

New Quest's Added in version 2.1x

Quest: The Purifiers

Activation requirements: Activates 3 days after completing "Further Investigations"

Location: The Merchant's Inn

3 days after Oksana leaves you at Castle Tepes, she returns to the Merchant's Inn with a group of Purifiers. They aim to collect the broken seals from the cemetery to aid them in fighting the monsters that inhabit the castle. You need to warn the vampire girls of their arrival.

Adaobi and Reanna will try to hold off the Purifiers to buy you time to hide the shards. You need to team up with Zsofia to gather the shards left over from the seals. These can be found in the tomb of the High Priestess further in the cemetery (where you stole the crown). While collecting the shards the Purifiers enter the tomb. Prepare for a fight! After defeating the Purifiers return to the graveyard. Adaobi and Reanna have hidden from the sunlight inside their crypt. A couple of Purifiers are trying to get in. Kill them and speak with the girls.

Quest: Ashes to ashes, dust to dust

Activation requirements: Must have completed "The Purifiers"

Location: The Cemetery

The girls decide they no longer can stay in the cemetery, because it will only be a matter of time before they will be killed by a larger force. Since they can't disobey Master's command and leave on their own accord, Master will have to go....a perfect job for the player. They tell you to fashion two rings from the shards for you and Oksana, when equipped, these will protect you from Master's mental powers. The remaining shards should be used to craft crossbow bolts, to fire into Master. Once penetrated by a shard Master's powers are severely reduced (although this is optional). Their last piece of advice is to enter the castle via a sally gate hidden in the ravine.

Bolts and rings can be crafted at the blacksmith. You also need iron ore, which can be bought from the blacksmith.

Make your way to the Temple of Qetesh to pick up Oksana and the remaining Purifiers. Oksana can be found in the main hall (during the daytime only). While at the temple Oksana you must lead Oksana to the fountain in the Hall of Patron saints. There she'll show you how to make "Holy Handgrenades". If you didn't fuck up too many dialogue choices during your time with Oksana, she will ask you to show her your room. Once there you can convince her to try the outfits the Priestesses wear. If you have completed the Alice quests, you can give her the blue "trainee" outfit. This will unlock a sex scene.

Gather the purifiers and head towards the castle. The sally gate is below and to the right of the drawbridge. The lower dungeon level contains large groups of zombies and some were wolves. Make

sure to light a torch or you will be severely penalized in combat. Tip: Holy handgrenades are very effective against large groups of undead.

Make your way to the second dungeon level. Master is close. Make sure you are wearing your rings and have your crossbow equipped. Bolts and crossbow are optional, but it makes the fight a lot easier. Anyone not wearing a ring is toast...

Master can be found in the torture chamber. Defeat him and he'll flee further into the crypt. Chase after him to finish him off.

After Master dies, the room collapses, I recommend dedicating a save slot for this point. Oksana will prey to The Lord of Light to help you get out of the crypt. The rubble pile blocking the door partly collapses. You can tell her....or you can lie. I recommend lying.

If you tell the truth her faith strengthens, and she leaves you to rejoin her order.

If you lie, she loses faith in here god and gives herself to you (new sex scene). She will then leave you to think plan her future (will she return?).

At this point the vampire girls appear.

Quest: A New Home

Activation requirements: Complete "Ashes to ashes, dust to dust"

Location: Castle Tepes

Reanna will ask you to join help her clear the castle of Master's remaining pets. Clear out al the zombies and werewolves in the tower and gatehouse. Tip: Reanna has some pretty bad ass powers that make her very powerful.

Once the castle is cleared, you and the girls settle inn.

Quest: The Power of Blood

Activation requirements: Complete "A New Home"

Location: Castle Tepes

You can find Adaobi on the upper floor of the tower (only at night). She will ask you to help her with an experiment. Supply her with 2 Blood grass, 1 Moon flower pollen, 1 Swamp toad and a human (dwarves and bat breeders also work). She'll teach you how to make vampire blood potions. These will make mortals gain vampiric powers.

Quest: Master's Loot

Activation requirements: Complete "A New Home"

Location: Castle Tepes

On the tower's lower floor there is a locked storage room. You can find the key in a chest in the gatehouse. Inside the room you find two outfits. Give the black lingerie to Adaobi. The pink outfit is for Reanna, but she'll need some convincing. You need to defeat her in combat before she agrees to wear it (only the first time). She also wants payment in the form of a human (or similar).

Vampire Girls, Pregnancy and Children

The vampire girls can only become pregnant by using the "Enhanced Fertility" potion. And this still only gives you a 25% chance of success. Once pregnant, they will tell you so on day/night 5 of their pregnancy.

Reanna doesn't trust your potions once she realizes they can make her pregnant and will prevent you from using them during a scene. You can trick her by using a potion before talking to her (since the effect lasts all day). After her first child is born, she no longer prevents you taking potions.

Each girl has a gestation period of 25 days/nights at which point they give birth to a baby Gargoyle. The baby stays with its mother until 10 days old. Then it becomes an adult and settles down somewhere in, or around the castle. There is no limit to the number of children the girls can have, but there are only 9 grown Gargoyle sprites for each girl.

Vampiric Powers and Blood Potions

Blood potions can be created by speaking to Adaobi, you need some of her blood after all. The ingredients she requires are enough for two potions. Each potion increases your blood pool by three.

The greater your blood pool, the more abilities you gain (to a certain point). Each day your blood pool diminishes by one point. These are the abilities you gain:

1 Blood point: Nightvision

Works like a torch, but costs nothing to use.

2 Blood points: Awe

Can be used in combat to lower your target rate, meaning enemies will be more likely to target your companions. But its main function is to improve the mood of angry wives/girlfriends. Immediately increases their affection to 100%. It does NOT instantly makes them horny, but she will be more likely to be horny the next day.

3 Blood points: Increased Agility.

Your agility is increased by 50%. This is automatic, no need to activate anything.

4 Blood points: Vampiric Strength.

Damage dealt is increased by 20%. Automatic.

5-7 Blood points: Vampiric regeneration.

You regenerate 3% of your health each combat turn or every few paces. Automatic.

8-10 Blood points: Scorching Sun

You slowly burn up while under the sun. Nighttime or buildings are your friends.