

Disclaimer: due to heavy code and gameplay changes, save files before 0.11 WON'T work!

VERSION 0.33(public)/0.34(Patreon)

INTRODUCTION

Hello everyone, if you are here, you probably know what Tavern of Spear is about ;), but if you need to be **filled** in, the game is pretty much a role-playing game (RPG) (turn-based combat, items, weapons, spells, stats...) with visual novel/dating sim elements...oh, and lots, LOTS of hot characters and sex, you have been warned ;p.

The game is **developed by Caro (art, coding, gameplay), Libra (script) and Hanon (OST; hired after the first few updates)** and is currently in development; **this guide refers to version 0.33 (public) AND 0.34 (patrons) (for patrons who donated at least \$3 (USD); they also get bonus scenes every now and then (those show very juicy sex scenes between some characters that show more of their personalities and bonds with each other, more are coming according to the main story development, they need to be patched in the game, see the guide at the bottom), but the Patreon version will be below the public one in this guide, to avoid spoilers. Note:** the OST is available and downloadable for free on [Youtube](#)! (and more will come with further updates).

Being this early in its development, the mechanics are still being perfected, more scenes are regularly added, and, generally speaking, you can expect a lot of stuff to come in the future.

Tavern of Spear (ToS)'s updates are scheduled in the early part of every month, but we invite you to check the Patreon regularly, or the official Discord regularly for announcements, eventual patches and, if you are a patron, chances to vote and contribute to the general direction the game will take! Participating in the Discord server to help, chat, or even share your fav or even your own art would be very appreciated too, the tavern will always welcome lost (and horny) souls ;).

Also, keep in mind that Libra is the only guy working on the script, so typos and grammar errors WILL be in (but it's not that bad, he is doing a great job, that's what he forces me to say at least, I don't want to get stabbed by Libra's stick ;()... Oh, yeah, you can signal those errors on Discord too, along with the bugs you "might" come across.

Some useful links:

ToS [Patreon](#) | ToS [Twitter](#) | Code/art: [Caro](#) | Script: [Libra](#) | Official [Discord server](#)
And also [Edgaa's Mac guide](#) if you have technical difficulties

Now that we got that part done, let's get to what you really came for, the actual guide, shall we? ^^

I also suggest you use the "find" function (CTRL+F) to look for specific words!

MAIN SECTION

This is the main section of the guide, everything you needed to know about the game is here.

GETTING STARTED

Caro would rather get things done about the game rather than worry too much about the Patreon: as such, the rewards, posts, links and, most importantly, the game download (and bonus scenes, which we will see at the bottom of the guide) are straight to the point and easy to find. So, pick the right version (PC/Windows or Mac*), extract those files and let's get started, I know you are getting impatient ;).

*This guide is currently written testing everything on **Windows only**, I don't have a way to test anything on Mac (but there should be no major differences except for the patch to make bonus scenes work).

Also, don't worry, Caro and Libra are both pretty active on the ToS Discord, among other people, so don't be afraid to ask for help ^^.

Also, before you ask, (it has become a meme on Discord already, but it's true).

Now that you have extracted those files, just click on that exe file, yeah, the one with a different icon, what are you waiting for? ;p.

The main menu should pop up in a few seconds, showing some pretty straightforward options:

- **Start** : Start a new game.
- **Load** : Every time you save or quick save, you'll be able to load it anytime you want (even while you play.)
- **Preferences** : You can tweak various settings here, like the text speed, the time it takes to see the next text box if you use auto-forward (maybe your hands are elsewhere? ;p), what you want to skip (if you enable "skip" in game or hold CTRL), various volumes (there's no moans or ear-rape, except for a few "cum" sound effects, so don't worry too much about that; worry more of getting caught looking at buff anthro animals, or something else, having sex, hehe), and **rollback side**, but I don't know if that does anything.
- **Gallery** : Every time you see a CGI scene you can rewatch it here, even if you start a new game! Bonus scenes are also selectable and can be seen in another page if you patched them in.
- **About** : Various information about the game, like its developers, useful links, and some info about the stats too, but we will talk about them below.
- **Help** : Useful keys you can use in the game; personally, I only use space and CTRL if I want to skip, but do have a look.
- **Quit** : Close the game :(
- **Return** : Get back to the main menu/title page or to the game, if you were playing.

Only after you start playing, you can also see:

- **History** : A log of the last things that happened or were said.
- **Main Menu** : Get back to the main menu (remember to save first!).

That's it? Now we can play the game? Finally :D.

THE BEGINNING OF THE QUEST

The first things you'll see after pressing "start" are a prompt to choose your name, which, of course, can't be changed later; then, some general advice, just in case you haven't checked the "help" section (but you did, RIGHT?), and, now, an RPG classic: choose your stats! Every stat (except for corruption) starts at 3, and you are given 9 points to use as you please (but you cannot exceed 10 in a stat for now) and no, you can't save them to allocate them later! But hey, nobody will stop you if you want a bigger challenge.

You will be able to level up later on (defeating enemies... in any way ;) and completing quests, of course).

Note: trying to set a name of a few existing characters will have them deny it to you with a secret line of dialogue. As of 0.34, these "easter egg" names are: Caro, Libra (being the main two behind the development of the game), Hakan, Witer, Chet and Selye.

Oh, also, under the text box, you will see some useful buttons to save, quick save and quick load, "history" and "preferences", a toggle to auto-forward or even skip dialogue (you can also hold CTRL) and "roll back", which lets you go back and try other choices or actions in combat. Each stat has its purpose:

- **STR (Strength)** : Deal more damage with regular attacks and physical skills (Leaping slash at lv 3, Sweep at level 12, as of 0.32); 1 STR converts to exactly 5 ATK points
- **AGI (Agility)** : Higher agility makes it more likely to dodge enemy attacks, crit with normal attacks and run away; 1 AGI converts to 2 ATK, 2% crit chance and 2% dodge chance
- **INT (Intelligence)** : Heal AND deal more damage with magic skills; 1 INT is worth 10 MP (you need those to use magic, haven't you played other RPGs??) and 3 MATK points
- **END (Endurance)** : 1 point gives you 20 HP and 1 DEF point (do I need to explain what happens if you lose all HP? What? Die? Well, no ;p except for a few cases, but we will get to them later).
- **CHA (Charisma)** : Some NPCs may treat you better if you have a certain amount of charisma; you also deal more lust damage; since xxxxxx, also makes you less likely to be hit by lust attacks and you take less lust damage from them.
- **COR (Corruption)** : You start at 0, marking you as a pure, innocent pup ;p but losing to some monsters can make your corruption go up, with the max being 100; your COR will be relevant for various interactions, but there will be ways to cleanse your soul later on... if you still want to pretend to be pure (you'll probably have a handful of CGs by that point, so who are you kidding?)

Note:

- The damage and lust dealt aren't fixed, as well as the amount healed*, it's all in a range, what kind of RPG would it be without some old good RNG? *"bind up" takes into account INT, (mostly) END (from 0.19 onwards) and max HP (from xxxxxx), healing way more, but costs 30 MP and has 3 turns of cooldown.
- "Defense" was implemented in 0.19, it currently triples your defense for the current turn, making it useful to stall (usually to tank strong hits or waiting for cooldowns).
- In most fights, losing will set your HP to 1 and lust to 0, so run somewhere safe to rest or sleep before you come across someone else!

0.27 introduced an item that will let you re-stat freely (for a high price, but buyable infinite times; see "the bathhouse opens for business" for more info).

Aside from their actual use, all those stats (except COR) are used here and there for “**stat checks**”: if your stat is high enough, you may see variations of some dialogues and find out more about chars or what’s going on around you, or even variations of CG scenes, and more. This is why balanced builds are generally bad, unless you don’t really care, but the game will be built in a way that encourages you to play more than once to get the full experience anyway, don’t be sad if you missed something during your first playthrough, or you can also try more builds in different saves ;).

Will you be a sturdy and strong warrior? A mage who also studied how to impress sexy men? An assassin that moves like a bolt and strikes like thunder? (when it doesn’t miss ;p). Whatever you choose, it’s time to begin your quest.

Note: since 0.11, an anvil can be used to power up your sword in the barn (after asking Snow for permission), for info on the materials check the tab in the spoiler section.

WELCOME TO THE TAVERN OF SPEAR

The first things you’ll read are some background about you, a 23 year old wolf from the Lost Spear Tribe. A heavy rain surprises you, and, as you run to look for shelter, you see a yellow light and, next thing you know, you wake up, very confused, and find yourself in the Tavern of Spear (roll credits!).

Here you meet Snow, who definitely looks like an older version of you, and you recognize as your daddy, but he denies everything. Who is right? You? He?...Neither?

You are given the option to insist he is your father or not, but that has no true impact, except for a different dialogue before leaving.

Your task is to defeat a monster to let them know the tavern is off-limits, a simple task, pretty much an excuse for Snow to let you earn just enough coins to rent a room for the night, even if he believes you are going to stay for a while, for some reason, probably because the other men in that place are hot and his instinct told him you are gay, who knows.

The point is, defeating a weak enemy just like that would be too easy, so, instead, your first enemy is a very strong (and sexy) demon boss, with 400 HP and immune to teasing...He is unbeatable, so, yeah, you lose all your HP, he stabs you and you die, thank you for reading this guid-...Oh? OH, no, Snow rushes past you and saves the day :D (but if you defeat the demon by “mere chance”*, you’ll get an extra 300 coins and 5 lv points!). But seriously, you’ll win and get 200 coins whatever you do, even if you wanted to submit to him, but that’s only for speedrunning purposes, right?

*read “save scumming”, by saving and loading every turn to get the best rolls possible.

Snow tells you how an ominous fog blocks everyone in this forest, that’s why you are going to spend days, weeks, or even months trying to find a way out, for yourself, or for the others too (but those guys already got me hooked by this point, especially Snow...hmm? Get it? Because Snow has a hook...ok, I am sticking to the guide).

You will meet Witer too, a very charming gator, he tells you he is at your disposal if you need “any”thing, but the main character just goes upstairs by himself to sleep :(you get fully healed, and, for some reason, you get to keep your 200 coins.

YOUR FIRST QUEST

From now on, you are free to talk to who you want, and don't worry, you can talk to anyone as many times as you want, even if topics will change as you go on in your adventure, and some may become unavailable later on, so don't forget to talk to your new pals when something major happens.

You can go upstairs to rest in your room, but we will talk about that later. For now, you can meet Hakan, but you won't be able to buy him a beer, because Snow is outside, somewhere, you can't find him, so don't try. Witer is cute, you can talk and you can buy jerkies for \$20 if you want, they are cheap, but you can't use them in combat; instead, if you use one when you have max HP, you will get 30 bonus HP, but only temporarily.

The semi-invisible guy next to Hakan is yet to be implemented, don't bother.

The only way to proceed is to meet Chet, a very peculiar and lewd hyena living under a spandrel, where he also has his shop. Some people were having trouble here, so now Chet will automatically give you your first true quest, and this is an RPG, so it's a fetch quest! Aren't you excited? But it isn't annoying, especially since now you only have to defeat and collect 2 slime jewels from slimes, we had to collect 5 back in my days! *New gen gamers have it so easy...* Slimes are easier to find just south of the tavern, they may require a few "explore" to find. **It's also heavily recommended you buy Chet's pocket watch immediately (for 100 coins), so you can keep track of time (it also gives +5 MAX HP and +10 MAX MP), remember to equip it!**

You can talk with your new friends and buy HP and MP potions for 45 coins each from Chet, but don't bother, the slimes are easy (50 HP, immune to teasing but weak).

It's also time for your first stat check! If you have at least 8 CHA (7 before 0.11), Chet will sell you HP potions for 30 coins each or MP potions for 35 (it is a hidden check). **Note: a dice minigame was in development, but the dice next to him were removed, and it's unknown if Caro plans on adding it later on...**

The moment you step outside, you bump into a big, shadowy figure: a lizard who goes by the name of Nauxus. Whatever you say, he will teach you how to "flirt" in combat, but keep in mind that works only on some enemies!

If you have at least 5 CHA (another hidden check), you get the choice of kissing him (why did I have 4 CHA? :() but that doesn't seem to matter. (Before 0.6, you could ask Witer his opinion about Nauxus, early in the game, telling you more about he and his brothers' childhood but this contradicted his other version of his childhood, which he would reveal later; it was removed and fixed in 0.11).

Now that you know how to flirt, you can also gain 1 CHA training with Witer: he will ask you some questions, and if you impress him with all 3 answers, you win. Knowing him a bit better can help, but **the answers are 1-2-1**, showing he is a romantic, but also a very dirty gator ;p.

The areas just outside the tavern (barn, bathhouse) are yet to be implemented.

Now you can finally head out, and the first quest is easy: keep exploring the place south of the tavern, until you see and defeat 2 slimes. Slimes won't care about your flirts, of course, so just spam attacks and you'll be fine, unless you have low STR, in which case you might need to rest in your room after the first one. Keep in mind you will gain 1 COR if you lose to a slime (BUT it's worth it...).

Note: if you roll back your last turn, and pick the same option again, you will get the exact same turn again, not different damage/heal rolls! However...if you save and load, the results WILL be different, so **save-scumming IS possible.**

That place north-east of the tavern should be the exit, but it will always be covered by the fog.

Just get back and give the 2 jewels to Chet, selecting "about the work". From now on, if you get loot from enemies, you can sell them to Chet, he offers a fair amount of coins (in early builds, people sold them instead of turning them in for the quest, so you have to complete it now before being able to sell). You gain 200 EXP and 100 coins from this quest.

You also unlock the possibility for an optional sex scene with Witer! Just talk to him and tip 210 coins, if you have enough, and you'll also have more topics to discuss with him later, what else could you ask? (well, I'd ask for a Witer plushie, or even better, Witer himself...)

Note: Witer's topics will change after having sex with him; this scene doesn't seem to be a requirement for further quests (but, i mean, aren't you playing this game for *good sex scenes* too?)

Chet will also start selling fire bombs for 40 gold each (25 gold if the hidden 8 CHA check is met), a basic offensive item that deals fire damage to a single enemy; they were added this early partly to help high CHA builds a bit with non-teasable enemies. Oh, they require 3 AGI for full damage, but nobody should ever have problems with that.

THE FIRST BOSS

Now Snow is back, ready to give you a much harder quest... Yes, you have just read it, you'll have to defeat your first boss: talk to Snow, and, regardless of what you'll say, you'll get the task of looking around in the forest to gather some info, since the monsters have been acting strange since the day of your arrival.

From now on, you get to do other things. I suggest trying the boss after a couple of other quests down below, it may require some potions, even if STR and END builds may have an easier time, since you have no skills based on INT to do damage and flirting (CHA) doesn't work.

You can also level up now: when you get enough experience to level up go to your bed and click on the sleep icon; in your room, you can:

- **Rest** : Heals half HP and MP, spend 3 hours.
- **Sleep** : But only from 21 to 5:55 (full heal, sets clock at 6:30)
- **Masturbate** : To set your lust back at 0, but only if you have at least 40 lust, it takes only 15 minutes (still a lot for a very horny and pent up wolf ;p)
- **Level up** : To increase MAX HP, MAX MP, ATK and/or MATK (depends on the level) and a "level up point"; You can use 3 points to gain 10 HP AND 10 MP, or 5 points to increase a stat you want by 1 (except corruption)

~~you can, from your inventory, take your loincloth off! But you won't be able to leave, also, due to a bug, if you try to take it off somewhere else, you will always be teleported back to the tavern.~~ Your looks also vary a bit if you are weak and/or horny. **Note: overflowing EXP WILL now carry over and thus count for the next level(s).** These quirks were fixed with time, but the horny/non horny visual difference is still in, and you can get naked where you have privacy, like your room at the tavern.

When you are ready, go to the map and choose the place a little west of where you farmed the slimes, you will find the demon, time for round 2! The demon still has fairly powerful attacks, 400 HP and is not

susceptible to flirting, unfortunately :(, you don't have much choice: attack when you can, bind up to heal when you get to low HP, and drink a potion if you need to refill MP for bind up, or use a quick red one for a more immediate, but less efficient heal in the long run (unless you have 3-4 INT), builds with high STR have a much easier time here. Eventually, he will be defeated, and you will find a mysterious message and a part of an emblem, the plot thickens, like the fog and Chet's muscles!

Back at the tavern, everyone will welcome you back, worried for you (especially Witer :D), you will learn something about another character and past events.

You gain 500 EXP, 1 level up point when you win and 200 coins when you get back to the tavern...And a free room, not that you ever paid for it before ;p.

Oh, I almost forgot, if you lose...you get stabbed and die, I wasn't kidding, it's game over (even if you can roll back or "refuse" to lose, but death and gore isn't sexy...even if you can hear something interesting if you die).

Also, you may want to talk to Snow to get access to the cellar, he just wants you to get some beer, you will meet a very... "horny" fellow down there hehe, you can act aggressive if you want, but it doesn't really matter. Get back upstairs and ask Snow "about the work", there is no reward, but you can go down freely and talk to that new guy if you wish. Oh, Snow also threatens you to shove his hook up your ass if you steal some beer, but, unfortunately for all you BDSM fans, you can't actually do that. He also tells you not to invade Hakan and Witer's privacy, so you can't enter their room, not yet at least.

HAKAN'S QUEST TO GET BUZZED – PART 1

Snow won't tell you much for now, but you can buy beer from him for \$30.

A beer heals 50 MP, or gives 30 bonus MP if you are full, but it's usable only outside of combat (like the jerky), but it also raises your lust by 20!.

Hakan wants to be buzzed, so getting him a beer sounds perfect to be his friend, right? Well, yes, but actually no, because dragons are known to be highly resistant to alcohol.

You can now buy fire rum too, it's the more powerful version of the beer: it heals 80 MP or gives you 50 bonus MP if you were full, but raises lust by 30 too. Give it to Hakan, and he will start to open up with you, even if it will take more than that to let you get in his pant- I mean, get him drunk.

To progress to part 2 you have to have defeated the first boss (see above).

THE LONG QUEST TO GET INTO THE BULL TRIBE

Before fighting the boss, you can explore to find a village of bulls, big, horny and musky bulls! There are some passages to get there:

- Explore the ravine east of the tavern, it will unlock a place south of it
- In that place, keep exploring until you hear some screaming for help (there's a 25% chance): you will have to defeat 2 slimes in a row, but they are still easy. If you lose, you will have to find that guy again and retry. You can also find random slimes and even bulls as enemies here...yeah, I'll wait for

you to watch the defeat CG...there's also one if you win, and a variant of that if you have at least 7 END (hidden check). Now that you are done... you will meet Thane, of the bull tribe, and will ask you, wolf of the tavern, to bring him 2 beers and 5 jerkies so he can "trust" and vouch for you to enter the tribe. You can also ask him how he got in trouble if you want.

- Buy 2 beers and 5 jerkies (160 coins total) and bring them to him; you get 300 EXP, and you can ask him to take you to his village during the day **Note: I suggest exploring to find the village and trying to enter without him first: you will face 2 bulls in a row, they are pretty strong with their normal attacks and musk (lust damage), but they are very vulnerable to flirting).** If you lose or run away, you won't be able to fight them again! They can't trigger CG scenes either, but, if you win, you get a free level up point.
- When you are ready, let him take you to his tribe, where you will meet the chief, and he will ask you to kill the spy, an interesting quest, see down below. You won't be able to visit the village freely until you complete "the spy" quest. **Note: you can "talk about the fog" with Snow to tell him you found the bull village now. Also, if you lose against the slimes, Thane dies and the whole bull village, along with the quests and the related storyline will become locked forever!!** Meeting Thane also unlocks some extra jobs from Chet to make some extra cash and EXP, I'm listing all those in the extra section at the bottom of the guide.

NAUXUS'S PLEAD

You can try this quest before fighting the first boss too, and it is highly recommended you do before trying "the spy"! (below this one).

There is a place far south of the tavern, explore it until you can move forward. A new place should come up to the west, and, if you explore enough, you can find Nauxus, talking to an upset female lizard with her child present; her husband is a spy sent to the bull tribe by Nauxus himself, hence the argument. You will be asked to find him by Nauxus, who turns out to be the lizard tribe's chief, and tell that spy a phrase to let him know he can trust you.

This quest does NOT enable "the spy" quest below, but will give you another choice to complete it.

THE SPY - THE WAR (PART 1)

After you have met the bull tribe's chief, Axel, and preferably Nauxus too (see the 2 quests above, even if the latter is not mandatory) you can find the spy just south of the bull tribe. **If you talked to Nauxus, you are given a choice:**

- Tell him the secret phrase and get back to Nauxus, who will be very pleased, while you will trick Axel, who will be mad but accept you reluctantly (**only if you have talked with Nauxus.**)
- If you didn't meet Nauxus, or decide to kill the spy for Axel anyway, you will have to fight him: he hits often and HARD, he is also a nimble lizard, so he will dodge more than other enemies; he has 150 HP and starts at 0 lust, and can technically be defeated by flirting, but it rarely works, maybe because he is a faithful husband after all. The loser dies! He will either stab your heart so fast you won't even realize what hit you, or he will stab his chest (even if he loses by lust), his last words

being an apology to his wife and child. If you won, you can show his heart to a very happy Axel, much to Thane's dismay, who will give that heart a proper burial, and you can lie in 2 ways to Nauxus, who probably doesn't believe you, but will pretend to, and take you to his village.

Note: the little child will look down at you from a window smiling if you saved her dad, or will keep looking around waiting for him to get back if you killed him.

Either way, you get 150 coins and 500 EXP, both tribes can be accessed freely now, and you have a personal hut in both.

How you complete this and further "war" quests WILL all impact the bond with the chiefs and their tribes, so decide wisely.

HAKAN'S QUEST TO GET BUZZED – PART 2

You can try this quest after defeating the demon ("the first boss" quest), and after gaining access to the cellar (remember to actually give the rum to Snow!). **If you are having trouble with the boss, consider doing "Witer's nightmares" once you unlock the cellar: a very useful skill, mostly for INT builds, will be unlocked!**

If you have asked Hakan about what he does in the tavern (you need to have found the bull's village!) Even if you fail the strength stat check (you need a whopping 8 STR!), which has no reward anyway, the next time you try to talk to him, he will ask you to help him get drunk...I mean, for real this time. Snow will tell you more ("ask about Hakan's quest"): you are going to get some flowers from a very dangerous tree monster, getting a dragon buzzed is easy after all, isn't it? But daddy wolf has you covered, if you go see Chet, you can get a very useful goo armor*, which will give you a high defense, only for the tree boss fight, and will give your pals of the tavern a funny show as they watch Chet rubbing all that goo... in a very meticulous manner, all over your body.

*not actually an item, more like a buff for this fight.

Oh, also, it may be a good moment to "talk about how long everyone has been here" with Snow, there is a stat check: you need at least 6 INT.

There are 2 ways to do this: the intended way, that being with the goo armor, or without it, if you talked with and refused Chet's help; go to the area west of the tavern, where you fought the demon, and sniff the flower Snow gave you, then go west to find it.

The tree has 300 HP and is immune to lust, it hits very hard if you do not have the goo armor, high STR builds still have an easier time here, and, since its damage output is so high, you may prefer a more immediate healing with red potions. The fight is more doable if you chose to get the goo armor, but you get 2 extra level up points if you win without it! and 800 EXP regardless.

Now just get back to Snow to report ("ask about Hakan's quest" again) and sit down to celebrate with Hakan, the true reward is the following scene (despite not having sex yet, but it's not all about sex, you horny beast).

Also, Hakan is gonna sleep for 3 days and the hungover the 4th (see more in "Hakan's thank you")

If you lose to the tree instead, you can unlock a CG sex scene, but that counts as a bad end too (still better than getting stabbed in the chest I guess...).

MEDITATION AT THE TEMPLE WITH THANE

During the day, you can meet Thane near the chief's tent.

The climbing part is mostly driven by dialogues, there are a few minor things:

- On your second stop, you will either need at least 5 AGI for the stat check, or a rope, you can buy one for 60 coins from the shop in the village (the torch can come in handy later, see below.)
- There's a place to mine for some ores: visit it, then, you can buy the permit and the pickaxe from the shop for 500 coins; you get 1-3 ores when you try extracting it, but you can do it only once a day.
- Near the top, there's a broken bridge, but it won't be fixed until the end of the war.
- Click on the arrow at the top to get to the temple area.
- Once you reach the top, the time will be automatically set to 18:30, and, since the temple cannot be entered when it's dark, you are forced to stop in that camp (even if you go back and wait until sunrise: the temple stop will disappear until you stop at that camp.)

After you visit the central hall, you have until 18:00 to do what you want (so get in there somewhat early), you can do a few things:

- Join Thane in meditation by clicking the stop in the north hall twice, it will just make the time warp to 18:00.
- Examine the holy poo, I mean, pool after examining Thane once in the north hall, and, if you want, **turn your COR back to 0** by drinking some water (it doesn't have unlimited uses! it will only cleanse a total of 100 COR, then stop working forever)
- Read the 3 books in the west hall, for lore purposes.
- After finding the books, you can visit the hidden room, but you won't be able to see much without a torch (get it from the shop for 80 coins.)

At 18:00, you will both get back to the camp, chat a bit, and you can ask him ONLY 1 of 3 things (the third one only if you found the hidden room). Tip: just roll back if you want to ask him everything.

You both head back to the village, there's no concrete reward, but you get to know Thane a bit better and, if you were interested, some deeper lore of the game. Oh, you can get up there freely now, so you can still read those books and find that hidden room later if you didn't.

WITER'S NIGHTMARES

The first quest involving Witer is unlocked at day 6, provided you can access the basement (by starting "Hakan's quest to get buzzed - part 2" but not necessarily finishing it!) **(it was changed from before, it's useful if you need the skill unlocked here for that boss, especially for high INT builds!)**.

Witer will feel sleepy when you try talking to him, he does look very cute, but he has a problem, obviously. After you try talking to him a second time, you will be able to ask Meko (the horn in the cellar) about him, and he will tell you Witer comes out of his room and stays crouched in a corner of the cellar, every night, from 3:00 to 3:55. Once talking with him, you will have to face a ghost just outside of the tavern, **only from 3:00 to 3:55**, but you won't be able to hurt it in any way. Note: Witer is supposedly sleeping in your room until you defeat the ghost, but he doesn't actually show up there. Also, if you didn't hug him in the cellar you don't deserve his love :p.

~~Go back again to Meko, who can teach you your first magic skill! This is your only way to deal damage to ghosts for now, so use your "holy fist™" to win. This magic skill is very powerful, so 2 of them should be enough to defeat the ghost, bring a MP potion just for safe measure.~~ The quest was slightly altered after the addition of fire bombs, since those also work against ghosts: some dialogue changed, and Meko teaches the holy fist before attempting to fight the ghost now.

Note: escapes are always guaranteed against ghosts, **even random ones you can encounter south of the tavern, where you fought the demon and in the forest west of the bull tribe, only during the night, after completing this quest**

If you lose, you get a kinky CG scene, but you don't want that, right? Witer needs to sleep before he goes crazy. When you win, sleep and tell Witer you won, and he can rest easy now. You get 1 level up point, nothing else, but you did learn a new cool skill and saved a friend from madness, or even from dying.

After this quest, and after 3 days have passed, Hakan will wake up and get back to his favourite table :D but let him be, he is still hungover.

HAKAN'S "THANK YOU"

After "Hakan's quest to get buzzed" Hakan sleeps for 3 days, then, after he wakes up, If you wait one day, Hakan won't be hungover anymore and will give you a very *big and thick* reward, you can also ask him to give you more whenever you want! At least he is free, unlike another sly scalie in the tavern ;p.

FISHING WITH SNOW

On day 10 Snow will ask you if you want to go fishing with him the next time you try talking to him. If you accept, you can go on any day, until 13:00; if you refuse, he will be gone for the rest of the day, and **you will never be able to go with him in the future.**

This is only an event to find out interesting facts about Snow's past, ask whatever you want and how many times you want (or don't if you don't care about him, but how could you?), you gain access to the lake area regardless, after you come back, or immediately if you refused (aww, he looked pretty excited at the idea of bringing you with him...)

THE MEANING OF LOVE

On day 10 Snow will ask you to go meet Witer in the barn as soon as you step into the tavern. You can find him there **from 0:05 to 13:00**, despite what Snow says! He will ask you to question Chet about something on his behalf.

Chet needs some thread, he also tells you it can be bought in the bull village, this means you need to **have access to the bull village (save Thane and complete "the spy" quest in any way)**.

The thread costs 350 coins, just get it back to Chet and enjoy a very touching scene, you also get a refund with interests (500 coins) and 500 EXP.

