



# Cataclysm

# 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.

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.

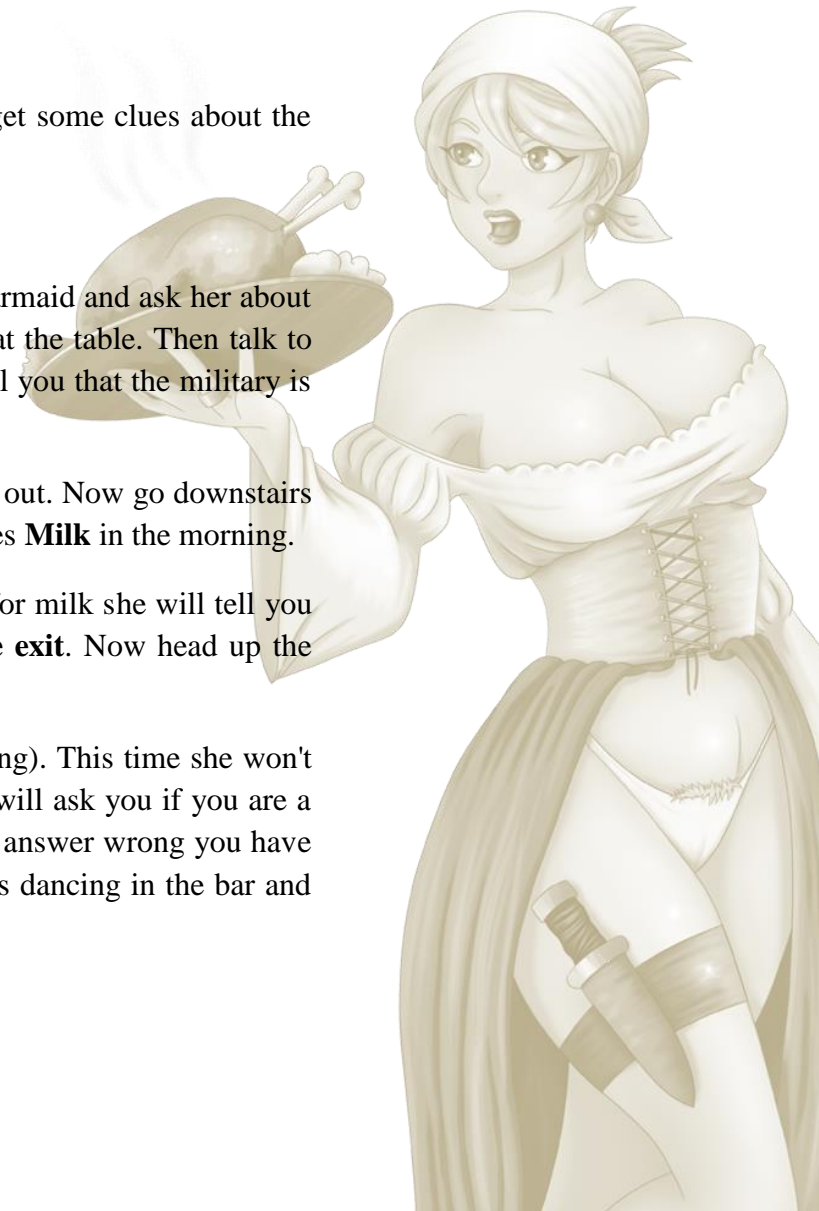
You can head up to Father Fox's room in the attic and find some books and a letter.

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 two options **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 and CG not available yet).

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 CG not available yet).

