

Overlord V0.2.3 quest walkthrough

Introduction (skip these steps if you chose to skip the intro)

Once you have discussed the basics with the goblin Gnarlak, you can explore the castle, visit the following locations for a description of how they function:

- Your chambers
- The dungeon
- The vault
- Defence rooms

Once done you can leave the castle and explore the Forest

Base Facilities (Skip to page 3 for the walkthrough)

You can find more info on how the mechanics work by going to the help section in the games menu, but here is an overview

Building defences

Your castle will be raided semi randomly at night, so its best to build defences to stop this from happening. The number of raiders is directly related to the notoriety / 10 e.g. a notoriety of 20 means 2 people will raid you. **Killing people increases your notoriety**. The maximum notoriety is also linked to the amount of defences you have, with a starting max of 20. Building a second defence room will add 10 to the max notoriety, so its best to upgrade your defences faster than building new ones

To start, its best to go with a **trap door**, they will instantly trap any bandit who triggers them and they have a starting trigger chance of 25% (unless it's a thief). Its best to upgrade this to a 50% capture rate as soon as possible.

The dungeons

The dungeons are where your captives go for corruption. The rate of corruption starts at 10% per day, but increases with **Corruption Runes** which can be found by completing crypts. You can also speed up the corruption of prisoners once their corruption is above 40% or if you have unlocked Lucy, you can instantly corrupt someone by playing as her. Prisoners can be sold, given to a succubus, added to your army or sent to work in a captured location. Higher corrupted prisoners are worth more than less corrupted prisoners.

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The Barracks

It's not recommended to build a barracks early, work in improving defences and setting up a lumbermill for passive income first. Once you have enough prisoners cutting wood, you can sell it to the merchant.

Once the barracks is built, you can send fully corrupted prisoners there, once a member of the militia they can be given a specialization these are:

Combat - better at killing on raids or pillages

Scouting - More likely to survive being sent to scout

Lockpicking - important for pillaging as people will lock their doors

Defence - This is their ability to defend a settlement once it's been taken over, not useful for the pillage or capture process, but important to hold a captured location

Map room

The map room allows you to plan raids, send Lucy to scout and manage captured locations, when locations are captured you can review them in detail, send food, forces to take the villagers. You can also see the dynamic needs of the village. E.g. a village which makes jewelry will need a blacksmith and won't be happy if they don't have one.

Armoury/Infirmary

Only build these after the barracks. The armoury allows you to make more weapons and armour for your forces giving them a health/damage boost in combat, which is needed in larger settlements or against guards. They cost iron which can be unlocked by following the Ironpeak quest line below.

The Infirmary is a place for your forces to heal, they will heal at 20% per day. You need Mara to staff the Infirmary, she can be unlocked by following her questline below.

Portal Room

A system for taking shortcuts around the map. Once built you need to buy the tear spell and from there you can find locations around the map allowing you to teleport. The portal room is also a prerequisite for the Ironpeak questline.

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Exploring the forest

In the forest you can randomly encounter threats while exploring, at the start of the game, combat is winnable, but difficult so it's recommended that you upgrade your power as soon as possible, follow Lucy's quest line to unlock that ability to upgrade your power.

In the forest you will find locations you can interact with, such as houses, towers and camp sites. Abandoned houses are some of the best places to visit and can net you considerable resources.

You can **sell or buy wood and stone** from the local merchant allowing you to convert any resources.

Sneaking into homes is a good way to capture more prisoners, you'll need the lock picks from Henry the blacksmith, this requires you to have completed Lucy's quest line and progressed into the first quest given from the tavern in Scarldale

Searching towers is the best way to find more gold, be warned that the towers are sometimes trapped with a trip wire, this can be seen in the doorway in the inside image if you look closely. Its best to leave if you see this.

Lucy's quest line

To first meet Lucy, you need to enter the forest and take the path to the **south**, then in the next location with a small lake, take the path to the **south east**.

When you first follow this path, you will encounter Lucy, if you haven't **purchased a the "cloak" spell yet**, you won't be able to talk to her and a new quest will appear telling you to find a way to hide your identity.

To acquire the cloak spell, navigate to start of the forest and go **east**, follow the path east until you reach an old **shack**, in here you can speak to a man who sells spells. The spells are broken into combat and story spells. It's recommended that you purchase the **cloak** spell first.

Once you have purchased the cloak spell, you can cast it using the button on the left hand UI panel (above the save button). From there **return to Lucy and cast the cloak spell**.

With the cloak enabled, you can speak to Lucy, she will task you with **finding a flower** for her near the **river**. This opens up more of the map, and when you return to the forest entrance you'll find you can now take the **south west** path down towards the river.

