

Peasant's Quest – Guide v1.32

by Ghostwalker

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

“Peasant's Quest (by Tinkerer) is a nice little RPGmaker game” according to bartleby, and I agree. This game is actually very well thought-out and quite a bit of fun. The combat is generally well-balanced, so long as you don't try to rush through it. Leveling isn't too tedious and the sex scenes are pretty hot, as well as being quite kinky at times. As of this version (1.32), there is quite a bit of content in the game, including a continuously increasing number of different enemies, NPC's, and quests. Tinkerer has stuck with this game for well over a year and doesn't seem to even be close to stopping. In fact, he recently posted that the game may well take him into next year (2019) and beyond, which is great since it has a lot of potential.

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SECTION 1: DISCLAIMER & GENERAL GAMEPLAY TIPS

DISCLAIMER:

I am not the designer of Peasant's Quest. I am also not a programmer or in any way “code savvy.” In fact, until starting to play this game I'd never played an on-line RPG game so I ask your forgiveness and indulgence of any errors I may have made. My knowledge of Peasant's Quest is based on my own experiences playing the game, input from Tinkerer (the game developer), and assistance by other members of the “Peasant's Quest” community.

When I originally began playing this game, I stumbled through it for over a week before I found a v 0.61 walk-thru, written by 'bartleby'. Instantly, I realized there were several things I could have done differently. This doesn't mean that my choices were 'wrong' just that there were other options that made more sense, in the long run. That is the reason I've used the v0.61 walk-thru as the basis for this updated version and owe the credit for those sections to 'bartleby'.

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

SECTION 2: GENERAL GAME TIPS

1. There are a number of locations in the various maps where you can harvest items such as firewood, mushrooms, blue lilies, wild pumpkins, etc. I suggest you explore anything and everything that looks the slightest bit suspicious. Some items are only available during certain times of the day and night so check around. These items (aka: spawns) are all on a universal timer that regenerate every 7 game days. Pick them up when you see them, since you will need them later in the game. You can also sell them at the Item Shop in Weirdwood, but I **DO NOT** recommend doing so, at least not in the beginning of the game. You don't get much cash for them, and it's nice to have a good stockpile later on for potions, quests, and food.
2. In addition to the items, you can harvest several enemies which provide you with needed bonus's (Boar's Carcass, Pig Fat, etc). Hold onto these. You may get a good price from them at the store but each of them is needed at one time or another during the story.
3. As is the case in many RPGs, leveling up is pretty slow at lower levels, but it gets easier as you gain experience and improve your gear. The biggest hindrance in Peasant's Quest is HP (Health Point) & MP (Magic Point) recovery. But there are several options to work around this problem almost as soon as you begin.
 - First, when the MC talks to the Mayor, he will tell him the farmer is looking for help. The farmer will offer him a job working in his fields (8 hours per day). If he decides to do this, the MC will get paid and gain XP (experience points). The farmer will also allow him to sleep in his barn and regain HP and MP each night. He can sleep there 8 hours or all night, he regains the same number of HP / MP either way.
 - The second option is based, in part, on the first one, with a slight change of sleeping locations. Remember the money that the farmer paid him? Well, that is just enough for a night at the INN. There, he will recover far more HP and MP each night. At later times in the game this can be a great advantage since it also allows the character(s) to sleep for '8 hours' or 'Until the next morning'. SO, if the MC sleeps for 8 hours in the one location he can change to the second location later in the night, thus recovering far more HP & MP! (Just make sure the MC has a key for his room at the Inn.)
4. A dog really IS man's best friend. One of the first things you should do in any game is to complete the “**Lost Dog**” quest – it requires no fighting, gives you a free weapon, and unlocks a way to gain XP as well as earn extra coin (“Work the Forge” action at the Smithy). Since the MC will want to build up some XP and money before he heads into the Goblin Forest, it is quite easy to gain a level or two by doing nothing but working for the farmer and the blacksmith before retiring for the night in the farmer's barn.
 - As I said earlier there are several options to gain HP, MP & EP. The third option doesn't have anything to do with the farmer but does require the completion of the “**Lost Dog**” quest. Instead of working on the farm, go to the smithy and work there for 12 hours (6 cycles). The MC will earn more coin and XP than by working on the farm. The drawback is that now he'll have to stay in the Inn and lose half of his income
 - The fourth option requires both the farmer and the smithy. There are several sub-choices in

this option depending on if the MC is looking to quickly renew his HP/MP or to gain coin.

If the MC is trying to build up his coin have him start every day by working in the smithy for 6 hours (3 cycles) and then go and work on the farm. This will allow him to sleep in the barn and save the coins he earned that day.

If he's trying to quickly rebuild his HP/MP on the other hand have him start each day in the smithy and then work on the farm just like in the previous choice BUT now have him go to the Inn and rent a room. Have him sleep in the Inn for 8 hours and then spend the rest of the night in the barn (this can be done in reverse just so long as the MC sleeps in both places each night.) This will provide the MC with HP/MP from both locations.

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

5. NOTHING in this game (except for the day/night cycle) is time-sensitive . If the MC wants to restore his health and magic, while getting cash and XP, feel free to spend as many days as he wants working for the blacksmith and the farmer while staying in the barn. Whether he spends a day doing this or 12 weeks, will have absolutely no impact on events in the world. So ... no rush.
6. As you get tired at the end of the day, you stats decrease – reducing your combat effectiveness. If you get to the point of being 'Exhausted', run from any further battles. Your chances of winning are almost zero. This also applies to your Magic Attack stat, which determines the effectiveness of your Heal Small Wounds spell. If you are going to use that spell to recover health before sleeping, don't wait until the very end of the day to do so. If you are tired, the spell will be less effective.
7. Goblins in this game pay 15 coins for a pair of ears (if you sell them at the store). The MC will gain money from other sources as you play the game, but all other sources of income pale next to the 20 coins per set of Goblin ears that the mayor of Weirdwood pays. Similar to leveling, it's slow at first, but once you are able to kill several Goblins per day it will go faster.
8. As soon as the MC can reliably kill multiple Goblins per day, start staying at the INN instead of just sleeping in the farmer's barn. The higher HP and MP recovered each night is much better than the limited amount he gets from sleeping in the barn, and the 15 coin price of a room is paid for by one set of Goblin ears or by a day working for the farmer. If he are going to be using the INN, though, it's a good idea to rent his room early in the day. If he loses track of time and gets back to town after dark, the Innkeeper has gone to bed, and he can't rent a room ... so get the key early if he wants to avoid sleeping back in the barn or worse yet in the alley. (The rats may enjoy the company but the MC won't since he loses 3 HP).

Here's a little something I had to learn the hard way. Some of the items you gather along the way can be eaten. They can increase, or in some cases, decrease your HP or MP. (SECTION 9).

9. The gear that the MC buys at the Smithy in Weirdwood is all that that is currently in the game, so

buy upgrades whenever he can afford them. There are none better (as of version 1.32). During the game he will meet and ally with other characters. These characters may, or may not, already be equipped with certain items such as weapons, shields, etc. Once the quest with them is done the MC can 'Unequip' whatever they have and use it himself. The problem that arises is that if he needs to ally with that character again in the future he'll have to give them their items back. (I 'borrowed' some of these items while I saved the coins to buy the MC his own.)

- 10.** This last tip is really applicable to any RPG, but it's still valid. Save OFTEN and save in MULTIPLE SLOTS, you have 20 available. You never know when you might want to backtrack to an earlier 'save' to see what the outcome might be if you do something different.

SECTION 3: WEIRDWOOD TOWN LOCATIONS

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

Alley – Gwynneth

Sleep here (*) for free if you have nowhere else to go but be warned ... IT SUCKS!! Instead of regaining HP, you lose 3. So, the only reason for staying here is if you didn't work for the farmer AND didn't get the key for a room at the INN.

You will also find Gwynneth, the local 'working girl', hanging around nearby. Her “menu” is as follows:

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

Gwynneth loves jewelry as a gift. (It costs 20 coins each in the item shop.) If the MC gives her a gift three times, she gives him a permanent discount on all of her services. The discount only applies to services done **to** the MC, **not** on his behalf. She will help with the **Innkeeper's Daughter** quest.

Carpenter – Marcus

Marcus has several items available in his shop that he made for the late Count Orlow. Apparently, he was an “old pig who loved to play with the servant girls.”

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

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

Farm – Farmer

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

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

The MC can also rent the fields to the North-west of the village from him to grow his own crops, which will provide an additional source of coins.

NOTICE: It is up to each individual player as to when he/she wants to rent the fields but a word of warning. There is a rather hefty cost to rent the fields (a down-payment and then a weekly fee) as well as getting some of the seeds needed. In addition, there is a waiting period for the plants to grow before the MC have harvest them. On the other hand, there's nothing wrong with having a little extra spending money as he progresses.

Jail - Guards

There are guards scattered throughout the game but only two that the MC will interact with. The first is

patrolling around the Mayor's House. If he catches the MC picking the flowers in front of the house or (later in the game) peeking at Victoria, the Mayor's Wife, he send the MC to jail for the night. As expected the accommodations are far from ideal.

Jail - 30 coins, + 5HP, +4 MP

The second guard, it posted outside the jail. When the MC talks to him he'll find out that there is a reward for the bandits found to the West of Weirdwood. He is also the guard that will repeatedly try to stop the MC from completing a later quest.

Inn – Innkeeper, Alice, Gabriel

Drink a Pint	- 5 coins, + 3 HP
Buy a Meal	- 10 coins, + 30%HP
Rent a Room*	- 15 coins, + 20 HP, + 14 MP

Talking to Gabriel at his table gives some information about Goblins and his daughter, Beth.

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

NOTICE: Alice loves getting flowers, but only once a day, and since they're free for the picking the MC might want to get used to giving her some daily.

*The Innkeeper goes to bed when night falls, so if the MC wants to have a room to sleep in, it's a good idea to rent it early in the day before heading out on any adventure(s). Otherwise, he might get stuck sleeping in the barn (if you worked for the farmer) or in the alley (YUCK!!!).

WARNING: Completing the **The Innkeeper's Daughter** quest reduces the effects of sleeping in the Inn (see quest description for more details).

Item Shop – Shopkeeper

Almost every item in the game can be sold to the Shopkeeper but only those on the list below can be purchased.

Magic Water	- 30 coins	Restores up to 20 MP
Flowers	- 20 coins	Gift for Alice
Jewelry	- 20 coins	Gift for Gwynneth
Bandages	- 10 coins	Heals up to 21 HP
Boar Carcass*	- 50 coins	Restores 15% HP
Steak*	- 30 coins	Restores 15% HP
Bottle of Wine	- 14 coins	Used for the “Sacred Water” quest
Elven Wine	- 30 coins	Used for the “Sacred Water” quest
Bushel of Vegetables	- 20 coins	Gift for Frida; Restores 10% HP
Torch	- 10 coins	Lights your way for 1 day
Carrot Seeds	- 10 coins	Used for Frida's garden
Rope	- 5 coins	Used for the baby crib

These (*) only become available later in the game when they're needed to complete a quest. They will

continue to be available after that.

Mayor's House – Hans, Victoria

When the MC talks to the Mayor, he'll introduce himself and tell the MC about available work at the farm on the east side of town. He also gives the MC the quest **Goblin Ears**. Now, if the MC asks if there's any other work he'll also give him the **Witch Trouble** quest.

The Mayor will tell the MC to see his wife, Victoria, after he asks about the house for rent. Victoria will tell the MC about the house for rent next to the Smithy, as well as the cost. She will also provide several quests for him to complete as the game progresses.

