



CATACLYZM

Walkthrough

A Game by Amorous Dezin



Cataclyzm Walkthrough

Thank you for playing

Some Quick notes before we start the game:

- Check every nook and cranny; there are abundant interact-able objects and items to be found. There are hidden rooms and locations as well so keep an eye out for different things.
- I will provide a separate section dedicated to hidden rooms and secrets so those of you who want to find them on your own can overlook that part.
- Don't forget to SAVE!
- There is a note on the wall of Miles' cottage, it will change from one update to the next so be sure to check it out.
- Always carry smoke-bombs and health potions with you. Smoke bombs are really effective in combat.
- To advance time in the first stages of the game, have something to eat at the Tavern. Talk to Hog.
- To exponentially raise your chances in conceiving use a fertility potion
- If you require finding a special map in Agnes's Random map quests the best option is to save right before entering a cave or jungle map and reloading if you are not transferred to the specified map

So let's get started.

You begin your journey in Miles' cottage (MC's Default name will be used).



First take the gold behind you on the shelf. Head down into the cellar to activate the **Renovations** quest. Now head out and go straight to the church. Here first talk to Mother Susan and then talk to Father Fox to initiate the **A Matter of Faith** quest.

MAIN QUESTS:

1- A Matter of Faith (COMPLETE) :

After getting the quest go and CHAT with Mother Susan. Then talk to Father Fox again and get some clues about the missing statue.

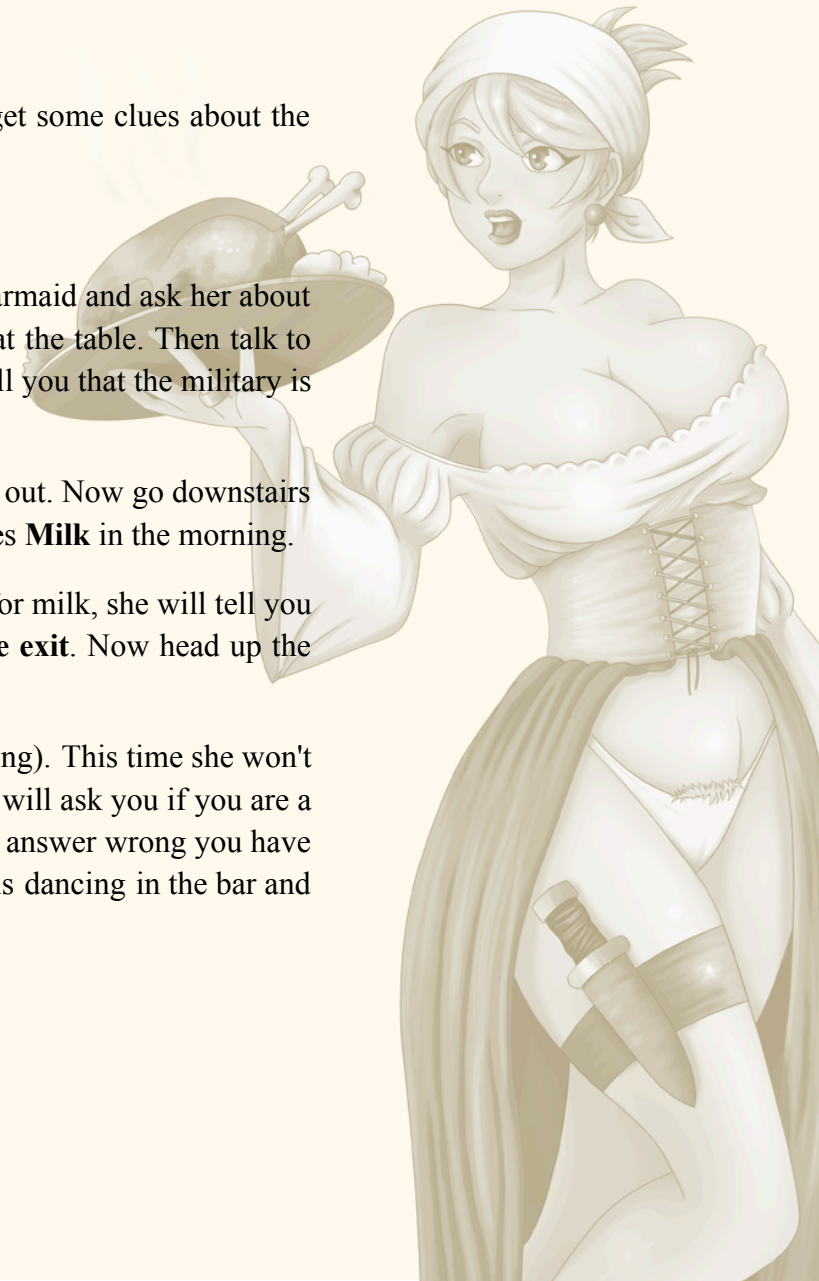
You can head up to Father Fox's room in the attic and find some books and a letter.

Go outside and head towards the Tavern north of your cottage. Once there, talk to Nancy the barmaid and ask her about anyone **suspicious**. She will point out the soldiers. So go and talk to the **Commander** sitting at the table. Then talk to Nancy again and ask her about the commander. Afterwards talk to Hog the barkeep. He will tell you that the military is here on the Baron's request (This storyline is still developing).

Head upstairs and talk to Alexia the crossbreed (CB) dancer in the last room. She will kick you out. Now go downstairs and talk to Nancy and ask about the **Guest Upstairs**. She will tell you her name and that she likes **Milk** in the morning.

Go outside and head to the shops just southeast of the tavern. Talk to the girl (Gretel) and ask for milk, she will tell you where to get some milk. Head right across the bridge until you reach the guard at the **village exit**. Now head up the stairs next to the guard and talk to the old lady. Ask her for some milk.

Once you have the milk head back to Alexia's room in the tavern and talk to her (in the morning). This time she won't kick you out and you get to talking. You get a scene of her enjoying her milk. Afterwards she will ask you if you are a CB. If you answer correctly she will hug you and you will catch a whiff of her perfume. If you answer wrong you have to repeat the whole milk thing again. Now come back to her room in the afternoon while she is dancing in the bar and grab the **perfume bottle** on her bedside table. Take the bottle to Father Fox.



Save your game before talking to Alexia. Once you confront Alexia about the perfume you will have to make a decision, go for **GOOD** or **EVIL** paths. In the good path she will remain in the village and you will have romancing options in the future updates but in the evil path she will leave the village.

If you choose the **GOOD** path she will tell you where the statue is and you will get some options for **kissing**, **blowjob** or **handjob** (one-time only).

If you choose the **EVIL** path she will jump you and you have to fight her. Once you win you can **fuck** her (one-time only).

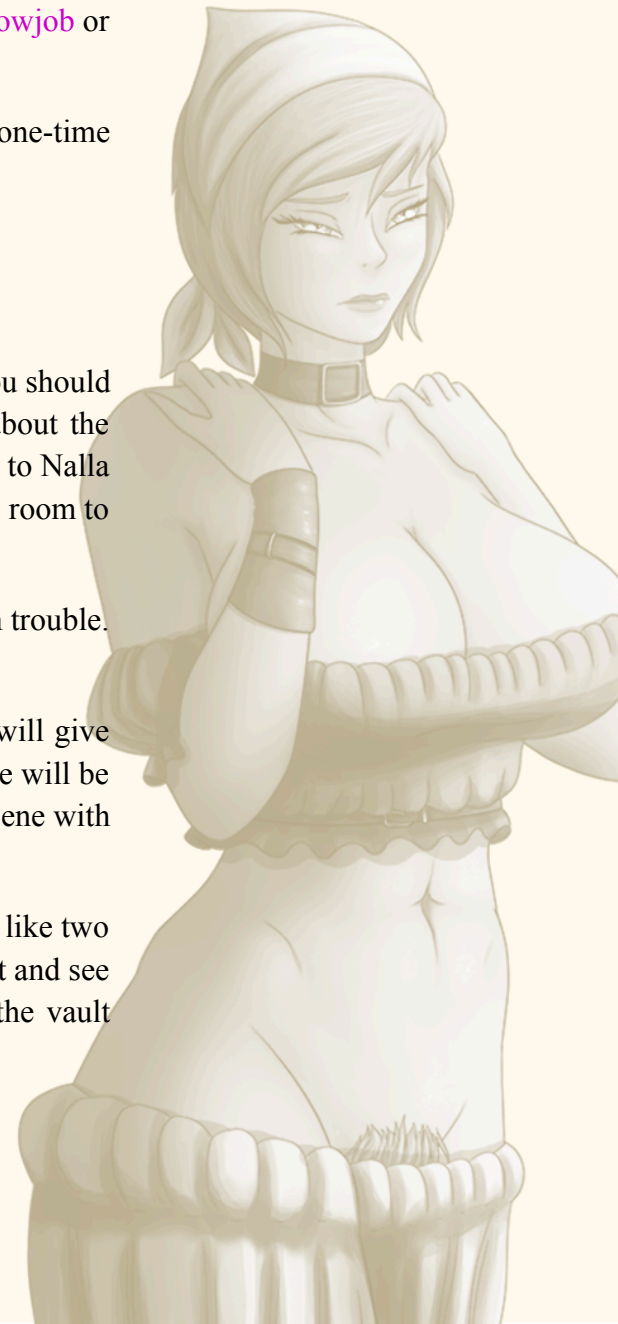
In any case now you can look for a sword.

Head for the Baron's manor (open only on weekdays!). Talk to the receptionist first. She won't let you go up (you should have already talked to the guard at the village entrance). Go into the kitchen and talk to Triss. Ask her about the receptionist. Sweet talk and some **flowers** are the key. Buy her some flowers from Gretel at the stalls. Now talk to Nalla the receptionist and choose sweet talk. When she lets you go up you can go and explore upstairs and the attic room to find a map, a pickaxe, some rope and other goodies.

If you talk to the Baron he will ask who let you up. Don't answer your secretary if you don't want to get Nalla in trouble. But if you do tell him you will unlock a **sex scene** at the same night where the Baron is fucking her in the ass.

Anyway head down and talk to the Guard at the **Vault** door. Then talk to Triss and ask about the guard. She will give you two options **1- The fun way (NTR)** and **2- The boring way**. If you choose #1 come back at **night** when she will be distracting the guard (at this point in order to have the Baron sleeping at night it's best not to trigger his sex scene with Nalla). Return at night and you will see that Triss is **fucking** the **Vault** guard.

If you choose #2, you have to go into the forest **at night** and pick some Dangle Berries from trees (They look like two balls hanging from a tree) give them to Triss and come back at night when the guard is out cold. Go to the vault and see that it is locked. Head upstairs and grab the key from around the Baron's neck. Go downstairs and empty the vault (**Sword** and **Armor** attained).



NOTE! In the newer versions of the game, you can attain a weapon from other places and proceed with this quest.

* Now once you have the sword you can head into the woods and continue the main quest, however I strongly suggest doing the **Pest Control** side-quest and building yourself a **training ground** first to advance your skills and level.

To continue the **Main quest** head into the woods and talk to the **Lumberjack** about the roadblock. Answer “heavenly cup-size” on his stupid riddle and be sure to have equipped your sword. Now you are free to venture into the Lion's den. While you are here you can grab the **torch** from the lumberjack's cottage.

Head into the Lion's den. Try to avoid fighting the wolves as much as possible because they will deplete your health and you will have trouble fighting Kaali. Also take some smoke bombs and health potions. Once you defeat Kaali you will have two options. If you choose the **GOOD** path you will let her live but imprison her (**provided you have rebuilt your cellar twice**). But if you choose the **EVIL** path you will leave her to die.

