

Renryuu: Ascension – Walkthrough

for version 18.12.16

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1. Characters

1.1. Main Characters

Ryen:

The main protagonist. He is a dragonic, half dragon-half human, who is definitely better with the sword than with words. He can be cruel and cold-blooded at times but he usually doesn't enjoy murdering. He is simply so used to killing that he has no hesitation about it and it invokes no emotions anymore.



After his troublesome and bloody past he went to a military academy. He was hoping to change himself and find his peace of mind there.

Skills: Flameblade, Combo Attack (level 6+), Roar (level 10+), Debug Attack (Allkill for beta version only), Dark Blade (level 15+)

Traits: Sword dual wield, Magic, General/Light/Royal Armor

Elements: Fire (25%), Darkness (50%), Light (125%), Water (150%)

Tsubaki:

A cheerful girl but none the less dangerous. She trained swordsmanship for most of her life, as it is tradition in her family. When Ryen joined the military academy and soon became it's strongest, she started to hang around and train with him a lot in hope to learn from him. Since killing is no problem to her, she was fine with Ryens sometimes problematic attitude.



Skills: Dual Attack, Whirlwind (level 7+)

Traits: Katana, Increased hit chance, General/Light/Heavy Armor

Elements: No special effects

Favorite present: Book [Sold at Thremten, bottom right bulding (Author's House)]

Relationship scenes location:

First Scene: At the start of the game.

Second Scene: At the sleeping chamber with 60+ relationship, previous quests done (Q. no. 10) and Headmaid Ryia must have shown you the hidden room.

Third Scene: At the sleeping chamber with 100+ relationship and previous quests done.

Trey:

The head of the royal guards. Trey is a brave and honest person, who has fought many battles for his beloved country already. It is his duty to protect Ryen as the new king, but he also made it clear, that if Ryen abuses his powers, Trey and the royal guards will be ready to turn against him.



Skills: Weak Heal, Small Light, Cover

Traits: Spear, Magic. Small/Heavy Shield, General/Light/Heavy Armor

Elements: Light (75%)

Relationship scenes location:

Doesn't have a scene.

Mira:

The angel Mira is really weak, but even if she can't fight very good, her healing ability is still a valuable addition to every party. She is always cheerful and loves to help people, but there seems to be quite a big shadow hidden behind that smile.



Location: Can be found in the „Abandoned barrack“ (Map no. 3)

Skills: Heal, Small Light, Cure, Panic

Traits: Cane, Magic, General/Magic Armor

Elements: Light (25%)

Favorite present: Golden Cross [Sold at Calterburrym top left store (Staff Insignia)]

Special: Mira gets a 20% M.ATK buff for 7-10 turns by praying at crosses on the map.

Relationship scenes location:

First Scene: Talk to the dark sorceress at the farm south (Map. no. 12). Requires quest No. 32 in order to get to the sorceress.

Second Scene: Talk to her in the sleeping chambers. Scene requires the Icespirit Quest (Quest no. 25), Mira on level 15+ , relationship on 70+ and Headmaid Ryia must have shown you the secret room next to your bedroom.

Third Scene: Not implemented yet.

Bonus Scene: Starts in a dialog with Vampire at the sleeping chamber, when their previous quests are done and relationship with Vampire 70+.

Vampire :

The mysterious vampire is the tsundere of the group. She often gets angry when someone treats her like a child, but at the same time she loves to be spoiled. Ryen finds her sealed away in a dungeon by chance, but it seems as if the two of them are somehow connected.



Location: Can be found in the „North dungeon“ (Map no. 4)
Requires Mira to open the big stone gate.

Skills: Fire, Life Leech, Soul Strike

Traits: Dagger, Magic, General Armor

Elements: Light (200%), Darkness (20%)

Favorite present: Book [Sold at Thremten, bottom right building (Author's House)]

Relationship scenes location:

First Scene: Talk to her in the sleeping chambers after 40+ relationship, the quest no. 23 „Into the fire“ and the dialog with Headmaid Ryia in your room.

Second Scene: Starts at the Aldlyn city board with a bounty quest.

Third Scene: Starts at the sleeping chamber.

Bonus Scene: In the bathhouse if you have 60+ relationship and the first scene done.

Bonus Scene 2: Requires previous events for her and Mira done and 70+ relationship.

Mirel :

As most elves Mirel is very skilled in handling her bow. After her parents died she was raised by their town's chief.



Location: Can be found in the shed of „Blue villa“ (Map no. 6)
The shed door key is in a chest inside of the villa.

Skills: Double Shot, Take Aim, Special Shot (level 8+)

Traits: Bow, General Armor

Elements: Earth (50%), Wind (50%)

Favorite present: Flowers [Sold in Aldlyn, at the stand in the bottom left corner]

Relationship scenes location:

First Scene: After finding her bow and 35+ relationship she invites you to a date when talking to her at the sleeping chambers.

Second Scene: Requires previous scene, elfvillage bandit quest and 70+ relationship.
Dialog is started at the elven Chief in their village (Map no. 13).

Third Scene: Not implemented yet.

Sandra :

A fugitive from another country, or atleast that what she claims to be. Her ability to pick locks and other skills leave some doubts to her honesty, but they often come in handy. It's easy to tell from those abilities that she used to live in the streets and managed to survive through them.



Location: Can be found in the dungeon below the „Snowfort“ (Map no. 8)

Skills: Pickpocket, Vanish, Backstab

Traits: Dagger dual wield, General Armor, Increased hit, evade and crit chance

Elements: No special effects

Favorite present: Jewel [Sold at the jewelry story in Thremten]

Relationship scenes location:

First Scene: Special chest in the swamps (Map No. 12)

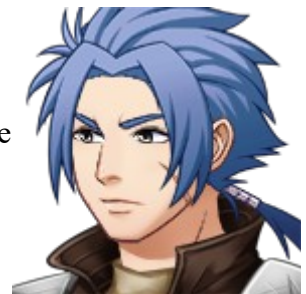
Second Scene: Sleeping chamber with 60+ relationship.

Third Scene: Starts at Newkungu after having the event with Moriko to find the thieves guild and help their leader with some problems.

Forth Scene: Not done yet.

Brad :

A former slave that ran away from his owner. Having lost everything he ever had, he sure knows the ture value of the word freedom and the price for it. Because he had to fight for the amusment of his owner, Brad is now a fairly good brawler.



Location: Can be found in the „South fort“ (Map no. 7)

Skills: Uppercut, Preparation, Fearless Charge (level 12+)

Traits: Glove, General Armor, Slightly decreased hit chance

Elements: No special effects

Relationship scenes location:

Doesn't have a scene.

Chiyo :

A young mage, who is still weak and ignorant to the world, but she has a big talent and improves fast. Her abilities are mostly magic spells of different elements. She used to live a peaceful life in Amagal, until the Earl gained more power and suddenly things went for worse in the country.



Location: Can be found in the „Amagal castle“ (Map no. 18)

Skills: Fire, Spark, Blizzard (level 7+), Thunderstorm (level 13+)

Traits: Cane, Magic, General/Magic Armor

Elements: No special effects

Favorite present: Book [Sold at Thremten, bottom right building (Author's House)]

Relationship scenes location:

First Scene: Catch her while changing when entering her room with 30+ relationship.

Second Scene: When entering her room with Kayelint's playlist over 80 and previous scene seen.

Third Scene: Kissing scene starting at the sleeping chamber.

Fourth Scene: Not implemented yet.

Elly :

One of the very few gunslingers left in the world. Because her fighting style costs a lot of money, she works as a high priced mercenary. Usually she is a very calm and collected person but sometimes drinks a bit too much.



Location: Can be found at the blacksmith of the „Begus Capital“ (Map no. 31)

Skills: Taking Cover, Concentration, Barrage, Explosive/Flash/Ice/Holy Grenade

Traits: Gun, General Armor

Elements: No special effects

Favorite present: Whisky [Sold at the bar in Aldlyn]

Relationship scenes location:

First Scene: Sleeping chamber with 21+ relationship.

Second Scene: Sleeping chamber with 60+ relationship after headache from first scene was cured.

Third Scene: Not implemented yet.

Bonus: 4P scene after Events with Grey

Ryoko :

A demon girl who has been a slave every since she has been a child. Because of that, she has a hard time making decisions on her own and has a constant urge to receive orders from her master.



Her need for orders is increased by non-“Order“ skills, while the Order skills make use of her need and set it back to 0.

Location: Can be found in the dungeon below „Amagal Deserted village“. The entrance is in the left bottom corner. (Map no. 15)

Skills: Delay, Wake Up Call, Weaken, MP Transfer, MP Transfer All, TP Transfer, Order: Attack!, Order: Move It!, Order: Protect!

Traits: Axe, General/Light/Magic Armor

Elements: Light (150%), Darkness (75%)

Favorite present: Meat [Sold at the Bitterroot farm]

Relationship scenes location:

First Scene: Sleeping chamber with 30+ relationship and „Need For Orders“ 50+.

Second Scene: Starts at the Calbridge Stronghold with the previous quest done and the first public health upgrade bought.

Third Scene: Not implemented yet.

Kayelinth :

A young dragonic girl, who is still completely ignorant to the world. Her hunger and playlust value increases over time. Too much hunger causes a 50% stat debuff and playlust will eventually result in Kayelinth auto-attacking in battles. Hunger can be reduced with vegetables or meat, playlust with toys or by a special event.



Location: Can be found in the „South dungeon“ (Map no. 11)

Skills: Fire, Tough Body, Flamewall (level 9+), Roar (level 15+)

Traits: Mace, Magic, General Armor

Elements: Fire (25%), Darkness (50%), Light (125%), Water (150%)

Favorite present: Vegetables [Sold in Aldlyn, at the stand in the bottom left corner]

Relationship scenes location:

First Scene: Official storage with 30+ relationship. (Map No.)

Second Scene: Requires quest no. 56 done, the bathhouse and 70+ relationship.

Third Scene: Not implemented yet.

1.2 Noteworthy Side Characters

Earthspirit:

A spirit found in the forest past the map „Elfvillage“ (Map no. 13). She loves male seed and makes no secret out of it.

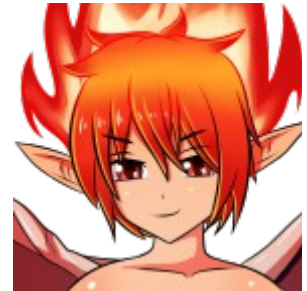
1 CG scene on first encounter.



Firespirit:

A spirit found deep in the „South dungeon“ (Map no. 11). She teaches Ryen „Fire Recovery“ if you beat her in a fight.

