

Henteria Chronicles Chapter 2 : Walkthrough (Final ver.)

Tips

- *If you're stuck, you can consult the quest journal in your character menu. You'll be able to find useful information on the quest you're doing.*
- *Check the character menu's options there, you can turn on/off the dash, control the volume of the game and decide whether you want to see characters portraits or not.*
- *Take a look at the book in your room for an explanation on some of the game features among other things (only available after the end of the prologue).*
- *The playable map actually represents only one-half of the village, the western one. The eastern one will only be accessible at times through quests.*
- *You'll have access to a mini-map after doing a certain quest. Press M to see it and M again to close it. Refer to it when you don't know where a location is.*
- *If you're looking for something in particular in this walkthrough, press CTRL+F in Windows or Cmd+F in Mac to open a search bar and type in keywords.*

Walkthrough

The prologue is pretty straight-forward. Follow your father around the village and do some menial tasks along the way. If you're stuck, the quest journal should provide plenty of information on how to progress.

There will be 2 side-quests to do (while those are called side-quests, they are necessary to progress with the main story).

The first one will be available automatically after you speak with Merith in his room as part of the main quest. He'll tell you he can draw a map for you if he had the right materials.

To do this quest, speak to Prof. Pine in his house (north of Thania's house). Then, head to the medicine tent just below Belanor and Faelyn's house (south-east of the map). In the tent, speak to Belanor, then go speak to Merith and back to Belanor. He'll tell you you can pick up what you need in his laboratory (situated in his house). Once you've gathered all the materials, go back to Merith who'll draw you a map.

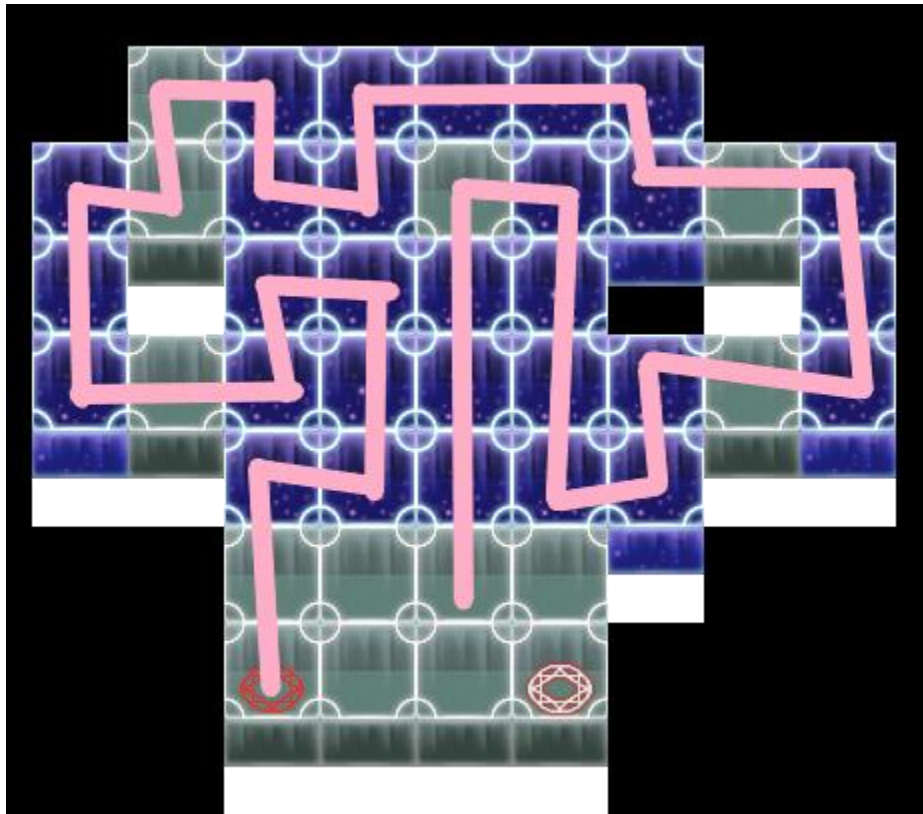
You can access the map by pressing M key, and close it using the same key.

The second side-quest is essential to unlock the rest of main one. To complete it, you have to first speak to Faelyn in her house. Then, have a chat with Merith in his room and your mom in front of your house. Once everything is done, check the spot near the big tree that overlooks the windmill to finish the quest.

After that, it'll be a straight line until your father leaves for the eastern part of the village. Head to your room, step next to the book on the ground.

After that, you'll be woken up by a sound outside. You'll then see a glowing orb, just follow it until you stumble upon a labyrinth. Clear it by activating two switched hidden in the labyrinth.

Part 3:



(Keep in mind, the images shown above are only one possible solution to the puzzles, there might be other way to clear them.)

After you're done, it's once again a straight line until the next day.

You're then tasked to go and buy bacon at the shop near the windmill. After a cutscene, you have to start chasing after a runaway pig. Head to the bridge on the left part of the map and see the cutscene before entering the cave.

After that, once again everything is pretty straight-forward until the end of the prologue...

After you're done with the prologue and are once again free to move, head to your house's kitchen to see a cutscene. After that, you're tasked with helping people around the village.

There are 5 side-quests available, and you need to complete at least 3 of them before progressing with the story.

Here's the list:

1) Finding Edwyr

To complete it: 1) speak to Vaeri in front of Zeno and Edwyr's house on Lundath morning, 2) speak to Merith in front of the old tree, then 3) head outside the village to the waterfall (step on the arrow on the top right of the map to exit it) and see the cutscene.

The quest is now complete, and you can see a peeping tom scene if you go in front of Edwyr's window on Lundath evening.

(all actions should be completed on Lundath morning, as they are not accessible on other time frames)

2) One with Nature

To complete it: 1) step on the tile near the pond on Wedath morning, 2) eat the acorn in your inventory, 3) speak with the old tree, 4) find the branch in the clearing behind the Tribe Hall, 5) bring the branch to Goras in his house, 6) go back to the old tree

Completing this quest should give you access to tips and tricks on what to do when you're stuck when you speak with the tree. This feature isn't implemented yet.

Characters location: Goras will always be in his house from Lundath to Fridath

Alen will first be: his house living room (Lundath morning), South of the Tribe Hall (Fridath morning), North of Neve's house (Soldath morning). After progressing the story, he won't be in those locations anymore. Instead, he will be in his room (Lundath morning) and north of Zeno's house (Wedath morning).

3) Literary Quest

To complete it: 1) speak with Aywin in her room on Fridath evening, 2) speak with Thania and Celis, 3) head to the bookstore (outside the village), 4) try to find a book and, after checking everything, go speak with the shop owner, 5) speak with Aywin on Fridath morning in her kitchen

4) Celis's Training

To complete it: 1) speak with Celis in your house's corridor on Fridath morning, 2) meet her outside and watch the whole cutscene to end the quest

5) A Flower for your Thoughts

To complete it: 1) Speak with Solana on the Windmill's balcony on Soldath morning, 2) go speak with Belanor in his "greenhouse"? (one of the room in his house), 3) pick up 2 flowers, a primae and a lilitensia, primae is in front of the Tribe Hall, lilitensia is near the pound and near the western bridge (you only need to pick one lilitensia, not two, so choose a spot), 4) head to Faelyn's grave (outside the village) and speak with Neve to complete the quest.

(While you only need to do 3 quests to progress with the story, it is recommended to do all 5 of them as they are all pretty important towards world building and character development)

Once you've done at least 3 quests, you'll see an illuminated tile on the floor of your house's corridor on Soldath morning. Stepping on it will trigger the next part of the story.

(Keep in mind that all the side-quests you haven't done up to this point, except for the quest titled "One with Nature", will be registered as failed).

Watch the cutscene until you're free to move again.

After that, you're free to start the optional side quest available on Soldath evening for an extra H scene. If you choose to sleep until the next day, this side-quest will be forever locked, so watch out for that.

Anyway, talk with Celis north of your house on Soldath evening to start the quest **A Housewife's Mystery**. After you've done so, head outside the village to follow Shaevys, there, if you head directly into the forest, it will amount to nothing as you will just go in circles.

Instead, explore the area and click on the items in this order: pile of branches next to the fire, old t-shirt on the ground, weird flower below Solana, and finally the campfire.

(There should be an icon popping up above the items mentioned earlier if you step next to them, but this won't work if you load a save from the concept version. Still, you can finish the quest just fine without those icons).

