

I'm not robot!

yourself 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" interruptions. (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. (Grrrrrr!!!) 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 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. 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.) 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. "Sheez! ... 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. 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 preform 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 both visiting Victoria or Alice, or even paying for Gwyneth'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. 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. QUEST: Save the Chap Prerequisites: Orc Stronghold You'll find Caleah's Village to the East. The bow! 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 'chaps'. 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 decide 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. QUEST: Let there be Light Prerequisites: Bat Breeder, Temple of Getesh 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 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 be 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 some floor 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 barreness 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 her 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 on 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 get 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." 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. 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