1 CG on first encounter and 1 CG scene later.



Ghostgirl Shey:

Can be found in the dungeon below Old Ashton in Begus. She will come to your sleeping chamber after you bury her bones in the graveyard of Old Ashton.

1 CG on first encounter.



Grey:

Self-proclaimed rival of Ryen at the military academy. He was the academy's ace before Ryen showed up. Even after Ryen left the academy and became king, Grey worked hard to surpass him.

3 CG scenes and 1 full body CG as a woman



Headmaid Ryia:

Head of the 6 maids serving you in your castle. She is dedicated to do everything needed to help and please you. She'll show you the „hidden room“ once you talk to her at the sleeping chambers in your castle. Once the system is implemented into the game, she'll bring you girls to the hidden room for your amusement.



1 CG in the hidden room

Millaine:

Commander of a mine in Begus (Map no. 27) , which was overrun by undead. She asks you to get a box out of the mine without looking into it. If you ignore her plea and look into the box, you'll find something you can use against her and obtain the CG scene.

1 CG scene if you break her box open or solve her next quest.



Hellhound:

Hellhound can be found at the bottom of the dungeon below Old Ashton. She won't join you but occasionally appear in random places. If you help Leneth at Calbridge Stronghold (Quest 49) you'll get the option to sleep with her at the trainingscave near the academy.

1 CG on first encounter and 1 CG scene later.



Icespirit:

The Icespirit is met as part of Miras characterquest Evil Spirit (Quest no. 25). You can decide to help and release the spirit or fight and seal her. In the current version this only affects your relationship with Mira but will have more consequences later in the game.

1 CG on first encounter.



Leneth:

Leneth is a very clumsy wyvern who constantly stumbles and gets herself somehow into trouble. When you find her she is kept as a prisoner in the storage of the Norhall stronghold. You'll need to talk with the fort commander in order to release her. After she is released you'll take you to the trainingscave near your old academy, where you can have the sex scene with her.



1 CG on first encounter and 1 CG scene later.

Kurohime:

Originally Kurohime was hired as an assassin to kill you, but after catching and training her in your secret prison she will become your personal servant. She appears in the secret room behind your bedroom after you've finished the traitor questline (Quest no. 14). She has one sex and one blowjob CG during her training and 1 new sex CG after her training is done.



3 CG scenes.

Irinlia

A succubus that lived in the Redwood Mansion in Millwater. During her events, you prove her guilt in the murder case of Lord Redwood and throw her into your own dungeon.

1 CG scene



Maid Mary

Mary grew up on a vineyard, but because of money issues left her home to earn money in Aldlyn. The Headmaid took her in, when she was almost starving.

1 CG scene



Dark Sorceress

A mysterious woman, who you meet in the Bitterroot farm. She's a little troublemaker and eventually makes you angry enough at her, to make you feel the need to „punish“ her.

2 CG scene



Flora

Available for a sex scene at the headmaids girl selection screen after you finished the Mirels event, where Flora teaches her earth element magic.

1 CG scene



Moriko

After upgrading the police headquarter, a note will appear on the Aldlyn city board asking for hints about a theft. Once you read the note, Moriko will be at the bar in Havarria port. The first CG scene unlocks during the chase of the criminal, second one becomes available at the thieves' guild bar, after finishing all their quests.

2 CG scene



Lace

Lace is encountered as an enemy several times during the main quest, but can be captured in the Drunken Cave after you made a Katryx Blade to destroy her armor. She appears in The Drunken Cave after speaking with Varea in Manastyr. Varea will be available in Manastyr after meeting her during the main story line.

1 CG scene



Sara

You can obtain a quest from Sara on the city board to capture a Kuroichi in Begus. After finishing the quest, you can watch the two girls making out in the cellar of Sara's house.

1 CG scene



Aleah

Aleah is a sex slave, you can find in a secret prison in Parverhill. Depending on your choice, she is either thrown into your secret dungeon and becomes your toy, or you set her free and she becomes a maid in your castle.

1 CG scene



Ariana

You encounter Ariana in the easy dungeon area of the Spire of Courage, where she jumps out of a teleport gate, while being chased by an orc. If you win the battle, you can get one of two different CG scenes depending on whether you wake her up or imprison her.

2 CG scenes



Naevys'yesmyâr

You meet Naevy in the second floor of the medium difficulty dungeon in the Spire of Courage, where she was fighting on her own while searching for a husband.

1 Battler CG, 1 sex scene and 1 bonus CG scene



Vivian

The maid Vivian works in your castle and can usually be found in the noble's living quarters. You can get her CG scene, by letting the headmaid call Vivian to the hidden room behind your bedroom.

1 CG scene



Demoness

Can be found in the hard dungeon in the Spire of Courage, during the events with Naevy.

1 Battler CG and 1 special scene with 3 CGs



Lielle

You can find Lielle taking a bath by going following the path west in Ebron. At first, the way is blocked by Phraan until you accept to help her gather some herbs.

Second scene starts at the Aldlyn city board, when Ryen is level 30+.

2 CG scenes



Sia

Sia is a shy but curious snowgirl. She lives in a Igloo at the north-east of Begus, which she can't leave due to the danger of the sun melting her.

1 standing CG and 2 CG scenes



Bess

The scene with Bess can be started at the secret room behind your bedroom, by asking the headmaid to bring her there.

1 CG scene



Jackie

One CG scene with the slimegirl Lexi, after Jackie's previous events when you've build the monsterhall in your castle.

1 CG scene



Lady Akira

After the event about Grey being turned into a girl, you can meet Lady Akira at the brothel and have a sex scene with here there.

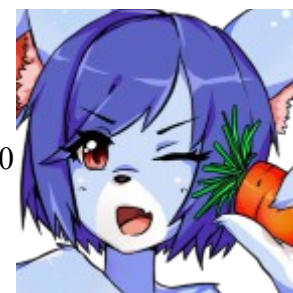
1 CG scene



Kippy

This bunny girl can be found when talking to a guy in the top right area of Lalizan (Dorgania). Requires Kayelinth in your party and 1500 gold to get access to the storage.

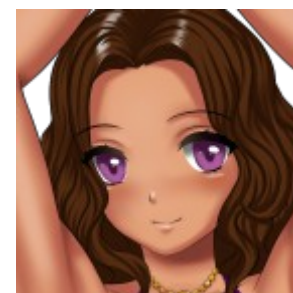
2 CG for her standing character. No sex scene yet



Zonja

Zonja is a slave that you can buy in Sunee. The slave trader won't offer her, unless you have at least 100,000 gold in your pocket. She costs 50,000 gold or 60,000 if you declined the offer at first. She can be send to the dungeon, your castle, or to the brothel if it's build. The CG scene is basicly the same in all locations.

2 CG, one for her standing character and one sex scene



Queen Jeanne Apelia

You meet the Queen of Begus Jeanne Apelia during the main story line and the political meetings with Begus. After those events, you'll find an invitation from her to her castle in Calterburry on your desk where usually the paperwork can be found.

1 CG scene



Jenny

Jenny is a bodyguard at the thieves guild. You can get to the thieves guild after building and upgrading the police headquarters and finishing the events with Moriko at the Aldlyn city board. Jenny's scene unlocks after events with Sandra at the casino in Newkungu.



1 CG scene

Slaves from the thieves guild:

You can buy several slaves, either at the thieves guild below Thremten, or in the brothel when buying slaves is legal. You can send bought slaves to different places. The dungeon and the brothel allow for their „evil path“ scenes, while sending them to your castle will allow for the „good path“ scene later (not all in the game yet). The good path Cgs are used in the brothel as well, for a „not so forceful“ scene.



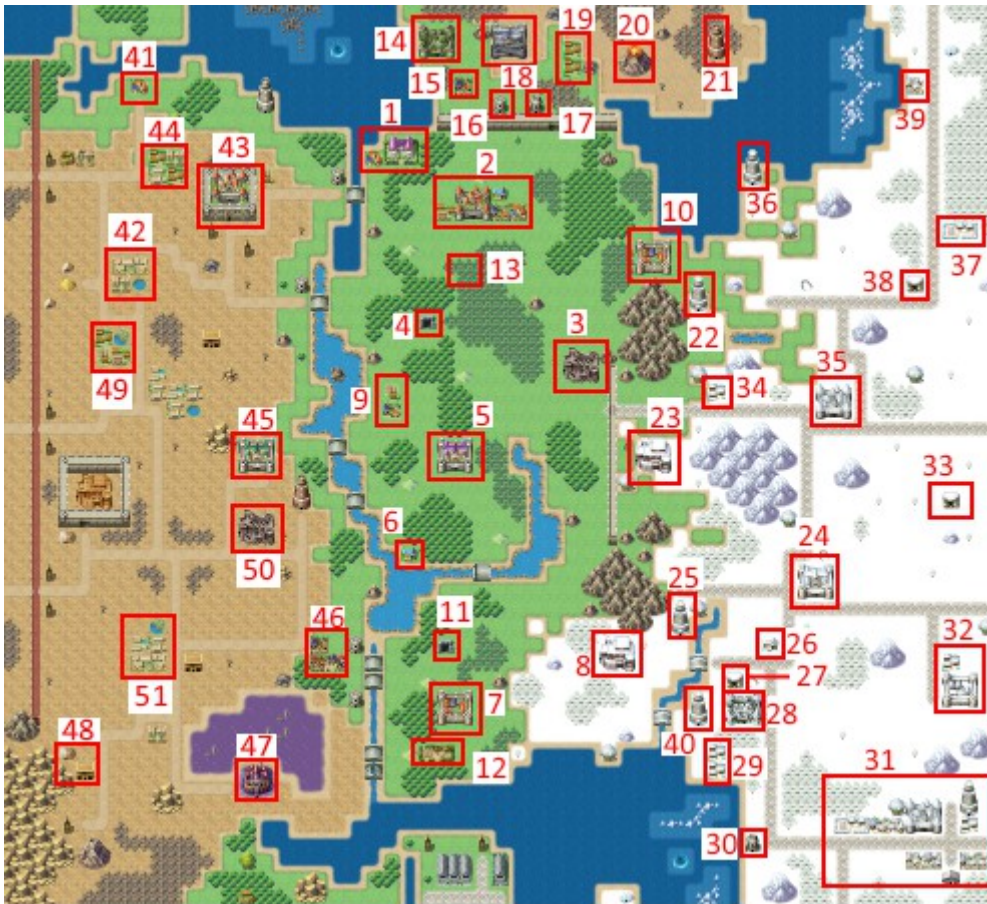
Monstergirls:



It's possible to catch several Monstergirls with Soul Lanterns and bring them to the whisperwind farm, the big farm in Central, or the monsterhall in Aldlyn. You can befriend them there and harvest their essence without harming them. Sex scenes can be unlocked at the monsterhall in Aldlyn.

