

## **New Quest's Added in version 2.05**

### **Quest: The Witch Hunter**

Activation requirements: Activates 5 days after having sex with the Vampires

Location: The Village

5 days after having sex with the vampire sisters (see "Cemetery Rumors" quest), a blond girl will appear in the center of the village. She, Oksana, is a witch hunter sent by her order to investigate the disappearance of several travelers. When spoken to, she asks for directions to the cemetery. Needless to say, her finding the vampire sisters, wouldn't end well for one party. Head over to the cemetery to warn the sisters of her impending arrival. The sisters will instruct you to give the witch hunter a tour of the cemetery, but make sure to distract her so she does not find anything suspicious.

During the tour, there will be two occasions where Oksana finds something suspicious and in each case you'll receive two options on how to handle the situation. Neither option will actually cause any trouble, but sexual oriented options will increase her affection. This becomes important in the next update. See "Oksana and Affection" further down.

### **Quest: A Dress for a Lady**

Activation requirements: Must have started "The Witch Hunter" quest

Location: The Cemetery

After warning the vampire sisters of Oksana's arrival, Zsofia will approach you and beg you to bring her some clothing more suited for her station. As usual you can find it in Edgar's store. You can deliver the dress to Zsofia at any point during or after your quests with Oksana.

### **Quest: Find the Innkeeper**

Activation requirements: Complete "The Witch Hunter"

Location: The Merchant's Inn

After leaving the cemetery, Oksana wishes to visit the "The Merchant's Inn". This is a tavern further West along the Western road. Upon arriving at the tavern you'll notice large amounts of blood near the entrance. Upon investigating the inn, you notice the innkeeper is gone. Follow the blood trail leading West along the road. On the next map section, you will stumble upon a mangy werewolf and the innkeeper. Prepare for a fight! After slaying the beast, the innkeeper (Oliver) invites you to spend the night in his inn. Each of you get your own separate rooms. Oksana hurries upstairs to take a bath. You have the option to peep through the keyhole. Be sure to have 50 coins on hand to bribe Oliver, so you can enjoy the show.

After entering your room, you can take a bath too. This is another optional action that will raise Oksana's affection. During the bath there will be a knock on the door. Make sure to let the person come in.

After completing your bath, go to sleep and meet Oksana in the "lobby" the next morning.

## **Quest: Further Investigations**

Activation requirements: Complete "Find the Innkeeper"

Location: The Merchant's Inn

Oksana is eager to find out where the Were wolf you encountered came from. Accompany her to the place where you encountered it and investigate the area. Along the northern edge you'll find footprints. Follow them. Welcome to Castle Tepes! Fight through the beasties and make your way onto the causeway/bridge leading to the castle. This is where the adventure ends for now. Oksana will leave to gather reinforcements and tells you to meet her at The Merchant's Inn later. This will not be available until build 2.11 is complete, so don't bother waiting!

## **Oksana and Affection**

There are four opportunities to increase Oksana's affection during these quests. Although she has sworn a vow of chastity, she does like the attention of men. These are the four opportunities you get:

1. Upon meeting her in the village, tell her she is pretty
2. Stare at her ass in the cemetery
3. Try kissing her in the cemetery
4. Invite her into your room while taking a bath

If you miss more than two of these opportunities, you will not receive a bonus scene in build 2.11.