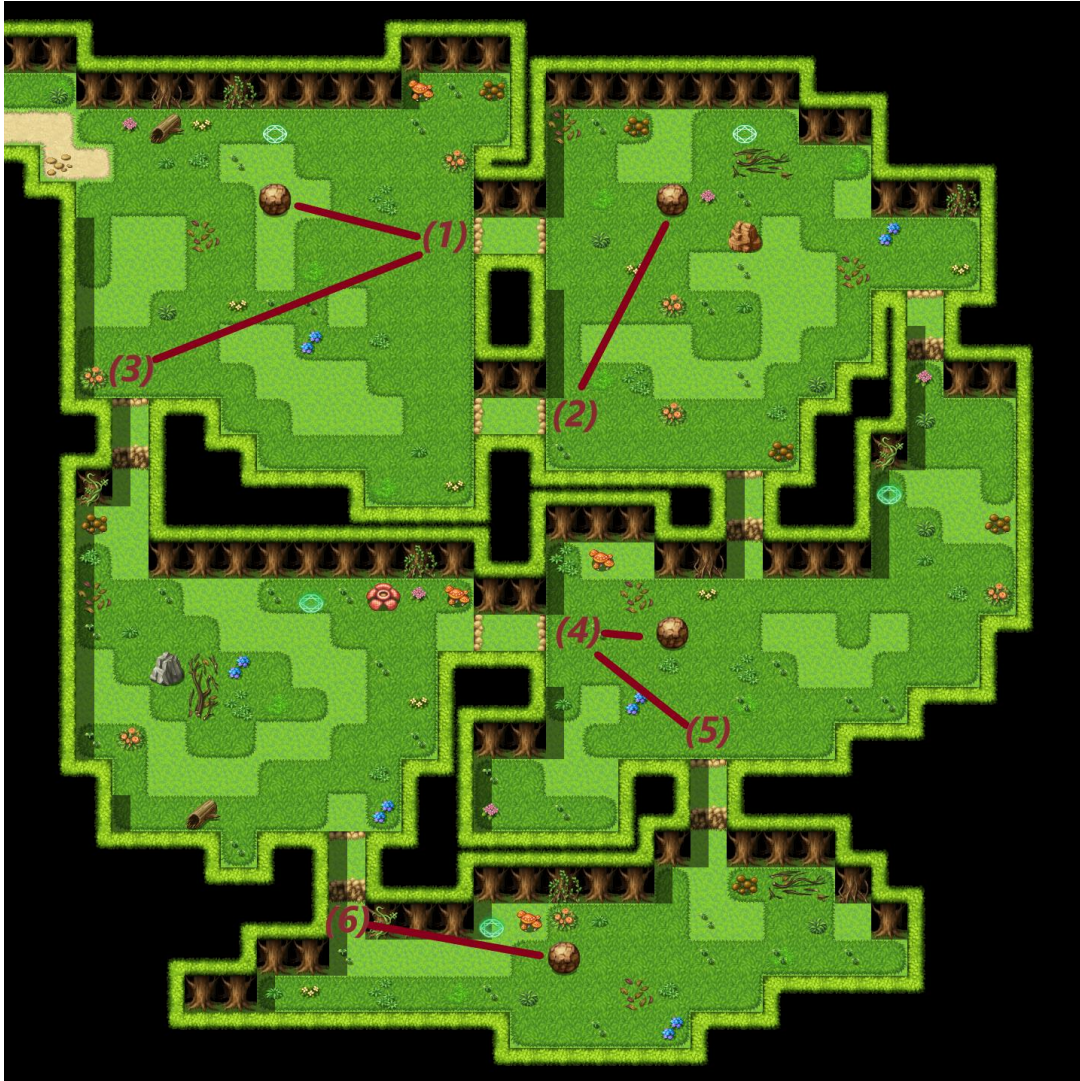
After that, a torch will be added into your inventory and you can use it to explore around to find Shaevys' footsteps on the ground (they'll appear once you step next to them).

The correct path is: Left entrance, left path, again left path, then upper path (this will only work once you've completed the steps before).

It'll lead to a cutscene and an H scene with Shaevys. After you've watched it, go back.

The next part is extremely straight-forward, as it is mostly a long story segment with cutscenes back to back with slight episodes where you'll gain control of the MC so you can save if you want to.

There will be a mini-game around the middle. In said mini-game, the goal is to corner the carbuncle somewhere it won't be able to run away.



Follow those steps to clear it easily: move boulder to number one, and then the other boulder to number 2. After that, step next to the carbuncle and scare it away to the lower area.

Once done, push the boulder that you left on number 1 up to number 3, and the lower-right boulder to number 4. Once again, scare the carbuncle that will move to the lowest area of the forest.

For the last step, move boulder on number 4 to number 5, then the lowest boulder to number 6. Stepping near the carbuncle will allow you to move out of the map and continue the story.

Again, you'll watch a long section of back-to-back cutscenes (with a small interlude in-between to save). Once free to move again, go speak to Celis on Lundath morning above Neve's house. Meet with her again in front of the tribe hall on Lundath evening.

Last step will be to speak with Celis once again on Fridath morning next to Zeno's house. Enter Zeno's study and step on the illuminated tile. You'll have to find a key. The key is located in the helmet next to the desk.

Once you've opened the drawer, it's a straight line to the end of quest 12.

From there on, the walkthrough will be given quest by quest:

Side quest 13: A Present from Goras

This quest will be available after Zeno has effectively become the leader of the tribe. To start it, speak to Goras outside of his house on Soldath morning.

He will ask you to speak to Solana. She's located outside of the windmill, by her father's grave. You will need to choose the correct dialogue options in order to progress.

They are as follows:

- Nothing. Just wanted to have a chat.
- She says she's okay, but I know it's a lie.
- Keep listening
- Do you have a keepsake from her?

Once done chatting, head outside of the tribe to the Jewelry store (only available on Soldath morning). Watch the cutscene, then go back to speak with Goras to finish the quest.

Side quest 14: Political Plot

This quest will also be available after quest 12, just like side quest 13. To start it, go to Neve's house on Wedath morning and watch Neve and Zeno's cutscene, then head inside to listen on their conversation.

Search for Belanor after that (Wedath morning). You can go to his house, in his..."greenhouse"? The room upwards when entering his house. You will find a piece of paper there telling you Belanor's out in the forest.

Or you can skip this step entirely and find Belanor, to the right of Goras' house. Speak to him, and accompany him to Neve's house to speak to Zeno and finish the quest,

Main quest 15: A Matter of Trust

Once you wake up after finishing Quest 12 "A New Leader", you will be "encouraged" to take a bath. Do so on Soldath morning (the very same day), and head outside the house with Celis.

After that, go behind Zeno's house (still on Soldath morning), listen in on his conversation with Edwyr. Once done, you can watch an optional H scene by stepping in front of Zeno's window., or you can skip to Soldath evening and head outside the tribe to watch a rather long cutscene.

After that, go to bed. On Lundath morning, head to your house's kitchen, watch the cutscene and then skip to Lundath evening. Step in front of Aywin's window, then head back inside to finish the quest.

Main quest 16: Twisted Love

After finishing quest 15, you'll be woken up by Celis telling you to help her with something. Meet her outside the house (Wedath morning).

Accept to go with her. Watch the cutscene, then speak to Zeno inside the tent. After that, go talk to Vaeri outside the tent. Once you're done watching the cutscene. You need to join Celis near the big tree and speak with her.

Watch the scenes, then head back inside the tent to pick up your bracelet and step near the mysterious box. After that, go outside and tell Celis you're ready to leave. Go to bed and watch the last cutscene.

Side quest 17: Young Assistant

After finishing quest 15, this quest will be available on Wedath morning. Speak to either Alen, Prof. Pine or Thania in front of Thania's house. Then, go with Alen to speak with Merith right of Solana's windmill (Wedath morning)

After Merith has joined your party, go outside the tribe on the same day and head for the marsh.



You will need to look for ostriches-like monsters called Stunblox (who am I kidding, they're ostriches).

There is one male (red crosses) and one female (purple crosses). First, you need to go near either the male on red cross 1 or the female on purple cross 1. Once you scared one of them, you can interact with the small bushes with red or purple berries and pick up those berries.