**In any case now you can look for a sword.**

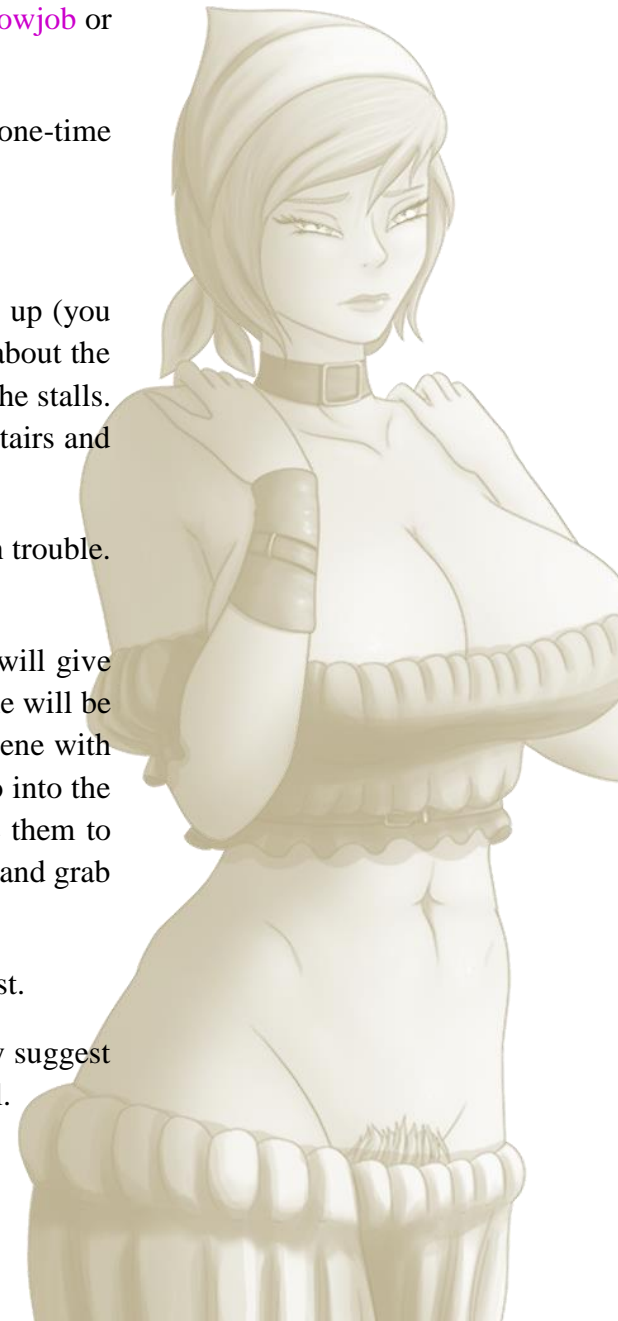
Head for the Baron's manor (open only on weekdays!). Here talk to the receptionist first. She won't let you go up (you should have already talked to the guard at the village entrance). Go into the kitchen and talk to Triss. Ask her about the receptionist. She will tell you to sweet talk her and get her some **flowers**. 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**). But if you choose the **EVIL** path you will leave her to die.

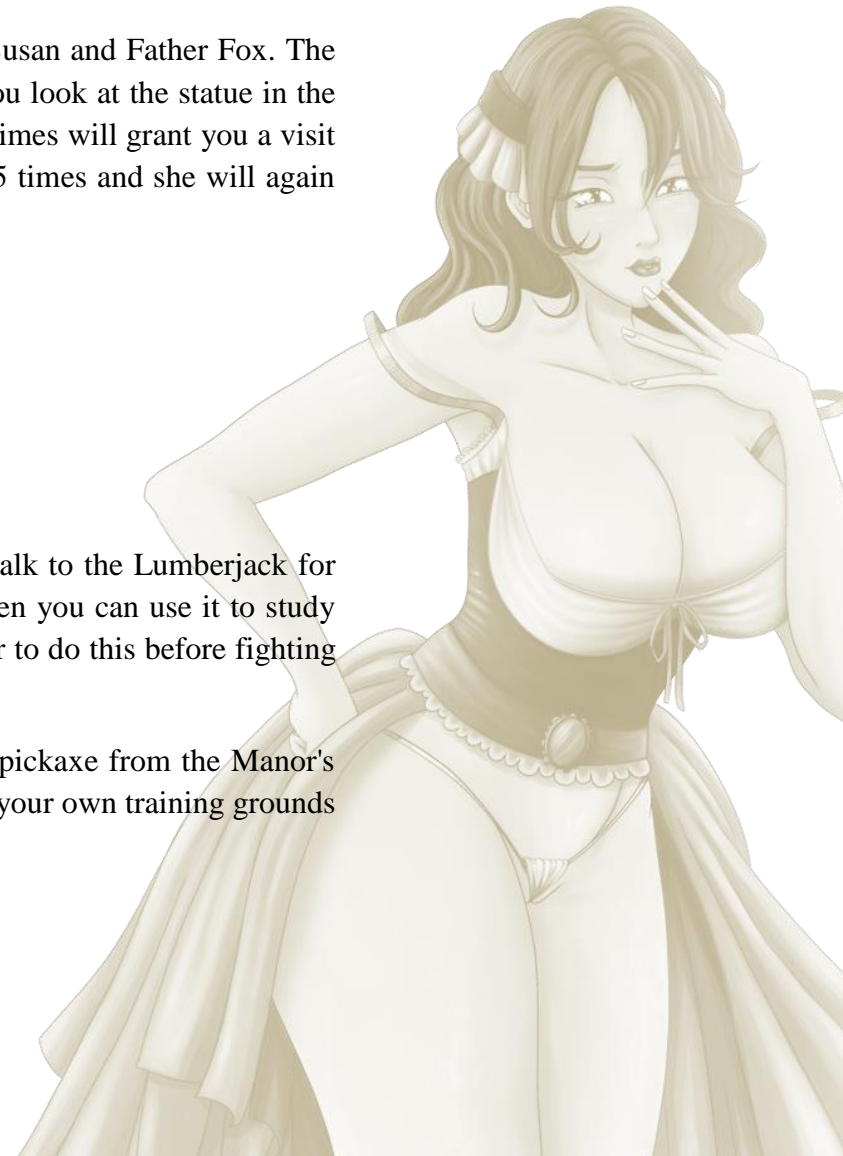
After you have completed this quest, head to the church and claim your prize from Mother Susan and Father Fox. The statue of Nallaria is now available in the church. You can look at its magnificent boobs. If you look at the statue in the afternoons or evenings you will have the option to **PRAY** to 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.