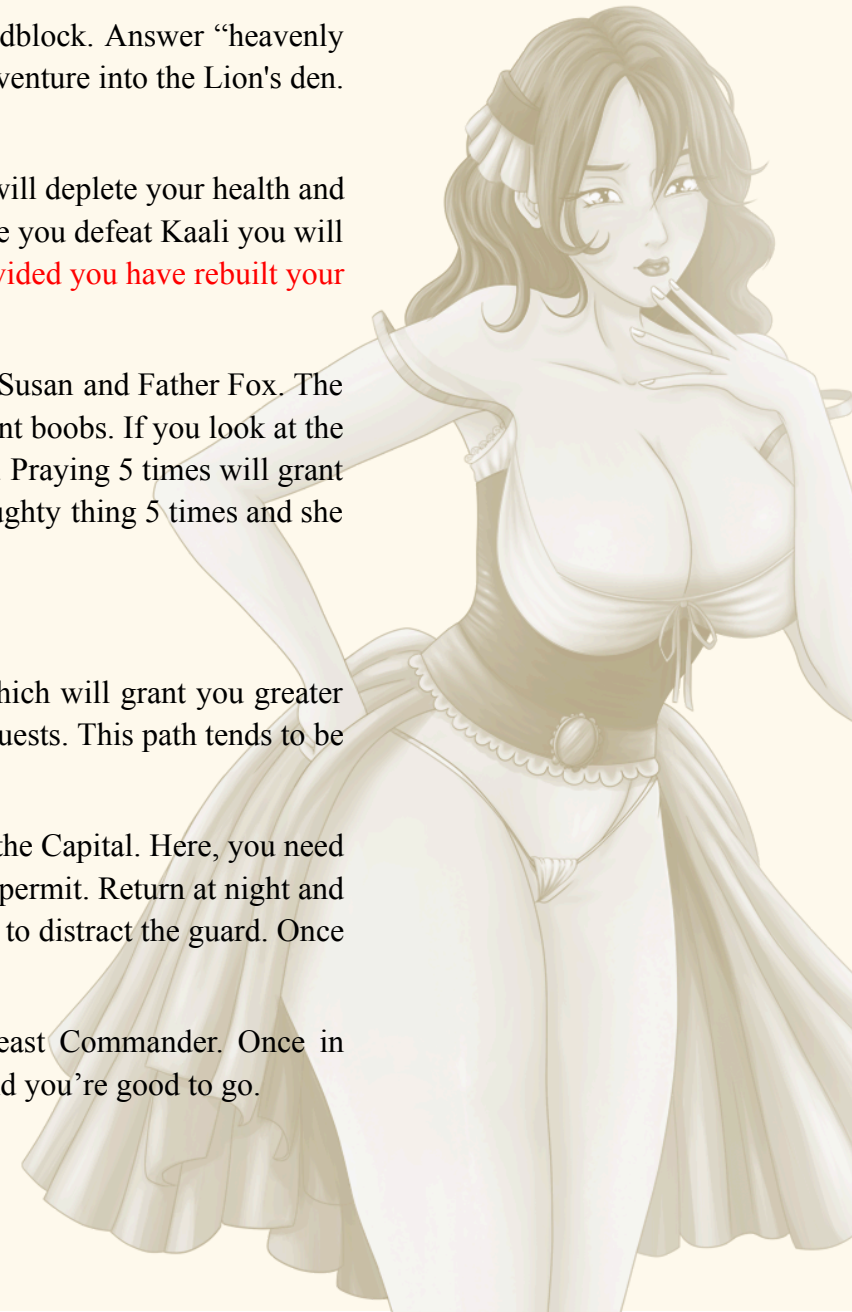
After you have completed this quest, head to the church and claim your prize from Mother Susan and Father Fox. The statue of Nallaria is now back at its rightful place in the church. You can look at its magnificent boobs. If you look at the statue in the afternoons or evenings you will have the option to **PRAY** to or **FAP** at the statue. Praying 5 times will grant you a visit from the goddess herself at night and she will give you 100 Max HP. Do the naughty thing 5 times and she will again visit you but to take away 100 HP.

2- The Path of the Beast (Work-In-Progress) :

If you opt to take Kaali in and tend to her wounds you will walk the Path of the Beast which will grant you greater access to Beast story lines and locales and limit your access to the human palace and some quests. This path tends to be leaning on the **GOOD** side.

Once you leave Blackforest village you will come across a Human Blockade to the East of the Capital. Here, you need to talk to the Commander or Guard at the exit of the Blockade and they will ask you for your permit. Return at night and you will see a twinkling star at the top left corner of the map. Interact with it and cause a fire to distract the guard. Once he is distracted you can leave the blockade.

In the Beast Blockade just have Kaali in your party and you can easily get past the Beast Commander. Once in Mountana go towards the Palace in the face of the mountain and enter. watch the cutscenes and you're good to go.



To enter the Human Palace in the Capital look up “The Path of the Human” Quest.

3- The Path of the Human (Work-In-Progress) :

If you opt to leave Kaali to die you will walk the Path of the Human which will grant you greater access to Human story lines and locales and limit your access to the Beast palace and some quests. This path tends to be leaning on the **EVIL** side.

Once you leave Blackforest village you will have two options, you can visit the Human Capital or the Beast Capital. After entering the Capital (Look at the Capital quest) head North until you reach the Palace gates, guarded by two soldiers. The soldiers won't let you enter. If you visit during daytime, Lady Weatherspoon will come out of the palace, follow her to her manor. Sweet-talk Jocelyn (The Maid) at the door but remember to have a flower bouquet with you (Sweet Talk Choices in succession are 2, 1, 1, 1, 2). Once you get in, talk to Lady Cecille and build your relationship with Jocelyn. Once you have a relationship level of +50 with Jocelyn, talk to Lady Cecille again. Now maximise your relationship with Cecille (20 Rel points). Talk to her about meeting the queen and she will set things in motion. Visit her again and talk about visiting the Queen. A tailor will come to the manor and get your measurements for a formal suit. Afterwards, go to the Peasant's square and visit the Tailor shop, next to the book shop. Get your suit and return to Lady Cecille. Talk to her again about visiting the Queen. Now you will attend the ball with her. Once inside mingle with Commander Cain and 3 other Guests (Lady Heather, Lady Dimitresque and depending on your progress in the Marigold Castle either Sir Tibald or Baron Cromwell). Once you've mingled, you have to find a quiet spot (marked with a twinkle) to come out from under Lady Cecille's skirt. Now you can approach the Queen and talk to her (More of this quest in later updates).

After you leave Blackforest you come across a Human Blockade to the East of the Capital. Here, you need to talk to the Commander or Guard at the exit of the Blockade and they will ask you for your permit. Return to the Capital and the Royal district to visit Commander Kain in the left tower just before the palace gates. Now what happens next depends on your progress in the “Lady and the Knight” quest. If you haven't finished that quest or you have opted to save Lady Lillian, you will only have to talk to Cain a few times about the permit for him to agree to give you a permit. However, he will require you to kill a certain Beast in return. The beast in question is Lydia in the Desert section of the world map.

If you have already found Lydia and romanced her, you just need to tell her about this development in her chat menu. If you haven't, go to the desert south of the world map and enter the abandoned village. The house to the top left has some crates in it. Open the big crate with the gold statue inside (you'll need a crowbar you can buy from the item shop in the Capital). Now leave the house and Lydia will appear. Escape her grasp the first chance you get and antagonize her to commence battle. Kill her after defeating her in combat. Now return to Cain in the Capital and get your permit. You can pass the Human Blockade now. Past the Human blockade is the Beast Blockade. Talk to the Beasts guarding the exit. You can cause a distraction in the Beast Blockade by interacting with the bale of hay near the exit. After entering the Beast Refuge, you can go to the Palace north of the town. They will arrest you and lock you up. In your cell you can find a bone for digging on the skeleton and find a hole in the wall behind the paper. Now there are several ways to go at this. You can just sleep every day until Kaali shows up in the mornings or work at the tunnel until Kaali shows up. You can antagonize Kaali or charm her every time she shows up. If you charm her every time on the final day she will kiss you and enter your cell. Now you can do nothing until she leaves, knock her out and leave the cell, or steal the key from her and wait for her to leave. If you do nothing or you have antagonized Kaali you have to work on the hole in the wall and escape through the adjacent cell. If you have the key or knocked out Kaali you can just exit the cell through the gate. Be careful not to be seen by the patrolling Rhino Guards. Now make your way to the south of the dungeons and reclaim your items. Now leave the dungeon through the North-West exit. In the throne room, avoid being seen by the Guards and leave through the South exit.

4- Renovations (COMPLETE) :

To get this quest, head down to Miles' cottage cellar. You will need gold and a renovator. Talk to the Lumberjack for renovations and collect the required gold. The renovation has 2 levels to be complete and then you can use it to study certain books you find, check your relationship status, and imprison some enemies (remember to do this before fighting Kaali if you want to imprison her).

You can also improve your garden. For this, collect the shovel from your barn, and get the pickaxe from the Manor's attic room. Clear out the garden and interact with the hammer sign next to the garden to build your own training grounds to improve your attack and HP.

5- Sly Fox (COMPLETE):

To initiate this quest you must have found the statue of Nallaria, so the "A Matter of Faith" quest must be completed first. Then you can get this quest from the town notice board. The quest giver is waiting for you in the Cemetery at night. Go to the cemetery to find Mother Susan behind a statue. She will commission you to find what Father Fox is up to. Head to the Riverside to the East of the Forest Path in the Afternoon to find Father Fox across the River. The bridge is down so you have to find a way to cross it.

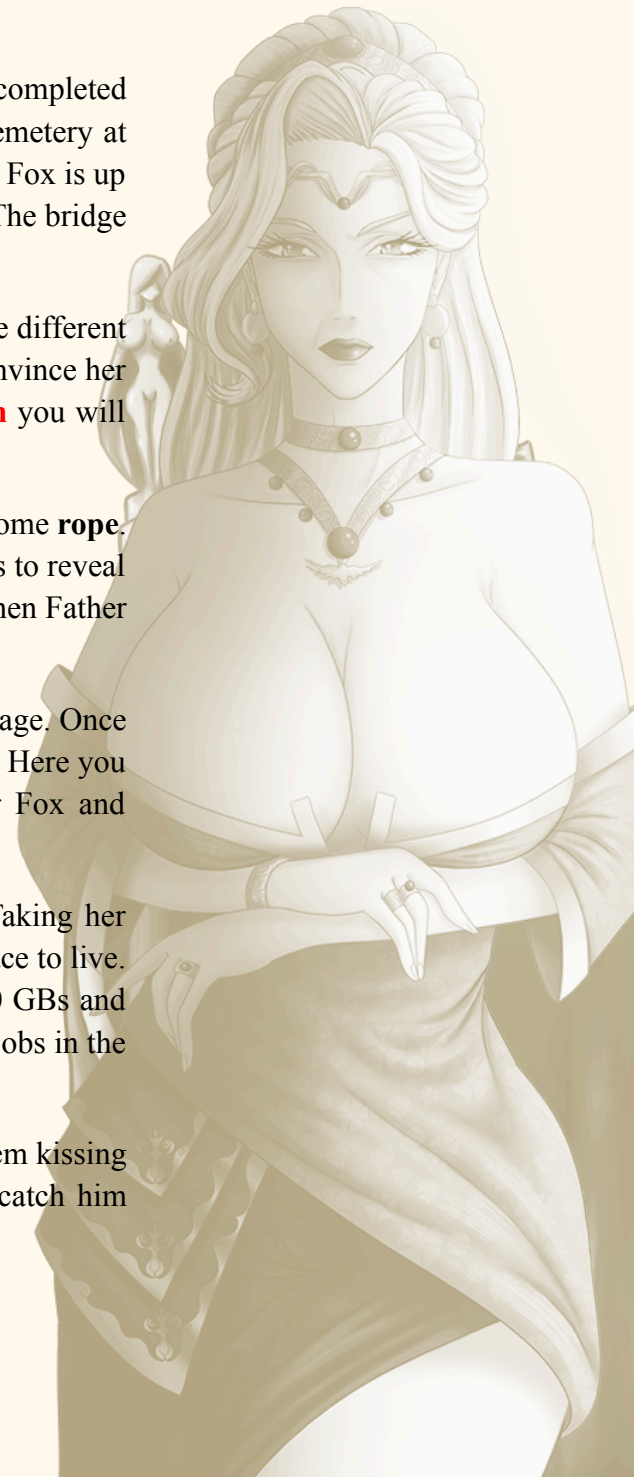
Talk to Lui the Lumberjack about the bridge. Now depending on the path you chose with Kaali you will have different objectives. If you took the **Good path** with Kaali and imprisoned her then you must go back to her cell and convince her to stay with Lui until the heat dies down. Lui in return will fix the bridge for you. If you took the **Evil Path** you will have to pay Lui **500 Gold** to repair the bridge.

Once the bridge is repaired, cross it to find another broken bridge. This one you can fix on your own using some **rope**. Head north to the path covered with vines. If you have a sword in your inventory you can cut through the vines to reveal a path. Head through the path and into the hidden village (NOTE: all these steps must be in the afternoon when Father Fox is present).

After the cutscenes, you will have to complete a series of tasks in order to be allowed to leave the Hidden village. Once you complete the tasks go back to Mother Susan at the church for your reward and finish the "Sly Fox" quest. Here you will have two Options: tell Mother Susan "**Fox needs a mate**" (NTR) or tell her to forget about Father Fox and concentrate on you.

If you choose the latter option you will be able to have sex with Mother Susan at affection level 100. Taking her virginity will lead to her losing her powers and exiting the service of the faith. Now you have to find her a place to live. If you have already talked to Lui the Lumberjack about renovations you can renovate your cottage for 1.500 GBs and ask Susan to move in with you. Having Susan move in will give you the chance to get her pregnant, get boobjobs in the bath, and sleep with her at nights.

