

RealmWalker walkthrough



V0.1 Walkthrough

Buy Pickaxe: Purchase a pickaxe from the shop.

Mine Stone: Mine some stones and give them to the little girl in the village.

Crystal Gift: If you gave the crystal to the little girl, you can now enter Isolde's house.

Enter the Weapon Shop

Speak with the shopkeeper, Nimara, and receive her quest.

Visit the Tavern

Before leaving the village, enter the tavern.

Watch the scene and speak with the tavern girl.

Accept her quest.

Head to the Forest

The forest is located beside the elven village.

Complete Nimara's quest by:

Killing the bandits.

Retrieving Nimara's supplies.

As for tavern girls quest, Look for the flower required for her quest, its located beside the bundit area.

The flower only appears between 18:00 and 24:00 in-game.

Kill any bandits guarding the flower and retrieve it.

Human Village:

Head to the top of the map to enter the forest above the human village.

Continue to the right side at the end of the map for an event that will grant you access to the human village.

Enter Human Village:

Go to the barracks in the village.

On the top side of the map, in front of a tree, you will find a girl. Talk to her to receive a quest.

Return to the Forest:

Leave the village and head back into the forest, entering the Orc Camp.

Before leaving the Orc camp, you can buy a Thunder Elixir from the merchant and purchase a Goblin for 1000 gold (she will be sent to your house, by giving her shiny cristals you

you can trigger her scenes, after giving her 5-8-12 crystals each will trigger different scene. if she isn't there, speak with orc once more and she should appear).

Silent Vale:

In the deep forest on the right side, enter the Silent Vale.

Kill the monster in the area. after the scene speak with orc chief, she will tell you about her axe.

Human Village:

Return to the human village and talk to Commander Astrid.

On the left side of the village, you can find Aria (includes a scene) and also Grizzlefang.

After defeating Grizzlefang, speak to the lumberjack and then the girl in front of the tree.

Return to Elven Village:

If you gave the crystal to the little girl, return to the Elven Village and enter Isolde's house to get another quest.

Go to the forest (you need to accept the tavern girl's quest to continue).

Flower Location:

Enter the flower location, kill the bandit, and trigger the Isolde scene.

Elven Village Tower:

Enter the tower near the Elven Village, avoid the fireballs, and talk with the witch.

Go to the Goblin Cave and find the male Goblin.

Return to the witch and get the new Void skill.

Take the rope from the witch's room.

Deep Forest:

Head to the deep forest and enter the hole.

Kill any Orcs if desired.

On the left side of the map, prepare to fight Gorok.

After the scene, open the chest and obtain the axe.

Return the Axe:

Return the axe to the Orc Chief.

V0.2 Walkthrough

Head to the Witch again. After the scene, you'll receive a quest to find three materials.

Before gathering the materials, visit the weapon shopkeeper in the Elven Village. She will give you a quest.

Then, visit another shopkeeper in the Elven Village to purchase an iron pickaxe.

Afterward, head to Silent Vale. I suggest avoiding the beasts here, as they may be too strong. First, complete Nimara's quest.

head down from Silent Vale and enter the mountains. A scene will play here.

Enter the cave, avoid any threats, and head up to the next cave. On the left side, you'll find a mithril stone.(need iron pickaxe to mine it.)

Return to Nimara and give her the crystal. New armor will be added to the shop for 1500G. Purchase it.

Now, head back to Silent Vale, defeat the beast, and collect the beast's blood.

Head to the mountain cave. On the top-left side, you'll find an Obsidian Nightstone, but be careful—another monster will be lurking nearby.

Leave the cave and head to the Abandoned Temple. Behind the temple, beside the stone, you will find Demontoot. Gather it as well.

Finally, return to the Witch. You will have a choice to upgrade either the fire spell or the dark spell:

Fire Spell: Costs less mana but deals less damage.

Dark Spell: Deals more damage but consumes more mana.

The choice is yours.

Note: The first-level versions of both the fire spell and dark spell will still be available after upgrading.

Head to the Human Village and enter the church.

Speak to the nun inside, and accept her quest.

Enter the Tombs Behind the Church

After accepting the quest, exit the church and head behind it to find the Tombs.

Enter the tombs and interact with the skeletons inside.

Defeat the undead enemies that spawn.

Return to the Nun

Once the undead are defeated, head back to the church.

Speak to the nun to complete the quest.

After the dialogue, a scene will play out.

Click on the Shining Light in the Church

A short scene will play, and once it's finished, you can move on.

Return to the Mountains

Head back to the Mountains and find the Cyclops.

Talk to the Cyclops to trigger dialogue.

Return to the Human Village

After talking to the Cyclops, travel back to the Human Village.

Find the Villager Near the Pig Farm

Locate the villager near the pig farm in the village.

Accept the villager's quest, which involves collecting 3 white wolf pelts.

Defeat the Wolves and Collect the Pelts

Travel to the location of the white wolves, defeat them, and collect the pelts.

After collecting the pelts, return to the villager near the pig farm and give him the pelts.