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Follow the path **west**, then **west** again, then at the river go **south**. This will bring you to an area with a cave and a bridge. **Visit the cave first**, to enter the cave you will need at least 1 soul which you will lose.

Entering the cave, you'll meet **Eisheth**. Upon realising you can store souls, she will offer to do things for you in exchange for them. Bringing her 5 souls will allow you to improve your **melee weapon power**, doing this will drastically help win fights so it's recommended to do it as soon as possible.

Now you have met Eisheth you can exit the cave and go **west**, over the bridge and into the crypt. **You need at least one soul to enter the crypt.**

Crypts are randomly generated each time, but the goal is to explore them and find the **main chamber**, this is always at the bottom of the map, you can also search tables, urns, chests, coffins and bodies for more loot, but this can trigger a fight.

Upon reaching the final chamber, you can meet a **greater succubus**, fighting them is recommended as winning will earn you 3 souls.

Upon completing the interaction with the succubus, you will find the **flower** Lucy asked for, you corrupt it and **return to your castle**.

From there, sleep and **return to Lucy** (with the cloak applied) and give her the flower. After completing the dialogue you will be prompted to return to the castle and sleep again. This time, you'll wake up in the night and visit Lucy who has been corrupted by the flower. After the visit, you'll wake return with her and place her into the **dungeon**.

You can progress Lucys corruption by visiting her, or leaving her and letting it progress over time.

Once 100% corrupt, Lucy needs to be **possessed** which turns her into a succubus. To do this, you'll need to purchase the **possession** spell at the shack. Once you have run the possession spell, you will unlock Lucy as a playable character and open up the rest of the **forest**.

Alice's quest line

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Alice can be found in the **outskirts of the town**. To get to the town, first you'll need to visit the **merchant** who can be found by going north west from the starting point of the forest. You can purchase a **horse** from the merchant which unlocks the town.

You can meet Alice in the outskirts and she will give you the quest to **find her farther** who has been taken by bandits.

Alice's farther is located in the bottom left corner of the **forest in a mine**. Upon reaching the bandit mine, they will offer to trade him if you bring back an item from a manor near by.

Going to the manor east of the mine, and following the prompts you'll meet a "woman" offering to play a game with you, she will explain the rules but it's essentially hi/low with a sexual twist.

Winning will result in her giving you the item and asking for you to return any time. You can return to reply the game by continuing **east at the bandit mine** any time you like, the reward for winning is 150 gold.

When you leave, you automatically return to the camp and give the bandit the item, he in turn gives you Alice's farther who you can return to her. Upon doing this, she asks you to stay the night and sleeps with you, allowing you to take her back to the dungeon and perform the same corruption and subsequent **possession** as you did for Lucy, unlocking Alice. She is only a playable character in the Patreon version at this time.

You can use Alice and Lucy to defend empty rooms in your castle, or have them work in the town brothel to earn you passive gold.

If you're playing along step by step, you should consider unlocking the **lumber mill** at this point for passive income.

Mara's quest line

Mara is a less useful character than Alice and Lucy so it's recommended to unlock her **last**. You can find her in the town. Go to the social district and enter the bath house and pay for a massage.

Mara's quest is quite liner when compared to Alice and Lucy but is quite **expensive** (200 gold is needed to complete the quest at a minimum).

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Upon meeting her, she will give you a massage and tase you. Asking for a **tip** in return for extra services next time. Paying the tip will advance the story, not paying it will delay the story further but the outcome will be the same when you do eventually pay.

Once you leave, you must **wait at least a day** before visiting for another massage, here she will tease you more and ask for another **tip**. Choosing not to pay the tip will delay the process when you return and will cost more money so it's recommended to pay it on first request.

After waiting another day, on the 3rd and final meet with Mara she do more than tease you, this allows you to dominate her mind and either instruct her to return to the castle, or work at the bath house earning you gold. It's recommended to ask her to return to the castle.

At the castle, Mara can provide massages which replenish health and energy, and she can work in the **infirmary** once it is unlocked.

Scarldale

Scarldale is a village in the forest which is unlocked after completing Lucy's quest line. It can be visited either as the Overlord or as Lucy.

In the village you will find the following buildings:

- Main hall
- Tavern
- Blacksmith
- Housing area
- Shop

Below are what you will find in each location:

Main hall (unfinished quest line)

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Visiting the main hall you will be stopped by a guard, depending on who you play as, you can interact with him differently.

Playing as overlord

You can choose to fight him, which is not a recommended action, guards are difficult to kill and you will have to flee the village once seen.

You can choose to purchase a dagger from the black smith and use it to kill the guard this results in you gaining entry to the hall

Playing as Lucy

Upon meeting the guard, you can seduce him in 2 ways, either by taking him into the forest or by meeting him at his home in the housing area. Both interactions allow you to choose to corrupt or kill him.