To lure the female, you will need purple berries, and red berries for the male, then step near them. If you don't have the berries, the stunbloxes will keep running away from cross 1 to cross 2 on the map, then 2 to 3, and 3 to 4, then again 4 to 1.

Once you have lured both stunbloxes, head outside the map to finish the quest.

Quest 18: One with Nature 2.0

This quest is meant as a simpler replacement for those who haven't cleared Quest 7- "One with Nature"- yet. Thus, it won't be activated for those who've cleared said quest already.

You will find an acorn to be picked up on Soldath morning, right under the big tree. Once in your inventory, eat it and then go speak with the tree. It's as easy as that!

Main quest 19: Rift

After waking up on fridath morning, go outside and check behind your house. After watching the cutscenes, you'll be spending the day with Vaeri.

There are 3 things to do to advance the quest (in no particular order):

1) Speak with Merith east of the windmill, then check those 4 places one after the other:

Above the blacksmith's house, by the lake. Then, on the bridge above the underground cave. After that, in front of the tribe hall. Lastly, you'll have to go on Solana's balcony accessible from her windmill's 2nd floor. (although you will be directly standing on the tile after you exit to the balcony, the event won't be activated right away, you'll have to either move the MC one tile to the left or the right on the balcony. then back on the balcony's center tile. Once you do, a cutscene will be triggered). That's it for this part.

2) Speak with Neve in her house and watch the cutscenes.

3) Speak with Belanor west of his house, then accept to do the mini game. It can be skipped by reading the book and choosing the skip option.

For those who'd like to finish the mini game anyway, here's (one of) the solution(s):

1-Take the empty potion



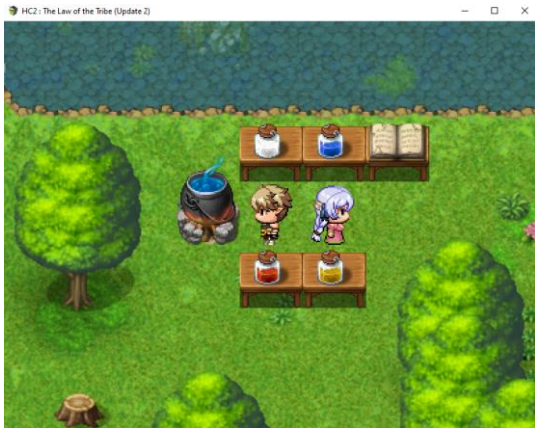
2-Pour the cauldron's white liquid into the empty potion



3-Put your now empty potion back on the table



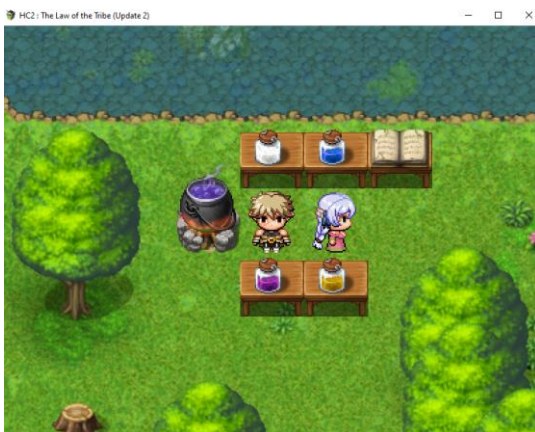
4-Take the blue potion, empty it into the cauldron, then put the blue liquid back into the empty potion. Set it on an empty table



5-Take the red potion, pour it into the cauldron. Its contents should then turn purple



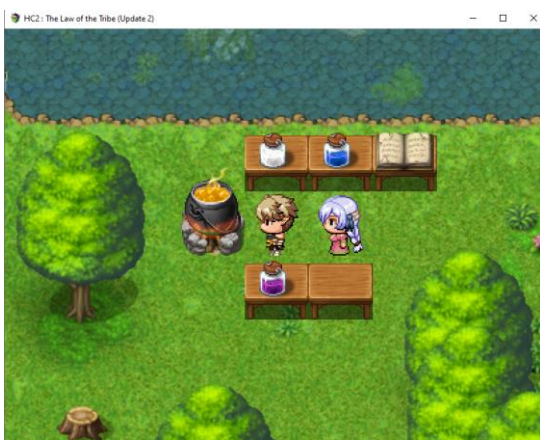
6-Take an empty potion, put the purple liquid of the cauldron into it, set it on an empty table



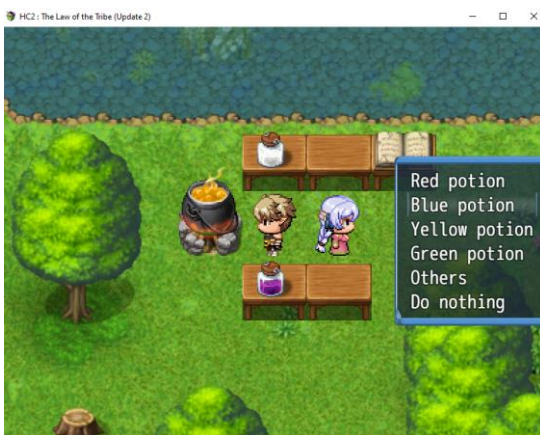
7-Take the white potion, pour it into the cauldron to turn it white. Put some of the cauldron's white liquid back into your empty potion. Set it on a table again.



8-Take the yellow potion, pour it into the white cauldron to turn it yellow.



9-Take the blue potion, pour it into the yellow cauldron to turn it green. Pour the cauldron's green liquid into an empty potion.



10-Take your purple potion, pour it into the green cauldron to turn it into a dirty purple color



11-Pour the green potion into the dirty purple cauldron to turn its contents black



12-Put your remaining white potion into the cauldron to obtain the desired silver color



13-Put the silver liquid into an empty potion



Once you have the right potion, go back to Belanor in his house's laboratory, and talk to him to finish this part.

Once you're done with all 3 mini-quests, watch all the cutscenes and head to bed to see yet another cutscene to finish this quest.

Main Quest 20: Shopping Trip

When you wake up after being done with quest 19, you'll see a small cutscene of Aywin asking you to go wake Celis up in her room. Do so, watch the cutscenes, then head outside your house.

After that, you can go back to Celis room to tell her you're ready to depart to the east side. There, first head south of the old square to Vaeri's house. After the cutscenes, head north of the old square to the bakery to talk with Orym. Another set of cutscenes, go to the central square to speak with the children.

You'll be tasked with finding a little girl's doll. For that, go south of the old square, then east of Vaeri's house to the park. Before reaching the park, you will see a cutscene.

Once you regained control of the MC, look for the doll to the most southern part of the park, up on a cliff.



To reach it, hug the cliff right of the picture until you see a plant growing on the cliff from the ground to the top. Climb the plant, cross the bridge, then click on the doll to progress the story. Head back to the old square, speak with Mily, then step on the arrow east of the square to enter the weapon shop.

Speak with Zaos, then go to the backroom left of the shop. See the cutscenes before being transported to the lovers' tree. There, read the board and speak with Vaeri, in whatever order. Once done, go speak with Celis.

Once back home, head to bed. You'll be told you can't sleep, so go walk outside. To your left will be a shiny tile on the ground, so step on it, then head to Zeno's house and step on the arrow in front to finish the quest.

Quest 21: Money is the Answer (you need to finish **Main Quest 19** and **Side Quest 13** for it to appear)

For this quest, head to Solana's windmill on Lundath evening. Speak with Solana inside, and step on the 3 illuminated tiles afterwards. After the dialogue, come back to the mill on Fridath morning.

Speak with Solana, watch the cutscene, and then go with Merith to speak with Goras in his and Merith's house. After you're done speaking, go to Merith's room and step on the illuminated tile. Watch the cutscene, then head to the 2nd floor of Solana's windmill, then step on the arrow in front of her room. Once you're done watching the scene, the quest will be over. You can still go in front of Solana's room to hear some...noises.

Main Quest 22: Lies and Deception

After waking up on Lundath morning, go step in front of Zeno's house to watch a cutscene with Zeno. After that, head to the top of the map, east of the great tree, and speak with Aywin standing there. You will then be transported to the old square of the eastern tribe. Go right, speak with the woman at the meet-up point, then, once back at the old square, speak with Aywin or her friend to progress the story.

After watching the cutscene, go to sleep. You'll switch automatically to fridath morning. Speak with Aywin outside the house, and do as you're told. Once back inside your house, head to your room and step in front of the window to see what's going on outside.

