

0.22 Content

Frosty Finance:

South of the Dwarven town Drumeer the entrance to the ice elf village Myonila is now open. Inside you'll find many new npcs and a few familiar ones. To the right of the village there a group of tents. Inside the biggest tent you'll find the elf Kola who will ask a favour. You're tasked with a simple delivery, take their package to

a merchant in Fort Soak. With the guild teleportation this journey can be mostly cut down. After you deliver the package you'll then have to go to Braithfare to confirm it with the trader in that town before returning back to Kola. Who will be eager to show how pleased they are.

Slushy Slaying:

The right side of Myonila has a small cave entrance that leads to a small cave with Slushes in it, a kind of slime. Here you'll find Meela who will be fighting slimes. Help her out and she'll give you a reward for it, simple.

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Tiefling Temptation:

Back in the town of Nueve, there was a tavern with many characters inside it. One character was a fairly buff red skinned woman. If you find yourself in possession of 5 sandwolf furs, I'd recommend bringing them to her. She'll be pretty grateful.

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Fond Farewell:

The main addition of this update takes place back in the prologue. Before boarding the ship to leave you are meant to speak to Maddy the blonde woman you lived with. If you speak to her a second time she'll ask you to say goodbye to everyone before speaking to her again. Once you've done that you'll receive a gift be asked to join her inside. You may decline or accept. For players who already have a save past the prologue, you can still access the scene by entering your journal and finding the orange fire to lower left of the room.

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Buried Cask:

To the south of Braithfare you'll find a girl passed out on the road. If you speak to her she'll mention how she found a hole by a rock leading underground. East from where she lies is the path to an alcove with a rock you may approach and find leads underground. Inside are simple slimes and a ghoul who may offer minor challenge and in a ruined chamber is a cask of old booze. When you take it you can deliver it to the Braithfare barmaid and she'll reward you with some gold and more for those interested.

Bar Redux:

In the Braithfare bar theres a buxom woman in a red dress who would like a drink. Oblige her and she'll give you a reward of your own. Alchemist scene boobjob scene has been expanded upon.

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Vampire Leftovers:

There seems to be a lockdown going on in the town of Lilth Faern. The western apartments have been closed and entry is being denied. If you want to get inside, try the house next door. The backway connects and you'll be in the apartments. If you want you can explore them and speak to a few residents. Or you can just make your way downstairs and head to the passage guarded by a hooded figure. Behind them is the lab of the vampire. Once you are inside you'll find her pacing inside a cell of sorts. Speak to the figure guarding the gate and prepare for a small battle. Maybe save if you can. After the battle theres a small gold reward in the crate and a new outfit in the form of prison rags. After you've defeated the vampire you'll find a building to the top right of the town is now open. Inside you can find some of the test subjects before. If you have any slime in your inventory, the slime girl will be more than willing to trade for it in sex.

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Discounted Bat Bottom:

In the town of Lilth Faern theres a new experience to be had. Inside the main room you can find a batfolk at the lower table. He's a pretty cheap date, 30 gold and you can have your way with him.

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Worth every Coin:

As of this update the path way to a new town is open. If you've passed through Drumeer the underground town you'll now be able to head north through the large gate and enter into the drow town of Lilth Faern. It does not yet have too much going on inside it's walls. But feel free to look around for yourself. And if you want the payoff of this update look for the green wooden building with an orc guarding it's entrance. That's the brothel. A building that will hopefully feature one new sex scene for each update. For right now if you enter in and enter the large open room then turn right you will find an orc woman standing near a fireplace. If you have 100 gold coins and speak to her, you'll be able to pay for a session.

I Spy:

Though not exactly content. If you interact with specific fireplaces a few options will become available to the player. One option is to ask to see more. If you choose this you will receive an eyepatch. When this eyepatch is equipped by the player interacting with npcs will make them naked during dialogue. It's xray glasses for the modern adventurer!

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Something Witchy this Way Comes:

In the town of Drumeer there is a small pool of water and an a woman standing by it. If you speak to her she reveal she knows you somehow. Follow her into the northwestern building and you will see a large stone structure by the back wall. Investigate it and be transported back to another time. From here you can explore around, but ultimately you need to head up the ladder. Outside here you will see a dwarf who you can go and speak to for a better grasp of whats going on. Or you can just head south west and find a pale woman guarded by three golems. If you approach prepare for a fight. So maybe save your progress first. Once you've beaten her, you'll be given the option have sex with her. Whether you do or not. after that you'll be transported back inside the building your teleported into originally. At this point you can approach the large stone structure and return to Drumeer proper or wander around first.