If you choose to match Mother Susan with Father Fox, you will head down the NTR path. You can catch them kissing on Saturday and Thursday mornings. See Father Fox groping Mother Susan on Friday nights and finally catch him



fucking her in the ass on Wednesday nights. After you see all three events you can head up to Father Fox's room on Monday, Tuesday and Friday nights to see them having sex.

Reaching level 100 affection with Susan gives you the option to move in with her if you chose the non-NTR path and get the **Ending Portrait** or you can catch her blowing off Father Fox on Sat, Sun and Wed afternoons in the attic room of the church. If you have a level 100 relationship with Susan you can join in and fuck her from behind which gives you the opportunity to get her pregnant. By doing this in the NTR path you have the opportunity to get both Susan **Ending Portraits**.

Having Kaali stay with Lui will give you the option to add her to your followers. However, this will lead to Alexia hating your guts.

5- Beauty and the Beast (COMPLETE):

(NOTE: there are strong snakes in the maze, be prepared or attempt this quest at a higher level)

If you go to the Tavern on Friday, you will notice Hog isn't there. Talk to Nancy about his disappearance. Now head to the cellar and check the letters lying on his bed. Afterwards, go to the forest path and head North-East to reach the Forest Maze. There is a trap mechanism here, which requires you to disable by turning the dragon statue to the left. Head west and locate the statue.

Rotating the statue left will turn on the flames left of the statue and turning it right will ignite the flames on the right side of the map. Turn off the flames to the right and navigate your way to the North-East of the maze. The **Manor Entrance**

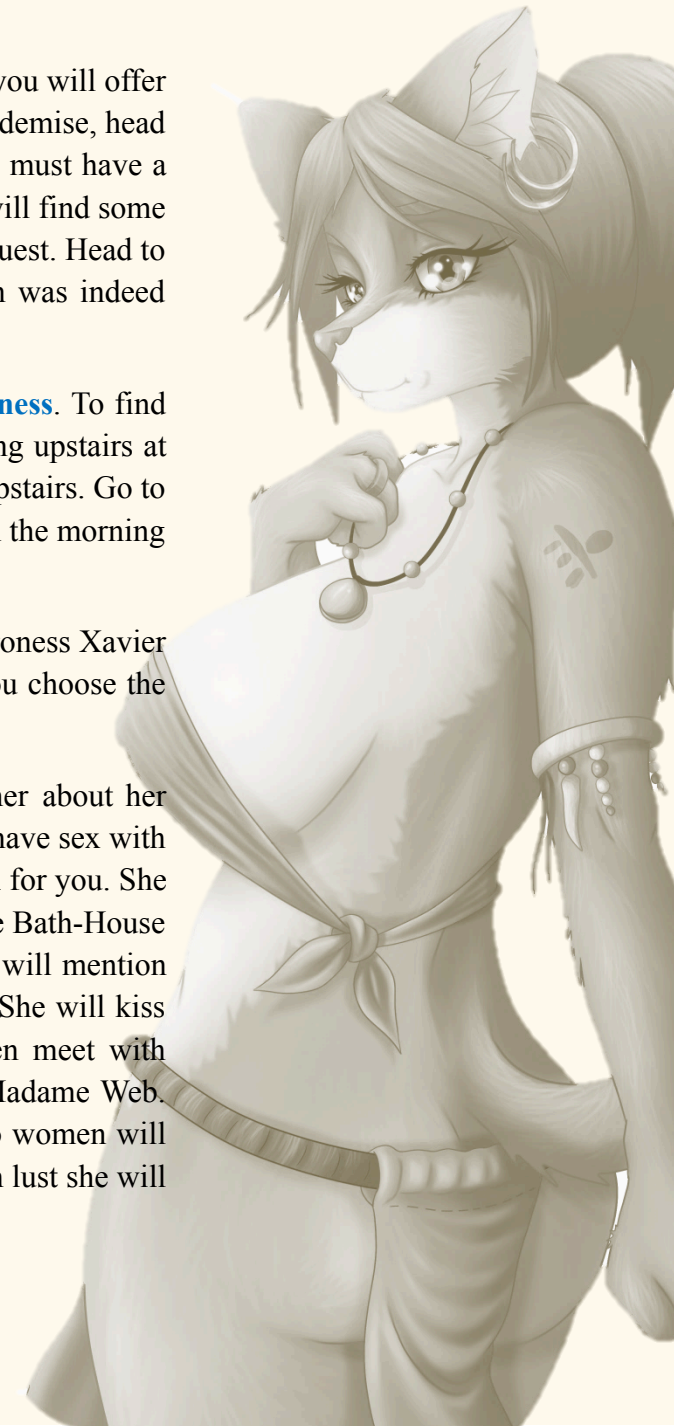
is next to the **Milestone**. If you have finished the **Pretty Bunnies** quest, you can turn on the Milestone to make travelling to the manor much easier.

Head into the manor and watch a cutscene between Hog, Miles and the Baroness Xavier. After Hog leaves you will offer the Baroness your assistance in finding her husband's murderer. To find some clues as to the manor of his demise, head back to the village and go to the church cemetery. One of the headstones belongs to Baron Xavier. You must have a shovel, a pickaxe and a torch to proceed. Return to the cemetery at night and dig the Baron's grave. You will find some bones and require a forensic specialist. You must have unlocked the **Swamp Village** to proceed with the quest. Head to the swamp village and talk to the Oracle about the bones. After a cutscene she will tell you the Baron was indeed poisoned.

Take the evidence to Baroness Xavier. Now you will have two objectives, **finding the culprit** and **a witness**. To find evidence go to the village manor and talk to Triss about the vault guard. As he will stop you from going upstairs at night, you will need to distract him. Once Triss accepts to distract the guard, come back at night and head upstairs. Go to the Baron's room and push the left statue downwards. You will find what you are looking for. Come back in the morning and confront Baroness Julia.

Now you can take two paths, you can either make a deal with the Baron (**EVIL PATH**) or go back to Baroness Xavier and help her take down the Baron (**GOOD PATH**). Either way you will get the Baronesses Manor. If you choose the **Good Path** you can offer Julia to stay with you at the Manor or give her a house in the village.

Later on in the game, when you come across Madame Web at the Capital Brothel, you can talk to her about her resemblance to Baroness Xavier. if you've taken the **EVIL PATH** with the Baroness, Madame Web will have sex with you. But if you have taken the **GOOD PATH** you can team up with her in tricking Baroness Xavier to fall for you. She will ask you to mention your relationship with her at a sensual time. For this, you will need to have built the Bath-House and have conversed with Baroness Xavier in the Bath-house at least twice. Now, if you talk to her you will mention Madame Web and she will become irritated. Now head back to Madame Web and talk about the matter. She will kiss you the instant Baroness Xavier walks in. After the ordeal, have another chat with Madame Web then meet with Baroness Xavier in the Bath-house again. After your talk with Xavier, head to the Brothel and talk to Madame Web. This time she will initiate sex with you in the middle of which Baroness Xavier will show up. The two women will again argue and this time the Baroness will pull you to a private room and blow you off. If you have enough lust she will



make you cum and then let you fuck her. If not, she won't let you cum and go straight to sex. After this you can talk to the Baroness in her office about the event. But before that, there are **two possible outcomes**. If you have met Kuka in Mountana you can talk to Hog and persuade him to hook up with Kuka to which he will leave the Tavern to Nancy and head for Mountana. If you want to keep Kuka for yourself you can marry her and then when you approach Baroness Xavier she will agree to persuade Hog to forget about their relationship.

6- The Hidden Village (COMPLETE):

After you meet with Krall and Father Fox leaves, talk to him again. Ask him what is required of you and he will give you a list of things he needs. Go out in the wild and hunt animals to gather 10 meat, 10 pelt, 4 boar tusks, 25 rat carcasses and 30 red mushrooms (You can go on excursions with Agnes to get Rat carcasses in the caves and castles). You also need to go to Baako and help her defeat some enemies (Bandits, feral CBs and Yugi bears). Once you've helped Baako defeat all the enemies she won't have any more jobs for you.

The final task requires you to escort Finnja to the riverside for a midnight dip. Talk to her and she'll tell you to meet her at night at the village exit. To change the time of day you can talk to Nixie and in her Chat menu offer to help her. If you join Finnja in the water you will get a CG, otherwise you get nothing. In any case you will have to defeat the enemies afterwards to finish the task.

After these tasks are done Kraal will allow you to leave the Hidden village and return to your own.

7- A Simple Errand (COMPLETE):

After finishing the hidden village quest, talk to Kraal about other tasks. He will ask you to fetch some provisions from Father Fox. The provisions are in Father Fox's attic room in the village church, to get them first ask the old man about the provisions and then pick up the box. Carry it to Kraal and watch the cutscene. Choose to side with the Humans (**EVIL**) or Beasts (**GOOD**) and watch the cutscene till the end.

Once the cutscene is finished you can find Nixie in the forest north of the Hidden village and Kraal's body is in his tree house. Interact with his body to talk a last time with him and pick up his diary. This is optional and only for storytelling purposes. Now you can leave the Blackforest area and explore the world.

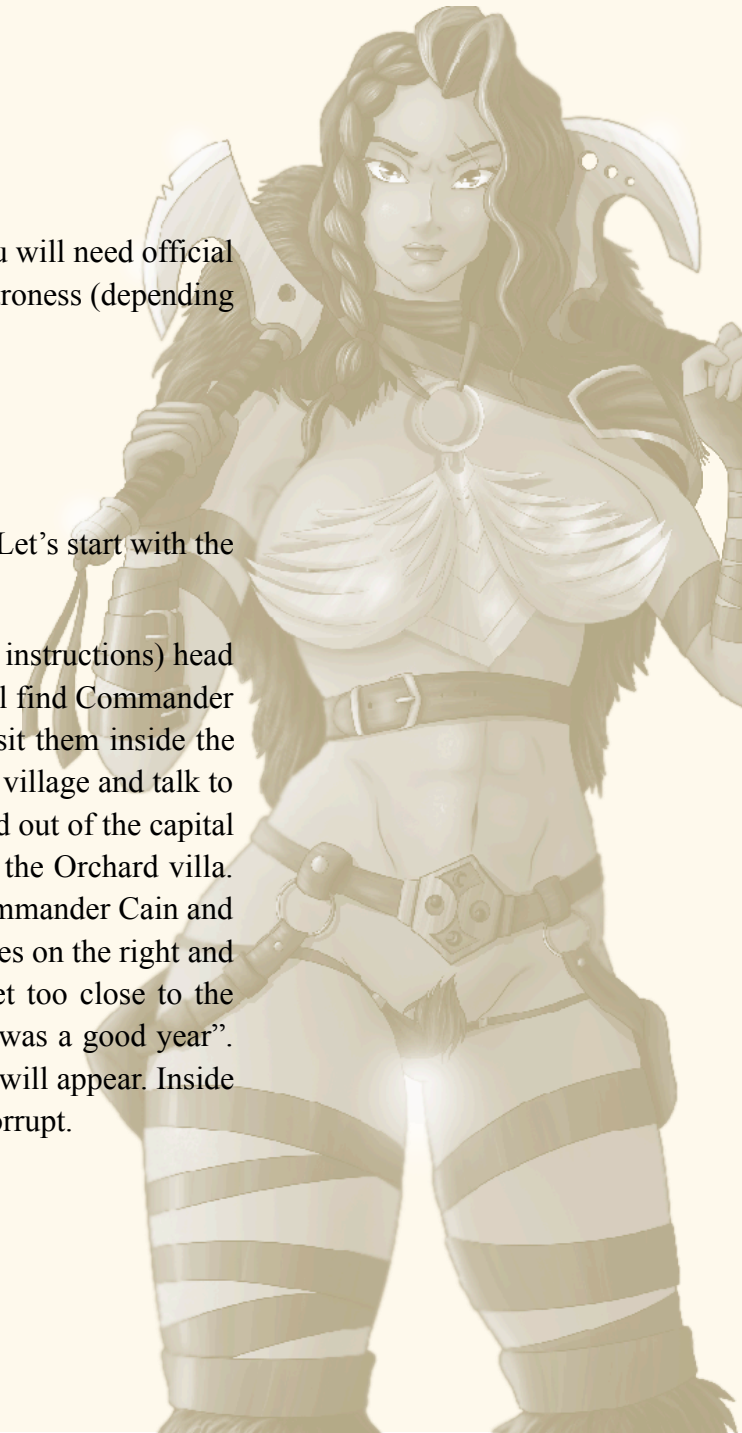
8- The Capital (COMPLETE):

After you leave the village, you can head to the Capital where the soldier at the gate will stop you. You will need official papers to enter the Capital. Head back to the Manor in the Blackforest village and ask the Baron or Baroness (depending on which path you took) for papers.

9- Prison Break (COMPLETE):

Depending on your decision in the Simple Errand quest you will have to walk down different paths. Let's start with the **GOOD** path.

