

ROUNDSCAPE: ADOREVIA
UNOFFICIAL GAME GUIDE

BY

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1. FAQ & GENERAL HELP

- **What's this?**

This is a fan made guide to the game Roundscape: Adorevia, created by the Arvus Games team. The Creators' page can be found here: Patreon.

- **What are the red marked sections?**

They are new content from the lastest version of the game.

- **Do I need an RTP pack to play?**

Unlike previous versions of RPG Maker, MV is stand alone and only needs the game itself.

- **I'm stuck in the Loading Screen**

Move the game to another folder in your HD, don't run it from the Desktop of Downloads folders.

- **Can I use old saves?**

Yes, but only saves created after version 3.0, to do so, copy the folder www/saves from your old installation folder and paste it to the new one.

If you plan on overwriting the new files in an old folder, copy the saves to a secure location before doing it and move it back after completion.

- **Can I play on Android?**

An Android version does not exist at the moment.

- **I'm experiencing lag while playing.**

Use the Debug Stone from the inventory, it's a permanent item to fix most common errors.

Otherwise, be sure to have as much memory free as possible, especially on low spec machines.

- **What Gender or Origin should I choose?**

In both cases, it's entirely to the opinion of the player, males have slightly more scenes, but when considering the game as a whole, difference is minimal.

- **Why can't I use X equipment?**

The game has an equipment system that restricts the armors and weapons one can use for each given class.

- **How can activate the room names in the Castle?**

You can turn on or off that function by using the "Labels" option in the game menu.

- **Does it have NTR?**

No, because none of the NPCs are engaged to the player, the concept of jealously is very rarely brought up and only in cases the player can stop one of the NPCs from engaging in sexual activities with others.

- **Does it have incest?**

Yes, there are a few scenes containing incest, though a very small portion of the total.

- **Does it have X fetish?**

Most likely, there's something for almost everyone, see Section 7 for more details.

- **I don't like X fetish; can't I skip it?**

Yes, every single scene can be skipped or stopped from happening at all.

- **I found a bug in the game; where should I report it?**

Bug reports can be sent to the Patreon page above or the Arvus Games Discord.

- **I found and error in the Guide; where should I report it?**

Send the reports to F95ZONE forum or ping me at the discord.

2. CHARACTER CREATION

GENDER

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

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



ORIGINS

There are five possible origins for the player, each with its own perks and scenes.

Noble



The dawn rises on another day. Yours is a life of opulence and excess, the child of a noble lord and his wife. Your days are filled with a leisure the likes of the common folk will never understand, with an education that's the envy of many scholars across Adorevia. It is, of course, the preparation for the day when your father passes on his titles and his lands, and you step into the ranks of the continent's elite. For now, however, you are carefree and wistful, knowing nothing of the struggles of life.

Starting Equipment: Rapier

Starting Perk: Empathy

Sex Scenes: Male Player x Mother (incest)
Male Player x Mother and Tish
Female Player x Nobles

Thief



The dawn rises on another day. From the grates of the sewer system of Summeredge the light manages to peek down at the slums you call home. Born in a ditch from a mother who left you there to die, your family became the urchins and downtrodden of the capital city – raising you to be the quick talking and fast acting person you are today. It's a hard life, but the people who you've come to call your family have made it tolerable as you all struggle to survive.

Starting Equipment: Thief's Dagger

Starting Perk: Explorer

Sex Scenes: Male Player x Maid
Female Player x Milf (BDSM)

Farmer



The dawn rises on another day. Streams of sunlight streak in through your window, getting in your eyes and rousing you from your sleep. You are the child of a poor farmer and his wife, first of several siblings, some of who did not survive past the adolescence. Life growing up was not easy, but time among the elements, bringing the harvest, living out in the wilds, and bargaining and haggling with numerous tradesman as left you with a keen understand of the world that few city folk possess. Life is not easy, or kind, but you could not imagine one away from you family.

Starting Equipment: Family Sword

Starting Perk: Toughness

Sex Scenes: Male Player x Mother
Female Player x Mother
Female Player x Patrons (prostitution)

Templar



The dawn rises on another day. The sun shines in all its glory on the monastery grounds that you call home. Left there by your mother when you were just an infant, you have spent years growing up as a ward of the church. It's likely that you've received a better education than many of the poorest children of Adorevia, but your time with the cenobites has of course left you with a strong religious purpose. Throes who are the only family you know – the brother and sister of the monastery... have raised you in a stern, disciplined environment, but you cannot say it hasn't done you quite a bit of good.

Starting Equipment: Greatsword

Starting Class: Templar (*much* stronger than other starting classes)

Sex Scenes: Male Player x Vestra (demon)
Male Player x Beatrice
Female Player x Shadow (demon)

Soldier



The dawn rises on another day. You father was a soldier. His father was a soldier. And his father was a soldier. When you come of age, you could think of doing nothing else with your own life as well, joining up with the local garrison as soon as you were eligible. Life in the Militia is strict and regimented, but you love the order and purpose that it gives you... a reason to get up in the morning and fell proud about what you do. Some days are painfully boring, but you while them away with constant drilling which has hone your skill with all manner of weapons.

Starting Equipment: Short Sword

Starting Perk: Finesse

Sex Scenes: Player x Tilanesse Siblings

CLASSES

There are currently twelve different classes for the player (companions have their unique class), each with unique Skills and equipment.

Adventurer

Starting class for all origins but Templar, has a general array of skills using both TP and MP. Can Equip up to medium armor, swords and spears.

Skills:

Adrenaline Overdrive - 35 TP

You dash towards the enemies, dealing normal damage against all enemies.

Motivation – 35 MP

Heals (20%) one ally or the user and removes bleeding, burning and other DoT Effects.

Vicious Opportunity – 35TP

Stun the target while dealing normal damage.

Tactical Maneuvering – 25TP

Increase an allies Defense (25%) for 5 rounds while recovering 20% of the target's MP.

All in – 15 MP 25TP

You hit an enemy from above resulting in massive damage (x2 ATK) and a debuff on the target's defense for 5 turns.

Heroic Slash – 25MP

Deals AoE damage (x1 ATK) to the selected Enemies.

Ranger

Rewards for Linea's Quest in Oakshire. Can equip medium armor, swords and bows.

Skills:

Empowered Shot -35TP

Deals heavy damage (x1.5 ATK) against one target with a 50% chance to stun it. Requires one round to charge.

Rapid Fire Shot – 35TP

Deals medium damage (x1 ATK) against two random targets with a small chance (15%) to add a sleep state.

Rain of Arrows – 15MP 35TP

Deals heavy AoE Damage (x1ATK) against all targets with a very small chance (10%) to paralyze them.

Burning Arrow – 45TP

Deals medium damage (x1 ATK), removes physical defense buffs and has a 50% chance to add a Fire DoT.

Quick Reload – 0

You gain 40 TP. Takes one round to charge.

Free Recoil – 0

The user is granted 30% Evasion and 30% critical hit chance for the next three rounds.

Guardian

Reward for the Dwarf Quest in Oakshire. Can equip swords, hammers and axes as well as any armor and shield. Has a 500% aggro rate.

Skills:

Shield Bash – 35TP

Deals medium damage (x1 ATK) and stuns the enemy for one round, useful for interrupting. Works on bosses.

A Good Defense – 25TP

You enter a defensive stance. You take damage instead of low HP Allies (300% aggro) with the small chance (15%) to counter attack. Your offensive power is decreased for those three rounds (x0.5 ATK).

Battlefield Experience – 35TP

Grants all Allies 35 TP points. Requires one round to charge.

Battlefield Medic – 50TP

Heals one ally by 20% of its HP and removes stuns, bleeding and paralysis effects.

Clear the breach – 35TP

Deals medium damage (x1 ATK) against two targets with the low chance (25%) to paralyse them.

Recovery Posture - 35TP

One Ally or the user will recieve double HP, TP or MP from items for three rounds. Requires one round to charge.

Paladin

Rewards for the Paladins Quest in Oakshire. Can equip heavy armor and large shield, as well as two-handed swords and hammers.

Skills:

Righteous Charge – 25TP

Reduces the target's defense for three rounds while dealing medium damage (x1 ATK) to one target. 25% to stun the target.

Light's Balm – 25MP

Heals one target based on your ATK (x1 ATK)and removes stun and sleep effects.

Protector's Fury – 15MP 15TP

You enter a defensive stance taking damage instead of low HP allies (200% aggro). Grants HP Regeneration (8%) but decreases your hit chance (-50%).

Light's Decree – 35MP

Deals holy damage against the enemies.

Divine Edict – 25MP

Grants all allies a small HP Regeneration buff and enchanting their weapons with holy energy (50% ATK as Holy), resulting in a ATK Buff (+10% ATK).

Necromancer

Rewards for the Necromancer Quest in Slinsk. Can only equip light armor and staffs.

Skills:

Plague Bolt – 35MP

Deals medium damage (x1 MAT) against one target and reduces its defense against physical damage for five rounds.

Necrosis – 35MP

Adds a small HP degeneration debuff (-2%) to the enemies for 3-5 rounds while decreasing their fire resistance (-20%).

Parasite – 25MP

Removes any buffs from the target that influence his HP or HP Regeneration while adding a debuff to its Magic Attack Power.

Soul Purge – 0

Transforms 25% of the target's MP to HP.

Bone Armor – 2 PG

The target becomes immortal for three rounds.

Soul Bond – 25MP

Grants an ally MP Regeneration (+10%) and makes the ally immune against confusion and silence for three rounds.

Mystic

Rewards for the Blood Temple Quest in Ornesse. Can only equip general armor, staffs, wands and hammers.

Skills:

Soothing Stream – 25MP

Heals one ally based on your MAT value and recovers 10% of the target's total MP.

Resurrection – 25MP 25TP

Resurrects one ally with half of their HP and MP.

Cleansing Waters – 35MP

Removes Stun, sleep and confusion effects and makes the target immune against them for two rounds.

Cascade – 35MP

Deals medium damage (1.5 MAT) the two enemies with a chance to blind them.

Natural Protection – 50MP

Grants all targeted allies a barrier which absorbs 250 Damage.

Warlock

Rewards from Warlock's Quest in Slinsk. Can equip light armor, swords and staffs.

Skills:

Hellfire Wave – 50MP 25TP

Deals damage against all enemies based on your ATK state (x1 MAT). Chance (20%) of Hellfire (-4% HP, -50% HP regen)

Hellfire Barrage – 60MP

Pelts enemies with bolts of hellfire (x1 MAT), leaving them with burns that refuse to heal (40% Hellfire).

Hellfire Ray – 35MP 25TP

Focuses a ray of unholy fire at an enemy (x1 MAT), leaving them with cursed burns (100% Hellfire).

Inferno – 70MP

Deals damage against the enemies (x2 MAT), adding Hellfire to them.

Fiery Grasp – 50MP

A hand of unholy flame (x1 MAT) bursts forth from the ground (30% Hellfire, 30% Pinned).

Pugilist

Rewards for Auria's Quest in Yakotin. Can only equip light armor and gloves and has a 25% bonus evasion rate.

Skills:

Iron Fist – 100MP

Recovers 50 TP and has a small chance (10%) to stun the target (x1 ATK).

Focus - 45TP

Your critical chance reaches extreme (+50%) levels but your evasion and defense suffers for three rounds (-100%).

Cyclone -75TP

Deals medium damage (x1 ATK) against the enemies with a 25% chance to lower their critical evasion rate.

Infernal Blow – 35TP

Deals massive damage (x2 ATK) against one target and shatters their physical defense.

Brawler – 50TP

Your Evasion chance (+50%) is increased and you're more likely to be attacked (+400% aggro) but you no longer gain TP for three rounds. Heals 250HP.

Swashbuckler

Bought from Felicia. Can equip swords, daggers, small shields and up to medium armors. Can dual wield, making it one of the highest damage classes.

Skills:

Parry – 35TP

100% Phyiscal counter chance for the next round.

Daring Advance – 35MP 25TP

All allies recieve a 15% physical and magical evasion buff for three rounds.

En Garde – 35TP

25% increased critical hit chance for all allies for two rounds.

Viscerate – 45TP

Deals massive damage (x2 ATK) against one target with a small chance to paralyze them. Requires one round to charge.

Devious Blade – 75TP

Deals heavy damage (x1.5 ATK) against two random targets and reduces their phyiscal defense for three rounds.

Minstrel

Bought from Felicia. Can equip up to medium armor, daggers and bow.

Skills:

Speed Jam – 40TP

Gives the other members an extra turn for 3 combat rounds.

Invigorate – 40TP

Makes the party regen HP, MP, and TP (+10% each) while playing invigorating upbeat music.

Battle Theme – 40TP

Increases Attack, Agility, and Magic Attack massively (200% each).

We Will Survive! – 0

Increases defense and magic defence massively (200% each).

Fascinate – 35TP

Makes enemies stand still and listen as they are entranced by your music (50% chance).

Eldritch Archer

Bought from Felicia after picking the Ancient Gloves in Ahriman. Can equip bows and up to medium armor.

Skills:

Freezing Arrow - 15MP 10TP

Fire an arrow (x0.75 ATK + 0.75MAT) that can freeze (50% chance) an enemy solid, but will also douse fire.

Fireball Arrow – 20MP 15TP

Deals medium damage to all enemies (x0.5 ATK + 0.5MAT), removes physical defense buffs and has a 50% chance to add a Fire DoT.

Lightning Bolt – 15MP 15TP

Does lightning damage (x0.5 ATK + 0.5MAT) electrifies and will ricochet to hit another enemy.

Thunderclap Arrow – 10MP 10TP

Deafens enemies with a burst of sonic energy (x0.75 ATK + 0.75MAT, silence 50%, confusion 10% and stun 10%).

Gravity Arrow – 50MP 35TP

Fires an arrow that uses powerful gravity based magic to compress a foe, dealing massive damage (-25% HP)

Assassin

Bought from Felicia. Can equip daggers and up to mrdium armor.

Skills:

Hide in the Shadows -10TP

Become Stealthy making it harder for enemies to target, gaining a bonus to crit and attack, and unlocking stealth skills

Execution - 50TP

Perform a vicious stab to your enemies' vitals from stealth, doing massive damage (x2 ATK) with a high crit chance, and a small chance of instant death (5%) Ignores Def.

Envenom – 25TP

Cover your weapons in poison, allowing them to poison your enemies

Cutthroat - 35TP

Slit an enemies throat (x1 ATK) from behind silencing them (60% chance).

Smoke Bomb - 35TP

Throw a ball filled with powder at the enemies, blinding them (50%chance) as it explodes.

Inquisitor

Rewards from the Summeredge Inquisitor quest. Can equipe heavy armor and large shield, as well as two-handed sword and hammer.

Skills:

Harsh Discipline – 25TP

Deals medium damage (x1 ATK) and poisons the enemy while reducing his physical defense.

Contempt – 35MP

Heals one ally based on your ATK (x1 ATK) and removes stun, confusion and similar effect.

Scourge – 45TP

Removes Physical Evasion and Counterattack states while adding a scourge State which deals small damage (-2% HP) for 7-9 rounds and reduces the targets evasion rate (-50%).

Scrutiny – 50MP

Recovers 8% of the total HP of all Allies, removes stuns and confusion effects and grants a small HP buff for three rounds.

Fanatacism – 35TP

You're more likely to be attacked by enemies and are granted a huge HP buff for three rounds.

Templar

Start class for the Templar Origin. Can use all swords and shield and heavy armor.

Skills:

Mana Blockage - 25TP

Stops the enemy from casting spells for 2-3 rounds and drains Mana (x0.5 ATK).

Doctrine - 25MP

Recovers one ally's HP and MP for 5% for three rounds while removing active stuns.

Reflecting Defense - 25MP

You gain a 70% chance to avoid and a 20% chance to reflect any magic attacks for the next three rounds.

Harsh Attack – 25MP 25TP

Deals heavy damage (x1.5 ATK) against one target and removes magic defense states.

Censure – 1PG

Deals heavy damage (x1.5 ATK) and stuns enemies (and bosses) for one round. Also adds a magic defense debuff for 10 rounds.

PERKS

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

Level 5 perks

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

Toughness: bonus to HP, +200 HP, +5 DEF, +5 MDF

Empathy: opens new options in dialogues.

Finesse: grants a bonus of +7 ATK and +7 MAT.

Level 10 perks

Fleet od Feet: grants a bonus of +5 AGL.

Leader: grants bonus of 30% XP for the hero.

Ninja: grants 10% chance of evasion.

Golden Nose: doubles gold reward from battles

Level 15 Perks

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

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

Helping Hand: increases +200 MP and grants the ability to revive companions.

Shining metal: receive a shiny piece of metal

Level 20 Perks

Versatile: allows dual wielding.

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

CASTLE

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

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

There are five shops in the castle:

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

There are also four emissaries, Caelan, Shagara, Redstone and an unnamed Nexilin Emissary in the Conference Room. The first two sell high level item for Valor Gems and all can assign soldiers for the castle. Caelan will be available after Titania's quest in Summeredge and Shagara in Act III after her quest in the Castle, the other two will be available after completing their main quests.

