoul</b>	80	8	30	0	None
<b>Giant Spider</b>	45	7	15	0	Venom Gland Cave Flower Nectar (Rare)
<b>Goblin</b>	35	6	8	0	Goblin Ears Bandage (Rare)
<b>Goblin – Armored</b>	40	7	11	0	Goblin Ears Bandage (Rare)
<b>Grug – The Giant</b>	150	10	70	50	None
<b>Kroggoth</b>	120	10	60	0	None
<b>Orge</b>	100	10	50	0	None

<b>Orc</b>	80	9	30	10	Bandage (Rare)
<b>Shakala</b>	70	9	30	0	None
<b>Spider Queen</b>	90	9	45	0	Venom Gland Venom Gland Spider Eggs
<b>Urakh – Orc Leader</b>	150	11	70	0	None
<b>Zombie – Slender</b>	80	9	25	0	None
<b>Zombie – Large</b>	100	9	30	0	None

## SECTION 9: EDIBLES

Boar's Carcass	+ 18HP	
Bottle of Wine	+ 2HP,	Ag: - 1
Carrot	+ 2HP	
Cave Flower Nectar	+ 5HP	
Crystallized Eggs	(Increases MAX MP by 15 for 1 day)	
Elvin Wine	+ 5HP	Ag: - 2
Honey	+ 4HP	
Moon Flower Pollen	+ 5HP	
Potato	+ 2HP	
Purple Mushroom	????	
Red Mushroom	- 5HP	
Sacred Water	+ 2MP	
Steak	+ 27HP	
Stone Shroom	+ 5HP	
Vegetable Basket	+ 18HP	
Venom Gland	- 10HP	
Wild Pumpkin	+ 3HP	

## SECTION 10: CRAFTING RECIPES

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

**Magic Water:** Recovers up to 20 Magic Points. 1 Red Mushroom, 2 Sacred Water, 1 Blue Lily

**Healing Potion:** Heals all wounds. 2 Cave Flower Nectar, 1 Wild Pumpkin, 1 Sacred Water

**Energy Potion:** Removes fatigue. 1 Pumpkin, 1 Sacred Water, 1 Honey

**Cure Poison:** Heals effects of Poisons. 1 Cave Flower, 1 Sacred Water, 1 Purple Mushroom

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

**Stone Skin:** Increases Defense by 20%. Lasts whole day. 1 Spider Egg, 1 Sacred Water, 1 Bear Claw, 1 Stone shroom

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

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

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

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

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

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

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

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

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

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

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

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

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



## SECTION 11: SPELLS & ABILITIES

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

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

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

<b><u>Mighty Blow:</u></b>	TP Cost: 20	Mighty Blow is just a special melee attack that hits about 50% harder than a standard attack.
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## SECTION 12: WALK-THRU

If you've already read through this entire guide, this section might not be all that necessary, but for folks who just want a road map through the game, here is a walk-thru. The one thing that I should let you know before you even start is that this is just a rough outline. It **IS NOT** the only way of completing the game. Tinkerer has provided so many variables that, in many cases, it allows each player to decide his own path to the end.

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

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

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

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

Prerequisites: None

This should be the first quest that a new player completes. Go to the Smithy and talk to the blacksmith. He asks you to find his dog. I've found the dog in three different areas. The first, is located due north of the Mayor's house, at the edge of the map near a large rock. The second, is located in the far north-west corner, in a small clearing, and the third, is located due south of the farmer's house. Once you have the dog, return to the blacksmith.

Reward: +10 XP, Dagger. Completing this quest unlocks the "Work at the forge" option at the Smithy. (DON'T FORGET TO EQUIP THE DAGGER!!!)

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

Over time, Tinkerer has developed several options that will directly affect, or even close, certain quests so save before starting a new quest just in case you make a mistake. Whenever you're ready, proceed to the following.

### 2. QUEST: **Find the Poacher**

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

Talk to the farmer 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)

As you're walking around town you'll probably run into Edgar the Tailor. (He's the guy pacing back and forth in front of his shop on the West side of town). Stop and talk to him and he'll open the **Missing Shipment** quest.

### 3. QUEST: **Missing Shipment**

Prerequisites: "Sheep Killer" (and 50 coins)

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

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

After collecting your reward go to the INN. Use some of the money to rent a room. (Though you may not need to use it right now you'll soon realize that after a long day of fighting goblins this is the best place, at the moment, to rest.) While you're at the INN get a glass of Ale. This will give you a chance to get to know Alice a little bit better.

