



Kingdom

Queens, Princesses & Whores

v0.5.0



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About this guide

This is an official guide written by Nobleonestudio. Warning! the game is not finished. So, keep in mind that some storylines are not completed yet.

- How to best use walkthrough?

The game is designed so that you can do whatever you want following a walkthrough may ruin the intended experience. I would recommend using a walkthrough as a guide after the initial playthrough to try other paths or if you are stuck with a quest.

- During the game, you'll meet different characters, and your decisions will affect the outcome of future scenes. You can choose your path with almost every character.
- The walkthrough is still in progress until the game is fully developed.
- Please use hypertext refers to quest so you can easily find what you want.
- This walkthrough is free for all.
- The guide might be seen as chaotic, but once you understand how it works it will be clear.

If you have any suggestions or ideas contact me on discord. Anyway, if you are reading until here, you are a real fan! Thank you. But there is nothing more interesting this is just a guide to help you play this game. For any quest, you want to do just click on the table of content and simply find your quest what you want. And follow the path. That's it. If there is some mistake or something that is not well defined, please tell me.

Guide

There are different types of quests. You can recognize them by colors.

Tutorial-Quest

Main-Quest

Side-Quest

Character-Quest

Activities

Titles

You can currently earn one of two titles, [squire](#), or [baron](#).

Skills

There are passive and active skills. Most of them can be obtained in the talent tree. Unfortunately, the talent tree is not yet complete and is still under development, so not many skills are available.

Items

Items are divided into common, weapons, armor, and key items.

Herbalism

Herbalism is a skill in the talent tree that requires 1 [intelligence](#), once you learn it you can harvest herbs.

Alchemy

Once you learn alchemy in the talent tree requires 2 [intelligence](#), you can brew potions in an alchemy lab.

Lockpicking

Lockpicking is a necessary skill to progress in the game. All you need to unlock the locks is a lockpick.

When you are lockpicking you'll need to push each of the lock's pins to the top of the lock before slowly fall back into place. If all the pins are lifted before any of them fall back to their starting position, the lock will be unlocked, but be careful, lock picks can only take so much stress, if you stress it too much it will break.

Hard level lock is a bit tricky. To unlock it, you will have to lift all the pins up first, so they do not fall and then just push them in the correct order.

If you still don't know how to do it, watch the video tutorial on [discord](#).

Locations

Riverrun

Riverrun is your village.

Castle

You will need a [castle pass](#) to gain access to the castle.

Church

In order to get to the church, you need to bribe the guards or tell them that you are infected.

Lab

The lab is in the church.

Swamps

The swamps are south of the waterfall.

Cave

One cave is in the swamps and the other under the waterfall.

Meadows

The meadow is north of the farm, and you can find a marigold herb and a wild stallion there.

Market

Market in the western part of the village, if you have a lumberjack axe you can cut down a tree there.

Fortress

The fortress is inhabited by elves and is south of the market.

Stats

Strenght

- Max strenght in this update is 1.
- You gain 1 strenght in the quest [Market](#).

Intelligence

- Max intelligence in this update is 2.
- You can get 1 intelligence point by reading a book in a [locked](#) abandoned house in the village.
- You can get 1 intelligence point from the homeless man in the [castle](#).

Stamina

- Max stamina in this update is 1.
- You gain 1 stamina in the quest [Trial by fire](#).

Agility

- Max Agility in this update is 1.
- You gain 1 Agility in the quest [Trial by fire](#).

Corruption

- You can get 1 corruption point by choosing Well... in the quest [Home sweet home](#).
- You can get 1 corruption point when you visit Valeria in the quest [Save Valeria](#).

Quests

1. Market

- Your first task is to help in the market.
(Market is to the left of your house.)
- After you get to Sarah, Julieth will join you and your task is to bring a barrel of wine from the elves. (The Elven Fortress is located south of the market.)
- Talk to Valeria, take the barrels, and go back to Sarah +1 **Strength**. (The choice has no effect.)
- Get home for lunch.
- In the afternoon, go to the tavern and talk to Sarah.

- **Choose Not really** to get two sausages.

- Then take Julieth to the market with you.

- Take the box and put it in the cart.



2. Home sweet home

- Go home.
- If you **choose** No way ... she runs away.

- If you **choose** Well ... +1 **corruption**

- Go sleep

3. Breakfast

- Go to the farm to buy eggs and return. (The farm is to the left of the market.)

1. Ambush

- After the ambush, go with the old man to the elven fortress. (South)
- Here you can get side-quest [Save Valeria](#) if you **choose Help them**.
- Return to your village.
- You got a new quest from an old man [Trial by fire](#).
- Go home wait for meal. (Eat food to restore health.)