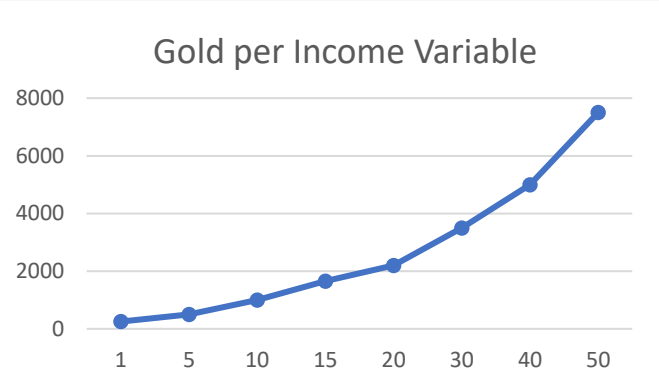
Income

The income is generated every time the player transports between the main locations, the amount of gold generated depends of how many buildings the player has and the amount of gold accumulated.

The buildings that generate income are:

Stables: 1
Inn: 1
Bon Shop: 2
Farm: 5
Brothel: 5

Once bought, they will increase the variable count by the said value, and using the chest in the throne hall will the amount of gold according to the table:



7500 G is the max gold given by the Castle income, so waiting more time will waste resources.

CASTLE UPGRADES

FACIS

Name	Price	Effect
Castle Cleanup	1000 G	Cleans the debris on the Castle, only aesthetic.
Felicia, the Brave	1500 G	Enables the purchase of guard training and specializations.
Jorn, the Builder	500 G	Enables the purchase of buildings and defense.

JORN, THE BUILDER

Name	Price	Effect
Room: Bath Room	1000 G	New Room in the Second Floor.
Room: Torture Chamber	1000 G	New Room in the Second Floor.
Outpost	500 G	Castle Defense: +10
Watchtower	1500 G	Castle Defense: +2
Improved Walls	1500 G	Castle Defense: +4
New Gate	1500 G	Castle Defense: +2
Building: Stable	1500 G	New accessible building, Castle Defense: +1, Income: +1
Building: Inn	2500 G	New accessible building, Castle Defense: +2, Income: +1
Building: Farmlands	3500 G	Income: +5
Building: Brothel	5000 G	Income: +5

FELICIA, THE BRAVE

Name	Price	Effect
Guard Training	1000 G	Castle Defense: +2
Archer Training	2000 G	Castle Defense: +4
Attack Training	2000 G	Increases Player ATK by 45
Defense Training	2500 G	Increases Player DEF by 25
Specialization: Swashbuckler	3000 G	Unlocks a new specialization
Specialization: Assassin	3000 G	Unlocks a new specialization
Specialization: Minstrel	1500 G	Unlocks a new specialization
Specialization: Elditch Archer	0	Unlocks a new specialization (require Ancient Gauntlets)

3. COMPANIONS

CARYS



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

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

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

Level	Name	Cost	Effect
1	Overwhelm	35TP	Deals medium damage (x1 ATK) and reduces the target's defense against physical damage.
1	Counter Stance	30TP	Carys is granted a 30% chance to counter attack incoming phyiscal damage for three rounds.
1	Focused Hunter	25TP	Carys enters a defensive stance, which buffs her defense but lowers her offense for five rounds. She also guards any allies with low HP during it.
1	Shattering Strike	25TP	Deals medium damage (x1 ATK) and shatters their armor. Removes immortality and any defensive states from the target.
1	First Aid	35MP	Recovers 15% of the targets total HP and grants a small buff on their total HP for three rounds. On top of that the ally receives 40 TP. Requires one round to charge.
1	Critical Attack	35TP	Deals heavy damage (x1.5 ATK), adds bleeding and even interrupts bosses.
1	Oil Coating	25MP 35TP	Carys grants one ally a buff on his physical attacks, also the allies weapon will deal 50% fire damage instead of physical damage.

CLAWYN

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

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

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



Level	Name	Cost	Effect
1	Charged Arrows	35TP	Clawyn deals medium damage (x1 ATK) against one enemy, with a 50% chance to paralyze the enemy.
1	Breaking Through	25MP	Clawyn shoots a piercing arrow at the target (x1 ATK), removing all defensive buffs from the enemy while dealing medium damage.
10	Rain of Arrows	15MP 35TP	Deals heavy AoE Damage (x1 ATK) against all targets with a very small chance to paralyze them.
1	Backstab	0	After one round of preparation Clawyn deals massive damage (x2 ATK) against one target.
10	Shadow Strike	0	Clawyn becomes one with her surroundings. She deals damage against all enemies (x1 ATK), with a 20% chance to confuse them.
1	Crippling Wound	45TP	Clawyn attacks the the weak-point of the target, leaving him unable to move and removing all states that buff evasion rate.
12	Veiled Shadow	35MP	Increases Clawyn's evasion rate by 30% but also decreases her amount of generated TP. This buff lasts for three rounds.
8	Elven Eyes	15MP 25TP	Clawyns next attack will deal more damage (+30%) but she also has a decreased defense (-30%) for the next round.
1	Aid of the Forest	35TP	The target becomes immune against confusion and paralysis for three rounds while healing the target for 10% of its total HP.

GAJAH

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

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

Like all male preleks, he has two penises.

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



Level	Name	Cost	Effect
1	Naturalize	35MP	Gajah heals one ally based on his MAT stat (x1 MAT) and removes DoT effects.
1	Essence Flow	50MP 15TP	Gajah heals all allies based on his MAT stat (x0.5 MAT) and removes sleep and confusion effects.
1	Resurrection	25MP 25TP	Resurrects one ally with half of their HP and MP.
1	Cultivate	35MP	Deals medium damage (x1 MAT) and silences the enemy, making him unable to cast spells for a few rounds.
1	Living Shell	35MP	Protects one User from magic attacks for two rounds and grants a small defensive buff for 5 rounds.

GALHART

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

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

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



Level	Name	Cost	Effect
1	One Sip	25MP	Galhart regenerates some HP (8%) and gains 15 TP points.
1	Shield Bash	35TP	Deals medium damage (x1 ATK) and stuns the enemy for one round, useful for interrupting. Works on bosses.
1	Iron Wall	25MP 20TP	Galhart gains a buff on his physical defense, also he'll take damage instead of allies with low HP.
1	Dwarven Brew	25TP	Recovers 15% of the total HP and MP of all allies. Also, everyone gains 15 TP.
1	Sober & Focused	25MP 25TP	Galhart is granted 15% magic reflection and an increased chance to evade magic for three rounds.

KATELYN

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

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

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

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



Level	Name	Cost	Effect
1	Scourge	25TP	Deals 10% damage to one ally but increases the evasion chance for physical and magical attack for three rounds.
1	Sanction Heretic	25MP	Deals medium holy damage and increases the power holy damages does during the next two rounds.
1	Divine Call	35TP	Heals one ally based on Katelyn's ATK and removes any offensive debuffs. Requires one round to charge.
1	Marked by the Light	0	Katelyn shields herself, she recovers 30% through the next three rounds and becomes immune against stuns and similar effects but is also more vulnable against magic attacks and her total MP is decreased while this is active..
1	Bolt of Depravity	25MP 25TP	Deals damage against the enemies, 50% chance to silence them but also a 15% chance to grant them a HP regeneration buff.
1	Spiritual Protection	25MP 25TP	Recovers 15% of the total HP and MP of all allies and adds a huge buff to everyone's phyiscal defense for three rounds.

MEREDITH

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

The player can win her affection with good and helpful actions, while the opposite will result in disapproval. She is very dependent of her corruption stat, while Meredith starts pure and innocent, she can be pushed to be more selfish and sexually open with the right options.

She's a versatile character, combining good dependable damage output and various healing skills, while her high mana regeneration will ensure she almost always can cast spells. Late in the game, her low damage is likely to not be as useful as the extreme high damage of dual wielders.



Level	Name	Cost	Effect
1	Soul Burn	15MP	Deals heavy fire damage against some targets with a very small chance to set the target on fire.
1	Healing Spirits	25MP	Heals the targets allies or the user over time.
1	Resurrection	25MP 25TP	Resurrects one ally with half of their HP and MP.
1	Flash of Radiance	25MP	Heals several allies in a row for 30% of their total HP.
5	Merciful Stance	15MP 25TP	Meredith is granted a huge defensive buff but her total mana points are reduced while active.
6	Healing Invocation	30MP	Heals one ally based on Meredith's MAT stat, this ability also removes stuns and confusion debuffs.
9	Light of Redemption	25MP	Removes all active debuffs and DoT effects from the whole group and grants a small HP buff for five rounds.
12	Cinder Burst	65MP	Deals massive damage against the enemies with the small chance to put them on fire.
15	Vengeful Stance	15MP 25TP	Meredith is granted a buff on her magic attacks and her total mana points but she suffers from a huge defense debuff.

RODERICK

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

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



Level	Name	Cost	Effect
1	Free Mind	24MP	Removes confusion, sleep and paralysis states from all allies and grants an ATK boost.
1	Tether	0	Heals the allies based on Roderick's MAT stat while removing any stun effects.
1	Mind Control	45TP	Reduces the magic defense of the target and has a 50% chance to confuse the enemy.
1	Risky pact	15MP	Grants a strong heal over time effect but also has a 25% chance to confuse the ally.
1	Dark Energy Blast	35MP	Deals heavy damage against two enemies. Requires a lot of time to charge.
1	Demonic Scythes	45MP	Deals low to high damage against all enemies. High chance to miss.

RUKSANA

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

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

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



Level	Name	Cost	Effect
1	Fury	25 MP	Ruksana becomes immune against stuns and similar effect but her physical and magical defense suffers.
1	Power Attack	15 MP 45 TP	Ruksana deals heavy damage against one enemy with the chance to stun the target.
1	Berserk	25 TP	Ruksana cuts herself to enflame her anger. She will lose 15% hp for three rounds but also has an increased chance for critical hits and attacks faster.
1	Bleeding Strike	50 TP	Ruksana attacks one enemy, dealing heavy damage resulting in the enemy bleeding.
6	Iron & Fire	15 MP 25 TP	Ruksana takes a defensive stance, her evasion chance is increased and she even may counterattack, but her damage is highly reduced for the three rounds it lasts.
9	Combat Preperation	0	Ruksana is granted 50 TP in return for skipping the next turn, she also has a reduced defense for the next turn.
12	Forlorn Hope	25 MP 25TP PG 2	Ruksana takes the lead, all fallen allies will be resurrected under Ruksana's fury buff.
15	Unleashed Attack	15 MP 45 TP	Ruksana charges into the enemies, dealing medium damage.

RULWE

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

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

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

He is unique in that his weapon Dicktackles of Growth gives him extra stats and abilities as he participates in battles.



Level	Name	Cost	Effect
1	Tentacle Whip	25 TP	Deals medium (x1 ATK) damage and adds a bleeding DoT to the target.
1	Regeneration	0	Recovers 20% of the Rulwe's total HP, also grants 20 TP points. Requires one round to charge.
1	Flesh Protection	25 TP	The Rulwe will be granted a buff on his defense for five rounds, also he'll take damage instead of other allies with low HP.
1	Entwined	25 TP	Removes stun, sleep and confusion states while granting the ally an ATK buff but the ally is also silenced and can't use skills for three to four rounds.
1	Reaching out	10 TP 1 PG	Deals medium damage (x1 ATK) against the random enemies, has a small chance of 15% to add a bleed DoT.
1*	Enlarged Dicktacle Slam	40 TP	Medium AoE damage (x1.5 ATK) with 15% chance to stun the targets *Unlocked after 40 battles.
1**	Dicktacle Rage	60 TP	Attacks 8 times random enemies, dealing small damage (x1 ATK). 20% chance to apply bleed. **Unlocked after 100 battles.

Succubus

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

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

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



Level	Name	Cost	Effect
1	Twisted Image	25 MP	Deals medium damage against all enemies with a good chance to curse them into a deep sleep.
1	Desire	35 MP 25 TP	Confuses the target, forcing him to fight his own group.
1	Life Leech	25 MP	The Succubus deals medium damage and heals herself based on the damage output.
1	Curse	0	Heavily reduces the target's physical defense for three rounds.
6	Compromise	45 MP 15TP	Heals one target based on the Succubus magic attack stat and grants the shadow aura state which increases the target's magical attack power.
8	Demonic Arbitrariness	35 MP	Removes stuns and other similar debuffs from one ally but there's a small chance that the target will suffer under the Succubi Curse.
12	Death's Door	50 MP	The Succubus deals massive damage against three random enemies, confusing them all.
14	Deadly Pact	35 MP 25 TP	Resurrects one ally with 50% of its total MP/HP but also adds a debuff on the total MP/HP. This Spell includes a 15% chance that the target will become confused.
16	Fear	25 MP	Deals regular damage but has a 50% chance to add the fear state on the target.

TISHTYRA

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

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

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



Level	Name	Cost	Effect
1	Shifting Wind	35 TP	Tishtyra deals medium damage on a single target while reducing the targets defense against magic attacks for three rounds.
8	Justice	45 TP	Tishtyra protects her allies and reflects incoming projectiles. Adds a physical defense buff to the team and a very small chance to counter attack.
1	Blade Dance	35 MP 25 TP	Tishtyra protects her allies and reflects incoming projectiles. Adds a physical defense buff to the team and a very small chance to counter attack.
1	Combat Focus	50 MP	Heals the target based on Tishtyra's ATk and grants a mana regenaration buff.
8	Predictable Movements	45 MP	Tishtyra enters a defensive stance, increasing her evasion rate on the cost of her hit rate for three rounds.
1	Virulent Poison	0	Deals medium damage but poisons the enemy resulting in a DoT and decreased Evasion chance.
1	Desert Orb	45 MP	Targets two the enemies and reduces their MP points based on Tishtyra's ATK, this spell removes any counter attack, guard and magic reflection buffs from the enemies.
10	Warm Winds	50 MP	Heals all allies by 15% of their total HP and removes any debuff that affect their agility, total HP and MP or active silence states.
12	Snake Bite	25 MP 50 TP	Tishtyra's next attack will hit two times, but she has to skip this turn.

ZENT

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

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

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



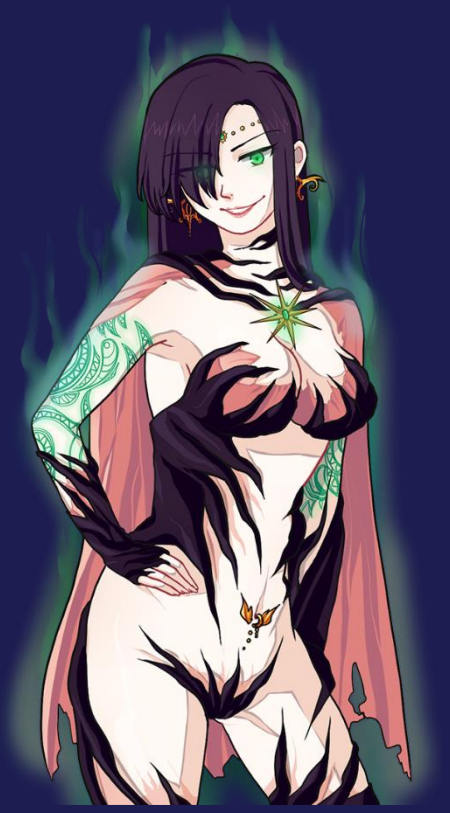
Level	Name	Cost	Effect
1	Thunder Strike	15 MP 35 TP	Deals massive damage against one target while removing any offensive buffs from the enemy.
1	Cutting Edge	35 MP	Deals medium damage against one target while removing any defensive buffs from the enemy.
1	Charged Lightning	25 MP 25 TP	Deals medium damage while adding a debuff on the total HP of the enemy lasting for three rounds.
1	Ride the Wind	25 MP 35 TP	Deals medium damage against the enemies with a small chance to silence them.
12	Static Flux	25 MP 15 TP	Deals small damage against one enemy but removes magic evasion and reflection states.
1	Recharge	35 TP	Heals the user for 35% of his total HP while granting magic evasion for three to four rounds.
14	Supercharge	25 MP 25 TP 2 PG	Zent charges his sword with electricity, resulting in a huge ATK buff and a second attack per action.
10	Tempest Armor	25 MP 25 TP 3 PG	One ally becomes invincible for the next three rounds while healing half of the targets HP.

XYLESS

She a Chaos Mage and a demon of domination trapped in the body of a mortal to help fight against Murkhal. She can only be recruited by evil (<15 morality) players after completing the Honor Call quest in Act II.

She's unique in her stats because instead of Corruption she has a Submission stat to track how under the player's control she is. Additionally, she has two routes: either as a slave or mistress to the player, each with distinct interactions. In the second case she will be in the second floor in the Guest Room and as a slave she will be moved to the Quarters in the Right Wing later.

In combat, she has mostly debuff spells and self-buffs, that gives her a good survivability. Her stun ability is also quite useful if combined with TP related items like Helm of Confidence.



Level	Name	Cost	Effect
1	Outbreak	50 MP	Chaos takes her place, her HP and ATK are highly increased for four rounds.
1	Chaos Blades	0	Deals damage the random enemies with a small chance to confuse them.
1	Last Gasp	55 MP	Heals your allies but reduces their armor for two rounds.
1	Ghost Rush	35 TP	Deals massive damage against one target and stuns it.
1	Consuming Shell	35 MP	Xyless defense increase massively for 3 rounds, enemies also are more likely to attack her.
1	Grasping Hands	45 MP	Tentacles reach out of the void. Deals DoT and decreaes the defense of the target.
1	Assembling	55 MP	Xyless deals low damage to all enemies but decreases their ATK for several rounds.