END OF QUEST

## 2- 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.

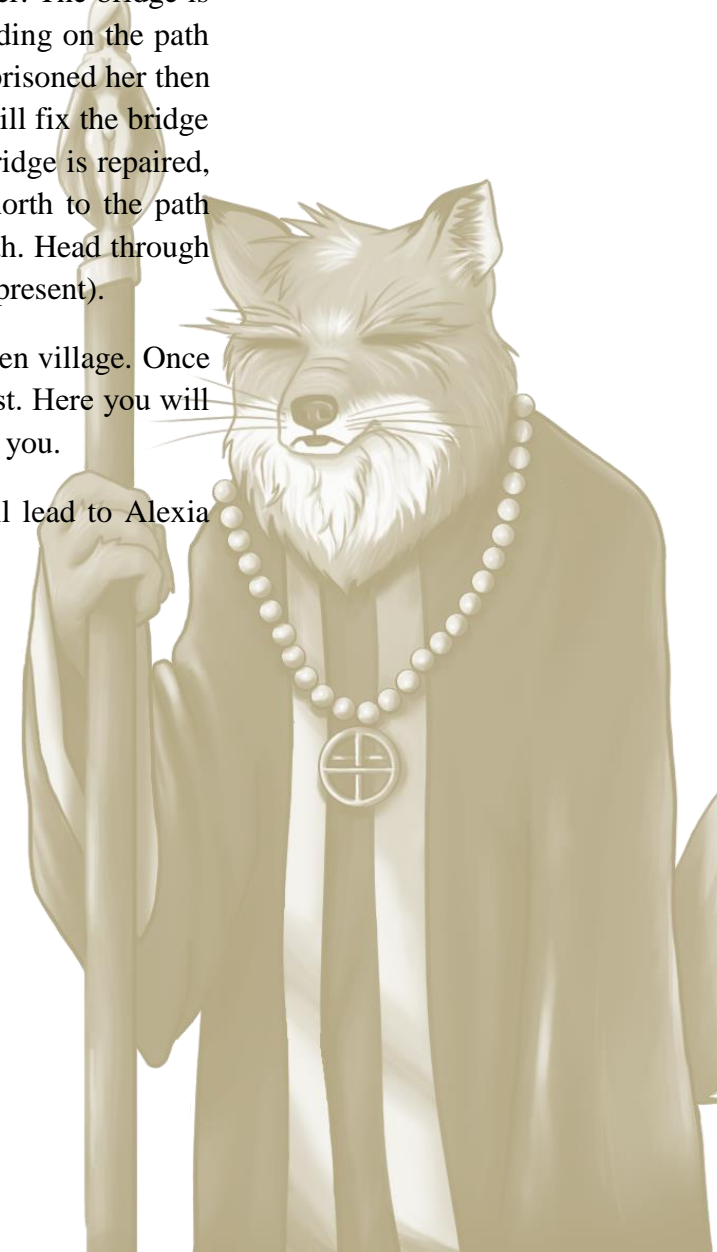


### 3- Sly Fox (COMPLETE):

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 Sister 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 Susan at the church for your reward and finishing the "Sly Fox" quest. Here you will have two options tell Susan "**Fox needs a mate**" (NTR) or tell her to forget about fox and concentrate on you.

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.



