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## Quests

### About Quests in General

There is a main quest that drives the story forward, but it's not recommended to play only the main quest straight through. Instead, it's worth also completing side quests, especially those from Thalia and Merlwen, as they can help you gather enough resources early on (especially wood). This makes progressing through the main quest less of a grind.

### Main Quest

#### Find the axe: "Get the axe from Sean."

Leave your room, then exit the kitchen. In the courtyard, you'll find Sean - he'll give you the axe and, in newer updates, also 20 coins.

#### Find the forest: "Find the forest on the map."



In the courtyard from where you find Sean, you can head straight into the forest, or open the map and look for the forest next to Home.

#### Collect wood: "Find the forest and chop 3 wood."

In the forest, click on the tree stump, then on 'Chop', and after that on the axe icon repeatedly until you've chopped down three trees. Of course, this only works if you picked up the axe beforehand. You might encounter the elven woman Thalia while chopping wood. And with that, you may experience the first scene. This starts the following quest: **More Wood: "Talk to Thalia."** If the event doesn't trigger the following quest is started: **Find the elven woman: "Chop wood until you hear something..."**

After you've chopped down 3 logs, bring them back to the kitchen and give them to After speaking with Idalia, the following quest begins: **Find your neighbor: "Search for the neighbor's house and talk to her."** The main quest also continues, and **'Wait for it: "Wander around and go to the forest."'** will appear in your quest log.

#### Wait for it: "Wander around and go to the forest."

A story event is automatically triggered.

#### Find allies: "Go fishing. Maybe twice."

After the story event, use the map to travel to the beach and speak with the fisherman. He'll take you out fishing. The second time you go fishing with him, another story event will be triggered.

After being stranded on the Amazon Island, you must impregnate at least three of the Amazons in order to leave. However, you're not limited to just three—it may be wise to impregnate more, as pregnancies take time. You can return later to initiate the births, and for each child born, you'll be rewarded with a soldier.



Use the red cross button to exit the pregnancy ritual. Inside the tent, you can resume the ritual through the bed, or continue the story by leaving the area via the bottom edge of the screen. Click on the pillow to replay the BJ Scene with Clea.

#### **Army: "Talk to Valeria."**

I recommend playing a few side quests before continuing with the main quest. For example, the **Where are Sean and Idalia?: "Search the farm."** quest would be lost if you don't progress Rachel's quest first.

The conversation with Valeria triggers a longer story sequence and adds two new quests.

**Rebuild: "Build a new home for You and Idalia."** and **Raid: "Raid the kingdom's supply routes. Check the map."**

#### **Rebuild: "Build a new home for You and Idalia."**

After you have built the house, you will receive further quests. **Find more allies: "Talk to Valeria,"** **Old acquaintances: "Talk to the slave trader at the supply route."** and **New Home: "Build your bedroom and spend the first night there."**

#### **Find more allies: "Talk to Valeria."**

Go to the camp again and talk to Valeria. After a short dialog she will send you to Grace to find the route to the north.

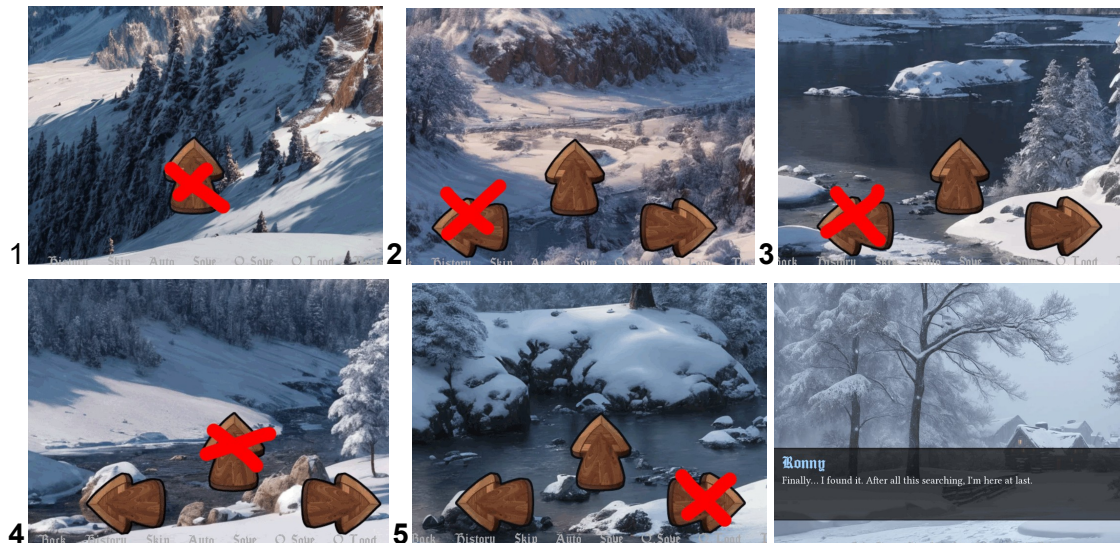
#### **Find more allies: "Go to Grace."**