Side with the Beasts (GOOD): Head to the Capital and once inside the Capital (Look at Quest #9 for instructions) head north and pass the Noble quarters and enter the Royal district. Here, go to the left tower and you will find Commander Cain behind his desk. Talk to him about the Beast prisoners and he will give you permission to visit them inside the dungeon, Now head out and enter the right tower. In the dungeon talk with the women of the Hidden village and talk to Finnja. She will ask you to find a place for them to stay before busting them out of prison. Now head out of the capital and go north to the Orchard. At the Orchard talk to the Baron who's standing on the front porch of the Orchard villa. Ask him about **the Orchard** and if you can **go inside** to talk. He will refuse. Now head back to Commander Cain and ask him about the Orchard. Now go back and find a way into the Orchard villa. You can climb the vines on the right and reach the window on the porch. Go inside through the window. Once inside, be careful not to get too close to the residents. Make your way upstairs and in the study there is a note on the desk which reads "1699 was a good year". Head downstairs and interact with the left wine cabinet. Choose the bottle for 1699 and a secret door will appear. Inside the cellar, interact with the drawer cabinet and find the evidence you need to prove Baron Reedus is corrupt.



Head back to Commander Cain and present him with the evidence. He will oust Baron Reedus and appoint you as the steward of the Orchard until he can find a better replacement. Now, as the new steward of the Orchard, head to the dungeon and talk to the Jailor. Ask him to send the beasts to the Orchard. He will ask you what to do with Baako, here you have the opportunity to earn a **GOOD** or **EVIL** point. You can rescue Baako as well or have her beheaded and earn a **tigress head** for your gallery wall.

Side with the Humans (EVIL): Follow the steps described in the GOOD path until you talk to the Baron about **the Orchard**. You need to find 4 beasts to help escape from the Orchard. First go and talk to the old wolf working by the windmill. He will be smoking a pipe in the afternoons by the windmill, that's when you can talk to him. After that head to the Villa and find a way into the Orchard villa. You can climb the vines on the right and reach the window on the porch. Go inside through the window. Once inside, be careful not to get too close to the residents. On the ground floor, just below the kitchen door there is a study desk with an open book. Interact with it to find out the schedule for the caravans. You can also find some incriminating evidence on the Baron to blackmail him later on (**Intended for future updates**). Make your way upstairs and in the study there is a note on the desk which reads "1699 was a good year". Head downstairs and interact with the left wine cabinet. Choose the bottle for 1699 and a secret door will appear. Inside the cellar, interact with the drawer cabinet and find the evidence you need to prove Baron Reedus is corrupt.

Go outside and talk to the Beast workers until you find 4 who are willing to escape.

1. Fox standing by the fire next to the cottages (during the day)
2. Cow standing by the same fire (during the night)
3. Grey Wolf standing by the well next to the cottages (during the afternoon)
4. Blue wolf standing by the well to the right of the Grape Vines (during the afternoon)

After finding the 4 escapees, come back on **Tuesday night** to carry out your plan. Remember the Orchard gates are closed at night, so you have to either use the Milestone inside the perimeter or come back on Tuesday during the daytime and spend some time chopping wood by the windmill. Approach the caravans during night until Miles mentions that the convoy is here. Head to the guard peeing by the grape vines and take him out. Change into his outfit and talk to the guards. First, send off the one on the top right of the Caravans and then talk to the one directly below him. You have to be facing North so when you talk to the guard, he looks away from the Brewery i.e. looks South. Then send off the Bottom left guard and talk to the one directly above him. This time you should be facing right so the guard looks left.

Now you can head to the dungeon in the Capital and talk to the Jailor. Ask him to send the beasts to the Orchard. He will ask you what to do with Baako, here you have the opportunity to earn a **GOOD** or **EVIL** point. You can rescue Baako as well or have her beheaded and earn a **tigress head** for your gallery wall.

SIDE QUESTS:

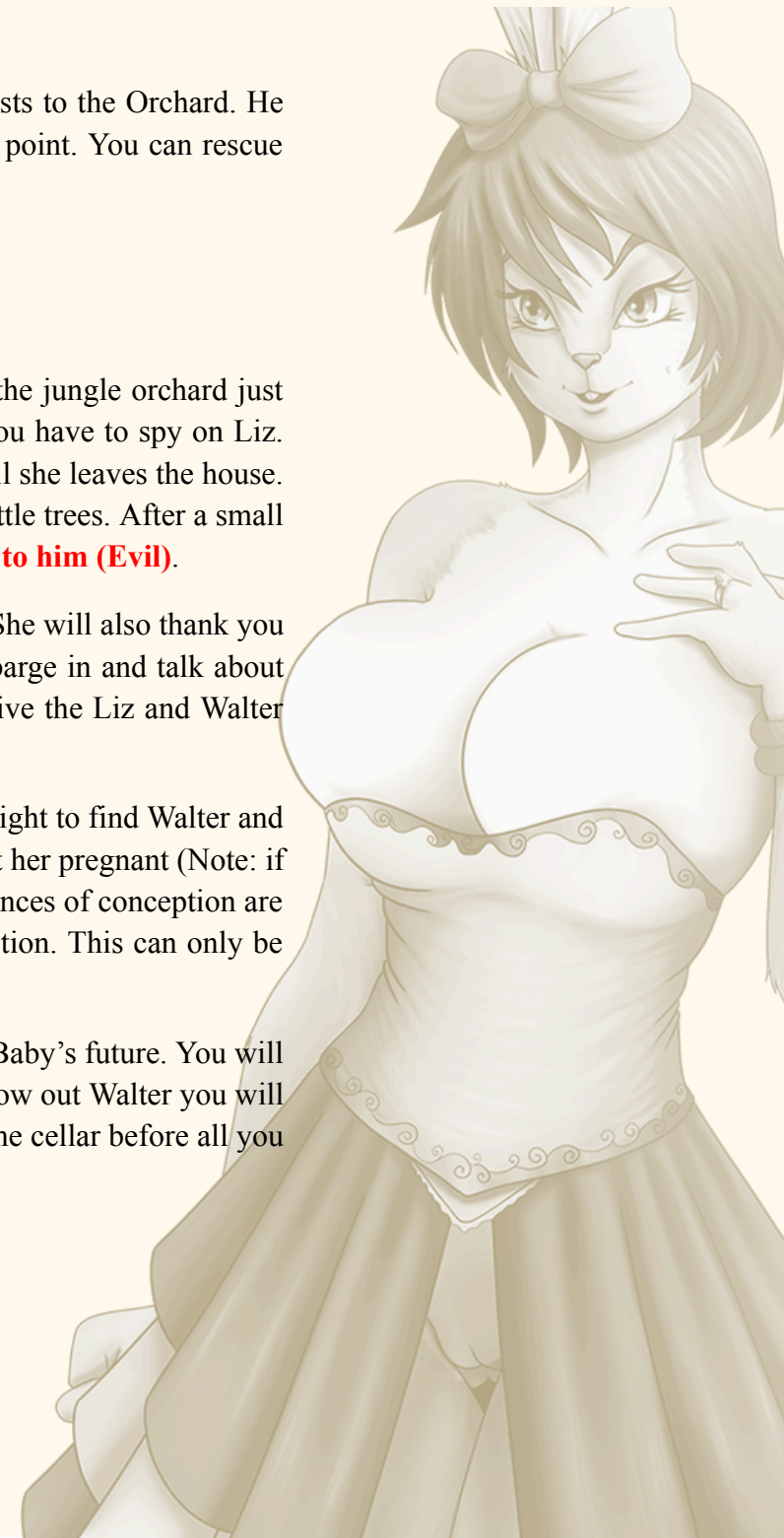
1- The not-so-royal affair (COMPLETE)

To get this quest, look at the village notice board just north of the church. Now head towards the jungle orchard just south of Liz's house in the bottom left corner of the village. There, talk to uncle Walter. Now you have to spy on Liz. She will leave the house on Tuesday nights. Hide in front of her house between the two crates until she leaves the house. Follow her until she crosses the bridge next to the church. Cross the bridge and hide behind the little trees. After a small cutscene she will leave. Go to Walter in the Orchard and either **Tell him the Truth (Good)** or **Lie to him (Evil)**.

Good Path – if you tell Walter the truth, the quest is over and Liz will now enjoy being naked. She will also thank you by stripping down and letting you fuck her. During your first sex scene with Liz, Walter will barge in and talk about having a baby. You can let him stay and watch you fuck Liz or ask him to leave. You will receive the Liz and Walter **Ending Portrait**.

Evil Path – After you lie to Walter go and talk to Liz about him. Then return to Liz's house at night to find Walter and Liz waiting for you. After the dialogues, you will get to have sex with Liz on a regular basis to get her pregnant (Note: if you turned off pregnancy at the beginning of the game you cannot progress any further). Your chances of conception are very low. To increase your fertility you have to ask the Oracle in the swamps for a fertility potion. This can only be attained after **the missing child quest** is done and the shed has been renovated.

After you get Liz pregnant and she has the baby, go to her and talk to her about Walter and the Baby's future. You will give Liz the ultimatum to throw Walter out and take care of her yourself. When Liz agrees to throw out Walter you will find an upgrade sign outside Liz's house. If you have talked to the Lumberjack about renovating the cellar before all you need is 2.000 gold boobs.



Finally when you renovate Liz's house you can enjoy staying with her and see her in the bath at her house in the afternoons. However, you will pay a weekly sum of 100 gold to Liz for the baby and her expenses. If you don't have the money you will lose relationship points. You will receive the Liz and Miles **Ending Portrait**.

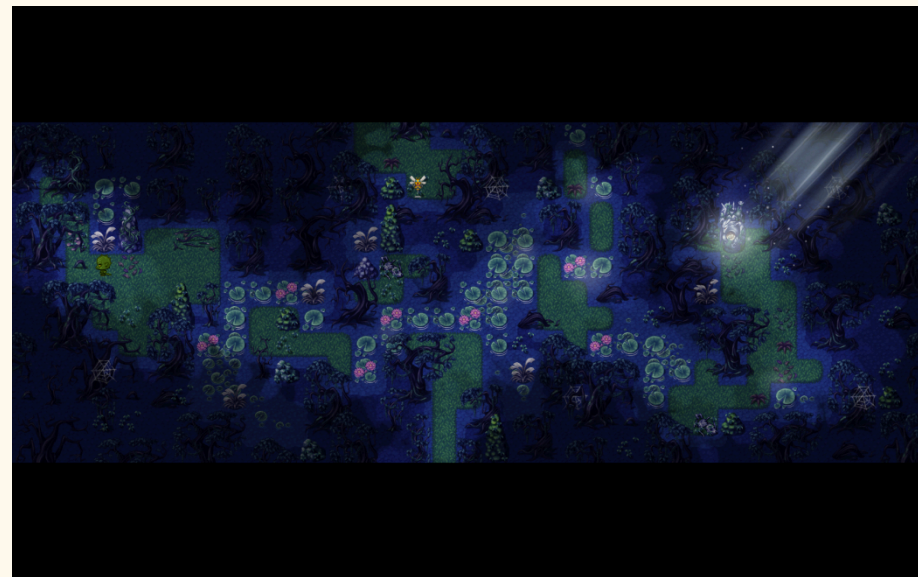
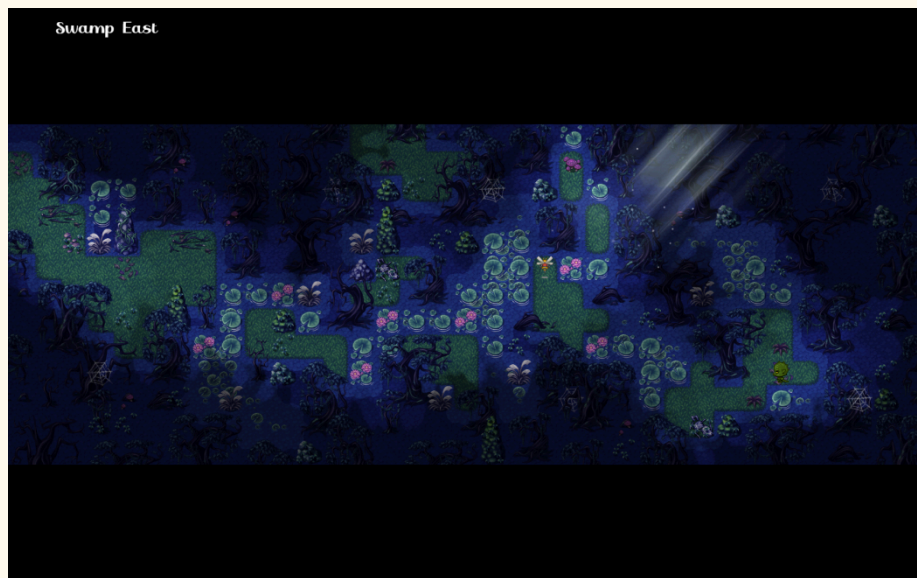
2- The Missing Child (COMPLETE)

To get this quest, look at the village notice board just north of the church. Now if it is morning head to Ms. Eve's house (the one with the dog sitting outside). Talk to Eve about Timothy. To find Timothy you have to enter the woods and take the first exit to your left. You will end up in the inner forest map. Go left across the river until you see the water mill. Beyond the water mill are some caves.