4. Friend Freddie

- In the afternoon, visit your friend Freddie. (Eastern part of the village.)
- [Lockpick](#).
- Open the chest.
- Talk to Freddie, touch the mill, and return to him.
- (There is no further content in this update)



2. Trial by fire

- Morning day 3, go south from the village to the waterfall.
- Talk to old man. (The choice has no effect.)
- Run 10 laps around a tree. +1 [Stamina](#).
- Focus on the tree. ([Talents](#).)
- Talk to old man. (The choice has no effect.)
- Bring your stepsister's panties to the old man.

1. Winter is coming

- To be able sleep at home, you must bring your stepmother 5 pieces of food and 3 logs of firewood. (Repeatable quest – weekly)
- You can get food by stealing it from the market or buying it at a tavern or shop.
- You can cut wood at the market. But you need a lumberjack axe. You can buy it in a weapon shop or [steal it on the farm](#), or you can steal wood near the village and the market.
- After you give it to your stepmother, you can sleep at home.

Trial by fire

- Go to your stepsister room at night, unlock the door.
- Take the panties and return them to the old man.
- Training completed+1 [agility](#) (Now you can learn talent sprinter.)

3. Gorlag

- Day 4, Go to the notice board in front of the tavern and see WANTED.
- Now you can go south of the elven fortress. (Before you go be sure to have full health.)
- If you help her, you will get +3 [love](#) and +1 [respect](#).
- After fighting a bear, you can use the -meditate ability to replenish your health.
- Meditate until night and attack Gorlag in the camp.
- A piece of armor dropped from Gorlag activates [Legendary armor](#) quest.
- Go home sleep.
- The next day go to the mansion in the village to see reeve.
- Tell her that you killed Gorlag. (100g)

Wild stallion

- Now that you have 100 gold, you can buy a saddle in the village and tame the horses.
- The wild stallion is located north of the farm where you bought the eggs.
- The last thing is to catch him. (Good luck without a talent sprinter.)
- Congratulations press button V to ride.

4. Raid on the village

- The next morning after killing Gorlag, your village is attacked, defend yourself.
- Kill 2 goblins and enter the mansion.

Choice

- **Defend Lady** (Good route) If you successfully defend Lady Isabelle, you will become her squire, and get 100g reward, but Garona will be mad at you.
- **Neutral** (Good route) Lady Adda will be kidnapped, and you will see a scene in the orcs camp. After you save her, you will become Lady Isabelle's squire., but Garona will be mad at you.
- **Help the orc** (Bad route) Lady Adda will be kidnapped and you can join the warchief in the tent. Garona will respect you more. You will become Baron of Riverrun.

5. Defend Lady

Defend Lady route

- To kill wounded Azug, you will need at least some leather armor and basic talents. +3 love
- Isabelle/Adda
- Title **squire**
- Come to her the next morning for a reward.
- Talk to her and select **At your service.**
- She will give you a quest **Taxes.**

6. Taxes for your Lady

- Collect taxes from Emily, Katarina, Sarah, Eddard, Freddie, Old Lady.
- By collecting taxes from Emily, you can punish her for avoiding paying the tax, or agree to her.

Choice

- If you **agree** with her, you will get +3 **love** but -1 **respect** Emily. (Good route - no content yet)
- If you want to **punish her**, she will kick you out of the house.
- When she does, go to the mansion and write a contract at the table.
- Go back home and hand over the contract to Emily. -3 **love** +1 **respect** Emily/Jessica. (Bad route)
- From now on, the house belongs to you and Emily and Jessica will pay you rent. Winter is coming quest is completed.

Choice

- Freddie is your best friend, and you can forgive him taxes. If you do, you get +1 **favor** from Freddie. (Not usable in this update).
- When you collect all those taxes, go back to Isabelle.
- Pick up a reward +3 **love** Isabelle, + **Castle pass**, + **own room** in the mansion.
- Talk to Isabelle again for the scene.
- On the same day after scene 1, go to sleep for scene 2.
- No further content with Isabelle this update.

7. Lady in trouble

Neutral route

- The next day after the raid you can go to the orc camp and save Lady Adda.
- Go to the tent at the orc camp in the evening. Make sure you have full health and some leather/plate armor.
- Congratulations you saved Lady Adda. +3 love Isabelle/Adda
- Title **squire**
- Talk to her the next day and select **At your service**.
- She will give you a quest **Taxes**.



Taxes for your Lady

- Collect taxes from Emily, Katarina, Sarah, Eddard, Freddie, Old Lady.
- By collecting taxes from Emily, you can punish her for avoiding paying the tax, or agree to her.

Choice

- If you **agree** with her, you will get +3 love but -1 respect. (Good route - no content yet)
- If you want to **punish her**, she will kick you out of the house.
- When she does, go to the mansion and write a contract at the table.
- Go back home and hand over the contract to Emily. -3 love but +1 respect. (Bad route)
- From now on, the house belongs to you and Emily and Jessica will pay you rent. Winter is coming quest is completed.