But before you go any further, you may want to stop and talk to Gabriel (he's the guy sitting at the table in the lower left), if you haven't already. He'll tell you about how he fought in the Goblin Wars. When you ask, he'll tell you all about Goblins, including female goblins, opening the **Female Goblin** quest.

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

When the MC is done talking to Gabriel, he'll notice Alice standing near the stairway. Stop and talk to her. Asking her out on a date will open the **A Date with Alice** quest.

### 4. QUEST: **A Date with Alice**

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

This event can be completed in one or two separate parts depending on you, though it will need to be completed at some time in the game. In the end, the MC will either get some hot sex or a look at a truly irate woman depending on his decisions.

Raise Alice's affection with gifts. Giving her 3 bouquets of flowers will be enough. (A word of caution:

If you're taking the flowers from in front of the Mayor's house don't get caught. If the guard finds you, it's off to jail for the night and a fine of 30 coins.)

You can only give her flowers once per day, so keep that in mind. Once you've built up the necessary affection, talk to her early in the day and ask her out. (If you ask her out too late at night, she will go to bed after your date, and you will have to repeat the whole process to move to the next part of the quest.)

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

After you're done you will see Alice standing at her usual spot by the stairway. Talk to her again. She'll ask if you liked your date. If you say 'Yes', she'll tell you how her father locks her in her room at night and what you need to do to free her (**Get Alice a Room Key**). The results of freeing her is a hot sex scene **BUT** your HP & MP will be cut in half every time she visits you from that point on.

That is why, it might be a good idea to put the second second part, off until you've got someplace else to stay (ie: Goblin Village, Fridaheim, House, etc) or have leveled to the point where you can farm Goblins for XP without needing much in terms of recovery.

Instead, leave the INN and stop at the Stable to meet Beth. After introducing herself she'll ask if you can help by cleaning the stables. This opens the **Spvglass** quest.

#### 5. QUEST: **Spvglass**

Prerequisites:

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

Go to the stables and talk to Beth (you can talk to her father in the INN first, but it isn't necessary).

Offer to help her out. After cleaning up some horse 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.

**IMPORTANT: If you act like an asshole, it will be the single largest mistake you make in the game because it will close off this quest, as well as access to items you'll need in later quests.**

Another day, go back to the stables and help Beth a second time and you'll spy again. You get the idea of getting your hands on a spyglass so that you can have a better view. Talk to the blacksmith. He doesn't know where you would find a spyglass, but says that if you can get your hands on a crystal (**Recovering the Crystal** quest), 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. Don't even think about looking for the mines yet. There's a Level 8 Orge waiting for you there.

Now, before you start spending too much of your time out of town there are a few more things you may want to check out if you haven't already. The first is Gwynneth. She's the 'professional girl' in town and she's willing to ANYTHING for a price, including help the MC when he needs a distraction. Second is the little blinking light in the alleyway near Gwynneth. If you didn't work to get your space in the barn and forgot to get your key for the INN this is the only place left to sleep. The rats may like the company but it will cost you in HP. Third, is the local store. Since it opened (way back in the DEMO days) it's

supply of needed materials has continuously increased. Keep an eye on it. You'll find several of the supplies you need for various quests here, but only after starting the quest where they'll be needed. And fourth, is the vacant house located between the blacksmith's shop and the tailor. You'll learn more about this in the **Rent a House** quest.)

Once you're done talking to these people you'll have completed the **Speak with all the Villagers** quest.

#### 6. QUEST: **Speak with ALL the Villager's**

Prerequisites: None

While some of the villager's will have very little to say others will give you valuable information about future quests. This quest is repeatable so if you forget something you can always come back.

Now, off to the Goblin Forest and Fight, fight, fight!!!

#### 7. QUEST: **Goblin Ears**

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

The Mayor tells you about a tribe of goblins that have moved in to the east of town. He gives you a standing offer of 20 coins for each set of goblin ears you bring him. This quest is repeatable, you can keep returning to him for coins every time you get more ears. This is your principal means of earning cash for most of the game though there has been recent talk about an additional source. (Sorry guys the MC isn't going to start pimping out the girls. At least not that I know of.) :-P

Head to The Goblin Forest (it's located to the East) and kill Goblin for their XP and their ears.