Grace will give you the hint to follow the water to find the north. You can now travel north on the map, but as long as you haven't found your way through the snow you will still end up at the mountain pass.

#### **Find more allies: "Find the passage to the north."**



So findest du den Weg durch den Schnee:



### Find more allies: "Find Astrid."

Once you've reached the north, you need to find Astrid. You'll find her in the house on the right, with her back turned to you. Talk to her. She will give you the task of defeating the beast outside the village.

### Find more allies: "Defeat the monster."

You can find the quest location by clicking on the lower edge of the screen in the village overview, then click on "Quest". You can face the beast by clicking on the ice cave marked with a trail of blood. If you're not well-equipped and lose the battle, Sigrid will explain that you can forge better armor and a stronger sword with her help. Without these two items, it's nearly impossible to win.

To forge them, first collect iron ore at the "Mine" outside the village, where you also found the quest. Then return to Sigrid and Runa's house and click on the fire. Click on the fire a second time to smelt the iron and receive iron bars.

Once you have enough iron bars, go to the anvil and forge a strong armor and sword by clicking the hammer a few times.

After crafting both items, equip them by opening your inventory, selecting the item, and choosing "Equip."

After equipping both items, stock up on some potions and you should be able to defeat the beast. You can buy additional potions from Grace. If you still lose, you might want to complete the combat tutorial with Clea. You'll find her in the camp under "Train."

### Find more allies: "Go back to Astrid."

If you speak to Astrid again, she will explain the conditions under which the Northerners will agree to follow you. After that, a Sexscene with Astrid will be triggered, you can choose whether to start it immediately or postpone it. If you decide to postpone, Quest **Bond with the North: "Have sex with Astrid."** will be activated until you talk to Astrid again and experience the Sexscene. Once you have satisfied Astrid, Quest **Bond with the North: "Feast of Wolf: Knock up all the noble ladies at least once."** will be unlocked.



**Bond with the North: "Feast of Wolf: Knock up all the noble ladies at least once."**

Each of the northern noble ladies wants to have at least one child with you. Pregnancies happen randomly, so it may take some time until all of them have been or are currently pregnant. If it takes a while without success, consider taking a break and coming back later to try again.

Once all of them have been pregnant at least once, Astrid will approach you and ask if you want to stop. This will trigger Quest **Bond with the North: "Talk to Astrid."**

**Bond with the North: "Talk to Astrid."**

Click on Astrid and select "Talk," then choose option "I am ready to lead the warriors."

A longer dialogue sequence and part of the story will follow. During this, the Raiders will launch a successful surprise attack on you. Depending on whether you've already recruited an army, you will lose some people, how many depends slightly on how well you fight, but either way, you will eventually be knocked out. After the fight, you will wake up in your bed.

**Defense: "Go to your allies."**

Go to the destroyed camp and talk to Valeria. She will give you the task of building a defensive wall. If you have finished Quest **Grace's gift: "Bring Grace a bottle of oil."**, you will receive **Quest More Wood: "Seek Merlwen's Advice."**; otherwise, you will get **Quest More Wood: "You must progress further in other quests first."**.

**Defense: "Deliver 20 iron bars, 100 wood, and 100 coins to the construction site."**

Bring the mentioned materials to the construction site by the river. If you've progressed far enough in Thalia's quest, gathering the wood will be easier. You can either craft the iron bars yourself or buy them from Runa at the forge. Once you've delivered everything, you can enjoy a cozy evening by the fire.

**Hold the Line: "Station soldiers to secure the wall."**

You need to fully man the defensive wall with a total of 30 soldiers. You can either impregnate the Amazons and Northerners to increase your numbers, or you can purchase warriors after you've built the Warrior Camps. The more warriors you have stationed at the wall, the fewer damages you'll suffer from enemy attacks. The Raider attacks will only stop once the wall is fully manned.