Enter the different caves until you reach the small valley with the stairs. Go up the stairs and to your right you will see a hole in the ground. Miles will say that the vines don't go all the way down so you need a rope. If you have a rope (you can get them from the Baron's manor attic or cellar or the lumberjack's cottage) you can climb down. Follow the path until you find Timothy lying on the ground and you can take him back to his mother.

To find the antidote talk to Father Fox and he will tell you about an Oracle in the swamps. Now you can head to the inner forest just past Agnes and head NorthWest at the top left corner of the inner forest you will be able to enter the swamps. Again at the top left corner of the swamp entrance you exit to another map which leads you to the Swamp village. Talk to the guy blocking your path so he moves aside. You will notice he is scared of you. Talking to five villagers will initiate the **"Suicide Mission"** quest.

Head to the Northern part of the village where the Oracle's cottage is located. Enter and talk to the Oracle about the Antidote. The Oracle will give you 3 ingredients to find, Purple Mushrooms, Untainted Spring Water and a Virgin's urine. Two of them are located in the swamps as seen below (The Purple mushrooms can be found in other locations across the swamps as well).



For the 3rd ingredient, head to Blackforest Village and talk to Mother Susan in the afternoon when she is in her underwear. After you have all three ingredients, head back to the Oracle. Once you have the antidote get it back to Ms Eve and enjoy your reward for saving Timothy. Now you can have sex with Ms Eve at the Tavern in the afternoons plus more.

After finishing the Missing Child quest and reaching level 100 relationship with Eve you can either ask her to leave her job and be supported by you, which requires a weekly allowance of 50 GBs out of your pocket and grant you Eve and Miles **Ending Portrait**, or ask her to move her business from Hog's tavern to her own house and get the NTR **Ending Portrait**.

3- Pest Control (COMPLETE)

To get this quest, talk to Hog at the Tavern. Head down to the Tavern cellar and fight the rats (better have a sword and armor). You must kill 50 rats for the objective to be completed so it will take 5 days if you kill 5 in the morning and 5 in the afternoon. After completing the objective Hog will pay you but the job is not done yet. Come back in the morning and start looking for a hidden rat cave. It's behind the crates in the left quarter of the cellar. To enter the caves you need a torch. You can find the torch in a box in the lumberjack's cottage. Once inside the rat caves head left until you reach the Rat Queen's lair. Defeat the rat queen to finish the mission.

*Once you defeat the rat queen you will get a skull, wearing it will stop the rats from attacking you.

4- The Golden Bra (COMPLETE)

To initiate this quest, find Agnes at the entrance of Blackforest village, where she has a little camping site. Talk to her and you will have to impress her to accompany her on her scavenging hunts. The only way you can impress her is if you have defeated Kaali, so visit her again after the quest "A matter of faith" is done. Tell her you defeated a lioness and you will be able to go on treasure hunts with her.

Now talking to Agnes in the mornings and afternoons will initiate a random Treasure hunt. In one of the caves with a lava pit you will have to pour water on the lava so remember to take one with you (there are several scattered around town you can see one outside the tavern). Once you cool down the lava and reach the chest (If Agnes warns you that it's rigged then that's Not the one) you will have the option to convince Agnes to wear the Gold Bra of Cecilia.

Choose "You ARE the a Warrior Queen" option to see Agnes take off her top, comfort you with her boobs and then wear the Gold Bra. The other options will result in Agnes walking around topless, for some reason.

Anyway, she will give you the Warrior's Guild Seal, which will come in handy later on, much later on.

5- Training Grounds (COMPLETE)

If you clear your garden (shovel and pickaxe required) you can build training equipment in its place. This is a good way to increase your stats and if need be advance time when there is nothing to do.

6- Suicide Mission (COMPLETE)

If you talk to 5 villagers who are startled to see you in the Swamp Village you can initiate this quest. Then you can talk to the Oracle to start this quest. The only way to gain the villagers' trust is by defeating a Gatoraid and bringing its head to the Oracle. Gatoroids can be found in the swamps and are bulky crocodile beasts.

These are extremely strong opponents and defeating them is not possible in levels lower than 7-10. To be honest I'm not sure at what level you can defeat them. Be sure to carry lots of Health potions and have strong team members with you. The Dire wolf's magic is quite effective against them. After you have defeated the Gatoraid and presented its head to the Oracle, the swamp villagers will trust you and you can get quests from their quest board.

7- Pretty Bunnies (25 bunnies) (COMPLETE)

During your excursions with Agnes (Gold Bra quest), you will come across an Ancient door with 4 colored switches in front. The riddle on the door says (provided you have taken Sister Susan's book of Hieroglyphs from her room):

"The sun always rises from the East and though the sky hangs in the middle nature will always be right but what is always left untouched is blood"

The sun = Yellow switch = RIGHT

The sky = Blue switch = MIDDLE

Nature = Green switch = RIGHT

Blood = Red switch = LEFT

Inside you will meet a furry named Lala. She gives you a quest to find her 25 pink bunny rabbits scattered across the land. Every 5 bunnies gets you a reward from Lala.

BUNNY LOCATIONS (25 out of 25)

- **Inner Forest (4)** - there are two rabbits on the top right corner of the map and one to the left of the map on the cliffs. There is one on the top left corner near the swamp entrance.



- **Jungle Orchard (1)** - there is one in Uncle Walter's orchard
- **Blackforest Village (1)** - Across the little bridge by the church where Elizabeth goes skinny dipping
- **Forest Maze (1)**
- **Forest Manor (1)**
- **Riverside (1)**
- **Riverside East (1)**
- **The Hidden Village (1)**
- **The Lion's Den (1)**
- **Random Jungles (3)** - these are the jungles you visit with Agnes
- **Swamps (5)** - there is one in the swamp entrance pathway.
There is one in the Southeast map of the Swamps on the top left corner.
There is one in the Swamp East map at the far right section of the map.
There is one in the Swamp West map at the top



There is one in the Swamp Village on the top right corner
- **The Mountains (5)**

8- Nuptials (COMPLETE)

This quest can only be initiated after you finish the "Missing Child" quest. To begin, talk to Mr Grimm found in the yard just below the village exit where the guard tells you the exit is closed. From here you can take two routes, you can go straight to Lala (found behind an ancient door in random cave #1) and ask her to marry you (you must have finished the Beauty and Beast quest and you require a ring) this will result in finishing the quest without having Lala marry Mr Grimm.

Or you can take a second path (NTR) After talking to Mr Grimm, you have to talk to his children Hansel and Gretel found in the village shops. Talk to Gretel first and then talk to Hansel. Now go to Ms Eve's house in the morning and talk to her about having a date with Hansel. Now go and talk with Hansel. Once he leaves for the Tavern you can go to the Tavern in the afternoon and go upstairs to catch him fucking Eve in one of the rooms.

NOTE: It is best to do this part of the quest after you reach level 60 with Eve.

Now you will see Hansel and Eve going at it, if you are above level 60 you can enter the room and join in the fun. However if you are below level 60 you can only leave the scene. Now that Ms Eve is out of the picture go to Lala and ask her about marriage. If you have found all 25 bunnies for her and completed her quest she will agree to come and meet Mr. Grimm.

9- Shed Renovations (COMPLETE)

Once you finish the "Missing Child" quest you will be able to renovate the shed in MC's yard. It will cost you some gold and after renovations you will have to visit the Oracle in the swamps to get some recipes from her. The only recipe available in the current version is the Health Juice. Once you get the recipe from the Oracle you will be able to brew your own Health Juice and other recipes you get from the Oracle in the shed.

10- Big Bad Wolf (COMPLETE)

To initiate this quest talk to all the girls hanging outside of the watermill in the Inner-forest and the one inside the Watermill and then talk to the father standing next to the Pig sty. After you get the quest head north and to the right of the Patron Tower is a path that leads into the mountains. Once there, head north across the bridge over the canyon and to the north west of the map is a wolf's den.

Kill the two wolf packs and a dire-wolf will appear. Once you defeat the dire-wolf you will have two options, to kill it or not kill it. If you choose to kill the dire-wolf you will get 1 **Evil DEED** point plus the **head of a Naagi** and you can go and collect your reward from the Miller, which is a night with one of his girls. If you choose to spare the dire-wolf's life you will fail the miller's request and he won't allow you to have sex with any of his girls.

Killing the wolf – If you kill the Dire Wolf you will get your pick of the girls and you can also choose the Miller's wife. If you choose Maya you can have sex with her in the mornings and also visit her at night. If you choose Freya you can have sex with her in the meadow. If you choose their mother, Clementine, you can have sex with her at nights, first you have to talk to her during the day. If you choose Aya, she will refuse to have sex with you unless you help her get into the bandit camp.

To get there you will need Aya in your party. Take the left cave above Aya and then go into the cave to the left of the one you exit. Now you should be in an opening with a hole in the ground and a path that leads south. Take the path and make your way south until you see the bandit camp with a bandit guarding the entrance. Talk to her until she tells you she will let you in for a gold necklace. If you already have one she will let you in, if not, get one.

Now go and talk to the bandit leader to the right side of the camp. She will say if Aya fights her she can join the bandits. This is a non-winnable fight so just escape. You have to fight her 3 times and escape all three times. After this Aya will join the bandits and you can have sex with her.

Sparing the Wolf – If you spare the Dire Wolf you can only have sex with Clementine. Having sex with her on multiple occasions will lead to some story development.

11- Moooooo! (COMPLETE)

On Thursdays you will see a CB standing by Gretel's stall. Talking to her will initiate this quest. Bessie is looking for a place to stay. To help her you must have renovated the Shed. So once your shed is renovated you can offer her a place to stay. Once this is done, you will have two objectives, to find her **a job** and **a dress**. To find her a job, talk to the old man at the top right corner of the village. To find her a dress, talk to the Baroness Julia Worthington (depending on your progression in the **Beauty and the Beast** quest she can be in three different locations, the Baron's Manor, the Xavier Manor or the cottage in the village).

You can also ask Bessie for Milk which she will graciously give. Getting milk from Bessie more than 6 times will reward Miles with a handjob scene.

You can also titfuck her at night while she is sleeping. Doing this 5 times will lead to a small dialogue between her and Miles.

12- The Lady and the Knight (COMPLETE)

To initiate this quest head towards the Mountains, north of the Patron Tower. There is an abandoned castle. Before you head inside make sure you have a level of at least 7-10. There will be a little battle to test your level requirements. After you enter the castle you'll see a little cutscene. Head left into the next room and push the wardrobe aside. There's a switch behind it. Head north in the castle hallway (**avoid the wire mesh floors**). At the top of the map you will enter a room with lots of skeletons. There will be a cutscene and they will come to life. Head left and notice an empty room just below the staircases. Go into the room and Miles will mention how it is safe to set camp here. You cannot use your camping equipment anywhere in the castle so this will be your safe house.

Now head downstairs (right staircase) and go to the far right. Move down the long hallways until you reach the boulders (**avoid the wire mesh floors**). Move the boulders out of your way to reach the staircase. In the room upstairs pull the lever to unlock a second set of doors on the ground floor. Now you can head back up to talk to the ghost lady or head left and find Sir Tibald the knight.

There's no priority in talking to the two characters. After you talk to both Lady Marigold and Sir Tibald, from the ground floor, head upstairs and to your left is a library. On the far left bookshelf you can find **the book of Curses**. Now head downstairs until you reach the dungeons. Navigate your way through the dungeons until you reach the far right



bottom corner of the map with all the rubble. Dig through the rubble towards the statue and push the statue aside. Head down to the Underground -1 map. Here, navigate your way to the bottom left corner of the map with the boulders. Move the boulders aside to reach the hole with the rope in the ground.

In the Underground -2 map, head towards the top left corner of the map. There's a hole shaped crevice in the wall, interact with it and Miles will dig through to find a tunnel. The tunnel leads to the left side of the wall blocking your way. Head down and solve the flame puzzle (the flames correspond to the wall hanging torches above them).

From left to right-

Blue flames : On – Off – On – On

Purple flames: On – Off – Off – On

You will have a fight on your hands. Once you've defeated the skeletons and Paladin you can grab **the Heart of Darkness** from the chest.

Once you have the book and the stone, you have three options. You can either give it to Sir Tibald or Lady Lillian or remove the curse entirely and removing their spirits for good. If you choose to end the curse you can keep the castle for yourself, renovate it and choose your own House name and sigil.