After the cutscene, switch to fridath night, and head in front of the underground cavern north of Neve's house. You will see several cutscenes back to back before waking up the next morning. Check Celis and Aywin's rooms on Soldath morning, and you will have finished the quest.

Quest 23: Not Meant to Be (you need to finish **Main Quest 20** and **Side Quest 14** for it to appear)

To start this quest, head into the medicine tent south of Belanor's house on Lundath morning. After speaking with Belanor, go to his laboratory, speak with him again, and meet up with him in Neve's house (all on Lundath morning).

After speaking with Belanor again in Neve's house, wait until the evening, and go to Neve's house once again. Step on the chair, and watch the cutscene. Make up an excuse to Neve (whatever option you choose, only her dialogue will change, so pick the one you like most). Then leave her house, and after watching the scene, the quest will be completed.

Quest 24: Repelling Monsters (you need to finish objective 9 of **Main Quest 22** and **Side Quest 17** for it to appear)

You can start this quest by speaking to Prof' Pine in his study on Wedath morning. He will ask you to fetch the monster repellent Aywin told you about in quest 22. Go to her room on the same day and watch the cutscenes. After you're done, head back to Prof' Pine's study. After talking to the prof', strike a conversation with Alen to move to a new map, the camping grounds.

There, you will have to pay attention to several info: on the top left corner, there is a map. In green, where you are, and in red are the existing passages to access another area. The areas are ordered as follows:

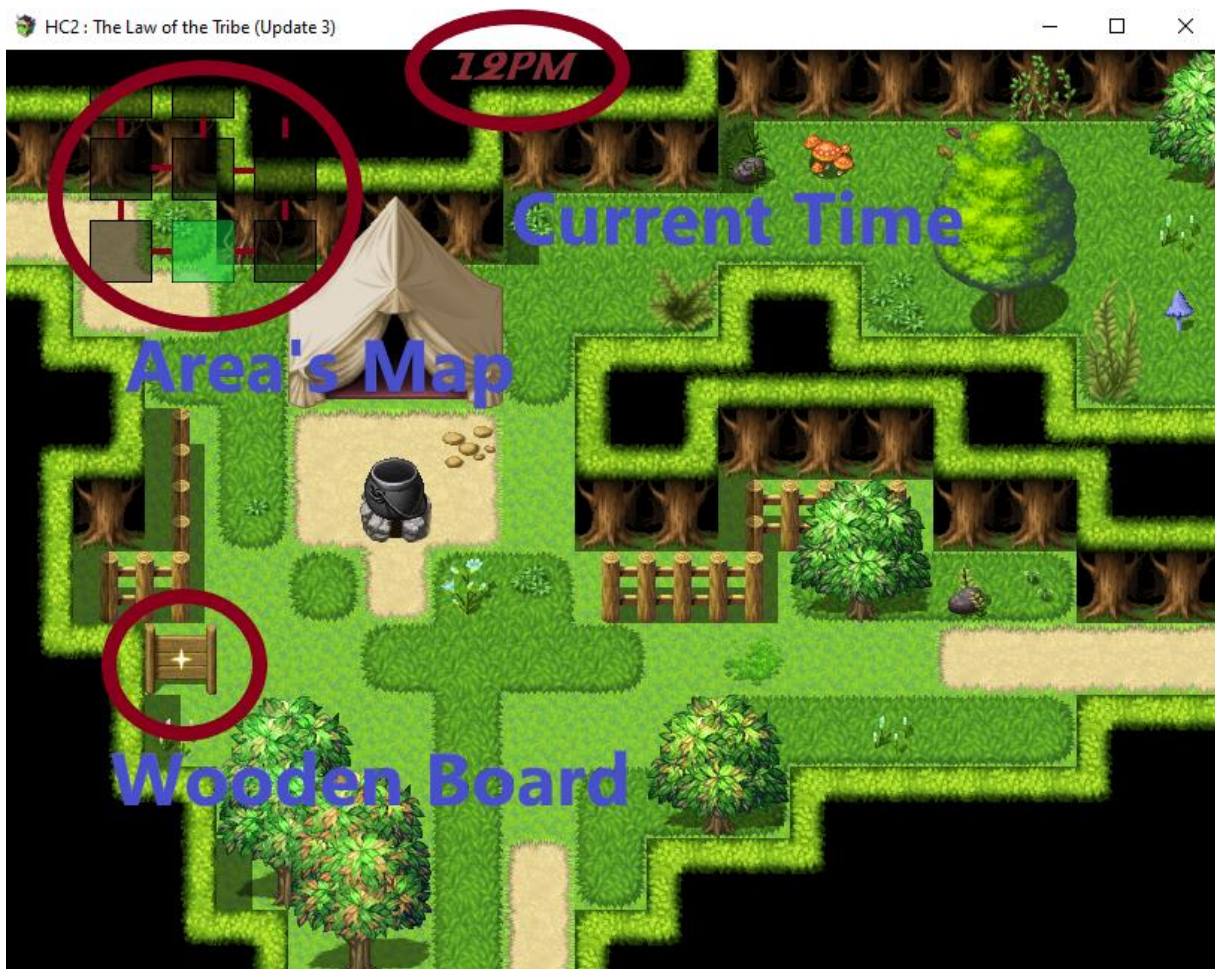
Upper row (left – middle – right)

Middle row (left – middle – right)

Lower row (left – middle – right)

There is also a time written at the top of the screen. You will need to find a carbuncle to progress the story. You can be helped by the wooden board at the left of the screen in the lower middle area (the first one you access).

The board will tell you where the carbuncle can be found depending on the time of the day. So all you have to do is check the time above the screen, the check the board and move to the right area.



Repeat that process until Alen asks you to make an itch bomb. For that, you can either gather the ingredients scatter around the map : water(upper left area), orange berry (upper middle area), light blue berry (middle middle area or middle right area), and empty nutshell (upper right area). Or you can just check the chest that appeared in the starting zone (lower middle area) to obtain all the ingredients. After you've gathered everything needed, mix them in the kettle, and go search for the carbuncle in the lower left area. Step near the animal, watch the cutscene, pick up a tuft of hair, and go back home by exiting through the lower part of the starting area.

Try to enter the prof's bedroom, watch the cutscenes, and you will have completed the quest!

Quest 25: Money is Still the Answer (you need to finish objective 9 of **Main Quest 22** and **Side Quest 21** for it to appear)

Talk to Solana in front of her windmill on Soldath morning to trigger the quest. The head to Merith's room, and you'll be transferred to a small clearing. After the cutscene, look for Solana and Goras by using the little path north of your location. Watch the scenes, then head east of the old square, to the weapon shop, when you are able to move again. Talk to Zaos and enter the backroom.

Watch the scene again, and go north to the bakery to speak with Orym the baker. After that, it's going to be nighttime and you're going to be back to the tribe. Go right to the travelling merchant's stall and speak with Solana. After the cutscene, go to Merith's room and talk with him. There's going to be a long-ish cutscene before this quest is over.

Main Quest 26: Into the Unknown

After finishing Quest 22, you will be transported into a flasback of Zeno's past. Once you are done watching the cutscene, go to the kitchen of your house on Wedath morning, and watch another cutscene. Once you are free to move, go to Edwyr and Zeno's house, and head into Edwyr's room, then check in front of the bathroom.

Once you have seen everything, go to sleep until Fridath morning, and go to the kitchen once again. then, go to your room, pick up the white flag on the ground, and leave the house.

Watch the cutscene, until you wake up in your tent. Leave the tent, and step in front of Celis' tent on the left. You will be met with another cutscene. After you are done watching, you will be in Yolyn Ya, a village of the Forest Elves. Enter the big tree in the center of the map to speak with the priestess. Then, visit your new treehouse on the left of the map, and speak with both Celis in the room on the top left of the house, and Edwyr in the room on the bottom left room.

After that, you will see another cutscene. Leave your room, and step in front of Celis' room to trigger another rather long cutscene. When you are able to move, go through the dungeon to meet with the Great Spirit of Nature, This new cutscene will span until the beginning of the next day. After that, you have two choices: either sleep in your room and jump to the last cutscene of the update or start side-quest before that.

Anyway, whether you have done quest 27 or not, you will need to sleep until the next day in your room to finish the update. However, if you choose to sleep and choose the "tomorrow" option before completing side-quest 27, the side-quest will result in a failure.