Choice

- Freddie is your best friend, and you can forgive him taxes. If you do, you get +1 **favor** from Freddie. (Not usable in this update).
- When you collect all those taxes, go back to Isabelle.
- Pick up a reward +3 **love** Isabelle, + **Castle pass**, + **own room** in the mansion.
- Talk to Isabelle again for the scene.
- On the same day after scene 1, go to sleep for scene 2.
- No further content with Isabelle this update.

Lady in trouble

Help the orc route

- You guaranteed the orcs a successful attack. -3 **love** Isabelle / Adda. +1 **respect** Garona.
- The next day after the raid go to the orc camp. Garona will want you to kill Azug.
- Before you kill Azug, make a deal with Isabelle. +1 **respect** Isabelle.
- Go to the tent at the orc camp in the evening. Make sure you have full health and some leather/plate armor. You can join him if you want.
- Congratulations you saved Lady Adda. -3 **love** Adda.
- Title **Baron**.
- + **Castle pass**, + **own room** in the mansion.
- As a baron, you should collect **taxes**.



Taxes for me.

- Collect taxes from Isabelle, Emily, Katarina, Sarah, Eddard, Freddie, Old Lady.
- By collecting taxes from Emily, you can punish her for avoiding paying the tax, or agree to her.

Choice

- If you **agree** with her, you will get +3 **love** Emily but -1 **respect** Emily. (Good route no content yet)
- If you want to **punish her**, she will kick you out of the house.
- When she does, go to the mansion and write a contract at the table.
- Go back home and hand over the contract to Emily. -3 **love** Emily but +1 **respect** Emily. (Bad route)
- From now on, the house belongs to you and Emily and Jessica will pay you rent. Winter is coming quest is completed.

Choice

- Freddie is your best friend, and you can forgive him taxes. If you do, you get +1 **favor** from Freddie. (Not usable in this update).
- Collect another way of payment from Isabelle. +1 **respect** Isabelle.
- No further content with Isabelle this update.

8. Squire

No further content as Squire this update.

9. Baron

No further content as Baron this update.

No main-quest available.

2. Save Valeria

- You need a **castle pass**, and talents - **herbalism** and **alchemy**.
- Another important thing is to get to the **church** where the laboratory is.
- When you get to the **lab**, you'll find out what you need for the ointment.
- Steal potions in the lab on the table.
- Go to the **swamps** and there to the **cave**.
- Kill the basilisk and get the basilisk oil.
- Then go over the farm to the **meadow** to collect marigold.
- In the forest south of the **market** grows by the river **Conifer purple**
- After collecting all the necessary ingredients, you can make an ointment.
- Deliver ointment to Astrid in the **fortress**. +| **love** +| **respect** +| **Perversion** Astrid.
- Now you can visit the wounded Valeria in a deep sleep.
(Warning some choices lead to game over!)



3. Legendary Armor

- Bring piece of armor to blacksmith in Riverrun.

No side-quest available.

1. Family values

Character quest for Emily is available after quest **taxes**, there are 2 paths that you can choose.
(Currently there is only content in the bad path)

Bad path

- After you have confiscated the house, you must increase Emily's rent.
- Wait another week and ask her to pay the rent.
- Talk with Jessica.
- Get her a dance dress. Buy it from a red-haired woman from the castle.
- Wait until next week.
- In a few weeks you will be able to demand taxes from both.
- When Emily runs out of money, she'll have to work it out.
- Interact with her in the morning, afternoon, and evening.

2. My little stepsister

Character quest for Jessica is available after quest **taxes**, there are 2 paths that you can choose.
(Currently there is only content in the bad path)

- After you have confiscated the house, you must increase Emily's rent.
- You can watch her in the tavern where she works in the evening.
- Wait another week and ask her to pay the rent.
- Talk with Jessica.
- Get her a dance dress. Buy it from a red-haired woman from the castle.
- Wait until next week.

- In a few weeks you will be able to demand taxes from both.
- You can forgive Jessica or punish her for not paying rent.
- If you forgive her. +3 **love** -1 **respect** (No content yet)
- If you punish her, she promises not to listen to Emily and she won't pay rent for her, she will also work for you every morning. -1 **love** +3 **respect**
- Interact with her in the morning.

3. Lost necklace

Character quest for Emma is available on day 1.

- Emma's necklace is now owned by Aurai, you can find her every evening in the swamps.
- You must give her an ordinary necklace or fight her, otherwise, she won't give you Emma's necklace.
- An ordinary necklace you can buy in a store or steal it from Adda in her room.
- When you get Emma's necklace go to her and she will reward you.
- Visit her every night,
- If you want more with her, you must buy an elven ring in the **castle**.

4. Life saver

Character quest for Sarah is available after quest [Ambush](#),

- You can meet her at granary every night if you talk to her in tavern.
- If you get boobjob from her, next day she doesn't want to hang out with you.
- You need to get a flask of wine to progress. (You can steal it or buy it in the castle.)
- Meet her at the granary and choose what you want.