**NOTE:** you will occasionally see dead goblins lying on the ground. You can loot free ears off of them, but **SAVE FIRST**, doing so could spawn Shakala (**Female Goblin**) and you are NOT ready to fight her yet. Once you can reliably kill 3 - 4 goblins every day, you can stop working for the farmer, **but** that is one of the options discussed in the beginning, and start sleeping at the INN. Don't be afraid to use bandages (the Goblins drop them) to recover HP as well. Keep this up until you are level 4 or 5. Upgrade your gear while you're doing this. Though others that I've talked to recommended getting a Sword as soon as possible, I've always found that a combination of items is the better option when beginning. So start by buying an Open Helmet and then the Ring. (The Ring increases your MAX AT by 3). After that it is up to each of you. Each weapon has its positives and negatives. When you get a better weapon, sell your dagger (you won't need it). This will be the only time you'll want to sell a weapon. Later on, other members of your party may be able to use the additional weapon(s) you've bought. Don't forget to turn in those ears!

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

#### 8. QUEST: **Female Goblin – Part 1**

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

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

Head to the Goblin Forest. While roaming around, you will notice some Goblin corpses lying around. There are three in the zone. One in the southwest corner (just south of the entrance from Weirdwood), one in the southeast corner of the zone, and one in the northeast corner (on top of a ridge). When you interact with one of these corpses, you will 1 free set of Goblin ears, and you have a chance to trigger the female Goblin spawn (the spawn chance seems to be about 25%). If she doesn't spawn, keep looting the corpses. When you loot all of them, they respawn. It is also possible to just save before the first spawn and keep reloading your save until she spawns. When the female Goblin (her name is Shakala) shows up, she immediately attacks you. She is much harder than any other opponents in the forest. She hits a level 8 character in max gear for 12-15 damage. Once you defeat her, you can kill her for her ears (**DON'T!!!** Killing her closes off several quests), leave her alone, or have sex with her (BINGO). She wakes up during the sex and seems to enjoy it. Cum inside of her.

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

Once you've reached Level 4 or 5 your ready for the next quest. Follow the trail North to the Northern Forest (of all places). You'll see an old woman standing outside her cabin. Stop and talk to her. She'll tell you that her granddaughter, Mia, went to collect wood and hasn't returned. Then she'll ask you if you'll go find her. This will open part one of the **Missing Girl** quest.

## 9. QUEST: **Rescuing Mia**

Prerequisites:

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

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

Talk to her there and she asks you to gather firewood for her. Offer to do it for free. Talk to her when you have one firewood (it can be gathered all over the place in outdoor zones – it's a small log). She offers to reward you. Either ask for nothing or ask for a kiss – you get a kiss in either case. Return to her the next day and give her firewood again. This time she offers to let you see her tits. Return yet again, the following day. Give her some more firewood and this time she offers to let you see her pussy. You are probably starting to hate Granny by now. When you go to talk to her the next day, she tells you that she feels bad about having you gather wood for her, and asks her to get her a guard dog so that she can go back in the woods. (**Getting Mia a Puppy**) but this will have to wait for awhile.

Go to the Mayor, sell him the goblin ears, and ask about any other jobs. He'll tell you about a witch that lives to the North of the village. Guess where the MC is going??

#### 10. QUEST: Witch Trouble

Prerequisites:

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

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

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

I had a tough time with her at level 6 with maxed out gear. She (and all of the other spiders in the cave) are particularly annoying, because they have a chance to poison you in combat. When you are poisoned, you keep taking damage after combat. There is nothing you can do to get rid of it at this point in the game. You just have to keep healing and/or using bandages. Fortunately, poison wears off after a short time. When you kill the Spider Queen, loot her chamber of all 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 to break it. She introduces herself as Ziva, priestess of Qetesh, the goddess of ecstasy and sexual pleasure. She was cursed by Nergal, god of the underworld to take the form of an old hag so that she would no longer be able to serve Qetesh.

Go back to the Mayor and collect your reward for completing the quest. Then return to Ziva the next day. She will teach the MC how to make several basic potions. (**SECTION 8**). Reward: +150 coins

If you ask her to teach you about Qetesh she'll tell you she originally came to Weirdwood looking for a map that will lead her to the Temple of Qetesh.

At this point the MC has an option as to what he should do next. The choices are Sacred Water or Temple of Qetesh. My MC decided to do Sacred Water after he noticed that all but one of the potions

Ziva has just taught him need Sacred Water to make.

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

### 11. QUEST: Sacred Water

Prerequisites:

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

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

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

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

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

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

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

Once you've got the Sacred Water, the MC can either go back to Weidwood to rest or to Ziva to make some potions.