Quest 27: New Allies (no prior requirements to trigger this quest, but it is highly recommended you do it while you can, as it is easily to fail it)

Speak with Amaria inside her sanctuary, then go speak to Keane left after exiting the sanctuary. After you are done watching the event, go check on Salkia on the right of where you were discussing with Keane and Rayn. Step on the illuminated tile to trigger a cutscene. After that, go rest in your room and choose the option sleep until “tonight”. Leave your room, tail Edwyr, and finally step on the tile right of the sanctuary. Watch the cutscene to finish the quest.

Main Quest 28: Growing Crisis (starts right after [Main Quest 26](#))

(This quest is mostly story cutscenes, so there isn't much to do for the player)

After watching the cutscene, go talk to Edwyr at the end of the road, which will lead to another cutscene. Once you're done, head south of the map to stumble upon a scene between Celis and Edwyr, then go back to the camp and step on the glowing tile near the campfire.

After the cutscene, follow the instructions of the female bandit and step in your cell. Later, once you are out of your cell again, head east, and then knock on the door. After your conversation with Hagen, go back to your cell. Watch the cutscene, and go back, once again, to Hagen's room. Keep walking back and forth from your cell to Hagen's room as long as you are asked to.

At some point, Noah will wake up in his cell and worry about his surroundings being too quiet. Exit the cell, and go to the bottom left of the map, where you can see 3 bandits waiting.

After that, you need to open the gate to progress out of the hideout. To do so, you need to activate both switch on each side of the gate. However, those switches are situated behind locked doors.

To open the left door: you need to open the vault of the top right of the map. For that, you need to click the buttons in the right order. The correct color order is written on a paper in the guard's room right of the map, but you need to get the guard out of the room to read it. Head to the room south of the vault, click on the vase to break it. It'll attract the guard, and then you can read the paper to learn the right order to open the vault. However, for those who'd like to skip those steps, you can click the buttons like so: Blue – Yellow – Red – Green. Enter the vault, open the small box in the middle of the vault to get a key that will open the left foot to reach the switch.

To open the right door: to the south of the map, you will see a room with a chest in the middle. You can't access the room because of the rubbles blocking it. Instead, head further down to see a hole on the wall. If you click on it, the game will tell you the hold is too narrow to go through. To widen it, pick up the pickaxe in the same room and use it on the hole. You can now go through it and reach the chest to receive a crowbar. Use it to smash the right door and activate the switch.

Once both switches have been activated, you can leave the map.

After you're back in the tribe and you can move freely again, go to your house and enter the kitchen (Lundath morning). After watching the cutscene, go to your room to sleep until Wedath morning. After that, you need to enter the medical tent on the bottom right on the outside map. There will be a lot of back and forth between Belanor's lab (inside his house) and the medical tent, before you can finish this part of the quest. Once finished, sleep in your room to end this quest.

Main Quest 29: Zergan Potion (starts right after [Main Quest 28](#))

After watching the cutscene, go to your house's kitchen on Soldath morning. Then, head outside in the main corridor of your house. Aywin will ask you to go to Belanor's house. Step on the illuminated tile on the floor of the blacksmith's house and watch the cutscene. Return home and you'll be taken

to Soldath evening after watching the cutscene. From there, go outside and step on the tile right in front of your house.

Watch the new cutscene, then enter the tent. Open the boxes with a shining marker on them, then head back outside the tent and go back home. Watch the long cutscene, and wait until you are able to move again. Follow the arrows in the forest until you finally reach a certain point where you will see a glowing blue orb (there will be a H scene involving Aywin and Zeno before that). Follow the orb to a wooden cabin. Enter the cabin, check the book on the table, watch the cutscene, and that will be the end of the quest.

Quest 30: Tome of Discord (you need to have started **Main Quest 29** and finished **Side Quest 25** for it to appear)

On Lundath morning, head to Merith's room (2nd floor of blacksmith's house) and talk with him to start the quest. He will ask you to go to the nearby bookshop with him. Talk to him once again once you are ready to leave the tribe.

Once at the bookshop, check the shelves on the right. Talk with the man at the counter, after which you can take the stairs behind the counter to go to the reading room. Step on the illuminated tile in front of the big bookshelf, then on the one in the reading booth (2nd booth from the right).

After watching the cutscene with Solana and Goras, go once again to your own booth and step on the tile. After the cutscene, leave the booth and step on the arrow right of the room. Another cutscene later, leave the shop by stepping on arrow south of the same room.

Knock on the door of the house, then watch the cutscene. Once you are finished, leave by stepping on the arrow south of the map. Several cutscenes later, you'll have finished this quest.

Quest 31: A Strange Research (you need to have started **Main Quest 29** and finished **Side Quest 23** for it to appear)

On Fridath morning, you will find Neve and Belanor on the 1st floor of Neve's house. Go talk to them to start the quest. After the conversation, go to Solana's shop to pick up a package for Belanor, then bring it back to him. He will ask you to bring it to the 2nd floor where Neve is. Do it, only to be stopped midway by Belanor.

After the cutscene, head back outside to Belanor's laboratory and grab the light blue bottle you will find in there. Bring it back to Belanor. After watching the cutscene, Belanor will ask you to take a look at the book on the lower left corner of Neve's 1st floor. Another few cutscenes later, you will be tasked with cleaning Neve's dining room. Click on the things with a yellow "?" above them (3 in total) and put them down where the book originally was. This will trigger another cutscene. Come the evening, leave the house to finish this side-quest.

Main Quest 32: The Calm before the Storm

(This quest should start automatically after finishing the previous main quest, quest 29. However, for those who use an old save from Update 6 where quest 29 is already completed, simply sleep until Lundath morning or enter the MC's room on Lundath morning. The quest will then start on its own.)

You will be woken up by Celis on Lundath morning, who will then tell you to talk with Aywin on the 1st floor. After doing so, just enter the kitchen to progress the story. After the cutscene, go back to your room, pick up your swimsuit, then leave the house. Upon going out, you will have the choice to

either continue the quest automatically or just wander outside to do the undone side content, or simply see the events through the window.

If you continue the quest, you will be transported to Shanti's clothes shop. Once you're free to move again, exit the shop, then step in front of Celis' fitting room after the short interlude. After that, go to the right side of the room, to the second part of the shop, and walk toward the curtain of Aywin's fitting room. After the cutscene, head to the back room and speak with Shanti. She will ask you to hand the new outfits to Celis and Aywin. To do so, step near both fitting room (Celis first, then Aywin). Once finished, there will be a cutscene, and you'll find yourself near a big pond with everyone else.

Talk to your mother, then head behind the bush to your right. Check the three points of interest before being transported back to the pond. Step on the illuminated tile, then take a dip into the pond. Swim north and click on the swimsuit near the waterfall to watch a scene with Celis and Edwyr.

After that, go back to your mother on the banks to trigger another scene with her and Zeno. After watching it, go back into the pond to finish this quest.

Quest 33: Proving one's Worth (you need to have started **Main Quest 32** and finished **Side Quest 24** for it to appear)

Talk to the professor in his study on Soldath morning. Watch the cutscene, then exit the house for another cutscene and a scene between Thania and the prof'. Alen will ask you to join him on Soldath evening right outside of the MC's house. Do as he says and talk to him. You will be transported to the same campsite as quest 24 (Repelling Monsters).

There, look for clues on the barghest's whereabouts. They are located as follow: one in the area on the left of the main camp. Another one in the area on the right of the camp. Last one is located north of the camp. To get to it, either go left – up – right (from the main camp) or right – up – left. The order you gather the clues doesn't matter. After you have found all three clues, go to the extreme north of the camp (From main camp: right – up – left – up //left – up – left -up). Step near the big tree, watch the cutscene, and run after Alen (right after the cutscene, down – right – up). Watch the long cutscene. Once you are able to move again, go to Alen's room and speak to him. When you have, see another cutscene and go to the prof's house. Knock on his bedroom door and watch a scene between him and Thania. You have now finished the quest.

Quest 34: A Little Trip with Friends (you need to have finished **Main Quest 32** as well as **Side Quest 31** for it to appear).

On Wedath morning, speak with Belanor right next to his house. After that, meet him again on the 1st floor of Neve's house on Soldath morning. After talking to him, watch the long cutscene that will ensue.