Smithy - Blacksmith

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

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

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

Stables – Beth

Talk to Beth and help her out. When the MC catches her in the act of ... well, you'll figure it out, agree to be quiet. This makes her happy and opens up the option to buy horse cum (very important later). Helping and watching her a second time opens up the **Spyglass** quest.

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

Tailor – Edgar

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

Red Night Gown	(Left Front)	- 200 coins	A red sheer night gown for Erevi
Black Skimpy Dress	(Left Back)	- 200 coins	A tiny black see-through dress for Erevi
Wire Armor	(Right Front)	- 180 coins	(after discount for Bear Skin) Exactly what a Goblin bride might want

Huge White Gown (Right Back)	- 200 coins	(Hmmm, now who might this fit?)
Lacey Black Lingerie (Front of Store)	- 200 coins	The Mayor's wife might look great in this
Gold Bikini	- 500 coin	The 'Dragon Lady'
Red Riding Hood	- 200 coin	I wonder how Mia would look in this?

SECTION 4: WORLD MAP & NOTES ON THE ZONES

				Witch's House															
				↑															
			Orge's Camp	Northern Forest	<->	The Sacred Well	Fridaheim	<->	Mountain Pass	<->	Tower of Dread								
			↑	↑			↑												
Merchant's Inn	<->	Cross Roads	<->	Western Road	<->	Weirdwood	<->	<->	<->	Goblin Forest									
↑		↑		↑		↑				↑									
Dragon Cave		Cemetery		Temple	<->	Forgotten Valley				Goblin Village									
				↑		↑				↑									
				Marshlands						Kroggath Lair									

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

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

SECTION 5: OTHER LOCATIONS

Merchant's Inn – Merchant

Buy a Meal	- 10 coins, +30% HP
Rent a Room	- 15 coins, +20 HP, +14 MP

Fortunately, the Merchant is available any time day or night. Talk to him, several times. He will tell the MC the tale of a group of Priests and Nuns who were burned up by a great beast, and the location of the beast.

In front of the Inn the MC might notice a well. He will receive +2HP every time he takes a drink from it.

SECTION 6: QUESTS / CHALLENGES

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

- A Date with Alice
- A Date with Beth
- A Date with Mia
- A Friend's Problem
- A Garden for Frida
- Arouse the Mayor
- Bat Breeder
- Boar Hunt
- Cemetery Rumors
- Clerical Robes
- Cook a Meal
- Crown of Qetesh
- Delivery Boy
- Female Goblin – Pt 1, 2 & 3
- Find the Blacksmith's Dog
- Find the Poacher
- Get Alice a Room Key
- Getting Mia a Puppy
- Goblin Alchemy
- Goblin Ears
- Good Samaritan
- Growing a Garden
- Goblin Tactics
- Heavy Weapon Training
- Journey to the Swamp
- Let there be Light
- Maternity Wear
- Missing Shipment
- Orc Stronghold
- Peeking on Victoria
- Planting a Garden
- Rats!
- Rebuilding the Temple
- Recovery the Crystal
- Rent a House
- Rescuing Mia
- Rescuing the Puppies

- Reward
- Ring a Bell
- Sacred Water
- Save your 'chap'
- Speak with ALL the Villagers
- Spyglass
- Temple of Qetesh
- The Apprentice
- The Chosen One – Pt 1 & 2
- The Crown of Sorcery
- The Tower of Dread
- Visiting Mia
- Visiting Victoria
- Wedding Dress
- Win Back Victoria
- Witch Trouble

SECTION 7: NPC'S

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

SECTION 8: BEASTS & MONSTERS

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

	Max HP	Defense	XP	Gold	Drops
Bandit – Dwarf	70	9	30	20	Jewelry (Rare)
Bandit – Human	70	9	30	20	Jewelry (Rare)
Bat Breeder	50	7	15	0	Cave Flower Nectar Crystallized Egg
Bat Creature	60	8	20	0	Cave Flower Nectar
Bat	15	3	8	0	None
Bear	100	9	52	0	Bear Claw Bear Pelt
Bhrute	90	9	40	0	None
Black Goblin	60	7	16	0	Goblin Ears Bandage (Rare)
Black Goblin Boss	80	8	35	50	Goblin Ears
Boar	45	7	14	0	Boar Carcass Pig Fat
Dragon	300	12	N/A	0	The Dragon can't be killed. Once it loses 60% of its HP it breaks off its attack and jumps the MC
Gator Beast	100	12	50	0	None
Ghoul	80	8	30	0	None
Giant Mosquito	12	2	10	0	None

Giant Spider		45	7	15	0	Venom Gland Cave Flower Nectar (Rare)
Goblin		35	6	8	0	Goblin Ears Bandage (Rare)
Goblin – Armored		40	7	11	0	Goblin Ears Bandage (Rare)
Grug – The Giant		150	10	70	50	None
Kroggoth		120	10	60	0	None
Orge		100	10	50	0	None
Orc		80	9	30	10	Bandage (Rare)
Shakala		70	9	30	0	None
Spider Queen		90	9	45	0	Venom Gland Venom Gland Spider Eggs
Urakh – Orc Leader		150	11	70	0	None
Zombie – Slender		80	9	25	0	None
Zombie – Large		100	9	30	0	None

SECTION 9: EDIBLES

“Up until now our hero has managed to wander about for many months without eating a single crumb. No more! Now he'll eventually become hungry, which in turn increases fatigue and causes a slow loss of health.” per Tinkerer with the release of v1.15.

And “No”, for those of you who are truly warped, it is not possible to starve the MC to death. At least not yet. (Only the great god, Tinkerer knows what the future may hold.) BUT it is possible for the MC to get so weak from lack of food and exhaustion that even a low – mid level enemy can become a challenge to defeat.

(Unfortunately, the 'Hunger system' didn't work as well as expected and was removed in v1.16. It is expected that this feature will be added at some time in the future but exactly when is unknown.)

The MC can eat any of the following with the listed results throughout the game:

Bear's Carcass	+ 20% HP	
Boar's Carcass	+ 15% HP	
Bottle of Wine	+ 2HP,	Ag: - 1
Bushel of Vegetables	+ 10% HP	
Carrot	+ 2HP	
Cave Flower Nectar	+ 5HP	
Crystallized Eggs	(See Crystallized Eggs in Section 10)	
Elvin Wine	+ 5HP	Ag: - 2
Gator Beast	+ 20% HP	
Honey	+ 5% HP	
Meal	+ 30% HP	
Moon Flower Pollen	+ 5HP	
Potato	+ 2HP	
Pumpkin	+ 3HP	
Purple Mushroom	???	
Rabbit	+ 10% HP	
Red Mushroom	- 5HP	
Sacred Water	+ 2MP	
Steak	+ 15% HP	
Stone Shroom	+ 3HP	
Vegetable Basket	+ 10% HP	
Venom Gland	- 10HP	
Wheat	???	(Not yet included in game)
Wild Pumpkin	+ 3HP	
Wine	+ 2HP	Ag: - 1

SECTION 10: CRAFTING INGREDIENTS & RECIPES

As I said way back in the beginning of this guide you will find quite a few things to pick up along that way. Some can be used as food but most are used to make potions. As of v1.16 the list of ingredients includes:

Red Mushroom	Cave Nectar Flower
Spider Eggs	Venom Gland
Pumpkin	Sacred Water
Blue Lily	Human Seed
Horse Seed	Crystallized Egg
Stone 'shroom	Bear Claw
Blood Grass	Purple Mushroom are rare and only spawn in about 50% of the maps.

After completing **Witch Trouble**, the MC can use Ziva's lab to craft potions from the ingredients he's been picking up along the way. The recipes are:

- Magic Water:** Recovers up to 20 Magic Points.
1 Red Mushroom, 2 Sacred Water, 1 Blue Lily
- Healing Potion:** Heals all wounds.
2 Cave Flower Nectar, 1 Wild Pumpkin, 1 Sacred Water
- Energy Potion:** Removes fatigue.
1 Pumpkin, 1 Sacred Water, 1 Honey
- Cure Poison:** Heals effects of Poisons.
1 Cave Flower, 1 Sacred Water, 1 Purple Mushroom
- Agility Potion:** Increases Agility by 30%. Lasts one whole day.
2 Spider Eggs, 1 Blue Lily
- Stone Skin:** Increases Defense by 20%. Lasts whole day.
1 Spider Egg, 1 Sacred Water, 1 Bear Claw, 1 Stone Shroom
- Poison:** All of the MC's weapons are poisoned. Lasts one whole day.
2 Red Mushrooms, 2 Venom Glands

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

After completing the quest **Temple of Qetesh**, and acquiring the magic chalice, Ziva teaches the MC the following two potions.

Fertility Potion: Increases your fertility. Lasts for one day.

1 Cave Flower Nectar, 1 Spider Egg, 1 Sacred Water, 1 Human Seed

NOTICE: Fertility Potions create variant version of some sex scenes (typically a higher-volume cumshot). The potions work with virtually all sex scenes.

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

To get Human Seed, the MC has two options. The first is to interact with the chalice and jerk off. The MC will receive 3, 2, & 1 load of cum respectively. OR he can speak with Ziva and ask her to milk him. She will ask for an 80 coin donation to the church, this repeats the sex scene from the end of **Temple of Qetesh**, and the MC gains 5 more Seed.

After the MC completes the **Goblin Shaman** quest, he will learn how to make Spirit Potions.

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

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

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

Enhanced Fertility Potion: This potion was developed by Sister Theresa in her attempt to help those suffering barrenness so they could give praise to the Goddess Qetesh. It is so powerful it will even overcome the Potion of Barrenness.
1 Tbs of Cave Flower Nectar, 2 tsp of Giant Spider Egg, 1 Tbs Human Seed, ½ cup Sacred Water, 1 ½ cup tsp of powder for a crystallized egg.

Caleah's Potion: This potion is used only once and can only be made by Caleah. It is used to rid the MC of a Bile Leech.
1 Blood Grass, 1 Swamp Toad, Ceremonial Mixing Bowl

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

Effects: Increases MAX Magic Points by 50%
Increases MAX Magic Attack by 25%
Increases MAX Magic Defense by 25%

NOTICE: Though not a potion, I've included information about Crystallized Eggs in this section due to their effect on magic spells and abilities.

SECTION 11: SPELLS & ABILITIES

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

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

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

<u>Mighty Blow:</u>	TP Cost: 20	Mighty Blow is just a special melee attack that hits about 50% harder than a standard attack.
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<u>Summon:</u>		Everi will teach the MC this spell so he can complete the Date with Beth quest. It is repeatable but the MC will need a Crystallized Egg first.
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SECTION 12: WALK-THRU

If you've already read the guide up to this point, you may not need this section except on those occasions when you're stuck, but for those people who want a road map through the game, here is a walk-thru. The one thing that I should let you know before you even start is that this is just an outline. It **IS NOT** the only way of completing the game. Tinkerer has provided so many variables that, in most cases, it allows each player to decide his or her own unique path through the game.

So lets get going!!!

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

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

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

1. QUEST: Find the Blacksmith's Dog
Prerequisites: None

This should be the first quest that a new player completes. Go to the Smithy and talk to the blacksmith. He asks you to find his dog. I've found the dog in one of two different areas. The first, is located due North of the Mayor's house, at the edge of the map near a large rock. The second, is located due South of the farmer's house. Once you have the dog, return to the blacksmith.