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



## 12. QUEST: Rent a House

Prerequisites: None

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

## 13. QUEST: Peeking on Victoria

Prerequisites: “Rent a House”

As you're leaving the Mayor's house the MC will say how he'd love to see more of Victoria. GREAT, because a blinking light has now appeared outside her bedroom window. If you peek in you'll either see nothing or a hot scene of her masturbating. The disadvantage of watching her getting herself off is that the guard will catch you and send to to prison for the night. You'll be fined 30 coin but get the same HP / MP as if you'd spent the night in the barn.

When you've been released from jail you realize that you'll need to come up with some way to distract the guard when you want to spend some time checking on Victoria. Walk to the East. There's another blinking light. When you step on it you'll get several options as to how to distract the guards. It works at getting rid of the guards every time.

Unfortunately, just because you've gone through all of this trouble doesn't guarantee Victoria will be in her room. In which case, you'll have to try again at a different time.

Now that you have a house to return to it's time to get back to the adventure.

## 14. QUEST: The Temple of Qetesh

Prerequisites: “Witch Trouble”

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

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

Then, go south from Weirdwood to The Forgotten Valley. When you arrive, Ziva tells you that you are on

the right track. Head west from the zone entrance into the valley between the two cliffs. Enemies here consists of Goblins and Armored Goblins, but they typically come in pairs and trios, so the fights can be pretty tough. At the far western end of the valley, you will find the entrance to the temple.

**SAVE BEFORE ENTERING THE TEMPLE!**

A giant named Grug is guarding the temple. You get the choice to either negotiate with him or fight. (Tinkerer, in his infinite wisdom, removed the option to kill Grug, that was in earlier versions). If you negotiate, there is a pretty hot scene where Ziva has sex with him. If you fight him, get ready for a TOUGH battle. As of version 0.53, Grug is the toughest enemy in the game. He has a 150 HP, and he can hit a fully-equipped level 7 character for as much as 50 damage. To beat him at level 7, you basically have to keep Ziva on bandage/greater heal duty and hope to land at least one critical hit on Grug. Another option is to make several Healing Potions before starting this quest. In fact, if you plan on trying to beat Grug, I would strongly recommend it. **REWARD: 70 XP & 50 coins.**

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

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

**PUZZLE ROOM 2:** In the next room, you have to step on the squares in a particular order to light all of the braziers. Start with the Black square in the upper left, then go down to the White square in the lower left. (Make sure you don't step on any other colored squares along the way or you'll have to start over.) From the lower left, go to the Yellow square above it and then across to the Red square on the opposite side. (Half way there ... don't mess up.) Now, over to the Green square and across to the Blue square. Now up to the Black square in the upper right. To complete the series the MC has to come back out to the middle and then all the way down to the White square in the lower right. POOF ... all the flames are lit and you can removed the chalice without getting turned into toast.

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

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

## **15. QUEST: Female Goblin – Part 2**

Prerequisites:

Female Goblin – Part 1

Now, back to Shakala. Return to the forest the next day, and you will notice some Boar corpses lying around. There is one in the southeast corner of the zone near where the earlier Goblin corpse was, one on the east side of the zone, and one in the north part of the zone. These work just like the Goblin

corpses from earlier. Interacting with one gives you a Boar Carcass and Pig Fat. It also has a chance of spawning Shakala again. They will respawn after you have looted all of them. Once again, it is possible to save before one spawn and keep reloading your save until Shakala appears. When she does show up, she attacks you again. She isn't any stronger than she was the last time though. When you beat her, have sex with her again, and choose to cum inside of her.

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

**DO NOT FORGET TO HEAL YOURSELF IMMEDIATELY AFTER THE CUT SCENE.**

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

#### **16. QUEST: A Friend's Problem**

Prerequisites: Rent a House

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

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

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

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

#### **17. QUEST: Female Goblin – Part 3**

Prerequisites: Female Goblin – Part 1

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.

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

Once Shakala becomes pregnant, she will take you to her village (The entrance is located along the bottom, left of the Goblin Forest screen) and introduce you to her tribe. This unlocks the Goblin Village zone. The Shaman there, Makith, will heal you for 30 coins, and the quests, **Goblin Alchemy**, **Goblin Tactics**, and **Wedding Dress** are unlocked. Once you start the **Wedding Dress** quest, you can also sleep on the furs in the Goblin Village (+10 HP, +7 MP).

#### 18. QUEST: **Goblin Alchemy**

Prerequisites:

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

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

#### 19. QUEST: **Goblin Tactics**

Prerequisites:

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

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

#### 20. QUEST: **Wedding Dress**

Prerequisites:

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

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

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

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

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

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

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

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

*This is the end of the quests involving Shakala as of v1.04.*

Afterwards, head North. Step on the marker and “Welcome to Fridaheim”, land of the Giantess.