Each monstergirl has 1 Battler CG and most have 1 CG scene. Not all are done yet though.

2. Maps



- | | | |
|-------------------------|------------------------|-----------------------|
| 1. Academy/Havaria Port | 24. Meddling Castle | 47: Poisonwood Keep |
| 2. Aldlyn | 25. Twin ale tower | 48. El Arma Gravesite |
| 3. Abandoned barrack | 26. Wooden house | 49. Siriveta |
| 4. North dungeon | 27. Jade cave | 50. Old Lualombo |
| 5. Red keep | 28. Norhall stronghold | 51. Newkungu |
| 6. Blue villa | 29. Old Ashton | |
| 7. Calbridge Stronghold | 30. Snowruin | |
| 8. Witton | 31. Calterburry | |
| 9. Thremten | 32. Whitestone citadel | |
| 10. Parverhill | 33. Dhranholl mine | |
| 11. South dungeon | 34. Whisperwind farm | |
| 12. Bitterroot farm | 35. Diminus Castle | |
| 13. Ebron | 36. Skylo Tower | |
| 14. Broken fort | 37. Pumumu | |
| 15. Crysthaven | 38. The Drunken Cave | |
| 16. Yin tower | 39. Millwater | |
| 17. Yang tower | 40. Spire of Courage | |
| 18. Manastyr | 41. Minsk | |
| 19. Army camp | 42. Sunee | |
| 20. Lava dungeon | 43. Kagabangui | |
| 21. Tower of ash | 44. Lalizan | |
| 22. Fision tower | 45. Lualombo | |
| 23. Ironholm prison | 46. Sinasoka | |

1. Academy/Havaria Port

Noteworthy events:

Academy: Fight with Grey, Commander telling some background story (after cave event)

Treasures:

Academy: Chest (1 Potion) middle, Chest (1000g) top right corner

Cave outside: Chest (500g) right side, Hole (Big TP Potion) bottom left corner

Havaria Port: Chest (3 Big Potions, Iron Blade) at Dock 1 – requires a ticket

Chest (1500g) left port authority building, Chest (Gambling Coin) bar

2. Aldlyn

2.1. Castle:

Noteworthy events:

Your 4 ministers: Theremis, Thor, Günther and Sir Edward. Headmaid Ryia in your bedroom.
Skill tree when using your bed.

Treasures:

Throne room: Simple Coat beside table with presents, Chest (5000g) top left corner – requires key from David the treasurer.

Castle entrance: Magic book usable with Chiyo in party.

Noble living quarters: Chest (Magic Up) top room in the middle, Chest (Elixir) top right corner

Sleeping chambers: Chest (Elixir) your bedroom

2.2 City:

Noteworthy events:

Outside: Battlearena, Merchant Darude

Blacksmith: Elven Chief (Need Mirel)

Bar: Catgirl mercenary (For quest no.), Stone merchant (For quest no.)

Church: Blessing choice for Trey

Treasures:

Outside: Hole (Beer) right side of castle, Hole (Big Potion) top right side of river, Hole (Small TP Potion) bottom right corner

Inn: Chest (500g)

Blacksmith: Chest (500g)

Bar: Chest (300g)

Storage: Chest (Whisky)

Random houses: Chest (Gambling Coin), Chest (500g), Chest (Dispel Herb), Chest (Golden Cross)

Barracks: Chest (Potion)

Official Storage: Chest (Gambling Coin), Chest (Simple Mace) after obtaining Kayelinth

Underground: Chest (Nice Dagger) available during characterquest for Sandra

3. Abandoned barrack

Noteworthy events:

Fight with a ghost, acquiring location for Mira

Treasures:

Obstairs: Chest (Trap 500dmg), Heavy Armor left of the chimney

4. North dungeon

4.1. Dungeon

Noteworthy events:

Stonegate requires Mira to open, acquiring location for Vampire, Windspirit on lowest level.
Mimic trap as green chest

Treasures:

1st floor before gate: Chest (1000g) bottom, Chest (Iron Blade) top right corner

1st floor behind gate: Chest (1000g) left side

2nd floor: 2000g lying on the ground, Chest (Fire Gloves) top side

6th floor: Chest (Improved Cane) right side, Chest (20x Special Arrow) bottom right corner

4.2. Dark fort

Noteworthy events:

Part of the first characterquest for Vampire. She'll take constant damage after entering the fort.

Treasures:

Chest (Magic Water) main hall, Chest (Excellent Potion) 2nd floor, Chest (3x Raw Orangium) cellar

5. Red keep

Noteworthy events:

First political meeting with Begus in the command center, Storage door can be opened by Sandra

Treasures:

Outside: Chest (Big Potion) top left corner, Chest (Dispel Herb) top right corner

House with red roof: Chest (Dispel Herb)

Storage: Magic book usable with Chiyo in party, Chest (Hard Leather Armor), Chest (Big Potion), Chest (Improved Magic Water), Chest (Magic Mace)

6. Blue villa

Noteworthy events:

Acquiring location for Mirel in Shed – requires Sandra or the key from inside the villa

Treasures:

Obstairs: Chest (10x Special Arrow) bottom left corner, Chest (Gambling Coin) in the shed

7. Calbridge Stronghold

Noteworthy events:

Acquiring location for Brad in the left building either by talking to the moving box or once you left the building once, he'll talk with a guard when you re-enter.

Gambler Hiroku in the top right corner.

Treasures:

Left house: Chest (1000g) below a bed

Storage: Chest (Iron) top right side

8. Witton

8.1. Outside

Noteworthy events:

Quest for cutting trees

Treasures:

Chest (20x Special Arrow) at the fort, Hole (Excellent Potion) behind the right wall of the fort

8.2. Inside

Noteworthy events:

Lady Akira in the fort, entrance to a dungeon through the fort cellar

Treasures:

Soldier (Iron Spear) left fort building, Chest (Strength Up) red house, Chest (750g) grey house, Chest (Big Potion) wooden house on bottom side

8.3. Dungeon

Noteworthy events:

Acquiring location for Sandra

Treasures:

1st floor: Chest (3000g) top right corner, Chest (Iron) small room in the middle

3rd floor: Chest (Iron Knife) top right corner behind bridge – requires Sandra to unlock chest

4th floor: Rope lying on the ground

9. Thremten

Noteworthy events:

Grey will appear for a fight after you introduced yourself in the castle, Book author in the bottom right building

Treasures:

Hole (Dispel Herb) top right corner, Chest (600g) beside the road, Chest (Potion) storage

10. Parverhill

Noteworthy events:

Little thief event in bottom right corner, traitors in the fort, hidden prison below the building on a hill

Treasures:

Hole (Iron Katana) top right corner, Chest (Big TP Potion) house top left side, Chest (Magic Up) house above church, Chest (Skillstone) house on hill, Chest (Elixir) house on hill, Chest (Running Shoe) fort 1st floor, Chest (Mana Up) fort 1st floor, Chest (1000g) fort 1st floor, Chest (Skillstone) fort 2nd floor

11. South dungeon

Noteworthy events:

Mimic as green chest on 1st floor, Green Dragon on 2nd floor - acquiring location for Kayelinth, Succubus on 3rd floor, Firespirit on 4th floor, Splitting quest on 4th floor

Treasures:

Chest (Strength Up) 1st floor, Chest (750g) 2nd floor, Chest (Iron Shield) 2nd floor, 2000g on ground 3rd floor, Chest (Fire Plate) 3rd floor, Chest (Earring) splitting scene room
3x 500g and 3x Goldbar behind green dragon.

12. Bitterroot farm

Noteworthy events:

Farmer selling Meat, Flowers, Vegetables and Logs. Chest for Sandras first CG scene in the swamps below the farm.

Treasures:

Hole (Beer) behind the farm, Chest (Rope) inside the farm building, Chest (20x Special Arrow) swamps top left corner, Chest (Simple Coat) swamps right side

13. Ebron

Noteworthy events:

Elfgirl Ellanore, Battle with bandits in the forest. **(Map is only accessible when Mirel talked to the elven Chief at the capitals blacksmith and met him again south of the forge)**

Treasures:

Village: Chest (20x Special Arrow) left from the Chief, Chest (1500g) top right behind a tree, Chest (Excellent Potion) Townhall, Chest (2000g) Townhall, Chest (1000g) Treehouse, Chest (Leather Armor) Small house, Chest (Magic Up) Big house

Forest: Chest (20x Special Arrow) top left corner, Hole (Improved Cane) top middle, Chest (Old Bow) top right corner, Chest (750g) bottom right corner, Chest (Agility Up) past a secret way at the top right corner

Bandit camp: Chest (3000g) in camp, 3 beer in a tent, Leather Shoe in a tent

14. Broken fort

Noteworthy events:

Possible first meeting with Lace

Treasures:

Chest (2000g) top left side, Skillstone on top of the building, Chest (Small TP Potion) 1st floor, Chest (Beer) 1st floor, Chest (Stimulant) 2nd floor, Magic book usable with Chiyo in party on 2nd floor, Chest (Big Potion) 2nd floor

15. Crysthaven

Noteworthy events:

Acquiring location for Ryoko through a dungeon entrance in the bottom left corner.

Treasures:

Outside: Chest (20x Special Arrow) right side

Dungeon: Chest (Iron Knife) top right side, 3x Crystal at the bottom side, Chest (Ring) bottom, Rope on ground at bottom left corner

16. Yin tower

Noteworthy events:

You can meet the Magicspirit on the third floor if you followed the thief girl from the bordertown through the teleporter,

Treasures:

Chest (Simple Helmet) inside top right corner, Teleportstone Amagal from the Magicspirit, Magic book usable with Chiyo in party on 2nd floor

17. Yang tower

Noteworthy events:

Trap in the cellar – Mirel protects you if she's in the party

Treasures:

Chest (Gambling Coin) cellar right side, Chest (Magic Up) cellar right side, Chest (Fine Cloth) cellar middle

18. Manastyr

Noteworthy events:

Entering the castle requires requesting a meeting with Theremis in your castle first. Acquiring location for Chiyo in the storage below the prison. Secret mining base through a portal if you have the Amagal uniforms from the big camp (Map no. 19)

Treasures:

Castle: Chest (Book Of Resistance) library, Magic book usable with Chiyo in party in library, Chest (Ring of Wisdom) room on left side, Chest (500HP damage trap) storage below the

prison

Secret base: Chest (beer) base, Chest (Dispel Herb) base, Chest (Iron) base, 3x box with Purple Ore in base

Secret mine: Chest (1200g) left on first choice, Chest (Big Potion) down on second choice, Chest (Iron) right on fifth choice, Chest (Iron) right on last choice, Chest (3000g) beside mages after cart ride, box with Purple Ore beside mages after cart ride

Pink forest: Chest (Mana Up) bottom left side, Chest (2000g) right side, Chest (3000g) right side – requires Sandra, Chest (Small TP Potion) top center

19. Army camp

Noteworthy events:

Location to receive the „Uniforms of the Amagal Army“ item needed for entering the secret mining base in the Amagal castle.