4. MAIN QUEST

PROLOGUE

Noble

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

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

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

Meredith's Affection:

+1 if you flirt with her

Thief

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

- **Enter the mansion:** click the vines in the left side of the wall then go through the door.
- **Steal the Relic:** fight your way to the relic and steal it, take the item from the chest in the corridor too. The player will be arrested while exiting the mansion.
- **Escape the prison:** click the pipe in the wall to get a needle, use it to lockpick the door and escape. While walking away, Patch will suggest using the Guards' uniforms to blend in.
- **Defeat the boss monster:** while escaping, a monster will attack the prison, kill it and flee the prison.

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

Meredith's Affection:

+1 for answering your name correctly

-1 for saying it doesn't matter

-1 if you refuse talking about orcs

Farmer

A farmer player will start in their family farm, doing their daily chores.

- **Feed the hens**: go outside and talk to your father.

- **Find the chickens**: equip the sword and go south, then all the way east and beat the wolves. Be sure to pick up the Thin Cloth Gloves in the chest in the woods.
- **Find a healer:** after bringing your father home, go to Oakshire to find a healer, head north in the bifurcated path from the previous step and northwest in the next map. In Oakshire go northeast and enter the Healer Shop
- **Bring Meredith home:** go south instead of the way you came and go back home, once there beat the orcs in the house.
- Talk to Mother and then Meredith outside to finish the quest. Saying you don't need Meredith will make her leave permanently.

Meredith's Affection:

+1 if you're polite to her in the end of the quest.

-1 if you ask her not to get in the way

-1 if you say you don't need her

Templar

A templar player starts in the monastery, shortly before being sent to explore the world before deciding if they want to stay in the order.

- **Get dressed**: pick up the gear in the chest and equip the Greatsword.
- **Talk to Beatrice:** she's waiting outside, talk to her and then head out.
- **Go to Oakshire:** follow the path and beat the bandits in the way then proceed to the village.
- **Investigate the kidnappings:** talk to the villagers, the one with the info is in the northwest of the village.
- **Rescue the children:** enter the well and navigate the dungeon, there's an item in the top left of the map and the exit is in the top right. Kill the boss.
- **Talk to Meredith:** she will intercept the player soon after, talk to her to finish the quest.

Meredith's Affection:

+1 if you welcome her company.

-1 if you say she must be haring things

Soldier

A soldier starts in the barracks, with their garrison. Do not be alarmed by the guard model, it will change to the proper model after the origin story.

- **Get your gear:** click the swords in the wall then head to the exit in the bottom of the map.
- **Meet with the governor:** walk east of the fortress and then south, killing the thugs in the process.
- **Protect the carriage**: some bandits will ambush it, beat them and then check the carriage to the right.
- **Return to the barracks**: there's a boss monster there, kill it and enter the fortress.
- **Escape:** use the stairs to the left and then jump down the sewers. Do NOT engage the orcs, you cannot beat them.

- Talk to Meredith then pick up your gear in the chest to finish the quest and change to the proper model of the protagonist.

Reclaiming the Castle

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

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

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

Road to Slinsk

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

- **Kill five wolf packs:** the girl next to the north exit of the village will give this quest. The wolves can be found all around the village and can be respawned by exiting and reentering an area.
- **Pay the sailor:** in the inn, there's a sailor offering the info for 500gp. Alternatively, a female player can offer a blowjob instead of money.

- Simply walk to Slinsk by the southeast exit of the village, pay the toll for the bridge (2000gp) or fight your way through. This option can be tough to starting players, be sure to recruiting Succubus and Rulwe before engaging the bandit.

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

Reward: XP, 30gp

ACT I
A WORLD IN FLAMES

Search for Answers

With information that the orcs are headed west, the player must enter the cave found west of Oakshire, in the same map as the Temple. If the player went through the bridge, head directly to the Orc Camp.

- **Go to the Orc Camp:** fight your way through the cave. In the second level there's a pile of rocks that require the pickaxe found in the left part of the cave to clear, there's also an item to the right. After exiting the cave, go north to the Orc Camp.
- **Talk to Ruksana:** in the camp, talk to Ruksana about Murkhal's plans and how to

counter his operations. She will offer to join the party and to have sex with a male player.

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

Ruksana's Affection:

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

Reward: XP

Aid for Ly'ras

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

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

Reward: XP and 300gp.

Clawyn's Affection:

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

Ruksana's Affection:

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

Meredith's Affection:

+1 for choosing sneaking in the fortress

Aid for Ornesse

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

- **Travel to Ornesse:** take the boat. The player will be ambushed on the way and will meet the janissary Tishtyra.
- **Visit the Elder's house:** according to Tish' plan, go to the house west of the main area of the city, take to ladder by the window and sneak to the basement. Click the box in the middle of the room, it will reveal a button, click it and proceed further down, kill the boss monster and pick up the note in the pedestal.
- **Talk to Tishtyra:** talk to her in front of the shop to travel to the temple and retrieve the brazier, she will join temporarily. Walk north and enter the pyramid, then walk east to get the strange bar, use in the broken lever in the middle room and go back to the first room. In the next area, click in the non-mirrored boxes at the bottom of the room to unlock the door, then kill the boss. Remember to pick up the loot before



going back.

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

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

Tishtyra's Affection:

+1 if you compliment her in the temple
-1 for being rude
+1 for being helpful to the nexilins
-1 for saying they are desperate
+2 if you recruit her
-2 if you refuse her

Meredith's Affection:

+1 for supporting her in Ahriman
-1 for saying she's a coward

Aid for Novos

Novos is accessed through the first sailor in the top.

- **Travel to Novos:** take the boat, after arriving, Galhart will join the party temporarily. Walk to Novos and fight the dwarves on the way, after arriving Galhart will leave.
- **Visit Galhart:** his home is located in the east side of the city, it's the first door. Talk to the King, to receive instructions. Galhart will offer to join permanently.

- **Talk to Quartz:** he is located south of Galhart's house, next to the tunnels. Fight the ambush and walk through the cave.
- **Free Novos:** sneak in until you find the kids. The quest will end after choosing a ruler for Novos.

Reward: XP and 300gp

Galhart's Affection:

-1 if insult him at the landing

+2 for accepting him

-2 for refusing

Crisis in Summeredge

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

- **Explore the city:** go east of the main area, on the far left a man will escort the player to a tailor and show his true self. After exiting the tailor, the player will meet Zent who will join the party with a plan to free the city.
- **Enter the castle**: walk north and fight the guards at the entrance.
- **Free Summeredge**: walk all the way north of the Catacombs and fight the boss in the castle, after that Zent will offer to join permanently and the city will be free for exploration.

Zent's Affection:

+1 if you recruit him

Ruksana's Affection:

+1 if you let her talk while confronting Nyro

A Mysterious Call

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

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

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

Reward: XP and 400gp

Morality:

-3 if you kill Tamasek

+3 if you imprison him

Gajah's Affection

+2 if you let him talk through Meredith

-2 if you threaten him

+1 if you recruit him

-1 if you refuse and insult him

+2 if you try to say Tamasek did what her believed

+2 if you spare Tamasek

Gajah's Corruption:

+2 if you kill Tamasek

ACT II
VOYAGE INTO THE UNKNOWN

Fire and Sword

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

- **Save the townspeople:** there are still some survivors next to the blacksmith, fight your way to them. If Meredith is in the party, there's an extra scene where Meredith will find her dead parents.
- **Recover the relic:** go east and fight the orcs trying to dig the relic. Grab it and go back to Irvok.
- **Go to sleep:** return to the castle and sleep in your bed to start the Act II

Meredith's Corruption:

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

-2 if you comfort her

Hunt for the Relics

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

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

A New Hope

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

- **Find Lankin:** go Novos West, talk to the guard in front of the prison and either bribe or force your way in to free Lankin. Talk to him at the inn and again when you're ready for the next dungeon.
- **Recover the relic:** go down the dungeon, past the bridge and lava path, in the next area go east and get the Sword Blade. After going back to the lava chamber, Lankin will open a path, do not go yet, instead go down and left, put

the Sword Blade in the stone pedestal and pick the treasure in the secret room. Go to the path Lankin opened, kill the boss, pick the Armor of Nitratius from the chest and exit the dungeon.

Affection and Corruption:

If you knock the guard:

Succubus: +1 AP

Roderick: +2 AP

Galhart: -2 AP

Zent: -2 AP

Seeker of the Sword

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

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

Galhart's Affection:

+1 if you support him in the Black Eel

-1 if you tell him to stop complaining

A Moment of Peace

The quest will start immediately after the previous.

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

Reward: Silvermoon

Morality:

+2 if you free Zamoxys

-2 if you kill him

Meredith's Affection:

+1 if you say Rulgrok doesn't need to do it

+2 if you free Zamoxys

-2 if you say Mayla can still stop

Meredith's Corruption:

-2 if you free Zamoxys

+2 if you kill or leave him

Clawyn's Affection:

+2 if you free Zamoxys

-2 if you leave him

+1 if you talk about the relics to Mayla

Succubus' Affection:

+1 if you talk about the relics to Mayla

Tishtyra' Affection:

+1 if you say Mayla can still stop

Zent's Affection:

+1 if you ask Rulgrok to stop talking and concentrate

Ruksana's Affection:

+1 if you say the orcs are just part of the problem

-3 if you free Zamoxys

+2 if you kill or leave him

+1 if you say Mayla is weak

Ruksana's Corruption:

+2 if you kill or leave Zamoxys

Carys' Affection:

+2 if you say you're not special

The Last Piece

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

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

Usirion Heart

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

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

Morality:

-10 if you sacrifice Meredith

+2 if you say spare the man

-2 if you kill him

Tishtyra's Affection:

+2 if you say you'll check the mine immediately

+1 if you say you'll check it later

-1 if you say there are bigger problems

-2 if you say the mine doesn't matter

+1 if you kill the man

Clawyn's Affection:

+1 if you kill the man

Succubus's Affection:

+1 if you kill the man

Meredith's Affection:

+1 if you spare the man

Zent's Affection:

+1 if you spare the man

The God of Death

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

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

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

Morality:

+3 if you leave the old man

-3 if you kill him

ACT III
LEGACY OF DARKNESS

Arrival at Valorn

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

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

Morality:

+2 if you spare the kid

-2 if you kill him

Affection and Corruption:

If you spare the kid:

Zent: +1 AP

Tishtyra: -1 AP

Meredith: -1 CP

If you kill him:

Meredith: -1 AP

Xyless: +3 AP

Clawyn: +1 AP

Ruksana: +1 CP

Ruksana's Affection:

+1 if you bring up killing a God when meeting Bijark

Carys' Affection:

+1 if you say you're just a regular person when meeting Bijark

Main Quest II

Go back to House Jun for the next quest:

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

Morality:

+3 if you leave the old man

-3 if you kill him

Affection and Corruption:

If you save the soldiers:

Roderick: +2 AP

Ruksana: +2 AP

Zent: +5 AP

Carys: -2 AP

Meredith: +2 CP and -2 AP

Tishtyra: -2 AP

If you save the villagers:

Zent: -5 AP

Carys: +2 AP

Meredith: +2 AP and -2 CP

Tishtyra: +2 AP

Road to Yakotin

Report to Astafa after completing the previous quest to start it:

- **Travel to Yakotin:** the path northeast of the bridge is now open, it leads to Yakotin. Once

there, check the guard post to gain entrance to the city.

- **Visit the Bank:** it's located in Yakotin Central, next to the gossip seller.
- **Return to the Castle:** Talk to Astafa in the Throne hall for the next mission.

Reward: 3500gp

Tilanese Trap

It starts right after talking to Astafa in the Castle:

- **Visit the Magic shop:** enter the Magic Shop in Summeredge and click in the logbook.
- **Investigate the Warehouse:** go to the Slums and talk to the tilanese in front of the warehouse, beat them and the mechanical warrior then enter the building beat the thugs. To escape use the door in the top them defeat the boss.
- **Interrogate Ferrog:** go back to the Castle and get the info out of Ferrog. You can torture him or choose not to. In the second case talk to Facis after the cutscene.
- **Meet Lady Anza:** talk to Facis to go to the meeting, once there beat the assassins and return to the Castle.

Morality:

+2 if you don't torture Ferrog

-2 if you do

Corrupted Sands

The quest starts immediately after the previous:

- **Talk to Lady Astafa:** she's in Slinsk, in front of the Inn, talk to her to get the Ticket.
- **Travel to Baja'wahir:** go to Yakotin Train Station and board the train to the Tulreg city.
- **Find a way in:** go explore the ruins with Astafa, use the black powder in the door or put one in each statue and navigate the dungeon.
- **Find Kalaed:** ask arounds and then beat the ambushers.
- **Stop Anza:** fight your way through the ruins and defeat Lady Anza then decide whether to kill, free or arrest her. Accepting her bribe will prompt a fight with Levius unless you have [Empathy].

Morality:

+3 if you arrest Anza

-10 if you kill Anza

-5 if you take the Gold

-5 if you kill Levius

Meredith's Affection:

+3 if you say it's hard to believe when you have no home

Meredith's Corruption

-3 if you arrest Anza

+3 if you take the gold

Ruksana's Affection:

+2 if you kill Anza

Succubus' Affection:

-2 if you say it's hard to believe when you have no home

-3 if you arrest Anza

+3 if you take the gold

Carys' Affection:

+2 if you say they should put their faith in thmselves

-2 if you say it's a shame they've forgotten

-3 if you kill or take the gold

Katelyn's Affection:

+1 if you say they should put their faith in themselves

+2 if you say faith is foolish

Katelyn's Corruption:

+2 if you say faith is foolish

-2 if you say they should put their faith in themselves

Tishtyra's Affection:

+2 if you say it's a shame they've forgotten

+2 if you arrest Anza

-3 if you kill Anza

Main Quest VI

The quest starts immediately after the previous, just walk north to initiate it.

- Meet the Council: walk east, Astafa will be waiting in the street to take you to the Council.
- Go to the Castle: go home and sit in the Throne to meet with Astafa and
- Join the Valijar Hunt: the dark elf is in the courtyard, talk to him to initiate the hunt and slay the beast.
- Enjoy the dinner: just go through all the dialogue then flee back to the castle.

All the Best Laid Plans

The quest starts after teleporting back to the castle:

- **Talk to Lady Astafa:** she's at the Yakotin Inn, talk again when you're ready to attack the Dam.
- **Stop Sevmar:** enter the Dam and clear the three levels. Pull the lever at Level 3 to open the treasure at Level 2. At the top of Dam beat Sevmar and decide his fate,
- **Meet the Kizarch:** if you arrested Sevmar the King will stop the attack immediately, otherwisie kill his Champions to change his mind.
- **Meet the Council:** talk Lady Astafa in the Yakotin Inn to meet them, you'll be ambushed by yet another Murkhal fragment. Kill Kah'usav.

The End

This is the end of the line, only proceed when you're ready to finish the game. Be sure to make a save before going in case you want or need to check some content because there's absolutely no going back:

- **Meet Ginsohn:** use the torch in the castle to go to the meeting, once there he will offer a choice to either help him conquer the world or to stop him.

Stop Ginsohn

- **Defend the Council:** in Yakotin, the Goakuna will attack the Council, defend them and then manage the party for the last time. Say a famous phrase to the Guard Captain before proceeding.
- **Free the world leaders:** there are three dungeons, the first with the Elf Leader, the second with the Orc and Dwarven leaders plus Galhart and the last with Dashin and the Zehra. Gajah cannot be saved.
- **Kill Ginsohn:** after freeing all leaders catch a ride to Ginsonhs Camp and kill him.

Help Ginsohn

Some party members will leave or stay depending on your actions:

Meredith: if she has 15+CP

Ruksana: if she has 12+CP or if you promise to spare the Orc

Clawyn: if she has 10+CP

Tishtyra, Zent, Carys will always leave and **Succubus, Roderick, Xyless, Katelyn** and **Rulwe** will always stay.

- **Conquer the Dwarves:** kill Galhart Rulgrok and the Dwarven Leader.
- **Conquer the Elves:** kill the King and prince
- **Conquer the Humans:** kill Zehra, Dashin and Gajah.

Here ends the game, check the next section for an ending breakdown.

5. ENDINGS

6. SIDE QUESTS

OAKSHIRE

Visit Cassandra!