Bookmark:

A test run of the scene replay system is in the game. If you're starting a new save you'll be given a journal either during the prologue or upon arriving in the initial town. If you select this journal from your key items in the menu you'll be taken to small hallway where scenes you've unlocked will be available to revisit. This system may change depending on feedback. For returning players. If you enter into the Drumeer main streets you will 'find' your misplaced journal and will be given the option to add all previous scenes from prior updates.

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Open the gates:

The dwarven town of Drumeer is now open to you. It is a small lively place. With the basis of lots of future events. Explore the town and meet some curious people.

Back Track for a Swim:

Once the gate to Drumeer is available enter inside and head towards the topright most building. Inside you will find a white haired man. He will introduce himself as Ark. If you have met Mahalia he will offer you 100 gold to deliver a box to her. you get 50 gold upfront, another fifty upon completion. The actual quest is fairly simple, just return to the Meadowfaire woods and head south before you cross the bridge. There standing near the water will be Mahalia. Offer her the gift. She will accept it and offer to have some fun. You can decline and just take the pay, or accept her offer. If you accept her offer, you'll get a choice to do it with just her or with her and the catfolk man nearby. Both options have slightly different results so maybe save before talking to her if you want to see both.

Wait Where's the rest:

The actual quest that I wanted to put was taking too much time. So for the time being just the reward is available. Once you enter Drumeer head to the northeast large brown brick building. Inside you'll be met by a few people familiar to one your companions. Walk up to the dwarf sitting on the throne. Speak to her so she can introduce herself and speak of the towns problem. If you speak to her again you can enjoy a short scene.

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The plot must go on:

After defeating the giant salamander. Head into the big house in Nueve and speak to the man angrily shouting by a fireplace. This is the mayor and he will tell you a ledger of his may have the info you seek. It can be found in the upstairs of the church, the uppermost bookshelf spot. If you have searched the church bookshelves then heres what to do from there. Head outside and go right until you reach the tent building. Inside speak to the buff nun and they will tell you no one is allowed to pass through at the moment. Now head back to the church and speak to the catfolk nun. Doing so will trigger a small scene. Once that finishes leave the room. You will automatically come back in and see a continuation of that scene. The catfolk will join your party temporarily to escort you through the tunnels. If you did any of this out of order it should still work just make sure you talk to both nuns. Once the catfolk nun is in your party go back to the tunnel entrance and speak to the nun. They will let you pass through. From here you need to walk forward, where you will meet new enemies, Shrooms. They're being cut down by a mysterious figure. Once they're gone continue moving upward. There are two more nuns here who will ask you to help them deal with the problem plaguing the tunnels. The catfolk nun wants to help so you will continue walking north until you reach a wall, then go left until you find a nun by a doorway. Go through and you will find a giant spider woman. Once you approach her you will need to do two battles so be ready. After you defeat the spider woman you will be tasked to explore the room finding a spider girl being attacked by shrooms. Go help her and receive a reward if you want. Once you do that you should approach the giant spider woman and speak to her once more. After this head out of this area and back into the tunnels. The way that was blocked before should be open. Walk to the right until you see a door to a room. Inside here you will find a dwarf woman behind a counter. Speak to her and choose honesty or lie, either way you'll get your information. Finally you will receive a small dialogue from the catfolk nun as she joins the party properly. Thats it for storycontent for now.

Feline Favour:

In Nueve in the church you can find an older catfolk nun. If you've defeated the giant salamander in the cave just outside of town speaking to her will trigger an event to occur. She will try her best to heal you. After she does leave the room and suffer a pretty bad headache. Return to find her in a precarious situation. She will attempt to heal you again, this time with better luck.

Nun interrupted:

For this you need to continue the main quest up to the point that's available right now. After you've done everything you have to in the underground tunnels head back to the church. Upstairs where the catfolk nun once was you will find the young priestess. Speak with her and receive a mutually beneficial reward if you so desire.

Spider Rider:

Once you've entered the Nueve underground tunnels you will see a person slay mushrooms. Continue heading upwards and you will come across some buff nuns blocking the way to the next town. They can't open the path until the issue of the tunnels is solved. Once you agree to help them one will move and you can travel up and to the left finding a doorway into a different area. Inside here you will be forced to fight down some mushrooms and a large spider mob. The spider mob can be tough if you're lower level but otherwise should be fine. Once you defeat her you will be tasked to search the area. To the south is a spider girl being surrounded by mushrooms. Make quick work of them and be rewarded by a grateful monster girl.