Completing this quest unlocks the “Work at the forge” option at the Smithy as well as getting a free dagger. (**DON'T FORGET TO EQUIP THE DAGGER!!!**) [Just to see what happened I tried to complete the next quest without the dagger. I just barely succeeded after I'd reached level 3]

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

Now that you've gotten your dagger and accumulated a few HP it would be a good time to help the farmer and “**Find the Poacher**”.

2. QUEST: Find the Poacher

Prerequisites:

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

Talk to the farmer. He'll ask what you want. The choices are; work for him or rent some land. (Don't even think about trying to rent at them moment. The costs are far above your available cash) Instead, agree to work for him. He'll tell you about his missing sheep and offers you 50 coins if you can solve the problem. After working for the farmer, head north of his pasture and you will find some tracks. Follow them to find a Goblin and some sheep bones. Kill the Goblin and report back to the farmer.

3. QUEST: Speak with ALL the Villager's

Prerequisites:

None

While some of the villager's will have very little to say others will give you valuable information about future quests and the way to earn extra coin. This quest is repeatable, in most cases, so if you forget something you can always come back.

One of those who will give you valuable information is the guard located outside the jail. He'll tell the MC that there aren't any jobs available right now BUT that the western road is plagued by bandits and there's a 50 coin reward for every one returned alive. He suggests using rope or something to capture them. (This seems to be the only exception to being repeatable so make sure your MC remembers what he's being told.)

The MC will also meet Gwynneth, the local 'working girl'. Though she doesn't have a lot to say she'll be quite helpful later one.

Make sure to stop at the Inn. Talk to the owner. He'll offer to rent the MC a room or sell him a pint of ale. Get the ale. This will give you a chance to get to meet Alice, the Innkeeper's daughter. Have the MC complement her, complaining about how long she took to bring the MC his drink doesn't go so well. When she asks if the MC is new in town be honest. She'll tease him with a good look at her ass. Be smart, look but don't touch. She'll catch the MC staring and is flattered but warns him that her father wants her to marry some rich guy and she'll could get in trouble if he catches her flirting with a commoner. (Geesh, this guy is already getting on my nerves.)

You'll also notice a guy sitting at a table in the lower right. Stop and talk to him. His name is Gabriel, hero of Blood Axe Pass. He'll tell the MC about how he fought in the Goblin Wars. He'll also tell the MC all about Goblins, including female goblins, opening the "**Female Goblin**" quest.

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

When the MC is done talking to Gabriel, he'll notice Alice standing near the stairway. If he stops and asks her out on a date he'll get told to "dream on."

NOTICE: Look at the way she stands when she talks to the MC. This is an indicator of her level of affection. This is also true of several other females the MC will interact with throughout the the game.

So what might help to increase her affection for the MC? Maybe he should try giving her a gift (or three) and try again.

There is one last thing before moving on. Do you recall when the Innkeeper offered to rent the MC a room? If the MC has the coin now might be a good time to get the key. He may not need it yet but you never can tell when a warm place to sleep that will provide increased HP/MP might come in handy.

Sooner or later, you'll run into Edgar the Tailor. (He's the guy pacing back and forth in front of his shop on the West side of town). Stop and talk to him and he'll open the “**Missing Shipment**” quest.

4. QUEST: **Missing Shipment**

Prerequisites:

Sheep Killer (and 50 coins)

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

So the MC has made a little coin and spent some too but it just doesn't seem fast enough. Maybe it's time to take the Mayor up on his offer and head into the Goblin Forest and get some “**Goblin Ears**”.

5. QUEST: **Goblin Ears**

Prerequisites:

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

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

This is the primary way for the MC to earn cash though there are two others (“**Planting a Garden**” and “**Reward**”) that will become available to supplement the income later in the game.

NOTICE: The MC will occasionally see dead goblins lying on the ground. You can loot free ears off of them, but SAVE FIRST, doing so could spawn Shakala (“**Female Goblin**”) and you ARE NOT ready to fight her yet. Once you can reliably kill 3 - 4 goblins every day, the MC can stop working for the farmer if he wants and start sleeping in the Inn, full-time. (Before making this decision see the options listed in the General Game Tips – Section 2).

Don't be afraid to use bandages (the Goblins drop them) or eat some of the food you've gathered to recover HP as well. I suggest you upgrade your gear every time you stop in town, if the MC can afford it. Others that I've talked to have recommended getting a Sword as soon as possible but I've always found that a combination of items is the better option when beginning. So start by buying an Open Helmet and then the Ring. (The Helmet adds to your defense and the Ring increases your MAX AT by 3). After that it is up to each individual player / MC. Each weapon has its positives and negatives. When you get a better weapon, sell your dagger (you won't need it). This will be the only time you'll

want to sell a weapon. Later on, other members of your party may be able to use the additional weapon(s) you've bought.

WARNING: In addition to goblins there are also Boars, Bears and occasionally Rabbits roaming throughout the Forest. As time has gone by the Bears and Boars have also become smarter and more aggressive (I've had both actually chase the MC and recently had a Bear sit on the ramp to the plateau and trap the MC there for several minutes.) Another thing is that if the MC gets close enough to attack the Boar or Bear, or have them attack him, the 'ESCAPE' option has been disabled. Fight or die!!! At this stage the MC can battle with a Boar and survive (barely) ... a Bear is another thing entirely. You may want to avoid them until the MC has better equipment or is at least a level 6. As for the rabbit, catch it and save it as food. The MC will find that every little bit helps as the game continues.

6. QUEST: A Date with Alice

Prerequisites:

Buy a pint in the Inn and meet Alice.

Phew!! After a day of fighting goblins another pint of ale sounds like a good idea.

To actually get a 'date' with Alice the MC needs to raise her affection for him. Giving her 3 bouquets of flowers will be enough, but don't get discouraged. Alice is a natural tease and will give the MC a little peek show each time he buys an ale, along with raising his HP by 3 points for each ale he drinks. (I don't think this has any effect of his agility as of v1.32).

Remember, the MC can only give her flowers once per day. Once the MC has built up the necessary affection, talk to her early in the day and ask her out. (He'll need the time to accomplish what's needed before the date).

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

After he's done the MC can leave or go to sleep in the Inn, it doesn't really make much difference. When he sees her the next time have him give her another present and then talk to her a second time. She'll ask if he liked their date. If he say 'Yes', she'll tell him how her father locks her in her room at night and what he'll need to do to free her opening the "**Get Alice a Room Key**" quest. The results of freeing her is a hot sex scene **BUT** the MC's HP & MP will be cut in half every time she visits him from that point on (After all, sex can be pretty draining!!) so he may want to wait before completing that quest until he has someplace else to stay (there are quite a few as the game progresses) or he has leveled to the point where he can farm Goblins for XP without needing much in terms of recovery.

When the MC is done with Alice for the day he might want to spend some time battling more goblins and then head back to Weirdwood. Sell the goblin ears to the Mayor. If he wants a pint that's no problem. When the MC tries to give Alice a present she'll ask if he's gotten a key for her room. Fortunately, he doesn't. (He can try to give her the flowers a second time but I never bothered.) Instead, head over to the Stable and meet Beth. After introducing herself she'll ask if you can help by cleaning the stables. Saying 'Yes' will result in the MC doing a bit of peeking afterwards opens the "**Spyglass**" quest.

7. QUEST: Spyglass

Prerequisites:

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

Go to the stables and talk to Beth (you can talk to her father in the INN first, but it isn't necessary). Offer to help her out. After cleaning up some horse dung, you will hear a noise and spy on her (discovering her "secret"). She will ask you not to tell anyone. Be nice and agree not to.

IMPORTANT: If you act like an asshole, it will be one of the largest mistakes you make in the game. The only way to get back on her good side is to come back repeatedly and shovel A LOT of horse dung!!!

Another day, go back to the stables and help Beth a second time and you'll spy again. You get the idea of getting your hands on a spyglass so that you can have a better view. If you go to the store they say they don't have any spyglasses and send you to the Blacksmith. He doesn't know where you would find a spyglass, but says that if you can get your hands on a crystal ("**Recovering the Crystal**" quest), he can help you make one. He says that they used to mine crystals in the mountains. The mines have been abandoned for a while, but he thinks that you might be able to find a crystal there. Don't even think about looking for the mines yet. There's a Level 8 Ogre waiting for you there.

Now, before you start spending too much of your time out of town there are a few more things you may want to check out if you haven't already:

- The first is Gwynneth. (You've already met her if you've done the '**Date with Alice**' quest.) She's the 'working girl' in town and she's willing to do ANYTHING for a price, including help the MC when he needs a distraction.
- Second is the little blinking light in the alleyway near Gwynneth. If you didn't work to get your space in the barn and forgot to get your key for the INN this is the only place left to sleep. The rats may like the company but it will cost you in HP.
- Third, is the local store. Since it opened (way back in the DEMO days) it's supply of needed materials has continuously increased. Keep an eye on it. You'll find several of the items you need for the various quests here.
- And fourth, is the vacant house located between the blacksmith's shop and the tailor. You'll learn more about this in the "**Rent a House**" quest.)

Once, you're rested and have equipped with your best weapons and armor head back into the Goblin Forest. Now, is the time to check on those dead bodies you saw laying around earlier. At one of the three sites, the MC will trigger the "**Female Goblin**" quest.

8. QUEST: Female Goblin – Part 1

Prerequisites:

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

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

habits.

Head to the Goblin Forest. While roaming around, you will notice some Goblin corpses lying around. There are three in the zone. One in the southwest corner (just south of the entrance from Weirdwood), one in the southeast corner of the zone, and one in the northeast corner (on top of a ridge). When you interact with one of these corpses, you will get 1 free set of Goblin ears, and you have a chance to trigger a meeting with the female goblin (the spawn chance seems to be about 25%). If she doesn't spawn, keep looting the corpses. When you loot all of them, they respawn. When the female Goblin (her name is Shakala) shows up, she immediately attacks you.

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

Once you defeat her, you can kill her for her ears (**DON'T DO IT!!!** As of v1.32, killing her closes off all of the other quests related to goblins), leave her alone (what fun is that?), or have sex with her (BINGO). She wakes up during the sex and seems to enjoy it. Cum inside of her.

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

Go back to town. Sell the goblin ears to the Mayor and ask about any other jobs. He'll tell you about a witch that lives to the North of the village opening the "**Witch Trouble**" quest. Guess where the MC is going??

9. QUEST: **Rescuing Mia**

Prerequisites:

None, but you should be strong enough to fight two goblins (level 4-5) along with some decent gear.

This isn't so much a quest as a challenge.

Once you've reached Level 4 or 5, head to the Northern Woods (the zone just north of Weirdwood), and talk to the old woman. She asks you to help her find her granddaughter, Mia. You can ask for a reward or not (I didn't). Mia is in the NE corner of the zone. When you get close, the event will trigger, so save first. She is being attacked by two goblins. You can either charge in or wait for an opening. If you wait for an opening, you get to see a rape scene, and then you automatically kill the goblins. If you charge in, you have to fight both goblins, but Mia is happier. (I recommend saving first, watching the rape scene, then reloading, if you're into that type of thing.) Mia is happy and asks you to visit her at her grandmother's house.

Talk to her there and she asks you to gather firewood for her. Offer to do it for free. Talk to her when you have one firewood (it can be gathered all over the place in outdoor zones – it's a small log). She offers to reward you. Either ask for nothing or ask for a kiss – you get a kiss in either case. Return to her the next day and give her firewood again. This time she offers to let you see her tits. Return yet again, the following day. Give her some more firewood and this time she offers to let you see her pussy.