Treasures:

Hole (2000g) outside top right corner, Chest (Big Potion) building on bottom, Chest (Improved Magic Water) building on bottom, Chest (Mana Up) building top left side, Chest (Big TP Potion) building top left side, Chest (Skillstone) building top left side, Chest (Magic Up) officers quarters

20. Lava dungeon

Noteworthy events:

Accessible after finding the way to the Vulcano at the map „Big camp“ (Map no. 19) as part of Vampires character quests.

Treasures:

Chest (Fire Shoe) center left side, Chest (Fire Dagger) top left corner, Chest (1500g) top center, Chest (Big Potion) bottom center.

8x Raw Orangium in center – reappears when you enter the dungeon again.

21. Tower of ash

Noteworthy events:

Bossfight in front of main gate, teleporter to third floor in the top left corner, Old Document for quest 18 on second floor.

Treasures:

First floor: Magic book usable with Chiyo in party, Chest (3000g), Chest (Skillstone), Chest (Elixir)

Second floor: Chest (3000g) requires Sandra, Chest (Old Document)

Third floor: Chest (Stimulant)

22. Fision tower

Noteworthy events:

Invisible enemy will block your way further into the tower at first.

Treasures:

Well (Big Potion) behind the tower, Hole (Elixir) outside top left corner, Chest (2000g) top right corner entrance hall, Chest (Dispel Herb) 2nd floor, Magic book usable with Chiyo in party on 3rd floor,

4th floor: Expensive Necklace, Nice Cane, 2000g, Excellent Potion and Improved Magic Water in chests. 2X Goldbar on table.

23. Ironholm prison

Noteworthy events:

Location to obtain Sandra, if you didn't help her during the first encounter in the dungeon below the snowfort.

Treasures:

Chest (Vegetables) building with red stone walls

24. Meddling Castle

Noteworthy events:

Lady Forbes will help you in quest no. 30.

Treasures:

Chest (Big Potion) storage, Chest (Iron Blade) officer quarter, Chest (Leather Armor) top left side in main building, Chest (Golden Cross) on table right side from the entrance

25. Twin ale tower

Noteworthy events:

None.

Treasures:

None

26. Wooden house

Noteworthy events:

Location for increasing Sandras lockpicking during her first characterquest to open the chest in the swamps (Map no. 12).

Treasures:

Chest (Iron) in the cave behind the house

27. Jade Cave

Noteworthy events:

Sex CG with Millaine, if you open her box. First fight with Lace in the dungeon.

Treasures:

Dungeon: Chest (Magic Hat) top right corner, Chest (Fine Cloth) left side, Chest (Golden Cross) right side, Chest (Millaine's Box) bottom right corner, Chest (1500g) center left side

28. Norhall stronghold

Noteworthy events:

Quest „Crumbly Fort“ (Quest No. 30) from girl in blue dress.

Treasures:

Hole (Skillstone) outside top left corner, Chest (Iron Spear) storage, Chest (3000g) storage, Chest (Leather Armor) storage

29. Old Ashton

Noteworthy events:

CG for Ghostgirl and Hellhound in dungeon.

Treasures:

Village: Chest (800g) left house, Chest (Golden Cross) upper house, Chest (600g) right house, Chest (Vegetables) right house, Chest (Necklace) church,

Dungeon 1st floor: Chest (Dispel Herb) top left corner, Chest (2000g) top left side, Chest (Running Shoe) bottom right corner

Dungeon 2nd floor: Chest (Big TP Potion) bottom right side, Chest (Leather Glove) bottom center, Chest (3000g) top left corner, Chest (Skillstone) top left corner,

Dungeon 3rd floor: Chest (3000g) top right corner

30. Snowruin

Noteworthy events:

Elly is required to enter the ruin. A broken switch will require a mechanic (Quest No. 17).

Treasures:

Hole (1500g) outside top left corner, Chest (Magic Up) entrance bottom left, rope on ground at the entrance bottom right side, Chest (Resist Up) room on right side

Treasures behind the demon: 3x beer, 1750g, 2000g, Magic Hat, Good Heavy Armor.

Additional reward if Elly is in party when defeating the demon: 10,000g, Skillstone, Life Up, Iron Shield

31. Calterburry

Noteworthy events:

Acquiring location for Elly. Sneaking minigame in the church cellar for Elly's quest. Dungeon „Haunted mines“ opens during Miras characterquest.

Treasures:

Chest (3000g) barrack on top left side, Chest (500g) Inn, Chest (Mana Up) Inn, Chest (Heavy Helmet) Inn, Chest (Nice Shield) blacksmith, Chest (Gambling Coin) bottom right side, Chest (Elixir) church cellar, Chest (Expensive Earring) church cellar

Haunted mines 3rd floor: Chest (Frost Shield) top left corner, Chest (Uniforms of the Begus Army) top right side, Chest (Bunnyears) right center, Chest (Improved Magic Water) bottom left side

32. Whitestone citadel

Noteworthy events:

Middle house at top of the map gives a quest to help a group of mercenaries (Quest No. 36).

Treasures:

Hole (Elixir) outside bottom right, Chest (1500g) left house, Chest (Small TP Potion) left house, Chest (Hard Leather Armor) middle house, Chest (Book Of Resistance) training hall, Magic book usable with Chiyo in party in fort entrance room, Chest (Dispel Herb) fort kitchen

33. Dhranholl mine

Noteworthy events:

Has katryx ore that can be mined which is needed to make the weapon during quest no. 46.

Treasures:

Several sources of Iron and Katryx ore that can be mined repeatedly.

1st Floor: Chest (1500g) bottom right corner.

2nd Floor: Chest (Strength Up) at the entrance, Chest (2000g) bottom left corner, Chest (Improved Gun Recipe) bottom right corner.

34. Whisperwind farm

Noteworthy events:

Woman that gives you a Soul Lantern to catch Imps or Slimegirls. Once you bring her a filled Soul Lantern, the creature will run around on the farm and you can interact with it. Up to 3 of each kind can live on the farm.

Treasures:

Outside: Hole (Small TP Potion),

Left house: Chest (Cooking book), Chest (Dispel Herb)

Storage: Chest (Love Potion)

35. Diminus Castle

Noteworthy events:

Second political meeting with Begus.

Treasures:

Outside: Hole (Big Potion), Hole (Agility Up)

Mage Store: Chest (Excellent Potion)

Blacksmith: Chest (Goldbar)

Big house: Chest (2500 gold)

Castle cellar: Chest (Beer)

36. Skylo Tower

Noteworthy events:

Encounter with a Necromancer.

Treasures:

Outside: Hole (Skillstone)

2nd Floor: Chest (Golden Cross), Chest (Beer)

3rd Floor: Chest (Mixed Food)

4th Floor: Chest (Magic Apple), Chest (Skillstone), Chest (3000 gold), Necklace, 2x goldbar

37. Pumumu

Noteworthy events:

Lartia's dialog about the villages history.

Treasures:

Outside: Chest (100x Special Arrow), Chest (Magic Water)

Left house: Chest (Cheese)

38. The Drunken Cave

Noteworthy events:

- Rematch with Lace if unlocked.
- Second meeting with the Ice Spirit

Treasures:

House: Chest (Bread)

1st Floor: Chest (Nice Axe)

Lava Floor: Chest (Fire Plate), Chest (Skillstone)

Ice Floor: Chest (Skillstone), 5x Crystal

39. Millwater

Noteworthy events:

Murder case of Lord Redwood.

Treasures:

Outside: Chest (Fish), Hole (Love Potion)

Left house: Chest (Cheese)

Mansion: Chest (Golden Cross)

Church: Chest (Skillstone)

Middle house: Chest (Cheese)

40. Spire of Courage

Noteworthy events:

Easy dungeon end: Encounter with Ariana

Medium dungeon end: Encounter with the Tigergirl Naevys'yesmyâr

Advance dungeon end: Rematch with Hellhound, if you fought her before.

Treasures:

1st Fighting floor: Chest (Big Potion)

2nd Fighting floor: Chest (Magic Water)

3rd Fighting floor: Chest (Elixir)

Easy dungeon 1st floor: Iron Ore

Easy dungeon 2nd floor: Iron Ore

Easy dungeon 3rd floor: Chest (Improved Magic Water)

Medium dungeon 1st floor: Coal

Medium dungeon 2nd floor: Coal x2

Advanced dungeon 1st floor: Coal x2, Chest (Resist Up), Chest (Fire Plate)

Advanced dungeon 2nd floor: Chest (Fire Shoe)

41. Minsk

Noteworthy events:

Continuation of the main story, after defeating Lace.

Treasures:

Outside: Chest (3000 gold), Hole (Beer)

Left house: Chest (2500 gold)

Big house: Chest (Armored Shoe)

Wood storage: Chest (Goggles)

Farm house: Chest (Dispel Herb)

Farm storage: Chest (Strength Up), Chest (Elixir)

42. Sunee

Noteworthy events:

Secret dungeon when interacting with the statue in the top right corner.

Treasures:

Dungeon: Chest (Magic Up), Chest (5000 gold), Chest (Nice Mace), Chest (Hard Leather Armor)

43. Kagabangui

Noteworthy events:

None (yet)

Treasures:

Castle: Magic book usable with Chiyo in party

Inn: Chest (3000 gold), Chest (Nice hat)

House: Chest (Book)

44. Lalizan

Noteworthy events:

None (yet)

Treasures:

None

45. Lualombo

Noteworthy events:

Fragment dungeon for the main story line (riddle solution in the FAQ section)

Treasures:

Magic book usable with Chiyo in party, Chest (Love Potion), Chest (Iron), Chest (Talisman of Protection)

46. Sinasoka

Noteworthy events:

Fragment dungeon for the main story line (riddle solution in the FAQ section)

Treasures:

Hole (Love Potion), Chest (Skillstone), Chest (Steel), Chest (Elixir)

47. Poisonwood Keep

Noteworthy events:

Fragment dungeon for the main story line (riddle solution in the FAQ section)

Treasures:

Chest (Big TP Potion), Chest (Dispel Herb), Chest (Skillstone)

48. El Arma Gravesite

Noteworthy events:

Fragment dungeon for the main story line (riddle solution in the FAQ section)

Treasures:

At El Arma's grave: 247,500 gold, Gold Dagger, Jewel, 2x Expensive Necklace, 4x Goldbar, Skillstone,

49. Siriveta

Noteworthy events:

Waterspirit in the dungeon is part of the main story events.