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Daras Potion, continued:

Upon entering through the gateway to Nueve Dara will inquire about brewing a new potion. The first ingredient is a verdant agate, which you will find in the cave just outside of Nueve. In the innermost part of the cave you will find a protruding rock that has green ore on it. Take that ore and you're a third the way there. The second ingredient is get sand slime reserves. If you head back into the desert outside the town you'll find the slimes here. Defeat them till you have at least four drops. The final ingredient can only be obtained by the shady merchant in the town plaza. Head into town and speak to the merchant most southeast of the market. If you have fifty gold he will sell you the remaining ingredient. If you are lacking that coin, consider grinding more slimes for their drops to sell. Once you've got all three ingredients head into the Nueve Church and click on one of the tables. From here you will gain the potion as well as some gold. To celebrate you'll find yourself inside the tavern. Speak to some happy customers if you wish but to advance time you need to pay your bill to the bartender then return to Dara. Say yes to putting Dara to bed and you'll find yourself in a situation with one horny drunk elf. After a small amount of hand action you can either continue or stop there.

Maybe you should knock:

In Nueve there's a small scene you can walk into. Inside the house with a basement, if you head inside you then down the ladder you will stumble into two people having sex. Seems you aren't the only one getting some action.

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Missing Necklace:

By the tent in the Meadowcrest Woods is a catfolk who has lost his keepsake necklace. The cabin just slightly north of him now has a ladder inside it. Click on the ladder and head down into the ice caves. Inside here you will be forced to encounter some cave dwellers. Once you pass them and head into the bat infested area to the south east you will find a bat hovering over a crate. Scare him away and check the crate. The necklace will be in there. Once you return it the catfolk will rather thankful.

Sandy Town:

Once Dara has been acquired as a companion the south western path will be opened. From here you will head into the desert and find three women being attacked by wolves. You will need to aid them since Dara isn't the kind of person to let people just die. Once you help them speak to the middle girl and she will mention going back to their town. Nueve is now open. At the moment it's pretty bare bones. But you can talk to people and get a feeling for what may come. The other decision to make is to head into the cave just north of where you fought the wolves. Inside you will find a few stray wolves and a missing guard. Keep following the path and you walk into a beast woman fighting a giant salamander. Here a quake will have the player hit his head, and see some slight dazed visions. After this just defeat the beast and be on your way.

Note- Apologies for the lack of sex this update. Things didn't go as planned. But now that I have this much game world built the next update is gonna focus less on expansion and just refining. The plan is to add more scenes.

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Fort Soak Scene:

To the north east of the Braithfare Town you will find a For being drenched by rain. In a door to the right of the fort you will find a gruff older woman. She's going to ask you for help locating an escaped prisoner before she is willing to open the pathway. You can ask around to try and gather clues and put the case together. Or you can go into the main building and head upstairs. In one of the beds is a key. Once you have this key you

can head down stairs and the the jail cells and speak to the guard standing still. Once you show him the key he'll let you investigate the cell. On the wall is a pretty blatant crack that leads into a cave. Follow this cave and you will pass the missing guards body and find a cavern with orcs and a mimic. Fight the orcs and the commander will thank you before sending you out of the cave. From here return to the room to the right of the fort and check the desk. You will speak to the commander who will finally invite you to meet her in the main building upstairs in her quarters. Meet her in there and agree to keep her company.

Cave Dwellers Scene:

In the Meadowcrest Woods north of the tent you will find a cabin. Inside there is now a ladder. Head down it and find yourself inside a icy cavern. In the south passageway you will be met by two cave dwellers being swarmed by bats. Once you speak to them they will ask you to kill an alpha frost bat. It can be found inside the south cavern to the lower west of the passage ways. Once youve killed it, return to the duo and claim your reward.

0.1 Content

Prologue:

If you decide to play the prologue it's pretty straight forward. Once you wake up you'll be asked to get a letter. Head to the center most building surrounded by trees . Inside a tiefling woman will greet you. Regardless your response she will head upstairs. Peek on her. Once she comes down you will recieve the letter. Head back outside to find Maddy working in the field. She will ask you to finish for her. In the demo you only need to collect one of the crops before heading inside but you can collect them all. At this point head inside your home and speak to her again. A small conversation will happen before you head outside to play. To play head to the southeast of the island and find the other kids. Click on the unlit campfire to progress. Once it's dark you will be called home and recieve some bad news. Time skip. Once you wake up there is a small dagger on the bed. Don't forget to grab it. There are a few items you can get by speaking to villagers. As well in Maddy's house you can grab a piece of bread. The only person you have to speak to before leaving the island is Maddy. Once you do the Captain will let you onboard. A small event plays then you are suddenly on the ship. Head outside and speak to the captain. He will ask what you see. Your choice does not matter, but you will see a small scene. At this point you'll be told to head inside and get some sleep. Once inside you can click the chest below your bed and recieve an item. Once you click to sleep the prologue is over.

To get the Orc Companion:

At the north of Braithfare there is a cave you can enter if you have a weapon. Once inside you'l pass an empty chamber and find the orc wandering around. To have her join you will need to enter the woods south of Braithfare. When you are there enter the cabin thats closest to a tent. Inside is a letter. Grab it and return to the Orc. She will now join you.