After this, you can ask Chet more about his past, and **everyone (except for Chet) changes topics**: they will tell you their opinions on the lizard tribe (if you found it) and the bull tribe.

Note: if the bull village is not accessible anymore, the ball of thread can be bought from a character named "Jørgen" way later, after "Rasmus's trial".

SETTING UP CAMP - THE WAR (PART 2)

The second quest involved in the war between the tribes isn't directly influenced by how you completed "the spy", but all your choices will matter when the time comes.

To start the quest, you obviously need to have completed "the spy" and gotten to the lizard village, but you are also required to have completed "meditation at the temple with Thane" (since Thane may or may not be part of this quest depending on the route you choose).

If those requirements are met, and at least one day after entering the lizard village, an event will automatically trigger if you enter the village again during the day (6 am to 6 pm): enjoy a very long scene where you'll spend time with the chief himself (not "that" kind of time yet, who do you think he is, Witer? ;p), meet his "right hand", Selye, and more.

You get access to the swamp where the rogue lizards are located immediately, if you need lizard scales or something more pleasurable ;) lizard rogues have 150 HP, they are generally more powerful and less susceptible to teasing than bulls, the lizard scales they drop are worth more and they give 250 EXP..

This is the moment where you can choose the route for this quest:

- Help the lizard tribe: go meet Selye in his hut and accept to help the lizards (you don't have to agree immediately, but the moment you say "yes" you can't go help the bulls), then, when you are ready, go inside again and say "yes" a second time to begin (your timer skips ahead to 10:00 of the next day).

This quest is fundamentally divided in 2 battles: before the first one, your HP and MP are halved, so it's recommended you were fully rested before starting; it's just a bull, i'd suggest you go all out on him, because before the second battle your HP and MP are set to 1, so you'll have to heal regardless; this battle pits (hehe) you against 2 bulls, one after another, just keep your HP under control, and flirt or hit them, depending on your build.

With the camp set up for the lizards, you can get back, be praised by Nauxus and receive 500 coins and 1 level up point.

- Help the bull tribe: meet Selye, but answer "no", and go to the bull tribe instead, where a guard will immediately take you to Axel; once you say "yes" to him, you can't go help the lizards anymore. Once you are ready, talk to Axel again and say "yes"debuff again to begin the actual quest (your timer skips ahead to 11:00 of the next day).

This route has you go against only 2 lizards, still fought separately, without any debuff, but the lizards are much tougher than the bulls under pretty much every aspect, so be sure you have a decent amount of potions; a solid strategy is using the holy fist and drinking a MP potion or 2 when

you need to recharge your MP (or during cooldown), and HP potions if you get low on HP (and you will!).

The bulls will secure this area instead of the lizards, and you get some respect from Axel, 500 coins and 1 level up point.

- stay neutral: Thane will appear on his rock only once you have said “yes” to either Selye or Axel, and you can discuss with him to find a way to avoid bloodshed (note: if you said “yes” to Selye, and choose “discuss” and then “it’s too risky” here, this route becomes locked).

The route is a bit different, according to who you agreed to help:

★ Said “yes” to Selye: You both agree on brewing a fear potion to scare both parties, and Chet just happens to know how to make one: go ask him and you’ll be tasked to gather 2 bundles of fur (from bulls, during the day just west of their village), 2 lizard scales (from lizards rogues, just west of the lizard village) and either 2 ectoplasms (from ghosts, during the night in the same place or just south of the tavern), only if you have completed Chet’s fetch quest for ectoplasms, or 400 coins if you haven’t. When you have everything, have Chet brew the potion and bring it to Thane. Now you need to convince his brother, Tomahawk, and you can either “convince him” (needs 7 CHA) or “challenge him” (needs 7 STR); if you fail, you’ll need to buy 10 beers and 5 jerkies (from Snow and Witer) and give them to Thane to advance.

Finally, go meet Selye again to depart, watch your plan work perfectly and then be rewarded by Nauxus: only 200 coins and 1 level up point (less than siding with either tribe, but some coins are not worth it if you can prevent a war, are they?)

★ said “yes” to Axel: before brewing the fear potion (see above), you also need to find out about some information by spying on Selye: you’ll meet him as soon as you enter the lizard village, and you need to have 6 AGI, or, if you don’t, 8 INT; if you have neither, you’ll lose half HP and ALL YOUR COINS, so, if you can’t or don’t want to raise your stats, invest all your money in potions.

Now go ask Chet to brew the fear potion (see above for the details), and give it to Thane (you won’t meet Tomahawk) and you’ll automatically depart with the bulls, manage to fool everyone and then return to Axel, the reward is still 200 coins and 1 level up point

If, for some reason, you don’t care about the actual plot, and don’t want to fetch the materials for the fear potion, i’d say the lizard route is easier/faster, despite the nerfs before the battles, since the bulls are easier to hit and tease, just bring a couple of HP potions to heal in the second phase.

If you sided with one of the tribes, the chief of the tribe that lost will be upset the next time you try meeting them and will not be available until the next day.

The dialogue options available with Axel and Nauxus will vary slightly depending on both how you completed “the spy” quest and this one: Nauxus can either have 3 or 4 dialogue options, while Axel can have 2, 3 or 4 (take it as a suggestion of how much they are liking you so far, more details will come only once the whole war quest is over).

UPDATE 0.8 - THE 2 HIDDEN NOTES

0.8 was supposed to be a light update due to time constraints, so the new content was limited. **The gargoyle was later implemented properly (and nerfed) in 0.9, but you can always download 0.8 as a simpler and quicker way to see his loss scene, he was at the "!" dot close to the tavern.**

2 hidden notes, containing only extra lore, were also inserted in this update (tips were in 0.8's update log):

- The first one (clue: the "society") is always found when checking the second book in the temple you visited with Thane.
- The second one (clue: the "water sound") is found randomly by exploring the waterfall zone just east of the tavern, the one you need to explore to find the forest with bulls and you meet Thane; keep clicking "explore" until you find it.

THE FIRST LESSON

After completing "setting up camp - the war (part 2)", regardless of the outcome, both chiefs will finally give you the lessons they promised you a while back. Note: you need to wait at least until the day after finishing the camp quest, that means [one day after reporting to Axel/Nauxus](#).

- Nauxus: He won't call you, you need to enter his room to start. The chief will test your ability to decipher some paintings, simple enough, since Nauxus, among the countless other qualities he has, as expected from a chief, is an amazing artist, even better than the one who drew him...still, if you really need the right answers, check [Caro's post on Patreon](#).
The game will choose 2 pics at random, while the 3rd one will always be the "tour we took", so you'll see only 3 out of the 5 pics he made (unless you reload the save file) what a shame.
The reward is the same, always one level up point, but the scene afterwards is different, i suggest checking them both by reloading the save, the fail one is still somewhat sweet. **The outcome also won't affect your relationship with him whatsoever.**
- Axel: He'll call you the next time you enter the village. This is a long cutscene that shows a bit more of Axel's (and the tribe's) philosophy and character, but you'll gain a free level up point from it.

SAVING THE MASTER

This quest can be started from day 10, only if you have either followed Snow to the lake ("fishing with Snow") OR completed Chet's fetch quest for ectoplasm (**the one unlocked after "Witer's nightmares" and found under "about the work" not "new item quests"!**). [Learning the holy fist skill in "Witer's nightmares" is in your best interest to fully explore the dungeon without wasting potential level up points \(more details below\), even if going back and forth buying fire bombs from Chet is technically an option \(just more expensive and time-consuming one that cuts your level up points reward here\).](#)

An option to explore a new island should pop up in the forest where you met Thane/fight the bulls, this unlocks a new place on the map, to the south of that forest. Once there, you meet Ebb, whose master, Flo, was apparently kidnapped, and we are the only one that can help him; the guys in the tavern will also have new dialogues about Ebb.

To proceed, explore the waterfall area right east of the tavern, this unlocks the first dungeon of the game, represented by a yellow arrow on the map, just north of the cabin where you met Ebb.

Right before going in, the game gives you a tutorial of how a dungeon works, you can read it again whenever, or check [Caro's explanation on Patreon](#), but the main point is to explore as much as you can without leaving or losing, so you'll be rewarded more level up points in the end; this also means you need

to manage your sticks (found from ghosts, but also before going in for the first time) carefully, since that's what you use to rest at the fireplace; lastly, to go in, you need a torch, bought in the bull village.

Lastly, **you can't roll back in the dungeons!**

Here's the complete dungeon map and brief explanations of what every stop involves; **mandatory stops are in red.**

I'll also avoid stating the exact "adventure points" awarded for every stop, but be sure to explore every single one to gain as many level up points as possible before leaving.



- 1) campfire (use 3 sticks and 2 rocks to rest).
- 2) 2 slimes wave fight: stronger than normal, with 115 HP each and hitting slightly harder, but still... not hard at all; 90 exp each and 3 slime jewels.
- 3) fight (only once you say "yes"): gargoyle; 300 exp and 1 moss.
- 4) (nothing).
- 5) meet a mysterious "cloaked figure", a ferryman who asks you for "a proof of your identity" , you can make him dissolve with your holy fist, but you don't get any reward if you do; **this will remove him from the game, and you won't be able to show him the badges below for those rewards!** (Fun fact: this guy is a nudge to the cloaked ferryman in Undertale). His real use is revealed after you collect the badges in the castle dungeon (see below):
 - jester badge: he will take you to the jester's room, with 1000 coins and the gargoyle's lair, in case you wanted to farm them early, but they'll become common enemies way later.
 - knight badge: the ferryman takes you to a very precious vein where you can mine blood crystals every day; it's the only way to get blood crystals before the shops after the war ends, and thus take your sword to +4 early.
 - prince badge: you are taken.. .in the middle of the lake? The ferryman ditches you and almost makes you drown and lose 80 HP; there's no reward here, at least for now (0.34).
- 6) (nothing).

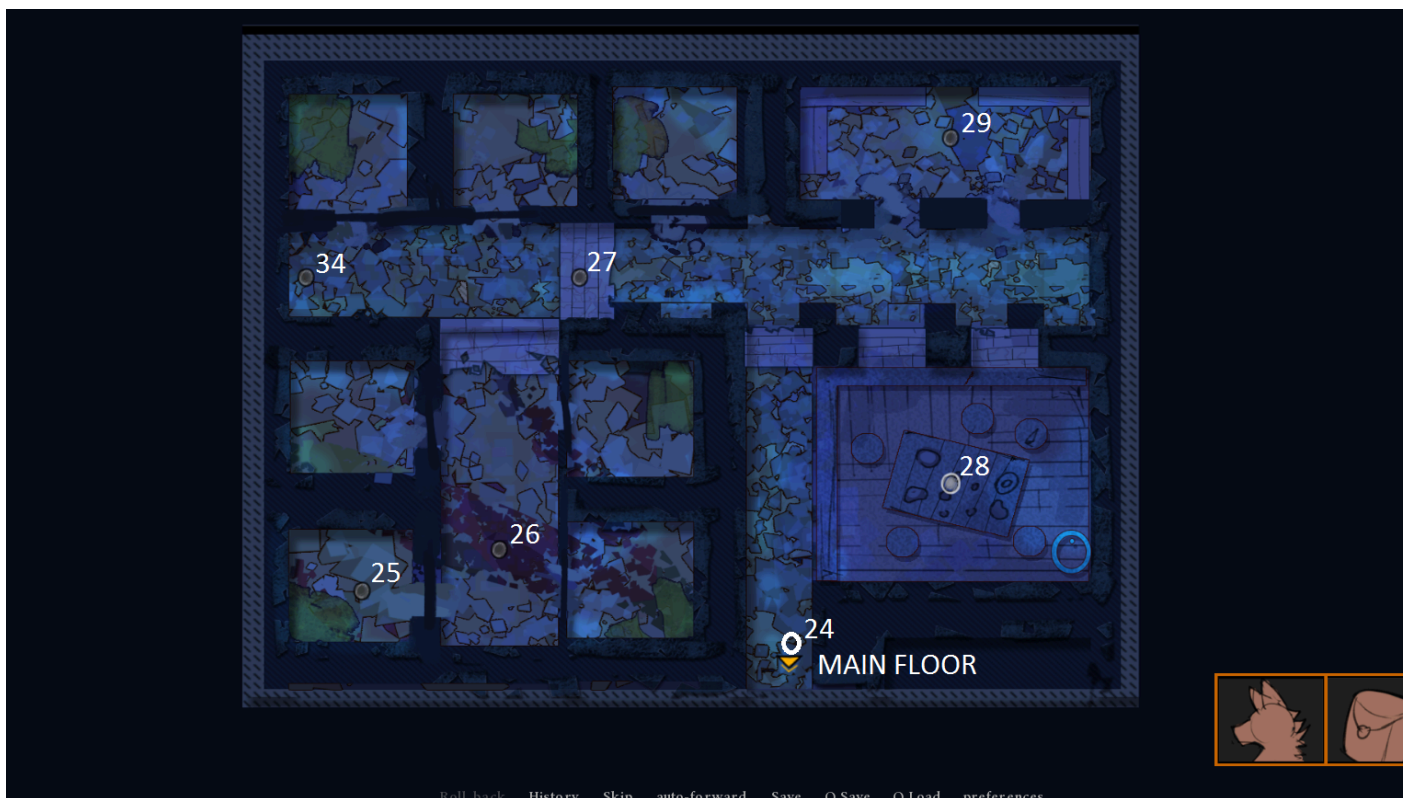
- 7) “bull” and ghost bull fight: they are pretty much bulls who won’t use lust attacks, and are immune to teasing; 400 exp and 4 ectoplasms. **Only after the war ended, lizard/Selye route.** (can be refought freely in a secret spot that spawns next to this one, 180 HP, 300 exp and 1 ectoplasm).
- 8) insert a knight badge or prince badge (found in the castle dungeon, see below; they aren’t lost, so use whichever you want) to meet and fight Bread: compared to the castle’s enemies, he is a pushover, with only 100 HP and a lower ATK, but there are 2 ways of winning, giving 2 very different outcomes:
- reducing his HP to 0 is way easier, but kills him and removes him from the game forever; the reward is the leopard signet ring (+5 ATK).
 - raising his lust to 100 is a bit harder, since hitting is not guaranteed, so bind up or use a potion if needed, but this leaves Bread alive for future interactions, despite not giving immediate rewards
- Losing results in a brutal game over, and you can’t run away either!
- 9) loot: 1 rope, 1 torch, 2 MP potions.
- 10) check: you are pretty much given 3 options to cross the chasm:
- a) 7 AGI check; if you fail, you lose 50 HP* and 50 MP (“mocked” by the ferryman) and have to try something else. (*you drop to 1 HP if you had 51 HP or less).
 - b) 8 STR check; nothing happens if you fail.
 - c) use a rope (found at stop 9); if your STR is below 6, you’ll need 2 ropes instead! (ropes can be bought in the bull village).
- 11) (nothing).
- 12) literally nothing.
- 13) (nothing).
- 14) check: you have 2 options to climb down safely:
- a) 7 AGI check; if you fail, you do get down, but lose 80 HP.
 - b) use a rope.
- 15) 2 gargoyles (one after another); 600 exp and 2 pieces of moss; **you can see the gargoyle sex win scene only if you beat the 2nd one by lust.**
- 16) access the road to the castle, requires a rope.
- 17) Bread is here if you left him alive; see more in “recruiting Bread” in the extra section.

The castle is the second part of this quest, but it is to be considered a second dungeon.

Before entering, there is a small map where there is not much to explain, except for an optional STR check: with at least 6 STR, you can find 138 coins (weird number, i know).

With that out of the way, prepare for a HUGE, HARD and TERRIFYING dungeon, and i mean it, Caro unleashed his dark side~.

Note: some stops will disappear eventually, so i drew them over the complete map and marked them to avoid confusion.



Note: this part of the dungeon became possible without the holy fist after the implementation of fire bombs, but it is still way more recommended, as you can't carry many bombs at once, and they are way weaker even for an average INT build; see "Witer's nightmares" for that skill.

- 1) campfire.
- 2) (nothing).
- 3) (nothing).
- 4) return here once you have a badge; there are 3 badges, but you'll have to give the jester one, so think carefully on which ones you want to keep! they all have a use in the boss fight (see below) and back in the cave dungeon (see above).
- 5) (nothing).

- 6) unlocked after the boss??? at stop 27.
- 7) (nothing).
- 8) get the leaf key.
- 9) door to unlock with leaf key from stop 8.
- 10) loot: 2 ropes, 2 torches and 1 HP potion.
- 11) loot: 2 beers.
- 12) loot: 120 coins.
- 13) (nothing).
- 14) (nothing).
- 15) lore.
- 16) regular phantom fight: phantoms have 130 HP and do moderate damage, and, like ghosts, are immune to lust and physical attacks, 2 holy fists should do the job though, and they give 1 ectoplasm and 200 EXP. Losing to these regular enemies will just throw you out of the dungeon, but note that you CAN run away if you need to. After this one in particular you'll also find 1 HP and 1 MP potions.
- 17) door to unlock with the wing key from stop 36.
- 18) (nothing).
- 19) (nothing).
- 20) lore.
- 21) lore.
- 22) regular phantom fight.
- 23) (nothing).
- 24) on your first stop in the prison, you'll be knocked out and won't be able to get out for a while; **this is where the more horror and gory part begins!**
- 25) (nothing, even after stop 27).
- 26) (nothing, even after stop 27).
- 27) boss???: *months in prison took a toll on you, there's nothing you can do to escape your fate...or maybe it's all a nightmare, or maybe not* (nothing happens on a second visit); unlocks stop 6.
- 28) lore (you actually do NOT get a HP potion, despite what the text says).
- 29) regular phantom fight; if you check the shelves later, you can fight another one (it also gives AP again).
- 30) lore.
- 31) necessary for stop 32 to work; after stop 32 is checked, checking this will just make the stop disappear.
- 32) (nothing).
- 33) (not really a stop, it's automatically deactivated after the narration is stop 32).
- 34) nothing before checking stop 32; Asmund boss fight: this headless knight has 350 HP and does good damage, HP potions barely heal more than this ruthless beast deals, binding up should be way more efficient after the rework, if you have MP potions to spare, so either attack or start with a holy fist and use your recharge turns to bind up, drink a potion or defend if your skills are on cooldown, the fight used to be way harder when the sword couldn't be upgraded and bind up was useless. The reward is 800 EXP, the **knight badge** and the lion key for stop 35
Note that only one badge is needed to progress, but it's HIGHLY recommended you get all 3, as they all have their perks; i am still marking in red the steps needed to collect the other 2 badges.
- 35) door to unlock with the lion key from stop 34; disables the stop right below it (marked with a "*" on the map above).

- 36) pick up the wing key for stop 17.
- 37) lore and allows progress for stop 38.
- 38) allows progress for stop 39; having ≥ 7 AGI passes a secret stat check, unlocking stops 40, 41 and 42 early, without visiting stop 37 (so before fighting Harald at stop 34 and unlocking the door for stops 35-36, making the dungeon technically completable without him)
- 39) (nothing).
- 40) lore.
- 41) pick up the jewel key for stop 43.
- 42) pick up the **jester badge**.
- 43) door to unlock with the jewel key from stop 41.
- 44) twins boss fight: despite being optional, and coming after Asmund, the twins are a bit easier, with only 250 HP and slightly less attack power, plus, they are somehow vulnerable to physical attacks, the same strategy used for Asmund should work well here, just remember to come in here well rested! They also give 800 EXP and a badge, in this case, the **prince badge**.
- 45) (nothing).
- 46) lore.

Now that you have explored every corner of the castle, it's time to get back to the jester in the main hall (stop 4) and give him one of the badges; choose wisely, because he will keep it forever, and every badge has its perks, even if i find the jester badge to be the least valuable (for the perks, see the stop below and more in the cave dungeon, above this one).

- 47) king Harald boss fight: depending on what badge you show him, there are 3 different scenarios:
- show the jester badge (or don't show anything): normal fight, the king has 550 HP, and the rewards are 1000 EXP and an ethereal blade piece, useful in the pawn shop in the next area...
 - show the knight badge: the king has only 300 HP, but the rewards are the same.
 - show the prince badge: skip the fight, and be rewarded with a bittersweet scene and his children's storybook (+1 CHA).

If you end up fighting him, he generally hits harder than Asmund, but luckily, he is still vulnerable to physical damage. Start off with holy fist and use a HP potion whenever you can heal 60 HP, or attack if you are almost at full HP, while holy fisting every third turn. High STR builds get more consistent victories, since holy fist is pretty powerful regardless, and MP shouldn't be a problem, some AGI and END can help you live 1 or 2 turns longer if you are lucky, while CHA is useless here. remember to upgrade your sword or exit to restock on potions, the dungeon is over anyway, so you can even convert the APs you have gathered at the tavern to level up a bit... in the worst case, keep and show him the knight or prince badge.

Finally, you can breathe and proceed, and don't worry, the hard part is done ;p. In fact the next part isn't even a dungeon, but a map can still be useful:



- 1) 2 sassy but otherwise cool demon guards guard the entrance to the underground city, since pure souls do not belong in there, they'll gauge your current corruption: **if you don't have at least 15 COR, go lose to slimes, ghosts, gargoyles or suck off the drunk bull in their village at night (that is an unique event though) to increase it.** Once you are corrupted enough you may ask them of how things work in that city, and go ahead.

As of 0.24, you can also just bribe them with your body (the way everyone wanted, i bet~), which is way faster, means no money lost and has a fun scene~, but raises COR by 6, or 2, if you resist, but you won't see the extended scene and CG; you can come later and have sex freely with them too. (not resisting once also disables that option, but it's a quick way to raise COR, and the gallery exists if you need to keep your COR low, **hitting 100 will game over you once you go back to the surface, or during the auction week mentioned below**); 0.31 added a wonderful CG of the blowjob drawn by **Kulplant**, developer of other amazing gaymes like deers and deckards, dragon island, flaming flagon and more, if you like tavern of spear, you'll likely love those ones too! Useful links under the gallery section.

- 2) (elevator to enter the city).
- 3) The game alerts you that, while you are in this city, your minimum lust is 20.
- 4) Pawn shop: before visiting the boss (stop 7) nothing of interest happens...or maybe it does but you can't join :p; after visiting the boss, some key items can be sold to gather some easy bevocr (see below), they aren't lost forever, you can always buy them back for 3 times the amount you got by selling them; visiting the shop also unlocks the love hotel (see below).
- 5) Inn: resting or sleeping here is free, doing that during the work week recovers your SP and raises your lust (see details below).
- 6) Literally nothing (at least as of 0.34).
- 7) (unlocks stop 8).
- 8) Meet the Boss...literally, he doesn't have a name, so you can give one to each head. Regardless, the original plan doesn't change: you need to save Flo, by participating and buying him in an auction...the problem is that these demons don't use boring gold coins, instead, the use **"bevocr"**, and it turns out they too earn currency by working or selling stuff.

At this point, you are free to visit the workplaces (marked by hammers on the map) to get an idea of where to gain the most coins in the shortest time possible; working at the right period of the day also doubles your wage, while the night is meant to rest for the demons too, that means everything

is closed, and the only good option is getting 1 stamina point (SP) back by sleeping at the inn. When you feel ready, talk to the boss again to start the working week (time is pushed to the next morning), and remember: working uses 1 SP, while resting restores 2 (or 5 if you sleep from evening to morning, but that's usually not necessary, so it's a wasted chance to work), and your lust raises by 10 by working or resting/sleeping (by 40 from evening to morning), if it reaches 100, you'll be forced to masturbate and lose 6 hours, so be careful also, checking stop 8 will remind you how many days you have left (you can exit the city at any time, but that's just a good way to waste time). The workplaces, going clockwise on the map from the bottom right:

- Mine: STR check; double wage in the morning. $< 7 \text{ STR} \rightarrow 6 \text{ bevocr}$, $\geq 7 \text{ STR} \rightarrow 8 \text{ bevocr}$
- Bar: AGI check; double wage in the evening (useless, the love hotel is way better). (same thresholds).
- Slums/cleaner: END check; double wage in the morning. (same thresholds).
- Beggar: CHA check; double wage in the afternoon. (same thresholds).
- Library: INT check; double wage in the afternoon. (same thresholds).
- Love hotel: unlocked after visiting the pawn shop, more lust means more money (the lust is also reset to 20 after the *job*), so come here right before sleeping! (which is also when the wage is doubled); it also has a juicy sex scene, so it's a win-win ;p be sure not to miss it, because the hotel stop will disappear after the working week! (like all other workplaces). 20-39 lust $\rightarrow 7 \text{ bevocr}$, 40-89 lust $\rightarrow 15 \text{ bevocr}$, 90-99 lust $\rightarrow 23 \text{ bevocr}$; +10 COR for every "sexion", **if your COR hits 100, it's game over.**

Personally, the strategy i used was to work in the mine/slums in the morning, in the library/as a beggar in the afternoon, and *have fun* in the hotel in the evening, then sleep; if i were low on stamina, i just skipped a normal job to rest, then while always going at the hotel in the evening. With very poor stats, and without the pawn shop, i managed to collect 370 bevocr, bought everything in the auction and still had 61 bevocr to spare on my first try, while on my second try i still had 200, while raising my bids by 5-20 instead of going for "+1" every time, it's safe to assume luck is an important factor.

Secret: only during the working week, if you go meet Ebb in his hut, he'll give you a necklace worth 60 bevocr at the pawn shop; one could start the week, go grab and sell that, work 1 or 2 days and then sleep the rest of the week, and have just enough to save Flo. Other less economic tips would be bringing several beers to get the lust higher for the love hotel or giving the ethereal blade to the pawn shop (for 30 bevocr), but the former is only if you have coins to spare, and the latter might make it hard to retrieve, should you ever need it for something (nothing as of 0.34).

On the midnight of the 7th day, you are quite literally sucked in to participate, unless you are not underground and miss it, but keep in mind that **having less than 50 bevocr and being in the city when it starts is an automatic game over.**

There are 4 items in the auction, all very unique: a corrupted soul solvent, a lava stone, Murphy's hand and the soul emblem (see the tab in the spoiler section for more info), and then Flo, but remember: if you don't buy these items now, you won't find them anywhere else!

Finally, the 2 outcomes to this very long quest:

- If you win Flo, he can finally be free again and...*happily* reunite with Ebb; Snow will suggest he and Ebb move in to the tavern, they will earn their living by managing the bathhouse (see "the bathhouse opens for business"); the more classic RPG reward is 500 coins and 2 level up points when you go meet Ebb.
- if you lose (by not having enough money or...by giving up, if you are a sicko), someone will buy him instead, it is implied he gets eaten, Ebb will understandably lose his will to live and take his

own life shortly after Snow tells you to ask him to move in to the tavern; a spring is still found by random chance shortly after, so the bathhouse is still going to be opened eventually, but this is definitely not enough consolation for what happened...also, there is no reward at all for failing the quest, Eyvind will wander in the forest by himself for 2 days trying to get over it.

BETWEEN WORLDS (LUSTFUL DESIRES CROSSOVER)

The 0.10a update brought us a special crossover with lustful desires, another VN i GREATLY recommend developed by Hyao (if you are liking this game, i almost guarantee you'll dig that one too!).

This crossover in particular "borrows" Roushk (a big sexy lizard, without giving you spoilers), while we "lent" them our own beloved lizard, Nauxus.

This event is triggered after these conditions are met: you need to have met Meko in "Hakan's quest to get buzzed (part 1)" (**part 2 is not necessary anymore**), and have attended at least one of the first lessons of the chiefs ("the first lesson") (so after "setting up camp - the war (part 2)").

actually, The event will vary a bit according to how you have completed the camp quest, i'll write about all 3 versions below.

Also, the very last part of the quest has a slightly different dialogue if you have played Lustful Desires, based on your actual route with the tribe in that game (you don't need to link or patch anything, Tavern of Spear will know, we know if you are a bad boy...or *worse*).

Once the conditions stated above are all met, the event will begin automatically the next time you go to the map, and will be forced to get back to the tavern and go scout with the 2 loveb- i mean, the 2 scalies of the tavern ;p.

After this amusing scene, you are free to proceed whenever you want, by going to the swamp during the day (west of the lizard village), but note that, since that's the place to continue, you won't really be able to fight any rogue lizard until you proceed (in case you wanted to see a sex scene or get some lizard scales).

Once there, you'll face a rogue lizard and then a big red lizard, Roushk (even if you'll find out his name only in the scene after winning). Since Roushk is immune to teasing, and won't tease you either, i suggest keeping your MP for him, maybe 2 or 3 HP potions at hand if the rogue hit a lot, he hits fairly hard, so i recommend using the holy fist immediately and use potions during cooldown to save MP, throw in a regular attack if you can, 3 holy fists and a couple of attacks should be enough to deplete his 250 HP.