Treasures:

Hole (Improved Magic Water), Chest (Exp. Scroll), Chest (10000 gold), Chest (Luck Up), Chest (Love Potion), Chest (Talisman of Speed), Chest (Vegetables), Chest (Magic Up), Chest (Skillstone), Chest (Elixir), Chest (Fire Gloves), Chest (Love Potion), Chest (Big TP Potion), Chest (Goldbar), Chest (Magic Up), Chest (Skillstone), Chest (Resist Up)

50. Old Lualombo

Noteworthy events:

Part of the main story events. The “empty” fort can't be entered before those events. During the event you have the option to open a black chest, which contains a Skillstone on the left side and a Magic Apple on the right side. The yellow chests at the top contain 200000 gold each, but depending on your choices only 2-5 of the 7 chests can be looted.

Treasures:

Chest (Weak Love Potion), Chest (Excellent Potion), Chest (25000 gold)

51. Newkungu

Noteworthy events:

Depending on your choices, it might be necessary to go to Newkungu during the events with the Queen of Begus. The foxgirl at the casino will have more events later.

Treasures:

Chest (Elixir), Chest (Love Potion), Magic book usable with Chiyo in party, Chest (Skillstone), Chest (Strength Up), Chest (Bread), Chest (Beer)

3. Quests

1. Training

You need to walk to the trainingscave. It's south from the Academy onto the forest way, from which you need to go east.

Quest location: Obtained automaticly.

Reward: 50 exp

2. Training (2)

Walk to the forest way.

Quest location: Obtained automaticly.

Reward: 50 exp

3. Coronation

Enter the castle in the capital and introduce yourself as the new king.

Quest location: Obtained automaticly.

Reward: 150 exp

4. Skill tree

Sleeping in your bedroom in the castle allows you to enter the skill tree.

Quest location: Obtained when entering the sleeping chambers in the castle.

Reward: 1 Skillstone

5. Old Barrack

Sir Edward in the throne room will request your help with a ghost in the old barrack. After defeating the ghost report back and Sir Edward will ask for logs and stones. The logs can be obtained from enemys in forests on the world map or brought by a farmer on map no. 12. The stones can be obtained by talking to a stranger in the bottom right corner of the capitals bar at least twice.

Quest location: Obtained from Sir Edward in the throne room.

Reward: 1000 exp

6. Exploration

Mira wants to go to the north dungeon, map no. 4. The quest is finished once you opened the gate with an angel on it. Quest is skipped if you already found the gate.

Quest location: Obtained from Mira in the sleeping chambers.

Reward: 500g

7. Bordertown

Talk to Commander Brick at map no. 10.

Quest location: Obtained from Günther in the throne room. .

Reward: 150 exp, 300g

8. Fragments

Talk to Herold in the snowfort (Map no. 8).

Quest location: Obtained from Commander Brick when finishing quest 7.

Reward: 3,000g

9. Firewood

Cut 6 orange trees around the snowfort village. Finishing the quest will give you a locked box. With Sandra in the party you'll get a „Magic Apple“, otherwise a „Damaged Magical Apple“.

Quest location: Obtained from a villager in the snowfort. (Map no. 8)

Reward: 150 exp

10. Bookworm?

Tsubaki asks you at the sleeping chambers for a book on warfare. You can get it from the author in the village map no. 9.

Quest location: Obtained when talking to Tsubaki in the sleeping chamber.

Reward: 100 exp

11. Criminal Scum!

Get rid of the bandits in the forest east of the elfvillage. Afterwards report back to the Chief.

Quest location: Obtained from the elven Chief in the elfvillage. (Map no. 13)

Reward: 250 exp, 1500g

12. Mirels Bow

Mirel will ask for your help to find her old bow in the sleeping chambers. The bow can be found in the forest east of the elfvillage in the top right corner.

Quest location: Obtained from Mirel in the sleeping chamber with 20+ relationship.

Reward: 300 exp

13. Stone Boulder

The house on a hill on map no. 10 has a secret way in it's cellar. Ryen needs to be level 15 in order to be strong enough to move the boulder. Behind is a secret prison. The chest here contains an elixir.

Quest location: Obtained in the house on a hill on map no. 10.

Reward: 350 exp

14. Traitor?

Going to the second floor of the fort at map no. 10 after your coronation will trigger the soldiers to attempt an assassination on you. Talking with Trey at the sleeping chambers will lead to a search of a catgirl mercenary. You can find the catgirl in the bar of the capital. She'll run away to the wooden storage below the bar. But once you talk to her again, she'll turn out to be innocent. After talking to Trey again, you'll have to look for hints in the living area of the noble families. Looking at 6 books in this room will ne enough for Trey. When you return to the sleeping chambers and talk to Trey once more, he'll invite you for a trap on the suspect. The trap will cause 2 fights, first with soldier and second with assassins. After winning both fights, the unveiled traitor is arrested and will be seen in the capitals prison from now on.

Quest location: Obtained in the fort of map no. 10.

Reward: 300 exp

15. Friendly Turn

Vampire wants to go to a passageway slightly below where you found her on map no. 4. Going through will bring you to a dark forest, where you can't leave until the quest is solved. In the castle, Vampire will take constant damage until you have used the switch upstairs to turn off the trap, found the raw orangium in the cellar and turned if into refined orangium in the main hall. Finishing this quest will teach Vampire the skill „Basic Instincts“.

Quest location: Obtained from Vampire in the sleeping chambers if Ryen is level 10+.

Reward: 500 exp

16. Gunslinger Elly

To help Elly get her gun from the church you first need to get into the cellar. The cheapest way is by going to the priest and letting Mira talk to him. If you don't have Mira, bribing a guard to help is possible. The bribes are cheaper with Sandra in your group. Only the guard left from the entrance and the guard looking at a flower on the right side will accept the bribe to help you.

In the cellar, you have to avoid being seen by guards. Most turn around regularly, making it possible to get through the entire map without being noticed. The chest on the bottom center can't be reached, since the guards will always see you. The room is cleared if you find Elly's gun in the box in the top left corner. If a guard catches you and you give up, you'll have to pay a fine of 6000g to get Elly's gun.

Quest location: Obtained from Elly at the blacksmith of Begus capital. (Map no. 31)

Reward: 250 exp

17. Mechanical Parts

In order to fix the broken parts from map no. 30, you'll have to go to the mechanic in front of your castle. He'll ask for his „Old Document“ in return to fix them (Quest no. 18).

Quest location: Obtained when using the broken switch on map no. 30.

Reward: 350 exp

18. Old Document

The Old Document can be found on the second floor of map no. 21.

Quest location: Obtained from the mechanic in the capital, when you talk with him about the broken parts from quest no. 17. This quest is skipped if you already have the documents when you talk to the mechanic.

Reward: 250 exp

19. The More The Merrier

You require at least 10 party member for the splitting scene on the 4th floor of map no. 11.

Quest location: Obtained when going to the left bottom corner in the 4th floor of map no. 11 with less than 10 party member. If you have the needed amount of 10 party member, the quest is skipped.

Reward: 750 exp

20. First Meeting With Amagal

After arranging the meeting with Theremis in your throne room, you can enter the castle of Amagal.

Quest location: Obtained from Theremis in the throne room.

Reward: 300 exp

21. First Meeting With Begus

After arranging the meeting with Theremis in your throne room, you can hold the meeting in your fort in the map center. (Map no. 5)

Quest location: Obtained from Theremis in the throne room.

Reward: 300 exp

22. Inspection

In the paperwork on your desk you'll find the request to visit the snowfort. Talking to Lady Akira in the fort will finish the quest. (Map no. 8)

Quest location: Obtained from the desk in your room at the sleeping chambers.

Reward: 300 exp

23. Into The Fire

Second characterquest for Vampire. She'll ask you to go to the lava dungeon (Map No. 20), where you can find more raw orangium. This quest requires you to find the way to the volcano on map no. 19 and afterwards to talk with Vampire in the sleeping chambers. Her first characterquest (Quest no. 15) has to be done before this quest can be obtained.

Quest location: Obtained from Vampire in the sleeping chambers after finishing her first quest and finding the way to the volcano at the big camp (map no. 19) or alternative reaching level 12 with vampire.

Reward: 300 exp

24. Clemency Plea

In the paperwork on your desk you'll find the clemency plea. This will allow you to enter the prison in the capital. Talking to the prisoner will give you the choice what his punishment shall be.

Quest location: Obtained from the desk in your room at the sleeping chambers after finishing the previous paperwork quest. (Quest no. 22)

Reward: 150 exp

25. Evil Spirit

Second quest for Mira. She'll ask you to go to the haunted mine in the capital of Begus (Map no. 31). The quest is finished after your encounter with the Icespirit is over. Helping the Icespirit will lower your relationship with Mira, choosing to fight him will cause several fights in a row.

Quest location: Obtained from Mira at the sleeping chamber after finding the angel gates in the north dungeon (map no. 4) if her level is 10 or above.

Reward: 500 exp

26. Open Your Eyes

In the Fision Tower (Map no. 22) you'll encounter an invisible enemy. In order to see her, you'll need a „Colorful Smoke Bomb“. A stranger in the capital, in the house with a red roof, will give you one after you gave him 3 beer and 15 Dispel Herbs.

Quest location: Obtained after meeting the invisible enemy in the Fision Tower.

Reward: 350 exp

27. Millaines Box

In the Begus Mine 1 (Map no. 27), Millaine will ask you to get her box out of the undead infested mine. The box can be found in the bottom right corner. Opening the box against her wish will unlock her sex CG scene.

Quest location: Obtained when talking to Millaine at map no. 27.

Reward: 150 exp

28. Ghost In Distress

The ghostgirl in the dungeon below Old Ashton (Map no. 29) wishes for her bones to be buried. Her grave is the tombstone in the top right corner of Old Ashton. After freeing her from the dungeon, she'll appear in the sleeping chambers.

Quest location: Obtained from the ghostgirl in the dungeon below Old Ashton. (Map no. 29)

Reward: 250 exp

29. Old Chest

You can find the old chest in the swamps past the abandoned farm (Map no. 12). If you have Sandra in your group, she'll fail to open the chest and start this quest. To get the required Mithril Lockpick you have to go to Glen in the wooden house (Map no. 26). With the lockpick the chest will open, but a trap activates and dissolves Sandras clothes. This will show her naked CG picture.