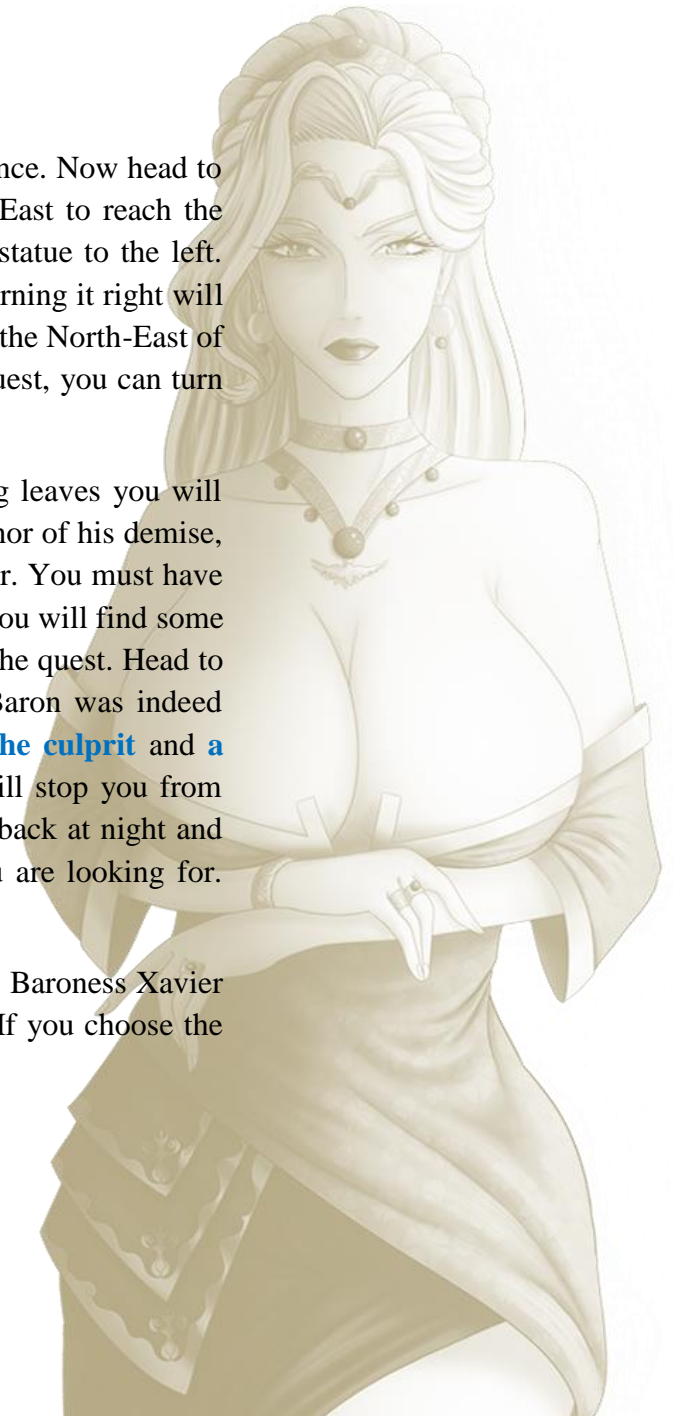
#### 4- Beauty and the Beast (COMPLETE):

(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 of 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 the 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 the 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.





## 5- The Hidden Village (COMPLETE):

(NOTE: Some CG is missing from this quest)

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 also go to Baako and help her defeat some enemies. The final task requires you to escort Finnja to the riverside for a midnight dip. After these tasks are done Kraal will allow you to leave the Hidden village and return to your own.



