

New Quest's Added in version 1.4x

Werewolf Hunt

This quest is only available for those who let Mia get cozy with an amorous werewolf.

Triggers: When the player has built a home for Mia

When entering the map where Mia lives, the player will hear a howl. The player will suspect this may be the werewolf, and we can't have that beastly living near our children, can we? Look for pool of blood to the north near the path. Follow the blood spatters, they'll lead you to the werewolf's lair. The werewolf will attack you when he notices you, so be prepared!

If you survive the fight, you can find a chainmail in the corner among the corpses.

The Suitor

Triggers after completion of: 'Ring a Bell' and 'Get Alice a Room Key'

Upon entering the village map a carriage will appear next to the tavern. After entering the tavern, the player will overhear the innkeeper talk to a man about a wedding. Yes, Alice's dad has finally found a suitable suitor for her. Naturally we can't have our favorite barmaid run off with someone else!

Alice leaves for Edgar's tailor's shop to get fitted for a wedding dress. Head over there to speak with her. Alas the men in Edgar's shop are guarding the changing room where Alice is trying out her dress. You need to lure the men away from the shop. Go outside, the driver of the carriage is taking a nap. If you talk to him, he'll ask you to feed the horses for him, and gives you some carrots. Go to the horses and tie the carrots to a stick in front of the horses. The horses (and carriage) will run off attempting reach the carrots. The player enters the shop to warn the men about the run-away carriage. The men will storm out to retrieve the carriage. No one will stop you entering the changing room now.....

Wedding Wrecker

Triggers after completion of: 'The Suitor'

Alice must obey her father's wishes and marry Johan Brandywine. You'll need to find some way to sabotage the upcoming wedding. Keep an eye out for a carriage near the tavern. Whenever it's there (40% chance per day), Johan will be in town and plan to take Alice out on a date. This consist of him drinking a few ales while fondling Alice. Go over and talk to the happy couple. Johan will challenge you to a drinking bout. Johan is quite a large fellow, so the player won't stand a chance. You'll have to cheat! Make sure to either drink a potion of 'Cure Poison' before the bout or bring one with you. This will keep you from getting drunk. After drinking Johan into a stupor, Alice will ask you to help her carry Johan upstairs to her room. A fine opportunity to have some sex with Alice. Now what if Alice got herself pregnant before the wedding? Surely that would make Johan change his mind? Problem is Alice's dad

has acquired a shipment of 'Potions of Barrenness' and is forcing his daughter to drink them each day. This means you can't get her pregnant by normal means. Bring a 'Potion of Enhanced Fertility' this will give you a 50% of impregnating her.

You get the opportunity to repeat this scene whenever Johan is in town, so you have several attempts at getting her pregnant.

The Perfect Wife

Triggers when Alice is pregnant

Upon entering the tavern, the player will overhear a quarrel between the innkeeper and Alice. It turns out Alice has gotten herself pregnant (wonder how that could have happened?) and Johan has cancelled the wedding. Rolph (the innkeeper) is furious with his daughter and plans to send her to a monastery far away to rid her from her adulterous ways. If only there was something like that closer by.... The temple perhaps? Head over to the temple to ask Ziva to take on Alice. She'll agree but you need to gather some ingredients, so she can manufacture a suitable uniform first. Once you've given her the ingredients you can persuade the innkeeper to bring Alice to the temple.

Once Alice is in the temple you help her with her 'education'. She'll be performing chores in three different rooms (library, kitchen and shrine). The location is randomly determined each day. If her work is sloppy you can discipline her, which increases her obedience level. Her level of obedience determines her responses and after reaching 90% she'll accept punishment even when she hasn't messed up her chores.

System:

Punishing her if she hasn't messed up always leads to a 10% drop in obedience and she'll refuse to be punished unless her obedience level is at 90% or higher.

If she has messed up her chores (her sprite will be sitting on the floor), punishing her will lead to a 10% increase in obedience and a sex scene. Giving her a pass leads to a 5% obedience but no sex scene.

There is a 25% chance of her messing up each time you enter the floor where she is working, so just keep walking up and down those stairs to provoke the desired situation.