Quest location: Obtained when trying to open the old chest in the swamps past the abandoned farm (Map no. 12) with Sandra in your party.

Reward: 350 exp

30. Crumbly Fort

The girl in a blue dress in the map „Broken fort south,, (Map no. 28) will ask for your help to bring a message to Lady Forbes in Meddling Castle (Map no. 24). Lady Forbes will send you to the Capital of Begus (Map no. 31), to a priest with pink hair in the library of the castle. After talking to the priest report back to the girl in a blue dress to finish the quest.

Quest location: Obtained from the girl in a blue dress at the broken fort. (Map no. 28)

Reward: 300 exp, 2500g, Expensive Earring

31. Chiyos Release

If you didn't help Chiyo during your first encounter, she can be found in prison. Talking to her will start this quest to help releasing her. All you need for this is the item „Uniforms of the Begus Army“, which can be found in the haunted mine. (Map no. 31)

Quest location: Obtained from Chiyo in the prison of Amagals castle, if you choose not to help her during the first meeting in the storage below the prison.

Reward: 300 exp

32. Dark Sorceress

Commander Hankin will ask you to check on the farmer south from the fort (Map no. 12). When you talk to him he gives you the key to enter the building on the farm and talk to the sorceress. Talking to her will finish the quest.

Quest location: Obtained from Commander Hankin at the south fort (Map no. 7).

Reward: 200 exp

33. Angel Feather

Meeting the dark sorceress from quest 32 without Mira will give you this quest to come back with an angel or an angel feather. Talking to the sorceress again after obtaining Mira will finish the quest. Due to the events during the dialog, the quest is always a failure and the quest reward can't be obtained.

Quest location: Obtained from the dark sorceress. (Map no. 12)

Reward: 2000 gold

34. Cursed!

Talking to the dark sorceress again at the farm south (Map no. 12) after finishing quest no. 32 will make her curse Mira. The quest is finished by talking to Mira in the sleeping chambers of your castle.

Quest location: Obtained from the dark sorceress. (Map no. 12)

Reward: 100 exp

35. Gambling

You need to win a total of 20 times at gambling with Hiroku. Those wins don't need to be consecutively and don't get reset by getting the rewards for previous wins.

Quest location: Obtained from Hiroku at the top right corner of the south fort. (Map no. 7)

Reward: 2500 gold

36. Accommodation

You meet a group of mercenaries who're in need of a new home. The quest requires you to talk to Sir Günther after obtaining Mirel and having the old couple of the blue villa in the prison. If you talk to Sir Günther before meeting the requirement, he won't be able to help you and tells you to talk to him again later. Once you have agreed to give the blue villa to the mercenaries, you'll have to go back to them and inform them about it.

Quest location: Obtained from Val at Begus south fort. (Map no. 32)

Reward: 300 exp, 1 Whiskey

37. Tulup Plant

A woman at the clinic needs a tulup plant for her treatment. She promised you 2,500 gold reward for helping her get it. To solve the quest you must talk to the clerk of a store in Aldlyn, then with the maid Flora at the top left corner of Aldlyn and afterwards with Liana before returning to the questgiver. Liana is the wife of the elven Chief and can be found in Ebron after you're shown the village by the Chief.

Quest location: Obtained from a woman at the clinic of Aldlyn once you have purchased the first public health upgrade from Edward.

Reward: 2500 gold

38. Portrait

Your butler told you about an artist near the prison in the capital who'll make a portrait of you.

Quest location: Obtained from your butler at the sleeping chambers after the abandoned barracks have been repaired and the butler gave you your crown.

Reward: 300 exp

39. Special Drink

Elly challenged you to another drinking party but in order to beat you she wants to use a special drink. She didn't tell you what it is but you can't buy it in Central so she wants to buy it somewhere else.

To solve the quest you first need to go to the capital of Begus Calterburry and talk to a clerk there. Afterwards you need to find a merchant at Crysthaven. After both dialogs you can start Elly's 2nd scene at her room in the castle.

Quest location: Obtained from Elly with 60+ relationship and the headache from the previous scene cured.

Reward: 2 Love Potions

40. Treasure Hunt

Sandra wants to check out a newly found ancient temple to search for treasures.

In the first chamber you'll need to input a code into 4 sockets. The code can be obtained from the 8 stone plates spread out on the walls in the dungeon. Each stone plate has one number in it to show which socket it belongs to. There are two stone plates for each socket but only the plates that hang higher are true. Every stone plate being directly above the ground is false and can be ignored. The description of something in the stone plates shows what you have to count for the value needed for the socket.

In the second chamber you need to set fire to 3 of 4 torches. At the top of the map are stone pillars directly above each torch. The one broken pillar indicates which torch needs to stay out.

Quest location: Obtained from Sandra in the sleeping chamber if her 60+ relationship quest has already been done.

Reward: 500 exp

41. Catgirl In Training

Kurohime isn't ready to serve you yet. You need to train her until you can be sure she'll do anything you wish for. You need to bring her stats to 100 Obedience and Pleasure with Health and Mind over 20 to finish this quest.

Quest location: Kurohime in the secret prison.

Reward: 150 exp

42. Magic License

Chiyo wants to get her silver magical user liberty license at the Whitestone citadel in Begus.

Quest location: Obtained from Chiyo in the sleeping chamber with 45+ relationship.

Reward: 300 exp

43. Demon Trouble

Trey received a report about a lesser demon in human shape near the village Thremten. You offered to help with the problem instead of letting Trey deal with it by himself.

Quest location: Obtained from Trey at the sleeping chambers.

Reward: 150 exp

44. Fragments (2)

You were informed about disappearing fragments of an old artifact and a potential dangerous group being behind it.

Quest location: Obtained from Herold in the fort of Witton when finishing the quest Fragments (Quest no. 8).

Reward: 750 exp

45. Fragments (3)

The archbishop of Begus told you about a mage named Frall in Amagal who should know more about the Fragments and their story. Frall will appear at the broken fort in Amagal if you have this quest and Chiyo in your group.

Quest location: Obtained during the quest no. 44 Fragments (2).

Reward: 500 exp

46. Armor Breaking

In order to defeat the girl Lace with her impenetrable armor you'll need to find a weapon that can nullify it's power and breaks her armor. The blacksmith you need to talk to is Knocky in Ebron (Map no. 13). She'll tell you about Katryx ore in the Dhranholl Mines but you need to finish quest 48 before you can enter the mine and get the ore.

Quest location: Obtained during the quest no. 44 Fragments (2).

Reward: 500 exp

47. Varea

Chiyo wants to meet her sister Varea at a broken fort in Amagal. This quest is only available if you currently have quest no. 45 running.

Quest location: Obtained from Chiyo at the sleeping chambers.

Reward: Weak Love Potion

48. Access Permit

In order to enter the Dhranholl mine, you need a permit from Commander Walcot of Whitestone citadel.

Quest location: Obtained from a guard blocking the way into the Dhranholl mine if you've been told about the katryx ore inside by Knocky before during quest no. 46 „Armor Breaking“.

Reward: 150 exp

49. Wyvern Leneth

You met the Wyvern Leneth imprisoned in the Norhall stronghold. She claims to be only incredible clumsy which doesn't seem like a crime to you so you want to talk to the commander about her release.

Quest location: Obtained from Leneth in the storage of the Norhall stronghold. You need Sandra to open the door of the storage before you can get to her.

Reward: 1 Potion

50. Book Request

The girl Sheri made a request to bring her a book to Havaria Port. You can get one from an author in Thremten. It's not a specific book but just one present item „book“.

Quest location: Obtained from the city board in Aldlyn.

Reward: 1500 gold

51. Golden Cross Request

The priest of the church in Aldlyn requests golden crosses.

Quest location: Obtained from the city board in Aldlyn.

Reward: 4000 gold

52. Iron Request

Hiroku needs 6 Iron. You can find him east of the Calbridge Stronghold.

Quest location: Obtained from the city board in Aldlyn.

Reward: 4500 gold

53. Wanted: Kunoichi

Sara from the north east of Aldlyn wants you to capture a certain Kunoichi for her. You can find the Kunoichi in the main building of the Meddling Castle. After bringing her back to Sara you can go back into the building and see Sara having fun with the Kunoichi in the cellar.

Quest location: Obtained from the city board in Aldlyn.

Reward: 2500 gold

54. Wanted: Thief

Lady Talley wants you to get rid of a thief that stole a treasure map from her and bring it back to her. He is in the Yang Tower in Amagal.

Quest location: Obtained from the city board in Aldlyn.

Reward: 3500 gold

55. Event: Thremten Festival

If you have Mira and Mirel in your party you can agree to go to the festival at the city board. The forest where you festival takes place can be entered from the bottom right corner in Thremten.

Quest location: Obtained from the city board in Aldlyn.

Reward: 300 exp

56. Vegetable Garden

Kayelinth would like to use the garden up north between the castle and the river in Aldlyn to grow some vegetables.

Quest location: Obtained from Kayelinth in the sleeping chamber after you turned her into her human shape.

Reward: 400 exp

57. Soul Lantern

Use item synthesis to create a Soul Lantern and catch a Slimgirl or Imp for Meilira. She believes it'll be able to befriend with the monster afterwards on her farm.

Quest location: Obtained from Meilira at the Whisperwind farm in Begus

Reward: 1x Skillstone

58. Fish Request

Get 3 fish from the fisher at Calbridge Stronghold or Calterburry in Begus and bring it to Jackie at the herbalist in Aldlyn.

Quest location: Obtained from the city board in Aldlyn.

Reward: 2500 gold

59. Wild Dispel Herb Request

The doctor in Aldlyn need some Wild Dispel Herbs. You can find them at the forest near Thremten or Ebron..

Quest location: Obtained from the city board in Aldlyn.

Reward: 2000 gold

60. Bodyguard Request

The catgirl Jackie needs some help to protect a merchant on his journey. You can find her at the herbalist in Aldlyn.

Quest location: Obtained from the city board in Aldlyn.

Reward: 3500 gold

61. Millaines Errand

If you didn't open Millaines box during quest 27 you'll be able to receive this quest. Millaine will ask you to get a package from a shop at the Whitestone citadel. This quest will give you her CG scene at the end.

Quest location: Obtained from Millaine at the Jade Cave.

Reward: 3000 gold

62. Clinic Request

The doctor would like the government to build a clinic. You can get a clinic by buying the first public health upgrade from Sir Edward in your castle.

Quest location: Obtained from the city board in Aldlyn if you don't have the upgrade already.