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

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

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

Morality:

+3 for promoting the shop

-3 for slandering

Meredith's Affection:

-1 for refusing the quest with 3 or less CP

+1 for promoting the shop with less than 10 CP

-2 for slandering with less than 10 CP Meredith's corruption:

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

+2 for slandering with less than 10 CP

Ruksana's Affection:

+1 for promoting the shop with less than 6 CP

+1 for slandering the shop with 6+ CP

-1 for slandering the shop with 6+ CP

Ruksana's Corruption:

-1 for promoting the shop with less than 6 CP

+1 for slandering the shop

Clawyn's Affection:

+1 for promoting the shop

Clawyn's Corruption:

-1 for promoting the shop

+1 for slandering the shop

Galhart's Affection:

+1 for promoting the shop

Galhart's Corruption:

+1 for slandering the shop

A Guardian's Task

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

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

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

Revenge

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

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

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

Nestro's Task

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

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

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

Morality:

+5 for refusing to help him

-5 for completing the quest

Meredith's Affection:

-1 for accepting the quest

+1 if you decide to kill him instead

Ruksana's Affection:

-1 for accepting the quest

+1 if you decide to kill him instead

Oakshire's Secret

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

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

Meredith Affection:

+1 accepting the quest in Slinsk

-2 for ignoring her

-4 for refusing the quest

+1 for agreeing in the shop

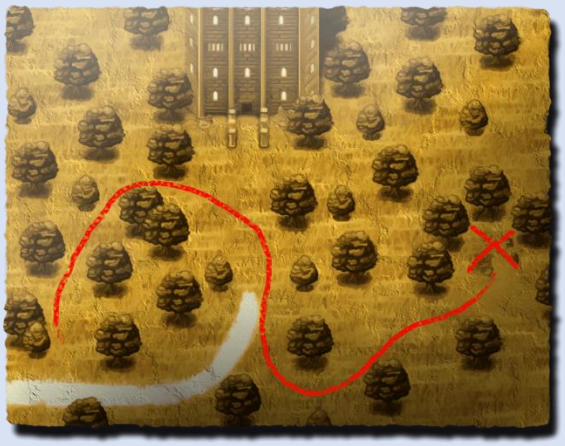
-1 for declining

+3 after talking to her parents in the shop

Paladin's Pledge

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

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



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

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

Morality:

-9 total for corrupting the nuns

Meredith's Affection:

+1 for accepting the quest

+1 for completing with less than 10 CP

+1 for corrupting the nuns with 10+ CP

-2 for corrupting the nuns with less than 10

Meredith's Corruption:

-1 for accepting the quest

+1 for discovering you had sex with the goddess

+1 for corrupting the nuns with 10+ CP

+2 for corrupting the nuns with less than 10

Succubus's Affection:

-1 for asking about the form

-4 for completing the quest

+4 for corrupting the nuns instead

Ruksana's Affection:

-2 for corrupting the nuns with less than 6 CP

Ruksana's Corruption:

+1 if you talk to Succubus while turning in

+1 for corrupting the nuns

Amulet of Light

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

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

Reward: Amulet of Light

Morality

+2 for refusing if you refuse with 10 or less CP

-1 for accepting with 10 or more CP

-5 for killing him

Meredith's Affection:

-2 if you force her to have sex with him

+3 for refusing

-1 for killing him

Meredith's Corruption:

+2 for having sex with 10+ CP

+3 if she has less than 10

+2 for killing him

Aetherius

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

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

Rewards: Aetherius

Lost Boy

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

Morality:

-2 for ignoring him

+1 for telling to use his anger for good

-1 for saying it's of no use

Ruksana's Affection:

+2 for defending the orcs

-1 for saying they are part of the problem

Clawyn's Affection:

+2 for saying orcs are part of the problem

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

SLINSK

Family Heritage

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

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

Reward: XP and 100gp

Bounty: Werewolf

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

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

Reward: XP and 300gp

Morality:

-2 for killing the werewolf because he couldn't make a deal

+2 for convincing apprehending him

Meredith Corruption:

+1 for killing the werewolf with 10 or less CP

Bounty: Kistya

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

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

Reward: XP and 2500gp

Darkness Within

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

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

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

Morality:

-3 for killing the Wolfgirl (-5 for females)

+3 for sparing the Wolfgirl (+5 for females)

-3 for raiding the tomb

+3 for not raiding

Brothel

For Farmer Origin only.

- Visit you mom: visit your mother in the house east of the stable, talk to her and then pick the pamphlet in the box.

- **Ask for Adime:** go the inn and ask the innkeeper for Adime. You can either ask her to quit or use her if male or ask to work at the brothel if female.
- **Work at the Brothel:** ask the innkeeper to work and enter the room to the right

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

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

Meredith's Corruption:
+2 if you visit Adime with Succubus and Meredith in party

Peacebringer

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

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

Reward: Peacebringer

Orc Raiders

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

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

Reward: XP and 750gp

Ruksana's Affection:
+2 if you agree with her
-2 if you all will be well
+2 if you try diplomacy
-5 if you say the orcs area threat
-2 if you say they are still guilty

Clawyn's Affection:
-2 if you ask the orcs to go the Deep Woods

Orc Prison

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

- **Get the information:** the orc prisoner will offer the location in exchange for sexual relief, accept it. Don't open your mouth to get the information or let him and skip to the third step.
- **Get the treasure:** go to the area northeast of the prison and click the mound. Plot twist: the treasure was a lie!
- **Return to Slinsk:** after arriving in the city and after liberating Summeredge, talk to

Grayson near the port, he will offer the player to pacify some orcs with her body for a reward (a real one this time)

Reward: 300gp

Morality:

+2 for declining after seeing the orcs

-2 for doing it

Tishtyra's Affection:

+1 for doing for the gold

Meredith's Corruption:

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

The Island of Geli

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

- **Help them:** cover the 50gp of the supplies or threaten the man.
- **Visit the island**: talk to the girl in the island for a sex scene.

Morality:

+2 if you pay for the supplies

-2 if you threaten the man

Roderick's affection:

+5 if you let him participate in the orgy

-5 if you send him away

Tending to the horses

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

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

Reward: 200gp

Warlock Ritual

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

- **Frostvein Flower:** east then north of Novos, in the same map as the dwarf girl, pick the flower to the right.
- **Stone of Glass**: in the Blood Temple in Ornesse, go to the bottom right part of the temple and pick the item at the ground.
- **Ritual:** the third item is book, pick all three and head to the cave behind the waterfall in Slinsk, it's located west from bellow the cliff where you fight two bandits and a wolf in Act I. Accept the Imp's term.

Reward: Warlock class unlocked

Xyless

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

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

Reward: Xyless

Morality:

+5 if you banish Xyless (in Slinsk or Castle)

-5 if you enslave Xyless

+5 if you free Xyless and send her away later

-5 if you free her and accept to be her consort

+5 if you enslave and force her to become good

-5 if you enslave and become her master

Xyless' Affection:

+3 if you're enthusiastic about being her consort

+2 if you have second thoughts about it

The Eraser

To start this, enter and exit Elizabeth's home 25 time without going out of Slinsk.

- **Kill the boss:** after entering the home for the 25th time, the player will be transported to a dungeon with a high-level boss.

Reward: The Eraser

SUMMEREDGE

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

Slimy End

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

- **Get the Book:** let her examine the creature, then get the book "Trapping and Containing Dimensional Shifters" in the bottom left shelf.
- **Return to Twilia:** take the book back to the girl and let Rulwe have his way with her or not.

Reward: XP and 100gp

Morality:

+3 if you help Twilia

-2 if you do not

Rulwe's Affection:

+3 if you defend him against poking

-3 if say he's a pain in the ass

Unseen Problems

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

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

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

Morality:

+2 if you spare the Witch

-2 if you kill or have your way with Adel (males)

+2 if you kill or have your way with her (females)

Meredith's Corruption:

+1 if you save Sandra with 6+ CP and Meredith in party.

-1 if you let her die

-1 if she's out of the party regardless of decision

+1 if you save Sandra with more than 4 CP

Meredith's Affection:

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

Ruksana's Corruption:

+1 if you save Sandra

+1 if let Sandra die and she has 6+ CP

-1 if let Sandra die and she less than 6

Ruksana's Affection

-2 if you save Sandra with 6+ CP

+2 if let Sandra die and she has 6+ CP

-2 if you save Sandra with less than 4 CP

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

Roderick's Affection:

+1 for both decisions

Clawyn's Affection:

+1 if you save Sandra

-1 if you let her die

Clawyn's Corruption:

+1 if she has 6+ CP

Galhart's Affection:

+1 for both decisions

Succubus' Affection:

-1 if you save Sandra

+1 if you let her die

Freeing the Slaves

Visit the Slums and offer help to the officer.

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

Reward: XP and 250gp or a Whip

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

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

Meredith's Corruption:
+2 if whip her

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

Ruksana's Corruption:
+2 if you're rude to her

Dog Adoption

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

Meredith's Affection:
+2 if you adopt the dog and she has 14 CP or less
-2 if you leave the dog and she has 14 CP or less
-2 if you adopt the dog while she has 15+ CP

Summerheat Club

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

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

Morality:
-2 if you fuck Anna (nobles only)

A Mysterious Note

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

- **Talk to Carys:** you'll go alone to her camp, talk to the furry girl, then talk to the man in the road.

- **Get the keys:** get the keys from the east and west rooms, be sure to take the treasure from the east room.
- **Free the Slaves:** go to the north room, kill the boss, pick the gold bars and free the slaves.

Reward: XP and up to 900gp

Morality

+1 if you help the man (1 health potion)
-1 if you do not
+1 if you share the treasure
-1 if you lie about it
-1 if you say you're not staying after getting the gold

Carys' Affection:

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

A Cure for Seren

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

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

Reward: XP

Morality

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

Carys's Affection:

+1 if you comfort her
-1 if you say she must be more careful
+1 if you accept her quest
-1 if you refuse politely
-3 if you refuse bluntly
-3 if you go together and then abandon her

+1 if you pay double

+2 if you pay double and say she doesn't need to play back

-3 if you refuse to pay double

+1 if you seduce the healer and say it was for Seren

-2 if you use her for seduction

+1 if you get the healer

-1 if you get the healer, but say she owes you

-2 if you do not get him, but did your best

-3 if you say it was a waste of time

-5 if you didn't even try

-2 if you lie to the healer and he walks away later

+1 if take Seren's pack

-1 if you stay silent

-2 if you give the pack to Seren

+1 if you're polite during the break

-1 if you are not

+1 if you say you're sorry

+2 if you take Seren's backpack

-3 if you leave it for Seren

-2 if you tell to cut it out while talking to her father

- 2 if she stays with her father and you say it doesn't matter

Seren's Affection:

+1 if you are polite during the break

Meredith's Corruption:

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

Arena Challenge

The Summeredge Arena is located west of the shop district.

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

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

Templar Investigation

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

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

Morality:

-1 if you punch the man

-2 if you punch him again

+4 you give up on torturing him

-4 if you beat him with a hammer

Succubus's Affection:

+1 if you say she's you friend

-1 if you say she's under control

Tishtyra's Affection:

-1 if you say the thief must be punished

Summeredge Alliance

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

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

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

Morality:

-2 if you slap Titania

-2 if you have anal sex with her

Moon Sapphire

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

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

Rewards: 500gp

Meredith's Affection:

+2 if you agree to help Patch and she has 10+CP

-2 if she has less than 10

Ruksana's Affection:

+2 if you help Patch

Tishtyra's Affection:

-2 if you help Patch

Succubus' Affection:

-2 if you refuse to help Patch

Tiffany

If you completed the Paladins' quest in Act 1 as a male, enter the northeast corridor to start the quest.

- **Clean to crime scene:** If you chose to help Tiffany, click the body, the weapon, the closet and the diary in the right before calling the Inquisitor. After the short exchange, there's a sex scene for males.

ORNESSE

The White District

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

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

Tishtyra's Affection:

+1 if you tell the parents she will never learn about the world in the district

-2 if you let Clesola stay

Meredith's Affection:

+1 if you tell the parents she has friends outside

Tishtyra's Affection:

+1 if you tell the parents she has friends outside

Matriarch's daughter

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

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

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

Morality:

-2 if you kill Kesana

+2 if you rescue her

Ruksana's Corruption:

+2 if you kill Kesana

-2 if you rescue her

Ancient Desires

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

- **Track the Sister:** she will be Ly'ras, talk to the woman in the bottom street of the village to go to the caves where she is.
- **Rescue the Sister:** fight you way down while collecting some loot on the way. Females will get a sex scene on the way. Pick up the chest before interacting with the girl. Talk to the her

and say her sister from Ornesse sent you, any other option will fail the quest.

Reward: XP and 500gp

Morality:

+2 if you rescue the sister

+2 if you do not rescue her and tell the truth

-2 if you don't rescue her and ask for a reward

Meredith's Corruption:

-2 if you rescue the sister

+2 if you do not rescue her and lie

Meredith's Affection:

+2 if you rescue the sister

Carys' Affection:

+3 if you rescue the sister

-3 if you do not rescue her and lie

Zent's Affection:

-2 if you do not rescue her and tell the truth

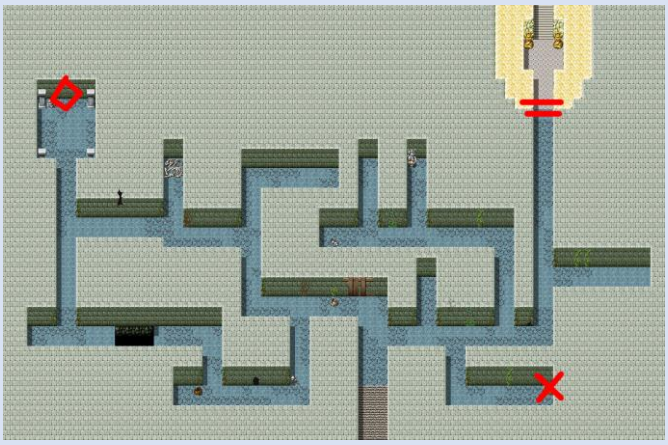
Tishtyra's Affection:

+2 if you do not rescue her and tell the truth

Blood temple

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

- **Enter the Temple**: go west of the landing area when coming from Slinsk, be sure to pick the treasure under the palm tree if you bought the Treasure Map.
- **Navigate the Temple:** to journey ahead, you'll need to push the button on the northwest area of the first level (in the diamond). Pick the Stone of Glass on the southeast are too, where is the X in the figure.



- **Defeat the Witch:** there are two to do this, either fight her or answer all questions correctly: books, pearl, teeth. Grab the loot and return to the inn.

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

Morality:

+1 if you accept the ring only

-1 if you ask for more

Ciiraci

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

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

Reward: Unstable Amulet

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

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

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

Tishtyra's Affection:
+1 if you help Ciiraci

Succubus' Affection:
+1 if you help Ciiraci

Golden Dildo

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

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

Reward: XP and Golden Double Dildo

Catanthe' Journey

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

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

Meredith's Affection:
-1 if you refuse the quest

Meredith's Corruption:
-1 if Zehra lets Calanthe stay

Carys' Affection:
-1 if you refuse the quest

Succubus' Affection:
+1 if you refuse the quest

Zent' Affection:
-1 if you see the scene at the garden

A Sticky Competition

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

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

Rewards: Stamina Ring

Ruksana's Affection:

+1 if you agree on the bet

Slaves

For females only. After recruiting Tishtyra and completing Cary's first scene, go to the castle and talk to Tish. (the quest is bugged and it's possible to skip the intro talk in the Castle)

- **Go to the Mercenary Camp:** Carys will waiting next to the bridge north of Ornesse, after arriving at the Camp go see the boss and then Carys, go to the cave.
- **Defeat the Slavers:** enter the cave and fight your way down, the talk to Carys to finish the quest. There's a sex scene with both girls if you told Carys' secret to Tish.

Tishtyra's Affection:

-2 if you refuse the quest

+2 if you listen to her

-1 if you ask about a reward

+2 if tell her Cary's secret

-2 if you do not

Stay True

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

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

Reward: XP

Tishtyra's Affection:

-2 if you refuse the quest

+2 if you say dreams are not silly

+2 for completing the quest

Tishtyra's Corruption:

-2 if you make her stop at the end

+2 if you let her kill the thugs

LY'RAS

Brother's Savior

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

- **Collect Sprigs of Moly:** the flowers are in the grounds in various locations of the forest,

there are far more than, so there should not be hard to pick five.

- Return to the Anariel: turn in the quest. Male Players can ask for a different reward, you'll need lube from the shop in the Orc Cave for this one.
- Meet the brother in Xas for an extra reward

Morality:

+2 if you complete the quest and do not have sex with the priestess

Clawyn's Affection:

+2 if you complete the quest and do not have sex with the priestess

Meredith's Affection:

+1 if you refuse the gold and she has 10CP or less

Queen Alistia

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

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

Morality:

+1 if you refuse the quest

-5 if you refuse the quest

-5 if you refuse the quest and Meredith killed the warlock (she will also leave the party)

+2 if you give water to Alistia

-1 if you give her your cock

Ruksana's Corruption:

+1 if you refuse the quest

-1 if you give water to Alistia and she has 6+CP

+1 if you give her your cock and she has 10+CP

Meredith's Corruption:

+1 for completing the quest with less than 10+CP

Meredith's Corruption:

+1 if you refuse the quest and she has 10+CP

+2 if she has less than 10

-1 if you give water to Alistia

+1 if you give her your cock

Tishtyra's affection:

-1 if you refuse the quest

Erika

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

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

Morality:

+2 if you save Erika

-2 if you do not

Meredith's Corruption:

+2 if you don't save Erika

Clawyn's Affection:

+1 if you save Erika

-1 if you do not

Ruksana's Corruption:

+1 if you don't save Erika

Zent's Companion Quest

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

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

Reward: Odekai Finger

Zent's Affection:

+2 if you accept the Quest

-5 if you refuse

+2 if you ask if he's okay

-2 if you offend his mother

+2 if you say he's still a hero

-2 if you tell him to shut up

+2 if you say he's important to you

The Ruin of Ni'lvya

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

- **Open the ruins:** click in the two switches until the door opens. See figure below



- **Explore the dungeon:** the first floor has some traps, walk while they are deactivated. Kill the boss on the second floor and get the treasure

Rewards: Module I and Venonshank

Wrath

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

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

Morality:

+5 if release the slave girl (for males)

-5 if you use her (for males)

Succubus' Affection:

+1 if you let her watch (for females)

-1 if you do not (for females)

Clawyn's Affection:

-1 if you participate in the ritual (for females)

Ruksana's Affection:

+2 if you say it's a made-up story (for females)

Ruksana's Companion Quest

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

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



- **Get the Staff:** go to Summeredge University and ask the headmaster about it, go to the basement and get the staff.
- **Get Horse Cum:** the horse is in the northeast of Ly'ras, watch the scene or not. Females have extra content.
- **Go to the Orc Cave:** after picking all three items, go to the cave and talk to the shaman, choose between the path of peace or path of war.