**Rebuild: "Restore the Camp."**

This quest is not mandatory for the main storyline, but you should consider rebuilding the camp. Doing so will allow you to recruit fighters and interact with Eira and Valeria.

**Warpath: "End the Raider Threat."**

To defeat the Raider army beyond the wall, you'll need an army of your own. The outcome depends on whether you choose to actively participate or not. Victory should become possible with an army > 100. Alongside a few barrels of ale, which you'll need for the feast in the Great Hall after the battle, you'll also receive some coins and a new axe that allows you to harvest even more wood. The axe is also useful in combat. Starts: **Reward: "Build the great hall and host a feast."**

## Thalia

### **Find the elven woman: "Chop wood until you hear something..."**

The encounter with Thalia is random. If you don't meet her while chopping three logs, this quest is added and you'll need to return to the forest later and chop until the event triggers. This starts the following quest: **More Wood: "Talk to Thalia."**

### **More Wood: "Talk to Thalia."**

Head into the forest and talk to Thalia. This quest is extremely helpful for quickly gathering large amounts of wood. After your conversation, you'll start harvesting twice as much wood, no matter which axe you use, thanks to a trick Thalia teaches you.

### **More Wood: "Bring Thalia 20 wood."**

Talk to Thalia and give her the 20 wood. She'll build a lumber camp where you'll passively receive wood throughout the game. Very useful! Another scene will follow. Starts: **Meet Merlwen: "Talk to Thalia again."**

## Rachel

### **Find your neighbor: "Search for the neighbor's house and talk to her."**

You'll find the neighbor in the house just above Home on the map. Talk to her, and she'll give you a new task.

### **Collect wood again: "Chop 5 wood for Rachel."**

Chop 5 logs and bring them to her and you'll receive **Find the merchant: "Search for the merchant on the map."** and a handjob. If only life were that simple! :)

### **New task: "Talk to Rachel again."**

The next time you talk to Rachel, she'll ask you for 7 coins. If you give her the 7 coins, she'll give you a blowjob and the next quest will be activated.

### **Rachel needs money: "Bring Rachel 7 coins."**

If you delay giving her the 7 coins, this quest will remain active.

### **New task: "Talk to Rachel again."**

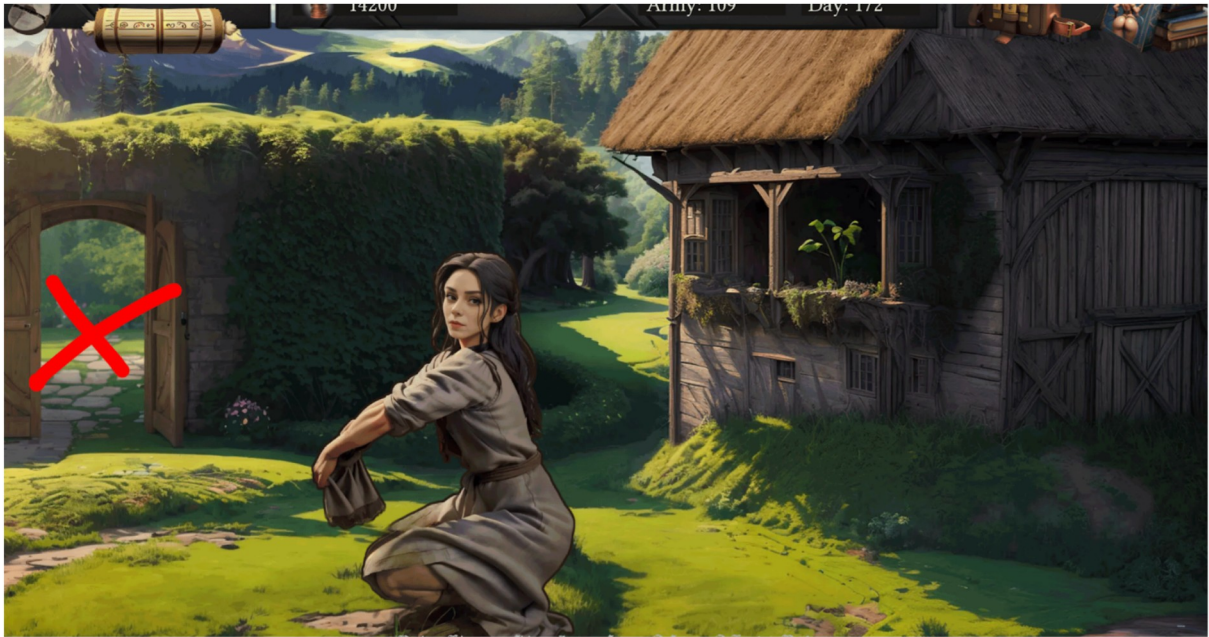
When you talk to her again, she'll want to invite you for dinner — but first, you'll need to help her prepare.