(By the way, you are probably starting to hate Granny.) When you go to talk to Mia the next day, she tells you that she feels bad about having you gather wood for her, and asks the MC to get her a guard dog so that she can go back in the woods. (“**Getting Mia a Puppy**” - but this will have to wait for awhile.)

Afterwards, continue heading North to the road block. If you've talked to him about the problem the MC will have the Pass he needs.

10. QUEST: Witch Trouble

Prerequisites:

None. You can get the quest as soon as you talk to the mayor and ask about “other jobs”, but to finish it, you will need some levels and gear. I was able to do it at level 6 with maxed out gear, but it wasn't easy.

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

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

I had a tough time with her at level 6 with maxed out gear. She (and all of the other spiders in the cave) are particularly annoying, because they have a chance to poison you in combat. When you are poisoned, you keep taking damage after combat. There is nothing you can do to get rid of it at this point in the game. You just have to keep healing and/or using bandages. Fortunately, poison wears off after a short time. When you kill the Spider Queen, loot her chamber of all the eggs, and loot the treasure pile on the east side. You will find 150 coins and a shield there.

When you are ready to leave, I recommend saving your game. If you are low on health/resources, just try to run from all of the spiders you encounter on the way out. Every time you successfully run away, save your game again. If you ever run into one that you can't get away from and you get poisoned, reload your last save. Getting to the Queen, killing her, and getting back out can be pretty tough.

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

Go back to the Mayor and collect your reward for completing the quest. Then return to Ziva the next day. She will teach the MC how to make several basic potions. (**SECTION 8**). Unfortunately, most of the spells require “**Sacred Water**”. Reward: +150 coins

If you ask Ziva to teach you about Qetesh she'll tell you how she originally came to Weirddwood looking for a map that would lead her to the “**Temple of Qetesh**”.

At this point the MC has an option as to what he should do next. The choices are obtaining some “**Sacred Water**” or helping find the “**Temple of Qetesh**”. My MC decided to find the “**Sacred Water**” so he could make some healing potions.

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

11. QUEST: Sacred Water

Prerequisites:

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

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

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

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

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

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

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

Once the MC has some Sacred Water he can either go back to Weirddwood to rest or go right back to Ziva to make some potions. Just don't forget to go back!!!!

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

12. QUEST: Rent a House

Prerequisites: None

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

There are several advantages to renting the house. The first is the HP & MP renewal. It far exceeds any other place in the game. Two, once the MC has rented the house he can go to the furniture store and purchase an Alchemy Desk. This will allow him to make most of his potions at home rather than needing to travel to the Ziva's house. And three, the MC will now be able to make his own torches, create a bushel of vegetables, make a steak, or cook a meal at the kitchen table if he has the supplies needed.

NOTICE: There are several other places throughout the game when he'll be able to do the same thing(s). This just happens to be the first.

13. QUEST: Peeking on Victoria

Prerequisites: Rent a House

As you're leaving the Mayor's house the MC will say how he'd love to see more of Victoria. GREAT, because a blinking light (*) has now appeared outside her bedroom window. If you peek in you'll either see nothing or the start of "something promising" before getting caught by the guard and sent to jail. You'll be fined 30 coin and only get +5 HP and +4 MP for the night.

When you've been released from jail you realize that you'll need to come up with some way to distract the guard when you want to spend some time checking on Victoria. Walk to the East. There's another blinking light. When you step on it you'll get several options as to how to distract the guards. It works at getting rid of them every time. Just remember: A big fire isn't always the best fire!!!

Well, now that the MC has his own place, and gotten himself all hot and bothered from watching Victoria, maybe it's time to get an ale and talk to Alice.

14. QUEST: Get Alice A Room Key

Prerequisites: A Date with Alice

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

a mold for the key.

What could you use to distract a dog? How about some meat? Head to the Item Shop in town and ask about meat. The woman who runs the shop says that meat has been hard to come by lately, but if you can collect some wild game (like a Boar carcass), she will cut you some steaks. If you don't have a Boar carcass, head to the Goblin Forest (they seem to spawn there more often than in the Northern Forest) and walk around until you encounter a Boar. Kill it and you should receive a carcass (I think they drop every time). Beware if you are really low level, because Boars are tougher opponents than Goblins. When you have the carcass, go back to the Item Shop. Talk to the owner again, and give her the Boar carcass. You will lose one Boar carcass and receive two steaks. (I think you can use a Bear instead of a Boar in which case you get 4 steaks).

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

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

Rent a room and sleep in the Inn that night.

NOTICE: If the MC only stays for 8 hours, Alice doesn't have the time she needs to make sure her father is asleep before she comes to visit so plan on staying the whole night.

Let the MC enjoy his time with her scene **BUT** be careful! Though I'm not completely certain ... Tinkerer does keep some secrets ... I think Alice's affection might be effected by how the MC decides to end the scene. One way she seems to be happy ... in the other, not so much. From now on, this scene can repeated every time you spend the night at the Inn as long as Alice's affection is high enough.

After Alice is done with you, drag your ass out of bed. Depending on how many HP & MP the MC has you may want to stay in town another night or head off on the next adventure (quest).

WARNING: Completing this quest will result in the MC's HP & MP being cut in half on the nights that Alice visits him. Of course, the MC can simply say 'NO' when Alice comes to visit him but the drawback is a decrease in her affection and will mean the MC needs to start giving her more present to win her back.

The MC can also talk to Alice in the Inn during the day, if he wants another date with her but he'll have

to pay Gwynneth again to distract Alice's father. (I knew there was a reason I didn't like this guy. GRRRRRRR!!!!)

Now, with the added expenses of renting a home my MC decided to spend the next several days doing some serious (morning to dusk) goblin hunting to build up some coin. It was during these hunts that the MC noticed several Boar corpses laying around. If your MC isn't interested in continuing his involvement with Shakala, the Female Goblin, at the moment leave them alone otherwise pick one up. This works the same as when the MC was finding dead goblins and opens the “**Female Goblin – Part 2**”.

15. QUEST: **Female Goblin – Part 2**

Prerequisites:

Female Goblin – Part 1

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

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

DO NOT FORGET TO HEAL THE MC IMMEDIATELY AFTER SHE'S DONE WITH HIM!!

It was only after several days of hunting that my MC remembered there are two other ways of getting coins “**Planting a Garden**” and “**Reward**”. The first one seemed a little easier, and safer after what Shakla has just done to him, so when he headed back to Weirdwood and stopped to see the farmer.

16. QUEST: **Planting a Garden**

Prerequisites:

None, though you will need at least 200 coins, a shovel, potatoes, pumpkins, carrot seeds, and wheat (once it becomes available at the store).

Though hunting for goblins is profitable the MC is also going to need a sustained source of coin and food. This can be from picking up items as he travels, hunting for them, or doing some farming.

As you've explored the area around the town you've most likely noticed the farm fields to the North of the Smithy and Taylor's shop. When the MC steps into the field he'll get a message saying that he needs to plant a crop before harvesting it. (Sounds sensible). It will also instruct him to plant his crop at the sign above each field. Now, the first time he approaches a sign he'll get the message telling him to see the farmer to get his permission.

So, go see the farmer. He'll tell you the cost of renting the land. If the MC can afford it, say 'Yes'. Since this is a repeatable quest the MC can say 'No' if he doesn't have the coin and return later.

Once, the MC has rented the land, gather the supplies needed: a shovel for certain and something to grow. The options are; potatoes, pumpkin, carrots, and (once Tinkerer has added it to the supplies to be purchased at the store) wheat. Go back to the fields and stand in front of the sign. The MC has the option of what he wants to plant in each field.

(I suggest you check the EDIBLE list (**SECTION 9**) since not everything has the same value.)

Now that the MC has food the rest seems easy, right? I mean all you have to do is go to the MC's ITEM list, highlight whatever you want him to eat and bingo.

But the great god, Tinkerer, had other ideas. As of v1.15 he also added an option for the hero to “**Cook a Meal**”. Though this isn't actually a quest, more of a challenge, it had me stumped for awhile because it takes several steps to prepare for it.

17. QUEST: Cook a Meal

Prerequisites:

Rent a House and either Plant a Garden, or enough cash to buy the supplies needed at the store.

First, the MC can only cook a meal someplace where he has access to a fire. (Sorry, guys and girls no cooking out).

Second, he needs to have the right supplies. These are a bushel of vegetables, a steak, and some wood. If the MC doesn't have a Bushel of Vegetables he can either buy one at the store or make one himself using a carrot and a potato. He can do this right at the table in the kitchen or at the fire, depending on his location.

Now for the steak. Just like the Bushel of Vegetables, the MC can buy one at the store OR he can go hunting and get it for himself. The steaks can be from a Rabbit (x1), a Boar (2), a Bear (x4), or a Gator Beast (x4).

Now that he has everything he needs, click on the (*) and use the 'COOK A MEAL' option. The MC can make more than one meal at a time since they're added to his ITEM list.

This is perfect timing, because at long last it's time to head out on an adventure again!!! Remember how Ziva told the MC about why she originally came to Weirdwood? Something about a map and finding a Temple.

NOTICE: With the addition of the “**Planting a Garden**” quest the MC will quickly find himself with a MASSIVE surplus of vegetables. IF he chose to grow carrots and potatoes he can combine these to make a 'Bushel of Vegetables' which of course can be combined to make a meal.

Now, here's the catch. As of v1.32, the MC will make more coin by selling the items individually. A complete meal is only worth 10 coin while the wood is worth 2 coin, the steak is worth 7 coin and the bushel of vegetables is worth 6 coins. That's 15 coin total!!

18. QUEST: The Temple of Qetesh

Prerequisites:

Witch Trouble

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

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

Then, go south from Weirdwood to The Forgotten Valley. When you arrive, Ziva tells you that you are on the right track. Head west from the zone entrance into the valley between the two cliffs. Enemies here consists of Goblins and Armored Goblins, but they typically come in pairs and trios, so the fights can be pretty tough. At the far western end of the valley, you will find the entrance to the temple.

SAVE BEFORE ENTERING THE TEMPLE!

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

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

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

PUZZLE ROOM 2: In the next room, you have to step on the squares in a particular order to light all of the braziers. Start with the Black square in the upper left, then go down to the White square in the lower left. (Make sure you don't step on any other colored squares along the way or you'll have to start over.) From the lower left, go to the Yellow square above it and then across to the Red square on the

opposite side. (Half way there ... don't mess up.) Now, over to the Green square and across to the Blue square. Now up to the Black square in the upper right. To complete the series the MC has to come back out to the middle and then all the way down to the White square in the lower right. POOF ... all the flames are lit and you can removed the chalice without getting turned into toast.

Now, before the MC and Ziva go there separate ways, at least for a little while, he may want to take back all the weapons and armor she's carrying. It's not like they're better than the ones the MC has but he did pay for them after all so the choice is yours.

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

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

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

19. QUEST: **A Friend's Problem**

Prerequisites:

Rent a House

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

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

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

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

Now, after all the drama that Victoria has put him through the MC decided maybe he needed a break back in the Goblin Forest just to get away from it all. HmMMM ... now what was it Shakala said about a dead tree?

20. QUEST: **Female Goblin – Part 3**

Prerequisites:

Female Goblin – Part 1 & 2

Come back to the Goblin Forest and find the dead tree (it's up on the ridge in the northeast part of the zone). There is a marker (*) there now. If you interact with it, she shows up and you can repeat any of the previous sex scenes. The marker is usable once per day. At this point, it is possible to impregnate Shakala. Using a Potion of Fertility increases your odds of this, but it is possible to get her pregnant without one.