## SIDE QUESTS:

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

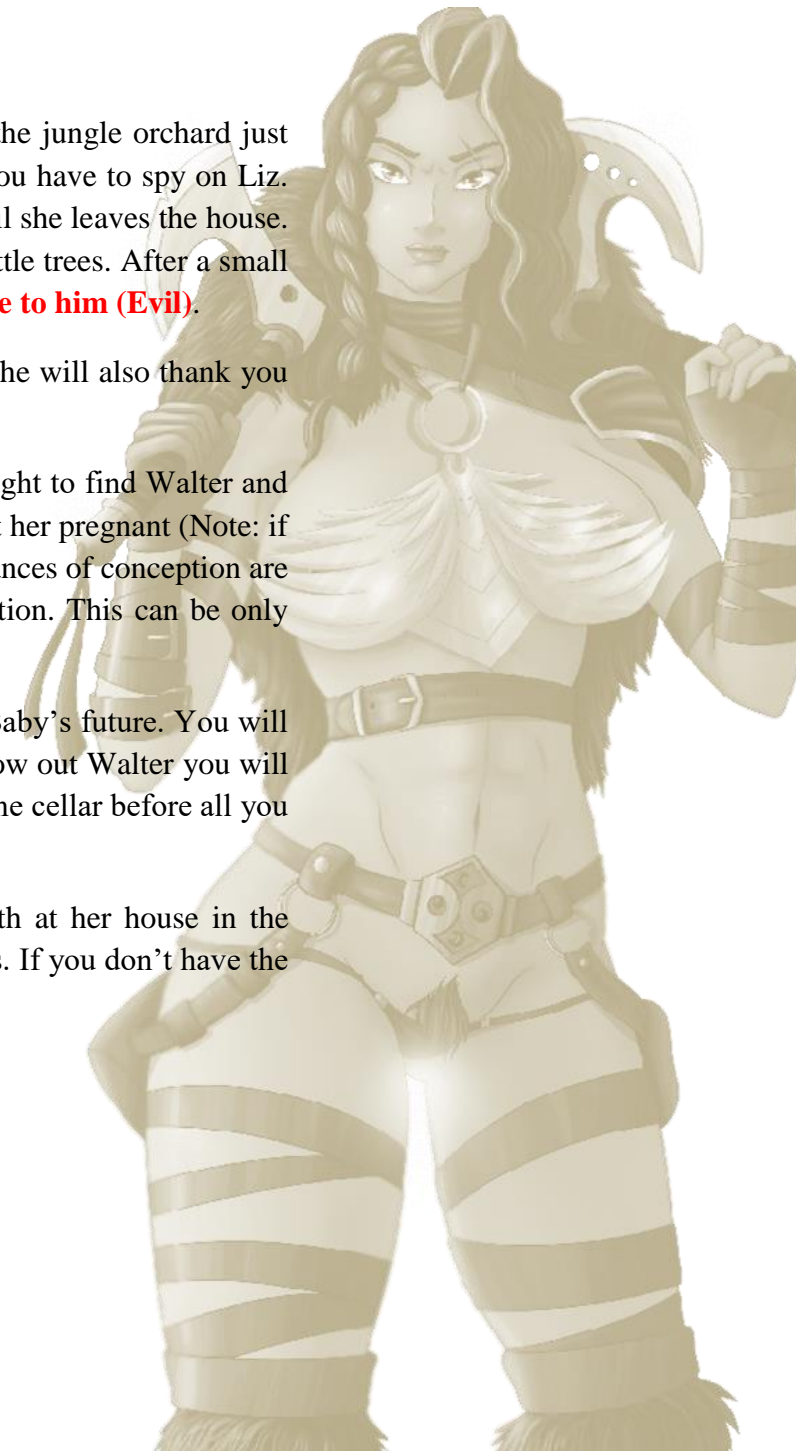
To get this quest, look at the village notice board just north of the church. Now head towards the jungle orchard just south of Liz's house in the bottom left corner of the village. There, talk to Uncle Walter. Now you have to spy on Liz. She will leave the house on Tuesday nights. Hide in front of her 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 cut-scene 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.

**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 be only 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 2000 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.



## 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. In the swamp village talk to the guy blocking you 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):



NORTH



For the 3rd ingredient, head to Blackforest Village and talk to Sister 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.

### 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 the Blackforest at the first left 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 its 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 a Warrior Queen" option to see Agnes take off her top flash you with her boobs and then wear the Gold Bra. The other options will result in Agnes walking around topless, for some reason.