If you go to Sir Tibald he will use the stone to resurrect himself by taking some of your health. This will lead to the shattering of the stone and disappearance of all the ghosts, skeletons and Lady Lillian. Tibald will then challenge you and defeat you in battle. After he wins, he will tell you to come and see him in the Capital (Which you can do in future updates).

If you go to Lady Lillian you will have two options, to resurrect her or free her from the curse. If you choose to free her, she and all the ghosts and skeletons and Sir Tibald will disappear and the castle will become vacant. The upside to this is you get to keep the Heart of Darkness for future use. If you choose to resurrect her you will need some ingredients;

- 5 magic dust (obtained from wraith knights)
- 1 bottle of red wine (collected from the castle kitchen)
- Remains of Lady Lillian (collected from her bedroom on the second floor)

Once you have the ingredients you will be able to proceed with the ritual. Sir Tibald will show up and try to stop you. After you defeat Tibald you will continue the ritual. This will resurrect Lady Lillian, destroy the Heart of Darkness and remove the curse from the Castle. Lady Lillian will remain in the castle in an attempt to try to return her home to its former glory (revisiting the castle in future updates will grant you access to new content).

Once you have completed the quest you can leave the castle.

NOTE: There is a bonus boss in the Cursed Castle. To unlock the boss fight you have to defeat all the skeleton warriors in the castle then go to the Courtyard where you will see the Skeleton King. This boss will retreat mid-battle and to fight him again you have to go downstairs to Floor-1. The Skeleton king will retreat again and you have to fight him one last time in the Underground 1 map.

13- House Marigold (COMPLETE)

This quest only unlocks after you have completed “**The Lady and the Knight**” quest by **reviving Lady Marigold** and have also completed Chapter 1 which means you have completed the Hidden village quest and left Blackforest. If you meet this criteria then interact with the Notice board in Blackforest Village. Accept the quest and head to the Cursed castle where you revived Lady Lillian. There, you will see a man at his desk at the entrance hall. He is the Castellan. Talk to him and offer your services. He will need 3 things, Gold, Steel and Oakwood. The amount of Gold required is 30,000 GBs and you can pay this in one payment or pay him in smaller installments. He will also need 100 Steel Ingots. You can mine Iron ingots in the Blackforest Mine and in the caves below the Marigold Castle and take them to the Smith at the Arbor. The conversion ratio is 2 to 1, so you will need 200 Iron ingots. and finally Oakwood. This will initiate another quest in the quest log. Once you have completed that quest return to the Castelan and he will say the renovations will take around ten days. You can check back on them after you see the Congratulatory prompt for the completion of renovations. Now you will be able to enjoy Lady Lillian's company and also train in the Arena on the lower floor. There is also a Milestone you can activate on the ground floor which will make it easier to travel to the castle.

14- The Oakwood Curse (COMPLETE)

This quest is obtained from the Marigold Castellan (**See side quest no. 13**). After talking to the Castellan, head to the Oakwood forest area and head left to enter the Lumber mill area in the Oakwood forest. Here you will see a spirit outside the lumber mill which will attack you if you get too close. You will probably be defeated by her and watch a conversation between her and Miles. After that head to the Oakwood Village and find Hamish. You can also talk to the villagers about the incident. Now go to the Peasant's Square in the Capital and post a note on the city Notice board next to the Bookshop. Now head to the Blackforest cemetery, in the Church yard, on **Monday night**. Stand in the designated spot and the Necromancer will show up. You will have to fight him and defeat him to continue the quest. After defeating the Necromancer you can go back to the Spirit in the Oakwood Forest and remove the curse.

NOTE: You can buy a Heart of Darkness stone from the Mole merchant in the sewers at the Arbor and revive the woodland Spirit, Nassiah.

15- The Elusive Husband (COMPLETE)

This quest can be obtained from the swamp village notice board (after completing the Suicide Mission). Talk to Taraji once you have got the quest. To find her husband, go to the Swamp West map and at the top there is a wooden pole next to the water. Interact with this pole and a boat will appear. Use the boat to get to a small island with a tent and two people fucking. Talk to the guy and he will try to buy you off, first with a Gold Necklace, then, if you refuse, by offering his girlfriend and if you refuse again you can go back to Taraji and tell her the truth. However, if you accept the Girl, you will get access to Dyani who is trying to gather enough gold to leave the village. If you reject the bribe, you will have the opportunity to cut the rope holding the boat from the pole and earning yourself an **Evil Deed**. If you tell Taraji the truth you can suckle her breasts.

16- The Missing Oxen (COMPLETE)

I know how much you liked looking for the missing bunnies so I made this quest (LOL). Okay, it's not anywhere near as frustrating as the bunnies. After you got the quest from the board in the swamp village, go and talk to Abeba in the southeast corner of the village. Her oxen can be found in the "Swamp Village East" – "Swamp Village Far east" – "Swamp Village Docks" maps and the final one is in the "Swamp Village Northeast" map, standing by a burrow. When you encounter the fourth Oxen, a Lizard Beast by the name of Liai will confront you.

You can either fight her for the oxen and receive 1.000 EXP points (a note of warning, she is very strong) or you can bring her 10 meat in its place. Liai will be taking a bath on Saturday, Tuesday and Friday afternoons, next to her burrow. After returning the 4 Oxen you can fuck Abeba.

17- Slayer of Gatoraids (COMPLETE)

This quest is given to you by the village sentry who stands at the entrance of the swamp village. He will ask you to kill all the remaining Gatoraids in the swamps and bring back their heads. You have to bargain with him to get him to offer his sister as a reward. Then you have to kill 10 Gatoraids and after returning them to the sentry you can have his sister which resides in the burrow at the entrance of the swamp village.

18- Bath-house Contractor (COMPLETE)

After finishing the Beauty and the beast quest, visit the in-house Baron or Baroness depending on the path you chose. Talk to them about the possibility of building a bathhouse. You will require 2 thing, 5.000 GBs and a building location. You can go around town and collect some funds from people but you will need to pitch in yourself too. You can find the bathhouse location in the southeast corner of the forest path. Once you have these, and you have a renovator (Lui the lumberjack) you can build the Bathhouse. After the bathhouse is built go inside it and then you have to find a manager. Talk to Maya the miller's daughter in the Watermill.

19- Proof of Ownership (COMPLETE)

To go about human territories with your Beast companions you will require an Ownership Permit. To initiate this Quest you can read the notice sign at the Gates of the Capital. Head back to the Manor in the Blackforest village and ask the Baron or Baroness (depending on which path you took) for papers. If you betrayed Baroness Xavier the fat Baron will give you the papers you require.

If Baroness Xavier is in office she will refer you to the Baron in the Arbor. Go to the Arbor, south of the world map and head left once you are at the town center, head left and enter the Manor grounds. Enter the manor and talk to the secretary Abby. She will let you in. Now talk to the Baron and he will give you the Ownership Permit you want.

20- Art Theft (COMPLETE)

To initiate this quest talk to the Art Vendor in the Arbor town center or interact with the red woman painting next to him. He will refuse to sell you the painting. Make him the largest offer possible. He will decline again but ask something in return for the painting. He wants this other painting which belongs to Lady Dimitresque. Head to the Noble's District in the Capital and the first brown brick Manor on your right is the one you are looking for. Knock on the door and tell the butler you have something interesting for her.

He will let you in. During the cutscene Lady Dimitresque will ask you to steal a painting for her. You will need to do this to prove to her you are worthy of her trust. Now leave the manor head up the street and to your right is a yellow brick mansion where during the daytime the butler is outside. The butler won't let you in so you need to distract him. There's a cat on the hedges outside the manor. If you have meat or fish just interact with the cat to offer him a treat

where then Miles will throw the treat onto the manor's front porch and the cat will jump to catch it. Watch the cut-scene of the cat and dog chase.

When the butler leaves you can enter the manor. Be careful, if the residents spot you they will scream and call the guards so avoid getting too close. Head upstairs and interact with the bust sculpture next to the study door. Now that you have the Iron key you can enter the study in front of the stairs. Once inside grab the painting and head back to Lady Dimitresque. During the cut-scene with Lady Dimitresque you will see the butler take the painting into a hidden room behind the fireplace. Return in the afternoon and interact with the painting on the left in the small dining room next to the kitchen.

There is a combination behind the painting. Use the code (LEFT, LEFT, RIGHT, LEFT) with the bust sculpture next to the fireplace in the living room.

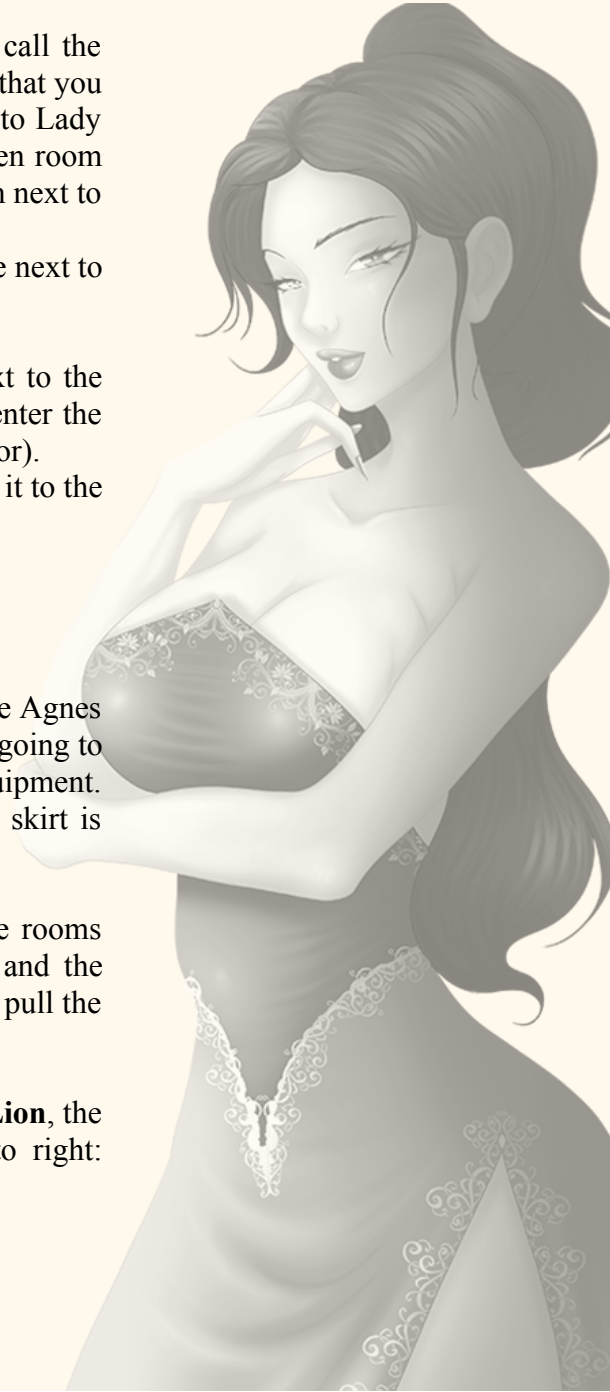
The Vault door requires a key which you can find on the second floor behind another painting, the one next to the fireplace. Once you have the key you can go downstairs and open the vault. Push the wine cabinet back and enter the painting room. Here you can take both paintings (the one you stole for Dimitresque and the one for the Art Vendor). Now head back to the Arbor and talk to the art vendor. You can choose to keep the painting to yourself or give it to the art vendor, in any case the quest will end. ([The story of the painting will continue in future quests](#))

21- The Golden Skirt - Requires the first piece (COMPLETE)

To initiate this quest, head over to the Warrior's hill, to the right of the Peasant's square. At the foot of the castle Agnes is standing with her apprentice. Talk to her and go scavenging. A fair warning, the enemies you encounter are going to be very difficult so do not attempt this quest with a level lower than 10 and have at least Awesome tier equipment. Agnes will provide three options, The Desert Ruins, The Forest Ruins and The Mountain Ruins. The Gold skirt is randomly found in one of these locations so it will differ with each playthrough.

The Desert Ruins – in the ruins there are two accessible levers. Pull them and open the lower gates to the rooms holding the statues and three levers. The combination for the left room is Middle and Top lever down and the combination for the right room is Top and Bottom one down. Once the gates are open, push the statues out and pull the levers next to the main hall gates.

Open the main hall gates and push the statues inside. There are now 4 statues in the main hall, the **Maiden**, the **Lion**, the **Swallow** and the **Stallion**. There are riddles written on the 4 tombstones the combination is from left to right:



Maiden-Lion-Swallow-Stallion place them on the 4 buttons on the ground and a coffin will appear. Open the coffin and take the treasure. This will start a trap and the ruins will begin to collapse. You have 10 seconds to leave the ruins, so RUN!!!