### **Find a fish for dinner: "Get a fish and bring it back to Rachel."**

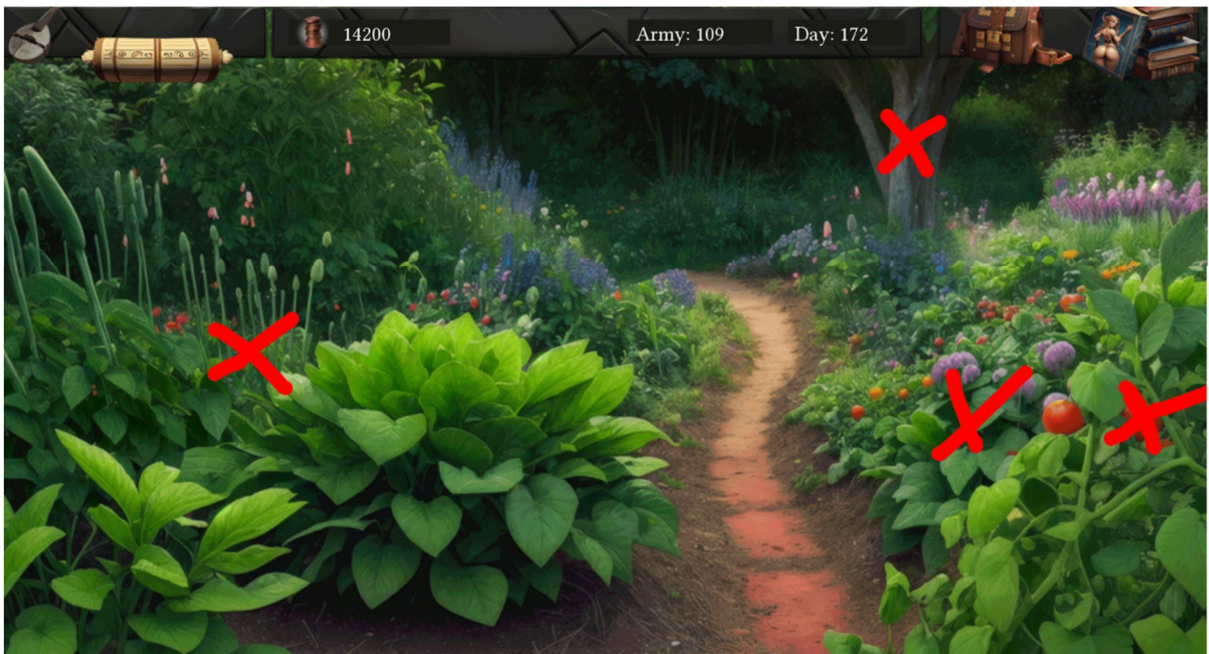
The first thing she needs is a fish, which you can find at 'Fishy' down by the beach. There are three different catches you can bring her: herring, lobster, or salmon. On Patreon, you'll find a table showing where to find each one. Each fish leads to a different scene. You can experience all the scenes by bringing her each fish once under "Share Catch". You can only catch lobster and salmon by using herring as bait. However, to better understand how fishing works, there's a tutorial available.

### **Pick vegetables: "Pick some vegetables from the garden next to Rachel."**

Next, you'll need some vegetables. After the conversation, Rachel's garden will become accessible to you. The entrance to the garden is marked here.



You can collect the vegetables by clicking on the basket that appears after you've clicked on all the vegetables.



Talk to Rachel again, and after a dialogue where you learn more about her, the dinner scene will start based on the fish you brought.

Idalia

**Where are Sean and Idalia?: "Search the farm."**

The scene is triggered after you finish **Collect wood again: "Chop 5 wood for Rachel."**

When you return home, you'll catch Idalia and Sean having sex in their bedroom. The scene is optional, and you might miss it. Once Sean is dead, it will no longer be available.