Losing either battle will lead to a bad end (without a sex scene, nor death, it can still be hot and fun to see!).

After the battle, you'll carry Roushk back to the barn, and you'll eventually be given the choice to "fight back!" or "run and get help!": **the former will give you the top scene way later with Roushk, while the latter will result in you bottoming**, effectively requiring you to play the event twice to get both scenes.

The following lines describe the event in its entirety, **there are slight variations if you helped Nauxus or Axel during the camp quest** (described in the [notes](#) below):

meet Roushk in the barn in the morning (6:00-11:55) to go meet Selye. The lizard trio you have already met during the camp mission properly introduce themselves; Nuo, Duo and the mighty Blep then fight you and are actually better than their silliness would lead you to believe, they do count as a single enemy, but all have their way of attacking, be it to hurt or arouse you, even with team attacks, they have 250 HP, but do

moderate damage and lust damage and waste turns fairly often, going all out with attacks or even fists should get the job done, but they can be teased easily too (plus, the scene for winning by lust is funnier); by winning, you gain 1 level up point, but the punishment for losing is giving up 20% of your current money (so, if you somehow can't seem to win, buy stuff and lose on purpose). (Fun fact: the trio is a reference to the barrier trio from Mother 3).

Note: if you helped Axel during the camp quest, it means you have killed the trio already, this means you won't fight them here: a guard is gonna tell you Selye isn't home instead.

Unfortunately, Selye (and Nauxus) aren't home, so this was all for nothing; the next task is talking with Thane to get Roushk to the temple without other bulls seeing him. Also, if you go talk with someone from the tavern, you'll get to enjoy some fun interactions between them and Roushk (only the first time you talk to each, and yes, even the passed out guy next to Hakan...kinda).

Just go speak with Thane (remember he is not around at night), then get back to Roushk, then, to proceed to the temple, speak with him again when it's dark outside (18:00-5:55).

After a long scene, Tomahawk will spot you on the way back, and this leads to another fight; this strong bull warrior seems to favour tease attacks, also, despite his whopping 400 HP, Roushk will actually help you in battle, dealing good damage consistently, thus, high END and AGI builds are probably slightly favoured, so the battle drags out while Roushk does his job, INT helps too, to heal more or finish Tomahawk with 1 or 2 holy fists; winning or losing has pretty much the same outcome, but winning rewards you another level up point.

Note: if you helped Nauxus during the camp quest, it means you have killed Tomahawk already, a guard is gonna spot you regardless, but Thane will lead him away and spare you this fight.

For the last part of this route go talk to Meko, then to Roushk, and go meet him, he will be possessed by the bracelet's spirit, a very humble guy, calling himself "the boss"; this really feels like a boss fight, lust attacks are useless, it's a fight to death! (or, well, until that spirit is vanquished), so you can't afford to lose this one (also, its max lust is a nice touch ;p); the boss has 400 HP, and a variety of attacks to hurt you, but Your strength, agility and defense are improved for this fight, it shouldn't be too hard (definitely possible without potions).

Now it's time to celebrate, Roushk can finally get home (unfortunately), the party is from 18:00 to 22:55 in the tavern, this is the only way to get the sex scene with Roushk (top him if you selected "fight back!" or bottom for him if you chose "run and get help!" after you fought him); from 23:00 to 5:55, Meko will chastise you but make sure you will be there to see him off, or, if you get back to the tavern after 6:00, he will already have left, and Snow will give you his bracelet in his stead.

The event is over, but everyone will have a last comment about Roushk the next time you talk with each, you also get 3 level up points, and his bracelet (100% guaranteed free of curses ;p which gives +1 END and +5% crits).

Nauxus is back now too, he is gonna comment the next time you enter his room, and his dialogue varies if you have played Lustful Desires, and depending on the route you took there for the lizards.

LAST PREPARATIONS - THE WAR (PART 3)

This mission starts the next time you enter the tavern, after "between worlds" and, obviously "setting up camp - the war (part 2)".

Snow will give you 2 letters, both from the chiefs, who want to meet you at their respective village. You need to meet both regardless, then you can pick one of these 3 routes:

- help the lizard tribe: agree to help Nauxus, then meet Selye in his hut, he will give you a magic amulet that will make you look, sound and smell like a lizard! Now take your leave with the chief. This route is the only one that includes a fight, against a slightly stronger lizard, with 220 HP (and no exp or loot), but a couple of holy fists and attacks should win you the fight before he does enough damage. The rest can't be failed, you and Nauxus will pass the rite of passage, earning some rogues' trust, and return to the village; the reward is 300 coins and a level up point
- help the bull tribe: tell Axel you are helping him, then deliver his bomb to the bull just east of the lizard village, then...watch what happens; the reward is 400 coins and a level up point; the area just outside of Nauxus's room will also be, understandably, permanently damaged, and he will disappear for a day
- stay neutral: after you hear both chiefs out, go to Thane instead; the idea is to sabotage both chiefs. First, ask Snow for some ingredients, at the moderate cost of a sword polishing absolutely devoid of sexual innuendos, then go meet Axel and follow his route (see above), but the outcome will obviously be different (you also get 250 coins right here). Now meet Nauxus and follow his route (see above), but you'll actually fail the rite of passage on purpose; Nauxus will be upset for one day, and another one after you try to apologize. The next time you enter the bull village, Thane and you will be scolded by the chief, to the point where **you are given 2 choices: let Thane stay here, OR make him move in to the tavern (only if you helped him at least 2 out of 3 times in this and in the previous parts; saving the spy counts as helping him); this will just change where he can be found during the war only, this choice is not important if you want him to move over for good later on!** (he also has different dialogues if you talk to him later). Finally, you are rewarded a level up point.

Note: some dialogues in the routes will change depending on what you did in the previous war missions, also, not helping a chief will lock some dialogues with them after the mission ends.

THE FESTIVAL - THE WAR (PART 4)

If at least 2 days have passed after completing "last preparations - the war (part 3)", entering both villages will remind you that the festival of frolic (for the lizards) and of fire (for the bulls) are happening soon, so everyone is working feverishly to make sure everything is ready in time. Both chiefs will demand their presence in their rooms, for the same request: someone stole many fruits, vital for both festivals, and you are the one entrusted to find and bring them back.

The mission itself is only one: talk to either village's shopkeeper to get some bags and go search for the thief to retrieve the fruits, in any way. You won't get any useful indication, but first you are supposed to visit the place where you fought the demon boss (just west of the tavern), then the place where you found the lizard spy (just south of the bull village); now face the first wild beast of the game, a katos: this monster has 300 HP and starts with 20 lust, as a hint to tell you that he is vulnerable to tease attacks, and tends to hit pretty hard, so bind up and defend if needed. This katos kills you if you lose and has no sex scene (the chance will come later in the game, after going away and coming back to the forest). teasing should still be a bit easier if you are not too unlucky. The beast itself is worth 600 EXP and drops a katos horn.

This time there's no neutral route: either give the fruits back to the lizards or to the bulls, also, whether or not you invited Thane during part 3 does matter, so **the quest itself has 4 endings:**

- give the fruits to the lizards; Thane is at the tavern: you will participate in the festival of frolic; if the lizard trio is still alive (from part 2) you can either talk to Selye or enjoy a silly scene with them. The next morning though, you wake up to the news that one of the lizards' camps was recently attacked by the bulls, Nauxus can be more or less suspicious of you depending on how you acted here and in

the previous parts; back at the tavern Snow immediately tells you Thane came back injured last night, Hakan brought 2 bull healers here, who took Thane back to the tribe, and finally, the moment you step into the bull village, you see 3 dead lizard prisoners hanged.

- give the fruits to the lizards; Thane is not at the tavern: as above, but Thane got directly to his village.
- give the fruits to the bulls; Thane is at the tavern: you won't participate in the festival of fire, because Thane shows up severely hurt at the tavern; after some first aid and patrolling the zone, you are also the one who has to give the chief the bad news, which understandably make him boil with rage. After the 2 bull healers he sent take Thane back to the tribe, the next time you set foot in the village 3 of his lizard prisoners are about to be hanged in front of everyone, and, based on how you acted here or in previous parts, you may or may not be given the option to stop it; regardless of that, the war will start. Back at the lizard tribe, Nauxus will tell you one of their camps has been attacked by the bulls already, as mentioned above, he may or may not think you were involved according to how you acted so far.
- give the fruits to the bulls; Thane is not at the tavern: you do participate in the festival of fire, until a bloodied Thane shows up at the entrance of the village, and is eventually taken away by the healers. The rest goes on as above.

The reward for the quest is always 400 coins and 1 level up point, also your friends in the tavern will have different comments depending on the ending you got.

SNOW'S NEW RECIPE

This short quest becomes available from day 20, and after "the meaning of love" is completed.

Chet will invite you to taste test one of Snow's new recipes the next time you talk to him. You can do the quest whenever you want, but it's just a lighthearted conversation to take a break from the other way longer and serious quests, it's also a free level up point.

Note: you can't trigger "Parif, the chef" during this quest, also, if that gets triggered before you do this, this quest becomes locked forever!

PARIF, THE CHEF

After day 30 OR earlier, if you complete "saving the master", the next time you step in the area outside the tavern, you'll hear screaming from inside, you'll rush in to witness Snow and Witer being attacked by...a buff delf- i meant, deer with a pan, Parif.

The return of this burly chef unlocks the ability to cook, which means that, by gathering ingredients all over the forest, and bringing them to him, you'll be able to cook useful food with various effects and get permanent stat boosts the first time you cook a new recipe.

All recipes, what is needed, and the effects and stat boosts are already listed in the game, so I'll just put a map right below the spoiler section indicating where to find ingredients and other useful stuff.

Also, the old jerky sold by Witer now heals 80 HP (instead of 60) and 10 MP, but costs 21 coins instead of 20, i know, 5 stars cuisine can be expensive.

Note: this event can't be triggered during "Snow's new recipe", also, if you haven't done that quest already, it becomes locked forever, so be careful!

DEALING WITH THE DEVIL

After completing “saving the master” you can actually get right back to the demon city and pay the boss a visit (even before meeting Parif). The good hellish boi might be willing to answer some questions if you help him stay awake by buying some (coffee) beans at the shop right next to his office.

Just go to the shop (marked with a “!”) and buy a bag of beans for him (they cost 8 bevocr, but he’ll give you 10, so don’t worry about not having money), then get back to his office. Since he is a naughty demon, he won’t actually listen to your questions, but you can keep some coffee beans, useful in cooking (you can always buy more down here if you have bevocr to spare).

THE BATHHOUSE OPENS FOR BUSINESS

After “saving the master”, regardless of the outcome, talk to Snow, who is finally convinced it’s time to open the bathhouse in the back of the tavern again, but some work is needed before we can...make good use of its services~. Ebb and Flo, or Witer (depending on how you completed “saving the master”) will take care of the hard work itself, your job, this time, is just to collect 20 sauna rocks (literally just normal rocks) and **bring them to Ebb, on the side of the tavern, or Witer, inside the tavern.**

Rocks are collected from ghosts at night or by exploring around, but **the deed is much faster if you explore the lake, so no enemies can bother you.**

The reward is 400 coins, other than being able to use the bathhouse’s facilities whenever you want, obviously, starting from the following day.

Taking a bath alone costs 100 coins (but the first bath is free), while inviting a guest costs 200 coins; regardless, taking a bath while Ebb is at the counter heals you and sets your HP to x1,8 their max value, while taking a bath with Flo there has the same effect, but for MP.

See who you can invite and when in the extra section (“bathhouse guests”).

Since 0.27, Chet is going to sell an incense burner and incense after this quest: it costs 2000 for each charge, but it allows you to re-stat in your room at any time!

THE WAR ENDS - THE WAR (PART 5)

For the last part of the war, you just need to have completed part 4, check both tribes and then go to sleep in your room and the game will ask you if you are ready; this part also requires you to be at least on day 35 (or day 40 if you haven’t completed “saving the master”).

Note: how this quest plays out is obviously meant to be the consequence of your decisions in the past 4 parts, there are both major and minor consequences, and some will matter in later parts too.

First of all, the route splits based on which chief likes you more...or rather, who is less “suspicious” of you, based on one hidden counter in the game, the “**suspicion counter**”; to check what choices influence that, scroll below, at the end of this quest.

Regardless of the route, bulls and lizards are gonna clash just in front of the tavern, and thus prompt you, Hakan and Snow to defend the tavern (even if they aren’t joining your party during the actual battles).

Now, if you helped Axel in part 3, you'll fight one bull (200 HP, no starting lust here; 100 exp, 1 bundle of fur), if you helped Nauxus, you'll fight one lizard (150 HP; 150 exp, 1 lizard scale), or both (the bull, then the lizard) if you helped Thane.

After that, the last fight pits you against the lizard trio AND tomahawk together (350 HP and 550 HP starting HP respectively; 1300 exp and one level up point), teasing oddly works well and will always either miss or work on both, this fight is also more rng heavy since they might target each other, with Tomahawk being stronger, so, if you prefer a more...traditional approach, target him first. OR, if you sided with the bulls in the camp quest (part 2) it means the lizard trio is already dead, in this case, you'll only face Tomahawk, and the reverse is true if you sided with the lizards, you'll just face the trio here, but the rewards are the same. Also note that these battles can be lost without facing a game over, but losing one sets you at 1 HP and has you skip to the last one, and losing that one leaves Hakan injured, which is addressed later in the tavern, **that might have some consequences later on**. Then, depending on who liked you more (see tab below for more info), you'll end up in one of the routes:

- **Bull route:** Snow will then give you a letter from Axel's warriors. Whenever you are ready, go meet Axel, who wants you to steal some secrets from the lizards'armoury...**right here, you can change route and go for the good ending instead (see below)**.

Axel suggested going during the night, but Nauxus easily foreshadowed it all, he waited for you, and this leads to a fight he'd rather avoid...

Nauxus has 300 HP, good AGli, good def and m-def, several attacks but low ATK, one of those inflicts poison if it hits (it lasts 2 turns, inflicts 1/10 of your max HP each turn, you can die to it, and won't heal between phases), given the circumstances, he won't try to tease and, won't react to your teasing (besides, being the tease-master, he'd resist it well); after 150 HP, Nauxus sets the hut on fire, and he gains some very powerful attacks, so try to stall the first phase and heal yourself properly if you need to, so you can clean the second phase faster. The "reward" is 2000 exp, the star emblem and arguably the saddest scene so far...

Back at the bull village, Axel lets you choose one of the rewards: money, equipment on...what most of you bull-lovers wanted from the very beginning ;p; you also get 2 level up points, and the lizard village is now destroyed due to the fire started during your fight, so it won't be accessible anymore. Thane also got back to the village, apparently, but something seems off about him...

Whenever you are ready to collect your reward, talk and follow chief Axel, and, after a bittersweet scene, meet him in his tent to claim the reward you chose: the one most of you dad-chasers wanted from day 1 ;p, 5000 coins, or a non-upgradeable axe sword that gives +40 ATK and -1 INT; you then get the honorary bull totem regardless, which gives +1 STR and +1 END, the bulls'points of strength. Since 0.25, Axel can now also be invited to the bathhouse at night (his dialogue changes a bit after the first time), **but only if chose to have sex with him as your reward after the war**.

Note: you can ask Axel to have the bulls in the forest attack you or stop whenever you want from now on, just don't forget you did this, in case you need them to appear and think they got "bugged"!

- **Lizard route:** you'll receive Nauxus's letter instead. The following day (at least from 6 a.m) go meet Nauxus in his usual room, he'll task you with collecting 4 toadstool (they would be 5, but he already has one): **toadstools are pretty rare variations to shiitake, so it's all rng, go hunt for shiitake and pray you find toadstools instead**, tip: keep clicking on the mushrooms, without closing the text box, to change your rng, until you get a toadstool (credits to **Whythom** for the tip); **right here, you can change route and go for the good ending instead (see below)**.

If you want to support Nauxus regardless, or have missed the chance to go for the good ending, bring him 4 toadstools, and... consider the quest done, Axel would have 1200 HP, but he won't really have a chance to fight...giving you free 100 exp.

Note: the bulls' dialogues will reference the various choices you made in the previous parts.

The bull village is burned down and becomes inaccessible, the last scene has Nauxus share his past with you and lets you decide to forgive him or not (**it's vital to invite him to the tavern and romance him later on**), the more concrete rewards are 2000 coins, the star emblem, the alert lizard totem, which gives +1 AGI and +1 INT, the lizards' characteristic attributes, and 2 level up points.

Note: since the bull shop becomes inaccessible, torches, ropes and oat flour can't be bought anymore, so the dungeon could become potentially inaccessible, this is an oversight that will be fixed in later updates, but Nauxus will give you 10 ropes and 10 torches for free...no flour though.

Later on, if you visit the tavern, **and you had invited Thane to stay over in part 3**, Snow will tell you Thane woke up and wanted to kill Nauxus, the moment you go to the tribe, you'll run in right moments before he dies, his last feeling being grief, thinking you were a different wolf once.

If you didn't invite him, instead, you'll automatically find Thane in the scene where the village burns down, making for yet another tear-jerking scene before he passes away.

P.S: Bulls can't be found in the forest anymore, but there is now a repeatable battle against bull spirits in the cave dungeon, each one has 180 HP and they are not flirtable, the reward is always 1 ectoplasm, 1 bull fur and 300 EXP (you just get kicked out for losing).

- Neutral route/good ending: after the battle at the tavern, and seeing the chief (whoever invited you, based on who was less suspicious of you), go check on Thane at the tavern, if you invited him back at the end of part 3 of the war, or at the bull village if you didn't; he'll still be weak, but the important thing is receiving his bloody cloth from either Witer or a bull guard. Now you need to visit the painting in the bull temple, and **this means you need to have the skull emblem (guaranteed after defeating the skull demon in "the first boss") AND the soul emblem, which needs to be bought during the auction in "saving the master", if you didn't then...sorry, nothing you can do to find the truth now (note: if you don't have the skull emblem instead, chances are you left it at the pawn shop in the demon city...hope you have enough bevoctr to buy it back)**. If you do have both emblems, jump into the painting (**if you haven't been in there yet, jump in 3 times, so the event triggers**), and **don't stop Thane the first time!** You can stop him once he reaches the cave, but it is actually possible to click "let Thane go" 14 times to really let him go inside, just be careful, the options will invert to mess with you! This only changes the scene, the dialogue with the dragon a bit, and his painting of Thane won't get ruined.

Finally, go back and check the marked spot ("I") on the map to find the true kidnapper: a shapeshifting chameleon! If you have either 8 AGI or 8 INT, he won't be able to land a cheap shot on you, otherwise, he tricks you with his powers, and has you start the fight with half of your current HP, but the most interesting gimmick is that, since he becomes your doppelganger, his stats depend on yours, starts with your current lust (up to 40, so you can't cheese the fight...), and he has your same skills, but tends to do more damage and heal more with bind up. This means the most favoured characters are...low level characters with low stats, except for charisma, and fully unequipped, except for defensive/charisma items, so he'll deal low damage as you win by teasing. The reward is 2000 exp, and 2000 coins right in the next scene.

There are also some variations in this ending: Thane will be upset with Axel and himself if the 3 lizards were hung (see "the festival - the war (part 4)"), or happy otherwise, **this might have or not have long-term effects**; then another one, according to who likes you more (that being who gave you the letter at the beginning of the quest): if Axel liked you more, Nauxus will visibly be sour with

you during the meeting, and reluctantly apologize, whereas if Nauxus liked you more, he'll be sad if you reject the apology or very happy if you accept it, and, **he likes you enough (see tab below)**, he'll invite you to the tribe for the following day; Axel's attitude doesn't change much regardless. The chiefs also made an unique peaceful connection totem, which gives +1 CHA and +3 DEF, half bull and half lizard, as a sign of peace.

As of 0.26, Thane can be invited to the bathhouse, after his first sex scene.

Note: everyone in the tavern will comment on how the war ended. Also, **whether you choose to invite Thane at the tavern or not doesn't really affect this quest, but it might be important later.**

Now that the war is over, we can finally tell you all about how exactly your choices influence Axel and Nauxus and all the consequences, it might also help you in future playthroughs!

The main point to keep in mind is, **the more suspicion points a chief has, the less he will like you.**

QUESTS/EVENTS	
The spy	<ul style="list-style-type: none"> ● Nauxus told you to save the spy, but you killed him → Nauxus +2 ● Nauxus hasn't told you about the spy yet, and you killed him → Nauxus +1 ● You met Nauxus and saved the spy → Axel +2 (also counts as helping Thane) ● Alters "the exotic ingredient hunt" slightly in some routes
Setting up camp	<ul style="list-style-type: none"> ● You helped the bulls → Nauxus +3 ● You said "yes" to the lizards, but then helped Thane → Nauxus +2, Axel +1 ● You said "yes" to the bulls, but then helped Thane → Nauxus +1, Axel +2 ● You helped the lizards → Axel +3 ● Alters "the new campsite" in some routes
Last preparations	<ul style="list-style-type: none"> ● You bombed the lizard village → Nauxus +3 ● You tricked both with Thane's help → Nauxus +2, Axel +2 ● You helped Nauxus make up with some of the rogues → Axel +3
The festival	<ul style="list-style-type: none"> ● You gave the fruits to the bulls → Axel -2 ● You gave the fruits to the lizards → Nauxus -2
CONSEQUENCES	
End of part 3	If you helped Thane/went neutral at least 2 out of 3 times, AND helped him during this part, you can invite him to the tavern (he actually joins after the neutral ending only regardless)
End of part 4	<p>If Nauxus's suspicion points ≥ 3 → he will accuse you of being involved with the attacks (it doesn't really have consequences)</p> <p>If Axel's suspicion points ≤ 3 → you can save the 3 lizards from being hanged (it just changes some dialogue with Thane in part 5's good ending)</p>
Beginning of part 5	<p>If Axel's suspicion points \leq Nauxus's → bull route</p> <p>If Nauxus's suspicion points $<$ Axel's → lizard route</p>
End of part 5, neutral ending	Nauxus's suspicion points > 3 → Nauxus will be bitter and won't invite you out the following day

Major thanks to Caro himself for giving me several info I couldn't test on my own for part 5 and reviewing it!

From now on, some quests or events may be exclusive to one of the routes chosen in the war, generally, Thane-related stuff are available only if you got the good ending (for obvious reasons), Nauxus's for the lizard route or if he liked you enough in the good ending, and Axel's for the bull route; i'll always specify it to avoid doubts anyway.

For now (0.34), there are changes for "wizardsss always get the last word" (pretty much tied to this last part of the war), "Nauxus's date" (as mentioned above), "hell's kitchen", "a feast for a beast" and "the new campsite". See all the details in the relative quest sections.

THANE JOINS THE TAVERN

Only after the war's good ending, meet Thane on his usual rock for a pleasant scene, a nice change after that long war, after which he'll join the tavern permanently, regardless of your previous choices (including him asking or not asking during part 3 and what you replied).

The bull is free whenever you wanna chat or do something more interesting~ we all know you do ;p.

LAUNDRY DAY WITH WITER

After meeting Parif ("Parif, the chef"), and completing the bathhouse ("the bathhouse opens for business"), our gaytor-maid will ask you for some help with the laundry.

Asking for a reward will get you only 1 beer, while not asking for one gets you 2, being kind pays, and not only with beers ;p. The task itself is simple: enter the barn, and...have fun~ i suggest rolling back or doing a quick save to enjoy all the dialogues, but there's no good or bad way to get the job done (even if you probably wanted to get something dirty...).

MEKO'S RESEARCH

After "Witer's nightmares", just wait one day and then talk to Meko. The horn-y boy wants to find more about ghosts, 10 ectoplasms, easily obtained from ghosts, should be enough.

If you run low on MP, rest and farm more on the following night, once you have 10, give them to him, for a big 2000 EXP points boost.

NAUXUS'S DATE

This event differs slightly depending on the route you chose in the war, including how it is triggered:

- Lizard route: only if you forgave him at the lake* the date starts automatically the next time you get back to the tavern from the map after 18:00, then enjoy that amazing date ;p.

You aren't forced to sleep with Nauxus immediately, if, for some weird reason, you reject him, you can always find him outside the barn every day from now on, after 18:00, he has different chats from the ones he has during the day in the tribe, and you can ask him to have sex whenever you want (i suggest several times a day~) the dialogues slightly change after the first time too.

*remember to visit the tavern once and then the tribe to...finish the war properly.

- Neutral/good ending: **only if he liked you enough (suspicion counter ≤ 3)**, visit Nauxus in his room during the day (your choice doesn't matter here), then follow the same steps as above.

HELL'S KITCHEN

Once the war ends and Thane is in the tavern, and you have cooked at least 5 of Parif's dishes, talking to Thane will have him mention how he misses cooking, and wants to become Parif's apprentice to cook and be useful to the tavern.

Parif puts Thane to the test to become his apprentice, he'll need your help to cook one good dish in one week, before Parif gets back, to show him he knows at least what he is doing in the kitchen.

The quest involves hunting for several items (not just ingredients...) and also finding some taste-testers to gather useful information: **if, at any point, you say that "you can't find a volunteer", you and Thane will fail**; you can volunteer yourself, but **each dish grants you one permanent malus, so you'd better think twice about doing that...**

Check the ingredients map or the tab with the various items at the bottom of the guide if you don't remember where to find something. The 3 dishes are:

- Slime fish jelly: requires 2 grass carps and 5 slime jewels, reduces your max HP by 19.
- Cold appetizer: requires 2 cabbages, 4 seaweeds, 3 bottles of rum, reduces your max MP by 21.
- "I don't know what it is": requires 4 shiitake, 6 raspberries, 2 iron ores and 3 ectoplasms, reduces your max lust by 10.

The most fun part of this quest is the fact you can ask pretty much any npc in the whole game to taste test each dish, from the people in the tavern (bathhouse included) and the tribes to the ones in the cave, the city and the first painting. The only 3 taste-testers, though, are Snow, Chet (by paying 1000 coins...)* and Axel, but only if he liked you more than Nauxus at the end of the war (or both him and Nauxus having 3 suspicion points).

***Ask Snow before Chet!** If you ask Chet first, Snow will refuse the next dish, even if you won't have to pay the former 1000 coins. Also, this means that, if Axel doesn't like you enough, you will have to taste at least one dish, so do choose your malus carefully...

Finding taste-testers for all the 3 dishes means Thane will be successful (kinda), and has quite the good reward: 3 level up points, and a new dish that grants 2 level up points the first time you cook it, and has outstanding healing properties (but has demanding ingredients), and potentially new recipes as Thane improves his cooking skills. Failing it only gets you 1 level up point (0 or 1 dish tested), or 2 level up points (2 dishes tested), and no new recipes.

WIZARDSSS ALWAYS GET THE LAST WORD

Triggered the next time you access the map, at least 2 days after completing "the bathhouse opens for business" and "the war ends - the war (part 5)".

A short scene will automatically trigger and mark a spot on the map, make sure you are ready for a long battle.

Selye's fight is divided in 2 phases: in the first one, he has 400 HP and is surprisingly vulnerable to teasing, making it a good strategy to save your potions for the second phase, unless you have high STR and AGI and

can brute force your way to victory; the naga will very often focus and cast 5 high damaging magic blasts on the next turn, defending is vital when the game warns you (with a prompt on the top left of the screen), otherwise, he has a weak single hit spell or can use the emblems to focus and lower his lust by about 20, overall, not a difficult fight, consider using a HP potion before winning, and MP potions too, if you used MP for some reason, so you are ready for phase 2. He will start with 300 HP regardless of how phase 1 ended, as his looks suggest, his attacks are gonna be way stronger, but hit only once, and will obviously reject your teasing. strong builds should attack and bind up when needed, depending on their max HP and bind up healing, which might be lower if they didn't focus on END and INT at all, if things get dangerous, focus on defense by binding up, using a MP potion and defending before you can bind up again; builds with higher INT should stick to holy fist, bind up if needed, and using more MP potions when possible, Selye doesn't hit too hard, so having a higher INT, and presumably a good END, will make sure binding up heals more than enough, while the cooldown turns can be used to stall by defending or doing chip damage by attacking, if a potion isn't needed.

Losing during the first phase actually gives a sex scene followed by a bad end, despite Caro not hinting at it in his post, and Selye not liking you~, but try not to die during phase 2 if you hate gorey deaths...

Winning has you kill the wizard, regardless of your choices, unfortunately, 3000 EXP, and you won't get stat points, but the level cap raises from 15 to 25, and the stats cap from 10 to 15! Chet will also start selling better HP potions (HP potion +1), at the same price, which heal 110 HP (any HP potion you are carrying is also upgraded for free, that's some good customer service~ they are +1 in other shops too!).