As a reward, you'll receive a pig.

Before leaving, you can now buy pigs. It's recommended to buy 3 more pigs if you want to unlock a scene with the Cyclops.

Enter the Cave

Return to the Cyclops

Now, head back to the Cyclops in the mountains.

Give the pig to the Cyclops.

After giving the pig to the Cyclops, enter the cave.

Leave the Cave exit and leave the mountains.

A scene will play as you leave.

you can give 3 more pigs to cyclop to unlock ehr h scene.

thats it for v0.2

(There are many hidden locations on almost every map, so be sure to explore thoroughly. Open chests to receive bonus items such as pictures, potions, gold, and more.)

V0.3 Walkthrough

Buy a house if you have not done so yet, and sleep there.

After resting, move to the world map and head to the forest near the village.

After the scene, return to the Elven Village to witness a scene with Selene.

Go to Selene's barracks and accept the quest to defeat the bandits.

After defeating the bandits, you'll have a choice that will influence Selene's behavior in future scenes:

Dominant or passive (choose whichever you prefer).

After defeating Dante, you can:

Return to the Elven Village to see a scene with Selene, or

Go to the human village and visit the tavern for a scene with the princess.

Order doesn't matter – you can see both scenes.

After the tavern scene, you can choose to:

Watch a scene that includes futa content, or

Avoid it.

In the human village, there's a character (a prostitute) who will give you a quest if you speak with her.

Two ways to complete her quest:

Enter the cave east of the human village (a monster guards a crystal; may be challenging if you're low level).

Enter the building beside the tavern and overhear two nobles talking.

After completing either option, return to Rowena and speak with her.

Important: You can choose whether Rowena will be dominant or submissive (choose wisely!).

Afterward, enter the barracks where Astrid will give you information about the monster in the deep forest.

Enter the deep forest, fight Gorok. After defeating him, you have three options:

Choose whichever you like. This will influence MC's development in the future.

After defeating Gorok, you have two options:

Give it to Astrid and gain favor points from the Knights.

Bring it to Urza and gain favor points from the Orcs.

Both sides have their own scenes, and you can only bring it to one of them, so choose wisely which faction you like more.

Important: This choice will have an influence on the future content in the game.

V0.4

Walkthrough

Speak with the old man in the elven village to earn money. You can help him once per day.

After helping him several times, you will unlock a scene with his wife.

After meeting the princess in the forest, return to your home to trigger a small scene with Lyriana.

Human Village:

Side quests:

In the human village, assist a woman in finding her lost cat.

Once you return the cat, the clothing shop will be unlocked (Note: v0.04—no content available for the clothing shop yet).

Enter the bar and accept the bar owner's quest for money.

After defeating Grifflefang, speak with the lumberjack to accept his quest.

I recommend doing all of these quests at the same time. After completing them, sleep to reset the quests and repeat them daily.

Gorok's Defeat:

After defeating Gorok, you can find Vespera in your house.

Speak with her to accept a quest.

Go to the desert area to complete the quest.

After finishing the quest, a scene with Vespera will be unlocked.

After meeting Gorok for the first time, you will be able to enter Zulgara's tent at the Orc camp and accept her side quest to hunt boars.

Once you've completed the quest five times, you will unlock a scene with her. Additionally, you can repeat this quest daily to earn gold.

On the lower floor of the house, in the prison, you can interact with the crystal to unlock all the scenes.

V0.5 Walkthrough

Main Quest

Defeating Gorok

After defeating Gorok, bring his head to either Astrid or Urza.

Entering the Village

Upon entering the village, a cutscene will play.

After the scene, find a woman under a tree (marked with a red icon).

Speak with her to activate the next quest.

Crossing the Bridge & Bandit Camp

Cross the bridge and attack the bandits' tent.

A scene with Lyriana will play (choose either Femdom or Vanilla).

Entering the Stronghold

The guard will inform you that the bridge is broken.

Enter the nearby forest and cut down a tree.

A short scene with a fairy will trigger.

Return to the guard to proceed.

Exploring the Mansion

Cross the bridge and enter the mansion.

Important Points in the Mansion:

Demon Pot – Defeating it grants a good amount of gold.

Switch Activation – Found in the room next to the Demon Pot.

Healing Statue – Click on the statue and pray to restore HP/Mana before proceeding.

Evil Book Demon – A tough enemy that grants a large amount of EXP upon defeat.

Basement & Quest Completion

After defeating the Evil Book Demon, enter the basement.

A scene will play.

Return to the Assassins' Guild and deliver the crown to the leader.

Side Quests

Sister Margery's Quest

Speak with Sister Margery to activate the quest.

Prerequisite: You must have defeated Gorok; otherwise, the quest won't be available.

Enter the church basement, kill the rats, and fix the hole.

Return to Margery to unlock her scene.

Scene Outcome: Depends on whether the player sniffed her panties earlier or not.

Aveline's Quest

Aveline can be found to the right of the human village.

Help her to unlock a scene.