**New Home: "Build your bedroom and spend the first night there."**

After you spend the first night in your home once you've rebuilt it after the raid. Idalia will come to see you and surprise you with a blowjob. After that, you can talk to her in her room.

**Intimate Idalia: "Talk to Idalia."**

After talking to her, you can use the "Action" button. Idalia's interaction is a bit different from the others, you should keep kissing, licking her and so on until more options become available. At the moment "Pound" is max.

Grace ( Sigrid & Runa)

**Find the merchant: "Search for the merchant on the map."**

The quest starts after you've brought the wood to Rachel. Grace wants to have some rum with you. Rachel's story will also continue (**New task: "Talk to Rachel again."**).

**Find something to drink: "Find some liquor and bring it to the merchant."**

Buy a bottle of rum from the pirate at the beach and bring it to Grace.



Select her and choose the "Drink Rum" option. A short titjob scene will follow.

**Lingerie: "Go to Thalia and talk with her."**

Talk to Thalia. When you see her, you'll notice she's wearing something quite exquisite. Speak with her about Lingerie. Thalia will express her willingness to trade with Grace.

**Lingerie: "Talk to Grace."**

Talk to Grace again. She'll be quite happy about the new trade option and will reward you with her sweet pussy. You'll also now have the option to change the outfits of some characters.

**Grace's gift: "Talk to Sigrid the next day."**

The quest starts after you've discovered the North and spoken with Sigrid, Grace's mother, in the first hut. After that, you can also spend the night in the hut. At least one day must pass, and then you'll be able to talk to Sigrid about "Grace's Gift." Sigrid wants to test the gift with you. For that, you'll need to oil her buttocks and slide the plug in. Enjoy the Sigrid's buttocks. Afterward, you'll have Grace's Gift on you, even though it won't appear in your inventory. You'll need to complete Quest **Lingerie: "Talk to Grace."** before you can present the gift to Grace. If you haven't completed the quest yet, **Grace's gift: "You must progress further in other quests first."** will appear. Otherwise, the story continues.

#### **Grace's gift: "Bring Grace the gift."**

Talk to Grace. She'll be happy about the gift, but she's still missing some oil to try it out. She'll reward you with a blowjob and ask you to produce some oil.

#### **Grace's gift: "Bring Grace a bottle of oil."**

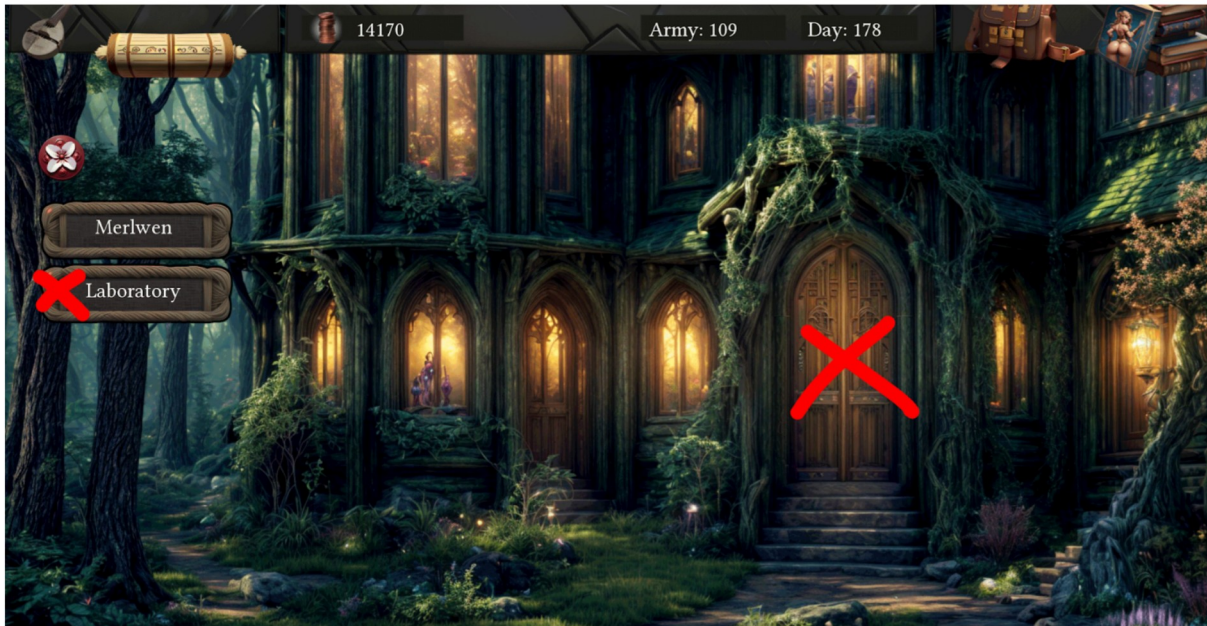
To get oil, you'll need to go to the Deep Forest, where Merlwen will approach you to complete the ritual. Choose your preference regarding Merlwen, you can set her as a classic woman or as a shemale. Your choice will remain for the rest of the story, but you can change it at any time in the quest menu by clicking on the little butt icon in the top left corner.