Ruksana's Affection:

+1 if you you're polite when she asks for help

-1 if you're rude

+1 if you believe her dreams

-1 if you do not

-1 if you say fucking a horse is disgusting

+1 if you accept the quest

-5 if you refuse

+1 if you ask to watch her with the horse and she has 5+CP

-1 if you ask and she less than 5 (will get +1 if she has 12+AP)

+1 if you watch in secret or don't watch at all and she has less than 5CP

-1 if she has 5+

Ruksana's Corruption:

+1 if you ask her to help with your pants when she first ask for help

+1 if you ask if she's curious about the horse

+1 if you ask to watch her with the horse and she has less than 5 CP

-5 if you choose the path of peace

+5 if you choose the path of war

Hunt for the Hippogriff

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

- **Go to the Orc Camp**: in Ly'ras, go to the northeast forest and then west, upon reaching the camp the beast will flee to the cave.

- **Recue the Hippogriff**: first go right to pick a chest with a unique armor, then fight your way down to the second floor of the cave and approach the Hippogriff. There's a scene if Ruksana has less than -2 CP.

Ruksana's Affection:

+2 if you accept the Quest

-5 if you refuse

+3 if you comfort her after failure

-1 if you refuse the quest

+4 if she can rescue the Hippogriff

Ruksana's Corruption:

+3 if the animal escaped and you her change is for the best.

-3 if instead you ask Ruksana to look at herself

NOVOS

Ice Cold

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

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

Reward: XP and Eternal Snow

Morality:

+2 if you return the bag with its contents

-2 if you dump the bag

Ruksana's Affection:

+1 if you steal or dump the purse and she has 6+CP

-1 if you return the bag and she has 6+CP

+2 if she has more less than 6

Ruksana's Corruption:

+1 if you steal or dump the purse and she has less than 6CP

-1 if you return the bag and she has 6+CP

Meredith's Affection:

+1 if you steal or dump the purse and she has 6+CP

-1 if you steal or dump the purse and she has less than 6CP

+1 if you return the bag

Meredith's Corruption:

+1 if you steal or dump the purse and she has less than 6CP

-1 if you return the bag

Clawyn's Affection:

-1 if you steal the or dump purse and she has less than 1CP

+2 if you return the purse

Clawyn's Corruption:

+1 if you steal or dump the purse and she has less than 1CP

Succubus's Affection:

+2 if you steal the purse

+1 if you dump it

The Red House

Enter house east of Novos to start the quest.

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



- **Return to Rose:** go back to the mansion, she will offer a scene for both genders.
- Meet Rose in Novos later for an extra reward.

Reward: XP

Morality:

+3 if you persuade the witch

-3 if you attack her

Meredith's Affection:

+1 if you persuade the Witch

Meredith's Corruption:

-1 if you persuade the Witch

Ruksana's Corruption:

+1 if fight the Witch

Hard as Iron

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

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

Reward: XP and up to 300gp

Morality:

-2 if you kill Ironheart

The Haunted House

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

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

Reward: XP and Roderick

Forging Competition

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

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

Reward: 500gp or Castle Blacksmith

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

Dwarf girl

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

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

Snowman

To start this, you'll nee the Eternal Snow from Azureleia's Quest.

- **Summon the Snowman:** place a bit of Eternal Snow in the Snowman to summon and fight him. It can be though for low level characters, but gives a high bounty and XP.

LAROAVIA

Arozi

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

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

Reward: XP and Minor Healing Stone (for females)

Milio the Shark

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

- **Talk to Milio:** enter the house with a star in the front and talk to the man, accept the quest.

- **Recover the parcel:** it's in the top barrel of the pier, after picking it up go back for the reward.

Reward: 600gp

Bounty: Kalynda

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

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

Reward: 1000gp

Morality:

+3 if you let Kalynda escape

-3 if you kill her

Beast Hunt

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

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

Reward: XP and Guardian Blade

Morality:

+2 if you talk to him (for males only)

-2 if you kill the beast

Naga

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

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

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

Reward: XP

Gajah's Affection:

-1 if you refuse her quest after having sex

Ruksana's Affection:

-1 if you have sex with the Naga (males only)

Naga's Affection:

-1 if you refuse to say your name

-1 if you demand her to break the spell

-1 if you ask if she will use her fins

-2 if you comment about how she's armed

-1 if you say you've seem bigger dicks

Recruit Nadesha

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

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

- After rescuing her, meet Facis in the castle and them visit her in the Quarters

Meredith's Affection:

-2 if you leave the girl and she has less than 15CP

Tishtyra's Affection:

-2 if you leave the minotaur

XAS

Ursula

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

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

Morality:

+3 if you stop the rape

-3 if you let it continue

Meredith's Corruption:

+2 if you say the half-orc is enjoying it

+1 if you do not stop the rape

Ruksana's Affection:

+3 if you free the half-orc

-3 if you let it continue

+3 if you say it's barbaric

-5 if you say the half-orc is enjoying it

Ruksana's Corruption:

+2 if you stop the rape with violence

Clawyn's Affection:

+3 if you side with her when arguing with Ruksana

-3 if you side with Ruksana

-3 if you say the half-orc is enjoying it

Carys' Affection:

-8 if you let it continue

-4 if you say the half-orc is enjoying it

+3 if you stop the rape

Tishtyra's Affection:

+1 if you stop it by saying it's disgraceful

-3 if you let it continue

Zent's Affection:

+2 if you stop it saying she's a warrior

-3 if you let it continue

Princess Rina

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

- **Obtain the alcohol:** buy Slinsk Special Brand from Slinsk Inn.
- **Obtain Rope:** buy from the Orc Vendor in Ly'ras
- **Obtain Special Anti-Pregnancy Potion:** buy from the castle vendor.
- **Return to Rina:** females will get an armor for completing the quest, male will get multiple

choices of submitting to Rina and blackmailing her for gold or sex.

- Return later for a short talk about her night.

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

Morality:

-3 if you blackmail Rina for sex

Zent's Affection:

+1 if you address the Princess properly

-1 if you do not

Ruksana's Affection:

-1 if you address the Princess properly

+1 if you don't

Clawyn's Fiancée

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

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

Reward: XP

Clawyn's Affection:

+1 if you accept to go to Xas

+2 if you say it sounds important

-1 if you refuse to help her

-3 if you insult the elves

+3 if you ask her to stay with you

+2 if you say there's still work to be done

-2 if you ask her to stay in Xas

CINKAHN

Recruit Katelyn

In Act III, go to the Cinkahn Inn, ask the innkeeper about the woman.

- **Help Katelyn:** she's at the castle in the mountain. Take the exit west of Cinkahn and go northwest of the mountain. Help her in the fight.
- **Hire Kat:** go back to the Inn and talk to her, drink and hire her for a 1000gp.

Harbor Master Part I

After completing the first main quest in Valorn, enter the Harbor Master Office in Cinkahn docks and ask Gerion Ko for work.

- Deliver the Package: Culyn is in the tower in the top right of Cinkahn Docks, just talk to him and back to the office.

Reward: 500gp

Harbor Master part 2

After completing the previous quest, go back to Gerion Ko for the second job.

- **Find the bandits:** they are west of Cinkahn in the cave previously blocked. Enter the cave and look for an alternative path, light the torch, go up and open the door. Be sure to pick the treasure to the right.
- **Retrieve the Necklace:** fight the bandits in the way and pick up the item in the table. Picking the extra loot has no negative consequence.

Reward: 700gp and Staff of Regeneration

Affection and Corruption:

If you tell the truth about the extra jewels:

Roderick: -2 AP

Succubus: -2 AP

Katelyn: -1 CP

Meredith: -2 CP

Tishtyra: +2 AP

If you lie:

Roderick: +2 AP

Succubus: +2 AP

Meredith: +2 CP

Tishtyra: -2 AP

YAKOTIN

Astafa

After arriving at Yakotin, talk to Lady Astafa next to the crystal.

- **Find the cave:** it's located south then west of the city entrance, but the cave is blocked at this point.
- **Report to Astafa:** go back to the city, she will go to the cave with the player and unlock the cave and get her totem.

Matchmaker

To find their Island, go south then east of Yakotin's crystal and take the boat, talk to the goblin and ent.

- **Solve the conflict:** Petunia wants to leave, but Aldereye doesn't want her to, there are three ways to end this: either convince her to leave, stay or stay and become his lover. Asking her to stay will also trigger the matchmaker quest, but the player can choose to walk away and simply leave them as friends.

Fighters Guild

In Yakotin Slums, some thugs will attack a fighter when entering the map, she will offer the quest.

- **Talk to Auria:** she's in the Red Light District Dojo, in the top left of the map, accept her quest.
- **Defeat Raciela:** talk to Auria when you're ready, walk right and defeat Raciela and knock her out. Letting her go will fail the quest, but there's a scene involved for male players.

Reward: Pugilist class and Siren Fist Glove or Gold

Art Heist

When entering the Red Light District, an elf will give a Suspicious Letter to the player, read it and go to the house at the top left of the slums

- **For evil (<10 CP) players only:** enter the house alone and talk to the thieves, accept their quest and talk to the leader when ready.
- **Loot the Vault:** sneak your way through the two floors and pick the treasure inside the vault. Return to the house for an unpleasant surprise.

- **For good (10+ CP) players:** the thieves will attack immediately upon entering the lair, kill them.

Reward: 4000gp

Morality:

+3 if you refuse to commit a crime (heist)

-3 for completing the heist

Mage's Guild I

Enter the building with a gray door in Central Yakotin and talk to Silver.

- **Recover the Book of Five Stars:** just follow Silver and defend against the ambushers.
- **Purge the House of Green Arches:** talk to Silver when you're ready, clear the two levels and kill the boss. Be sure to pick up the Wolf Bracelet.

Mage's Guild II

Return to the Mage's guild and talk to Silver again, then with Jaramel in the west room.

- **Report to Xago:** once you're ready talk to him to start the quest.
- Escape! Sneak though the rivers (or fight everyone) and escape the area. Be sure to pick up the staff in the chest in the third island

Mage's Guild III

After the previous quest, go to the west room of the Guild

- **Report to Silver:** once you're ready to start the assault on the Black Glass, talk to her to go there.
- **Bait the mages:** enter the main room in the dungeon to get them to follow you, after a cutscene Silver will deal with them.
- **Beat the Boss:** go up to the top of the Cliff and defeat the mages and them the Boss.

Morality:

-2 if you say the Guild is useless

-3 if you say you're being paid enough

+3 if you ask Silver to knock out the mages

-3 if you ask Silver to destroy them

Meredith's Corruption

-2 if you ask Silver to knock out the mages

+2 if you ask Silver to destroy them

Black Hand

Upon entering the inn, two soldiers will comment about Scrag recruiting new blades.

- **Talk to Scrag:** he's in the slums, in the top right corner of the map.
- **Distract the Guards:** go down to the door guarded by two thugs and distract then (by fighting). Return to the Onion Pit to complete the quest.

Reward: 700gp and Staff of Regeneration

Affection and Corruption:

If you say you'll do anything for gold:
Meredith: -1 AP and +1 CP
Tishtyra: -2 AP

If you say you only kill for a good reason:
Meredith: +1 AP and -2 CP
Tishtyra: +2 AP
Zent: +1 AP

If you accept the Quest:
Clawyn: +1 AP
Meredith: -1 AP and +1 CP
Roderick: +1 AP
Succubus: +1 AP
Tishtyra: -2 AP
Zent: -1 AP

If you refuse the Quest:
Clawyn: -1 AP
Meredith: +1 AP and -2 CP
Roderick: -1 AP
Succubus: -1 AP
Tishtyra: +2 AP
Zent: +1 AP

EMEK'S REST

A New Adventure

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

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

Stormhammer

After completing the previous quest this one will begin automatically.

- **Find Oros Shapeye:** walk twice to the east, cross the unfinished bridge and enter the Market. Talk to the people in there and Oros will appear, talk to him about the hammer and either barter of fight for it.
- **Return to Emek's Rest:** on the way out, you'll be attack by the Raven Clan, fight your way back and talk to Jenda in the map north of the main village.

- **Defend Emek's Rest:** when you're ready, talk to Jenda to progress, defend the village from the attackers.

Morality:

+3 if you say you can't just kill Oros

-3 if you say you'll kill him

Meredith's Affection:

+3 if you say you'll kill Oros and she has 10+CP

-2 if you say you can't

Meredith's Corruption:

+3 if you say you'll kill Oros and she has 10+CP

-3 if you say you can't kill him

Tishtyra's Affection:

+3 if you say you can't kill Oros

-3 if you say you'll kill him

Carys' Affection:

+3 if you say you can't kill Oros

-3 if you say you'll kill him

Xyless' Affection:

-5 if you say you can't kill Oros

+5 if you say you'll kill him

The Lizagons

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

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

Unification

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

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

The Sacred Grove

After completing the last quest, Jenda will be in front of the Warhall and tell the player of her father's plan. Proceeding with the quest will prompt a warning, so complete all quests before proceeding.

- In the war council, a Raven will break in and try to recruit the player to restore the Raven's Nest. Hearing her or letting Krathon kill her will result in two different paths:

Riphida Route

- **Talk to Riphida:** she's outside the Warhall and will take the player to Aldur's Forest, once there, follow her directions.
- **Heal the Tree:** follow Riphida northeast then north to the Altar where the Seed is located. Go back and proceed west.
- **Report to Krathon:** walk back to Emek's Rest, on the way, the player will be told of an attack on the village and will go meet Remus for a final showdown with him and the Necromancer. Muuru cannot be saved.

Dark Route

- Burn down the Nest: in Aldur's Grove, walk east then northeast to the nest while fighting some Ravens on the way. Once there burn the tree and kill the boss.
- Report to Krathon: walk back to Emek's Rest, on the way, the player will be told of an attack on the village and will go meet Remus for a final showdown. Muuru cannot be saved.

Because it has one extra scene and clearly the most developed route, I recommend going with Riphida in the first playthrough.

Rewards: Kaggar's Might

Zarah

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

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

Dryad

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

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

Reward: Floral Wreath

Xel'Mira

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

- Find the collar: it's in the second floor of the dungeon after the boss.

Gertrude

After the Stormhammer quest, meet her in the Market. Accepting her quest will transfer the player to her camp.

- **Open the Door:** the four pillars need to be green, each click changes the color of the adjacent pillars. Keep clicking until they all go green. Males can make a ritual to open the door skipping the puzzle.
- **Access the Temple Inner Chamber:** walk to the east until you find the door and be attacked by a boss. Females can distract the Displacer with their body.

Rescue Jerrah

After Lizagons' Quest, the player will be stopped by Krathon when entering Emek's Rest, he will ask the player to rescue his favorite wife.

- **Meet the Gnolls:** when prepared (and there's no combat here) talk to Muuru next to the crystal. In the camp, the player will be attacked by two gnoll brothers, surrendering will result in a scene and attacking will skip to the camp.
- **Rescue Jerrah:** turns out she was not kidnapped, so just talk to her and return to Emek's Rest.

CASTLE

Queen of the Deep

In the Jail, next to the entrance to the Succubus' Cave there's a chest, go for it.

- **Investigate the Cave:** the player will fall down a cave with a strange creature, you either let her stay or kick her out with the option to her reproduce if she stays.
- **Find a mate:** the Queen wants a mate to put her eggs, there are two ways to do this depending on the gender of the player: females can carry the eggs themselves with a scene in Act I and another in II while male player have to ask Twilia in Summeredge University to do it.

Morality:

-4 if you kill the Queen

-12 if you stone her

+4 if you let her stay

+6 if the player is the mate

+3 if Twilia is

Mine

After buying the Inn, go there and talk to the woman by the entrance.

- **Fund the mine:** to reopen the mine she's asking for 5000gp, pay when you're ready.
- **Visit the Mine:** it's accessible by board next to the castle door, enter the mine and talk to the Goo Girl and then decide her fate.

- **Pick up the Shipment:** go to the Novos Blacksmith ask talk to Collena then return to the mine.
- **Kill the Bounty Hunter:** he's outside the mine, to the right.
- **Deliver the packages:** take the goo shipments to Ornesse Sex Shop, Summeredge Armor Shop and Slinsk Inn then return to the Goo Girl.

Reward: Blue Goo

Morality:

-5 if you kill the Goo Girl

Succubus' Skin Care

Talk to her in the cave with 7+ AP and at least two male companions recruited.

- **Ask for help:** the eligible candidates are Tishtyra, Zent or Galhart, ask two of them for help and them return to Succubus.

Succubus' Affection:

-2 if you say what's inside is what counts

-5 if you refuse the quest

+2 if you accept it

+3 for completing it

Tishtyra' Affection:

+1 if you ask her to participate in the bukkake

Galhart' Affection:

+1 if you ask him to participate in the bukkake

Zent' Affection:

+1 if you ask him to participate in the bukkake

Zent' Corruption:

+1 if you ask him to participate in the bukkake

Tishtyra's Pillar

With Succubus recruited and 4+AP with Tishtyra, talk to her in the tent, she will act strange and ask for help solving her problem.