The skull emblem will also fly away, but at least Nauxus will give you the star emblem after telling him about Selye, while he's close to the tavern **(this means that you won't get the star emblem if he had more than 3 suspicion points!)** (and don't worry about the dragon in the painting, see below).

Other than the quest itself, 0.19 laid the bases for the game's second arc, this includes some new areas important for later updates:

- A cave beyond the broken bridge on the trail to the bull temple, which contains a statue of the mysterious dragon in the painting; asking him about that has him reveal you his name, **Máng**, and changes the available dialogues.
Note: even if you don't have 2 emblems anymore, Máng's magic will make sure the painting stays accessible.
- The area close to the cave can't be explored yet
- The sand wall on the far north-west of the map, where you meet and save Horace (only after killing Selye); he'll wake up while you are visiting the mountains. If you didn't meet him, Snow will tell you he was saved after coming back from there, so he'll be fine regardless.

THE 4TH ROUTE - THE "SELYE" ROUTE

0.20 added one more route to the game, in which Eyvind ends up siding with the lizards, not by choice, while getting (somewhat) closer to Selye.

The route tells a new story and alters some quests seen so far, since the guide is meant to help players without unneeded spoilers, **this big section will refer to and send your dear readers in need to the various quests explained so far, while still explaining the differences in gameplay you'll come across.**

Something that has always been a bit ambiguous is what happens if you somehow fail to save Thane from those 2 slimes at the beginning (explore the bull forest to the east until you find him): to really start this route, you need to fail and let him die (in quite the brutal way), just lose or submit. Keep in mind that Thane dying means no one can vouch for you, so you'll never be able to enter the bull village freely (you can still fight the bull duo at the entrance for that extra level up point though).

The next step is still finding the way to the lizard tribe (check the crossroads to the south) and meet Nauxus to accept the quest to find his spy ("the spy - the war (part 1)"). Explore the bull forest to track his scent, and then the tree south of the bull tribe, but you won't be able to fight him even if you wanted to. After getting back to Nauxus, he'll give you 150 coins and 500 EXP (and Nauxus still gives you your own hut in the village).

After waiting for at least a day, the chief will call you for the same party seen in the other routes, after that, go upstairs to meet Selye, who gives you the first mission exclusive to this route: collect 3 pieces of bull fur (farm them in the usual spot close to their village) and get back to him, to be rewarded handsomely with...1 coin, don't spend it all in one place ;p.

The following day, go visit Nauxus in the council chambers (or sleep in the hut to be brought there by the guards), and, after the meeting, visit Selye to start the camp quest ("setting up camp - the war (part 2)"), your answer doesn't really matter, visit Selye again when you are ready (i suggest stocking up on HP potions if your level is still low).

The first battle is exactly like the one explained in the normal route, when helping the lizards, but the second battle is against Tomahawk himself, luckily, Selye's incantation fully heals you and casts "rune cure", which is a HP and MP regen for the whole battle (roughly +20% HP and +20 MP per turn), also, the lizard trio distract and hurt Tomahawk, making the battle pretty much impossible to lose; i still recommend teasing, due to Tomahawk's 400 HP, unless you have a very high ATK already. If you then somehow managed to survive the mighty pebble hitting your thick wolf head, the rewards are 200 coins and 2 level up points (1 when you win, 1 after getting back and reporting to Nauxus). You may also chat freely with Selye from now on, unlike the other routes.

The next part is something exclusive to this path: entering the village after at least one day has you meet advisor Red, coming up with ideas to prepare for the war, his focus set on the special iron ore the bulls use for their weapons. After suggesting to get Selye's help to uncover its secrets, he decides to give it a try by enticing him with some fine wine, but...it turns out the advisor in charge of the economy is poor, so you need to buy it yourself from the village's merchant for 200 coins, once you have the wine, go meet Selye in his hut.

Selye chemically breaks down the ore to reveal it has high amounts of moon dust in it, a rare material some merchants have. The only shady merchant who might have a hoard of that is Chet, but his methods also got him in trouble with both tribes, that's why he demands advisor Red erases all his history of "failed business transactions" before supplying the dust. Back to Selye's hut, Red is strongly against it, but eventually gets persuaded by you (with at least 9 INT or 9 CHA) or Selye. The reward is 400 coins, 5 ropes, 5 torches and 1 level up point (**a successful stat check only alters the dialogue**).

The next part is locked until you complete some of the other "non-war" quests, until you can play the "between worlds (lustful desires crossover)" (that means part 1 of Hakan's quest to get buzzed, Witer's

nightmares, and the first lesson with both chiefs); “saving the master” is also necessary later on, you can wait so you level up doing other quests though.

Due to all the different circumstances in this route, the crossover quest plays a bit differently: after defeating Roushk, the first person you two will visit is still Selye, and, like before, the lizard trio fights you here, but Selye is actually home this time, and, while not versed in curses, he suggests sneaking your way into the bull temple with his invisibility potion. When it’s dark outside, talk to Roushk and enjoy the trip, there’s no battle this time.

The last part plays exactly as normal, talk to Roushk and fight the possessed Meko, then go collect your...reward~ (oh, and the bracelet) and wave Roushk goodbye.

From the next day, the next time you enter the tavern, Snow will deliver you a letter from Nauxus, once you go meet him, you have the choice of helping him or Selye:

- Help Nauxus: this is pretty much what happens in “last preparations - the war (part 3)” if you help him. Meanwhile, a bull manages to launch a bomb to the village, and hurts Selye, who needs to recover until the next part.
- Help Selye: his fight is against a bull, also with 220 HP and hitting hard, but bulls are more susceptible to teasing. Selye ends up enduring the bomb’s explosion, avoiding the damage to the village, and needs to recover until the next part.

The reward is 300 coins and a level up point in either case.

After at least 2 days, you can enter the village and see everyone is getting ready for the festival, the shopkeeper tells you to go meet the chief. The rest of the quest is the same as helping the lizards in “the festival - the war (part 4)”, there is quite the sweet alternate dialogue if you speak to Selye during the festival, i suggest you don’t miss it ;p.

You automatically go to sleep and start the climax of this route (**so stocking up on potions before fighting the katos is recommended**), starting with Selye waking you up the...American Psycho way, to go together to the campsite you set up, where Nauxus and a furious Axel are fighting.

There are 3 fights with no breaks: 2 against regular bulls (170 HP, 0 lust), while the boss is Axel himself. He has 1200 HP, and his first phase consists in him not doing anything at all for 3 turns, until he completely demolishes you, but Selye manages to save you, leading to the second phase, the actual battle; since you will start with 1 HP and rune cure (same effect it had in the camp quest), healing in phase 1 is not recommended, also, Selye might cast a strong heal spell on you at the end of the turn OR hit Axel with a spell for a free 100 HP of damage. The battle is epic, but not too hard: heal immediately with a potion or bind up (if you have the MP use them, as your buff will keep you with MP to spare), then either attack, even throw a holy fist if your MP get above 50-60, or...tease him, as he is surprisingly quite susceptible to it, despite the war, rage and never laying with men, he won’t actually lose to lust, but will punch himself for a huge 400 HP of damage to reset his lust bar (so about 2 full lust bars and some effort from you and Selye; he can’t kill himself by the way, he will stay at 1 HP), this means the battle is just a matter of patience and healing if his charged attack puts you in danger (tested at lv 5, no cooking boosts, no stat points used, no potions, no bathhouse boosts, no fetch quests equipment).

Losing to him is obviously a pretty brutal game over, Axel is worth 4000 EXP, then, while talking with Nauxus, 2000 coins, the alert lizard totem, and 2 level up points; this is also the moment when you can choose to romance Nauxus or refuse (but why would you? Especially with how sad he’d feel). Don’t forget to visit him during the day, he has a pickaxe (so you can mine iron ore), 10 torches, 10 ropes and the axe sword (see the tab in the extra section for details on the totem and the axe sword).

For the very last part of Selye's route for this arc, you need to have completed "saving the master", and then follow the same steps as "wizardsss always get the last word", except the battle won't have the second phase and **you can't get Selye's sex scene by losing in this route**. Most importantly, instead of being forced to kill Selye, you actually have the choice of sparing him and have him join the tavern! He also gives you the star emblem, or find it on his corpse should you still choose to kill him. You can visit his room and talk freely, **do it to at least raise the level cap (15 to 25) and the stat cap (10 to 15)**.

Notes: "the meaning of love" quest used to not be finishable, since you can't access the bull village to buy the ball of thread, and obviously all the other quests concerning Thane, but the remaining ones i haven't mentioned can be completed; to fix this, Caro made it so the ball of thread can be bought later in Jørgen's shop, after "Rasmus's trial".

ON TO MORE "COOL" DISCOVERIES

With the first arc of ToS over, it's finally time for a change of scenery and to meet new people.

As previously suggested, **the broken bridge before the bull temple is now repaired, cross it (press the "I") on the map)**. **The side-quests not completed until this point can be completed later, BUT, after recruiting Bread, his appearance will change according to what you suggest (either to work out or not)**; there's also a spot tied to Màng close to your destination, nothing too important yet, but i'm sure most want to know more about him ;p.

I do highly recommend buying Chet's potion bag and maybe the moss bracelet (one of his item quests, the gargoyles needed are in the cave dungeon) before leaving, because you won't be able to come back for a while.

As you wander lost and risk freezing to death, your choices don't really matter, you'll be saved by Einar, who is more than happy to keep you safe, give you a tour around his village and introduce Rasmus and Kith (and, in a way, his brother Kin), before leaving you free to wander around.

Einar also lends you some winter clothes, more protective (+10 DEF) than your loincloth and preventing you from getting harmed by the cold in battle, with the drawback of just -1 AGI, definitely an upgrade, even if one could still wear the loincloth if he prefers that; there is no shop here either, so you'll rely on his soup flask, refillable at the cauldron in his room, it can be used 4 times, and each sip heals 80 HP and 40 MP, a very powerful healing item, and he'll make sure his cauldron never runs out of it, so don't be shy about healing and taking more later!

Take your time to see the village and maybe fight a yeti or two outside, there's nothing to do until the evening.

Note: If the bulls lost the war, additional dialogue with Einar will have him mention the stuff sold in their village will be here instead (like flour needed to cook the food to recruit Bread, the thread for Witer's shirt, bull fur for one of Chet's fetch quests), after "Rasmus's trial", in Jørgen's shop (in the bar).

Note: 0.34 added the bone blowpipe as a rare equipment the rogue lizards can drop (2%, or 3% on normal difficulty), so you could farm a few lizards just in case to get one, but the main enemies coming up resist poison (the skill costs 20 MP and can be used every 2 turns for a high chance to poison, and it does 6%, which is almost 1/16, as base damage for 2 turns, but poison resistance and weakness influence both chance and damage), it might be decent for a secret boss you can take on later anyway.

HAIR TO HAIR WITH THE YETI

Kin only comes out during the evening, if you go meet him in his forge, he'll put you to the test to see if you are strong enough for whatever lurks under the village. He wants you to defeat a yeti that keeps coming back and is a nuisance to the village, but...naked, makes you wonder if it's just to test your might~ or maybe he's just nuts. Kin will ask you to meet Kith when you are ready, so you need to come back during the day to go.

The yeti has 400 HP and 0 lust, since you can't wear armour, he can hit fairly strong, especially with the status "freeze" draining you of 10% of your max HP each turn, luckily, bind up heals enough to resist, or use the soup flask if he still did too much damage before you can use bind up again, or if your MP are low; the yeti's gimmick is that he can grapple you, in this state, you can only flirt for a lower, but assured lust damage or struggle to deal minor damage and try to break free, the % of success depends on your STR, but he'll also deal very low damage and protect you from the cold, even if he'll often use moves to tease you. Due to his high HP, both fighting him physically or teasing seem to be viable strategies, however, using holy fists can be dangerous, since he hits fairly hard, you get hurt every turn, and he may grapple you when you least expect it, which may lead to him finishing you off if you have low STR or are just unlucky with struggling, so saving your MP to bind up and keep your HP above 70-80 is recommended (HP may vary based on your END and DEF, but generally above 2 hits away from defeating you), teasing while grappled is also risky, since he does more lust damage than you and you won't get free this way, so use holy fists or tease while grappled only if you are sure you are about to win, otherwise, just attack and struggle if you have decent ATK, or tease if have higher CHA and are feeling lucky.

Note that you can't see sex scenes during the quest, losing just has Kin tell you to retry tomorrow, so go explore by yourself during the day to fight and win by teasing or submit to see his scenes (you can't go out during the night due to the cold).

The end of the fight leaves you with more questions about what the yeti is, and Kith and Kin also reveal something very unique about them, you can also talk freely to them now. The only reward is 1 level up point, this yeti won't drop anything or give EXP, but each is usually worth 550 EXP and drops 1 chunk of yeti fur (Kin also reacts to how you won).

(Kin will comment on you being an "indecisive lover" during the quest, this might change in the future depending on who you had sex with) (0.34).

"HUNTING" FOR INGREDIENTS

After spending at least 2 days in the mountain village, talking to Einar during the day will have him bring you with him to look for ingredients for his soup. Not sure on what he wants for his soup, you try hunting a rabbit, and can either succeed or fail.

To catch one, AGI ≥ 9 is required, but having at least ≥ 7 INT will give you the option to "get some high ground", and also use a carrot as a bait, if you still have one (brought from the forest, see the ingredients map in the extra section), both options lower the AGI requirement by 2, so this check can be passed with a minimum of 5 AGI.

The reward for succeeding is a free level up point, while failing gives 2000 EXP, no rabbit for dinner...or dog, for that matter~.

STORYTIME WITH RASMUS

At least 2 days after arriving in this new snowy village, you can try visiting Rasmus twice and have him read part of a story to you.

This has a hidden stat check too, having ≥ 8 INT has you guess the book's title, while anything below it shows various titles (but all wrong)... or the option to scream in Rasmus's face, against all common sense ;p. There's absolutely no reward or anything, except for Rasmus respecting your intelligence more in future dialogues.

FREEING THE FEARIES

After ""hunting" for ingredients", starting from the same evening, you may start hunting for the mysterious faeries around the mountain. As of 0.34, the faeries are:

- Found automatically outside Einar's house in the evening, gives 50 coins
- Bottle in the bottom left of the new place unlocked after ""hunting" for ingredients", unlocks a scene the next time you sleep

RASMUS'S TRIAL

After completing the previous quests (except "freeing the fearies", that's entirely optional and can be done whenever), talking to Einar automatically has him start this quest by telling you about Rasmus's path of the warrior to prove himself worthy of becoming the next chieftain. Details aside, this involves you helping him in exploring the next dungeon (the automaton cave) to find his father's token, he immediately asks if you're ready, but you can actually refuse and rest, remember to fill the soup flask too, and don't worry about the potions.

Saying "no" to him 5 times has him knock you out and drag your himbo ass all the way to Jørgen's cabin, a close fox friend of his father's, it has no real impact, but you won't be able to ask him anything during the trip, even though he is not the chatty type (you can ask 3 things, but asking him out his dad also prevents you from asking anything more).

In the cabin, you'll be able to remain silent or protest when Jørgen playfully questions your skills, the latter has an AGI check: **with at least 10 AGI, the fox will offer you a 50% discount on everything he sells, forever!** otherwise, enjoy your night there, alone in your room... or are you?

The following morning, Jørgen made sure to stock you with as many HP and MP potions you can carry, a free bonfire kit*, and you and Rasmus finally make it to the dungeon:

*The bonfire kits were introduced with this dungeon, they heal at campfires, but also give a temporary 50% boost to your max HP and MP, and are quite expensive in shops, so use them wisely, maybe before a boss or optional fight!



Note: losing is normally a game over in this dungeon, but Rasmus will save you during its regular battles! (while game overs during the boss/secret fights have slightly different text).

- 1) Campfire.
- 2) (nothing).
- 3) this is where the path splits in this dungeon, depending on a few factors, before becoming fairly free-choice: this means players may visit the various stops in different order, as such, i'll refer to a map Caro drew and signal where different paths become available, or some minor differences if relevant.

By passing an AGI check of ≥ 5 , you are given the option to cross the bridge first (\rightarrow stop 4; warning Rasmus doesn't matter), if you don't, or fail the check, the only option is to try another route, where you can:

- check the river: AGI check: with ≥ 5 , the game hints that jumping down is riskier
- jump into the river: \rightarrow stop 3-A.
- descend using rope: waste a rope to climb down \rightarrow stop 3-A.
- descend using the vines: STR check: if it is ≥ 6 , you will have a lower chance of getting hurt (see below).
- change your mind (you won't get anywhere though!)

3-A, 3-B, 3-C) In these 3 stops, the game secretly rolls a number and compares it to your $AGI \times 10$; if you jumped down, or failed the STR check with the vines, the rolls are 1-100, while using a rope or passing that check rolls 1-70. Every failed check has you lose 25% max HP, then you can either choose to proceed to 3-D and then 5-A to meet up with Rasmus early, or go to 3-E, but having < 50 max HP after 3 rolls (so failing all 3) forces you to go to 3-E.

3-D) See above.

3-E) See above, leads to 3-F (so it is a forced fight against a robot lady, alone, better heal if you failed the checks!).

3-F) Robot lady fight, see stop 15; if you didn't fall into the river, nothing happens here.

4) (nothing).

4-A) AGI check: if passed, fight against 2 spider bots (both 350 HP, immune to teasing). Fights against multiple enemies tend to be against weaker ones, spiders do not hit hard, but 2 of them mean around 50 HP of damage each turn (depending on your END, also make sure you keep your winter clothes on!) and it's still 700 HP to deplete, so i suggest either going all out with holy fists and bind up, drinking soup once is also acceptable here, especially since each will self-destruct and deal heavier damage to everyone once their HP hit 0 (even if the last spider's explosion can't kill you), but i heavily recommend leaving the battle for later, so Rasmus can help and you have access to the campfire and/or the fountain to heal (unless you are too corrupted). The reward is 500 EXP, bizarre blue wire and a jewelry bag (big), worth 2000 coins, but it's not obtainable if you fell into the river at the beginning or if you failed the AGI check (that leads to 4-C instead). If you fought the spiders in 4-D already, there's no check and the bag is free to collect.

4-B) (nothing).

4-C) optional giant slime boss fight: this fight is purposely meant to be hardcore and pretty much impossible alone, as the slime can and often will suck you inside and deal damage if you don't escape (escape chance is based on STR), only to suck you back in right after most times. The only reasonable strategy is to wait until you have Rasmus and either fight it before you leave (as Rasmus won't be there to help once the quest is done), or leave it for later in the game, so you are more powerful. If you do want to try with Rasmus, however, focus solely on surviving, struggle and pray you get free if you are grappled, but use your resources to keep your HP high, while Rasmus deals heavy damage consistently to drain his whopping 1500 HP. The much deserved reward is a jewelry bag (big) and 5000 EXP (note: if you chose to "explore the glowing object", you'll begin the fight grappled; there's no additional reward to beating this alone!). The bone blowpipe added in 0.34 can also inflict some poison damage to it despite its poison resistance, given the huge HP pool... if the poison actually triggers, they are a 2% from rogue lizards, but i'd personally stick more to healing, defending and letting Rasmus do most of the work (with the occasional normal attack maybe).

4-D) This stop has the fight explained in 4-A, nothing happens if you fought the spiders already.

5) Reunite with Rasmus if you fell into the river, nothing otherwise.

5-A) See stops 3-A, 3-B, 3-C.

6) (nothing; different dialogue with Rasmus).

6-A) (nothing).

7) Hidden INT check: if it is ≥ 9 , you'll detect the traps before triggering them, unlocks stops 6, 8, 15 and 18; if that one fails, there's the AGI check: if it is ≥ 8 , OR Rasmus is there, you'll pass unscathed and unlock the stops above; otherwise, you'll lose 120 HP and force you into stop 15's robot fight too!

8) This room is just a trap, Rasmus will try to warn you too, or you'll notice with an $\text{INT} \geq 8$; If you still choose to go, there's an AGI check, if it is < 8 , you'll fall, lose 120 HP, fall below and fight a spider bot immediately; regardless nothing is gained.

9) (Nothing).

10) By double-checking, you'll find 2 rocks and 2 sticks. Hidden INT check of ≥ 6 for some extra info.

10-A) STR check of ≥ 9 or a ≥ 7 CHA check (only with Rasmus) to find a bizarre ancient ring (+1 INT, +2 DEF); after defeating the robot lady in stop 12-A, the third small door opens (and the first 2 too, if you can't pass the checks above early), revealing several faerie bottles (you won't recognize they are for faeries if you haven't found one yet; see "freeing the faeries").

11) STR check of ≥ 7 or a ≥ 7 CHA check (only with Rasmus) to get a jewelry bag (small); touching the goo just adds 1 COR.

12) (Nothing).

- 12-A) contains a robot, same as stop 15 (if you didn't fall into the river, reunite with Rasmus in stop 13-A first to have an easier time; defending is more useful with this, as it's only one and the barrage will only deal 5 damage, while Rasmus slowly chips at its health, but the heavy hit will still sting); unlocks stops 11.
- 12-B) contains 2 spider bots, same as stop 4-A/4-D (same tip as above); it also has the wire you can cut to deactivate the sentinel in stop 17.
- 13) (nothing)
- 13-A) reunite with Rasmus, in any case, if he isn't already with you.
- 14) Nothing really happens, your choice doesn't matter.
- 15) Robot lady fight: a robot way more powerful than the spiders, even if alone and with only 50 more HP, it may use either a light, a medium, or a flurry of attacks that may catch you off guard and kill you if your HP are around 40%, it also seems to take less damage, so be patient and keep your HP high, hoping it won't spam its worst attack, and slowly attack it, holy fist may be less useful than healing considering the reduced damage. If you came from stop 7, the healing fountain at stop 18 is accessible before this fight. The reward is 1200 EXP and bizarre blue wire.
- 16) Contains a jewelry bag (small), and star shards (added in 0.23f to prevent players from softlocking with 100 COR after exiting the dungeon, by lowering COR by 5; if you had checked this stop in earlier builds, the star shards should be in your inventory).
- 17) This robot sentinel is not a problem if you cut the wire in stop 12-B, otherwise, you can attempt, ONLY ONCE either: an AGI check of ≥ 10 OR a CHA check of ≥ 10 to get through, (it's needed only once); failing the check, or trying any other way has you lose 80 HP and forces you to cut the wire to proceed (holy fisting will always fail). If the boulder trap triggered, or you started your "journey" by falling into the river and going to 3-E, you should also have the option to sneak (50% success), if you fail, you can still be saved by confronting a 1/100 roll with your AGIx10, losing still has you lose 80 HP, but lets you through.
- 18) This fountain heals you fully, but also adds 1 COR (except for the first time); **checking stop 16 may save you if you are risking a 100 COR game over!**
- 19) (nothing).
- 19-A) Lore.
- 19-B) Use a torch to enter and explore stops 19-C and 19-D.
- 19-C) Contains a jewelry bag (small).
- 19-D) AGI check: ≥ 4 lets you throw a stone to avoid falling, while failing the check or checking the coffin has you fall to a secret stop that can't be reached otherwise or returned to once you leave, where you can find the strange eggshell, an item that can be used unlimitedly to increase COR (and gives 2 COR when picked up); Rasmus will also attempt to save you if you fall into the hole, but you can let go if you have ≥ 20 COR. **This means that throwing the stone or letting Rasmus help you prevents you from getting it forever**, so either drink from the fountain (stop 18) or touch the goo (stop 11) to raise COR, or come back alone later (but resetting you A-EXP, and thus a potential AP, used to get level up points) BEFORE interacting with it.
- 20) (nothing).
- 21) Killer machine boss fight: this eerie automaton consistently hits for good damage, but the main problem is its rock throwing attack, it's like the robot lady's flurry, but even more powerful, it might leave players with low END or bad equipment with very low health or even kill from full health, so keeping HP high is a must. If your resources are low, don't attempt this battle alone (it is possible only if you passed the AGI check at stop 17), but go fetch Rasmus at stop 13-A and focus more on defense, reducing your chances to be hit by the rocks, while he attacks, 900 HP isn't too high, and it

seems it hasn't improved defense like the robot ladies. The reward is 5000 EXP, bizarre red wire and an extra level up point if you did win alone.

Finally, Rasmus can collect the token and finish his trial, **only to ask you a very important question that is sure to have an impact on the story later (nothing yet as of 0.34).**

21-A) (not in 0.34)

22) (not in 0.34)

Back to the village, after a short celebration, Jørgen opens his shop (with a 50% discount if you cleared his AGI check at the cabin before the dungeon), you can take a peek into the caves to fight some moles, and, most importantly, you can get back to the forest! But keep in mind you won't be able to return here for a while. **Losing to moles becomes lethal only after you kill at least 5!** Otherwise, they are very chill hornballs~.

Note: Jørgen sells the ball of thread needed to fix Witer's shirt in "the meaning of love", in case you couldn't access the bull tribe shop anymore.

By the way, moles have 300 HP and can be teased, they are fairly easy compared to those automatons, with light hits and the ability to tease, so they can be grinded, even if the next part of the game should offer better chances. They give 450 EXP each and an iron ore, can be killed to farm mole tails too, but who has the heart to do that to these little dorks? Also, pro-tip: they won't take any coins if you let them have fun...~

TAVERN SWEET TAVERN

Note: all the quests you left behind did NOT fail/expire, you can do them now that you are back.

While not a quest, the fog presumably twisted time so returning to the tavern took 6 months for our old pals, among other interactions and Horace being there (kinda), all the enemies got much stronger, so it may be useful to report these "arc II" enemies' stats and something more:

- Slimes: 50 HP, 50 EXP, 1 slime jewel, 1 slime gem (5%) → 120 HP, 75 EXP, same loot (slime gem is 7,5%).
- Bulls: they are the same (120 HP, start with 20 lust, 20-40 coins ????? (ask Caro), 1 bundle of bull fur and 200 EXP).
- Lizards: they are the same (150 HP, 20-40 coins, 1 lizard scale, 1 lizard egg (50%) and 250 EXP).
- Ghosts: 80 HP, 120 EXP, always 1 ectoplasm, and 1 rock, 1 stick or 1 HP potion (whichever they possessed), 1 ethereal crystal (5%) → 200 HP, 200 EXP, drops are the same (ethereal crystal is 7,5%).
- Gargoyles: they can now spawn during the night in the bull forest or where you fought the skull demon; 250 HP, 400 EXP, 1 moss → 450 HP, start with 20 lust, 500 EXP and same loot.
- **Shroom-berus:** a new enemy, only during the day, he may spawn when you try to pick up a mushroom (remember: clicking on the item will reroll what happens, so just keep clicking on it if you pull shiitake or toadstools). He has 700 HP and 10 starting lust, but is fairly resistant to teasing, he tends to hit for medium damage, sometimes uses a triple attack or teases, but it shouldn't be harder than the robots you had to face in the mountains, always keep your HP above half and tease or use whatever you want to attack, i personally recommend teasing, as it often requires less turns, lowering the risk to lose for lust and lets you use all your MP to heal. The reward is 2000 EXP and shroom-berus astern sprouts, which sell for 250 coins, so grinding with him is great even if you end up using potions, as his loot sells for more (stronger builds may be able to OHKO slimes or bulls though, so that could be safer and slightly faster).

Losing gives an extended sex scene, but also a game over, if your COR is at least 80, otherwise, only part of it is played, and he'll give 5 COR points. (there's no topping scene yet as of 0.34).

Note: enemies with non-guaranteed drops that became stronger now have a x1,5 boost, normal difficulty adds a further x1,5.

If you already had sex with Nauxus (this means you went lizard route or good ending with him liking you enough to go on a date), you can invite him to the bathhouse, but only when it's dark outside (so when he is standing next to the barn).

Bread's random interactions are more likely to trigger now, one in the bathhouse, which involves Chet and Flo, gives one free level up point.

0.34 added books Chet can sell and finally added the katos as a regular enemy (under the bull village, where the spy and the first katos were) (loss scene only for now).

As of 0.34, the skull demon and the hellhound boss quests aren't really implemented.

THE SEED GATHERING RUN

Once you properly return to the forest and reunite with your friends, going back to the mountain village (outside of Einar's home) during the day has you meet Frode for the first time. He is a little stout with a green thumb mostly interested in doing his own thing and pretty religious (no, no need to repent for your many sins, you filthy bara enjoyer~), and it's also time for another seed gathering run, to replenish the village's food reserves. Gather 10 bearberries, 3 labrador tea leaves and 3 sorrel seeds from places outside of the village (see my ingredients map in the extra section), i recommend gathering a bit of everything, some fish too, and sleep to let the ingredients respawn if needed.