Once you're free to move again, head north of the new tribe, into the big wooden building. Step on the illuminated tile and watch the Belanor x Neve scene. After that, speak to Taegen in the conference room, and deliver the envelopes (4) around the tribe. One right next to the conference building, 2 in houses around the tribe, and one to the female merchant in the middle of the map.

After that, you'll be transported to the hostel. Talk to the receptionist, head top the 2nd floor and talk to Belanor. Once you are done, go to your room and sleep to see the last, long scene of this quest. You are now done with quest 34.

Main Quest 35: Into the Lion's Den

After watching the cutscene on Lundath evening outside your home, go back inside to sleep. Once you have woken up, go downstairs and walk down the corridor. Watch the scene between Edwyr and Celis only to find yourself in your mother's room afterwards. Step near the window, then exit the house and walk up the path behind your house. Step on the illuminated tile to be transported to the military camp.

Once there, watch the cutscene with Zeno then with Vaeri. When you are free to move again, go and join Vaeri on the training ground left of the map. Watch her scene, then head right of the map and step on the illuminated tile next to the big tent. Watch another cutscene, then walk the path to the right of the map. Keep walking until you spot Vaeri's underwear on the ground. Check it, then step on the illuminated tile next to it.

Watch the scene between Vaeri and the recruits, then head down the path south of the military camp and enter the abandoned tent. Talk with Gavyn, watch all the cutscenes, then go back to the military camp. Talk with the corporal in front of Zeno's tent, then to the prostitute under the training ground. She'll want you to find her bag. Find it to the right of the third row of smaller tents (third row from the left), slightly hidden behind a tall plant. Pick it up, and go talk to the prostitute once again. From now on, you're free to enter Zeno's tent. Check the small red box on his table, then find the key between some books on a bookshelf. Open the box and watch the cutscene. Go back to the abandoned tent south of the military camp, sleep a bit in the bed, then go back to the camp and go north this time. Exit the map by using the path north and step on the illuminated tile on the new map. Watch the cutscene, step on the illuminated tile next to the tent and check what's happening inside. After that, pick up the red bottle on top of the table and exit the tent.

Once you're about to enter the abandoned tent, Gavyn will talk to you and ask you to meet up in the forest. Do so, and watch the cutscene between Gavyn, you, and Celis. You'll end up in prison. When you can move, step on the illuminated tile inside your cell, and witness a rather long sex scene, after which you'll be released. Exit the prison, watch the last cutscene of this quest, head back to bed (unavailable in Update 8 yet) and you'll be done with Quest 35.

Quest 36: A Helping Hand? (you need to have completed objective 3 of **Main Quest 35** as well as **Side Quest 33** for it to appear).

Speak with Alen south of the tribe hall on Wedath evening. He'll tell you to meet with him again in front of the professor's house on Fridath morning. Once you have, watch the cutscene and then pick up a book in the prof's study, then talk to Alen again.

Watch the cutscene before being transported to a new, pretty big map. When you're free to move, you'll be controlling Alen, followed by Noah. You need to use the encyclopedia (press B to open it) and check the description of the ingredients you're looking for. If you see a plant on the map that fits one of the descriptions of the book, click on it to pick it up. With each new ingredient, you'll be seeing a new stage of the sex scene between Thania and Navarre, in the tent in the middle of the map.

Here is the location of each of the five plants you're looking for:



Once you have found everything, go back to the tent and step on the illuminated tile to see the last cutscene. After that, you'll be back to the tribe, and that'll be the end of this quest.

Main Quest 37: Organizing the Resistance

After the dream sequence, head to Zeno's house on Fridath morning and try to enter Edwyr's room. After the scene, go back to your home and go in the kitchen to watch another scene between Zeno and Aywin. After that, go to the tribe hall, talk to the guard and enter. Step on the illuminated tile to pick up a crate and carry it to the cart at the bottom of the stairs outside the tribe hall. Once done, do it again then go back to your house to sleep.

The following day, on Soldath morning, go downstairs and speak with Zeno. He'll send you to the military camp again. Step on the illuminated tile north of your house to see a long sequence with several small sex scenes. When you can move again on Soldath evening, go to your bed to sleep.

Watch another sequence the next day until you can move again on Wedath morning. Once again, step on the illuminated tile north of your house to progress the story. When you can move again, speak to the guard, and go downstairs and step on another illuminated tile on the ground. You will see several cutscenes until you find yourself in front of the guard again. Speak to him, go downstairs, and click on the door.

After you're done watching the scene, pick up a potion next to Celis and put in the crate above Edwyr, and you'll trigger another dream sequence. Once free to move, on Fridath morning, look for Celis and Aywin, in no particular order. Celis is in her room, and Aywin is next to Zeno's house. Speak to them both to trigger a new scene. After watching the scene, step outside the house on Fridath evening and step on the illuminated tile to see the last cutscene of main quest 37.

Quest 38: Confession (you need to have started **Main Quest 37** and completed **Side Quest 30** for it to appear).

To start this quest, speak to Merith north of his house on Fridath morning. After watching the cutscene, go back to Merith on Soldath morning in front of his house. Once you do, you'll be transported to a new map.

When you can move again, enter the treehouse. There will be a rather long sequence with cutscenes and sex scene, after which you need to speak to Merith, then head south of the treehouse to step on the arrow tile.

After watching the scenes, you will be back outside the treehouse. Go inside the house, watch the small scene, and click on the table. After you've done so, you'll be able to leave the house. The last step of this quest will be to talk with Merith outside, and this quest- as well as Solana's storyline - will be over.

Main Quest 39: Paths

Watch the several cutscenes taking place right after the end of Main Quest 37. Once you can move, go to your house on Wedath evening and step on the illuminated tile in the corridor. From then on, the rest is very straight forward.

After the scene with Aywin and the two soldiers, head out of the tribe by taking the path north of your house (on Fridath evening). After that, you will face two set of choices. There are no "wrong" choices. Depending on your choices, you will see different endings.

For the endings, refer to: **Quest 46** for the NTR ending (the only one available as of update 13)

Quest 40: Old Lovers (you need to have started **Main Quest 39** and completed **Side Quest 34** for it to appear).

On Soldath morning, west of the Mc's house, step on the illuminated tile near the trees to start the quest. Then, go speak to Belanor outside of Neve's house. He will ask you to come back on Wedath morning, at which point you will find him inside of Neve's house, on the 1st floor. After watching the cutscenes, head outside the tribe (little arrow north of Mc's house) and head to the eastern side of the tribe. Follow the arrows, talk to the owner inside the inn, go upstairs and knock on the door.

Once done, speak to Belanor in his laboratory (still on Wedath morning), then go to the 2nd floor of Neve's house. After watching the scenes, step on the tile in front of your house on Fridath morning, and wait for Neve. After the cutscenes, the quest will be over.

Quest 41: Missing Father (you need to have started **Main Quest 37** and completed **Side Quest 36** for it to appear).

On Wedath morning, enter Alen's room and witness a scene between him and Thania. Afterwards, go talk to him near the pond south of Belanor's house, then once again in his house. After that, speak to Delivery Man Kono right in front of Thania and Alen's house and head to the ruins.

There, you will have to find a way to open the sealed gate.



First, click on the pillar number 1. Then, go pick up the sickle on 2 and click on 1 again to remove the vines, then again to activate the lever. To the right of the ruin's entrance will pop up a small ladder. Climb up and click on the chair to open the gate. Once inside, click on the small chest to trigger a series of cutscenes.

After that, the next morning (Fridath morning), speak with Alen east of Thania's house to trigger the last cutscenes and H scenes before the end of this quest.

Quest 42: The Greatest Assistant (you need to have completed [Side Quests 38, 40 and 41](#) for it to appear).

On Wedath morning, speak to Zeno next to his house. After that, you will be tasked with helping Goras, Belanor, and the prof' Pine. Goras is in his house, Belanor is in Neve's house, and the professor is in his house's study. There is no particular order in which you need to help them, so start with whoever you want.

- 1) Belanor: Speak to him in Neve's house to start his own little side-quest (43)

Quest 43: Helping Belanor: First, go fetch Belanor's leash in his house's room (Wedath morning). After watching the several cutscenes, speak to Belanor once again. You will be transported on a new set of map where you'll have to look for plants: 1)Rosyne, 2)SolFlower, 3)Devil's Vine, 4)Ytall.

They are all scattered around different areas.