The Forest Ruins - The first keep you encounter in the forests is locked and there is a hole next to the gate which needs a valve lever. To get the valve go North into the second Forest map and descend the well to the north. There you will find the valve. Return with the valve and enter the first ruins. Inside the first ruins there is a treasure on the top right corner of the map which could be the Gold Skirt of Cecilia. Navigate your way through the traps and collect the treasure. The second keep doesn't contain the treasure Agnes wants.

The Mountain Ruins – In the mountains there are 4 small keeps and a large castle. You need to find 2 Levers to enter the castle. The first lever is in Small Keep #1, the one with the chess board puzzle. To open the gate you have to checkmate the queen in 2 moves. Move the white Bishop one square to the top left and then move your rook all the way to the top. The gate will open and you'll get the lever. The next lever is in the cellar of Small Keep #4. Enter the keep and navigate your way to the cellar door in the trap room.

Inside is the second lever in a chest. Use the levers with the slots outside of the big castle and enter. Inside this castle there are 5 long hallways. The middle one is where the treasure lies. There are 4 statues, one at the end of each of the other hallways. You have to turn the statue faces to match a certain combination. Using the statues in the castle you will find out that the statue combination is from left to right **Lion, Griffin, Griffin and Horse**. Once the gate is open, navigate your way through the traps and collect the treasure.

22- The Missing Jewels - (COMPLETE)

To initiate this quest, interact with the notice board in the Capital (Located in the Peasant's Square). After accepting the quest, head north to the Noble's Quarters and turn left on the first street. Knock on the door with the two angel statues and tell the Butler you are here about the Jewels. Once inside you will talk with the Lady of the house (Note: if you go in naked she will not change into her dress and leave her nightie on). After talking to her you will need to look around the manor. Check the left dining room window and then go upstairs and check the bedside mirror table. Once you have the clues, go downstairs and talk to Lady Heather about the Letter. Then talk to the Butler about the Letter. After that, interact with the Angel statue in the living room right above the Butler and then talk to Lady Heather to solve the case.

After a short cutscene you will have to decide the fate of the thief. This decision does not alter future events but rather gives you the chance to collect **GOOD** or **EVIL** points. After deciding the thief's fate, talk to Lady Heather and then use her Necklace on the same statue in the living room. Go into the Vault through the hidden door in the dining room and the quest will be completed.

23- The Huffington Mystery - (COMPLETE)

To initiate this quest, you will need to complete the previous quest “The Missing Jewels”. Talk to Lady Heather about her husband and then talk to the Butler. Afterwards, interact with the study desk in the living room and learn about the ship called the Woodpecker. Now go to the Arbor and ask the Harbor Master about the ship (He is standing behind his desk at the Harbor). He will refuse to help you, choose “Ask Nicely” to get the answers you want. Now, regardless of which path you took with the thief, he will be at the bottom left corner of the harbor, sitting on a box. talk to him and if you chose the good path you can ask him nicely to tell you the location of the Guild of Thieves. If not, you will have to bribe him 2,500 GBs. In any case, if you bribe him 5,000 GBs he will also give you a Brass Key, that he found in the sewers. you can use this key to access a bonus Gate in the sewers. once you have the location of the Guild and the Password to get in, go to the lower right side of the Harbor where you will see a gate. Enter the sewers and make your way to a large Wooden Gate. Give the password “Robin Hoodie” and enter the Guild. to make access to the Guild easier, just climb the metal ladder and unveil a hidden door in the Arbor Town center.

Now talk to the Book Keeper which is behind her desk. She won’t help you easily. You will need an Awesome Bow and some patience. Talk to her multiple times about the Huffington Job until you can give her the Awesome bow. After she gives you the information you need, head to the Huffington manor and talk to Lady Heather. Now, go to the Deepthroat Inn at the Arbor at night and enter Lord Huffington’s room. Here you will be given another **GOOD** or **EVIL** decision which will **not** affect future outcomes of the game. Once you have gotten rid of Huffington, go back to Heather and reap the rewards. You can now ask Heather to marry you.

24- Holy Bath! - (COMPLETE)

To initiate this quest, interact with the locked gate in the Cathedral, left of the entrance. Now go and ask Mother Celest about it and she will give you the key. Head to the gate and enter the Cathedral baths. Go down into the caves via the stone door on the ground. Descend another level to the lower caves. To the south of the map, there is a stone door which is locked with magic. You must defeat the 3 stone golems found in this map. After defeating the golems head to the door and enter. Once there, you will face a cursed wraith, defeat her and return to Mother Celest. Now you will have unlocked the Cathedral Baths. You can catch mother Celest bathing with some sisters on Sunday, Tuesday and Thursday nights.

MISC. QUESTS :

1- Rewarding Faith (COMPLETE)

To initiate this quest, talk to Sister Kaylee at the Grand Cathedral about her goals. After the conversation, talk to her again about her goals to convince her to pursue her dream of becoming a Mother of the faith. There are 3 tasks you must accomplish in order to complete this quest.

The Congregation – talk to Sister Kaylee about her training. Now go to the Arbor and from the town center go to the graveyard map (bottom left corner). Here, interact with the church door so Miles mentions he should talk to the Baron about it. Now go to the Arbor's Baron's office and talk to Abby the secretary. You need to convince 10 people to join the church. These are:

- 1- One of the two women talking at the graveyard district
- 2- The woman in red standing over a grave at the graveyard
- 3- The fat man sitting in front of his building at the graveyard district
- 4- The house on the right of the main square in the graveyard district
- 5- The man in front of the fireplace at the Deepthroat Inn (in the Arbor town center)
- 6- The Sailor at the Arbor Town Center by the fountain (When it's raining he's under a canopy)
- 7- The meat stall owner at the Arbor Town Center
- 8- The Arbor Baron's Wife (in the Manor Gardens)
- 9- The Arbor Baron's Maid (in the Manor kitchen)
- 10- The dock worker standing idly at the harbor (asks you for 500 GBs to join the church)

After finishing these objectives head to the Grand Cathedral and talk to Kaylee.

The Training – Talk to Kaylee about the next objective then head to Mother Celest's chambers and talk to her about Kaylee's training. She will give you the option to train Kaylee yourself or let her do it. If you want to train Kaylee yourself and receive a certificate from Mother Celest which will enable you to train other Sisters later on you can choose to train her yourself. In any case, you will need a level 2 or higher Lust Bar, that is at least 100 Lust points. For this, you must collect 5 pink shards (refer to the end of this walkthrough to see pink shard locations).

Now, you can train with Mother Celest and receive the certificate or ask her to train Sister Kaylee herself. Remember to have full Lust (100 pts) for this part of the quest. Now, go to Sister Kaylee and tell her the good news. Choose who

should do the training and watch the CG's. If you have full Lust you can train Sister Kaylee yourself. If you choose Mother Celest to train her you will need to interrupt their training session and help Sister Kaylee by making Mother Celest cum sooner.

After this is done, you can talk to Sister Kaylee about the final task.

The Ritual – After talking to Sister Kaylee about the final task you need to find Father Merdoch. He is in the private quarters where Mother Celest's chamber is. Talk to him in the morning when he is in his room and he will decline to help you. Now go and talk to Mother Celest about this issue. Then talk to Kaylee and after getting all the information head to the Arbor.

In the Harbor district you can ask around if people know Father Klaus or head to the bottom of the map where he is fishing at the pier. Talk to Father Klaus. You will need to answer some questions to convince him to help you. Based on your answers he might decide to help you or not. If you provide positive answers, he will accept but if you provide negative answers he will decline to help.

Positive Answers:

- 1- Her Past **or** Her Race
- 2- As far as I can
- 3- Make him irrelevant
- 4- Sacrifice myself **or** Not possible

Negative Answers:

- 1- Her Big Boobs
- 2- Depends on the reward
- 3- Make him disappear
- 4- Sacrifice them

If you take the **GOOD PATH** Father Klaus will move into the Cathedral and become the Grand Father. You will have to talk to him about the Ritual and then go to Kaylee.

If you take the **EVIL PATH** Father Klaus will not accept your request and you have to get rid of Father Merdoch yourself. You have to go to the Cathedral's Private Quarters kitchen in the morning and interact with the roasted chicken dish on the table. Miles will ask the maid if this is Father Merdoch's chicken. If you have finished the missing child quest and have unlocked the Swamp village, you need to go to the Oracle and ask her about a poison recipe.

You will require 3 ingredients, 3 **Blue Stingbutts** (found in the desert), a **Brainshroom** (found in the rat caves beneath Hog's Tavern), and **Killer bee venom sacks** (found in the swamps). If you have a brewing station in your shed or at Xavier's Manor you can brew the poison. Take the poison to the Cathedral and pour it on Father Merdoch's chicken. Now go and talk to his replacement Father Benedict. He will accept performing Kaylee's ritual. Now go and talk to Kaylee.

2- Lydia's Tasks (COMPLETE) – CG Content for Lydia is in development

To initiate this quest, enter the desert to the south of the world map. Once there, head north until you see the abandoned village. Enter the house on the top left and investigate. You will need a crowbar to pry open the large crate and discover the gold statue stashed inside. Now when you exit the house, Lydia will grab you from behind and threaten to cut your throat. Break free the first chance you get. Now you can proceed in two ways, either threaten Lydia or try to calm her down.

If you threaten her you will have a fight on your hands so be prepared. If you lose to Lydia you will get a lose CG and it's game over. If you win you can buy her some common clothes to replace the ones you've ruined. Later on when you get access to the beast refuge Mountana and you have the beast Armor crafting instructions you can craft beast armor and gift it to her.

To gain Lydia's trust she will require you to do certain tasks.

The first task is done on Mondays. She will require you to ambush a Human Caravan. There are two ways to approach this. If you choose to ambush the caravan during the day you will have to fight the soldiers and you will receive one **EVIL POINT**. If you carry out a stealth mission during the night you will get one **GOOD POINT**.

Day ambush – at the start of the mission Lydia explains what needs to be done. Head to the tree on the ledge and push it into the canyon. Now go to the right side of the map and tie a rope to the pole in the ground where a bridge used to be. If you don't have a rope you can ask Lydia to give you one. Now climb down into the canyon and climb up the other side.

There is a **Hidden Cave** behind a cactus in the canyon if you hurry you can enter it and get a green shard before the caravan arrives. Once on the other side of the canyon push down the boulder opposite the tree you pushed. Now wait for

the caravan to arrive. Once the caravan has stopped climb down and eliminate the guards and loot the caravans. Return to Lydia to leave the location.

Night stealth – After Lydia's explanation, tie a rope to the pole and climb down into the canyon. If you don't have a rope you can ask Lydia for one. Wait for the guard to go towards the camp and loot the caravan on the bottom. Climb the steps on the other side and tie a rope to the pole. Again if you don't have one you can ask Lydia. climb down the rope and loot the other two caravans without being caught.

The second task takes you to an excavation site. Here you have to enter the burial chamber unseen. You can hide in the bushes and move around unseen. When you are hidden in a bush you can take out the guards. Once you reach the burial site climb down. The riddle to the circle puzzle on the ground says "There is no Sun, there is no Moon" "The Beast King will rise, from the Tides of doom". The combination of images you need are **the Crown – The Paw – The Waves**. Inside the chamber collect all the gold you can and return to Lydia.

For the third task Lydia requires the Fertility Potion recipe and 4 fertility potions. To get these you will need to finish the Missing child quest in Blackforest Village and rebuild your shed so you can brew potions. Ask the Oracle in the swamps for the recipe and brew 4 fertility potions.

The fourth and final task takes you to a Slaver's Camp. There are two ways you can approach this mission. Stealth or head on. There are no good or evil points in this mission regardless of your approach. If you choose stealth you have to sneak past the guards using barrels and bushes as cover and reach the top right tent. Then you will fight the Slave Master and when you defeat him the mission will be over. If you take the head on approach you will need to eliminate all the slavers before the Master Slaver appears and fights you. (Finishing this quest will unlock Slaver Camps around the world map, more to come in future updates)

3- Wheel of Cheating (COMPLETE)

You come across a game master in the Arbor town center. He's standing in front of a colored wheel with a CB girl next to him. The wheel is rigged so you can't win. Just play the wheel several times until Miles mentions the wheel is rigged. Now return to the wheel at night and rig it yourself. You can set in on the girl or random prizes. Now return to the Game Master and play, if you win the girl 3 times you can talk to her. Sometimes the Game Master rigs the wheel again so you have to return at night and fix it.

Now talk to Sunny and offer to buy her from the Game Master. You can either pay him 2.500 GBs and promise never to play the wheel again or give him 5.000 GBs for Sunny and play the wheel later on.

Sunny will be located in the tavern at the Arbor town center. If you have bought the Manor House and moved into it at the Arbor town center just to the north east of your current location you can propose to her and move into the manor house.