To get the Elf Companion:

Once you are off the ship you will have to enter the building next to the dock. Inside either speak to the man about jobs or that youre looking for someone and he will tell you deliver a mushroom. The mushroom is outside in the area you just left. Take that and leave the town by the eastern exit. Once you see a sign post, head south and continue south through the woods full of slimes. Here you will find the elf. Once he has been given the mushrooms he will join you.

Main Plot:

As of now the main plot is brief. Once off the ship, head inside the building next to the docks. Speak to the man behind the table and once you have 4 options. Tell him you are looking for someone. Once he asks you to deliver the mushrooms do so. Exit the building and head east to tedge of the village and leave. Here you should see a fork in the road and a sign. Take the southern path and keep going south through the slime filled woods. Once you get a short scene featuring the elf speak to him again and he should join you. At this point head back to the building by the dock and speak to the man once more. He should reveal what he knows. Both pathways are blocked at the moment. That's as far as this plot thread has reached in this demo.

Daras Potion:

To do this you have to grind some slimes. Luckily they're weak and respawn when you leave the area. In the woods above the lake the elf was residing in fight slimes until they drop three cores. For mana jelly you're going to need a bottle. At the moment there are two ways to aquire one. If the orc is in your party you can receive one in the small shack at the south of town. A passed out drunk has one on the floor that can be taken. Besides that in the Adventuring guild there is one upstairs. That is the two doored building towards the northwest of town. When you have an empty bottle head to the woods south of Braithfare. In the cabin to the south closest to the tent you will find a big urn filled with pink goo. You should be able to harvest it. Assuming you've both gotten the slime cores and the bottle of mana jelly all that's left is Dara. If he is in your party a trigger should tell you to head back to the lake. If you did this out of order. You need to take the mushrooms by the dock to him. Either speak to him and he will ask you to bring them. Or speak to the man in the dock building about jobs or that you're looking for someone. These should allow you to pick up the mushrooms and bring them to Dara. At this point you need to click on the stump by the lake. You will recieve a small scene.

Moans from Well:

Multiple characters should mention that there have been some moans heard from the old town well. To investigate it you need to leave Braithfare by the east exit. Once here head to the south path until you are in the slime woods. From here head south some but then turn west. A trigger should play if you are on the right path. Keep moving that way and you should enter into a small cubbed area with a well. Head inside and you will find a hole in the wall. Move through it and you'll be met by a sealed ruins. Inside here you will need to fight some mimics. Do so and you will be met by some ghosts, one of which should trigger a small scene. Once youve fought all the mimics head back to the skeleton near the entrance and it will send you into some other realm. In here you if you follow the same path to the female ghost you will find her living version. Speaking to her will activate a small scene. When you want to leave this realm you need to try to move to that big stone shape across that small bridge. The guard will stop you, once you've spoken to him return to the girl who summoned you. She will give you an item that will let you pass. Now you can move past him and the old man will speak to you. Once thats done click the stone to return to reality. Here a boss fight will be waiting. It shouldn't be too hard if you aren't alone. That's as far at this plot thread has reached in this demo.

Have a Drink:

There are multiple ways to get alchohol. If you play the prologue you can find some on the ship by the bed you sleep in. If not you can purchase some for five gold in the bar in town. If you have any beer or have five gold speak to the woman at the top table in the bar. Give her some booze. hopefully enjoy the scene.

Flower Collector:

In the woods south of Braithfare you can find a girl by a cart of flowers west of the river bridge. Speak to her and she will offer a reward for the collection of special flowers. The yellow flowers can be obtained on this map. The rest are slightly hidden away. Close to the Braithfare town entrance if you look at the eastern foliage before you enter the town you should see a small gap. Enter it and you will find another flower. At the end of this you will find an alcove and the remaing flowers. Return to the flower girl for your reward.

Slime Finder:

Just south of Braithfare there is a small gap in the easter tree wall. Enter it and you'll be met by passive slimes. Continue in and you will find a hooded figure. Speak to them and they will ask you to find their pet slime. Head back into Braithfare then take the eastern path out of town. Once you see the signpost head to that south path until you enter the woods with hostile slimes. Continue south until you are at the small lake. Here you will find a slime who is passive. Speak to it then return to the Hooded figure. They'll give you 10 gold.

Slime Grinder:

If you kill ten slimes, you can recieve some gold from the adventurers guild captain. Speak to him if you've killed ten or more. He can be found in the building with multiple doors towards the northwest of Braithfare.

Seared Fragments:

You can obtain two as of now. For what purpose? Find out in a future update. One is in the cabin closest to the tent. Click on the sealed jar to recieve it. The other is in the ruins in the well. One of the chests in the ruin is merely a chest.