Either of these decisions allows you to enter the hall as the overlord and confront Jon (the head of the village)

This is currently the end of this quest line

Tavern

In the tavern you can do a number of actions, as Lucy you can drink with people or work which will earn gold depending on what you do. As the Overlord you can drink, or ask about the area which opens 3 of quests:

Tavern quest 1 (the wolf)

Speaking to Alexander at the tavern, he tells you about something attacking livestock near the church to the north. To start the quest, go north to the start of the forest, then south west towards the river, click on the church to begin the quest.

Searching through the forest, you can choose to go left, right or straight, choose **straight** to find the animal attacking the sheep. You can choose to **flee** or **fight**, fighting will cause you to loose as you don't have the correct weapon. Choosing either will return you to the castle.

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Once you have returned to the castle, speak to gnarlak about the wolf, he will advise that you need a **silver weapon** to kill the beast.

Visit Henry in the Scarldale blacksmith and ask about the silver weapon, he will offer to make you one if you can fetch 6 pieces of silver. He also now sells **lock picks**, purchase a set for 75 gold.

Next, with **lockpicks** go to the town, here you can go to the residential district and wait till dark. Once it's dark you choose to enter homes, doing so will prompt the lock picking mini game.

Once you are in a house, you can explore the kitchen, living room and bedroom. Searching the rooms will let you find the **silver** if there is any in the house. You can also interact with people sleeping in the house, but doing so will cause you to return to the castle.

Once you have 6 silver items, you can return to Henry and ask for a weapon to be made, you can ask for either some arrows or a dagger. **Do not choose arrows unless you also have or plan to buy the bow**, which at this time has no other use.

Henry will ask for **2 days** to forge the chosen weapon, return after 2 days and take the weapon, if you have chosen arrows make sure you buy a bow. Once done, return to the church to begin the **final encounter**. Here you fight and kill the wolf and search its cave, giving you 100 gold

Tavern Quest 2 (Ambush)

To begin the ambush quest, first go to where you met Lucy (start of the forest -> south -> south west). Then continue through the rocky pass, go south following the river and turn east before the tower, then go east again and you'll find a creak. Going in either direction from here will begin the ambush quest. You'll meet a woman who looks injured. You can choose to help her, or kill her. This is a trap so it's best to kill her.

After making a decision you'll be attacked by a heavy bandit. They are harder to kill so bring potions.

Killing the heavy bandit will end the quest, if you spared the woman, you'll be able to choose what to do with her

Tavern Quest 3 (Cemetery)

The final quest requires to you to go to the very south east of the map, across the lake. This takes you to a cemetery, entering begins a quest where you must hunt for a ghoul.

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When you see the ghoul you'll have the choice to attack with your sword or bow, it makes little difference as you'll miss either way. Following the ghoul will bring you to a crypt which upon entering will cause you to pass out.

Waking up you'll find yourself in a light room. This is a trance from a succubus demon. You can choose to ignore her or have sex either action will lead you to wake up and realise you are trapped in the crypt with the succubus. You can choose to fight and resist or give in. Giving in will cause you to lose one soul, but either will end the quest.

Ironpeak (under development)

Visiting Ironpeak

Once you have constructed a **portal**, and an **armoury**, you can visit Ironpeak to get... **Iron**. Like with the town, you'll need a **horse** to begin the ride to the mountains. Upon entering the mountains you'll encounter a blizzard and enter a cave for safety.

After waking in the cave you'll hear voices and be given the choice to flee or stay, both lead to the same outcome and neither have any side effects. You'll be rescued by Ida (who currently has no quest line).

Ida will take you to her home and answer questions you may have, after that she advises you to go to the hostel for rest. You can sleep the night at the hostel and pay 30 gold to be visited by someone.

Leaving Ironpeak

After visiting the hostel and sleeping for the night. You can buy iron (don't worry if you cannot afford it yet) from the store and try to go home. Upon trying to return home, you will meet Ida who advises you that the path you took is now inaccessible. So you return to Ironpeak and look for a way to get home.

Going to the houses, you find one at the end of the row with a woman inside, she is reluctant to let you in, you can either convince her or break in at night. Either way, once inside you can cast a **tear spell**, allowing you to portal to Ironpeak from the castle, all which is left is to get home.

To get home, you must summon Gnarlak who can build you a **portal**, to go this, go back to the shop and ask the shop keep to send a raven with a **note to Gnarlak**. Return to the house and sleep.

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You'll wake up to the sound of Gnarlak coming through the portal, this unlocks the portal and allows you to visit and leave Ironpeak at will.

The Quarry

The quarry can be found by exploring the area, once found you can send workes to min stone much like the lumbermill

This is currently the end of the main quests in Overlord V0.2.3 For more into on raids, staff combat and any other areas of the game, check out the help section in the menu