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

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

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

Head east into the Mountain Pass and follow the road until you reach a mine/cave on the north side of the road (take a left at the first fork in the road). This is the spot! You will probably encounter a few Black Goblins on the way. There are more inside the mine, and they sometimes come in pairs, so watch your health between battles! You can really only go one way in the mine, and eventually you encounter a large Black Goblin named Magogh (he is visible on the map, but his encounter will trigger a few steps before you get to him, so save first). Magogh isn't actually that tough. He has about 100 HP, but he doesn't hit any harder than a regular Black Goblin. You get 35 XP and 50 coins for beating him (and some Goblin Ears). Inside the room he was guarding, be sure to click on the crate in the northeast corner for 200 coins! When you click on the marker on the bars, you rescue the puppies.

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

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

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

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

rescue them.

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

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

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

## 22. QUEST: **Recovering the Crystal**

Prerequisites: "Spyglass"

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

Save outside of the cave. The Ogre attacks automatically when you enter. He has about 100 HP, so it's a tough fight. Inside the cave is a crystal, cave flower nectar, and a treasure pile with 1 bandage and 70 coins. Get the stuff and head back to Weirdwood. Talk to the Smith. He says that he can make a spyglass from the crystal, but it will take one day, and it will cost you 50 coins. Accept and pay him. He says he will have it ready in the morning. The next day, collect the spyglass. Congratulations, you can now watch the full scenes with Beth and Samson 'up close and personal' after you help her clean the stables.

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

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

## 23. QUEST: **Get Alice A Room Key**

Prerequisites: A Date with Alice

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

so, the MC will remark that he will need something to distract the dog and something that can be used as a mold for the key.

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

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

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

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

**WARNING!!!** Completing this quest will result in your HP & MP being cut in half on the nights that Alice visits you. Of course you reverse this by simply saying 'NO' when Alice comes to visit you. The drawback is that her affection drops for you and you'll have to start all over again to win her back.

After Alice is done with you, drag your ass out of bed and head North.

#### **24. QUEST: Getting Mia a Puppy**

Prerequisites:

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

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

*This is the end of the quests involving Mia at this time.*



Head back to Weirdwood and then to either the Goblin Forest or the Forgotten Valley. Hunt goblins for the rest of the day. Get some rest. The next quest will take the MC into the mountain pass and beyond to the **The Tower of Dread**.

### 25. QUEST: **The Tower of Dread**

Prerequisites

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

This isn't so much a quest on its own as it is the path to open up new location and some new quests. From Weirdwood, head east to The Goblin Forest, then north to Fridaheim. From Fridaheim go east to the Mountain Pass and cross the pass all the way to the other side. You will eventually come to a sign that mentions The Tower of Dread (the MC comments if you click on it). Proceed east out of the Mountain Pass to The Tower of Dread. 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). (I took a healing potion after getting hit the first time just for some added insurance). Once you make it across, the MC knocks on the door of the tower and gets 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**."

### 26. QUEST: **The Crown of Sorcery**

Prerequisites:

The Tower of Dread

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

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

**PUZZLE ROOM 2:** First thing, head to the northeast corner of the room and loot the pot there for 200 coins. Now for the puzzle itself. This one is quite easy. There are four crystals in the room that are different colors. The colors are (clockwise from the top left): yellow, green, blue, and red. There is also a pillar of light in the middle of the room that is constantly changing colors (no set pattern that I noticed). All you have to do is stand directly above/behind a crystal and wait for the pillar to match 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.”

## **27. QUEST: The Apprentice**

Prerequisites:

The Crown of Sorcery

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

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

When you have finished at the cave and have some crystallized eggs, go back to the Tower of Dread and talk to Erevi. She will now teach you the Lightning Bolt spell and ask you to pleasure her. Watch the following cutscene as things change in the Tower of Dread. The MC learns the Stun spell, and the next

quest in this chain, “The Chosen One” is unlocked. See **Section 9** for details on the spells. Since you now have access to crystallized eggs, check **Section 8** to check out what they do.

Reward: The Lighting Bolt spell.

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

### **28. QUEST: The Chosen One – Part 1**

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 prefers Boars, Black Goblins, & Bat Breeders). She does warn you that the Stun spell won't work on very powerful opponents, and that you can only carry one potential sacrifice at a time.