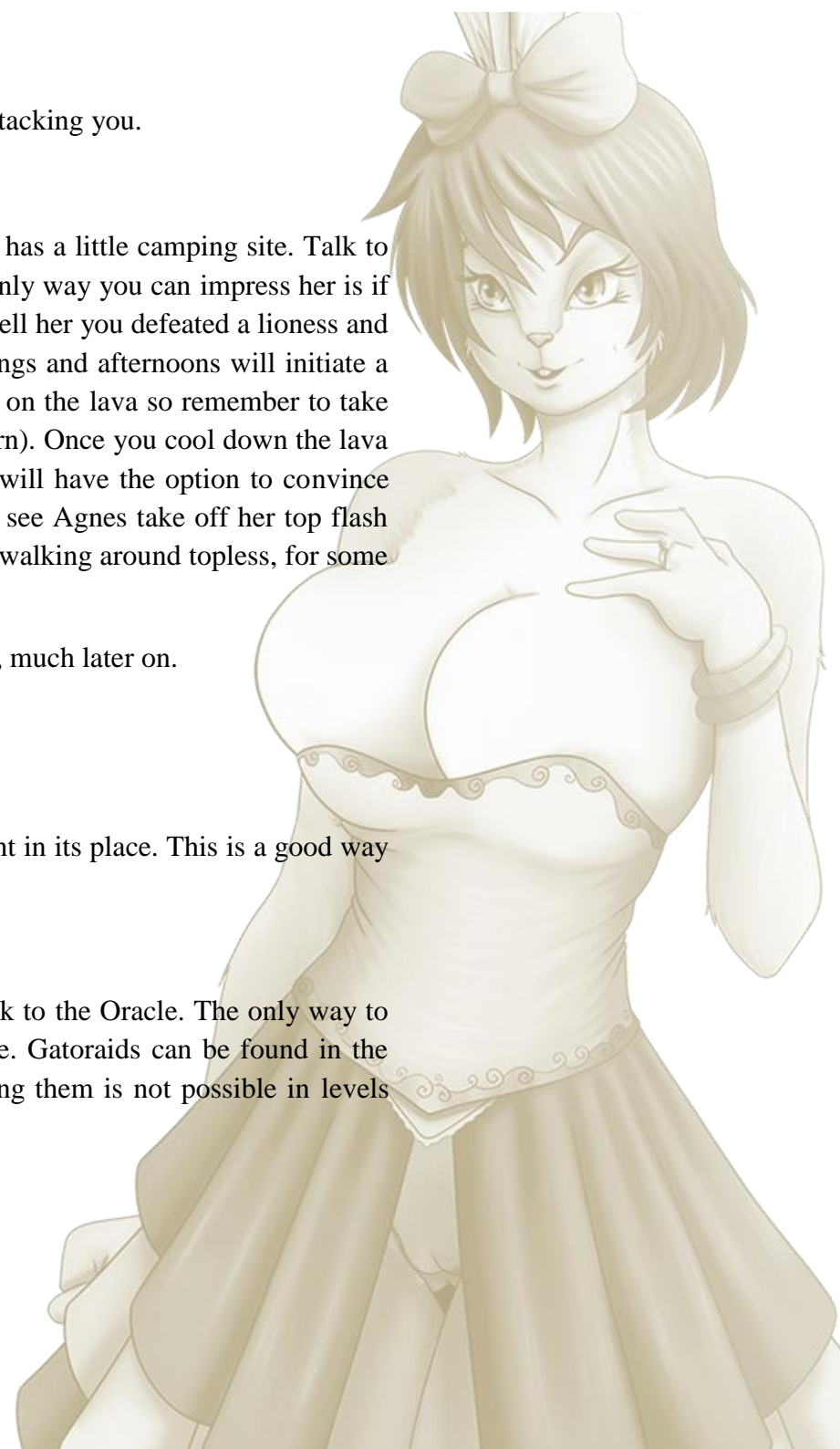
Anyway, she will give you the Warrior's Guild Seal, which will come in handy later on, much later on.

#### **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 (NOT RECOMMENDED FOR LOWER LEVELS) (WIP)**

If you talk to 5 villagers in the Swamp Village you can initiate this quest once you talk to the Oracle. The only way to gain the villagers' trust is by defeating a Gatoraid and bringing its head to the Oracle. Gatoraid's can be found in the swamps and are 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.



## 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.



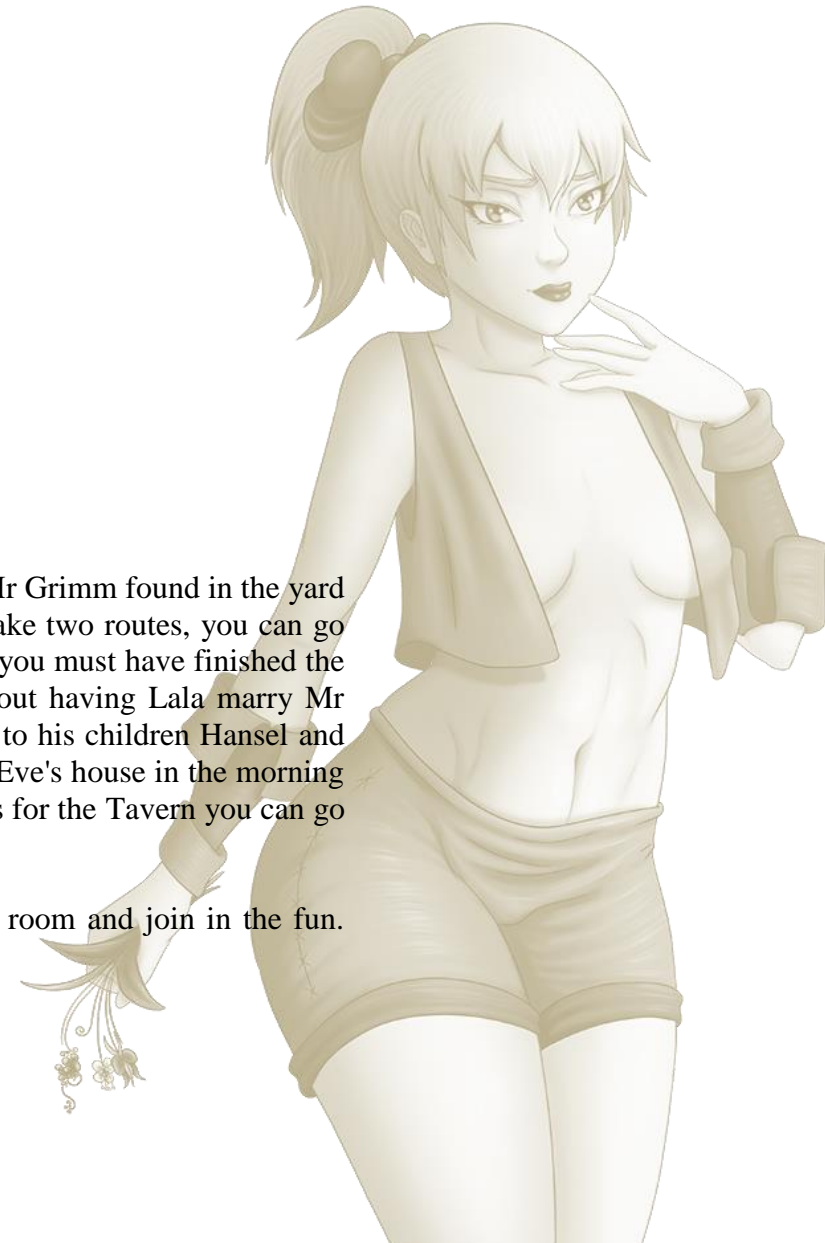
- **Jungle Orchard (1)** - there is one in Uncle Walter's orchard
- **Blackforest Village (1)** - Across the little bridge by the church where Elizabeth goes skinny dipping
- **Forest Maze (1)**
- **Forest Manor (1)**
- **Riverside (1)**
- **Riverside East (1)**
- **The Hidden Village (1)**
- **The Lion's 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 doing 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

