

## **New Quest's Added in version 2.01**

### **Quest: Man Cave**

Activation requirements: Bat Breeder at full affection, all three "exercise" devices installed in your dungeon.

Location: The Tower of Dread

To unlock the full affection level of your Bat Breeder, you will need to purchase the improved rations and living accommodations from your desk in the bedroom. There after keep giving her orgasms until she maxes out. (should take up to 12 orgasms if you are at level 0).

When returning her to the cage at full affection value, the MC will start feeling guilty of keeping her locked up and decides to upgrade the dungeon. You will need furniture (see Marcus, the carpenter) and an outfit for the Bat Breeder (see Edgar, the tailor), it is the leather bikini. Once purchased, return to the tower and set it up. Now you will have a place to relax. Which reduces fatigue and heals the character by a small amount at the cost of an hour. If she's horny, the Bat Breeder will keep you company on the couch.

### **Quest: Lucille's Legacy**

Activation requirements: Must have completed the "Waystones" quests

Location: The Tower of Dread

Erevi will task you to find the lair of a long dead witch called Lucille and bring back any stuff of interest. You will find her lair in the innermost part of the spider cave, just south of the village. The entrance is warded, so bring a crystallized egg. Defeat the spiders (tip: consume a cure poison potion before entering the cave). In a small cavern you'll find a chest with Lucille's journal. This is all you need to complete this quest, but I highly recommend bringing that pink egg found on the alter, along too.

Return to the tower, chase the spider to the dungeon and then report to Erevi.

### **Quest: Niger Arcana**

Activation requirements: Complete "Lucille's Legacy", bring the spider egg to the tower

Location: The Tower of Dread

Since Lucille's stuff turned out to be worthless, Erevi tasks you to find a cult that was cursed by their own god and subsequently got sealed off by a group of wizards. What could possibly go wrong?

The cult is rumored to have resided somewhere near the Tower of Dread. Check out the "Bat Cave" south of the tower. In the innermost part is a sealed door. Use the disc you got from Erevi to open the door. Further inn you'll encounter a magical barrier. Use a crystallized egg to break it.

Defeat the nasty skeletons and wraiths. At the altar is a large book. Take it and return it to Erevi. Tip: check out the chest in the innermost bedroom before leaving.

## **Quest: Creepy Crawlies**

Activation requirements: Complete "Niger Arcana"

Location: The Tower of Dread

After delivering the Niger Arcana (the book you found in the cultist crypt), you will start hearing scratching noises. Erevi is convinced the rats have returned and tasks you to deal with them. Follow the sounds down to the dungeon. Check out the wall where the spider fled. You will need a pickaxe to break it down. This can either be bought in the store or found in the abandoned mine (the one between the Tower and Frida's place).

Use the pickaxe to break down the wall and investigate. The spider will be lurking. Use the Summon spell, anything else will end up getting you killed (eventually).

Gain the spider's trust by giving it meat each day (bear, boar, gator, rabbit and steak works). After a few attempts she'll mate with you.

A week after getting pregnant she will lay an egg, take it. Then do as she says and fetch Erevi. They'll strike a deal and everything will be peachy.

## **Quest: A Master Spinner**

Activation requirements: Complete "Creepy Crawlies", Venomina must have laid a second batch of eggs.

Location: The Tower of Dread

Venomina ask you to get her some fancy clothes humans wear. Run over to Edgar's shop and purchase the black robe and lingerie. Give it to Venomina.

## **Notes on the Bat Breeder**

The Bat Breeder (BB) has a gestation period of a week. After which she'll lay a batch of eggs 4 to 8 eggs.

The BB will announce her pregnancy on the third day, at which point she'll be shown as pregnant in the sex scenes.

## **Notes on Venomina**

Venomina has a gestation period of a week. After which she'll lay a batch of up to 10 eggs. The number has some variation, but is mostly determined by her affection, or rather how well fed the spider colony is. Their affection is raised by delivering meat. Bear and Gator carcasses increase affection by 20 points. Borar = 15, Steak = 10, Rabbit = 5. Affection is reduced by 2 points each day. Max affection ranges between 0 to 100.

Also: avoid cuddling with her....

## **Notes on Wraiths**

Wraiths are immune to non-magical weapons but can be harmed by spells. They have a fairly high resistance to spells, though. The best course of action is to use the "Magic weapon" spell.

Wraiths regenerate a small amount of HP each turn and possess a "Chill" attack. This ignores armor but is reduced by the victims magical defense ability.

## **Notes on the familiar**

A very experimental creature for now. Possesses some magical abilities that increase with lvl. Subject to change...