North-East Area



-To access the Rosyne, you need a piece of wood. It can be found in the south-east area (1).

South-East Area (1)



-To access the SolFlower and the piece of wood, you need to enter the map from the bottom of the north-east area and then jump on the ledges.

South-East Area (2)



-To access the blueberries, step near the small bush in the south-east area (1)

North-West Area



-To make the goat move, lure it away with blueberries (found in south-east area (2)), then click on the Ytall to be able to move down and access the south-west area.

South-West Area



-To access the cave, you need to enter the map from the bottom of the north-west area

Cave (South-West Area)



-Walk on the planks to reach the Devil's Vine

Once you have found all four plants, another set of cutscenes will be triggered which will lead to the end of the quest

- 2) Goras: as soon as you speak with Solana on the 1st floor of Gora's house, quest 44 will start.

Quest 44: Helping Goras: As soon as you're done speaking with everyone, head outside near the small pond east of Goras' house. Step on the illuminated tile to progress the story. After the scene, enter Goras' house and witness another cutscene, after which you'll end up outside. Go into the house again, and speak to Merith once on the 1st floor, then once on the 2nd floor.

Once free to move, resume the quest by stepping on the illuminated tile first in Goras' house (1st floor), then near the pond again. Finish the quest by talking to Goras in front of his house.

- 3) Professor Pine: interact with him in his house's study to trigger quest 45.

Quest 45: Helping Professor Pine: The prof' will ask you to find Nekkos and take a leaf from the top of their head. Here's where they can be found (each position indicated by a red star)



After finding all four of them. Go back to the prof's house and speak with Alen in front of it. After the cutscenes, go to the bridge near Zeno's house and talk to Alen. When the Kappa follows you, speak with the professor inside of his bedroom to finish this quest.

---After finishing all 3 mini quests, go to the tribe hall (still on Wedath morning) to spy on a conversation between Zeno and Edwyr. After that, switch to Wedath evening and enter the tribe hall. Step in front of the cage with the two high elves in it, then on the 4 illuminated tile around the hall.

Once free to move again, exit the tribe hall to complete the quest.

Quest 46: First Path (this will lead to the **NTR ending)**

To reach this ending, you need to make the following choices: 1) push Celis away, 2) go directly to the council grounds (path north).

Once you have, watch the small cutscene and take the armor lying on the ground, then enter the council grounds. You will need to complete a few small tasks to complete to progress the story.



The council grounds

The tasks can be completed in no particular order, but some will require you to have finished another task first as a prerequisite.

- 1) Speak the soldier on "1" and listen to his story. He will give you a perfume.
- 2) Overhear the conversation of the two soldiers on "4", then go speak with the woman on "2". This will open the path north.
- 3) Listen in on the conversation between the two soldiers, then the arrow that allows you to go north will appear
- 4) Help the red soldier on "7"
- 5) Speak to the other red soldier on "6". If you have done number 4, he will give you a paper on which is written the password to Gavyn's whereabouts.
- 6) Join the black soldiers playing cards on "5". Use what you have learned to convince the guard north (beyond the white arrow) to leave his post.

After doing all the tasks, you should be able to access the cave where Gavyn is held prisoner. Step in front of the cage to trigger a very long cutscene sequence (saving beforehand is advised if you don't have much time).

Once you are able to move again, exit the clearing and go east towards your house to see a scene with Celis and Aywin. After another cutscene sequence and some text, you'll be entering the freeroam section:

There is a total of 13 scenes available for that part, with 3 each for Celis, Aywin and Solana and 2 each for Neve and Thania.

Notice: 1) To see the scenes for the extra character, you have to have finished the last side quest of their respective questline, which means "Quest 38: Confession" for Solana, "Quest 40: Old Lovers" for Neve, and "Quest 41: Missing Father" for Thania.

2) You can watch the scenes as many times as you want. However, you have to sleep at least once in your tent for them to reset.

Here are the timestamps and the location of the scenes:

Aywin: -Lundath evening. Step in front of Celis' room window (same as Celis scene)

-Fridath morning, in front of her house. Talk to her to trigger the scene.

-Soldath morning, next to Zeno's house. Talk to the soldier in front of the door.

-Wedath evening, in Aywin's room. Stand in front of her room's window.

Celis: -Lundath morning, next to the medical tent south of Belanor's house. Talk to Edwyr in front of the tent.

-Lundath evening. Step in front of Celis' room window (same as Aywin scene)

-Fridath evening, inside Celis' room. Step on the arrow in front of her door.

-Soldath evening, Edwyr's room. Enter Zeno's house and walk down the main corridor towards Celis.

Solana: -Wedath morning, in front of her windmill. Approach them to start the quest.

-Soldath morning, in front of Solana's shop. Talk to the soldier standing there.

-Lundath evening, Merith's room. Try to enter the room.

Neve: -Fridath evening, in the tribe hall. Enter the tribe hall and stand on the illuminated tile on the right platform.

-Fridath morning, Neve's house. Talk to the lady standing on the eastern bridge on the main map.

Thania: -Wedath morning, Thania's house. Speak to the soldier or Kono the delivery man right next to the MC's house.

-Soldath morning, professor's house. Get near Alen who's looking through the prof's bedroom window.

To watch the last mini-sequence of the game, step on the illuminated tile south-east of the MC's tent.

Quest 47: Second Path (this will lead to the Revenge ending)

To reach this ending, you need to make the following choices: 1) push Celis away, 2) Choose "Seek out Mórë?" (Path west).

From there on, the first part of the ending is really straight-forward.

After exiting Mórë's dimension, you will see a cutscene with a drunk soldier and Noah stealing his armor. To clear this gameplay section, refer to the council grounds map above.

1) Play cards with the three soldiers on "5".

2) Threaten and make the soldiers "4" leave (requires the completion of step 1 first)

3) Listen in on the conversation "3"

4) (Optional) Talk with the white soldier on "1" and receive a perfume. Then talk to the stripper on "2" for a short blowjob scene

After you're done, head north of the council grounds, speak with the guard, then knock on the door. You will be met with another long series of cutscenes where the few gameplay elements are extremely straight-forward.

Once you have reached the freeroam section with Noah in the castle, you can head to the harem to watch scenes with Aywin, Celis, Dianna&Vaeri, and Solana&Neve&Thania together. You can watch them as many times as you want. It is also possible to access the updated reminiscence room on the lower left corner of the harem.

To reach the end of the ending, step in front of your throne once again and watch the last cutscene sequence.

Quest 48: First Path (this will lead to the Happy ending)

To reach this ending, you need to make the following choices: 1) Let Celis come with you, 2) Choose "Follow the orb?" (Path east).

Keep following the orb until you trigger a long cutscenes sequence. When you can move again, take a phalange from the skeleton and leave.

After that, you're going to have to find Gavyn by gathering clues around the council grounds. For a more detailed walkthrough, take a look at Quest 46 (First Path), as both sections are more or less the exact same.

After you are finished with this part of the story, you'll be transported onto the first part of the freeroam section, three years later. To finish the first part, talk to four characters on the map, in no particular order. Those characters are: Thania (next to her house), Neve (1st floor of her house), Yris (the little girl with white hair next to Zeno's house), and Merith at Solana's shop.

Once you are finished, this will prompt a message asking you to leave the tribe (arrow north of the MC's house). Follow the path, watch the cutscene + scene with Celis, and access the main portion of the freeroam section the following day. Depending on what side stories you have finished, the content will not be the same.

There is a total of 5 side quests + 1 recurrent one that acts as a list of all available repeatable scenes.

Quest 50: If you have finished Thania's side story, she will ask you to investigate the ruins you have seen in one of her previous side quests. Then, after finishing the first part of the freeroam section, this quest will be updated automatically. Talk to Celis in her room on Fridath morning and everything will be pretty straight forward from there on.

Quest 51: Same as Thania, you need to finish Neve's side story to make this quest available. After you have talked to her during the first part, go to your room on Lundath evening and write the letter she asked for. Give it to her on Wedath morning (2nd floor of her house). After that, wait until Soldath morning and step on the illuminated tile next to the MC's house to trigger a series of cutscenes which will conclude this quest.

Quest 52: Once again, finish Solana's story line to get this quest. After talking to Merith during the first part, talk to him again north of his house on Wedath morning. You will see a scene with the MC, Merith and Solana, and the quest will be over.