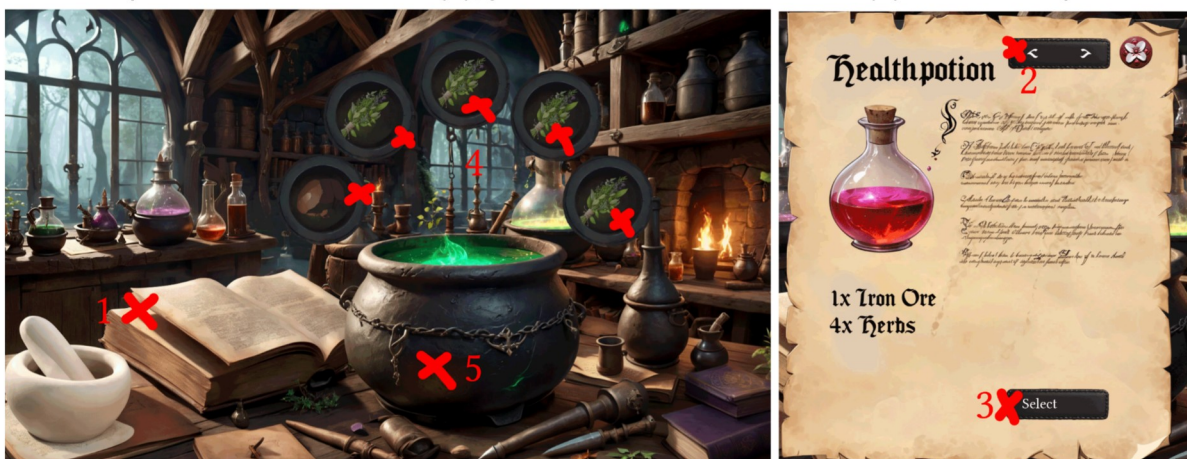
Fulfill your duty with Merlwen. Afterwards, you'll receive a potion that you can use in the forest, each potion allows you to produce 50 wood. Later in the main quest, as part of another quest, you'll also receive the recipe for it. You can now also use Merlwen's



laboratory by clicking on her door and selecting “Laboratory.”



Click on the book to choose a recipe (1,2,3), If you have all the ingredients in your inventory and have placed them in the slots(4), you can click on the cauldron(5) to brew the potion.



To brew oil, you'll need 2 herrings (fish at the beach), 1 rum (from the pirate at the beach), 1 vegetable (from Rachel's garden), and 1 herb. You can find herbs to the left of Merlwen's house in the forest.





Once you've brewed the oil, go to Grace and talk to her. An anal scene will follow, and afterwards you'll receive the book 'The Tush's Tale: A Guide to the Joys of the Derriere.'

#### Custom Women (Younger & Older Survivor)

##### **Old acquaintances: "Talk to the slave trader at the supply route."**

Talk to the slaver at the supply routes, you'll meet two familiar women there. They will ask you to buy their freedom. You'll be able to choose their names and even assign nicknames to them.

##### **Old acquaintances: "Buy the freedom of the two women."**

You can buy the older one for 200 and the younger one for 300. However, you'll first need to renovate the rooms in your house. Quest **Desert's Warmth: "Invite the slaver for a drink."** will be started.

#### Younger Woman

##### **Hearthside Friend: "Talk to the young survivor."**

After you've built her bedroom and bought her freedom, visit her in her room and click on "Talk." A scene will follow in which you buy clothes and she gives you a blowjob. Afterwards, you can talk to the older one and also give her some new clothes.

##### **Tender Ties: "Wait a few days and then check the upper hallway."**

The quest is triggered once **Grace's gift: "Bring Grace a bottle of oil."** is completed. A few days after finishing **Hearthside Friend: "Talk to the young survivor."**, you'll notice the younger one's door slightly open in the upper hallway. Enter the room and enjoy. The first time, she'll be a little overwhelmed. Afterwards, you'll need to wait a few days before trying again. Then, you'll have free anal rein as long as you proceed somewhat carefully.