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

Of course, a pint of ale after a hard day of goblin hunting is always a good idea.

21. QUEST: **Good Samaritan** (This quest might not appear depending on a decision the MC made.)

Prerequisites:

Peeking on Victoria

This isn't so much a quest as a chance for the MC to prove what an honorable man he is ... and maybe get rid of a little bit of guilt.

When the MC stops at the Inn for his nightly pint of ale he notices a little girl running around as well as a couple sitting at the table in the upper left. When he talks to them, the man informs him that he is the Innkeeper's brother and that their house recently burned down so they are staying at the Inn. The woman says she just doesn't understand how the fire took place. (Could it be that the fire the MC lit to draw away the guards to peek at Victoria was too big?) The MC has the option of giving them 500 coin to start rebuilding their home ... or not.

When he's done with his pint have the MC rest and then head back to Shakala. Once she's pregnant, she will take you to her village (The entrance is located along the bottom, left of the Goblin Forest screen) and introduce you to her tribe. This unlocks the Goblin Village zone. The Shaman there, Makith, will heal you for 30 coins, and the quests, "**Goblin Alchemy**", "**Goblin Tactics**", and "**Wedding Dress**" are unlocked. Once you start the **Wedding Dress** quest, you can also sleep on the furs in the Goblin Village.

22. QUEST: **Goblin Alchemy**

Prerequisites:

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

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

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

23. QUEST: Goblin Tactics

Prerequisites:

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

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

24. QUEST: Wedding Dress

Prerequisites:

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

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

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

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

back over the ice bridge again. Just like the first time make sure to avoid the cracked areas, especially if you stepped on one going towards Kroggoth. (You can get make it with one crack but hit a second one ... it's a long drop down). I tried using a rope to help me across but it didn't work. All I can suggest is that you get across it as safely as possible.

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

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

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

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

After you're done in the Goblin Village head North through the Goblin Forest until you find a * marker. Step on it and you're in Fridaheim.

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

Prerequisites:

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

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

Leave her house and head to the lower plain then turn east into the Mountain Pass. Follow the road until you reach a mine/cave on the north side of the road (take a left at the first fork in the road). This is the spot! You will probably encounter a few Black Goblins on the way. There are more inside the mine, and they sometimes come in pairs, so watch your health between battles! You can really only go one way in the mine, and eventually you encounter a large Black Goblin named Magogh (he is visible on the map, but his encounter will trigger a few steps before you get to him, so save first). Magogh isn't actually that

tough. He has about 100 HP, but he doesn't hit any harder than a regular Black Goblin. You get 35 XP and 50 coins for beating him (and some Goblin Ears). Inside the room he was guarding, be sure to check the crate in the northeast corner for 200 coins! When you click on the marker on the bars, you rescue the puppies.

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

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

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

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

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

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

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

26. QUEST: **Recovering the Crystal**

Prerequisites:

Spyglass

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

Save outside of the cave. The Ogre attacks automatically when you enter. He has about 100 HP, so it's a tough fight. Inside the cave is a crystal, cave flower nectar, and a treasure pile with 1 bandage and 70

coins. Get the stuff and head back to Weirdwood. Talk to the Smith. He says that he can make a spyglass from the crystal, but it will take one day, and it will cost you 50 coins. Accept and pay him. He says he will have it ready in the morning. The next day, collect the spyglass. Congratulations, you can now watch the full scenes with Beth and Samson 'up close and personal' after you help her clean the stables.

At some point, Victoria will come looking to collect the rent. Tell her you're short of coin again. If the MC has visited Ziva and made a Barrenness Potion, he can show it to her and suggest they use that. Victoria loves the idea. This will allow the MC to cum inside of Victoria when they have sex. Of course, the MC could switch the potions and use a 'Potion of Fertility' instead. ;-)

After having sex with her the first time, the MC might want to check out Edgar's place again. He'll find a set of Back Lingerie on the manikin at the front of the store that will look great on Victoria the next time she comes for the rent.

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

27. QUEST: Getting Mia a Puppy

Prerequisites:

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

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

Give the puppy to Mia and go back to Weirdwood. Depending on how late in the day, the MC may want to spend some time hunting Goblins in the Goblin Forest or the Forgotten Valley. Afterwards, get some rest. The next quest will take the MC into the mountain pass and beyond to the **The Tower of Dread**.

28. QUEST: The Tower of Dread

Prerequisites

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

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

SURPRISE!!! No Tower. Instead you find a bridge. This is the infamous Lightning Bridge. The MC has no choice but to cross it but he'll need to be very careful to avoid the lightning. Save before you attempt it, and make sure your health is topped off. Each bolt can hit for 50 damage, so if you take more than one hit, you are most likely dead. It's hard to get across without getting hit, but it's easy to make it with only one hit. Just follow a bolt as it heads away from you, quickly shift a little north (or south) and head straight east to the far side of the lightning (taking the damage from one bolt on the way). (I took a healing potion after getting hit the first time just for some added insurance). Once you make it across, the MC knocks on the door of the tower and gets an even bigger surprise. Okay, now you've found the Tower of Dread.

Arriving at the Tower of Dread, automatically opens the first quest in the area, so sit back and go with it. The MC is now tasked with getting “**The Crown of Sorcery.**”

29. QUEST: The Crown of Sorcery

Prerequisites:

The Tower of Dread

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

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

PUZZLE ROOM 2: First thing, head to the northeast corner of the room and loot the pot there for 200 coins. Now for the puzzle itself. This one is quite easy. There are four crystals in the room that are different colors. The colors are (clockwise from the top left): yellow, green, blue, and red. There is also a pillar of light in the middle of the room that is constantly changing colors (no set pattern that I noticed). All you have to do is stand directly above/behind a crystal and wait for the pillar to match it's color, then click on the crystal. If you time it correctly, the crystal will become clear. Once you deactivate all of the crystals (make them clear), the ring of fire around the throne will disappear. That's it. The one really bad thing about this puzzle is that it doesn't really have a workaround for color-blind folks. It can still be done, I would just imagine that it would take a bit of time. Anyway, once you have disabled all of the crystals (and the fire ring), go to the marker on the throne and loot the Crown of Sorcery. Head back into the previous room to exit (thankfully, you automatically bypass the fireballs this time).

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

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

30. QUEST: The Apprentice

Prerequisites:

The Crown of Sorcery

If you accept Erevi's offer to train you as her apprentice, she offers to teach you some basic spells.

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

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

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

Reward: The Lighting Bolt spell.

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

31. QUEST: **The Chosen One – Part 1**

Prerequisites:

The Apprentice

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

sacrifice at a time.

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

32. QUEST: **Bat Breeder**

Prerequisites:

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

Now that we have access to the Tower and its Dungeon, we have the ability to set up an “egg factory” in the Dungeon. For this, we need to capture and NOT SACRIFICE a Bat Breeder.

When you are ready, heal up and head back to the Bat Cave. Wander around until you find a Bat Breeder, and capture her. Go back to Erevi. She is excited that you caught a Bat Breeder. DO NOT SACRIFICE IT. Suggest keeping it. She will tell you that you can keep the creature in the dungeon, and the Bat Breeder will appear in a cell. You can now go to the carpenter in Weirdwood (if you haven't already) and buy the three pieces of bondage furniture for the dungeon. Each piece of furniture costs 200 coins, and they allow you to have sex with your captive Bat Breeder. You get different positions for each piece of furniture. SAVE before having sex with the Bat Breeder. You want to make her have an orgasm, and doing so requires passing a speed-based direction arrow mini game. One of the sex options (oral) also results in a rather... unpleasant outcome, but it's worth watching once just to see. The reason for giving the Bat Breeder orgasms is so that you can unlock new sex options (after raising her affection towards you). To further facilitate this, go back to your room in the tower. There is now a marker on your desk. If you click on it, you have options to improve conditions for your captives. Activating “Improved Rations” gives you captives better food and increases their affection caps by 40 for a cost of 6 coins per day. “Improved Accommodations” is a one-time cost of 300 coins that creates more comfortable cells. It also increases the affection cap of all captives by 40. I recommend buying both of these upgrades since you should have plenty of money by this stage in the game. There is no way with the regular game interface to see your captives' affection levels, but their posture inside their cell will change as they become more affectionate. For example, the Bat Breeder starts out in a semi-fetal position. After you raise her affection a bit, she changes to a standing position. Once she has taken this position, attempting oral sex with her has a different result. After her next affection threshold, she will be facing you at the front of the cell and holding one of the bars. After this change, the results of attempting oral sex change yet again. In addition to having fun, carrying out these activities will give you a steady supply of crystallized eggs. Just fuck the Bat Breeder every day and check her for eggs every morning. You do not need to use Fertility Potions, but doing so will give you variant versions of all sex scenes (including oral). Right now, the Bat Breeder is the only captive you can keep in the dungeon, but more should be added in future updates.

If the player is very fertile (ie: Has used the Fertility potion) there is a 50% greater chance of producing a second egg. The MC can also have sex with the Breeder multiple times each day to increase the chance of a second egg.

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

33. QUEST: A Garden for Frida

Prerequisites:

Rescuing the Puppies

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

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

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

Now go back to Fridaheim. Frida's garden plot is right next to her house. Simply stand in one of the rows and hit the 'Enter' key. No need to actually dig up the ground or plant each vegetable individually.

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

34. QUEST: The Chosen One – Part 2

Prerequisites:

The Chosen One – Part 1

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

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

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

35. QUEST: **Rats!**

Prerequisites:

The Chosen One

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

36. QUEST: **Boar Hunter**

Prerequisites:

Rats!

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

37. QUEST: **Maternity Wear**

Prerequisites:

Boar Hunt

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

Buy the red lingerie and the black dress that the store has for sale and return to Everi. Save your game. If you are under the effects of a Fertility Potion during the following scenes, there are slight changes to them. When you talk to her, you have the choice of giving her the red lingerie or the black dress. If you give her the red lingerie, you get an immediate sex scene with her. If you give her the black dress, she asks you for a "date night." She wants to you head to the kitchen and prepare a proper dinner. She will dress for the occasion. You will need two steaks, one bushel of vegetables, and some firewood. You can get two steaks by buying them for 30 coins each at the Item Shop in Weirdwood, turning in a boar carcass and having the owner turn them into steaks, or by doing it yourself right there. You can buy vegetables at the Item Shop for 20 coins each. You SHOULD have a lot of firewood already if you've been picking it up throughout the game. If you haven't been, you can find it in most outdoor zones (it is a small log on the ground). Get the items and go to the kitchen of the Tower of Dread. Click on the quest marker in the kitchen. To thank you for dinner, Everi lets you fuck her "any way you want." Feel free to do so.

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

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

In the morning, continue on into the Goblin Forest to kill more goblins and then head home to get some sleep. Victoria might be waiting for him to collect the rent. If the MC has already purchased the Black Lingerie now would be the time to give it to her. (Damn, she looks sexy in it.) There is also the possibility that she's pregnant which opens a VERY unhappy side of Victoria. This will open the **Limp Dick** quest.

When the MC wakes up the next morning he may vaguely recall the guard telling him something about another way of making some coin. (This is the third and final way as of v1.32) Something about capturing the bandits along the West Road and bringing them back without killing them.