Quest 53: Pretty straight-forward. Enter Zeno's former house on Fridath evening to trigger a scene with the MC and May. After that, the quest will be over.

Quest 55(sorry, the numbers are a bit all over the place): At some point, Celis will talk to you about Aywin acting strange. Tail her on Lundath morning, north of the MC's house, then exit the tribe. The rest is relatively straight-forward from there on.

Quest 56 : after finishing quests 50, 51, 52, 53, and 55, return to your room. There, you will see a small cutscene where Aywin will invite you to a party on Wedath evening.

Go to it, and speak with Solana, Neve, May, and Celis, to get either a small scene with them or an extra freeroam event during the party. After speaking to Aywin and leaving the party, the quest will be completed, but the party can still be attended every Wedath evening.

Quest 54: This quest is simply there to keep track of all the available freeroam scenes, where to find them and when. Here they are:

- 1) Celis on Soldath evening, in her room (need to finish the first part of the freeroam section for it to be available)
- 2) Merith and Solana on Lundath evening, in what used to be Goras and Shaevys' room. (finish their related side-quest first, quest 52)
- 3) May on Wedath morning in Zeno's house. (finish her related side-quest first, quest 53)
- 4) Attend the party on Wedath evening (finish quest 56 first)

Misc. content:

-You can also walk around the tribe on different days and interact with the people. Some only appear after you have finished certain side quests. For example, after talking with Thania and her husband on Lundath evening (south of the tribe hall), and Alen and his dad on Fridath morning (east of Thania's house), you will have access to one extra cutscene with all three of them by talking to either Thania or Lyrka on Wedath morning, outside of the MC's house.

-The ending sequence can be accessed once you have finished May's quest (quest 53) and Aywin's quest (quest 55). Once done, sleep in your bed, and simply choose the option **"go on with your life"**.

Quest 49: Fourth Path (this will lead to the True ending)

To reach this ending, you need to make the following choices: 1) push Celis away, 2) Choose "Follow the orb?" (Path east).

The rest of the ending is basically a series of several cutscene with some interlude where you will take back control of the MC for a short period of time. It is so straight-forward, there doesn't really need to be any walkthrough explanations for it.

Thank you for playing! Hope you enjoyed the ride! This game has been a blast to develop, made even more enjoyable by all the support through Patreon, feedback, or even through encouraging messages. We'll see each other for HC3!

-N_Taii

Freeroam Events

(Note: Some of those events may disappear temporarily due to other side quests/main quests involving the same characters taking place during the same time frame. Finish those quests first to see the events again)

Solana:

1) Soldath evening, behind Goras' house. Appears after finishing objective 2 of **quest 13** (Solana's 1st quest).

-Disappears after finishing **main quest 19**

2) Soldath morning, 2nd floor of windmill. Appears after finishing **quest 13** (Solana's 1st quest).

-Disappears after finishing **main quest 19**

3) Fridath evening, next to Solana's windmill. Appears after finishing **quest 21** (Solana's 2nd quest).

-Disappears after finishing **main quest 37**

4) Soldath morning, outside Solana's windmill (talk to Merith). Appears after finishing **quest 25** (Solana's 3rd quest).

-Disappears after finishing **main quest 37**

5) Lundath morning, 1st floor of windmill. Appears after finishing **quest 30** (Solana's 4th quest).

6) Wedath evening, on the balcony of Solana's windmill. Appears after finishing **quest 30** (Solana's 4th quest) **and** **main quest 35**.

7) Fridath evening, under the window of Shaevys and Goras' room (outside). Appears after starting **quest 38** (Solana's 5th quest).

8) Soldath morning, on the 1st floor of the windmill (Talk to Merith). Appears after finishing **quest 38** (Solana's 5th quest).

9) Fridath morning, 1st floor of Goras' house. Appears after finishing **quest 44** (Solana's part of the last side quest).

Thania:

1) Soldath morning, next to Thania's house. Appears after finishing **quest 17** (Thania's 1st quest).

-Disappears after finishing **main quest 31** and **quest 24** (Thania's 2nd quest)

2) Wedath morning, dining room of Thania's house (Speak to Alen outside the door first). Appears after finishing **quest 24** (Thania's 2nd quest).

-Disappears after finishing **main quest 35** and **quest 36** (Thania's 4th quest)

3) Lundath evening, on the path behind the tribe hall. Appears after finishing **quest 24** (Thania's 2nd quest).

4) Lundath morning, in the bedroom of Thania's house. Appears after finishing **quest 33** (Thania's 3rd quest).

5) Fridath morning, in the professor's bathroom. Appears after finishing **quest 41** (Thania's 5th quest).

6) Soldath morning, south of Zeno's house. Appears after finishing **quest 45** (Thania's part of the last side quest).

Neve:

1) Wedath morning, west of Zeno's house. Appears after finishing **quest 14** (Neve's 1st quest).

-Disappears after finishing objective 4 of **main quest 26**

2) Lundath morning, next to Neve's house (speak to Belanor or Neve). Appears after finishing **quest 23** (Neve's 2nd quest).

-Disappears after finishing **quest 34** (Neve's 4th quest)

3) Fridath morning, in the medicine tent. Appears after finishing **quest 23** (Neve's 2nd quest)

- If **quest 31** (Neve's 3rd quest) is available on the map already, the event will remain disabled until you have finished the quest

-Temporarily disabled after completing objective 5 of **quest 40** (Neve's 5th quest), reappears after finishing **quest 40**

4) Fridath evening, to the right of the tribe hall. Appears after finishing **quest 34** (Neve's 4th quest).

5) Wedath evening, to the left of the tribe hall (small clearing). Appears after finishing **quest 40** (Neve's 5th quest).

6) Lundath morning, Belanor's bedroom. Appears after finishing **quest 40** (Neve's 5th quest).

7) Soldath evening, behind Neve's house. Appears after finishing **quest 45** (Neve's part of the last side quest).

Aywin:

1) Fridath morning, in Zeno's house corridor. Appears after starting **main quest 15**.

-Disappears after completing **main quest 16**

2) Fridath evening, Aywin's room. Appears after finishing **main quest 15**.

-Disappears after completing objective 8 of **main quest 22**

3) Soldath morning, south of Zeno's house. Appears after finishing **main quest 22**.

-Disappears after finishing **main quest 28**

4) Fridath morning, Aywin's room. Appears after completing objective 15 of **main quest 28**.

-Disappears after finishing **main quest 32**

5) Fridath morning, study in Zeno's house. Appears after starting **main quest 29**.

-Disappears at the start of **main quest 35**

6) Soldath morning, in zeno's room (step in front of the door). Appears after finishing **main quest 29**.

-Temporarily disappears after completing objective 5 of **main quest 37**, appears again after finishing objective 7 of the same quest

7) Fridath evening, in the MC's house bathroom. Appears after finishing **main quest 35**.

-Disappears after completing objective 13 of **main quest 37**

8) Lundath evening, outside of the windmill. Appears after starting **main quest 37**.

9) Soldath evening, bathroom of Zeno's house. Appears after completing objective 4 of **quest 42** (last side quest).

Celis:

1) Soldath morning, North of Neve's house then right next to the MC's house. Appears after **main quest 12** starts.

-Disappears after finishing **main quest 14**

2) Lundath evening, Celis' room. Appears after finishing **main quest 16**.

-Disappears after completing objective 15 of **main quest 28**

3) Wedath morning, west of Zeno's house (speak to either Celis or Vaeri). Appears after finishing **main quest 19**.

-Disappears after finishing **main quest 22**

4) Soldath evening, Celis' room. Appears after finishing **main quest 20**.

-Disappears after finishing **main quest 28**

5) Fridath morning, outside Zeno's room and in front of his room's window (2 parts). Appears after finishing **main quest 28**.

-Disappears after finishing **main quest 32**

6) Wedath morning, in the bathroom of Zeno's house. Appears after finishing **main quest 29**.

-Temporarily disappears after completing objective 8 of **main quest 37**, appears again after starting objective 9 of the same quest

7) Soldath morning, to the left of Solana's shop. Appears after finishing **main quest 32**.

-Temporarily disappears after completing objective 5 of **main quest 37**, appears again after finishing objective 7 of the same quest

8) Lundath morning, inside the backroom of the tribe hall. Appears after finishing **main quest 35**.

9) Soldath evening, in Edwyr's room. Appears after completing objective 4 of **quest 42** (last side quest).