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

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 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!

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 to 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 enable hand job scene with her.

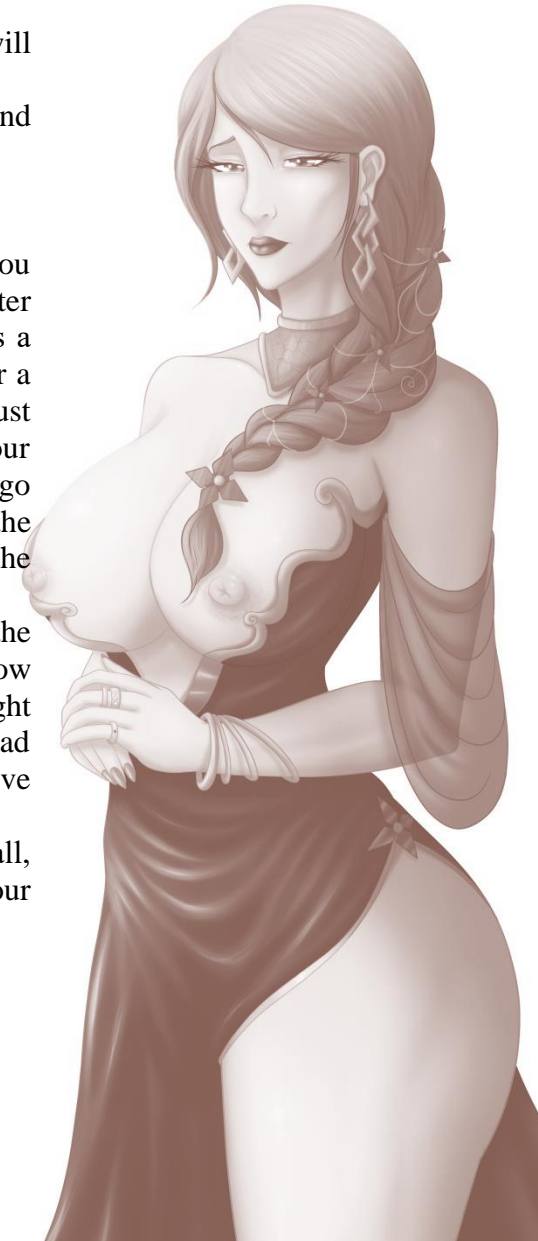
You can also tiffuck her at night while she is sleeping. Doing this 5 times will lead to a small dialogue between her and Miles.

## 12- The Lady and the Knight

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 can either give it to Sir Tibald or Lady Lillian.

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.

## 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.

### **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

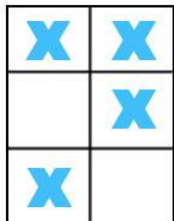
This treasure can be found in a small field of dead grass in the swamps with a bald patch in the middle that has a bridge leading to it.