- **Talk to the Succubus:** go to her cave and ask her about how to transform Tish.
- **Obtain Phellum Moss:** there's one close to the Warlock Tower in Oakshire.
- **Obtain Mandrake Root:** can be acquired above the Blood Temple in Ornesse or in the Oakshire Church
- **Return to Succubus:** back to the cave with the ingredients and then to Tish in her tent.

Tishtyra's Affection:

+2 if you offer her help

+1 if you ask what would help her condition

-3 if you refuse the quest

+2 when turning it in without asking for

Succubus' Affection:

+2 if you play along

-3 if you're rude to her

Beatrice

In the Jail, there's a set of stairs next to Succubus' Cave, in the next area there are three pedestals.

- **Find Module I:** it's in the Ruins of Ny'Ivia in Ly'ras, get it after defeating the boss.
- **Find Module II:** it's in the Church dungeon in Ornesse, after beating the boss.
- **Explore the Demon Realm:** go back to the castle and put the modules in the pedestals and enter the portal. Be warned that the monsters here are tough for low level player, so it may be better to wait until Act II to explore it. Take the exit bottom left of the map and talk to the Demon.
- **For Templar only:** to free Beatrice go to the Summeredge Church (by the shops, in the same exit as the Crisis quest) and ask the Templar in the room to the left, he will point you to the Universirty. He will give you a tome, enter the Unknown Realm and use it.
- **Free Beatrice:** navigate the dungeon and defeat the boss to free her.

An Ally in Need

Act II, talk to Succubus with 10+ AP by the stairs to the jail.

- **Talk to Succubus:** meet her in the cave when you're ready to go.
- **Stop the Demon hunt:** kill or knock out the guards and them confront the Inquisitor.

Morality:

-5 if you kill the guards

+3 if you just knock them out

Succubus' Affection:

+2 if you accept the quest

-8 if you refuse

-1 if you're rude to her

+2 if you're cool with killing the Inquisitor

+5 if you kill the guards

-3 if you just knock them out

+2 if you're okay with her raping the Inquisitor

Zent's Affection:

-2 if you say he should go home if he doesn't want to help

Clawyn's Affection

+2 if you kill the guards

-2 if you just knock them out

Meredith's Affection

-2 if you kill the guards

+2 if you just knock them out

Meredith's Corruption:

-2 if you defend the Inquisitor

+2 if you're cool with killing her

Soul Eater

Act II, talk to Clawyn after completing her first Quest.

- **Travel to the Abandoned Village:** talk to Clawyn when you're ready.
- After arriving, a Demon will take both the player and Clawyn through her memories and your score will determine whether she is corrupted or not in the end. You start with **5** and then:
  - The Family:
    - He was too harsh on her: **-1**
    - That's a lie: **0**
    - He was teaching her to survive: **+1**
  - The Friends:

    Choose "She's not a bully anymore"
    - Maybe you're right: **-1**
    - She's mature now: **0**
    - She deserves happy memories: **+1**

    Choose "This is not Clawyn":
    - She learned from that: **+2**
    - She still stood up for him: **+2**
    - She's hypocritical: **-1**

    Choose "Seems legit": **-1**
  - The Loss: Choose

    "She must feel guilty about it"
    - She wasn't there: **-1**
    - She could have saved herself: **+1**
    - She couldn't save her friend: **-1**

    Choose "She's delusional": -1

    Choose any other:
    - I like her now: -1
    - She's not weak: +1
    - I don't blame her: +1
  - The Source:
    - Maybe it's for the best: -2
- If your score is 7+ she will beat the Soul Eater, otherwise she will be corrupted by the demon.

Clawyn's Affection

+2 if she's possessed

+5 if she's free

Clawyn's Affection

+8 if she's possessed

-5 if she's free

Demon Sisters

If both scenes with the Demon sisters have already played, in Act III a scene will play the next time you enter the Garden House.

- **Rescue Tesa:** when you're ready, talk to Meredith to go after her, enter the portal in the meteor. Meredith will leave temporarily, beat the

boss, reunite with her in the level below and decide what to do with the other prisoners.

Meredith's Affection:

-5 if you refuse the quest

+3 if you accept it

-2 if you ask Tesa and Hera to leave Meredith alone

Meredith's Corruption:

-2 if you ask Tesa and Hera to leave Meredith alone

-3 if you release the prisoners

+2 if you keep the wards up

Shagara

In Act III, if you have been friendly to the Orcs, Shagara will visit the player in the Castle.

- **Defeat Shagara:** she will be waiting in the Courtyard, talk to her when you're ready. Beating her will give Orc guards and a scene for males.

Reward: Orc Guard

Katelyn Companion Quest

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

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

Katelyn's Affection:

+2 if you accept to go with her

+1 if you say you will if there's time

-1 if you make no promises

+3 after completing the quest regularly

+7 after completing the quest with Viridium

+3 if you accept the incest route

-3 if you stay as regular siblings

Katelyn's Corruption:

-12 if you use the Viridium

-5 if you spare Síle

+5 if you kill her

+4 if you accept the incest route

+3 if you stay as regular siblings

Mayla

In Act III, while walking in the Right Wing, Mayla will teleport next to the Player and ask for help recovering her power and saving Eyilas.

- **Find Eyilas:** navigate the demon realm fighting the shadows in the way, interact with the skull in the second map.
- **Stop Mayla:** after she's unlocked the barrier, click on her to either kill or apprehend

her. In the Second case she will be in the Castle Jail.

- **Leave the demon realm:** click in the left crystal to teleport back after picking up the gift in the chest (no loss) and drink from the source if you can live with the morality loss.

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

Morality:

-10 if you drink from the source

Eternal Abyss

For non-cheater only, enter the Lovely House from the castle map.

- **Clear the Dungeon:** this is quite a challenging dungeon, with five floors of high level (20~25) monsters, be that you can go all the way down and beat the Boss.

Reward: Forgotten Crown, 3000gp and 20 Valor Gems

Roderick Companion Quest

After completing The Last Piece in Act II, visit Roderick in the Jail with 2+AP then sleep in your room.

- **Find the library:** when you're ready, talk to Roderick in the Castle with him in the party to go to the library. One there offer blood, gold of prayer to the altar and kill the boss in the next map.
- **Find the Spell:** go to the lowest level of the dungeon to find it and talk to Roderick. Asking him to stay will remove him permanently from the party.

Reward: Mysterious Scroll

Roderick's Affection

+1 if you listen to him immediately
-7 if you refuse the quest
+2 if you ask what's wrong with him
+3 if you say he's not pathetic
+2 if you say life is hard
+2 if you say he's acting like a coward
+1 if you offer to continue helping him

Xyless Companion Quest

After recruiting her in any way, enter the left wing to start the quest.

- **Escape the amulet:** simply walk through the dreamscape and watch the cutscene.

Reward: Mysterious Scroll

Morality

+1 if you ask the girls to work together
-7 if you refuse the quest

Succubus' Affection

-1 if you're rude to her after teleporting
-2 if try to refuse Xyless

-3 if you say Xyless is the best

+3 if you say it's Succubus

-8 if you say your Mistress is the best

+1 if you ask for a horse dick too

-1 if you say it's too much

Xyless' Affection

+1 if you say 'Yes Mistress' in the sex scene

-2 if try to refuse her

+3 if you say Xyless is the best

-3 if you say it's Succubus

+8 if you say your Mistress is the best

+1 if you say she's does lots of fun things

-1 if you say she means nothing to you

+1 if you say you're pleased with her performance

Xyless' Submission

+1 if you say she's a good cock/pussy eater

+1 if you say she's means nothing

+1 if you call her a slut in the end

Cure Beatrice

For Templar only, after freeing and talking to her in the Chapel, meet the Succubus in her cave.

- **Find Pure Tears:** go to the Summeredge Church and talk to the Nun in the left room, convince her to shed some tears for you.
- **Return to the Castle:** talk to Beatrice to cure her of the Demonic influence. Come back later for a scene for males.

Succubus' Affection

+1 if you play along with her joke

-1 if you ask her to be serious

VESPER'S BOOTY

The main DLC quest is available at the beginning of Act III, meet the adventurer Aenwyn in Slinsk Pub to start the quest.

- **Travel to the Shambling Island:** once ready, talk to Aenwyn in the port area to go to the island. Optional sex scene if you so desire.
- **Access the temple:** there are two ways of doing this: either solve the riddle or blow up the door. To blow the door, say you hate riddles and agree to explode it. For the riddle "Find the place whereupon the sun is bisected in two and stride ten paces south." Stand in the square shown in the figure below and walk exactly ten paces down. Don't walk to the sides. After opening the temple, go back to the entrance.



- After the cutscene with another optional sex scene, the player will be transported to

Rockcliffe. Once there, go to the north are and enter the main build to meet Teak. The four next quests can be done in any order.

- **Don't forget to buy a shovel!**

Morality:

-2 if you blow up the door

The Hydromancer

To start this quest, go south to the Naga City (see section B for a map), once underwater, accept the quest from the Queen

- **Find Aashak:** once ready, talk to Khalifa to go meet the prince, there are two ways to make him surrender: wither fight him or promise the fuck of his life as female. Either way go back to the Queen to finish the quest.

The Compass

Go to the Large Island east of Rockcliffe.

- Recover the Compass: once there, go the east and investigate the chest in the excavation area, kill the boss and get the item.

The Key

Go to the Pirate Camp as seem in the map.

- Enter the Pirate Ship: you'll have to sneak in the ship, as always, stay away from the line of sight of the guards and go up to the ship.
- Loot the Cabin: go around the orgy to the top left of the cabin and loot both chests in the area. If you can't see, the second chest is directly to the right of the first, behind the column.

The Helmsman

For the last quest, proceed to the Juniper Island in the map.

- Investigate the camp: among all the items you can pick up, click the fireplace to prompt the next phase.
- Find the Helmsman: exit the island, you'll notice a ship sailing around the location, intercept and defeat it to finish the quest.

The Temple

After picking up all four items, talk to teak in Rockcliffe to go to the Island and the temple.

- Access the Temple: go north to the cave, once inside fight your way to the next level.
- Access the Inner Sanctum: to do so, the player will be asked to swim alone through a tunnel to face a challenge. Fight the Lizagons alone or seduce them as female to proceed.
- Get the Orb: enter the Inner Sanctum and pick up the Eye of Kronitos.
- After a few Cutscenes, the player will have to fight Verper Lyra and her crew. Regardless of the player's actions, she will take away the orb.
- Return to the Castle and pick up the loot in the bedroom.

7. SCENE GUIDE

COMPANION GUIDE

CLAWYN

N	Male	Female	Participants	How to get
1	Blowjob, sex	Tribadism	PC, Clawyn	Castle Throne Room, after recruiting Clawyn with 5+AP
2	Blowjob, anal		PC, Clawyn	Castle Bedroom. After 1 and with 10+AP, follow her outside and into the tent
3	Blowjob, shemale, breast expansion		PC, Clawyn, Tish	Ornesse pub, after Ornesse main quest with Clawyn recruited and Tish +2AP
4	Blowjob, shemale, DP/DAP		PC, Clawyn, Tish	Castle left wing, and after 3 walk to the end of the corridor
5	69		PC, Clawyn	Castle Forest, southeast, with 8+AP
6		FFF threesome, cunnilingus	PC, Clawyn, Meredith	Garden house, 5+AP for Clawyn and 8+ forMeredith. Variant with 13+CP
7	Monster girl, corruption, sex		Clawyn, Soul Eater	Castle Courtyard, Act 2 Clawyn quest, talk to her if she stayed with the player and has 6+AP
8	FFM threesome, blowjob		PC, Clawyn, Ruksana	Castle Bedroom, after fucking Ruksana and doing 5
9	Gangbang, bestiality		Clawyn, Squirrels	Castle Forest, Act 2 with -5 AP and 5+CP.
10	Sex, Pregnant		PC, Clawyn	After 5 and with 15+AP, meet her in the bedroom, accept to start a family then wait, the next interaction and the scne will play eventually upon entering the bedroom.

TISHTYRA

N	Male	Female	Participants	How to get
1	Male on shemale, blowjob, anal	Shemale, blowjob	PC, Tish	Castle Tent, after completing her quest in Act I for males and with 5+AP
2	Shemale, mutual handjob, anal		PC, Tish	Castle Bath House. After 1 and with 8+AP, during act 2 talk to her and accept her proposal
3	Shemale, breast expansion, blowjob		PC, Tish, Clawyn	Ornesse pub, after Ornesse main quest with Clawyn recruited and Tish
4	Shemale on male, 69, anal		PC, Tish	Castle right wing, after 2, talk to her and say you've been thinking about her

5	Blowjob, shemale, DP/DAP		PC, Clawyn, Tish	Castle left wing, and after 3 walk to the end of the corridor
6	Shemale, blowjob, DP		PC, Tish, Ruksana	Castle tent, with 8+AP for Ruksana and 6+ for Tish
7		FSS threesome, handjob, DP,	PC, Tish, Carys	After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys' secret
8	Shemale, lesbian, blowjob		Tish, Bath house girls	Castle – tent, talk to Demoness, pick red flower at warlock tower and white flower at Ornesse temple (west from the beginning)
9		FSS threesome, Blojob, sex	PC, Tish, Zehra	After Ornesse main quest talk to Zehra (south of the inn)
10		Shemale, tentacle, sex	PC, Tish, Rulwe	Castle Tent, after 1, with 9+ AP
11	Shemale, DP, incest, spanking		PC, Tish, Mom	Male Noble, in the first scene in the Summeredge club do not push you away, on the next visit she will ask about Tish
12	Shemale, bukkake		PC, Succubus, Tish +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help
13	FFS threesome, blowjob, cunnilingus, cum swap		Tish, Succubus, Meredith	Enter the castle tent in act 2. Variant if Meredith has 10+CP
14	Blowjob, shemale, deepthroat, semi public		Tish, Kat	After the revelation of Kat's origin, walk the streets of Yakotin with both girls in the party. The points are right of the mages guild, middle slums and right of Red Light District in that order.
15		Pregnant, rimming, lactation, shemale	PC, Tish	Upon getting pregnant, the player will be prompted to visit Tish, accept her proposal.

MEREDITH

N	Male	Female	Participants	How to get
1	Boobjob, sex	Lesbians, cunnilingus	PC, Meredith	Castle bedroom with 7+ AP.
2	Boobjob, anal		PC, Meredith	Castle bedroom with 15+CP
3	Boobjob, ass rub		PC, Meredith	Any inn – after 1, sleep at an inn with Meredith in the party
4	FFM threesome, blowjob, sex,		PC, Meredith, Ruksana	Castle - bedroom after their first scenes. Variant for Meredith with 10+CP

5		FFF threesome, cunnilingus	PC, Meredith, Clawyn	Garden house, 5+AP for Clawyn and 8+ for Meredith. Variant with 13+CP for Meredith.
6	Bestiality, handjob		Meredith, horse	Castle stable, with 10+AP. Variant for 10+CP
7	Bestiality, DP		PC, Meredith, horse	Castle stable, directly after 5 or talk her out of it and then talk to her in the Garden. Variant for 10+CP
8		Bestiality, Sex	PC, Meredith, horse	Garden house, with 10+AP. Slight variant for 8+AP
9		Tentacles, DP	PC, Meredith, Rulwe	Garden house, after 1 and with 7+AP.
10	FMM threesome, sex, blowjob		PC, Meredith, Galhart	Summeredge inn, talk to Galhart. Alternate with **7+ CP**
11	Shemale, furry, sex, boobjob,		Meredith, Carys	Castle garden, take a bath at the lake and don't interrupt
12	Bestiality, blowjox, anal		Meredith, dog	Garden house, pick the dog in front of Summeredge University and enter the house with **15+AP**. Anal variant with **12+CP**.
13	Shemale, blowjob, DP		Meredith, Demon sisters	Castle Cave, act 2. Alternate text with **12+ CP**
14	Shemale, boobjob		Meredith, Hera	Garden House, after 12. Alternate text with 10+ CP
15	Shemale, blowjob, DAP		Meredith, Demon Sisters	Garden House, act 3, she will give a quest and after that the scene will play. Alternate text with 10+ CP
16	Prostitution, sex, blowjob	Prostitution, sex	PC, Meredith, Old Man	Oakshire inn, talk Meredith into having sex for the amulet. If Male and **10+CP** for Meredith there will be extra content.
17	Whipping, BDSM		PC, Meredith	Summeredge slums, during the slaves quest pick Meredith as your slave
18	Vegetality...?		Meredith, plant	Cinkahn far east, there's a plant field there, talk to the man, on the next visit the scene will play
19	FFM threesome, incest, sex, cunnilingus		PC, Meredith and her mom	Castle after completing Meredith's quest and saving her mom. Alternate text with **8+ CP**
20	Bukkake		Meredith, imps	Summeredge club, act 2, the lady previous girl will quit, offer Meredith in her place. Alternate text with **10+ CP**
21		Futa (PC), blowjob, sex	PC, Meredith	Garden house, pick up futa potion in Ornesse shop and talk to Meredith about it with **11+AP**. Variant with **10+CP**

22	Blowjob, pregnant, sex		PC, Meredith	Act 2, with **17+AP** and after 1. Talk to Meredith. To start the Pregnancy quest, them go out of the castle and back again to the Garden House.
23	FFS threesome, blowjob, cunnilingus, cum swap		Tish, Succubus, Meredith	Enter the castle tent in act 2. Variant with **10+CP** for Meredith.
24	Monster boy, boobjob, sex, DP	Monster boy, sex, boobjob	PC, Roderick, Meredith	After completing his companion quest, talk to Roderick in the Quarters and then to Meredith in her home with **10+AP** or **12+CP**. Variant with **10+CP**
25	Bestiality (octopus), tentacles, DVP, oviposition		Meredith, Octopus	In the Rockcliffe Inn, read the book in the right room and say it's interesting, meet Meredith in the beach south and then in the north beach.
26	FFM threesome, double Boobjob, lactation		Player, Erika, Meredith	Castle garden house, Meredith with 5+ AP and Erika milked.