Once you have everything, meet Frode at his usual spot, even though your reward won't be the usual: this time, it's a small patch of land to grow your crops (not actually a thing as of 0.34) and... a horseshoe (cutie)mark on your ass, but this is gonna be useful later~.

After this quest, meeting Einar in his house when it's dark outside also has another event, about going around and meeting other familiar faces to see how he manages the village; you staying up to help doesn't really give any secret reward.

OFFERING TO THE GOD

Just after "the seed gathering run", it's possible to talk to Frode at the bar at night to learn more about gods and how to pray to them.

In case you haven't found it (or forgot about it), there's a statue of Máng close to the bulls'temple, but you'll need the proper prayer and offering. Ebb, Flo and Frode do have something to say if you ask them, then it's a matter of choosing appropriate items; for now, these are the offerings:

- **Witer**
 - 2 star shards: the obvious offering is the only thing Máng keeps around often: tea, which means you should **have Parif prepare some labrador tea** (the previous quest should have

taught you about the berries'and labrador tea leaves'locations, lemons are at Ebb and Flo's hut), and use it as offering. Máng will leave 2 phials of star shards and have some dialogue if you visit him. **Note: this is NOT repeatable.**

- star pocket watch: quite a secret one, but Máng upgrades your pocket watch (in Chet's shop since the very beginning for 100 gold) to the star pocket watch, which gives +30 max HP and +20 max MP (and you can still see the time, of course).
- star stone: also a secret, this is him keeping the storybook (given by king Harald in the cave dungeon if you skipped his battle with the prince badge only) in exchange for a star stone, throw it in the holy pool in the bull temple to let it absorb 50 COR, in addition to the standard 100 COR it heals each playthrough. **The storybook is then gone forever, so be careful!** That extra CHA point might come in handy for some checks or battles, if you can just keep your COR in check (remember labrador tea can be cooked easily to lower it).
- nightstar sachet: again, a secret, it is an upgraded dawnstar sachet (buyable from Chet at any time for 500 coins) that heals 8 MP every turn and also adds 2 DEF, pretty solid defensive equipment.

Note: If Witer isn't in the tavern, you probably haven't met him at the forest's entrance yet (that's another short event available after coming back), it's the "!" just right of the tavern. **If you don't know Máng's name yet, enter the painting and talk to him until you find out.**

CLEANING THE TEMPLE

At any time after coming back from the mountain, during the day, Axel (or Nauxus, if he is dead, which leads to different dialogue; neutral and bull route also have slight variations) will ask you to help him clean the bull temple.

The quest offers some obscure and trippy lore, and there's technically a fight with a slime, where you can only attack (for chip damage), bind up or defend, so physical builds and equips are better, but you need to hope it doesn't use its mucus often, even though it does seem to choose normal attacks more; still, winning or losing just has some variations in dialogue, it's a free level up point and 500 coins.

THE EXOTIC INGREDIENT HUNT

After coming back from the mountains and cooking at least 5 of Parif's dishes, he'll ask you to find 8 eggs and 5 bottles of milk, of any kind. Since the 2 prevalent species in the forest are obviously the ones you'll need to ask to, this quest is different based on the route you chose in the war:

- Neutral route: the quest is as simple as it gets, visit the bull shopkeeper in his village (the "battle" isn't supposed to be won) to get the milk; then, you'll just need to talk to the lizard shopkeeper, the 2 lizards in the village and the one upstairs, then speak to the shopkeeper again to enjoy a sweet dinner and finish the lizard's side of the quest*.
- Bull route: see the neutral route for the milk; since the lizard village is no more, Parif suggests the rogue might carry some eggs for emergencies, this means you need to defeat lizard rogues in the swamp until you find 8 of them, the drop is (ask Caro)%. Do keep in mind the lizards are powered up, like all the other enemies, so defeat 2-3 and rest, fucking them also helps with lust (50% drop rate).

- Lizard route and Selye route: see the neutral route for the eggs*; the surviving bulls went through the village in the mountains, so ask Jørgen about milk, he'll sell plenty of it for 110 coins per bottle. After giving everything to Parif, the reward is 2 level up points, and also eggs and milk added to the respective villages'shops (if they weren't destroyed).

*The spy being alive or not (depending on your choice in "the spy - the war (part 1)") obviously has some impact on the lizard's side of the quest (except for the bull route): Clarise is still heartbroken for her loss, probably never laying her delicious eggs ever again, the only alternative is to hunt the rogue lizards for them, like in the bull route (50% drop rate).

THE NEW CAMPSITE

That is a new location that can potentially be unlocked after coming back from the mountains, it mostly depends on the route:

- Neutral route: it unlocks automatically when you come back.
- Bull route: it can't be unlocked, but Axel rewards you with an imperfect rune necklace, not as powerful as its fixed version (see below), but still gives +2 INT and +3 MATK, great for magic builds.
- Lizard route and Selye route:
 - If you helped them set up the camp*: the moment you go up the stairs in the lizard tribe, advisor Red will talk to you about it and his and advisor Blue's plans with it. There are 2 choices you can make:
 - Trading site: unlocks the campsite, after 3 days.
 - Defences: doesn't unlock the campsite, but Blue will come out of the blue (yes, i wrote that~) after 3 days, in daytime, outside of the tavern or in the lizard village, to reward you for supporting him. If Selye was alive (Selye route), you'll get a rune necklace, a very powerful equipment that gives +3 INT and 10% HP regen during battle (Selye even has some extra dialogue if you visit him while wearing it!); if he is dead (lizard route), it's gonna be an imperfect rune necklace (see above).
 - If they didn't set up the camp*: it can't be unlocked.

*Back in "setting up camp - the war (part 2)".

Note that not unlocking the campsite will lock you out of some side quests and content later on.

(NOT) BREAKING THE MOULD

Right after "the new campsite", **and only if you have unlocked it** (see the quest above for more info), Chet will have one peculiar quest for you (he is present only when there is still light outside!). He'll ask 6 slime jewels to begin the... fun part~ which is using some moulds to make dildos out of most regular enemies you encountered in the game! You need to win by lust, since they need to be erect for the mould to work, so high CHA players will have a slightly easier time, but focusing on keeping your health up with bind up every now and then should be enough even against powerful foes and the tease-resistant lizards, and remember to rest at the tavern and jerk off every 1-2 battles, teasing relies more on luck than normal, after all.

There are 7 moulds you can submit: bull (only if their village still exists), rogue lizard (**they need 2**, due to the hemipenes), gargoyle (now out at night where you usually fight bulls and slimes), yeti (southwest of the village; requires 2 due to his size), mole (behind Kith/Kin, in case you missed them), shroom-berus (random encounter when picking mushrooms) and... yourself, as an option instead of masturbating. Chet does give you 3 moulds to start, but you'll need 9 to collect them all, to get new moulds, give Chet 3 slime jewels for each (so 18 more, you can't actually make duplicates, so don't worry about wasting moulds).

You can finish the quest with anything between 0 and 7 moulds (6 if bulls aren't there), Chet will pay 500 coins each (so, potentially, 3500 coins!), plus a level up point for at least 1 mould, and a stone dildo for at least 6 moulds (no use for it as of 0.34)... I'd personally count the extra collecting scenes a reward themselves too, to be honest~. **(Do remember to submit them before finishing the quest!)**.

A WOBBLY COMPANION

Right after coming back from the mountain, a tiny friendly slime may be encountered in the very first area of the game, just south of the tavern (common, but not a guaranteed encounter), but not at night.

Aside from killing the poor thing immediately for a mere slime gem, he can be befriended, played with and "fed", with the most obvious thing, after trying with a raspberry (found in the forest where bulls usually appear) and jerky (sold by Witer).

After that, the lil'slime can be fed your cum (when having at least 40 lust, let the hostile slimes turn you on), draining 10 COR each time, and also growing after 3 and 6 times, each size having its own silly scenes, smut and CG! (the kinky choice for the huge variant doesn't really lead to anything...a shame~). Unfortunately, after draining 100 COR, the slime gets too corrupted and fights you, a loss (or just giving in before the fight) results in the usual scene, but also a game over.

This monster you created is not to be underestimated, it has 800 HP, can't be teased, hits fairly hard (but has no charged or multihit attacks) and can grab you to tease and make you lose in 4-5 turns, even if getting out is way easier than that huge slime in the mountain dungeon. Physical builds should be better, with MP used solely to bind up; if you don't want to use potions, go fill Einar's soup flask first, so you bind up every 3 turns and drink soup in an emergency. Your dead pet drops its corrupted slime core and 5000 EXP.

As of 0.34, it's confirmed there is more planned for this cute partner (and likely for its core, if you killed it), so i'd recommend keeping it alive (even if i personally couldn't bring myself to kill it anyways...)

SELYE'S INVESTIGATION

This quest unlocks after "the new campsite", only in Selye's route, for obvious reasons, regardless of your choice.

Snow will deliver you a message very sssstraight to the point from the naga, go see him to automatically start the quest (you may need to leave and enter his room a few times to trigger the previous dialogues with him first).

While it is some unique part of the game, and rare time with Selye, there is no fight or actual choice to make in this first part of the investigation, so it is a free 200 coins and level up point.

GUDEN'S ELECTION DAY

If you remember, in “the seed gathering run”, a horse marked your sweet fluffy wolf ass with a hoof... the next time you see Horace outside of the tavern (so only during the day), he'll be convinced that horse is the being he was looking for, and pretty much drag you to it, but he can't get through the barrier before the mountains (you resisting or giving in doesn't really matter).

Go ask Jørgen (in his bar) about the horse, he is willing to give her to you, but only after the elections, which means you need to wait 3 days, then show up outside of Einar's house or in front of the elevator in daytime to go on.

The people of Guden are pretty torn over Einar or Rasmus this year, so Frode believes you'll be an impartial “collector” of votes. The representatives you need to gather the votes from are Frode himself, Kin, Kith and Jørgen, BUT you can just collect the votes or convince people to vote for Einar (the collector is also paid 100 coins, given in advance):

- Frode: he and the farmers are voting for Einar, you can have him change the vote by bringing him 50 bearberries and 10 cloudberryes, in the bushes west or southeast of the village (cloudberryes are much rarer)... or blackmail him by saying you'll tell everyone about his beliefs. This will have him be a bit scared when greeting you, but, as of 0.34, there's no other consequence.
- Kith: he is in his forge only during the day. He is willing to vote for Einar only if you bring 15 blood crystals to Jørgen's shop, for the builders'needs. It may sound like a lot, but Jørgen already has 10 blood crystals in his stock, so **you only need to sell 5 to him!** (no, don't buy them from him, he needs to have 15 in his shop window). Moles might drop them (as Kith suggests), but you can also mine them daily by showing the knight badge to the cloaked figure way back in the cave dungeon in the forest, it's more consistent and requires no pauses to rest or jerk off when Einar is not around, so just sleep and mine for a few days... do sleep in the demon city's inn though, so you don't waste torches! When Jørgen has 15 in his shop window, go make Kith change his vote.
- Kin: he is in his forge only during the evening/night. His vote goes to Rasmus too, but he can change his mind by showing how serious you are about protecting the village by bringing him 10 mole tails or with some charm (≥ 8 CHA). Killing at least 5 moles turns them hostile, they will actually kill you if you lose to them again (and no more sex scene), so i recommend equipping items or spending some stat points on CHA (you can always grind a bit and re-stat by buying incense from Chet).
- Jørgen: he will vote for Rasmus, no matter what (even if he does tell you Einar gets to vote for being the current chief).

If you have something to do here or in the forest, do it now, you won't be able to return until the end of the upcoming dungeon (see “the great molescape” below), **but quests won't fail.**

Once you have everyone's vote, go give them to Einar. You can listen to his song fully (just wait before clicking “walk in”) or interrupt him, and ask about the foreign lands (no consequence as of 0.34), before heading to Jørgen's bar to count them. If you actually made it so 2 voted for Einar, and 2 for Rasmus, the latter will win, which means **Einar actually voted for Rasmus (made more obvious by Jørgen's reaction if you had all 4 vote for Rasmus, since it means he'll notice not even Einar voted for himself)**, you'll need at least 3 votes to make him win.

If Rasmus won, Einar will cheerfully accept defeat and let you party with a tipsy Jørgen and Rasmus, while Einar winning has Rasmus leave quietly, Einar strangely quiet during the party, and Jørgen mad and sure you rigged it all, but lets you have the horse he promised either way.

Before you can go anywhere, though, drinking too much leads you to fall straight into the moles'realm and meet their leader, Atahkakoop (or Atah), a massive stud- i mean daddy- i mean insectoid/demon-like

creature finally telling you more about what is going on and the supposed destiny of the people in the village, asking you not to interfere. He also calls you out if you killed at least 5 moles, turning them hostile, but doesn't seem to be mad at you and doesn't matter as of 0.34.

THE GREAT MOLESCAPE

This section is effectively a second part to the election one, since you are accidentally forced down here, no break or chance to do other stuff from the moment you collect the last vote and present them entering Einar's house to the moment you escape... or fail trying.

Due to this, just before the final vote, i recommend setting any stat points you have (or re-stat, thanks to Chet's incense), not that it is mandatory, the dungeon can technically be completed with no battles at all, and i managed to complete it fully by setting no stat points at all (kind of, see more below).

The moles, as the generic enemy (encountered beyond Kin/Kith's forge) and Atah himself let on, are not really a violent bunch, rather pretty goofy and lovable furballs, if a bit horny~. This means they involuntarily let you wander around freely, as such, i won't mark mandatory stops in red, but still show the general route one may take as the stops are unlocked and some more essential info on the map itself.

A build high in STR and AGI will work even better than usual here (especially with the new good physical skills, leaping slash and sweep), having just enough INT and levels to have 120 MP and squeeze in 4 slashes/bind ups before having access to the flask or potions may also help, while CHA is almost useless in battle, as even moles fight in groups sometimes, and the few single mole battles are easy enough (not harder than the other enemies immune to lust you'll see here for sure).

And yes, as you may have guessed, you are left with a (pretty much) empty bag and flask, all must be retrieved, but that room can be accessed fairly fast, like most of the dungeon.

Buy the fabric from Jørgen and have Witer upgrade your bag to carry 1 more HP and MP potions, a little improvement, but it could always make a difference. Buying the shepherd stone and sun pendant from the shops in the tribes can also be useful for that extra ATK or stat checks (mostly AGI ones).

Enchanting your weapon from Kith can help a lot, except for the optional boss next to the secret exit, otherwise fire works great in here.

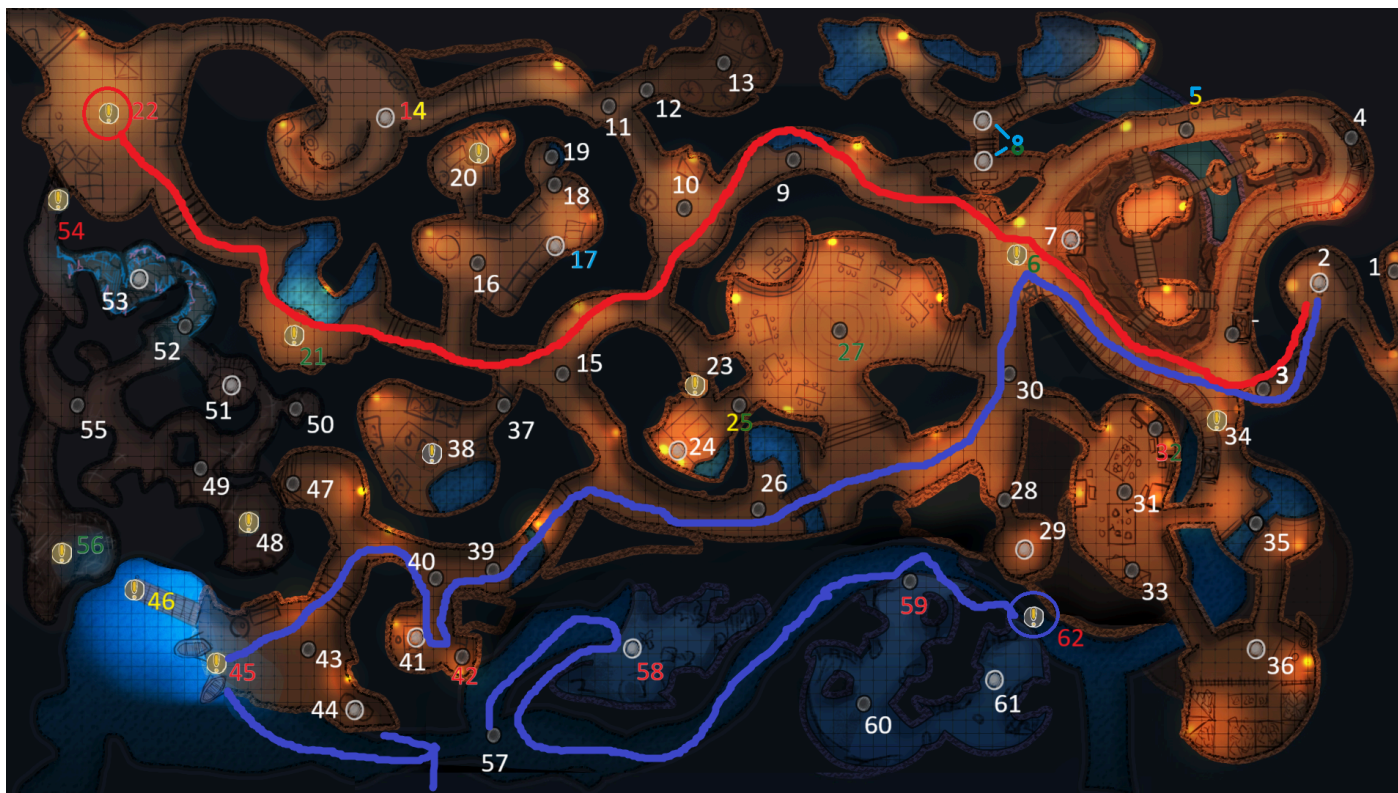
N.B: this dungeon can't be re-entered (as of 0.34, and it's unlikely we'll be able to in the future!), and failure to escape before 00:00 triggers the full wave fight to escape automatically.

Before the dungeon itself, you gotta get out of your cell though! The general instructions are explained by the game, click on some things in the two rooms and drag items on other items in your inventory to combine them; here are the interactable spots and steps to get out, easily in less than a minute:



- immediately grab the bread and the metal rod by inspecting the window in the other room.
- get the gnawed bread by complaining to the guard.
- use the gnawed bread on the bricks slightly sticking out in both rooms (in the middle in the right one, and on the right in the other room) to get flint and metal box.
- use the metal rod on the jar to make the goo rod, and use it on the manhole in the other room to get a jar shard.
- use the shard to kill the poor innocent pillow and scavenge its mauled body for some straw.
- combine the straw and flint to make some ignited straw.
- use the ignited straw on the spider under the bed to obtain a shiny coin.

- combine the coin and metal box to open it and get the rusty lockpick inside it.
- use the lockpick on the door to escape.



LEGEND:

- the **red** numbers are the exits (22, 62), specific stops needed to unlock the bottom one (42, 45, 58, 59) or the three ways to remove waves from the top one (14, 32, 54).
- the **green** numbers are for raffle tickets (see stop 36 for more info).
- the **light blue** numbers are bath tickets (see stop 8 for more info).
- the **yellow** numbers are the food delivery quest itself (25) and the three delivery spots (5, 46 and then 14).
- the **red** line is the fastest way to the main entrance
- The **blue** line is the fastest way to the secret exit; it is the speedrun way, as it requires a few clicks to reach stop 40, use the lockpick, turn the valve at stop 42, go down the stream from stop 45, go left at stop 57 to reach stop 58, look around for more clues, and then go forward from 57 again to stop 59 and stop 62, the behir is optional (one could take longer reading this than doing it!); of course, keep in mind you will miss all the items, lose the ones in your confiscated backpack, and most AP from exploring.
- sex scenes aren't marked, but check stops 8, 13, 20, 21 and 61 for them, you horny mole fuckers~, and maybe something *deliciously* kinkier for that last one...~. (the bathhouse foursome doesn't have a CG yet, as of 0.34).

1) (nothing).

2) campfire; you can rest, fap and even use bonfire kits here as usual, so it's a great way to heal or power up before tough battles (i consider those ones to be at stops 22, 27, 56 and 61, even if they are all technically optional), but do remember the alarm goes off at 00:00! So don't abuse this if you are going for 100% in this dungeon; if you had bonfire kits before getting caught, they weren't confiscated, so you can use those, but there are also 2 easily obtainable ones for just one raffle ticket (see stop 36).

- 3) (nothing, but it reveals who put the lockpicks in that cell). (the spot just above this one is unused).
- 4) loot: 3 iron ores.
- 5) this is relevant for the food delivery miniquiest later (see stop 25), check it for the free A-EXP though.
- 6) Pretty much the only mandatory stop with an event before the dungeon gives you more freedom to explore. There is a first part where you can succeed immediately through an AGI stat check, a second one through STR or CHA, and one last chance with the supervisor with either checks or choices, in order to keep your cover:
 - take cover and observe: succeed if $AGI \geq 10$, otherwise:
 - tell him to move forcefully: succeed if $STR \geq 7$, or last chance with the supervisor.
 - lie about why you're here: succeed if $CHA \geq 7$, or last chance with the supervisor.
 - follow mole to the supervisor: automatically go to the supervisor.
 - go forward and talk: automatically go to the supervisor.
 - sneak away: cancels the event, but you are forced to do this before exploring the rest of the dungeon anyway.
 - say you are a new employee: reply "wolf 18", otherwise leads to fight.
 - say you are a high level supervisor: your name just requires $CHA \geq 7$ to succeed, "wolf 18" needs $CHA \geq 10$, both reward you with a **raffle ticket** too (see stop 36), otherwise leads to fight.
 - say you are an escaped prisoner: some may see this as a bluff, i mean, who would admit they are the escaped prisoner while trying to sneak out? But no, the moles are simple-minded enough to just believe you, so this is the guaranteed way to fight.
 - you're the new whore: just don't attack him, both names need $CHA \geq 5$ to succeed, giving you an extra line of dialogue and the option to tempt him further successfully to obtain a **raffle ticket** (but there is no sex scene with him, poor big guy...)

So the best option is to always go to the supervisor, say you are the new whore and tempt him further, this will give you both a raffle ticket for stop 36 and the "whore" job title on your work permit, needed for the sex scene at stop 20 with the giant mole in the office, the title also varies dialogues slightly with him and at stop 8 with the moles in the bathhouse.

Succeeding before meeting the supervisor leaves you with no work permit, in that case, get one from stop 7, although you will automatically name yourself "wolf 18" and be an employee.

N.B: you can check your name and job title anytime by clicking on your work permit in your key items.

- 7) mostly funny text about the moles'shenanigans during work; also get your work permit here (the "strange card"), if you haven't met the supervisor in stop 6.
- 8) bathhouse: there are 2 obtainable bath tickets at stop 17 and 5 (this during the food delivery miniquiest at stop 25, by tricking with $CHA \geq 7$, it is missable), and it is recommended to get both and visit each room once. Being a supervisor lets you bathe whenever you want, as long as you register your permit in the office at stop 20 (but do remember you are on a timer, for this dungeon!).
 - left room: find the depot key, to get the rest of your stuff back and 5 free fuse grenades (you can carry 4 at once, they deal good fire damage to everyone, but damage is halved with < 6 AGI); also grants x1,5 max HP and MP.
 - right room: meet a trio of fun and horny mole friends, there are slightly different ways to get the pump room key based on your job title, or by sneaking (it is also possible to ignore them and enjoy the shower, getting the stat bonuses instead, but that's a waste, considering

there's the other bath ticket, or can use this indefinitely if you are a supervisor, and the first raffle ticket gives you 2 bonfire kits):

- employee: ≥ 7 CHA is needed, otherwise you can have sex for it.
- supervisor: the key is given immediately, you can join them and either have sex or refuse anyway (the latter giving the stat bonuses).
- whore: the only way to get it is to have sex with them.
- sneak: with < 10 AGI, you will be busted and be sent in the appropriate path described above.

N.B: this room becomes unavailable after you get the key, regardless of how you did it. Having sex takes about 45 minutes, but baths are already 20 minutes anyway, don't worry too much about this one.

From now on, it is possible to go pretty much everywhere, the three visible paths can interconnect easily, so the stops were numbered assuming one goes to the top left part first.

- 9) (nothing, but it's a tip on a key being in the bathhouse and needing bath tickets to get in, also a warning about the deeper part of the mines being dangerous).
- 10) (nothing)
- 11) (nothing)
- 12) (nothing)
- 13) "Risk it" for a sex scene with a mole in a tent; there is no actual risk or anything you can find here, so have fun~, but sex requires some time (i'd hope), this scene taking 45 minutes, keep it in mind if you don't want to 100% this place and are afraid of the clock (you can keep this for just before you leave, if you are unsure).
- 14) **Training grounds: there's no risk checking out this stop, but you can't proceed from here, go to stop 15 if you are heading for the office (stop 20) or the main exit (stop 22); it is relevant because one of the waves of enemies comes from here, should you choose to escape through the main entrance, and removing this one is tied to the food delivery miniquest (stops 23-25) and the laxative in the infirmary (stop 29) (the key being explained at stop 21, unless you want to use your lockpick).**
- 15) (nothing).
- 16) (nothing).
- 17) loot: **bath ticket**, used to enter the bathhouse (stop 8).
- 18) Mole stuck in the bathroom (a classic~) asking for your help, pointing you at the bathroom key ("stinky key") hidden in the barrels at the docks (stop 44), or use your lockpick.
- 19) mole fight: the average mole you can find beyond Kin/Kith, but gives only 300 EXP and no loot, and is a game over, should he somehow defeat you, just don't run in while weakened and either attack 3-4 times or tease a few turns, try not wasting resources on him; it also gains you the water bucket useful for stop 32.
- 20) This is the office the supervisor (stop 6) told you about, register your work permit here! The poor big boy isn't mean, just stressed, pent up and unable to find a hole that fits his massive pole~, dialogue varies slightly based on your job title, but **only whores are proposed to give him relief!** Just keep in mind that takes 45 extra minutes. Also, if you haven't met the supervisor because you got through early thanks to your stats at stop 6, and forgot to pick your permit up at stop 7, go get it real quick so you can get in here and get it validated, it is still needed for the food delivery miniquest at stops 23-25.
- 21) This poor weepy mole's pickaxe fell below, in the dangerous tunnels, and needs a hero~... what do you mean "what does pushing him in the hole do?"? You heartless being, it kills him (but maybe it was just a bit funny). I meant, go get it, it's at stop 50! This lil'nasty guy will adore you and show his

appreciation for your deed and body appropriately~. It also is the way to unlock the infirmary (stop 28) without the lockpick, yup, no infirmary key can be found around! If you feel you are low on time (the dude is insatiable, takes 85 minutes away from you), you can avoid the sex, but don't decline his offer, knock him out once he unlocks the door for you! There is a hidden check, with CHA \geq 4 there are two more lines when he thanks you, so don't worry about being too ugly, his hero remains beautiful in his eyes~. Regardless of what you do, you'll be given/steal a **raffle ticket**.

22) main entrance: this is one of the two exits of the dungeon. As expected, it is guarded, and the main character himself will analyze the situation before rushing in and give tips on how to take some of the 4 waves of enemies away (and also a reminder to get your items back first, at stop 38):

- don't add water to the furnace (stop 32), it will blow up before our wolf rushes in; removes a wave with two moles, -600 EXP.
- add laxative to the food for the moles in the training grounds (third part of the food delivery miniquest at stop 25, laxative in the infirmary at stop 29, delivery at stop 14; see stop 21 if you don't waste your lockpick getting in the infirmary); removes the wave with two moles and the big mole (the hardest one), -1100 EXP.
- free the spiders at stop 54; removes the wave with three moles, -900 EXP.

So the minimum is one wave of enemies (one with two moles, worth 600 EXP); a full fight is wave 1 with two moles, wave 2 with also 2 moles, wave 3 with three moles, and wave 4 with two moles and a big mole, for a maximum of 3200 EXP points (not that it is worth it, just grind a few minutes and it's the same, these also have no loot).

Going straight for the exit and fighting 3 waves (since the furnace explodes) is pretty much suicidal, it requires a high ATK, and the aid of at least some items and resting with the bonfire kit at the beginning (if you had one, otherwise you need to get a raffle ticket and reach the raffle machine at stop 36 or use a bath ticket for the x1,5 HP and MP bonuses), so consider using the lockpick either for the infirmary (stops 28-29) to grab the potions (and rusted spoon, to heal more) or the depot (stops 37-38), if you had fire bombs, potions (or the corrupted solvent, but that would be a waste), throwing axes or throwing knives bought at the tribes, although the best thing in there is honestly the free 5 fuse grenades, they hit moles hard enough even if you don't meet the 6 AGI requirement and all at once; you can also do both by visiting stop 17 real quick (it's pretty much on the way) and then the bathhouse for the depot key, then lockpick the infirmary.