### 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- **Fishnet Lingerie #1** – Found in Random Castle #5 in the most right drawer
- 4- **Fishnet Lingerie #2** – Found in Random Castle #1 in the drawer to the left of the map.
- 5- **Fishnet Lingerie #3** – Found in the Cursed Castle in the drawer to the left of the map in the middle room to the right.
- 6- **Bridal Lingerie #1** – Found in the Xavier Manor on the second floor in the bedroom chest.
- 7- **Bridal Lingerie #2** – Found in the Cursed Castle in Lady Lillian’s room on the second floor.
- 8- **Floral Lingerie #1** – Found in the Xavier Manor on the first floor in the guest room to the right.
- 9- **Angel Costume** – Found behind the Ancient door in the InnerForest
- 10- **Devil Costume** – Found behind the Ancient door in the Spider caves west of the Watermill.

### 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- **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.
- 3- **Awesome Bow** – found in the Underground -2 map to the top right. To get this weapon you require an archer in your team. There is a lever to the chasm to the left where the archer can hit, revealing a bridge.

#### 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.

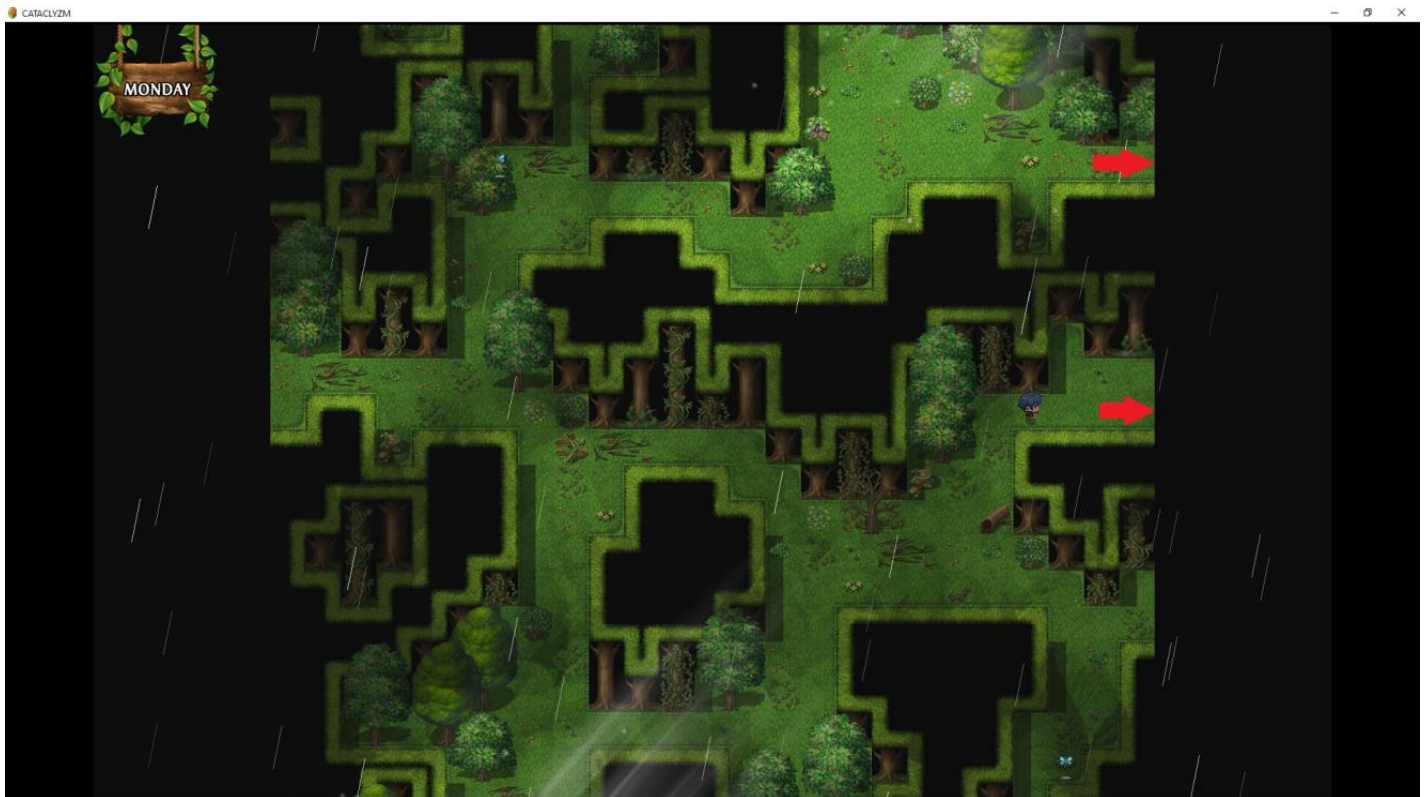


**Thank you For Playing  
See you in the next update**

## 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.