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

### **29. QUEST: Bat Breeder**

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

Now that we have access to the Tower and its Dungeon, we have the ability to set up an “egg factory” in the Dungeon. For this, we need to capture and NOT SACRIFICE a Bat Breeder. When you are ready, heal up and head back to the Bat Cave. Wander around until you find a Bat Breeder, and capture her. Go back to Erevi. She is excited that you caught a Bat Breeder. DO NOT SACRIFICE IT. Suggest keeping it. She will tell you that you can keep the creature in the dungeon, and the Bat Breeder will appear in a cell. You can now go to the carpenter in Weirdwood (if you haven't already) and buy the two pieces of bondage furniture for the dungeon. Each piece of furniture costs 200 coins, and they allow you to have sex with your captive Bat Breeder. You get different positions for each piece of furniture. SAVE before having sex with the Bat Breeder. You want to make her have an orgasm, and doing so requires passing a speed-based direction arrow mini game. One of the sex options (oral) also results in a rather... unpleasant outcome, but it's worth watching once just to see. The reason for giving the Bat Breeder orgasms is so that you can unlock new sex options (after raising her affection towards you). To further facilitate this, go back to your room in the tower. There is now a marker on your desk. If you click on it,

you have options to improve conditions for your captives. Activating “Improved Rations” gives you captives better food and increases their affection caps by 40 for a cost of 6 coins per day. “Improved Accommodations” is a one-time cost of 300 coins that creates more comfortable cells. It also increases the affection cap of all captives by 40. I recommend buying both of these upgrades since you should have plenty of money by this stage in the game. There is no way with the regular game interface to see your captives' affection levels, but their posture inside their cell will change as they become more affectionate. For example, the Bat Breeder starts out in a semi-fetal position. After you raise her affection a bit, she changes to a standing position. Once she has taken this position, attempting oral sex with her has a different result. After her next affection threshold, she will be facing you at the front of the cell and holding one of the bars. After this change, the results of attempting oral sex change yet again. In addition to having fun, carrying out these activities will give you a steady supply of crystallized eggs. Just fuck the Bat Breeder every day and check her for eggs every morning. You do not need to use Fertility Potions, but doing so will give you variant versions of all sex scenes (including oral). Right now, the Bat Breeder is the only captive you can keep in the dungeon, but more should be added in future updates.

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

### 30. QUEST: A Garden for Frida

Prerequisites:

Rescuing the Puppies

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

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

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

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

### 31. QUEST: The Chosen One – Part 2

Prerequisites:

The Chosen One – Part 1

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

you go to sleep, and it will ensure that you don't get Erevi pregnant until you're ready to do so. If you run from unnecessary fights and are lucky in locating Bat Breeders, you can capture and sacrifice two per day (it's pretty easy to do this if you forgo fucking the Bat Breeder in the morning).

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

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

### 32. QUEST: **Rats!**

Prerequisites: The Chosen One

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

### 33. QUEST: **Boar Hunter**

Prerequisites: Rats!

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

Reward: +50 XP

### 34. QUEST: **Maternity Wear**

Prerequisites: Boar Hunt

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

Buy the red lingerie and the black dress that the store has for sale and return to Everi. Save your game. If you are under the effects of a Fertility Potion during the following scenes, there are slight changes to them. When you talk to her, you have the choice of giving her the red lingerie or the black dress. If you

give her the red lingerie, you get an immediate sex scene with her. If you give her the black dress, she asks you for a “date night.” She wants you to 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 and having the owner turn them into steaks. You can buy vegetables at the Item Shop for 20 coins each. You SHOULD have a lot of firewood already if you've been picking it up throughout the game. If you haven't been, you can find it in most outdoor zones (it is a small log on the ground). Get the items and go to the kitchen of the Tower of Dread. Click on the quest marker in the kitchen. To thank you for dinner, Everi lets you fuck her “any way you want.” Feel free to do so.

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

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

In the morning, continue on into Weirdwood. There's really nothing going on there at the moment, unless the MC happens to get there when his rent is due, but more about that in the **Limp Dick** quest. Rest up, re-equip or re-supply if the MC is low on anything (torches, bandages, etc) and head North to see Ziva. Talk to her and she'll tell the MC she's been thinking about **Rebuilding the Temple**.

### 35. QUEST: **Rebuilding the Temple**

Prerequisites:

Temple of Qetesh

After seeing the condition of the Temple (**Temple of Qetesh**) Ziva has decided to repair and reopen the Temple so that “the people remember the joys of worshiping our goddess.” She asks you to help. If you say “Yes”, she'll tell you that the goblins need to be run off and that there will need to be some guards to keep them from returning. Of course, she'll also remember that you're familiar with the Mayor and ask you to talk to him about getting the guards.