Note: lust goes back to 0 between each wave, this is intentional, a little help to make it easier!

The normal moles all have 300 HP, the big one 500 HP, and they use lust attacks and are vulnerable to them too, but it is highly recommended you use sweep instead, and manage your MP accordingly to bind up, try not to use your resources on the two moles waves; your lust resets to 0 every wave here, and you may want to bind up or heal when there is one mole to take less damage and don't wait bind up's 2 turns cooldown, just heal and finish the battle. With the big one, prioritize the small moles when you can't hit them all at once, unless you are so tanky they do chip damage; with the little moles' agility, it is going to be a matter of luck, this is why i suggest removing some waves or taking the other exit.

N.B: even our character will remind you before attacking: if you haven't retrieved your items from the pump room (stops 37-38), go do that first! They won't magically reappear in your bag after your escape, so you'll pretty much lose them!

23) the entrance to the kitchen. While not necessary (despite the "!"), this place has some good rewards. You have to register your work permit for the chef to let you help him (stop 20) (if you got through stop 6 without meeting the supervisor thanks to early stat checks, get your permit at stop 7).

24) the chef refills your flask for free, costing you only 30 minutes instead, whenever you want after completing the food delivery miniquest at stop 25 (the first refill is instantaneous as a reward).

25) food delivery miniquest: a fairly quick job about delivering the orders to specific places. The orders do direct you towards them in a generic way, still:

- to stop 5: it is possible to trick the mole into paying you with a **bath ticket** with $CHA \geq 7$
- to stop 46: you can't really trick this quiet and impassible specimen (but have fun trying).
- to stop 14: you can either deliver the food normally OR add the laxative found in the infirmary (stop 28-29, see stop 21 if you don't want to waste the lockpick), this removes a wave should you try to exit from the main entrance (stop 22), or if time expires (at 00:00).

Don't forget to check this stop again to find a **raffle ticket**! And the chef at stop 24 will now refill your flask whenever at the cost of 30 minutes (first time aside), as mentioned above.

26) (nothing, but it's a funny and interesting insight on the moles).

27) this totally-legal arena hosts a tournament to declare the strongest being in the underground, promising a great reward for winning 3 matches in a row! There is no chance to heal or change equipment between rounds, so this is one of the occasions where i suggest using a bonfire kit or bathe for those x1,5 max HP and MP bonuses, also might as well keep this for when you have the potions from the infirmary and/or your bag from the depot (see stops 28-29 and 37-38 respectively), fuse grenades are mostly wasted on single enemies. At least they aren't group fights, and two are moles, so CHA is not useless, should you happen to have a decent value (6 or 7) to win in 5 rounds, but a decent ATK works just as fine and works better for other fights around here. The 3 fights get progressively harder, and they are:

- number 226 (normal mole): just slightly stronger than your average mole, with 400 HP, he even "wastes" some moves on teasing, your lust doesn't reset between phases, but the next opponents don't tease anyway; try to not use resources on him, tease or attack, whatever works better based on your stats, and bind up before the finishing blow if needed, to avoid the skill's cooldown turns; 300 EXP.
- number 555/fives/5s (big mole): also slightly stronger than normal, with 600 HP, so teasing becomes potentially more useful here, otherwise, the strategy is the same, i see wolf stance hardly worth the extra turn and MP cost in general, even if you choose to tease (ignoring the ATK nerf); 500 EXP.
- super lady: what a plot twist, the moles somehow found an automaton (from the previous dungeon), and it is damaged enough to be tamed (kinda) and even ridiculed by them! While not in the best of forms, it still hits hard enough (despite the sus attack names) and has 555 HP, and teasing obviously doesn't work, so this fight comes down to physical attacks and using your resources, hoping you kept enough. I find bind up to buy you more turns than leaping slash with its extra power (unless your bind up heals very little due to low INT, END and max HP, and you have incredible ATK, pretty much a glass cannon build), use the flasks when MP run low, and finally the potions if needed (or just the potions if you haven't done the quest to refill the flask mentioned above, but there are harder fights you may wanna keep them for, even with the infirmary giving 10 of each); 800 EXP.

A loss isn't a game over here, it's all for fun (despite what super lady tries to do), but losing has you restart from the first fight, leaves you at 1 HP and you don't get the resources back! The reward is...

2 raffle tickets, because you aren't a mole... except the championship belt somehow pops up from the raffle machine after 4 tickets anyway! (check stop 36 for more info, it's a great equipment).

(note: the announcer mole's silly lines are just for the atmosphere, they don't influence the fights).

28) this is the door to the infirmary, there is no key to collect, look at stop 21 to know how to get in (or use the lockpick).

29) loot: 10 HP potions, 10 MP potions, laxative (see stop 25 for info on its use) and rusted spoon (increases potions' effects by 20% (so HP potions heal 110 -> 132, MP potions heal 50 -> 60; it's like using an extra one every five, and can help tank a few more hits, each ensures two more leaping slashes/bind ups instead of almost two, it can make a difference!... unfortunately, it is only for battles, and it doesn't work with the flask, keep that in mind).

30) (nothing).

31) (nothing).

32) The furnace is heating up and will explode at some point, but there is a choice:

- Fill the water: an option unlocked after beating the mole in the bathroom and getting the water bucket at stop 19, the mole in charge of it arrives late, and will "bribe" you with a **raffle ticket** for your silence.
- **Leave (Don't do anything): the furnace will explode when (and if) you try to break through the main entrance, taking away one wave of guards from the battle.**

33) loot: 2 blood crystals.

34) (nothing; despite the map showing it as a "!", it is not needed, since you can get below by going left and then down anyway).

35) (nothing).

36) **Raffle machine:** this silly contraption gives fixed prizes for each raffle ticket you insert, there are 7 around, and many can be missed! (i marked them in bold on here, but they are at stops 6, 21, 25, 32, 51 and 27 has two); the prizes:

- 2 bonfire kits.
- Manuscript design (fuse grenade) (useless as of 0.34)
- 3 blood crystal chunks (valuable, not yet usable in 0.34); grind more at stops 52 (once) and 53 if you want, at your own risk.
- Championship belt: how did it end up here?? A strong equipment though, with +2 STR, +30 HP and -1 CHA, in case you don't (or can't) fight with your dick~.
- 8 fuse grenades: more powerful fire bombs that hit all enemies, amazing in this dungeon, especially if you meet the required 6 AGI and use the lobber goggles from stop 56; you can only carry 4, and you can't come back in this dungeon, 5 more are in your backpack in stop 38 when you retrieve it, so don't waste them by not using them!
- Jewelry bag (big): free 2000 gold from Chet.
- Jewelry bag (big):... more gold.

37) This is the depot room, where they put your backpack with most of the items you had (emptied flask and gold aside, bonfire kits were also usable due to it being classified as a material); the key is in the bathhouse's left room, at stop 8, unless you want to use your lockpick here.

38) loot: the rest of the items you had, 5 fuse grenades and 2 torches, great to explore the deeper tunnels accessed from stop 47 that need a torch, and with some wave fights of spiders very vulnerable to fire.

39) (nothing).

40) this is the pump room, key to leaving from the secret exit. The... actual key to this room is in the right room of the bathhouse (stop 8), unless you only want to get out of here, then just use the lockpick.

41) (nothing, just a tip to turn the valve at stop 42 to escape from stop 45).

42) Turn this valve to unlock the secret escape route at stop 45, there is no drawback to doing this.

43) (nothing).

44) loot: 15 bearberries, 8 cloudberry, 4 cabbages, 7 potatoes, 3 arctic chars, 2 arctic crabs, 2 polar mushrooms, stinky key (needed to free the mole at stop 18 and add water to the furnace for a raffle ticket at stop 32).

45) secret exit: after accessing the pump room and turning the valve (stops 40-42), the escape route from the docks becomes available; it leads to the short section that starts at stop 57, just remember there is no turning back!

46) stop visible only during the second delivery of the miniquest (stop 25), you can't trick this silent fishermole (but trying is funny). He is just sitting there... menacingly.

47) this is the entrance to the deeper tunnels, which have venomous spiders and the mysterious crysmals, you can enter safely though.

48) this "!" spot is not mandatory and has no fight, but it asks you a torch to proceed further; if you didn't have any with you when you got caught, 2 free ones are in your backpack in the depot room (stops 37-38). Once you do light torch, there is a trap coming up that is evaded with AGI ≥ 7 , otherwise it inflicts 60% of your max HP! It can't kill, but consider resting at the bonfire real quick, eat some food to save time, if you had any and you got your stuff back, or rely on your MP to heal and win the fight at stop 49 fast, and THEN rest, to better use your time.

49) two spiders fight: these disgusting creatures are... actually very weak; they often do 1 damage even with mid defense, the only issue is them often inflicting poison, which takes away 10% of your HP every time you act for 3 turns (but they will pretty much ensure you always stay poisoned, so try to win fast and heal after the fight), they just have 250 HP, not a high defense, decent agility to evade your attacks and suffer fire, so fire bombs (bought from Chet) and especially fuse grenades (5 found in your backpack (stop 38) or 8 as a prize with 5 raffle tickets (stop 36)) can help, but i'd keep those for the boss fight at stop 56 and for the waves if you plan on escaping from the main entrance (stop 22), otherwise you can throw one, the dungeon offers 13 and you can carry 4 at once, after all; a fire enchantment from Kith will also help; 500 EXP and no loot.

50) the pickaxe for the mole at stop 21 is here, provided you aren't a monster and pushed him down, otherwise you get an alternate dialogue implying he was killed and dragged away... Pick it up, and a fight like the one at the previous stop will begin, i usually like to rest (or eat food) between stops 49 and 50.

51) (nothing, but it foreshadows the crysmals at stops 52 and 53).

52) either ignore this vein to unlock the path ahead safely or dig to find a blood crystal chunk and be attacked by a crysmal, made of those crystals! Due to this, despite their low 5 HP, they will always take just 1 HP of damage from anything, so don't waste your MP or items (even if wolf stance might be worth it for once), just attack and heal when needed, they do mid damage and no statuses or lust to worry about (they obviously are immune to teasing); 400 EXP and no loot themselves.

53) this stop is pretty much the same, except you can repeat the fight as many times as you want to farm blood crystal chunks... if you can handle the crysmals, since one is added to the fight each time, up to 3 of them. Using slash or fuse grenades can be worth it, if you have MP or fuse grenades to spare, i'd personally wait to do this just before leaving, even if these chunks have no real use as of 0.34.

54) free the spiders to remove the wave with three moles, in case you want to escape from stop 22 (there is no fight or check, the "!" just marking an important spot).

55) (nothing, despite the text implying there are spiders about to attack you).

56) mother spider fight: i consider this to be the hardest fight in the dungeon, even when well-prepared; the mother spider has 1000 HP (immune to lust), good defense (but can't dodge)

and hits harder than the two spiders with her, plus, 3 venomous enemies means you can consider yourself poisoned for the whole battle; most damage will come from her and the poison, pretty much everything you can find in the dungeon will be needed for this: x1,5 HP and MP bonuses from the bathhouse (stop 8) or bonfire kits (1 raffle ticket at stop 36, if you didn't have any already), potions from the infirmary or your bag (if you had them, i'd still avoid using the corrupted solvent, in case you have it) (stops 28-29 and 37-38), a full flask (refilled after the food delivery miniquest from the chef at stops 24-25), and especially fuse grenades (freebie in your bag, or 5 raffle tickets in the machine at stop 36), since spiders are weak to fire, and they should kill spiders in 2 hits while doing great damage to the mother (even if you don't meet the AGI requirement for them), so use them while they are out... I am saying this because she has a chance of summoning them again, if they are both dead, so keeping one alive and gambling on it doing low damage or not poisoning can be a strategy, but i prefer accepting the poison and the possibility she uses up her turn to summon. 4 grenades should take care of 400 HP on their own, when she is alone, prioritize healing, preferably with potions (the dungeon gives 10 of each anyway, so you have some to spare, the rusted spoon you found with them can help a lot here), flasks when both HP and MP need some refilling and/or you are on cooldown for bind up or leaping slash, don't abuse the latter though, or you'll end up without MP to heal, and don't waste it on the little ones. Bad fights are ones that have you poisoned since turn 1 (very common though), little spiders that dodge your grenades, and mom calling more immediately, high STR and AGI builds can handle more bad luck (so the championship belt earned with 4 raffle tickets is also great to have), but sometimes it is just too much; the fight gives xxxxxx EXP (message was bugged), but examining your surroundings 3 times lets you find the lobster goggles (increases power of thrown items, not exactly to 200%, due to how the damage formula works!), 250 gold AND a **raffle ticket**, while her body has you retrieve her venom sac (useless as of 0.34).

Note: the choice before the fight doesn't matter at all.

57) there is no current here, so feel free to click on this twice and unlock both ways, they lead to stops 58 and 59. The timer isn't a problem here, by the way, nobody would ever search here.

58) Campfire: in this eerie, cramped and devastated campsite with only a lone survivor mole who went insane to keep you company you'll be able to do 3 things:

- look around for clues: unlocks the exit at stop 62.
- steal from the mole: steals xxxxxx from the mole, even before killing him (nothing seems to be stolen).
- rest at the campsite: fully heal, only to be attacked by the mole the first time; he is no different from the common moles you find just beyond Kin/Kith at Guden, lust attack included (since it is not on purpose), but you just fully healed, so the only way to lose (realistically) is if you somehow got in here with high lust and he uses a lust attack, otherwise go all in and rest again. 300 EXP and a mole tail (as usual), there's no consequence to this. Keep in mind you can't use a bonfire kit here, in case you wanted to for the boss fight at stop 61, so you have to heal at the campfire at stop 2 before getting to this area, kill this mole first if you feel the need to, and go to the boss at stop 61 (or just escape from stop 62 if you aren't interested). (Interesting fact: you can masturbate only after killing the mole, but the boss doesn't use lust attacks anyway).

59) if you have looked around for clues at the previous stop, this unlocks the exit at stop 62 (just go back and check this one again if you haven't done that).

60) (nothing, but it warns you of the fight at stop 61, remember that is optional).

61) behir fight: before the battle itself, there are 2 stat checks:

- AGI check: succeed with $AGI \geq 10$, otherwise take 40% max HP of damage.
- INT check: succeed with $INT \geq 7$, our wolf will either remember the tales about the behirs properly or be teased by him and be told, but with less info about their origins and behirs resisting fire, lightning and poison (the three available enchantments up to this point, and also of the fire bombs and fuse grenades).

Note: there's actually no way to reason with him or run away.

Considering it's the last battle for this escape route, i hope you rested with a bonfire kit at stop 2 or bathed at stop 8 for the x1,5 HP and MP bonuses, and kept 5 (6 if upgraded with fabric given to Witer) HP and MP potions (either from your bag at stops 37-38, which i HIGHLY recommend getting before coming here, as you won't automatically get the items back after leaving, and/or the infirmary at stops 28-29), also a full flask, see stops 23-25 if you need info on how to refill it, while fire bombs and fuse grenades won't do much due to his fire resistance, and throwing axes or knives (from the tribes'shops) are pretty weak (the soul solvent shouldn't be needed, should you still have it).

This majestic beast has 3000 HP!... But the battle ends after 800 HP of damage (so at 2200 HP), which is fairly doable, actually, i accidentally won (albeit with a handful of lucky dodges and crits) with no stat points invested! The fight is pretty straightforward, despite his attacks, he won't stun or paralyze, but just do mid or sometimes decently high damage, nothing else, and a defense on par with the mother spider, the problem arising if you enchanted your sword, as he resists those elements, and the offensive items being pretty much useless (even if the lobster goggles might make throwing axes or knives decent if your sword attacks do little damage, like 20-30), he also can't dodge, and is (unfortunately~) immune to lust, but doesn't tease. Since it's going to be a long fight in which the potions are going to be the best items, the rusted spoon can be a good choice (especially if you can't bind up much or heals less than around 100 HP), the championship belt is especially good here too. When it comes to the actual moves, normal attacks/throwing axes or knives should be most of your attacks, with bind up used whenever you know no healing is wasted, or a HP potion if it's on cooldown or you are low on MP, also try to use a MP potion if your HP are high enough and can fully make use of it, the flask is also good whenever you see both HP and MP could use some healing, not necessarily when you are low on them, use leaping slash only if you have MP to spare and preferably later in the battle, for the last 200 HP or so, in order to not be overconfident and run out of MP. It is a battle of attrition, but having potions should honestly make it a favourable matchup even at low stats (i'm also taking into account the failed AGI check to start at lower HP).

Once his HP hit 2200, our fav prey jumps into the river and escapes (so you had to have killed the mole earlier, if you wanted to, starting the battle at even lower HP and MP, but you can fight them anytime at Guden anyway), the reward is 2 behir scales and no EXP at all (the game doesn't mention anything). By the way, should you lose... your fate should be pretty obvious~, keep going after the game over for a kinky vore scene, with a more classic and a more sinful and messy variants. It is not for everyone, so one can just say they aren't into it for a quick game over (or reload the save, duh).

62) secret exit. Check for more clues at stop 58 and then stop 59 to unlock it, no behir fight needed!

The scenes after escaping vary a bit based on the exit you chose and who won the election: escaping from the main entrance (stop 22) has you pop up right behind Kin (before 18:00) or Kith (after 18:00), while the secret exit (behir fought or not) has you walk all wet up to Guden and happen to meet Frode, regardless, they bring you to Einar's home (if he won) or Jørgen's bar (if Rasmus won) to warm up, and be ordered to help gather the others so Einar, Rasmus, Jørgen and Frode can listen to your story. After checking the

windmill and agreeing to start patrolling the village with voluntary guards, the ex-chief puts faith in Frode to guard the windmill (so Frode is a bit angry at Rasmus if he won and didn't encourage him and viceversa), Jørgen is also still mad at you for "bribing" and rigging the election if Einar won, but will still remind you to go pick the horse for Horace before leaving (it is necessary to end the quest and proceed with the story!), just ask him at the bar and get back to the tavern to be greeted and thanked by Horace, discovering Lana is his sister, despite being a feral (with some lore concerning ferals too).

All characters at Guden also have some new dialogues, Jørgen still pretty butthurt if Rasmus lost, Rasmus himself more or less busy (but still free to talk and pretty chill regardless) and Einar praising him, but specifying his concern for him taking too many farmers as guards if Ramsus is the leader.

Note that there are no level up points as reward this time, but those who explored the dungeon thoroughly can likely afford a whole stat point or two! Oh, but Horace does have an even... meatier reward for you, just go ask him~.

A FEAST FOR A BEAST

After coming back from the mountains again having completed "the great molescape", and cooking at least 10 of Parif's dishes (jams NOT included), this new quest is triggered the next time you enter the kitchen while he is present.

The chef wants to cook up something special for Lana, to have her feel welcomed and for her diet's sake, so he asks you to retrieve a variety of ingredients, including some fruits not anywhere in this fog, and our wolf understandably doesn't want to ask and buy them from Chet.

These are NOT ingredients you have to search! As the text tells you, go ask a merchant, either the one in the bull tribe or the lizard tribe (both can be asked, if both villages still exist, but just one is fine), only to find out Chet just bought them all, give up and go ask him at the tavern, and, of course, he won't let them go easily. **More info about choices and consequences will be added at the bottom, nothing is known as of 0.34.**

Based on your past choices, not all routes may be available, but there are 4:

- pay 30000 coins: this outrageous sum can't be reached easily, even if you got both big jewelry bags with 7 raffle tickets, and you don't get to interact much with other characters, it's a matter of farming a lot, i do not recommend it; lastly, give the fruits to Parif.
- cabin kitchen: go ask Snow for an idea, he will say he could cook the cheezy bombs Chet loves so much, if he had a kitchen for his experimental cooking (since Parif won't let him use the tavern's for that); if you saved Flo back in "saving the master", you can just go to the bathhouse when he is working and ask him, he'll be happy to help, then tell Snow about it, let him cook and give the snack to the spoiled hyena, and finally give them to Parif. (This route is arguably the fastest, unless you already happened to have around 30000 gold, but it has limited interaction with other characters, which might matter, it is not known in 0.34).
- bull kitchen: an option if the bull tribe wasn't destroyed in the war (so not in the lizard or Selye routes). Same as above, but, after talking to Snow, go ask Axel (in his tent during the day) about a kitchen; he will call for a quiet and sweet bull, who wants to offer his soon-to-be wife something special to fuel her hope of getting out of the fog for their marriage, something that reminds her of the snow typical of foreign places, this is his request to hand you the license Snow needs to be let in the village. Him needing snow should have you think of asking the people around Guden, but you will surely be attacked by a mysterious white wolf while going back there, unless you delay it by

travelling at night, as the cold prevent the fight from triggering, so you can refill the flask or buy stuff there, progress in the quest and fight him on the way back.

Surprisingly, the wolf rivals the bosses in the previous dungeon, with 800 HP, good consistent attacks and defense, but especially his high agility, he will OFTEN dodge your attacks/items, and even absorbs fire! The holy fist is the only attack in the game (items included) that cannot miss, but, unless your INT is very high, the MP cost won't justify the damage, i'd rather bind up or gamble on a leaping slash if MP are high. The bathhouse boosts are highly recommended (if you start Ebb and Flo's quest, bathing with the Snow plushie out gives x1,5 HP and MP bonuses instead of the usual x1,8 HP or x1,8 MP ones from Ebb and Flo respectively.), and also a good refill of potions from Chet (the rusted spoon should be good too, if you got it from the previous dungeon), and, as mentioned above, a full flask of Einar's soup. Regardless, the fight will rely a lot on how often the wolf dodges, failing the AGI checks before it can be a wasted turn healing too, but about the checks: a random 1-100 number is generated (twice), it must be lower than your AGIx10 (thus AGI 10 guarantees both checks), so consider adding some AGI with your equipment (loincloth, shepherd's stone from the lizard village shop), or just reload the save if you are unlucky.

The fight can safely be lost, though! You will just miss out on 2500 EXP, no loot from him.

In Guden, ask about what you are looking for to Kin (Kith will only tell you Kin might know, so go visit after 18:00), thankfully, he has what you need, he only wants you to ask Frode for a seed (not that seed, this time~) to help him make up, by cultivating his favourite flower. Frode is guarding the windmill at night, so catch him outside during the day; he doesn't ask for anything in return, he is just happy to hand a seed to a friend (some other NPCs could learn from him), so go give this unnamed seed to Kith in the evening/night in exchange for the never-melt snowflake you needed, back to Axel's tent to deliver it, and finally to Snow to go together to the bull village's kitchen and cook, the cooking scene being fairly different here; finally, deliver the cheezy bombs to Chet and lastly to Parif with the fruits.

- lizard kitchen: it is very similar to the bull version, and obviously doable if the lizard village still exists (so not in the bull route). Instead of asking Axel, find advisor Red in front of the prison guard in the lizard village, he needs something always at hand to cool down, the stress and heat are giving him headaches very often. The rest is about the same, except you will trade Red the snowflake Kin gave you for the license, and then tell and go with Snow to the lizards' kitchen instead.

The scene following the delivery to Parif will include Thane, if is alive (neutral route and bull route) and he cooked all 3 dishes in "hell's kitchen" (both volunteering and finding volunteers count), and Nauxus, if he is alive (lizard route, Selye route, neutral route), you had sex with him once (see "Nauxus's date", which also mean he had to have ≤ 3 suspicion points to like you enough in a neutral route) AND be evening (so deliver the fruits after 18:00!). So you can be alone, with Thane, Nauxus, or both present, each variant having its own lines and mood, but **having no influence on future events.**

All the routes have 2 level up points as their reward, plus the harvester's ring, a trinket from Parif's tribe that will make forageable ingredients glow, making them much easier to see and collect (especially during the night); **as of 0.34, it is not known if your opinion about ferals when Parif asks, winning or losing to the mysterious wolf and Kin having the seed to make up with Frode will have consequences.**

Could be started even right after getting back to the forest from the mountains, right after “Rasmus’s trial”, it just was implemented properly in 0.31 though. To start it, visit **Kin** and “ask about their kind” to learn about Flo and Ebb possibly being brothers, then you can “ask about their names” to either Ebb or Flo, both will ask you not to tell the other you know about the names meaning something, the game does warn you before choosing; when you are sure, promise and enter the bathhouse at least 3 days later to find Ebb very worried, as Flo is nowhere to be found. For both routes, you can ask the people in the tavern (not just inside, outside and barn included, but Parif and Meko excluded) if they saw the shark; Hakan points you to Snow, Snow to Chet, and both Chet and Nauxus (if he is alive, next to the barn at night, but not while he is in his hut during the day) will tell you he went towards the lake, while the others don’t know anything. Still, you can immediately go check the cabin, no asking needed. At this point, the path splits:

- you promised Ebb: after checking the hut for Flo in vain, you meet Ebb outside, but neither of you know where else to look, so he has you come along to the lake, where he performs the ritual to ask for god Sui’s intervention, but he gets no response. The rest is interesting lore about them and what happened, slightly more focused on Ebb (watching him perform the ritual or looking the other way just adds one line of text). Witer eventually finds you, saying that Ebb is back, and this first part ends, not knowing what Ebb did or where he went.
- you promised Flo: when you get out of the cabin, you stumble upon Flo arriving instead of Ebb, and he invites you inside to show you an ingot of a rare metal he “borrowed” from his family to find a blacksmith who can forge him a wakizashi for self-defense, he also shows disgust and starts telling you about him and Ebb. For now, he is going to hide and wait here for news; at this point, you can immediately lie and say you didn’t find anyone, ask the bull shopkeeper and tell he can’t work that anyway, or actually succeed by asking Kith (but not Kin, so before 18:00) and leave the ingot to him, then go make Flo a happy fish. After that, the shark will tell you more about their story, showing us how he really feels about the situation and Ebb (regardless of what you did). The orca finds you two, and you all both head back to the tavern.

The reward is always one level up point, and the quest will surely continue, nothing yet as of 0.34.

Note: if you just came back after “the great molescape” and the mysterious wolf attacks you, see the bull kitchen route in the quest above for the battle analysis (and AGI checks info).

ATTACK OF THE GLOOMS

This quest is available immediately after coming back with Lana at the end of “the great molescape”, there is no other requirement.

Walk in the barn at any time of the day to find Hakan sleeping in there, and get back into the tavern to find out he was kicked out of his room... looks like his wif- Witer has a more extreme version of making the husb- man sleep on the sofa~. Apparently, the dragon not trusting Horace and complaining about him without saying exactly why every day drove the naturally more trusting gaytor to do that. Witer, who has been helped and spent enough time with Horace, suggests for you to do the same by working with them both the next day around the tavern. He also asks you your current opinion on the horse, it doesn’t seem to matter, but i 100% agree with my scalie boy appreciating that horsecrack more than his ass~.

Anyway, the next time you sleep in your room (resting or waiting around won’t work), Witer will wake you up to start the day. **Fun fact:** since you can stay naked in your room, Caro added a cute scene with him teasing you and dressing you up, if you sleep without loincloth nor winter clothes on~. The game will automatically re-equip the last one you wore (no, there’s no fun time before work, keep that morning wood

in your pants~). While you work, there is only one stat check: with AGI ≥ 6 , you won't accidentally wake up Chet, otherwise he will bite your ankle for 75% of your max HP! Good thing he is on our side... but don't actually worry about it. After a good part of the day, you and Witer are returning to the tavern after collecting some herbs and chatting, only to be attacked by... something, i think, i just know the battle is unwinnable, they can't be hurt!

Hakan and Horace will rush to the rescue, you'll all make it back and decide to call these entities the "glooms", deciding to warn the tribe leader(s) of their existence. Snow also comes up with a bluff, making Witer and Hakan drop their pride for each other's sake and going back to being (scaly) love doves~.

The reward is one level up point, and Witer will invite you to have fun with him and Hakan **from 22:00 to 23:55 (any day is good, but it is not repeatable)**, assuming you had sex with both once (so that 210 coins tip to Witer, and "Hakan's thank you" done), just go knock on their door! (Am i the only one who has been waiting for this moment since the very first updates? Gods, years fly by...).

ALL FOR MARKETING

This is Chet's second quest at the campsite, so completing "(not) breaking the mould" (and waiting one day) is required... **and obviously the campsite must exist**, see "the new campsite" for more details; Chet must also be there, so only during the day, between 6:00-18:00.

The hyena's next objective is selling a tras- revolutionary armor set, but marketing is vital when it comes to selling a product, that's where gullible wolves may help~.