38. QUEST: **Reward**

Prerequisites:

Apprentice

There are two bandits terrorizing the roadway to the West of Weirdwood. Have him head to the Western Road. The first bandit is a dwarf-bandit. (He is found in the screen with the traveler's bedroll.) Instead of having the MC attack the bandit have him use the stun spell. After he's captured the bandit take him to the guard and he will give the MC 50 coins. The MC can only carry 1 bandit at a time so he'll have to return for the second one.

The second bandit is human and is located at the crossroads, just beyond the Western Road.

NOTICE: The bandits respawn every 7 days so this quest (?) can be completed multiple times.

After capturing the bandits, have the MC rest up, re-equip or re-supply if he is low on anything (torches, bandages, etc) and head North to see Ziva.

Along the way the MC might want to try a see Mia. Granny tells the MC that she won't let his see Mia because she doesn't thing his intention are honorable opening the “**Visiting Mia**” quest.

39. QUEST: Visiting Mia – Pt 1

Prerequisites:

Getting Mia a Puppy

What's this? Mia's grandma informs the MC that she will not have him visiting Mia again. “Your intentions are not at all honorable!”

Needless to say, the MC isn't thrilled about that. “Damn it! There's gotta be some way to get around grandma.” But what's this? Balder the Dire Wolf can come in and out as he pleases?! “If there was only some way to change places for awhile ...”

Hmmmm ... maybe Erevi knows of a spell to help but that will have to wait. Instead, head up to the Witch's House and talk to Ziva.

40. QUEST: Rebuilding the Temple

Prerequisites:

Temple of Qetesh

After seeing the condition of the Temple, (**Temple of Qetesh**) Ziva has decided to repair and reopen the Temple so that “the people remember the joys of worshipping our goddess.” She asks you to help.

If he say 'Yes', Ziva will tell you that the goblins need to be run off and that there will need to be some guards to keep them from returning. Of course, she'll also remember that you're familiar with the Mayor and ask you to talk to him about getting the guards.

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

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

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

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

41. QUEST: Crown of Qetesh

Prerequisites:

Rebuilding the Temple

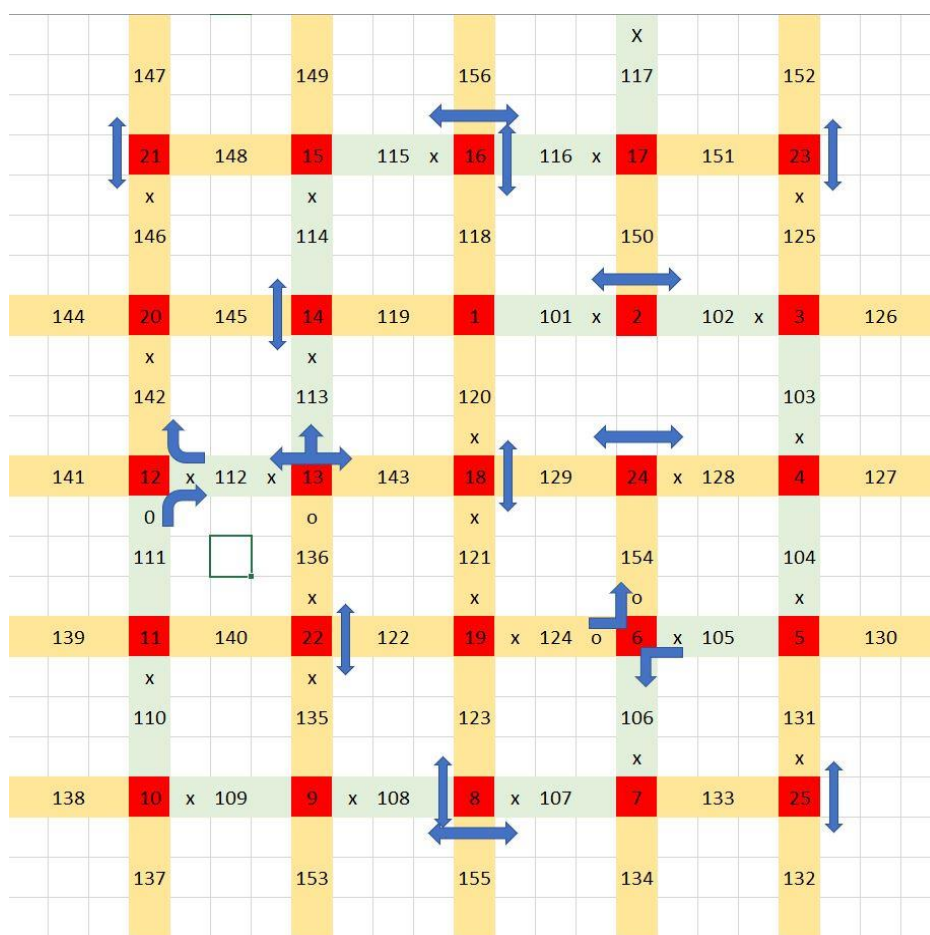
The High Priestess' used to be buried with their crown. After leaving Gabriel to heal, Ziva and the MC

head for the cemetery West of town. (Make sure to equip Ziva before you leave if she's not still equipped from her previous adventure with the MC, the bandits are still lurking along the roadway.)

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

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

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



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

You return to Weirdwood to find Gabriel waiting for you. He's fully healed. Ziva joins with him,

allowing the MC the opportunity to do a few other things (ie: quests or farming goblins) before continuing.

WARNING!!! WARNING!!! WARNING!!!

As soon as the MC joins Ziva and Gabriel all the goblins in the Forgotten Valley disappear. That means no more doubles or triples, with the rare occasion of meeting a pair in the Mountain Pass. SO, if the MC has any desire to make some big time coin head for the Forgotten Valley and hunt like mad before returning.

(For those who aren't sure what to do remember; the MC is presently paying rent on his house, rent on the farm fields he's using AND possibly the additional daily fees for his Bat Breeder. That's roughly 250 coins per week.)

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

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

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

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

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

42. QUEST: Orc Stronghold (aka: Orcs, Orcs, and More Orcs) Quest

Prerequisites:

Crown of Qetesh

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

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

Head back to the Orc's Cave. Yes, you'll lose a little bit of energy by crossing between the scenes but still less then you did before. Now, fight. Once again, you have a choice. You can clear every room as you go along, which is what I did, or head directly to the the main chamber. You'll still need to fight some of the lesser Orcs, unless you're really quick and can avoid them. IF you avoid fighting you'll save

on your energy level and possibly be able to make it through the stronghold without needing an Energy Potion. (I've never been that lucky.) Once you've cleared a room, check the various pots, jars and boxes. You might be surprised by what you find.

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

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

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

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

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

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

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

If the MC talks to Ziva after the ceremony she'll tell him that Caleah seems a bit depressed. She asks him to talk to her and try to cheer her up. When the MC asks Caleah how she's doing she tells him that Ziva has asked her to become an acolyte of the Temple but she wants to visit her homeland before she makes a decision. This will open the **Journey to the Swamp** quest.

At this point the MC can offer to go with her or wish her 'Good Luck.' It really doesn't matter since he can come back later and offer to go with her. When he does offer she warns him that the journey is arduous and that he might want to stock up and then return when he's ready.

So what better time to go back to Weirdwood and see how things are going?

Head back to your home in Weirdwood but now a few things may have changed. First, the house that burned down has been rebuilt but the MC still can't get in (We'll just have to wait and see what Tinkerer has in mind for the future.)

Second, if the MC runs into Victoria he may be unfortunate enough get some VERY bad news, unless he has been using the 'Potion of Barrenness'. If not, the encounter will open the **Arouse the Mayor** & **Keep Seeing Victoria** quests. If he has been using the Potion of Barrenness, he doesn't have to worry, but it's not nearly as much fun!!!

And third, if the MC stops at the stable he'll find that Beth is very grateful for everything he's done to help her father. So maybe now would be the time to ask her for a date. She'll finally say 'Yes' because of the way you helped her father which will open the **Date with Beth** quest.

But for the moment let's get back to Victoria.

43. QUEST: **Arouse the Mayor**

Prerequisites:

Rent a House

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

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

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

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

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

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

44. QUEST: **Win Back Victoria**

Prerequisites:

Arouse the Mayor

This isn't so much a quest as a challenge. What can the MC do to arouse Victoria to the point that she wants to see him again so they can continue to have sex. Simple, get some more Moon Flower Pollen give

it to her. Previously, the MC has been able to peek at Victoria through her window on the right side of her house (*). Now, if he stands there he has the option of entering her room. Slip in the window, but be careful of the guard that's still patrolling around the house. Add the Pollen to the bottle of wine on her table. Make sure she doesn't catch the MC. (He can hide by the bed at that bottom of the screen). After she's taken the Pollen she regrets sending her 'toy' away. The MC will appear. 'Nuff said' or so I thought! As of v1.32, Tinkerer added a little extra to Victoria's story entitled "**Visiting Victoria**".

45. QUEST: Visiting Victoria

Prerequisites:

Win Back Victoria

Now that the MC has regained Victoria's affection he will see a (*) outside her bedroom window in the late afternoon or early evening. If, he stops by he can pry the window open and enjoy a lusty visit. But there's more ...

(Tinkerer in his infinite wisdom and quirky sense of humor has left us a clue to open some hidden scenes.)

Did the MC notice that he can now give Victoria jewelry? (This can be obtained at the Item Shop or, occasionally, when a bandit drops it.) Give her some jewelry. (I have it on good authority that the chances are best once the MC has given her 5 pieces of jewelry). This will increase her affection to to point where she will occasionally surprise the MC by visiting his home for some additional time together.

According to Tinkerer there are three things the effect the chance of Victoria visiting the MC:

- Must be in the afternoon or evening
- Victoria must be horny. Note: once you have sex with her she won't be horny until a new check is successful the next day.
- Random 20% chance (performed each time you enter the house, so if she's not there just leave and come back)

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

46. QUEST: A Date with Beth

Prerequisites:

Orc's Stronghold

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

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

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

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

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

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

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

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

If it's not too late, it might be a good time to take Gabriel up on his offer to train you ... or maybe ... it's time to try and visit Mia again. Didn't the MC say something about wanting to trade places with Balder?

47. QUEST: A Date with Mia

Prerequisites:

Getting Mia a Puppy

The last time the MC tried to visit Mia, Granny told him she won't allow her to see him again. The MC will start wondering if there is a way to sneak past granny when he sees Balder (the direwolf pup you gave Mia) exits the house and walks past Granny. Hmm ... he must be able to enter the house freely. Talk to Balder.

Since he just used the "Summon" spell, he'll realize that this might be another chance to use it and disguise himself as Balder. The problem is what to do about the 'real' Balder. Now, what was it he did about the dog in the basement at the Inn? Oh yeah ...

WARNING: Tinkerer originally released this scene in v1.31 but met with "a bit of criticism due to a scene where the player got upstaged by an overly amorous werewolf." For that reason he has provided an alternate scenario. The MC can either "PLAY AS INTENDED" or "NO CUCKING".

Now that he's gotten Balder out of the way and assumed his appearance Mia will take you for a walk in the woods. She'll start to play with herself and you'll have the option to engage or watch. There is a short scene for each option. Watching won't get you anywhere and you'll need to redo this scene again the next day to try again. If you choose to engage, you'll eventually get to speak with Mia and the fun begins.

Now, if you've chosen the "PLAY AS INTENDED" options things will progress just as you might expect. If, on the other hand, you've chosen the "NO CUCKING" option the MC and Mia will experience '*Granny Interruptus.*' (If you're not sure which version you'd prefer I suggest you SAVE your game at this point. Try both scenes and then make your decision.)