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

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

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

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

### **36. QUEST: Crown of Qetesh**

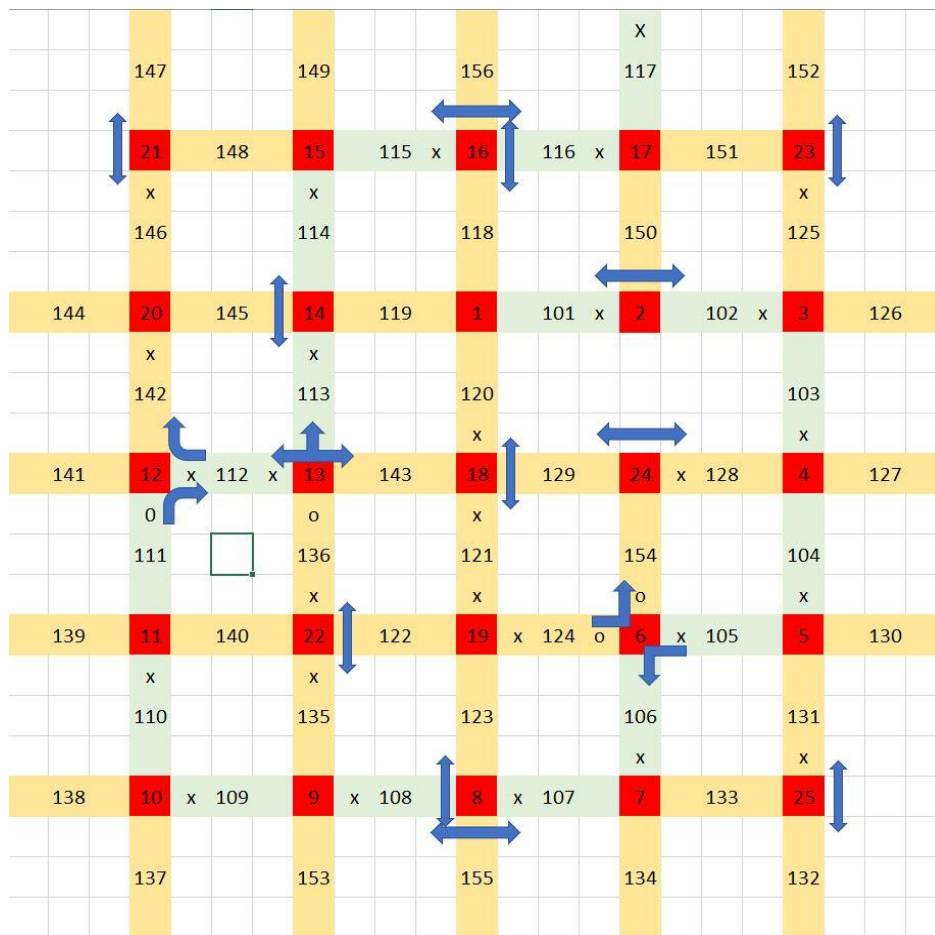
Prerequisites:

The High Priestess' used to be buried with their crown. After leaving Gabriel to heal, Ziva and the MC head for the cemetery West of town. (Make sure to equip Ziva before you leave town.)

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

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

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



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

You return to Weirdwood. You'll find Gabriel waiting for you. He's fully healed. Ziva joins with him, allowing the MC the opportunity to do a few other things (ie: quests or farming goblins) before continuing.

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

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

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

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



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

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

Prerequisites: Temple of Qetesh – Part 1 & 2, Crown of Qetesh

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

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

Head back to the Orc's Cave. Yes, you'll lose a little bit of energy by crossing between the scenes but still less than you did before. Now, fight. Once again, you have a choice. You can clear every room as you go along, which is what I did, or head directly to the main chamber. You'll still need to fight some of the lesser Orcs, unless you're really quick and can avoid them. IF you avoid fighting you'll save on your energy level and possibly be able to make it through the stronghold without needing an Energy Potion. (I've never been that lucky.) Once you've cleared a room, check the various pots, jars and boxes. You might be surprised by what you find.

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

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

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

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

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

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

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

*This ends the story for Ziva as of v104.*

Once again it's time to head back to your home in Weirdwood but now a few things may have changed. If the MC runs into Victoria he may be unfortunate enough get some VERY bad news, unless the MC has used the 'Potion of Barrenness', opening the **Limp Dick** & **Keep Seeing Victoria** quests. If he has been using the Potion of Barrenness, he doesn't have to worry.