#### Older Woman

##### **Nurturing Bonds: "Talk to Slaver."**

After you've bought the older one's freedom, you'll need to talk to the slaver again. Click on "Extra goods" She will sell you 'Harmony in the Home: A Guide for Handjobs.'

##### **Nurturing Bonds: "Build the bookshelf in your new room."**

If you haven't done so yet, build the bookshelf. There, you can view all the books you've collected.

**Nurturing Bonds: "Read: 'Harmony in the Home.'"**

Click on the bookshelf and read 'Harmony in the Home: A Guide for Handjobs.' - this will trigger a short dialogue.

**Nurturing Bonds: "Go to her room."**

Go into her room, and she'll give you a handjob. After that, it's time to build the kitchen.

**Nurturing Bonds: "Build the kitchen."**

Click on the kitchen either on the map or inside the house. You can build it for 40 wood and 50 coins. Once you've built the kitchen, you'll find her there every other day.

**Nurturing Bonds: "Speak with her in the kitchen (Maybe next day)."**

When you find her in the kitchen, talk to her. If she's not there, go to sleep once and check again. Just like **Grace's gift: "Bring Grace a bottle of oil."**, this quest also unlocks access to Merlwen's laboratory and the ability to brew oil. You can find herbs, as mentioned in Grace's quest, to the left of Merlwen's house.

**Nurturing Bonds: "You'll need to continue Thalia's quests first before proceeding."**

This quest becomes active if you haven't discovered Merlwen yet.

**Nurturing Bonds: "Bring the following ingredients to the kitchen: herbs, salmon, oil."**

Gather the ingredients and bring them to the kitchen when the older one is there. For the best chances of catching salmon, check the probability table on Patreon. If she's not in the kitchen, sleep for one night and check again. She will cook for you, and a sex scene will follow.

## Merlwen

**Meet Merlwen: "Talk to Thalia again."**

After talking to Thalia, you'll discover Merlwen's house, and a new region will be unlocked: the Deep Forest.

**Quest More Wood: "You must progress further in other quests first."**

There are two ways to unlock the laboratory: either by starting **Nurturing Bonds: "Speak with her in the kitchen (Maybe next day)."** or by completing **Grace's gift: "Bring Grace a bottle of oil."**

**Quest More Wood: "Seek Merlwen's Advice."**

Go to Merlwen and talk to her. A vaginal/anal scene will follow, and afterwards you'll receive the recipe for the "Forest Potion."

## Slaver

**Desert's Warmth: "Invite the slaver for a drink."**

Starts after you finished **Old acquaintances: "Buy the freedom of the two women."**. Talk to the slaver and invite her for a drink - you'll need a bottle of rum for that. She will tell you

about her origins, and you'll learn her name. Afterwards, you'll be allowed to undress and fuck her and spend the night with her under the stars.

### Clea

The first scene (bj) with Clea is triggered when you first come into contact with the Amazons. The replay is also available on the Amazon Island, in the tent with the round seating area, as long as the Amazons haven't landed on the mainland yet. After their landing, you'll find Clea, including the replay, in the camp - initially under "Train," and later under "Clea." If you defeat her in training at level 1, you'll unlock a sex scene.

### Eira & Valeria

#### **Rebuild: "Restore the Camp."**

This quest starts after you've built the wall. Build Eira's tent, visit her afterwards and you'll receive a handjob. Build Valeria's tent, visit her afterwards and she will assist you with her throat. Once you've built everything that's possible, the quest will be completed.

### Others

#### **Reward: "Build the great hall and host a feast."**

After you've defeated the Raider army in the main quest, you'll be able to build the Great Hall and hold a feast. The ale you need for the feast was included in the loot. During the feast, you can experience two scenes, one at the front if you win at dice, and one at the back, where you'll encounter Grace.



### Tipps&Tricks

#### **Coins**





You can find a hidden coin pouch at the "Supply Routes." These become visible on the map after you return from the Amazons. The pouch contains 50 coins, which makes the early game a lot easier.



The easiest way to make money is by gambling with the slaver using "Bet Money" and rolling back if you lose, this allows you to completely skip the grind. However, if you play the quests in the right order, the coin grind is minimal anyway.