Regardless of which option you chose, Mia agrees to meet you again, if you place a piece of wood on the rock next to the path. So you can have some quality time together. You can only do this once a day. Also, she won't let you cum in her ... damn it! But maybe there's a way to change that ...

Head over to the Tailorshop, where you'll find a Red Riding Hood costume. Purchase it. The next time the MC meets with Mia you'll have the option of having her wear the outfit or not. If the MC decides to wait they'll continue to enjoy themselves just like they did before BUT if he asks her to wear the costume she'll ask him to use the SUMMON spell and morph into a werewolf. This will unlock two new sex scenes and Mia will eventually allow you to cum inside her. Yay!

The decision that the MC made regarding "PLAY AS INTENDED" or "NO CUCKING" will have a definite effect on the next days events, as will his decision on whether to have her wear the costume or not.

- If, he chose "PLAY AS INTENDED" the MC leaves the stick and decides to be naked it's the same result as before he gave her the costume.
- If, he chose "PLAY AS INTENDED" and he has her wear the costume things don't turn out quite as they planned since another werewolf gets to her first. (Grrrrr!!!)
- If, he chose "NO CUCKING" and doesn't have her wear the costume it's same old, same old.
- If, he chose "NO CUCKLING" and has her wear the costume, they are just beginning to have a wonderful time when Mia asks if he'll take care of her and the baby if she gets pregnant. The options are 'lie' or 'promise her, truthfully'.

(Since my MC is a somewhat honorable type of guy he said he'd take care of them and meant it.)

The problem is that our MC has a wandering spirit and as much as he enjoys his time with Mia he still has other adventures awaiting and "**Heavy Weapon Training**" might come in handy.

Go back to Weirdwood and look for Gabriel. The problem is he's no where to be found and when you talk to the Innkeeper all he has to tell you is that there's trouble at the Cemetery and he hopes the Mayor is doing something about it. (This is the opening of the beginning of "**Cemetery Rumors**" quest but more about that in a little while.) Now, where else might Gabriel be? Nope ... not in the Goblin Forest. And no sign of him in the Northern Woods. Maybe the Temple? Check it out. He's now one of the guards there now.

48. QUEST: **Heavy Weapon Training**

Prerequisites:

Orc Stronghold

Remember how Gabriel told the MC to come and look for him when he was ready for some training in

heavy weapons? The MC will find him back at the Temple. He's the guard in the upper left but only during the day. If you'll take the time, he'll train you in the skills of 'Double-handed Weapons' and 'Heavy Armor.'

Return the Weirdwood. Buy the Heavy Armor, Two-handed Axe and Two-handed Sword if you want. When the MC goes to see the Major he will tell him that there have been a flood of rumors regarding nasty things going on in the cemetery and he needs someone to investigate opening the “**Cemetery Rumors**” quest.

Afterwards, he may still have some time to head West towards the cemetery. On the way to the cemetery the MC will meet two bandits (One in the Western Road scene and the other in the Crossroads scene. He can battle, and kill them or just slip by. The option is his.

(**SPOILER ALERT:** Instead of killing the bandits, the MC may want to STUN one of them. You never know when you might need something to sacrifice.)

49. QUEST: **Cemetery Rumors**

Prerequisites:

None

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

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

Go inside. The MC will see a large coffin. Now this is where Tinkerer played a little trick on all of us. If the MC opens the coffin during the daytime the 3 Vampires will instantly turn to dust. This will complete the quest and he can collect the reward.

BUT if he waits and comes back to the cemetery during the night he will find three luscious beauties waiting for him. The problem is that they are vampires.

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

You now have two options: Pleasuring them or Helping them. I don't suggest you offer to pleasure them. It ends badly for the MC. Instead, offer to help them and become their **Delivery Boy**.

50. QUEST: **Delivery Boy**

Prerequisites:

Cemetery Rumors

After you offer to help, the Vampire sisters will tell you that they want something good to eat, like a human or something 'human-like'.

Unfortunately, before they let you go, one of them makes the MC drink her blood “making you our thrall. And you'll do exactly what we tell you!” They also give you a deadline ... 7 nights.

Now the question is where to get three humans. (If you read that SPOILER ALERT, the MC already has one) Otherwise, the first two choices are easy ... the bandits. Leave the cemetery and use stun on the first one. The MC might have enough time to get him back to one of the sisters, if not, he can either wait for the next night or leave the 'food' at the door to the crypt. Repeat with the second bandit but make sure to feed a different sisters.

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

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

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

Just to let you know the **\$250 Reward** is only paid if the MC kills the Vampires.

Having accomplished so much, and worked so hard, it's time for the MC to take a break and get some rest. Head back to Weirdwood. Do a little bit of goblin hunting in Goblin Forest, so the MC can pay his rent. The rest of the time can be spent 'horsing around' (pun intended) with Beth visiting Victoria or Alice, or even paying for Gwyenneth's services.

The problem (?) is that the MC has never been the resting kind and he soon finds himself looking for more adventure. Everything to the West, North, and East seems peaceful enough but there's still the situation with Caleah. Time to head back to the Temple.

51. QUEST: **Journey to the Swamp**

Prerequisites:

Orc Stronghold

Talk to Caleah. She informs the MC that Ziva has asked her to become an acolyte in the Temple but she's not sure if that's what she wants to do. She says all the stone and lack of water just isn't for her. She misses her swamp.

The MC reminds her that the orcs killed all of her clan. She still wants to go back one more time before making you her mind. The MC offers to join her on her trip. Of course she accepts after telling him the trip will "likely be arduous" and that he should probably stock up on supplies. At that point the conversation ends.

Do what she suggests, check the MC's supplies. If he's low on Healing Potions, Magic Water, or Energy Potion, now is the time to restock those items by going back to his home in Weirdwood. (I took 5 of each with me).

After checking the MC's stock, go back to the Temple and talk to Caleah again. Tell her you're ready and she'll join with the MC. She'll also tell him that they need to head South once they get out of the

Forgotten Valley.

Before you head into the Swamp there are two things you might want to do:

Make sure the MC is fully healed and is at full energy.

Use the weapons the MC has accumulated to get the best possible choice for Caleah. She starts out with a spear and shield. (I changed that to Sword, Shield and Cloth).

Now head into the Swamp. While walking through the Swamp you'll run into Giant Mosquitos (they come in groups of three and are more annoying than dangerous) and Gator Beasts. Don't be afraid to use the Lightning Bolt. The MC will also get bit by a Bile Leech. A nasty little critter that can cause the MC's 'personal equipment' to rot and fall off. Caleah knows how to take care of the problem and opens the **Save the Chap** so listen to her.

52. QUEST: **Save the Chap**

Prerequisites:

Orc Stronghold

You'll find Caleah's Village to the East. The bowl the MC needs is located South-East of the village in the open area and the blood grass is found in several spots throughout the Swamp. The only thing left to do is capture a Swamp Toad so she can make the ointment needed to save 'chap'. Unfortunately, there's no one left in the Village BUT the Orcs left the tribe's Ancestral Totem there. After collecting the Totem, Caleah will decided it's time to head back to the Temple to start her new life.

Now after leaving the Swamp, the MC may want to go to the Temple or take a night to rest and recuperate in his house. Now, as of v1.15, Tinkerer has added a few extra scenes with the Mayor's wife, Victoria. According to Tinkerer, "The following conditions trigger this event: 1. She needs to be horny (determined at the start of each day, depending on her affection towards you). 2. Time of day afternoon to a few hours past midnight. 3. Location your bedroom in town. 4. Random chance (20%) determined each time you enter your house (so just exit and enter your house to provoke a reroll if she isn't there)."

So what's that got to do with the MC being back in town? Well, if you go waaaaayyyyyyy back to the beginning of this guide you will notice that Victoria likes jewelry. This may be the perfect opportunity to start, if the MC hasn't already, to give her some and increase affection for him.

NOTE: Just like Alice, Victoria will only accept one gift per day. ALSO, be aware that if the MC arrives too late in the evening, Victoria will happily take the gift but then inform him that he husband will be coming to bed soon. Thus endeth the scene!!

Pssstttt – If the MC stops at Victoria's house and the (*) isn't outside her window there's a good chance she's waiting for him in his bedroom!!

Once the MC has enjoyed his evening with Victoria (Damn she looks sexy in that lingerie!!!), let him get some sleep. He's going to need it for what's ahead.

When he gets up the next morning have him check his farm fields. If they're ready, have him harvest the vegetables and plant new ones. Then, it's time to check-in with Caleah to see how she's getting used to life in the Temple.

Caleah doesn't seem to care one way or the other that the MC has stopped to see her but Ziva has another problem for the MC to take care of. She says the Shrine gets enough light but needs help lighting the rest of the Temple, opening the **Let there be Light** quest.

53. QUEST: **Let there be Light**

Prerequisites:

Bat Breeder, Temple of Qetesh

Ziva's done some research and found that there was once a mesh of gemstones and egg-shaped crystals used to light the Temple. She says the crystals are quite common so they shouldn't be too hard to find. The biggest problem with them is that she needs a dozen (12).

The gemstone is another situation entirely. She's never heard of a stone with the properties needed. When the MC asks her more about the gemstone she suggests he explore the temple to see if there are any clues as to what happened to it.

So, let's start with the first part, the egg-shaped crystals. Could it be that easy? If you have at least a dozen (12) crystal eggs offer them to Ziva. IT WORKS!! She accepts the crystals and then reminds the MC that he still needs to find the gem and mount it in the Hall of Patron Saints located in the lower level.

When the MC leaves the Shire area he finds himself in a dimly-lit stairwell. Hopefully he still has some torches. There is a doorway on the left. Go through it. At the bottom of the room the MC will see the (*) that leads out of the Temple. On the left side is a doorway leading into the kitchen. (No need to go there right now). Instead, head for the double-doors at the top. Check the doors along the hallway ... one is unlocked. Go inside and look around. CHECK EVERYTHING. The MC finds the High Priestess's Diary. It tells of the goblin onslaught and the need to have one of the sisters take the gemstone to a secret place for hiding.

There's nothing else here so head down the stairs to the next level. Go to the door on the left (the one on the right is locked, for now). There is a large statue in the room. If the MC continues to the right he will find a room filled shelves and a desk. On the desk he will find a Journal entitled "The Enhanced Fertility Potion Project".

The Journal tells of the experiments done by Sister Theresa in her hopes of overcoming bareness opening the **Enhanced Fertility** quest. As part of the experiment she has secretly been using it on the other sisters and acolytes with the Temple. Success, several of the sisters and acolytes are pregnant. The dilemma, is that the goblin armies are approaching. The High Priestess has ordered Sister Theresa, as one of the few who are not pregnant to take the Gemstone to the West.

Good news!! Now, back to the search. Go back into the main room with the statue and go up through the double-doors. Check the doors in the hallway. All the doors are locked except the door to the Hall of Patrons. (For those who might not be aware, the names listed in this room are long-standing patrons of Tinkerer and his work on this game.) Since the stairway to the next level isn't open it's time to find the Gemstone. Back upstairs but this time leave the Temple.

Go back to Weirdwood. Rest if the MC needs to. When he's ready head West along the Western Road to the Crossroads and continue West. The MC has just stepped into the realm of the Merchant's Inn. It appears there's an area where "someone lost control of a campfire". The MC can check it now or later. The choice is yours.