Reward: None.

63. Bathhouse Request

The doctor would like the government to build a bathhouse. You can get it by buying the second public health upgrade from Sir Edward in your castle.

Quest location: Obtained from the city board in Aldlyn if you don't have the upgrade already.

Reward: None.

64. Tsubaki's feast of gratitude present

You want to get the necessary items for Tsubaki to clean her Katana. The blacksmith at the Calbridge Stronghold knows about Katanas so you want to ask him about it.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

65. Trey's feast of gratitude present

You want to get a quill as Trey's present. The jewelry store in Thremten might have some for sale.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

66. Mira's feast of gratitude present

You want to ask in the church if they have any blessed or otherwise special cross necklaces you could get for Mira.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

67. Vampire's feast of gratitude present

You want to get a special toothbrush for Vampire. A store in Witton makes custom made items if you ask for them. Maybe you'll be able to get it there.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

68. Mirel's feast of gratitude present

You want to get some wood polish as a present for Mirel. The Maid Bess at the herbalist of Aldlyn might be able to help you with it.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

69. Sandra's feast of gratitude present

Try to find a gambler to get a rare gold coin as a present for Sandra. You can find the gambler Hiroku at the Calbridge Stronghold.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

70. Brad's feast of gratitude present

You decided to get a first aid kit as a present for Brad. You might be able to get one in a clinic.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

71. Chiyo's feast of gratitude present

You want to get an alchemy set for Chiyo but don't know where to get one. Maybe someone in the library of Manastyr can help you.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

72. Elly's feast of gratitude present

The blacksmith's wife in Calterburry can make upgrades for Elly's gun. I should ask her for a scope or something similar as a present for Elly.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

73. Ryoko's feast of gratitude present

You decided to get a cute dress as a present for Ryoko. The headmaid may be able to help you with this idea.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

74. Kayelinth's feast of gratitude present

The old woman from the food stand in the south west of Aldlyn might have a salad dressing I can give to Kayelinth as a present.

Quest location: Obtained from the desk in your room after reading the note about the feast of gratitude at the city board. Requires all previous paperwork, which requires you to have Kurohimes training done, and the bathhouse.

Reward: None.

75. Grey Training Request

Grey wants someone strong to accompany him during his training. You can find him at the red keep.

Quest location: Obtained from the Aldlyn city board after you had the fight with Grey in Thremten.

Reward: 5000 gold

76. Grey's problem - Trey

To let your subordinates search for the woman that changed Grey, you need to talk with Trey privately.

Quest location: Obtained automatically after the quest „Grey Training Request“.

Reward: None

77. Grey's problem - Tsubaki

For as long as Grey is a woman, he'll need the help of another female to get a grip of his new lifestyle.

Quest location: Obtained automatically after the quest „Grey Training Request“.

Reward: None

78. Grey's problem - Kurohime

Kurohime might be able to help with the search for the woman that changed Grey into a woman.

Quest location: Obtained automatically after the quest „Grey Training Request“.

Reward: None

79. An Angels request

Maria, a friend of Mira, asked you to bring her through the Drunken Cave in Begus. She wants to summon the spirit Aura deep in the Cave.

Quest location: Obtained in front of the Drunken Cave, if you helped or sealed the Ice Spirit during Mira's events.

Reward: None

80. Question of guilt

The Ice Spirit, Aura, claims to be innocent. Since her story is backed by the angel Maria, you agreed to check it and figure out the truth. Maria wants to meet you again in front of the Ironholm Prison in Begus, after she regrouped with her escort..

Quest location: Obtained after the quest „An Angels request“ is done.

Reward: 500 exp

81. Earth Element Magic

Mirel would like to learn a new skill, to use pure earth element magic. This quest requires you to go to the Earth Spirit first and afterwards to talk with Flora. Once the quest is complete, Flora becomes available at the headmaids girl selection screen for her CG scene.

Quest location: Obtained from Mirel in the castle, after her coming of age ceremony.

Reward: New skill for Mirel

82. Criminal Hunt

You saw a note on the city board, of the police looking for the thief of several gold armor recipes. The recipes might be of use for you, so you decide to help the police in the search for this criminal.

Fastest solution for the switch riddle: 1x yellow, 1x green, 2x red, 2x yellow, 1x blue

The quest can't be finished successful, since the criminal is already gone by the time you arrive at the thieves guild.

Quest location: Obtained from the Aldlyn city board.

Reward: None

83. Trading Route

Flaire, from the thieves guild below Thremten, wants you to register a new trading route at Havaria Port. First of a questline to receive the golden weapon recipes.

Quest location: Obtained from Flaire.

Reward: None

84. Special Gem

Flaire wants you to get a special gem from a merchant in the Twin ale tower. Second of a questline to receive the golden weapon recipes.

Quest location: Obtained from Flaire.

Reward: None

85. Protected Chest

Flaire wants the content of a green chest of a merchant living in the north-west of Parverhill. The chest is behind a sealed iron gate, so you'll need to figure out a way to open it first. There are several ways to solve this issue. Last of the questline for the gold weapons recipe, but Flaire has one more quest you need to finish for the gold armor recipe.

Quest location: Obtained from Flaire

Reward: Gold weapon recipes

86. A Complex Spell

Starts at the Aldlyn city board, if you helped Ariana during the first encounter with her.

Quest location: Obtained at the Aldlyn city board.

Reward: Potion

87. Cave Map

Flaire wants you to get her map of the Begus cave system. You can get it in the town Pumumu, north east in Begus.

Quest location: Obtained from Flaire

Reward: Gold armor recipe

88. Vampire Hunt

A bounty has been placed on the heads of some vampires, living in a cave behind the Norhall Stronghold in Begus.

Quest location: Obtained at the Aldlyn city board

Reward: None

89. Finding Lucilla

Continuation of the main storyline. After defeating Lace, Varea will tell you about a demon called Lucilla. She might be able to tell you more about the fragments.

Quest location: Obtained from varea in Manastyr

Reward: 3000 exp

90. Fragment at Sunee

Negi told you about a fragment below the city Sunee in Dorgania. There is supposed to be a hidden dungeon entrance somewhere on the outside of the city. The dungeon entrance is at the top right corner. You need to interact with the statue to open it.

Quest location: Obtained at the farm storage in Minsk.

Reward: 2500 exp

91. Tentacle Plants

A soldier in your secret prison offers to upgrade your secret prison with some tentacle plants, but needs spores from similar plants in the Spire of Courage in Begus. These are needed for a bonus CG scene with Irinlia and Lace, after both were captured and raped.

Quest location: Obtained from a soldier in the secret prison in your castle.

Reward: 750 exp

92. Fragment Hunt

Frall has given you the "Fragment Map", on which he has marked locations with fragments in Dorgania on it. You want to get your hands on at least one of them, in order to prevent Raziel from finishing the artifact.

[Riddle solution in the FAQ section. The events at Kagabangui aren't done yet, therefore the quest can't be completed.]

Quest location: Obtained from Varea after quest 90.

Reward: 15000 exp

93. The King of Amagal

Varea followed the trace of the missing king until a red hexagon that was used as a teleport before. It was broken after use, so that no one can follow them.

Once you find the king, he'll give you hints about the riddles during quest 91.

Quest location: Obtained from Varea after quest 90.

Reward: 50000 gold

94. Water Fetching

You agreed to help a slave in Kagabangui by fetching some water from the well in the south east of the town.

Quest location: From a slave in a tent, top right corner of Kaganagui

Reward: +Trust with Brad

95. About Servants and Princes

A slave working in the castle of Kagabanghui needs help to escape from the intrusive Prince.

Quest location: Right side in the Castle of Kaganagui

Reward: +Trust with Brad

96. A Vampire's Release

Mike asked for your help to have a vampire in the prison in Kagabangui be released, so that she can help his group with something.

Quest location: Left bottom corner of Kaganagui. Requires 35+ trust with Brad to get the quest from Mike.

Reward: +Trust with Brad, 15000 gold, 500 exp

97. Pregnant Slave

Purchase the pregnant slave at the slave trader in Kagabangui and bring her to the girl with purple hair in front of the building in order to get Mike's support with freeing the servant at the castle.

Quest location: Left bottom corner of Kaganagui. Obtained when talking to Mike during the quest 95.

Reward: 500 exp

98. Next Step

Return to Varea in Manastyr to talk about your next steps.

Quest location: Obtained after defeating Lace.

Reward: 1000 exp

99. Dorgania Deserter

Queen Lancafew of Dorgania asked you to take care of a few deserters that fled to Central. They're at the Calbridge Stronghold and the Bitterroot farm.

Quest location: Obtained from Queen Lancafew in Kagabangui.

Reward: 300 exp, Relation with Dorgania +20

100. New Blade

Tsubaki needs a new custom made katana in order to use the combo attack. This quest is part relationship events with her and unlocks after the previous events done and the relationship high enough.

Quest location: Starts in a dialog with Tsubaki at the sleeping chambers.

Reward: 300 exp, new weapon for Tsubaki

101. Luminous Torch

In order to counter Fuka's invisibility, you need to make a special Torch with the help from three spirits.

Quest location: Given to you by Varea during the main story events.

Reward: 500 exp, 1 Potion

102. Final Battle

Prepare yourself for the final battle against Raziel. Once your preparations are done, have a meeting with the General at Lualombo to discuss the strategy.

Quest location: Given to you by Varea during the main story events.

Reward: 3000 exp, 25000 gold

103. Last chance

Prepare your country for the unavoidable battle with Raziels forces. Talk with Varea at the sleeping chambers once you think you've done enough. **[This quest can't be advanced yet!]**

Quest location: Given to you by Varea during the main story events.

Reward: 1000 exp

104. Crime Fighting

You offered your help to get the funding for the repairs of the Norhall Stronghold in Begus. Talk with Lady Forbes at the Meddling Castle to receive their uniforms. While wearing the uniform, you need to defeat several criminals to improve the reputation of the fort.

Quest location: Starts when going to the library of the castle in Calterburry after reporting back to the girl from quest 30 "Crumbly Fort". You have three choices and you can get either no quest, quest 104 or 105 based on your decision.

Reward: 300 exp

105. Organisation

You offered your help to get the repairs of the Norhall Stronghold in Begus done. Talk to the dwarf with red hair at the Drunken Cave to make a deal for the necessary resources and manpower.

Quest location: Starts when going to the library of the castle in Calterburry after reporting back to the girl from quest 30 "Crumbly Fort". You have three choices and you can get either no quest, quest 104 or 105 based on your decision.

Reward: 750 exp

106. Royal Invitation

The queen of Begus has invited you to her room at the highest floor of her castle in Calterburry to talk in private.
The invitation can be found on the table in your bedroom.