4- Black Dice (COMPLETE)

There is a Game Master at the Capital Tavern; if you play him several times Miles will mention the dice is rigged. After this you can return at night and rig his table with an Iron Ingot. You can find Iron ingot in the large crate outside the item shop in the Capital. You'll need a crowbar to open it. After rigging the table where the Game Master sits at the tavern, return in the morning and play dice with him. Bet as high as you can and after winning several times the Game Master will give up and give you his black dice. You can play some strip dice with this black dice and always win.

HIDDEN LOCATIONS:

1- Hidden Room in the Tavern - At the Busty Hog, on the second floor, pull the candle stick in the middle to unveil a hidden room.

2- Hidden Room in the Manor - At the Village Manor, on the first floor, play the piano. The combination is Black-Black-Black-White-Black.

3- Hidden Chest in the Forest Path - At the Forest Path you will notice an inaccessible chest, eating the red mushroom close to the glade will transport you there. To get back, eat the other red mushroom.

4- Hidden Room in Xavier's Manor - On the first floor, turn on the fireplace in the right room to reveal a hidden room in the fireplace of the left room.

5- Hidden Cellar in Xavier's Manor - The cellar gate seen in the middle of the first floor in the manor can be opened by moving the left and right statues onto the pressure plates to the left and right of the fountain. The statue facing right must be on the left and the statue facing left must be on the right.

6- The Armory in Xavier's Manor - To enter the armory, find the key under the bust in the study just across from the armory.

7- The Hidden Room in the Spider Caves - In the spider caves in the Inner Forest, where you will reach a dead end and the MC says "Dead end...There's been a cave-in" there is a rock wall revealing a hidden brick wall. Hack through the wall to get to the hidden room with a War Hammer inside a chest.

8- The Hidden Room in the Bear Cave - In the mountains, in the bear cave to the North, there is a hidden room behind the north wall of the cave. Inside you will find a Red Shard and a chest.

9- The Hidden Room in the Random Castle - In Random castle #2 if you pull the candlestick to the right of the throne you will unveil a hidden treasure room.

10- The Hidden compartment in the Cursed Castle - In the kitchen behind one of the cupboards there is a hidden compartment with a rusty key inside. Use this key to access the Armory on Floor -1.

11- Ancient crypt room #1 in the Cursed Castle – This room which is visible from the ground floor can be accessed from the second floor where there is a small square room with a broken statue pedestal. To move the pedestal you need someone in your team to help you push it.

12- Ancient crypt room #2 in the Cursed Castle – This room in the Dungeons is accessed via an Iron Key which can be found in a pot in one of the cells to the left of the map.

13- Hidden Room in the Cursed Castle – This room can be accessed from the Underground -1 Map. On the top right corner of the map there is a brick lining visible from under the rocks. You can hack at the wall with the pickaxe. Inside you will find a green shard.

14- Hidden Chambers under the Cathedral – To access this hidden location enter the Cathedral in the Capital at night and turn off all the braziers in the Grand Hall, this will open a trap door in front of one of the tombstones at the altar. You can come back and descend the ladder during the day because it will be too dark during the night.

Treasure Map #1 - Inner Forest

Where the river flows from myriad waterfalls
Where the giant tree stands forlorn and alone
In front there I hid my precious gold

Just south of the waterfalls in the Inner Forest, there is a fork in the river with a giant tree in the middle. Under the tree is the treasure.

Treasure Map #2 - Inner Forest

Where used to be a mighty tree
I hid my treasure, come and see

The giant tree trunk to the North-East of the Inner forest contains the treasure.

Treasure Map #3 - Random Castles

I hid it in the heart of the courtyard, in the left garden

In the random castle number 5, which has a heart-shaped, courtyard and a bear you will find the treasure in the left garden patch.

Treasure Map #4 - Random Caves

I found a pool of water deep in the caves.
My treasure will be safe here.

In the random cave number 2, there is a pool of water to the North of the cave. Dig over the dirt patch to find the treasure.

Treasure Map #5 - The Swamp

This treasure can be found in a small field of dead grass in the swamps with a bald patch in the middle that has a bridge leading to it.

Treasure Map #6 - The Swamp

This treasure can be found near the totem pole in the swamps. If you interact with the pole Miles says it's a totem pole. Stand to the left of the pole and go 2 steps up and 3 steps left and press Action to dig the site.

SPECIAL ITEMS:

- 1- **Torch** – Found in the Lumberjack's cottage in the Forest Path.
- 2- **Pickaxe** – Found in the attic of the Baron's Manor
- 3- **Book of Offensive Skills** – Found in the Random castle #3 you visit with Agnes.
- 4- **Book of Defensive Skills** – Found in Spider Caves (Cavern #1) in the Inner Forest on a skeleton.
- 5- **Book of Health and Nutrition** – Found on the Oracles bed in the swamp village.
- 6- **Book of Magic Skills** – Found in the Hidden chambers below the Grand Cathedral inside a crypt in the North hall.
- 7- **Fishnet Lingerie #1** – Found in Random Castle #5 in the most right drawer
- 8- **Fishnet Lingerie #2** – Found in Random Castle #1 in the drawer to the left of the map.
- 9- **Fishnet Lingerie #3** – Found in the Cursed Castle in the drawer to the left of the map in the middle room to the right.
- 10- **Bridal Lingerie #1** – Found in the Xavier Manor on the second floor in the bedroom chest.
- 11- **Bridal Lingerie #2** – Found in the Cursed Castle in Lady Lillian's room on the second floor.
- 12- **Floral Lingerie #1** – Found in the Xavier Manor on the first floor in the guest room to the right.
- 13- **Angel Costume** – Found behind the Ancient door in the InnerForest

14- Devil Costume – Found behind the Ancient door in the Spider caves west of the Watermill.

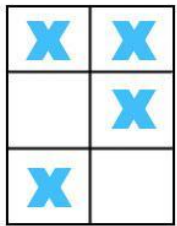
15- Pendant of Time – Found in the temple of time south of the Arbor region in the world map. To access the temple you must turn on the 3 flames at their determined times. The times are drawn on the temple walls, full sun is for morning, half sun is the afternoon and the moon is night time.

16- Statuette of Adah – Found in Mother Susan's room.

17- Summoning Stone – Found on the table in the Item Shop at the Capital

SPECIAL WEAPONS and ARMOR:

1- Axes of Evil – Found in the Cursed Castle on the ground floor. To unlock the door make this pattern on the six floor tiles adjacent to the room where they are held.



2- Black Scythe of Death – Found in the Forest Ruins on your second scavenger hunt with Agnes, this is random, you might find Cecilia's Gold Skirt instead.

3- Spear of the Lionheart – Found in the Mountain Ruins on your second scavenger hunt with Agnes, this is random, you might find Ceilia's Gold Skirt instead.

4- The Scorcher – Found in the Desert Ruins on your second scavenger hunt with Agnes, this is random, you might find Ceilia's Gold Skirt instead.

5- Shield of House Marigold – Found in the Dungeons map below the castle. There are two levers, a blue and a red. Both levers must be put on the left to open the door.

6- Crafting Instructions for Witch hunter Armor – in the wells descending to the hidden chamber below the Cathedral there are paper scrolls in the wall crypts, one of them is the crafting instructions.

7- Crafting Instructions for the Long Bow – This can be found in the lowest dungeon below the Cursed Castle where you need an archer to shoot a lever.

8- Crafting Instructions for Beast Armor – This can be found in the Hermit Cave North of the Mountains map in Blackforest.

- 9- **Purple Coffin #1** – Found in the Hidden Crypt in the Southwest hall of the ancient Crypts in the swamps.
- 10- **Purple Coffin #2** – Found in Lady Dimitresque's vault.
- 11- **Purple Coffin #3** – Found in the Temple of Time in the desert
- 12- **Purple Coffin #4** – Found in the Hidden Vault in the Huffington Manor (Complete the “Missing Jewels” quest)
- 13- **Purple Coffin #5** – WIP

ANCIENT DOORS:

- 1- **Ancient Door #1** – Located in the Rat Tunnels – Equip Rat Skull to enter
- 2- **Ancient Door #2** – Located in the Inner Forest – Requires 5 **GOOD Deeds**
- 3- **Ancient Door #3** – Located in the spider caves to the west of the watermill – Requires 5 **EVIL Deeds**
- 4- **Ancient Door #4** – Located in the Riverbank cave in the mountains – Kill the giant serpent to enter.
- 5- **Ancient Door #5** – Located in Random Cave #1 – Switch Combinations – Yellow (Right) – Blue (Middle) – Green (Right) – Red (Left)
- 6- **Ancient Door #6** – Located in the Cursed Castle on the Floor -1 map. To open the door you must have reached 5.000 chickens kicked.
- 7- **Ancient Door #7 – (Currently unattainable)** This door is located in the Ancient Crypt in the Swamp Lakes. It requires 2 Naagi heads on the platforms in front of it to open.
- 8- **Ancient Door #8** – Located in the hidden chambers below the Grand Cathedral in the capital (see #14 hidden chamber). To access this door you have to push aside a statue in the top right room of the North Hall in the hidden chambers - Requires 10 **GOOD Deeds**
- 9- **Ancient Door #9 - (Currently unattainable)** Located in the second forest ruins you visit with Agnes in the Capital – Requires 10 Hermit mages defeated.
- 10- **Ancient Door #10** - Located in the castle in the mountain ruins you visit with Agnes in the Capital – Requires 50.000 Gold Coins in your purse.
- 11- **Ancient Door #11** – Located in Mountana – Requires 10 **GOOD Deeds**

RED SHARDS:

- 1- Rat tunnels below the tavern in Blackforest Village
- 2- Caves in the Forest of Faces (**Not yet Accessible**)
- 3- Cavern #1 in the Inner Forest with the jail cells and spiders.
- 4- The King's Tomb in the Ancient Crypt in the swamps.
- 5- The Hidden Room in the Family crypt in Northeast hall at the Ancient Crypt in the swamps.
- 6- Hidden room in The Bear cave in the Mountains
- 7- In the Mountain Cave with the Gold statuette (SouthEast of the map)
- 8- Ancient Door of Benevolence in the Inner forest
- 9- Random castle #6 upstairs
- 10- Hidden room in Small Keep #4 in the mountain ruins you visit with Agnes from the Capital.
- 11- Ancient Door of Benevolence in Mountana

GREEN SHARDS:

- 1- Rat tunnels below the tavern in Blackforest Village
- 2- The King's Tomb in the Ancient Crypt in the swamps.
- 3- Hidden cave in the Underground -1 map of the Cursed Castle
- 4- Random castle #6
- 5- Bonus room in the sewers (obtain the key from the thief by bribing him 5,000 GBs in the "Huffington Mystery" quest.)
- 6- Hidden cavern in the Lower Caves beneath the Cathedral Baths (Requires "Holy Baths!" quest)

BLUE SHARDS:

- 1- The treasury in the mines of Blackforest Village
- 2- Ancient Door in Random Cave #1
- 3- Hidden room in the well walls descending to the chambers below the cathedral.
- 4- Ancient Door in the North Hall of the Hidden Chambers beneath the Cathedral.
- 5- Dungeons below the Mountana throne room
- 6- In the renovated Marigold Castle, next to the throne room on the Ground floor.

PINK SHARDS:

- 1- North tunnels in the mines of Blackforest Village
- 2- Swamp southeast map.
- 3- The Southeast Hall in the Ancient Crypt in the swamps.
- 4- Swamp village far-East map
- 5- In heaven at the Patron Tower
- 6- In the White Dire Wolf's Lair in the Mountains
- 7- Ruins #1 in the Forest Ruins you visit with Agnes from the Capital.
- 8- Hidden Cave behind the waterfall at the entrance of the mountain ruins you visit with Agnes from the Capital.
- 9- In the Renovated Marigold Castle on the Upper Floor in the Far Right Hallway.

PLAYING CARDS:

- 1- Nallaria Priestess Card – found behind a painting in Father Fox's attic room.
- 2- Skeleton Warrior Card – found in Ancient Crypt in the swamps (2 Cards)
- 3- Skeleton King Card – received after defeating the skeleton king in the cursed castle
- 4- Agnes Card – received after finding the second piece of Cecilia's Armor for Agnes.
- 5- Kaali Card – received after defeating Kaali in the Lion's Den.
- 6- Direwolf Card – found in the Direwolf's lair in the mountains.
- 7- Foot soldier Card – found in the Armory in the cursed castle.
- 8- Foot soldier Card – found in the tent in the forest campsite where you go with Lydia.

**Thank you For Playing
See you in the next update**



Path to clean water (The missing child quest)

Step 1:

Starting from the swamp entrance take one of those two eastern exits. It doesn't matter which one because they lead to the same room.



Step 2:

After that take the southern exit, not the northern one!



Step 3:

When you enter the room head north and follow the small path.



Step 4:

Collect the water.