If the MC happens to be a little low of HP, have him get a drink from the well. He can recover +2 every time he takes a drink. Afterwards, have him go inside the Merchant's Inn. Talk to the Innkeeper. He'll provide several options including telling the MC about the burnt patch outside the Inn.

Legend has it a cart was burned there by a great fire-breathing beast. That doesn't really help a lot ... unless? Talk to him again. This time he'll offer to tell the MC more about the 'Great Beast.' So ask.

“Legend has it that a great beast swooped down from the sky, and burnt a groups of priests and nuns to a crisp. Apparently they were transporting some valuable treasure. According to legend, the beast has been gathering a vast treasure horde in its lair, up in the mountains.”

54. QUEST: Enhanced Fertility

Prerequisites:

Let there be Light

NUNS? TREASURE? Could it be?

Exit the Inn and check the burnt spot if the MC hasn't already done that. Any doubt he may have had is gone when he finds a burnt chest with the Enhanced Fertility Potion recipe inside.

Go back inside and talk to the Merchant again. This time he'll tell the MC about a group of Dwarves and a Halfling that had come through just a few months before searching for the beast. (Hmmmmmm ... where have I heard that story before?) He'll also tell you where to find the beast.

At this point, it's up to the MC to decide what he wants to do. Check his status. What is he equipped with for weapons and armor? Does he have full HP & MP? Is he tired? Now is the time to make any changes or have him rent a room for the night. When he's ready, head South. (You know what to look for by this time in the game).

Enter the Dragon Cave. (Oooops. Did I forget to tell you that you would need another torch). It looks like the Merchant a lot of others have been here before him. Keep going. Is that what he things it is? “BY THE GODS! I'M RICH!!!” Not if the beast has anything to say about it. Time to fight!!

The Dragon has over 300HP, and though not totally immune to magic he is resistant to it, so plan for a long battle. (Oh, and before I forget. The MC will need at least 1 Potion of Healing if he plans on making it through.) Fight, fight, FIGHT!!!

SPOILER ALERT: The Dragon can't be killed. BUT he will stop attacking the MC once his HP have been reduced by 60%.

When the Dragon, Vixenatrix, gets done having fun with the MC he'll pin him down and say what a shame it is to kill him. The MC has a choice of telling him the truth about the Gemstone or lying. (It doesn't turn out well if he lies.)

After telling the Dragon that he's looking for the Gemstone the Dragon will give the MC a little history about the stone. He will also tell the MC that he doesn't have it anymore. Apparently, the Dwarves and Halfling stole it ... though they didn't get far and the Gemstone is now stuck in the passage they tried to use to escape. The Dragon offers to let the MC live if he recovers the stone. (What's he got to lose?) Go for it!

While walking through the passage the MC will notice the remains of the Dwarves and Halfling. Checking them might be a good idea. Now, keep going. GOT IT!!

NOTE: Here is where the Great Tinkerer, in his infinite wisdom, has give the MC an option he may not even be aware of.

The first choice is to take the gemstone back to the Dragon. The dragon can't believe there is such a thing as an 'honorable human' but takes the gem back anyway. The dragon also says it's too bad she was looking forward to hunting him down. Instead she offers him three choices:

- \$10,000: Now, if the MC takes the first choice he'll be transported back to the Merchant's Inn, minus the Gemstone of course. Unfortunately, this won't help light the Temple or complete the quest so the MC will have to return and talk to Vivenatrix.
- \$20,000: Vixenatrix isn't too happy about the MC's choice. Refers to him an refers to him as a thief just before turning into toast. (Game End)
- The Gemstone: If the MC tells the Dragon he needs the Gem she'll tell him, "We have yet to produce an offspring. If you should fertilize our eggs, we will consider it a fair trade." POOF!!! The Dragon Lady appears.

The second choice, is for those who might not be into the idea of 'making it' with a Dragon. Instead, use the key the MC found on one of the skeletons to escape through the secret passage that's just located at the end of the passage.

"Hah! Dumb beast! I'm home free!" ... or maybe not. RUN!!! If the Dragon flame gets to the MC he's toast so move it. Head straight up the tunnel and after two (or was it three) screens he'll see a place to hide. 'After what seems like an eternity the beast's cries finally cease.'

In either case the MC will find himself back at the Merchant's Inn when he's done. The difference is that if he's been 'honorable' he will need to return to visit the "Dragon Lady" until her egg is fertilized. In fact, he can ever continue to visit her afterwards but he'll need to bring her a present (sounds kind of familiar doesn't it?)

If the MC decided to run he'll have the Gemstone but the scene is closed.

Since there's nothing new going on there so head back to the Temple and give it to Ziva. She'll ask you the MC to mount it in the Hall of Patrons. (And Tinkerer said let there be light!!)

Once the gemstone is in place go back to see Ziva. She has one more small favor to ask (of course she does), opening the **Clerical Robes** quest.

55. QUEST: **Clerical Robes**

Prerequisites:

Let there be Light

This isn't a quest so much as a simple trip to see Edgar, the Tailor, to pick up some robes that Ziva has

ordered for the Temple Priestess's and acolytes. So, pick them up and take them back to her. She'll tell the MC that she has prepared a room for him on the lower level and that once he's settled in he should pull the cord so they can have a talk.

Now, before the MC goes to his room, walk around a little bit and get used to the Temple. (It's obvious Tinkerer put A LOT of work in this!!) I suggest you start by using the Chalice and making an 'Enhanced Fertility Potion' or two. You never know when such things might come in handy. Then go down one level. The kitchen has been reactivated to make meals, etc. Since he now has the key to the Temple the MC can also check out all the other rooms ... except the two on the far right hand side which are Ziva and Caleah's rooms. Go down one more level and the MC will find his room on the right while the Study where the MC found the Journal has been reactivated allowing the MC to make potions there. All of the other rooms, except the Hall of Patrons, are still locked (except at night). The one on the left is used by Grug and the one on the right by Gabriel.

If the MC goes down the final level he will find the "Puzzle Rooms" that he and Ziva originally visited in the **Crown of Oetesh** quest.

56. QUEST: **Ring a Bell**

Prerequisites:

Clerical Robes

Now, that the MC is done snooping around go back to his room and have him pull the cord. Ziva appears in her new wardrobe (Hot damn!!!). She makes the MC a 'proposition' ... the role of High Priest of Quality Control and while there are no risks it does mean that the MC is required to ensure "that the acolytes are proficient enough to serve Qetesh adequately." She really doesn't give the MC a chance to say 'No'. Instead, she offers to break him into his first session. Ziva AND Caleah? What more could a MC ask for?

PHEW!!! What a set of adventures!!! But what to do now? It's been quite a while since the MC has checked on his other 'ladies' so maybe it's time to do that.

Shalaka, Frida and Victoria are still pregnant (and long overdue). Erevi is still nursing the baby (does that kid ever stop eating?) But what about Beth, Alice, and Mia?

If the MC stops in the Stable and asks Beth for another date she'll suggest they lock the door and have some fun right there. She also tell the MC it will be her first time ... "you know? With a real boy." The MC will be rewarded with some hot sex, doggy style. (And what's this?? Animation?!?! OMG) The MC will have several choices to make during their time together but that's for him to decide.

Alice is waiting for the MC in the Inn. (It might be a good idea to give her a present since the MC hasn't stopped by to see her in awhile). Of course, he could ask her for a date and repeat the **Date with Alice** quest if he has the time.

Otherwise, head North and check on Mia.

This doesn't look good. Mia and Granny are waiting for the MC as soon as he steps into the Northern Woods. (I tried by-passing them but there is no way). Granny informs the MC that Mia is pregnant. The MC can "take full responsibility' or insist 'I haven't touched her.'

If he takes responsibility this will open the "**Taking Care of Your Family**" quest. If he denies any

involvement it “will cut off any further involvement with Mia for the rest of the game, so choose carefully!!” (Words of wisdom from Tinkerer).

57. QUEST: Taking Care of Your Family

Prerequisites:

A Date with Mia

Ooops! Looks like the MC did it again and got another one of the women pregnant but in this case she wants him to move in with her. The only problem is space so the first he’ll need to do is expand grandma’s house. Chop down the **two** trees to the left of the house. He’ll need to equip an axe for that. Then construct the house by activating the pile of building materials. Now you have a new home!

NOTICE: While pregnant Mia will only allow you to have sex with her during the night (haven’t made any other scenes yet). Also, her willingness to have sex depends on her affection towards you. The lower it gets, the less likely she is to agree to sex. Eventually Mia will give birth and you’ll get to name the child. Once she’s given birth you can have sex with her in the woods and get her pregnant again. This cycle can continue until you have had you’re sixth child. After that she can no longer get pregnant.

Lying to Mia During several of the sex scenes Mia will ask you a question and you’ll have the option of lying to her or expressing genuine affection. Lying to her will make her skeptical and in some instances lower her affection. Honest affection increases her affection towards you. This in turn changes some of the dialogue and pictures in each scene.

GESTATION PERIOD: Once you knock Mia up, it’ll take her five days to notice. Once she notices, she’ll inform you. After 20 days she’ll give birth to a baby. She impregnated again as soon as she has given birth. Affection Mia’s willingness to have sex, and the responses of your family members (children, grandma, Mia) depend on her affection level. Lying to her will lower her affection, so will staying away from home for extended periods of time. If you stay away from home for more than 4 days, her affection will start to drop. Note: you’ll need to spend the night for it to count as a day spent at home. Cooking food and having sex (cumming inside her against her will, can in some cases lower affection) will raise her affection. Children You can have a total of six children with Mia. No potions can increase that number.

Tinkerer wills it so! Use the Esc key to remove letters whilst naming your kid. When the child is 15 days old it will receive its own sprite and walk around in the garden and sleep in its bed at night.

THIS ENDS THE WALK-THRU FOR PEASEANT'S QUEST VI.32

(Special thanks to Tinkerer for his input with the “**REWARD**” and “**TAKING CARE OF YOUR FAMILY**” quests.).

SECTION 13: CHEATS

- 1.** First, let's take care of one of the most frequently asked questions. Yes, there is a CHEAT MODE! It has been moved from the previous version(s) and may be moved again. At present, if you go to far left hand side of the Weirdwood screen and then walk down to the the bluff you will see a tree stump with some rocks to the right of it. If you click on the small rocks it will spawn multiple chests full of loot. Over the course of the game, I've found chests in front of the stable, and in the lobby of the mayor's house. There may be others but I haven't found them. That is because I chose to turn it off so, other than the info just given, this guide was written based on a cheat-free game.
- 2.** Remember what I said way back in the beginning about not selling anything? Well, that's not exactly true. As of the v1.32 you only need 1 Bear Carcass and 3 Boar carcass throughout the story. The bear skin is needed to get Shakala's gift after your married and the Boar carcass's are needed for the Boar Hunter quest. Eviri only asks for +1 boar from whatever you already have in your inventory (minimum 3). When you come back from your hunt she takes them all!!! It doesn't matter if it's 3 or 99, so sell them and get the cash before starting the quest. Additional items such as wood, flowers, red mushrooms, pumpkins, etc can be sold BUT only because they are so easy to get. Make sure to hold onto the harder items such as Spider Eggs, Cave Flower, Nectar, etc.
- 3.** If you want to save some coin you can stop paying to rent the house once Victoria is pregnant. The MC can still continue to visit Victoria whenever he's in town, even if he gives up the house. The drawback to getting rid of the house is that the MC will have to travel all the way to the Witch's House to make any new potions he may need and none of the other locations he can stay at provide as many HP / MP per night.

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

~~ Ghostwalker ~~