Reward: 250 exp

107. Lizzle Cold Cure

Queen Jeanne Apelia of Begus asked you to help her in the search of an alternative cure of the lizzle cold.

Reward: 150 exp

108. Envoy of Hope

You got a message from Queen Jeanne Apelia of Begus for Rutia in Pumumu, a village in the north of Begus.

Reward: 250 exp

109. White Silver

Queen Jeanne Apelia of Begus requires 4 silver ore and a mage able to enhance it in order to make white silver weapons. These weapons can defeat undead enemies and help to weaken the grip of the church on the government of Begus.

You can find silver ore at the Jade Cave or below Old Ashton.

Reward: 15000 gold

110. Military Corruption

Queen Jeanne Apelia of Begus needs help to fix the corruption in her military to stand a chance against the church. She gave you the names of three people that require some special attention.

Reward: 400 exp

111. Framed Thief

Jenny was taken prisoner by the Central police force, but Flaire claims Jenny is framed for a crime she didn't commit.

Reward: 200 exp, 8000 gold

112. Vampire's Past

Vampire wants to know what you and the woman at the bottom of the north dungeon were talking about.

Reward: 350 exp

113. Library Exploration

Vampire wants to look for information about the mage Alexis, to figure out what has really happened in her past.

Reward: 500 exp

4. Shop list

Aldlyn Herbalist:

Without upgrade: Potion, Magic Water, Dispel Herb, Stimulant, Fabric

Added with first Herbalist upgrade: Big Potion, Improved Magic Water, Small TP Potion

Added with second Herbalist upgrade: Excellent Potion, Elixir, Big TP Potion

Aldlyn Blacksmith:

Without upgrade: Shield, Hat, Cloth, Light Armor, Simple Shoe, Simple Coat, Simple Helmet, Ground Ring, Simple Sword/Axe/Cane/Bow/Katana/Spear/Dagger/Glove/Mace

Added with first upgrades: Iron Armor, Iron Shield, Heavy Armor, Leather Armor, Leather Shoe, Iron Knife/Blade/Katana/Spear, Improved Cane/Bow, Fire Magic Mace, Leather Glove

Added with second upgrades: Shield Ring, Nice Coat/Hat/Helmet/Shield, Heavy Helmet, Big Shield, Nice Blade/Axe/Cane/Bow/Katana/Spear/Glove/Dagger/Mace

Aldlyn Bar:

Beer, Magic Water, Whiskey

Aldlyn farmer in the bottom left corner of the city:

Vegetables, Flowers, Apple

Red Keep:

Potion, Magic Water, Big Potion, Small TP Potion

Calbridge Stronghold:

Iron Blade/Katana/Armor, Heavy Armor

Witton Magic store:

Potion, Magic Water, Dispel Herb, Stimulant, Big Potion, Improved Cane, Magic Robe, Magic Hat, Fabric, Imp Leather

Thremten Jewelry:

Earring, Necklace, Expensive Earring/Necklace, [Jewel](#)

Thremten Author:

Book

Bitterroot Farm:

Vegetables, Flowers, Meat, Fabric, [Bread](#), Hay

Ebron Blacksmith (Knocky):

[Special Arrow](#), [Iron, Rope](#), Iron Knife, Iron Blade, Improved Bow, Leather Armor, Leather Show, Magic Robe, Grenades Recipe

After main events about the Katryx Blade also available: [Katryx Armors Recipe](#)

Crysthaven Merchant:

Magic Water, Improved Magic Water, [Red Slime Essence](#), [Map Amagal](#), Improved Cane, Magic Hat

Calterburry Magic store:

Big Potion, Improved Magic Water, Big TP Potion, Beer, Simple Helmet, Magic Robe, Earring, Necklace, Improved Cane, Magic Hat, [Golden Cross](#), [Map Begus South](#)

Calterburry Blacksmith:

Iron Knife/Blade/Katana/Spear/Axe, Improved Bow, Iron Armor, Light Armor, [Running Shoe](#), [Explosive/Ice/Flash/Holy Grenade](#)

Whitestone Citadel:

Potion, Magic Water, Big Potion, Improved Magic Water, Fire Magic Mace, Nice Cane, Hat, Simple Coat, Magic Robe, Magic Hat, [Rope](#), [Toys](#), [Book](#)

Whisperwind farm:

Potion, Magic Water, Dispel Herb, Small TP Potion, Vegetables, Flowers, Fabric, [Cheese](#)

Diminus Castle Magic store:

Potion, Magic Water, Big Potion, Improved Magic Water, [Rope](#), [Book](#), [Whiskey](#), [Jewel](#), Hat, Simple Coat, Magic Robe, Magic Hat

Diminus Castle Blacksmith:

Simple Sword/Axe, Katana, Improved Bow, Iron Spear, Nice Axe, Iron Armor, Good Heavy Armor, Heavy Helmet, Big Shield, [Wind Blade](#), [Lightning Glove](#), [Thunder Armor](#)
[Simple Gun](#) available after an event with Elly

Spire of Courage shop floor:

Vegetables, Meat, [Fish](#), [Cheese](#), Potion, Magic Water, Stimulant, Big Potion, Small TP Potion, Earring, Expensive Earring, [Golden Cross](#), [Jewel](#), Necklace, Expensive Necklace, [Toys](#), Shortsword, Iron Knife, Iron Spear, Nice Dagger, Nice Bow, Simple Shoe/Coat, Leather Shoe, Magic Robe/Hat, Headband, Nice Hat, Nice Mace, Iron Armor, Iron Shield, Big Shield, Heavy Helmet, Heavy Armor, [Thunder Gloves](#), [Steel Armors Recipe](#), [Steel Weapon Recipe](#)

Minsk Harbour Merchant:

Fish, Rope, Hay

Kagabangui Item and accessoire shop

Rope, Chains, Poison, Oriental Herbs, Cheese, Bread, Goldbar, Big Potion, Oriental Shoes/Coat/Hat, Cute Oriental Dress

Kagabangui Blacksmith:

Light Blade/Katana/Spear/Dagger/Axe/Mace, Glowing Bow/Cane, [Improved Gun Recipe](#)

Lalizan General Store:

Potion, Magic Water, Dispel Herb, [Special Arrow](#), Earring, Necklace, [Silk](#)

Siriveta General Store:

Dispel Herb, Big Potion, Small TP Potion, [Rope](#), [Golden Cross](#), [Book](#), Fabric, [Fish](#), [Apple](#), [Cheese](#), [Bread](#), [Hay](#), [Toys](#), Wild Dispel Herb

Newkungu Magic Store:

Excellent Potion, Improved Magic Water, Small TP Potion, [Golden Cross](#), [Book](#), Oriental Herbs, Oriental Hat, Expensive Hat

5. FAQs:

Q: Can I keep the savegame from my old version when upgrading to a new one?

A: Yes, you can copy the save files from the old version into the save folder of the new version.

Q: Why can't I see the elfvillage on the worldmap?

A: The party doesn't know the location of the elfvillage at first. If you talk to the elf at the blacksmith of Aldlyn with Mirel in your party he'll offer you to show you the way to their village. After talking to him again in the bottom left corner of Aldlyn you're shown the way to the village and it'll appear on the worldmap.

Q: I can't increase the relationship with a character anymore?

A: All characters have favorite present items. With the right present you can get all girls to a relationship of 70 after which you'll need love potions to increase it any further. Love potions are very rare at the moment but their isn't any event which needs more than 70 relationship in the current game version.

Q: Where can I find the stones for rebuilding the barracks in the quest Old Barrack?

A: The merchants for the stones can be found in the bottom right corner of the bar in Aldlyn.

Q: Where do I get the Mithrel Pickaxe to harvest Iron?

A: The Mithrel Pickaxe is given to the party during the quest no. 46 „Armor breaking“. You'll need to play the main storyline to obtain this quest.

Q: What is the solution for Sandras treasure dungeon?

A: The code in the first area is 2-5-6-4. You get it by counting the things shown on stone plates hanging higher, not directly above the ground. A hint about the god is given saying „In his opinion only those who were above others had any worth.“, which is supposed to tell you which plates are correct and which to ignore.

In the second area, there are stone pillars in line with the torches at the top of the map. The third pillar is broken, indicating that this torch should not be lit, while every other should be. When you have the right combination, there is no sound or message, but the iron gate will be open now.

Q: What is the solution for the murder crime in Millwater?

A: After speaking with everyone downstairs, you can go up and find a strange potion. After finding the potion you have to talk to Winona, Lady Redwood and then Irinlia. The order is important, since their dialog's affect each other in this order. Afterwards, Ryen can solve the crime by talking to the soldier next to the corpse of Sir Redwood. The right choices are Irinlia – poison – by mistake.

Q: What are the answers for the bronze license test at the Whitestone Citadel event?

A: 1. Less limbs
2. Amagal
3. Blizzard
4. 20%
5. Once
317. HP
318. Exp. Gain
319. Alfred Lambida
320. Magic Reflection
321. Silenced

Q: How do I get upstairs in the Skylo Tower?

A: For the first floor, you need to find all things, which are different between the left and the right room. Interact with them first in the original room on the left, then Ryen will notice they're different when interacting with them in the right room. The 6 things you need to find are the bookcase in the top right, the mirror on the wall, the picture above the mirror, the statue, the big chair, and the stone pile in the bottom left corner.

On the second floor, you need Chiyo with a Magical Knowledge above 40 to get rid of the barrier.

The locked door on the last floor require Sandra with at least 35 in her lockpicking skill for the left, and at least 60 for the one on the right..

Q: How do I get through Lielle's dungeon with the switches?

A: You need to turn every switch once (to the left), but the switch in the flame riddle room has to be set back (after obtaining the chest). In the top right are 3 switches close to each other. The lowest of those three also needs to be turned back after the other two are active.

Q: How do I solve the riddles in the dungeons during the „Fragment Hunt“ quest?

A: In Lualombo, you need to move all switches to the left side to unlock the dungeon at Sinasoka, or all right to unlock the dungeon at El Arma Gravesite. It's impossible to have both unlocked at once.

The door at Lualombo requires the combination 5571, which is the count of the switches in the dungeon at Sinasoka. The switches don't need to be used, you only need to count them to get the number.

At the poisonwood keep dungeon, you need to walk on the path indicated by the tiles with the number 7:



Q: I have a question/feedback/request and would like to contact the creator, how can I do that?

A: Either leave a message at the place you found the game or send me a mail.

MAIL: naughty-netherpunch@web.de

Or join us on discord: <https://discord.gg/A79WrBq>