* Scenes must be completed during act I.

RUKSANA

N	Male	Female	Participants	How
1	Blowjob, sex		PC, Ruksana	Orc camp near Slinsk, just accept her offer
2		Cunnilingus, trib	PC, Ruksana	Castle garden with 5+ affection
3	BDSM, whipping		PC, Ruksana	Summeredge slums, during the slaves quest choose Ruksana
4	FFM threesome, blowjob, sex,		PC, Ruksana, Meredith	Castle bedroom, after their first scenes. Variant for Meredith with 10+CP
5	Threesome, blowjob, DP		PC, Ruksana, Tish	Castle tent, with 8+AP for Ruksana and 6+ for Tish
6	BDSM, whipping, sex, anal	BDSM, whipping, cun/annilingus	PC, Ruksana	Castle interrogation room, act 2, pick the whip and have your way with her. Vaginal sex will cause pregnancy.
7	Incest, sex, FMM threesome, DP	Incest,sex, FFM threesome, cunnilingus	PC, Ruksana, Uncle	Deep Forest, near the cave entrance, talk to Ruksana's uncle and enter the wagon. Needs 5+AP to trigger the threesome.
8	Bestiality, Boobjob, sex		Ruksana, Horse	During her quest, get the axe from Novos inn map and staff from Summeredge Uni, then proceed to Deep Forest northeast. Variants for 5+CP and 12+AP
9	Bestiality, blowjob, DP		Ruksana, Horses	Castle stable after 8. Alternate text with 12+ CP

10		Bestiality, blowjob, sex	PC, Ruksana, Horse	Use the horse to return to Castle with around 5AP and Ruksana in party after 8.
11	Tentacles, blowjob	Tentacle, cunnilingus	PC, Ruksana, Rulwe	Interrogation room, act 2 with 10+ AP. Alternate text with 10+ CP
12	Shemale, furry, sex, DP	Shemale, furry, sex, cunnilingus	PC, Ruksana, Carys	Castle bath house, act 2, with 8+ AP for Ruksana and 5+ for Carys
13	Double end dildo, public sex, cunnilingus		PC, Ruksana, Jia, Succubus	Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house
14	Bestiality, blowjob, sex		Ruksana, Hippogryph	Act 2, throne room, accept the quest, go toDeep Forest northeast then west. Will need -3 CP to trigger
15	Shemale, gangbang		Ruksana, nexilins	Ornesse, act 2, check the panel in front of the inn with Ruksana in the party, ask the inn keeper and go south, the entrance is where there's a queue
16	Monster boy, sex, anal		Ruksana, Zoidberg thing	Castle beach. Random variants.
17	Boobjob, sex, FFM threesome		PC, Ruksana, Jenda	Emek's Rest, after defending the city, at the training arena
18	Pregnant, sex, blowjob		PC, Ruksana	Castle Forest, during 6 choose to do it in the pussy, in the next visit to the castle she will talk about pregnancy and stay out of party for a while. After a time skip go to the forest northeast and talk to her.
19	Blowjob, sex		PC, Ruksana	Castle bedroom, talk to her in you room with 18+AP. Variants if kept the baby in the castle.

SUCCUBUS

N	Male	Female	Participants	How to get
1	Blowjob, sex, anal		PC, Succubus	Castle cave with 8+ affection
2		Double end dildo	PC, Succubus	Castle cave, after picking up the golden dildo from Ornesse shop (click and the dildo to start the quest)
3		Double double end dildo, DP	PC, Succubus	Castle bedroom, after 2 and picking up the second golden dildo from Xas museum (click at the crown)
4	Tentacles, sex	Tentacles, sex,	PC, Succubus, Rulwe	Castle cave, after talking with Rulwe about you friends

5	Bukkake		PC, Succubus, +2	Castle cave, talk to succubus them ask two of your male/shemale companions for help
9	Orgy, corruption		PC, Succubus, Nuns	Oakshire temple, pick up the quest with Succubus in party, she will leave and return when you get back in the temple, accept her offer to corrupt
10	Double end dildo, public sex, cunnilingus		PC, Ruksana, bath house girl, Succubus	Yakotin bath house, talk to Ruksana and Demoness in her cave after visiting the city and then go to the bath house
11	Cunnilingus		Succubus, waitress	Castle inn, just click on her and look
12	FMM threesome, anal, spitroast, femdom(over Zent)	Femdom, anal	PC, Zent, Succubus	Castle library (middle east in the quarters).
13	Gloryhole		Succubus	Castle abandoned quarters, act 3, first you need to assign orc soldiers to the castle with the orc emissary in the conference room then the scene will start randomly (1/3 chance)
14	FFS threesome, blowjob, cunnilingus, cum swap		Tish, Succubus, Meredith	Enter the castle tent in act 2. Variant with 10+CP for Meredith.
13	Bestiality, handjob, anal		Succubus, Dog	After seeing Meredith x Dog scene, visit Succubus with **15+AP** and either dare or persuade her to do it with the dog
14	Public sex, blowjob, futa		Succubus, Sapha	Emek's Rest, Riphida Route – Aldur's Forest, in the second area talk to the Raven in the bottom right of the map, let the Demoness do her thing.
15	Blowjob, FFM threesome	Fingering, lesbian, FFF threesome	Player, Succubus, Xyless	After recruiting free Xyless, enter the Leftwing in the castle to start the quest, the scene will play as part of it.
16	Futa, blowjob, anal, spit roast	Futa, cunnilingus, anal	Player, Succubus, Xyless	After recruiting slave Xyless, enter the Leftwing in the castle to start the quest, the scene will play as part of it.

RULWE

N	Male	Female	Participants	How to get
1	Tentacles, sex	Tentacles, sex, cunnilingus	PC, Succubus, Rulwe	Castle cave, after talking with Rulwe about you friends
2		Tentacles, DP	PC, Meredith, Rulwe	Garden house, after 1 and with 7+AP.

3	Tentacles, blowjob	Tentacle, cunnilingus	PC, Ruksana, Rulwe	Interrogation room, act 2 with 10+ AP. Alternate text with 10+ CP
4		Tentacles, DP	PC, Rulwe	Oakshire tomb, during the huntress quest do not attack him
5		Shemale, tentacle, sex	PC, Tish, Rulwe	Castle Tent, after 1, with 9+ AP for Tish
6	Tentacles, belly bulge		Rulwe, Twilia	Summeredge University, talk to Twilia on the right, and don't interrupt

ZENT

N	Male	Female	Participants	How to get
1	FMM threesome, anal, spitroast,	Femdom, anal	PC, Zent, Succubus	Castle library (middle east in the quarters)
2		Femdom, cunnilingus, voyeur	PC, Zent	Castle garden, take a bath in the lake
3		Femdom, voyeur, bondage, blowjob, sex	PC, Zent	Castle garden, take a bath in the lake after 2
4	Bukkake		PC, Succubus, Zent, +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help
5	Feminization, virgin sex		Player, Zenta	Castle Cave, Act II and Zent with 2+ AP, enter the cave to start the scene.

RODERICK

N	Male	Female	Participants	How to get
1		Toying, anal	PC, Roderick	Castle dungeon, talk to him, accept his offer
2		Threesome, tentacles	PC, Succubus, Roderick	Castle cave, act 2, talk to Roderick then to Succubus and follow her instructions
3	Orgy, blowjob, sex, cunnilingus		PC, Roderick, Tribal Girls	Slinsk, act 3, agree to help the girls, travel to their island and invite Roderick
4	Monster boy, boobjob, sex, DP	Monster boy, sex, boobjob	PC(male), Roderick, Meredith	After completing his companion quest, talk to Roderick in the Quarters and then to Meredith in her home with **10+AP** or **12+CP**. Variant with **10+CP**

GALHART

N	Male	Female	Participants	How to get
1	FMM threesome, blowjob, sex		PC, Galhart, Meredith	Summeredge inn, talk to Galhart. Variant if Meredith has 7+CP
2		Drunk, blowjob, sex	PC, Galhart	Castle storage, after recruiting him accept to go on a drinking game
3	Bukkake		PC, Succubus, Galhart +1	Castle cave, talk to succubus them ask two of your male/shemale companions for help

GAJAH

N	Male	Female	Participants	How to get
1		Diphalism, blowjob, DP	PC, Gajah	Castle Library, after Mayla's Cerberus scenes and before the ending of the Act 2.

CARYS

N	Male	Female	Participants	How to get
1		Furry, shemale, boobjob, sex	Meredith, Carys	Castle garden, take a bath at the lake and don't interrupt
2		Furry, shemale, blowjob, sex, cunnilingus	PC, Carys	After her first quest
3		FSS threesome, handjob, DP, drunk, furry	PC, Tish, Carys	After recruiting Carys, complete the quest in Ornesse and tell Tish about Carys' secret
4	Furry, shemale on male, boobjob, handjob		PC, Carys	Get enough 13 affection and ask about her dick
5	Furry, shemale, DP	Furry, shemale, cunnilingus	PC, Ruksana, Carys	Castle bath house, act 2, will 8+ AP for Ruksana and 5+ for Carys
6	Furry, shemale on male, 69, anal, knot		PC, Carys	Castle bedroom, after 4 and in act 2 go to your room, accept Carys.

SEREN

N	Male	Female	Participants	How to get
1	Furry, blowjob, sex, virgin		PC, Seren	Castle left wing, go on a date with her and agree to have sex after, be gentle to finish the scene

2	Furry, blowjob, sex	Seren, Minotaur	Castle, blacksmith. In Novos west, side with the Minotaur and offer a place at your castle, talk to Seren and say it's okay to have sex with others then visit him once both are recruited
3	Furry, gangbang	Seren, Guards	After the previous scene, meet her in the kitchen and take her for a walk, let the men have her.

KATELYN

N	Male	Female	Participants	How to get
1	Blowjob		PC, Katelyn	Castle chapel, talk to her until all options are exhausted
2	Incest, blowjob, sex		PC, Katelyn	Castle, after her Quest talk to Kat and say you still want her, on the next visit she will leave a note, follow her to the beach
3	Bestiality, sex, blowjob		Katelyn, wolves	Castle forest, northwest, do not look away
4	Massage, ass rub	Massage, cunnilingus	PC, Katelyn	Castle Bath house, talk to her, stay
5	Blowjob, shemale, deepthroat, semi public		Tish, Kat	After the revelation of Kat's origin, walk the streets of Yakotin with both girls in the party. The points are right of the mages guild, middle slums and right of Red Light District in that order.

XYLESS

N	Male	Female	Participants	How to get
1	Femdom, cunniligus, handjob	Femdom (Xyless), cunnilingus, marturbation	PC, Xyless	If you choose to free her and later become her consort, visit Xyless in her room and agree to have sex with her, then go to your room.
2	Maledom, blowjob, sex	Femdom (PC), cunnilingus	PC, Xyless	If you choose to enslave her, visit her in the Castle Quarters and ask her to service you, go to your room
3	Bestiality, sex		Xyless, Horses	Slave path, after completing her first scene, talk to her in the quarters and say there are worse places then send her to the stable and visit her there.

4	Monter boy, anal		Xyless, Demon	Free path, visit Xyless in the Guest room after completing her first scene.
5	Blowjob, FFM threesome	Fingering, lesbian, FFF threesome	Player, Succubus, Xyless	After recruiting free Xyless, enter the Leftwing in the castle to start the quest, the scene will play as part of it.
6	Futa, blowjob, anal, spit roast	Futa, cunnilingus, anal	Player, Succubus, Xyless	After recruiting slave Xyless, enter the Leftwing in the castle to start the quest, the scene will play as part of it.

NPC GUIDE

CASTLE

N	Male	Female	Participant	Act	How to get
1		Oviposition, egg laying	PC, Queen of the Deep	1	In the dungeon, next to the cave fall down the hole, agree to carry her eggs
2	Oviposition, egg laying		Twilia, Queen of the Deep	1	In the dungeon, next to the cave fall down the hole, agree to find a mate for her, talk to Twilia at Summeredge University
3		Incest, gangbang	PC, daughters	2	After 1, talk to the Queen once in a while, once the children are grown she will offer the scene
4		Cunnilingus, monster girl	PC, Ghost Girl	1	Ghost girl will appear randomly while sleeping at the bedroom
5	Bestiality, monster		Mayla	2	Automatically during the Act 2 main quest, let it play
6	Maledom, Sex, Anal	Femdom, fingerring, fisting	PC, Mayla	2	After her quest in Act 2 in the right wing she will offer a quest, do not kill her, talk to her in the dungeons between quest, on the third new dialogue she will offer her body for more comfort
7	Blowjob, sex	Double end dildo, lesbians	PC, Elyias	2	Flirt with her during the dialogues, she will offer the scene eventually
8	Blowjob, sex		PC, Shagara	3	She will be waiting at the entrance in act 3, beat her and go to the bedroom
9	Monster girl, anal	Monster girl, fingering, strap-on	PC, Nadesha	2	Rescue her in Laroavia, talk to her between quests, she will offer the scene eventually
10	Monster girl, sex		PC, Demon	1	Pick the Module I from Ornesse Palace (you'll need to use the shard from the red globe), the Module II from Ly'ras northeast in the ruins, in the stairs left of the cave in the dungeon put the pieces, explore the demon realm. **Templar Male** will have more interactions with her.

11		Monster girl, futa, selfcest	PC, Shadow	1	For **Templar Females**, you can't get the 10, but you can promise to help Beatrice, go the temple in Summeredge (north of the shops) get the book at the Uni, go back to the demon realm and the scene will play while exploring the dungeon
12	Monster girl, sex		PC, Vesta	1	For **Templar males** only, instead of the shadow, males can get the prison warden at the end of 11.
13	Milking		PC, Erika	2	After Ornesse 1, do a few quests and go back to the shop, buy Erika and talk to her in the castle
14	Monster girl, Boobjob	Monster girl, sex, anal, futa (Goo)	PC, Goo Girl	1	Castle mountain, talk to the womam at castle inn give her money, go to the mountain and accept the Goo Girl
15		Pregnant, gangbang	PC, Gangbang	1	After unlocking the club, get pregnant and sleep, Anna will offer the scene. **Female nobles** will get extra content
16	Blowjob, trap		PC, Caelan	1	After completing Titania's quest, talk to Caelan in Conference room, ask about their gender, say "she" is pretty. While walking away the scene will trigger, accept it.
17	Gangbang, Pregnant, Bukkake, Anal		Kesra, Crew	1	Meet the sailors in Slinks, just below the crystal, then to Whitemoon Inn, in the door to the left.
18	Furry, Pregnant, Handjob		PC, Tiah	2	After impregnating her, she will eventually come to the Castle to meet the player, watch out for a action prompt with Facis.
19		Sex, Bestiality (dragon)	PC, Xidin	2	In Act 2, Facis will ask the player to investigate the Lake, go there and do not kill the dragon, in the next visit ask about his age and flirt with him.
20		Blowjob, Pregnant, Bestiality (dragon)	PC, Xidin	2	After the previous scene, after sleeping in the Castle, the preg event will play and the player will be able meet the dragon again
21		Cowgirl, pregnant, bestiality (wolf)	PC, Spirit Wolf	1	After Slinsk 1, if the player got pregnant, during the preg event the wolf will visit, accept him
22	Sex, anal		PC, Beatrice	1	After Curing Beatrice, meet her in the chapel

OAKSHIRE

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

SLINSK

N	Male	Female	Participants	Act	How to get
1		Bestiality, sex, impregnation	PC, Wolf	1	After liberating Summeredge, on the road to Slinsk, just before arriving to town, southwest of the road you'll see the wolf, click on it.
2		Bestiality, blowjob	PC, Horse	1	Accept the Warlock quest in Oakshire, go the stable ask to get the semen from the horses
3		Bestiality, blowjox, sex	PC, Horses	2	Visit the stables again, agree to calm the horses
4	Furry, sex, rape		PC, Wolfgirl	1	North of Slinsk, pick the necromancer quest, after defeating the Wolfgirl have your way with her
6	Furry, sex,		PC, Wolfgirl	2	Get the quest from the man in front of the blacksmith, fight the orcs, free the girl, on the exit she will come to you

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

LY'RAS

N	Male	Female	Participants		How to get
1	Anal		PC, Anariel	1	Accept her quest west of the village, pick the white flowers from the forest, buy lube from the orc vendor in the cave
2	Tentacles, breast expansion		Erika, Plant	1	West then north of the village, accept her quest, do not interrupt the plant
3	blowjob		PC, Alistia	1	Northeast, on the far north of the map, escort the queen back to the village, offer your cock
4		Bukkake	PC, Orcs	1	Orc cave, beat the challenge, accept the honors
5		FFF threesome	PC, Elven Girls	1	Southeast the south of the village, enter the bath
6	Rape, sex, anal		PC, Slave	1	Orc cave, beat the challenge, enter the left area, have your way with the slave
7		Monsters, gangbang	PC, insects	1	Take the quest from the inn keeper at Ornesse after completing the main quest, talk to girl next to the southeast exit of the village, the scene will play while exploring the cave
8	Sex		PC, Kystia	2	Take the quest from the bounty hunter guild at Slinsk, go all the around the area from Erika's quest, talk to Kystia

ORNESSE

N	Male	Female	Participants		How to get
1	Golden shower		Erika, Nexilins	1	After Ly'ras 2, check the poster, ask the shop keeper about the Golden Girl and pay to see her
2	Shemale on shemale, anal		Nissa, Clesola	1	Accept the quest from the woman in front of the inn, complete it, click on the door top right inside the inn
3	Monster girl, sex		PC, Matriarch	1	While heading north after the main quest a Nexilin will offer a quest, complete and accept the scene.