Instead have him ask Beth for a date. She'll finally say 'Yes' because of the way you helped her father which will open the **Date with Beth** quest.

### 38. QUEST: **Limp Dick**

Prerequisites: Rent a House

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

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

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

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

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

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

to give her up.

**39. QUEST: Keep Seeing Victoria**

Prerequisites: Complete "Limp Dick"

This isn't so much as quest as a challenge. What can the MC do to arouse Victoria to want to see him again so they can continue to have sex. Simple, get some more Moon Flower Pollen and then slip in through the window of her house. Add the Pollen to the bottle of wine on her table. Make sure she doesn't catch the MC. (He can hide by the bed). After she's taken the Pollen she regrets sending her 'toy' away. The MC will appear. 'Nuff said though it may be a good idea to keep a supply of Moon Flower Pollen handy.

*This is where the story line ends for Victoria at this time.*

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

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

Prerequisites: Orc's Stronghold

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

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

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

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

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

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

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

*This ends Everi's story for right now.*

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

*This ends Beth's story for the moment.*

Since you're already in town it might be a good time to take Gabriel up on his offer to train you. The problem is he's not in town. Where else might he be? Check the Temple, he's one of the guards there now.

#### 41. QUEST: **Heavy Weapon Training**

Prerequisites: Complete "Orc Stronghold"

Remember how Gabriel told the MC to come and look for him when he was ready for some training in heavy weapons? The MC will find him back at the Temple. He's the guard in the upper left but only during the day. If you'll take the time, he'll train you in the skills of 'Double-handed Weapons' and 'Heavy Armor.'

Return the Weirdwood. Buy the Heavy Armor, Two-handed Axe and Two-handed Sword if you want. When the MC goes to see the Major he will tell him that there have been a flood of rumors regarding nasty things going on in the cemetery and he needs someone to investigate opening the 'Trouble in the Cemetery' quest. On the way to the cemetery the MC will meet two bandits (One in the Western Road scene and the other in the Crossroads scene. He can battle, and kill, them or just slip by. The option is his.

#### 42. QUEST: **Trouble in the Cemetery**

Prerequisites: None

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

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

Go inside. The MC will see a large coffin. Now this is where Tinkerer played a little trick on all of us. If the MC opens the coffin during the daytime the 3 Vampires will instantly turn to dust BUT if he waits and comes back to the cemetery during the night he will find three luscious beauties waiting for him. The problem is that they are vampires.

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

You now have two options: Pleasuring them or Helping them. I don't suggest you offer to pleasure them. It ends badly for the MC. If you offer to help they will tell you that they want something good to eat, like a human or something. One of the Vampires makes the MC drink her blood "making you our thrall. And you'll do exactly what we tell you!" They also give you a deadline ... 7 nights.

Now the question is where to get three humans. The first two are easy, the bandits. Leave the cemetery and use stun on the first one. The MC might have enough time to get him back to one of the sisters, if not, he'll have to wait for the next night. Repeat with the second bandit but make sure to feed a different one of the sisters.

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

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

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

**Reward: \$250**

**THIS ENDS THE WALK-THRU FOR PEASEANT'S QUEST V1.04**

## **SECTION 13: CHEATS**

1. First, let's take care of one of the most frequently asked questions. Yes, there is a CHEAT MODE! It has been moved from the previous version(s) and may be moved again. At present, if you go to far left hand side of the Weirdwood screen and then walk down to the the bluff you will see a pine tree with some rocks to the right of it. If you click on the small rocks it will spawn a multiple of chests full of loot. Over the course of the game, I've found chests in front of the stable, and in the lobby of the mayor's house. There may be others but at present I haven't found them. That is because I chose to turn it off so, other than the info just given, this guide was written based on a cheat-free game.
2. Remember what I said way back in the beginning about not selling anything? Well, that's not exactly true. As of the most recent version (v1.04) you only need 1 Bear Carcass and 1 Boar carcass throughout the story. The bear skin is needed to get Shakala's gift after your married and the Boar carcass is needed for the Boar Hunter quest. Eviri only asks for +1 boar from whatever you already have in your inventory. When you come back from your hunt she takes them all!!! It doesn't matter if it's 1 or 100, so sell them and get the cash before starting the quest. Additional items such as wood, flowers, red mushrooms, pumpkins, etc can be sold BUT only because they are so easy to get. Make sure to hold onto the harder items such as Spider Eggs, Cave Flower, Nectar, etc.

Well, that's it. Hope you all enjoyed the journey and please remember to become a patron of Tinkerer. He truly enjoys his work and deserves your support.

~~ Ghostwalker ~~