The gist of it is that he wants us to demonstrate its effectiveness by satisfying 3 conditions, each letting us keep one piece of the set, plus 600 coins (for a total of 1800 coins):

- get the enemy (and audience) horny enough (60 lust): infinity blade XII (+3 ATK)
- let the battle last 10 or more turns: force glove (+1 DEF)
- win by reducing the bull's HP to 0 (not by lust!): void armor●modified (+1 DEF)

Before the fight begins, Chet will force you to wear the 3 pieces mentioned above, which means a way worse sword, worse armor and pretty much one wasted equipment slot!

The battle is a mock fight, but the trash equipment means way less ATK and DEF, so physical builds are more penalized. Still, it can be trivialized if you have some potions and/or fill the soup flask with Einar's soup, or even visit the bathhouse for a HP/MP bonus (i suggest MP if your max MP is very low, or at least have the flask and 1-2 MP potions); 0.33 also added the dawnstar sachet, a pretty unique equipment that grant +5 MP regen each turn in battle, pretty good for this one, more reliant on magic and that needs to last a while, but it is not needed, go buy it from Chet (at the tavern) if you have 500 coins to spare; it can even be upgraded to the nightstar sachet (+2 DEF, +8 MP regen) by praying at the statue (see "offering to the god" if you don't know what i am referring to).

Now, for the actual fight: the enemy is a bull with 400 HP and no starting lust, he also deals way more damage than the usual ones, but not more than a decent bind up or red potion heal; Physical attacks are not useless, but still underwhelming due to the trash sword, so magic will be the way here unless you have minimal INT and very high STR/AGI.

Personally, with almost no stat point investment, i found myself winning easily by teasing successfully 4 times (3 by equipping some CHA accessories to deal at least 20 lust), and alternating bind up and holy fists whenever my HP got low just enough to not waste part of bind up's recovery, with a couple of soup flask sips whenever HP and MP got a bit lower and needed a quicker healing, and 4 holy fists should be enough for most people, which means the battle will surely last more than 10 turns if you are trying to get all the

tasks done with low stats (if you are too quick, or you are going for the big lizard scene described below, just... defend or heal to waste turns).

One in need of more M.ATK or MP may buy the ethereal crystal pendant from Chet (unlocked after doing his second ghost fetch quest), or a quick trip to Rasmus's trial's dungeon to get that bizarre ancient ring, if you missed it, the rusted spoon is also valid to heal more, if you got it from the moles'dungeon, but even a few potions should be enough.

The bull doesn't give any EXP, gold or loot.

The true reward, though, is having fun with your "superfan": fulfilling all 3 tasks has you meet a very nerdy, cute, adoring and small lizard, while lasting 10 turns, getting the bull to ≥ 60 lust, BUT losing the battle (in any way, so it is much simpler) makes you meet a big, sleazy, assertive and dominant lizard instead; **this specific scenario also has Chet in such a good mood that he'll decide to give you the full reward anyway** (all 3 equipments and 1800 coins), so choose your favourite! You are free to refuse the fun part too, should they creep you out... but c'mon... we know you want it too~.

A complete failure gets you no equipment, but 300 coins along with Chet's pity, and 1 level up point regardless.

As of 0.34, it is unknown if this weird equipment serves any other purpose, but each piece is worth 1000 gold if sold to Chet himself in the tavern (not at the campsite!)

Note: 0.33 added some random encounters with Snow, Thane+Nauxus and Selye around the campsite, any may happen at any time of the day... provided they are alive, there is no reward to be missed, just fun scenes!

EXTRA SECTION

This part will contain most optional stuff, not mandatory to advance the main quest, or info about the scenes, we all know those are one of your priorities ;p but you will end up coming for the sex, and staying for the plot and characters.

CHET'S JOBS

They all come in the form of fetch quests, requiring you to defeat certain mobs and collect their loot, classic RPG mechanics, nothing more, nothing less:

- **SLIMES 1:** defeat slimes to collect 5 slime jewels. They are easy to find just south of the tavern, like in your first quest, but they are also in the forest west of the bull village, where you saved Thane. They come out only during the day.
 - They have 50 HP, no skills, and are immune to flirting, they are the weakest enemies, just don't face too many one after the other.
 - Reward: 150 coins, 200 EXP and 2 MP potions (or 90 more coins if you can't carry more potions).

- You can always sell slime jewels for 15 coins each.
- Slimes also always drop 1 slime jewel, 1 slime gem (5%) and are worth 50 EXP.
- **SLIMES 2:** collect 10 slime jewels and 1 slime gem (5% rare drop).
 - Reward: the slime gem pendant can be bought for 400 coins from Chet, gives +30 max HP.
- **BULLS:** defeat bulls to collect 5 bundles of fur. They are only in the forest where you saved Thane, west of their village, only during the day. I suggest flirting with them, unless you have very high STR and low CHA.
 - They have 120 HP and will always start with 20 lust.
 - Reward: 200 coins, 240 EXP and 3 HP potions.
 - bulls also always drop 1 bundle of bull fur, 20-40 coins and are worth 200 EXP.
- **GHOSTS 1:** Collect 5 ectoplasms. They are around only at night, in every place where you would find slimes and/or bulls during the day. Having low INT will require many MP potions or resting/sleeping (**only after doing "Witer's nightmares"**).
 - They have 80 HP, but they are immune to physical damage and flirting, making the holy fist your only way to damage them.
 - Reward: 250 coins, 400 EXP
 - They will always drop 1 ectoplasm, and, depending on what they are possessing, either 1 rock, 1 stick or 1 HP potion, 1 ethereal crystal (5%) and are worth 120 EXP.
- **GHOSTS 2:** Collect 8 ectoplasms and 1 ethereal crystal (5% rare drop).
 - Reward: the ethereal crystal pendant can be bought for 500 coins from Chet, gives +15 max MP and +3 MATK.
- **GARGOYLES:** collect 3 pieces of moss. Exactly 3 are in the first dungeon, and cannot be fought again; you can farm them early if you keep the jester badge and show it to the cloaked figure in the cave dungeon; they become common enemies in the forest (at night) after coming back from the mountains.
 - They have 250 HP highly resistant to physical attacks, weak to magic (holy fist).
 - Reward: moss bracelet can be bought for 300 coins (+3 DEF).
 - They drop 1 moss, sellable for 100 coins (but give 3 to Chet for the accessory first!) and are worth 400 EXP.

Since version 0.11, Chet also offers more goods and services, assuming you met the conditions:

- ❖ Pocket watch: a must have, lets you keep track of time simply by having it, and also gives you 5 more HP and 10 MP; available from the beginning, for 100 coins.
- ❖ Potion bag: from day 6, for 500 coins.
- ❖ accessories (from day 10!):
 - moss bracelet: see "gargoyles".
 - Slime gem pendant: see "slimes 2".
 - Ethereal crystal pendant: see "ghosts 2" (also needs "Witer's nightmares" done).

NIGHTMARES

Once you have at least 2 emblems, sleeping in your room at the tavern triggers some mysterious nightmares. See the tab below if you need to know where the emblems are (in “key items”). As of 0.34, there are 3 emblems and 2 nightmares (the first one with 2 emblems and the second one with 3).

RECRUITING BREAD

Bread is a completely optional character, see “Saving the master” for details on how and where to meet him. To have him come to the tavern, there are some things you’ll have to do to persuade him:

- Cook “jam oatmeal bread” and bring it to him (the item won’t actually be consumed); if you don’t know how to cook, read “Parif, the chef”.
- After “wizardsss always get the last word”, talk with Snow to get a jar of honey, which unlocks the jam honey cake recipe needed to lure Bread in~.

Note: if the bull tribe is not accessible anymore, a shop will sell the flour later on, in the area after the forest., The game bypasses the jam oatmeal bread check if you already have the jam honey cake, so only the latter is necessary, this is an intended little secret.

Bread will finally join the tavern, and, after an awkward introduction, go live in the barn.

During the day, you can chat with him and he will scavenge one item randomly every 1, 2 or 4 days between: toadstools, rocks, moss, iron ores, lizard scales, bull fur, sticks, blood crystals, seaweeds, worm baits, carrots, potatoes, cabbages, grass carps, oat flour, coins (yes, one coin) or lemons.

BATHHOUSE GUESTS

Completing “the bathhouse opens for business” gives free access to it, and its useful and fun services~. As you get closer to the sexy boys around you, you’ll be able to invite them over to cool off, talk and learn more about them, and, of course, have some messy fun ;p. The potential guests are:

- Hakan: if you have finished “Hakan’s quest to get buzzed”, and then had sex with him.
- Witer: if you have finished “Witer’s nightmares” and “the meaning of love”; it also requires you to have tipped him 210 coins for the first sex scene.
- Nauxus: if you had a date and then sex with him after the war (so lizard route or good ending, if he liked you more than Axel), he becomes available when it’s dark outside.
- Axel: in the evening/nighttime, after the war’s end in the bull route only, and after his first sex scene in his tent (this means you HAD to choose sex as a reward!).
- Thane: after the war’s end in the neutral route only, and after his first sex scene in the tavern.

The price is 200 coins with a guest, remember that the x1,8 HP (with Ebb) or x1,8 MP (with Flo) boosts still apply.

THE PAINTINGS

During your quest, you will eventually come across some emblems, which may hold the secret to get out of this fog, or more...despite this, **missing some of them is entirely possible**, so keep your eyes open for them! For now, their only use seems to be leading to the realities contained in the paintings in the secret room in the bull's temple (mentioned in "meditation at the temple with Thane). Their locations:

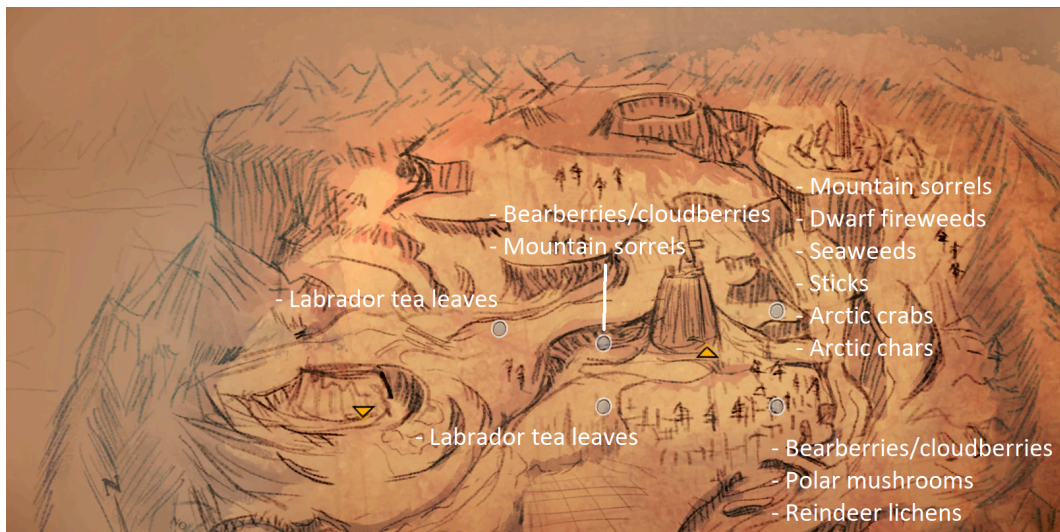
- Skull emblem: mandatory emblem, obtained after slaying the skull monster in "the first boss".
- Soul emblem: one of the items in the auction in "saving the master", **if you don't buy it, it's lost forever!**
- Star emblem: obtained at the end of the lizard route or bull route of the war, or from Nauxus himself, after "wizardsss always get the last word" (by talking to him), **only if he liked you more than Axel.**

Collecting more of them gives access to more paintings in the painting room, in order:

- At least 2 emblems: unlocks the first painting, where you can meet a mysterious dragon...

INGREDIENTS MAP

Here's the general location of ingredients useful for cooking (see "parif, the chef" to know how to cook):



Notes:

After meeting Parif in the kitchen, ask Snow to get his fishing rod (with 5 free worms), needed to fish, and buy a shovel from Chet for 300 coins, needed to dig.

Worms may randomly be found when digging for other ingredients (like potatoes).

Oat flour is in the bull village's shop (for 30 coins).

Shiitake, toadstools (and the optional shroom-berus fight, after coming back from the mountains) are all able to be found when clicking on mushrooms, so it's up to luck (shiitake being more common), you can still quick save and quick load to re-roll (you could keep clicking it previously, but it's no longer possible).

If he is at the tavern, Bread will scavenge one item randomly every 1, 2 or 4 days between: toadstools, rocks, moss, iron ores, lizard scales, bull fur, sticks, blood crystals, seaweeds, worm baits, carrots, potatoes, cabbages, grass carps, oat flour, coins (yes, one coin) or lemons.

WEAPON ENCHANTMENTS

Right after "hair to hair with the yeti", Kin swaps with Kith and reveals, among other things, that their lantern is capable of playing around with materials and thus imbue, or enchant, your weapon with various elements, provided you have the materials needed to unlock the corresponding enchantment; once one is

unlocked, you can freely infuse your sword with it, no further materials needed, just ask Kith again (but not Kin, so before 18:00). More elements will become available as you find out about each material's existence in your adventure (and, well, once Caro implements them), up to 0.34, the available enchantments are:

- Fire:
 - Level 1: **5 torches** (buy them from the bull shopkeeper or Jørgen for 90 gold each), and **3 flaming slime gems**; these gems are guaranteed drops from slimes you hit with fire damage twice, which pretty much means buying fire bombs from Chet (40 gold each, or 25 gold with at least 8 CHA) and using them on the slimes in arc II (they won't handle the damage in arc I, before going to the mountains, and using fuse grenades is a waste; even crits, fuse grenades with at least 6 AGI, and/or lobber goggles will end up killing them, **they MUST be able to survive 2 bombs to transform!** A fire-infused sword will also be too powerful even at minimum stats). Once set on fire, their HP is set to 250, their attack and defense are much higher (about on par with arc II, not exaggerated), but they won't use their horny-ing mucus anymore (still immune to teasing, of course); them having still-relatively-low HP means normal attacks should be enough, remember to turn off your sword's fire element, should you already have it (fire now heals them, same with bombs and grenades), but that would mean you don't need gems anymore (as of 0.34, at least), if you really must, i guess you can use throwing axes or knives bought from the bull and lizard shops (50 gold apiece), or holy fist (preferably the latter, to save coins, you can refill the flask and rest for free after each slime); by the way, a loss isn't a game over, despite how fierce its attacks are, nor a "lit" sex scene~.
 - level 2: the **10 iron ore** and **5 blood crystals** are easy to mine, the former on the way before the bull temple daily, the latter also farmable daily if you show the cloaked man in the cave dungeon the night badge, or a rare drop from moles (only the ones behind Kin/kith, not in the dungeon), but the **lava stone** was only buyable in the auction in the demon city, no other way to obtain one in 0.34.

The fire element is pretty good in "the great molescape" dungeon, except if you plan on facing the behir.

- lightning:
 - Level 1: **5 blood crystals** (see fire level 2 above for them), and **1 katos horn**; since 0.34, katos are found easily under the bull village during the day, but only after coming back from the mountains, so, if you want to explore most of Rasmus's dungeon ("Rasmus's trial") alone, where robots suffer lightning (beating the machine alone does give an extra level up point after all), use the first horn to enhance the sword, and cook that recipe Parif has for a level up point later on.
- Poison:
 - Level 1: **10 gleaming moss**, looted from gargoyles in the cave dungeon, the ones found by showing the jester badge to the cloaked figure being the easiest to farm, or around at night in arc II (just west of the tavern, the spot with a darker screen specifically, or the bull forest, i prefer the latter), and **5 toadstools**, rarely found instead of shiitake when collecting mushrooms around. Little tip: the shroom-berus can't show up at night, so you'll have higher chances to find toadstools at night.

Lv 1 is 80% of the usual damage, lv 2 is 90%, but the crucial point in doing this is to exploit the enemies' elemental weaknesses to actually deal more, see the chart and file below to check all their stats!

Note: you can infuse an element for each weapon. Also, they don't actually inflict statuses!

BESTIARY

With Caro's blessing, i can present to all you players every enemy's stats and attacks in the game, **beware of spoilers**, since you may see new enemies you haven't fought yet! Strategize as best as you can, i'll still include stats, tips and such in the various quests with new enemies as they are introduced, as well as notes and colours with a legend added by me to aid you as best as i can in your difficult and sweaty adventures~. **Keep in mind EXP and drop rates are +50% in normal mode, and enemy attack and defense are -50% in easy mode (indicated by the "star's protection" buff in battle).**

~~The image you see below includes most stats, but the attached file below also shows the attacks' descriptions (to the right) and other secondary info like BGM used for the battle. (I'll also include a colourless version of the image, in case the colours are too much or you are colourblind).~~ Nevermind, it looks horrible on mobile, see all 3 versions here:

[FULL, SHORT AND COLOURLESS VERSIONS](#)

LEGEND:

- **Red** cells: an enemy's (most relevant) strong point, like particularly high DEF or a specific strong attack ; a negative value (like "-1" for fire resistances) means the enemy **absorbs** that. Darker hues indicate stronger qualities that shouldn't be ignored when strategizing.
- **Blue** cells: an enemy's (most relevant) weak point, take advantage of these for an easier time! Darker hues indicate more glaring weaknesses.
- **Black** cells: enemy immunities (a full "999" resistance means that) (effectively makes the "starting lust" and "max lust" irrelevant for a full tease immunity, same for "physical resistance" and the "DEF" value, unless weird abilities or events that bypass immunities get implemented later on.
- Properties: most attacks are just "hit", no additional effect at all; "surehit" attacks will never miss.
- Type: "normal" is used for most attacks that hurt you; "seduce" ones will raise your lust; "NoDEF" are attacks that hurt ignoring your defense stat; "special" are peculiar moves that have other effects, like charging turns warning you to defend yourself from a big attack, doing nothing, etc...
- Dmg range: after the damage formula calculates the expected damage, it has a range. For example, if an attack is expected to hurt you for 10 HP, and the range is 0.8|1.6, the attack will actually deal anywhere from 8 HP to 16 HP to you (the same with lust added for a "seduce" attack). Different enemies are more or less consistent, for example, lightning attacks tend to have a wide range. This could make enemies like the katos and behir kill you fast and/or unexpectedly, if you are unlucky, and it also explains cases like the small spiders hitting so weakly and the mother spider so consistently hard despite both having 10 ATK.

Notes:

- Bread may seem weak, especially physically, but remember that killing him removes him from the game, tease him if you want him at the tavern!
- Elements aren't really relevant in arc I, except fire due to fire bombs, since enchantments are unlocked in arc II (hence why some weaknesses like Axel's 0.5 resistance to poison are not highlighted).
- Ghosts having 0 DEF may seem irrelevant, but a weapon infused with an element can hit them, so it can matter to farm ghosts around in arc II or if you left some phantoms in the castle dungeon.
- Cold, radiant and necrotic won't be considered until they are implemented (not in 0.34).
- Gimmick fights (headless Asmund, glooms...) won't be highlighted (immunities aside).

- The doppelganger's stats depend on yours: xxxxxx
- Crystals always take 1 HP of damage by any attack/item.
- The chart doesn't specify it, but Naurus, spiders and mother spiders can inflict **poison** (-10% max HP per turn, 3 turns).
- The yeti and the giant slime can grapple, but the yeti's is a nerf, as your teasing will always succeed (for lower lust damage) while in his embrace, he will do low lust damage if you tease, or hurt you if you struggle; enemies can act immediately and try to grapple you again.
- Tomahawk and the lizard trio are the only two enemies that can hurt each other, if both were left alive, during the battle in front of the tavern in "the war ends - the war (part 5)".

SPOILER SECTION (v. 0.34)

From this point, only look if you need help to complete the gallery, find some items, and/or are playing the newest PATREON release.

KATOS KDSFA ASIGE

This quest simply requires completing "all for marketing" and waiting a day, so Chet can give you his third job at the campsite (so this one is, again, not available if you never built the campsite!). (Not knowing he writes books yet doesn't matter, but you will want to visit him at the tavern anyway, read more below).

Talking to Chet has him mention one old acquaintance: the katos, that big hungry puppy that stole the fruits so long ago. Basically, the hyena needs two of his horns, but only when depleted of their electricity and safe to use, so he gives and lets you keep a basic dic(k)tionary about the katos' complex language to get him angry and waste all his energy. The katos is always found easily during the day in the spot below the bull tribe (where the spy and the first katos were) (since coming back from the mountain and starting act II from now on, actually), **make sure to read the book gave you (basic language book (katos) in the key items) to learn their language, which unlocks "parley" as a skill while fighting them!**

All katos now start with 750 HP and 0 lust, consistently dealing good damage, especially with their thunder-based attack; wasting money for a boost at the bathhouse is an option, but not necessary, as a full flask of Einar's soup should suffice.

The point of the quest, though, is not just to win: to get what Chet wants, you need to use parley, after which he'll be confused for only one turn; doing anything that doesn't hurt or tease him gets him uninterested, while teasing him is an assured 20 lust, and gets him to use (hot) strong lust attacks, unless you start hurting him, but what we need is to hurt him, as this gets him enraged, boosting his attack for 5 turns, but leaving him exhausted (so, weaker) afterwards. This means charisma is useless here, there are two approaches i can suggest:

- if you have a high ATK (high STR, AGI, sword and/or equipment), simply hit and heal with bind up at around 50/60% HP, soup flask when it is on cooldown or MP are low, leaping slash only if you have MP to spare. (Elemental attacks won't help here, by the way).

- if you can't deal much damage, opt for equipment that boost END, HP and maybe DEF, and equip the bone blowpipe, which is a rare equipment dropped by rogue lizards (2% on easy difficulty, 3,5% on normal), rare, sure, but a good skill to poison enemies (bosses included) can always be an option, especially for tanky builds; if you don't feel like getting it (lizards are defeated very fast now though!) the lizard merchant at the campsite sells poisoned throwing knives, which deal low damage and have a lower chance of poisoning enemies. Poison chance depends a bit on the enemy's poison resistance (the full chart with enemy stats is in the bestiary section!), but the katos has a slight weakness to it, so it is pretty reliable with the blowpipe; damage is 6% for 2 turns (almost 1/16), also influenced by the poison resistance, so Katos takes 50 HP twice. I usually open with parley, use the blowpipe and defend during his enraged turns or heal with bind up/flask when needed, an extra blowpipe dart can be used if you are healthy enough or willing to use a potion or two, then, when he is exhausted, attack and poison if you are not low on MP (always prioritize healing though), and you should win reliably without using potions (this is done on a file without investing most stat points, +5 sword, loincloth, championship belt, Roushk's bracelet and the blowpipe, most should have more than 97 ATK here).

P.S: the bone blowpipe unlocks "poison dart", a 20 MP skill you can use every other turn and poisons for 2 turns.

Win while he is exhausted to receive a depleted katos horn, since Chet wants 2, sleep, refill the soup flask, and get another one; katos is also worth 800 (1200 on normal) exp now.

Note: katos will kill you only if he wins while he is enraged, and they also have a loss sex scene if you lose/submit while they are infatuated (parley, then tease), no win scene as of 0.34.

The reward, language book aside, is a level up point and 1200 gold.

Another neat idea added in 0.34 is the inclusion of lewd stories told through books: after coming back from the mountains (so in arc II), talking to Chet at the tavern has him reveal to you he is a fantasy novel writer... of an obvious sub-genre~ so he'll start selling books based on stories with other characters as protagonists. The first one is "Boss bull vs boss slime vol. 1", telling about chief Axel's slimy shenanigans, for 810 gold.

Note: go to your key items to read it; these scenes are then unlocked in the gallery in "Hyena's creation" below the normal scenes!

A new tough-looking lizard merchant has also been added to the campsite; among other things, he is the only one who sells poisoned throwing knives (as of 0.34) for 90 gold each, and a honey amber pendant for 1010 gold, great on its own with its +30 HP and +1 CHA, but this also grants +30% EXP per battle, which stacks with normal mode's +50%, should work very well with yetis and the katos with the storybook and the peaceful connection totem to win by lust pretty fast and grind levels!

ITEMCYCLOPEDIA

Note: for the ingredients found by clicking on the screens, see the map in the extra section.

ITEMS

Beer	+60 MP, +20 lust (outside of battle)	Buy from Snow (30 gold) after “the first quest”; Jørgen’s shop (40 gold)
Corrupted soul solvent	Fully heals HP and MP, +5 COR	Buyable at the auction in the underground city (in “saving the master”)
Fire bomb	Hits one enemy for fire damage; 3 AGI required for full damage; 2 set slimes on fire so they can drop flaming slime gems	Buyable from Chet after “your first quest” (40 gold)
Fuse grenade	Hits all enemies for fire damage; 6 AGI required for full damage	8 as prize with 5 raffle tickets and 5 for free when retrieving your backpack in “the great escape” dungeon;
HP potion/HP potion +1	+60 HP/+110 HP	Buy from Chet (40 gold); some are given as fetch quest rewards; dropped by ghosts that possessed one; bull village shop (55 gold); lizard village shop (55 gold); Jørgen’s shop (55 gold); Chet at the campsite (400 gold); powered up to +1 in arc II
Jerky (old)	+60 HP (outside of battle)	Buy from Witer (20 gold), only <u>before</u> “Parif, the chef”; 2 given after the tutorial demon boss
Jerky (new)	+80 HP, +10 MP (outside of battle)	Buy from Witer (21 gold), only <u>after</u> “Parif, the chef”
MP potion	+50 MP	Buy from Chet (45 gold); some are given as fetch quest rewards; bull village shop (55 gold); lizard village shop (55 gold); Jørgen’s shop (55 gold); Chet at the campsite (450 gold)
Moss	Sell for 100 gold	Dropped by gargoyles
Poisoned throwing knife	Damaging item, single target, low damage, low chance to poison (6% for 2 turns); 5 AGI required for full damage	Buy from campsite lizard (90 gold)
Rum	+80 MP, +30 lust (outside of battle)	Buy from Snow (50 gold) after “the first quest”; Jørgen’s shop (60 gold)
Soup flask	+80 HP, +40 MP; can be used 4 times and recharged in the cauldron in Einar’s house (or by	Given by Einar when you meet him

	him automatically after sleeping); also by the chef in “the great molescape” after completing the food delivery miniquest	
Star shards	-5 COR	Found in the automaton cave dungeon; 2 given for 1 labrador tea offer to Máng (see “offering to the god”)
Stick	Use 3 sticks (and 2 rocks) at fireplaces in dungeons to fully heal	Found randomly in some areas*; dropped by ghosts that possessed one; 3 free sticks before entering the first dungeon
Strange eggshell	Unlimited use, +1 COR (+2 when collected)	Found in the automaton cave dungeon, can be missed (see “Rasmus’s trial”)
Throwing axe	Damaging item, single target, mid-low damage; 5 STR required for full damage	Buy from bull village shop or campsite lizard (50 gold)
Throwing knife	Damaging item, single target, low damage, higher crit chance; 5 AGI required for full damage	Buy from lizard village shop or campsite lizard (50 gold)

EQUIPMENTS

Alert lizard totem	+1 AGI, +1 INT	Reward after finishing the war’s lizard path or in the Selye route
Axe sword	+40 ATK, -1 INT	One of the rewards obtainable from Axel after the war’s bull path, after visiting the grave; obtained from Nauxus during the day, after the war in the Selye route
Bizarre ancient ring	+1 INT, +2 DEF	Found in the automaton cave dungeon
Bone blowpipe	Unlocks “poison dart” skill in battle: 20 MP, 1 turn cooldown, single target, no damage, high chance of poisoning for 2 turns (6% damage per turn before applying resistances)	Dropped by rogue lizards (2%)
Championship belt	+2 STR, +30 HP, -1 CHA	Prize with 4 raffle tickets in “the great escape” dungeon
Dawnstar sachet	+5 MP regen per turn	Buyable from chet (since the beginning) (500 gold); upgradeable by praying at the

		statue (see “offering to the god”)
Ethereal crystal pendant	+15 max MP, +3 MATK	Buyable from Chet after his 2nd ghost fetch quest (500 gold)
Force glove	+1 DEF	Used in/possible reward in “all for marketing”
Harvester's ring	Ingredients in the overworld will glow on the screen	Reward after finishing “a feast for a beast”
Honey amber pendant	+30 max HP, +1 CHA, +30% EXP per battle	Buy from lizard merchant at the campsite (1010 gold)
Honorary bull totem	+1 STR, +1 END	Reward after finishing the war’s bull path
Imperfect rune necklace	+2 INT, +3 MATK	Reward in “the new campsite”, lizard route and bull route only
Infinity blade XII	+3 ATK	Used in/possible reward in “all for marketing”
Leopard signet ring	+5 ATK	Looted if you choose so kill Bread in the cave dungeon
Lobber goggles	Increases damage dealt with thrown items (not really 200%)	Found in “the great molescape” dungeon
Loincloth	+5 DEF	Starting equipment
Moss bracelet	+3 DEF	Buyable from Chet after his gargoyle fetch quest (300 gold)
Murphy’s hand	+10 ATK, +10 MATK, +3 DEF, +2 COR after every battle	Buyable at the auction in the underground city (in “saving the master”)
Nightstar sachet	+2 DEF, +8 MP regen per turn	Upgraded dawnstar sachet (see “offering to the god”)
Peaceful connection totem	+1 CHA, +3 DEF	Reward after finishing the war’s neutral path
Pocket watch	+5 MAX HP, +10 MAX MP	Buy from Chet at any time (100 gold); lets you know current day and time (even when not equipped!); upgradeable by praying at the statue (see “offering to the god”)
Roushk’s bracelet	+1 END, +5% crit chance	Reward for completing “between worlds”
Rune necklace	+3 INT, 10% HP regen	Reward in “the new campsite”, Selye route only, by choosing

		“defences”
Rusted spoon	+20% potion effectiveness in battle only	Found in “the great molescape” dungeon
Shepherd’s stone	+1 AGI	Buyable from the lizard village shop, after the war arc (710 gold)
Slime gem pendant	+ 30 max HP	Buyable from Chet after his 2nd slime fetch quest (400 gold)
Star pocket watch	+30 max HP, +20 max MP	Upgraded pocket watch (see “offering to the god”)
Storybook	+1 CHA	Obtained after showing king Harald the prince badge
Sun pendant	+1 STR	Buyable from the bull village shop, after the war arc (710 gold)
Sword	+10 ATK (not upgraded)	Starting equipment, can be upgraded
Void armor●modified	+1 DEF	Used in/possible reward in “all for marketing”
Winter clothes	+10 DEF, -1 AGI, immunity to “freeze”	Given by Einar when you meet him

MATERIALS

Note: all the materials are going to be used for equipments or enhancements (etc...) at some point, i just state their sale price* here, but i'd keep them all!