4	Femdom, footjob	Femdom (Calanthe), Futa (Calanthe)	PC, Calanthe	2	Go north twice and accept Calanthe's quest, let her have her way
5	Shemale, mosnter girl, DP		Calanthe, Zehra, Zakyia	2	After 4, talk to Calanthe near the crystal and go west with Tish in party, complete the quest, enter the courtyard click on the tent
6	Male on Shemale, fucktrain	Shemale, fucktrain	PC, Calanthe, Nexilin	2	After 5, go to the inn and talk to owner, accept Calanthe's proposal
7	Inscest threesome	Incest, sex	PC, Ashli and Ashford	2	Soldier Origin, talk to the emissary in the conference run to start the quest, proceed to Summeredge and then Ornesse, talk to the siblings in the inn
8	Anal	Futa, anal, cum	Player, Merishya	1	In the north city, Meri will appear in the main street with a 20% chance, talk to her and she will make an offer next time you visit Ornesse.

NOVOS

N	Male	Female	Participants		How to get
1	Monster girl, sex		PC, Azureleia	1	West of the entrance, complete her quest and do not steal her purse
2	Sex, short girl		PC, Dwarven girl	1	East then north of the entrance, help her and complete her quest, talk to her at the inn
3	Male on futa, sex	Futa on female, sex	PC, Rosie	1	East of the entrance, at her house, complete her quest and accept her
4		Monster boy, sex	PC, Ironheart	1	Novos blacksmith, offer help to the smith and seduce the bon
5	Shemale, gangbang		Calanthe, Zehra, Bons	2	After completing Ornesse 5, go to the Palace and vouch for the women, stay and watch the scene

SUMMEREDGE

N	Male	Female	Participants		How to get
1	blowjob, Anal	Futa (PC), sex, impregnation	PC, Witch	1	Get the quest in the inn, go to the farmlands, kill 5 monsters and check the wall on the top, to the inn and back to the farm, do not kill the Witch

2	Blowjob, Anal, incest (Noble		PC, Anna	1	In front of the arena you'll get an invite for the club, go there and talk to the woman in the last room. Noble male will get extra content.
3	Blowjob, anal, maledom		PC, General	1	Talk to the general north them left of the crystal, go to Novos talk to the king complete the quest and go back, be mean to her
4		Gangbang, impregnation	PC, Minotaurs	1	Act II. Beat all challenges in the arena, on the next visit the minotaur brothers will offer to spar, you'll need the sparring suit from the armor shop.
5		Femdom, BDSM	PC, Lady Trumere	1	Thief female only. After unlocking the club, Patch will send a letter to Oakshire, read it, get the quest in Summeredge, talk to the Lady in the club and accept a drink.
6	Blowjob, sex		PC, Becki	1	Thief male only. Same as above, but escape the dungeon after taking the drink, sneak in Trumere's room, get the key and information.
7		Gangbang	PC, Nobles	1	Female Noble only, go to the club, talk to Anna, in the next visit she will ask you to be have sex with some nobles
8	Public, bestiality, DP, ovposition		Cassandra, Insects	2	Summerheat club, slander her shop in act 1 (will lose her first scene) and check the club in act 2.
9	Anal, virgin		PC, Tiffany	2	If you did Oakshire 6, meet Tiffany in Summeredge Church, walk to the top right of the building and talk to her. Be sure to deal with the diary and closet.

LAROAVIA

N	Male	Female	Participants	How to get
1	Monster girl, sex		PC, Arozi	East of the village, enter the Temple take the quest and complete it
2		Blowjob, anal	PC, Minotaur	Take the quest from the woman in the north exit from the village, then proceed north twice, don't attack the Minotaur

3	sex, monster girl	Futa, Blowjob, DP (nice) DAP (mean)	PC, Naga	North, then two easts of the village, talk to the Naga. For females being nice or mean will result in different scenes
4	Blowjob, sex		PC, Kalynda	Pick the quest from the prelek in front of the bridge near the entrance of the village, complete it and in the next visit Milio will offer a new quest, go to the

XAS

N	Male	Female	Participants		How to get
1	Public, rape, sex, impregnation		Half Orc, Elven Guard	2	Walk into the mob with Ruksana in party
2	Blowjob, sex, anal, blackmail		PC, Princess Rina	2	Talk to the princess while exiting the inn, get special anti-pregnancy potion from the castle, rope from the orc cave and strong brandy from Slinsk inn,
3		FMM threesome, blowjob, sex	PC, Elven Boys	2	Get in the museum, talk to the statues to the left, click in the cabinet top right of the same area, go down

CINKAHN

N	Male	Female	Participants	How to get
1		(I don't even know)	PC, Crystal Monster	Get the quest from the bottom right building, go to the far east of the map, enter the cave, go right and fall down.
2	Blowjob, sex, maledom	Futa (Amel), handjob, sex, femdon (PC)	PC, Ameliandra	In the castle from Kat's quest go down the stairs and solve the puzzle floor tiles.
3	69		PC, Renda	After the main quest talk to her.

YAKOTIN

N	Male	Female	Participants	How to get
1	Monster boy, huge insertion, belly bulge		Goblin girl, Ent	South and east from Yakotin, take the boat, play the wingman, on the next visit the scene will play
2	Blowjob, Sex, tentacles	Tentacles, DP, lesbians	PC, Astafa	Talk to her in the entrance, the cave will be south and west from there and will be sealed, go back to her and return to the cave.

3	FFM threesome, footjob, sex, anal		PC, Warrior, Geisha	Talk to the warrior girl in the Red Light district, accept to go with her. Anal will require lube in inventory.
4	Blowjob, sex		PC, Raciela	Accept the quest from her sister in the slums, ask to have sex with her (quest will fail tough)
5	Living Armor		Silver, Living Armor	In the Mage's Guild, talk to Silver and complete the quest, let her have the armor, do some other quest and in the next visit the scene will play
6	Cunni/annilingus		PC, Dark Elf	While walking in the city you'll get a suspicious letter, read it, go alone to the top left door alone with less than 10 morality. Accept the quest and complete it
7	Sex, living armor	Futa, Sex, living armor	PC, Silver	After 5, continue the Mage's Guild quest, after completing the third quest, talk to Silver in the east corridor of the guild.

EMEK'S REST

N	Male	Female	Participants	How to get
1		FFM threesome, sex, blowjob, impregnation	PC, Jenda and her Dad	After the third quest, in the main building talk to Jenda's dad
2		Monster boy, cunnilingus, sex	PC, Ozak	After the third quest, return to the lizagons village and talk to the man near the inn
3		Monster girl, Futa (Centauress), sex	PC, Futa Centauress	After the third quest, take the quest in the village and go north the two easts
4		Gangbang, prostitution, double vag	PC, Minotaurs	Before sleeping in the inn during the main quest, go right and talk to the minotaurs
5	Shemale (Mino), bestiality, anal		Minotaur, Raptor	Go west them north of the village, talk to the woman in the hut, complete the quest then enter the back of the house from the right
6	Monster girl, sex		PC, Cerberus	After completing the main quest, return the same area as 5, take the quest and accept the scene, lie down.
7	Boobjob, sex, FFM threesome		PC, Ruksana, Jenda	Emek's Rest, after defending the city, at the training arena

8		Bestiality, DP	PC, Displacer	During Gertrude's Quest, before entering the last area distract the Displacer with your body.
9		Pregnant, Bukkake	PC, Jenda, Minotaurs	After being impregnated by Krathon and completing the main Emek's Rest questline, visit the Warhall and accept the gift shower.
10	Sex, Anal, Incest, impregnation, FFM		PC, Jenda and her Mom	After the third quest, visit Krathon in the Warhall, he will offer the player to impregnate his daughter. Accept it.
11	Rape, monster boy, DP		Muuru, Gnolls	During the Rescue Quest, let the gnolls rape Muuru. Alternate dialogue if you convince her to enjoy it.
12		Moster boy, sex	PC, Gnoll	After rescuing Jerah, return to the Gnoll camp and ask how to get knotted, Tiah will let the player mate with one of her sons, so choose
13	Pregnant, moster girl, cheating		PC, Lizagon	After recruiting the Lizagons, visit the village to meet her, enter the hut top left of the village.
14		Bestiality, Shemale, DP, virgin	PC, Zarah, Raptor	After Xel'Mira's Quest, visit Zarah and confront her about her secret.
15	Male-on-shemale, frottage, handjob, anal		Player, Zarah	After completing the main ER quest an seeing her first scene.
16	Furry, sex		PC, Tiah	After the Jerrah recue, meet Tiah in the Gnoll Camp

VESPER'S BOOTY

N	Male	Female	Participants	How to get
1	Blowjob	Cunnilingus	Player, Aewyn	After getting in the Silver Seraph for the first time, accept the elf.
2	Femdom, Cowgirl	Femdom, Strap-on	Player, Vesper	After the Shamblin Island sequence, anything but calling Vesper a double-crossing bitch will do.
3	Gangbang, bestiality (seahorses), monster girl		Khalifa, Seahorses	After the Naga quest, talk to Khalifa and say the Seahorses are unease then peek at the door.
4	Gangbang, cunnilingus, blowjob, DP, DVP		Vesper, Crew	Part of the Key quest, after entering the ship, peek on the orgy while walking behind the crates.

5	Bestiality (octopus), tentacles, DVP, oviposition	Meredith, Octopus	In the Rockcliffe Inn, read the book in the right room and say it's interesting, meet Meredith in the beach south and then in the north beach.
6	Triple blowjob, Sex, monster girl	Player, Rafiqa, Handmaidens	After the Naga quest, talk to the Handmaiden for your reward.
7	Boobjob, Anal, monster girl, male-on-futa / Boobjob, sex, monster girl, futa-on-female	Player, Amynta	After exhausting the talk options, the player will be able to offer her help next time, get her 10 Seashells and then Nuts from Summeredge and seduce her.
8	Blowjob, sex	Player, Juniper	Enter the Ship Cabin and talk to her, then ask for sex.
9	Sex, monster boy	Player, Aashak	Offer the sex of his life when first meeting him in the quest. The scene will happen after he surrendered.

8. ITEMS

GIFTS

NAME	PRICE	LOCATION	EFFECT
Libra Erotica	150 G	In the Summerheat Club, at the top right corner of the map.	Meredith **+5 CP**
Libra Spiritus	150 G	In Summeredge University, next to door to the basement.	Meredith **-5 CP**
Daffodils	150 G	Oakshire West, north of the temple.	Meredith **+5 AP**
Polished Beechwood Ball-gag	150 G	In the Slums Brothel, in the top left room.	Ruksana **+5 CP**
Orcs Among Us	150 G	In Gajah's house in Laroavia, in the chest next to the table.	Ruksana **-5 CP**
Orcish Smoked Meats:	150 G	In Ly'ras, next to the Orc Cave	Ruksana **+5 AP**
Orange Xenia Flower	150 G	In Laroavia, in the bottom right of the map	Carys **+5 AP**
Armor Maintenance Kit	150 G	Yakotin Bath house, in the left.	Katelyn **+5 AP**
Wolf Bracelet	150 G	House of Green Arches first floor, during the Mage's Quest.	Katelyn **+5 CP**
Prayer Book	150 G	In Auria's Dojo in Yakotin	Katelyn **-5 CP**
Demonic Bracelet	150 G	Demon Realm, during Mayla's Quest.	Succubus **+5 AP**
Statue of Sufet	150 G	In the Xas Museum, at the entrance.	Tishtyra **+5 AP**
Cuddle Toy	150 G	Novos west, in the same room as Ironheart the Bon	Rulwe **+5 AP**
Bottle of 'Ornesse Magical Lube'	150 G	In the Aguvil Mine, in the top left chamber.	Roderick **+5 AP**
Elven Necklace	150 G	Xas Palace in the cabinet in the room to the right	Clawyn **+5 AP**

WEAPONS

NAME	PRICE	LOCATION	EFFECT

ARMORS

NAME	PRICE	LOCATION	EFFECT

CONSUMABLES

NAME	PRICE	LOCATION	EFFECT

OTHER

NAME	PRICE	LOCATION	EFFECT

9. PREGNANCY

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

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

Female PC

after unlocking the Club Summerheat in Summeredge, have sex with one of the eligible fathers without drinking an Anti-Pregnancy potion first. Eligible fathers are:

- **Human:** Paladins from Oakshire, Brothel Clients, Lankin, Ameliandra in Cinkahn, Adel the Witch in Summeredge farmlands. Each has a 1/5 chance of pregnancy.

- **Orc:** the orcs in Ruksana's Camp, Ruksana's Oncle. Both have a 1/3 chance of pregnancy.

- **Elf:** the elven boys in Xas, with a 1/6 chance.

- **Minotaur:** the Minotaur brothers in Summeredge, the Minotaur mercenaries in Emek's Rest. Krathon can also impregnate the player but will use its own mechanic and the baby will stay there, it does, however, come with a pregnant scene with the player and Jenda.

- **Wolf:** Spirit Wolf in Slinsk.

- **Dragon:** Xidin from the Castle Lake, however, this time there will be no baby but an egg that is said to hatch in a few years

- **Lamia:** the lamia Amatum lives under the Castle and can deposit her eggs in the player during the events of her scene. Later in Act II, the eggs will hatch and the children can be seem around the cave.

Meredith

Can get pregnant from the beginning of act 2 when the player reaches 7 AP, she will unavailable for party while pregnant, will have a sex scene after a few time skips. She will have twins, that can be seen in the nursery if they stay in castle. Can be forced by turning on the switch 3554.

Ruksana

Ccan get pregnant in the act 2 interrogation scene if you choose to do have vaginal sex, will also be unavailable while pregnant and her scene will play after time skips (PC will comment

while entering the castle). Can be forced by turning on the switch 3542.

Clawyn

Can get pregnant early in Act I, provided the affection and scene progression requirements are met. She has a pregnant scene and will be unavailable for combat while pregnant. She will always give birth to a half-elf girl.

Tiah

The Gnoll Chieftess can be impregnated by the player after the Emek's Rest quest in Act II, she will visit the player, but the baby is not seem in the game yet.

Jenda & Jerrah

After rescuing Jerrah, the resulting sex scene will involve the player impregnating both mother and daughter, however, no further scenes exist at this moment.

10. CHEATS

Cheat Demon

Upon completing the Warlock quest in Oakshire, the demon will offer the player the option to use cheats. Accepting the offer will give the player a new skill in the Special tab that can kill all enemies in one shot. Additionally, the player will receive extra gold for battles, enough that money will never be a problem.

Codes

Some codes can be entered via the Cheat tab in the game menu:

1700 = Speed Up

2931 = Unlocks the Skip Combat skill (same as the one from the Demon)

1819 = Gives 2500gp

(Thanks to Whitewolf7987 for the tip)

Save Editing

Applications like RPG Maker MV Cheat Menu Plugin and RPG MV Save Editor can be used to edit the save games to the players desires. In particular, values of Morality and affection, as well as items, weapons and armor can be edited. Also, more advanced user can edit switches and teleport to work around bugs and even activate flags for all origins, allowing the player to experience all exclusive scenes in one playthrough.

Save Editor requires no installation, just point to the save location and edit. The saves are located in the ~/www/save/ folder with the names depending on the save slot. For example, if the save you want to edit is in the first slot it will be file1.rpgsave.

The Cheat Menu requires a simple installation (extract and patch), but can be used directly in the game to cheat in real time. It has also more functions, like teleport, no-clip and god mod from the start.

- **Gender Change:** to change one's gender, if male-to-female, turn on switch 4983 and off 4982 and use the debug stone. To change from female to male do the opposite.

Bear in mind that any unlocked scene will remains as it is, so scene may go missing of change to go with the new gender.

- **Change Origin:** this one is a bit trickier, to change, you'll have to turn on *one* of the origins and turn off the other. Having for than one origin will cause multiple dialogues to spawn at certain points.
  - Noble: 400
  - Farmer: 10 and 361
  - Thief: 12 and 362
  - Templar: 379
  - Soldier: 378

Speed Up

This one just speeds up the game, no just the walking speed but the text, animations and transitions are sped up. It's particularly useful for veteran players who want to get in the late acts faster. To activate it, back up the file, open \www\js\plugins\SRD_Debug_SpeedUp.js with a text editor and change the lines 102 and 104 to 'false' then save it. In the game, pushing 'L' will speed up the game and 'U' will slow it down. The lines from 102 and104 should read respectively:

```
var playtestOnly =
String(PluginManager.parameters('SRD_Deb
ug_SpeedUp')['Playtesting
Only?']).trim().toLowerCase() ===
'false';
var fadeIndicator =
String(PluginManager.parameters('SRD_Deb
ug_SpeedUp')['Fade
Indicator?']).trim().toLowerCase() ===
'false';
```

(thanks to Vinfamy for the Tip)