***different shops offer a different amount of gold, these are for Chet's shop in the tavern!**

Behir scales	Sell for 1200 gold	Loot from the behir (“the great molescape” dungeon)
Bizarre blue wire	Sell for 150 gold	Loot from spider bots (automaton cave dungeon)
Bizarre red wire	Sell for 200 gold	Loot from the killer machine (automaton cave dungeon)
Blood crystals	Sell for 80 gold	Found only by showing the ferryman in the cave dungeon the knight badge, only once a day; randomly scavenged by Bread; loot from moles; Jørgen's shop (90 gold)
Blood crystal chunks	Sell for 300 gold	3 as prize with 3 raffle tickets in “the great escape” dungeon; loot from crysmals
Bonfire kit	Full heal at dungeon bonfires,	Free just before the “Rasmus's

	plus a temporary 50% HP max and MP max buff	trial" dungeon; Jørgen's shop (300 gold); bull village shop (300 gold); lizard village shop (300 gold); 2 as prize with 1 raffle ticket in "the great escape" dungeon
Bull fur	Sell for 40 gold	Dropped by bulls; randomly scavenged by Bread; bull village shop (50 gold); Jørgen's shop, in the lizard and Selye routes (50 gold)
Chicken egg	Sell for 40 gold	Part of "the exotic ingredient hunt"... Eyvind then realizes they are lizard eggs (50% drop rate from lizard rogues, if the easier alternative isn't available)
Ectoplasm	Sell for 30 gold	Dropped by ghosts
Ethereal crystal	Sell for 150 gold	Dropped by ghosts (5% arc I, 7,5% arc II)
Flaming slime gem	Sell for 150 gold	Dropped by slimes, only after being set on fire by 2 fire bombs (or other fire items)
Honey	-	A gift from Snow after "wizards always get the last word"
Iron ore	Sell for 30 gold; useful to upgrade weapons	Mine it on the road to the bull temple, only once a day, if you have the "mining permit" and "pickaxe" (see key items below); randomly scavenged by Bread; bull village shop (40 gold); loot from moles; Jørgen's shop (40 gold)
Jewelry bag (small)	Sell for 500 gold	Found in the automaton cave dungeon
Jewelry bag (big)	Sell for 2000 gold	Found in the automaton cave dungeon; Prize with 6-7 raffle tickets in "the great escape" dungeon
Katos horn	Sell for 300 gold	Loot from a katos ("the festival - the war (part 4)" and then found normally after coming back from the mountains during daytime under the bull tribe)
Katos's depleted horn	Sell for 350 gold	Katos, if defeated after his

		enraged status expires and becomes exhausted (see “katos kdsfa asige” for more info)
Lava stone	Sell for 300 gold	Buyable at the auction in the underground city (in “saving the master”)
Lizard egg	Sell for 40 gold	Lizard village shop (110 gold) after “the exotic ingredient hunt”; loot from lizard rogues (50%)
Lizard scale	Sell for 60 gold	Dropped by lizard rogues; lizard village shop (70 gold); randomly scavenged by Bread
Milk	-	Part of “the exotic ingredient hunt”, then buyable from the bull village shop (110 gold); Jørgen’s shop, in the lizard and Selye routes (110 gold)
Mole tail	Sell for 70 gold	Loot from moles, if you kill them after winning
Oat flour	-	Bull village shop (40 gold); Jørgen’s shop, in the Lizard and Selye routes (40 gold)
Rock	Use 2 rocks (and 3 sticks) at fireplaces in dungeons to fully heal	Found randomly in some areas*; dropped by ghosts that possessed one; randomly scavenged by Bread
Rope	Useful to get past some obstacles	Bull village shop (70 gold); 10 free ones from Nauxus if the lizards won the war; Jørgen’s shop (70 gold)
Slime gem	Sell for 100 gold	Dropped by slimes (5% arc I, 7,5% arc II)
Slime jewel	Sell for 15 gold	Dropped by slimes
Star stone	+50 COR can be healed in the holy pool in the bull temple	Exchanged for your storybook (see “offering to the god”)
Torch	One is used up every time you enter a dungeon	Bull village shop (90 gold); 10 free ones from Nauxus if the lizards won the war; Jørgen’s shop (90 gold)
Yeti fur	Sell for 100 gold	Dropped by the yetis

KEY ITEMS		
Ball of thread	Key item to complete “the meaning of love”	Bull village shop (350 gold) after asking Chet about the shirt, or from Jørgen after “Rasmus’s trial” in the lizard and Selye’s routes (300 gold)
Basement key	Gives access to the tavern’s basement	Given by Snow after “the first boss”
Basics language book (katos)	Unlocks “parley” skill against katos after reading it	Given by Chet in “katos kdsfa asige”, OR buy from Chet at the tavern for 1210 coins if the campsite was not built, (see “the new campsite” for more info)
Bath ticket	Gives access to the two rooms in the bathhouse in the “great molescape” dungeon	2 can be found in “the great molescape” dungeon
Bloody cloth	Needed to get the good ending to the war quest	Visit Thane in the middle of “the war ends - the war (part 5)”
Bomb	-	Given by Axel in his route in “last preparations - the war (part 3)”
Bomb?	-	Crafted by Thane in the neutral route in “last preparations - the war (part 3)”
Boss bull vs boss slime vol. 1	Contains an extra scene	Buy from Chet at the tavern after coming back from the mountains (arc II) (810 gold)
Bull cock mould	To be given to Chet in “(not) breaking the mould” to increase your reward	Collectable in “(not) breaking the mould”
Ebb’s necklace	Worth 60 bevocr at the pawn shop	Given by Ebb only during the working week in the underground city
Ethereal blade piece	????????????; Worth 30 bevocr at the pawn shop	Obtained if you chose to fight king Harald
Fabric	Lets your potion bag carry 1 more HP potion and MP potion for each one brought to Witer	Jørgen’s shop (810 gold)
Fishing rod	Needed to fish for ingredients	Ask Snow after “Parif, the chef”
Gargoyle cock mould	To be given to Chet in “(not) breaking the mould” to increase your reward	Collectable in “(not) breaking the mould”

Incense burner	Re-stat in your tavern room	Sold with the life incense after “the bathhouse opens for business”
Jester badge	Can be given to the jester to progress, or kept and shown to the king and used in the cave dungeon (see more in “saving the master”)	Found in the hidden room in the left wing of the castle
Jewel key	Unlocks a door in the left wing of the castle	Found in the hidden room in the left wing of the castle
Knight badge	Can be given to the jester to progress, or kept and shown to the king and used in the cave dungeon (see more in “saving the master”); worth 20 bevoctr at the pawn shop	Obtained after defeating Asmund
Laxative	Alternate choice in the food delivery miniquest in “the great molescape” dungeon to make the escape from the main entrance easier	Found in “the great molescape” dungeon’s infirmary
Leaf key	Unlocks a room in the mid part of the castle	Found in the right wing of the castle
Life incense	Re-stat in your tavern room	Buyable from Chet after “the bathhouse opens for business” (2000 gold each)
Lion key	Unlocks a room in the left wing of the castle	Earned after Asmund’s boss fight (“saving the master”)
Lizard cock mould	To be given to Chet in “(not) breaking the mould” to increase your reward	Collectable in “(not) breaking the mould”
Manuscript design (fuse grenade)	???????	Prize with 2 raffle tickets in “the great escape” dungeon
Mining permit	Allows to mine iron ore on the road to the bull temple	Bull village shop (500 gold, pickaxe included, after “meditation at the temple with Thane” and seeing the vein
Mole cock mould	To be given to Chet in “(not) breaking the mould” to increase your reward	Collectable in “(not) breaking the mould”
Mysterious note 1	Contains lore	Found in the 2nd book at the bull temple

Mysterious note 2	Contains lore	Found at the waterfall area east of the tavern by exploring
Never-melt snowflake	To be given to Axel or advisor Red in possible routes in “a feast for a beast”	Given by Kin in exchange for Frode’s unnamed seed
Pickaxe	Allows to mine iron ore on the road to the bull temple; worth 10 bevochr at the pawn shop	See “mining permit” above
Potion bag	Lets you carry up to 5 HP and 5 MP potions	Buy from Chet (500 gold) from day 6
Prince badge	Can be given to the jester to progress, or kept and shown to the king and used in the cave dungeon (see more in “saving the master”); worth 20 bevochr at the pawn shop	Obtained after defeating the twins
Pump room key	Opens the pump room, needed for the secret exit in in “the great molescape” dungeon	Found in the bathhouse’s left room in “the great molescape” dungeon
Raco flower	Key item in “Hakan’s quest to get buzzed - part 2”	Obtained after killing the tree boss
Raffle ticket	To be inserted in the raffle machine in “the great molescape” dungeon for 7 prizes	7 can be found in the “great molescape” dungeon
Sack	-	Given by the shopkeepers (2 from each village’s) during “the festival - the war (part 4)”
Selye amulet	-	Given by Selye during the “last preparations - the war (part 3)”
Shroomberus cock mould	To be given to Chet in “(not) breaking the mould” to increase your reward	Collectable in “(not) breaking the mould”
Skull emblem	See “the paintings” for info; triggers the nightmares (see “nightmares”)	Found after defeating the skull demon in “the first boss”
Small shovel	Needed to dig some ingredients	Bought from Chet after “Parif, the chef” for 300 gold
Soul emblem	See “the paintings” for info; triggers the nightmares (see “nightmares”)	Buyable at the auction in the underground city (in “saving the master”)
Star emblem	See “the paintings” for info; triggers the nightmares (see	Earned after following the bull or lizard route in “the war ends -

	"nightmares")	the war (part 5)", OR after "wizardsss always get the last word", by talking to Nauxus in the evening, only if he had 3 or less suspicion points ; given by/found on Selye in the Selye route after fighting him
Stinky key	Opens the bathroom in "the great molescape" dungeon	Found in the barrels at the docks in "the great molescape" dungeon
Stone dildo	?????	Extra reward for 6-7 moulds in "(not) breaking the mould"
Unnamed seed	To be given to Kin for his never-melt snowflake in possible routes in "a feast for a beast"	Given by Frode after Kin asks you for it
Unused slime mould	Used to collect moulds in "(not) breaking the mould"	Bought from Chet only during the quest for 3 slime jewels each
Water bucket	Used to cool off the furnace and obtain a raffle ticket	Found after beating the mole in the bathroom in "the great molescape"
Wing key	Unlocks a door in the right <i>wing</i> of the castle	Found in the room unlocked with the lion key ("saving the master")
Work permit	Changes some dialogue and allows some sex scenes to be seen based on how you obtain it; see "the great molescape" for more info	Given early on during "the great molescape"
Yeti cock mould	To be given to Chet in "(not) breaking the mould" to increase your reward	Collectable in "(not) breaking the mould"
Your cock mould	To be given to Chet in "(not) breaking the mould" to increase your reward	Collectable in "(not) breaking the mould"
Your room key	-	Given by Snow after the tutorial demon boss

*: rocks and sticks are easy to find in the forest south of the bull village and at the lake, where no enemies spawn.

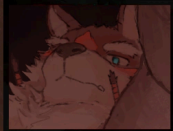
Note: reported % for non-guaranteed drops are for easy difficulty, normal has x1,5 multiplier for them!

Note 2: some more items are scavenged by Bread, see "recruiting Bread".

GALLERY

You can access the gallery at any time, from the main menu or from “preferences” during the game and then clicking “gallery”. Once you see a CG scene, they will be unlocked in the gallery forever, even if you delete your saves.

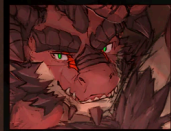




Demon guards bribe (pt. 2)



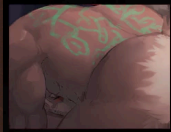
Love hotel ("saving the master")



Hakan 2 (bathhouse)



Witer 2 (bathhouse)



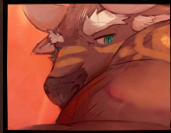
Lose to the doppelganger



Thane (neutral route)



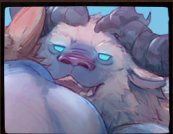
Nauxus (lizard; neutral if SP <= 3)



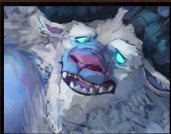
Axel (bull route)



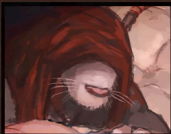
Lose to Selye (phase 1; not in Selye route)



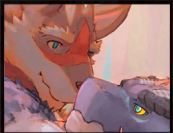
Lose to yeti (him w/ 40 lust)



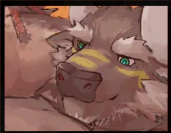
Win to yeti (you w/ 40 lust)



Lose to mole



Nauxus 2 (bathhouse)



Axel 2 (bathhouse)



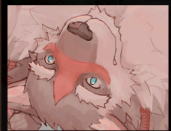
Lose to shroom-berus*



Thane 2 (bathhouse)



Feed slime pet (small)



Feed slime pet (medium)



Feed slime pet (large)/lose



Horace 1 ("the great molescape")



Tent mole (//)



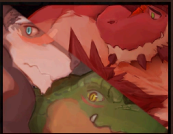
Giant office mole (//)



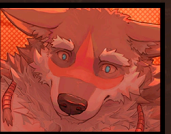
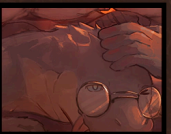
Pickaxe mole (//)

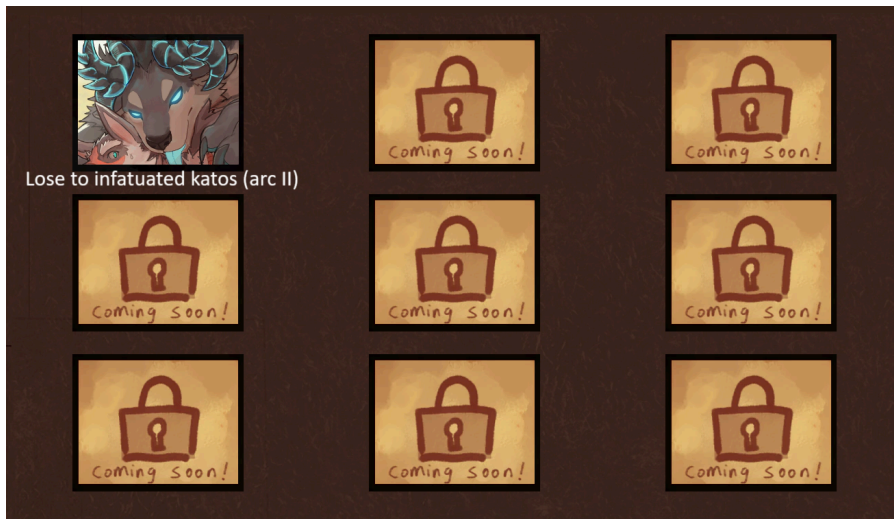


Lose to behir (//)

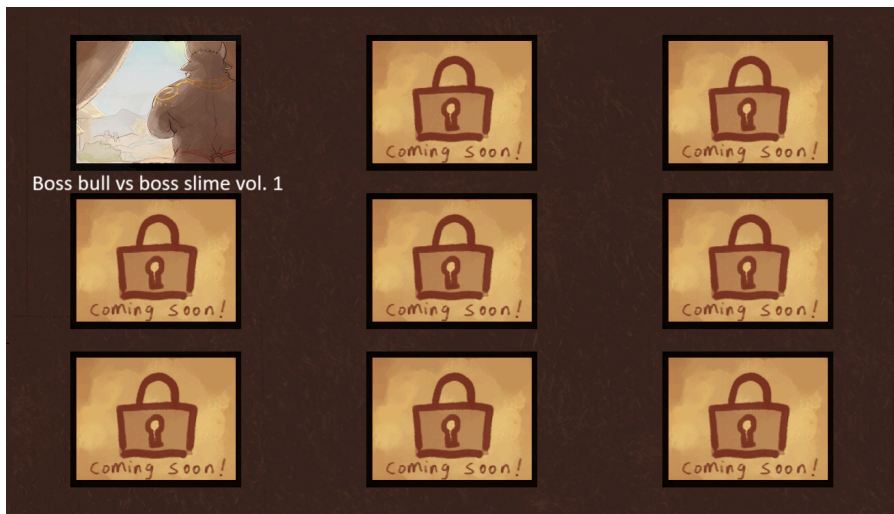


Hakan & Witer 1 ("attack of the glooms") 3 tasks ("all for marketing") ≥ 60 lust, 10 turns, lose (//)





HYENA'S CREATION (Chet's books):



*Roushk's scene depends on what option you picked after he wakes up: fighting him leads to you topping him, trying to call for help makes you a bottom ;p.

Shroom-berus's loss scene was drawn by **Dangpa, if you like ToS, chances are you'll love this artist, go give him a follow/watch~: [Twitter](#) - [FurAffinity](#) - [Patreon](#) - [Telegram channel](#) - [itch.io](#) (for Helward/dragon slayer). The scene also has an extended bad end variation (so even better~) if your **COR is at least 80** (both can be viewed in the gallery after losing once though).

***Demon guards' blowjob CG was drawn by **Kulpant**, go check his art and amazing gaymes!: [twitter](#) - [Patreon](#) - [itch.io](#)

BONUS SCENES PATCHING GUIDE

Since 0.23, adding the bonus scenes in is much easier! While the post that includes the instructions isn't public, i think reposting just those should be fine:

For PC/MAC:

1. Unzip this file package
2. Paste all the files in the zip package into the "game" folder of the game folder
3. Run the game and open the gallery

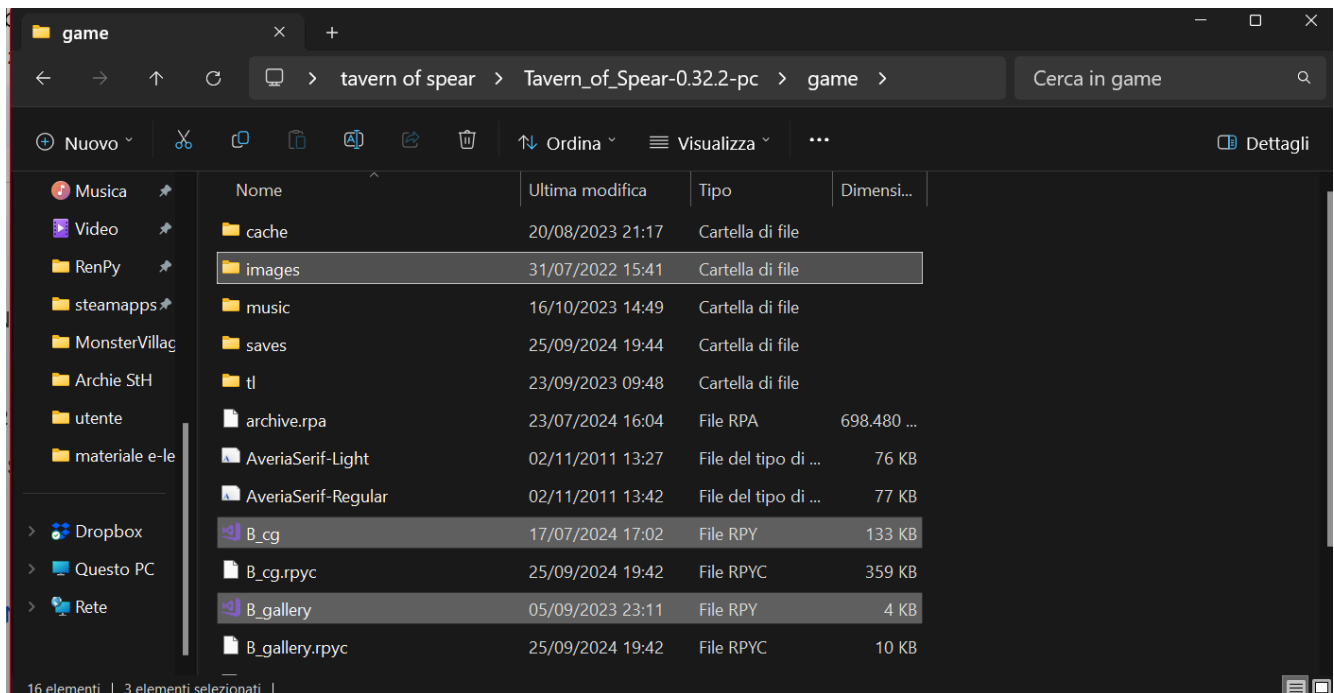
For Android:

1. Download the main game's PC version(Not the .apk one!) and paste it into your Phone.
2. Find and install "Joisplay" here: <https://www.patreon.com/posts/joisplay-1-20-500-102527164> (JoiPlay and Ren'Py Plugin) **P.S: do check Joisplay's Patreon's main page for more recent and free builds, that's the one Caro linked at the time!**
3. Download the bonus patch pack.
4. Unzip and Paste all the files in the zip package into the "game" folder of the game folder
5. Run the game and open the gallery

For iOS:

Search "Spark - Ren'Py Novels" in the App Store . (It's also the way to play the main game on iOS.)
The rest of the steps are the same as for Android, the only difference is that "Renpyviewer" is not free, you need to pay for it.

P.S: I use a PC, but a common mistake might be unzipping the bonus and dragging the bonus folder inside "game" with the files all still in... DRAG THE FILES OUT, put them in the "game" folder, it should look like this (the bonus files you have to add in are highlighted):



(ignore the purple icons and the spaghetti language, that's the editor i associate to RPY files... and me being a pizzayosh~).

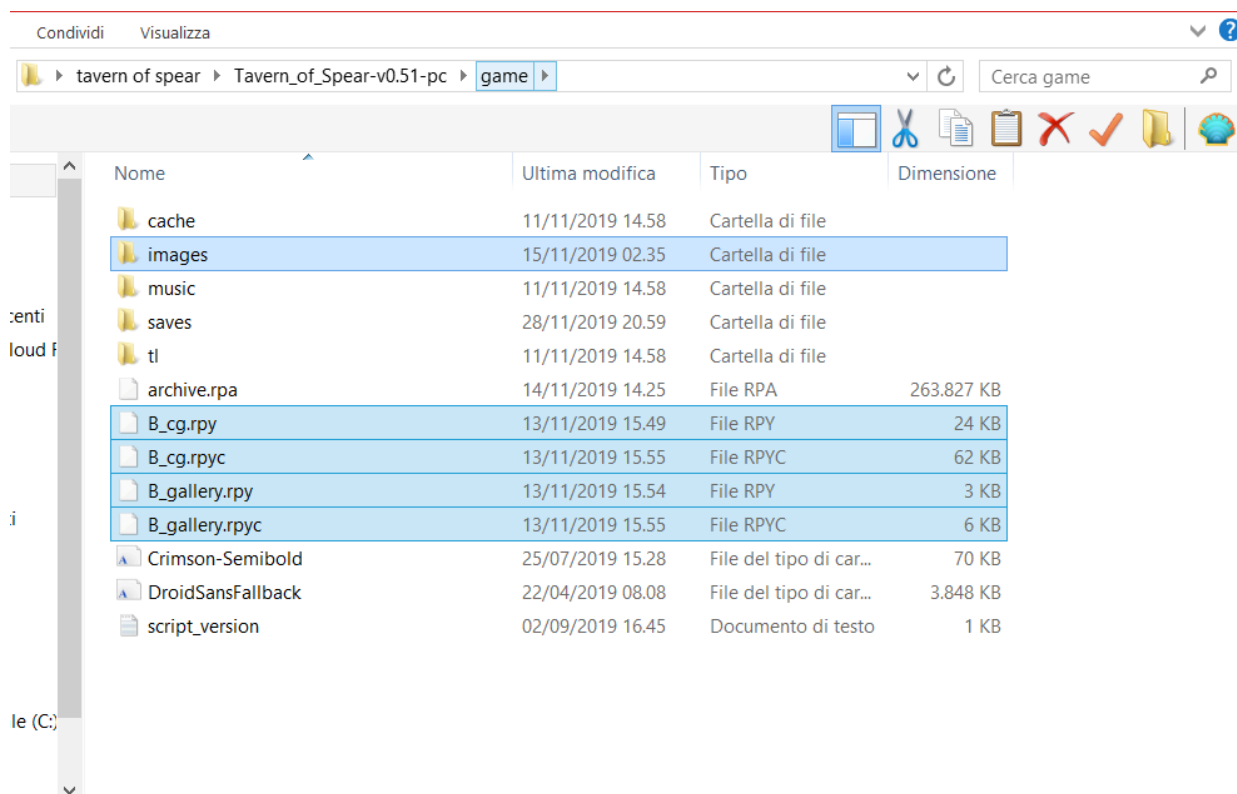
Pre-0.23 method, i'll keep this mostly for game history purposes:

[Link to Patreon Post](#)

~~Since I can't test on Mac, I'd rather send you to the post with Caro's tutorial for both PC and Mac users, remember that only patrons with access to the Patreon version can download this. It will also work on any version of Tavern of Spear that has the gallery in it.~~

~~I suggest you read the passages under the pics, and look, step by step, if the directory and the files in it are right. If the "bonus" button does not appear in your game, chances are you didn't click on "start" in the bonus .exe, also, extract the archive to a new folder, DIFFERENT from the one where you keep the actual~~

~~game. If you encounter an “exception” error screen when clicking on “bonus”, you probably forgot to put one or more files in the “game” folder.~~



~~Your “game” folder should have those new .rpy and .rpyc files, and the “images” folder taken from the “TOSBONUS” folder, but only after you unlocked everything running the .exe in the archive containing the bonus.~~

~~Several people had problems and we all helped them out, so feel free to ask on our Discord, good luck!~~

SPECIAL THANKS

- Caro and Libra for this gem, obviously, especially for their efforts to make it available in 2 languages!
- Hanon, who got aboard after a few months and is composing a great and fitting OST for the game and all his characters! (also, it took me a while to add him here, sorry ;p)
- All the regulars helping out in the tavern (the Discord) and keeping a lively and friendly atmosphere.
- You, if you found what you were looking for here or gave constructive criticism to improve this guide.
- Witer. Just Witer...nah, I love all the potential hasubandos in the game ;p.
- Me, Redyoshi, for writing the guide, I am on Discord if you need help too! Or if YOU want to help me/us improve this guide (+ other guide writers as they complete their guides too).
- Edgaa for publishing it using Google Drive, and writing [his own guide](#) to cover whatever problems you may have running VNs on a Mac
- Libra again for giving me his stick
- Andrew/Andy Peng (**Ceiling Tiger**) for reformatting, so it actually looks professional and neat for reading

- Dangpa for drawing the shroom-berus's loss scene (links to his accounts in the gallery section!)