

New Quest's Added in version 2.71

Quest: Go Forth and Multiply

Activation requirements: Complete the quest "For the Cause"

Location: The Temple

Now that there is ample room at the temple, you must do your holy duty and father Qetesh as many children as possible. You need to have at least 5 children at the temple in order to complete this quest. It is completed once the apparition appears at your bedside for the second time. Speak to Ziva once the quest is complete.

Quest: Spread the Good Word

Activation requirements: Complete the quest "Go Forth and Multiply"

Location: The Temple

If you speak to Ziva after the apparition has appeared at your bedside twice, she will instruct you to seek out potential converts in the village. The tavern might be a good place to look for lost souls....

Quest: Forsaken

Activation requirements: Must have completed the quest "Go Forth and Multiply". Oksana you must have lied to Oksana after defeating Master.

Location: The tavern in Weirdwood

Upon entering the tavern Oksana will be sitting in a corner drinking. Trying to come to terms with recent events. Escort her to the temple. There she will receive a room next to the other girls. Visit and have sex with her until she has received the blessings of Qetesh.

Note: If you got Oksana killed fighting Master, or didn't lie to her, she will never appear in the tavern. In this case an apparition will appear in the dungeons beneath the Vampire castle (in the room where you defeated Master).

Quest: Mouths to Feed

Activation requirements: The ghost/apparition must have visited your bedside twice. If you lied to Oksana after defeating Master, you must also complete the Quest "Forsaken".

Location: The Temple of Qetesh

With all the additional children living in the temple, food has become an issue. Ziva will send you to a farm to the South-East (next to the Swamp) to trade for food. Head over there and make a deal with the farmers. Once you have secured food, report back to Ziva.

Note: You need at least 5 children at the temple before the apparition will appear at your bedside.

Quest: Monster Hunter

Activation requirements: Start "Mouths to Feed"

Location: The Family Farm

Your cousin Molly was taken by a monster a few months ago. Your family agrees to supply the temple with food if you slay the beast that took her. Enter the forest behind the farm to search for the beast. There are two caves in the forest. One is occupied by a troll and the other is where Taurus and Molly have made their home. It turns out Molly ran away from home to be with Taurus. So, you can't kill Taurus. Instead, you need to kill the troll and bring its head back to the family along with Molly's scarf.

Quest: Acorns

Activation requirements: Must have discovered Molly and Taurus, see quest "Monster Hunter".

Location: The Dark Forest

After you exit Molly and Taurus' cave, you encounter a treeman searching the corpses of Orcs. If you ask him what is going on, he'll tell you he is searching for two acorns that were stolen by orcs. You can find these acorns on the corpse of an Orc in the Troll's cave. This quest is optional.

Quest: Familial Bonds

Activation requirements: Complete the quest "Mouths to Feed" and "Monster Hunter"

Location: The Family Farm

After completing the quest "Mouths to Feed" you can continue visiting the family farm and bond with your family. Especially Julia. If you help her with her chores (giving her flowers or jewelry will speed up the process) she will ask you to go swimming with her. If you kiss her, she will become startled/upset and will no longer go swimming with you. So, you'll need to make her relax with some good old "special pastries". After that, keep swimming with her until she agrees to marry you.

Quest: Barn Wedding

Activation requirements: Complete "Familial Bonds"

Location: The Family Farm

When Julia agrees to marry you, you'll need to get 3 flowers, 8 candles and a wedding dress. The flowers and candles can be bought at the general store. The wedding dress can be bought from Edgar in the Tailor's store. Decorate the barn with the flowers and candles and give the dress to Julia. Wait until nightfall for Julia to show up.

Quest: Mother's Ring

Activation requirements: Complete the quest "Barn Wedding"

Location: The Family Farm

Upon exiting the barn, your father comes to speak to you. He tells you about your mother and the ring she left you. He hopes you can use it to find her. Ask around to find more information on about the ring (Ziva knows something). After speaking to Ziva, equip the ring (it's under armor) while inside the temple. It does not work any other place. Whenever you equip (unequip->re-equip) the ring you can meet your mother. Alas there is not much else you can do, for now...

Quest: Tragedy Strikes

Activation requirements: Complete the quest "Mother's Ring"

Location: The Family Farm

If you return to the farm after seeing mother, the farm will have been overrun by Orcs. You can find your dying father near the entrance to the Dark Forest. He tells you the Orcs have taken your sister. Rescue her! If you go to get Taurus for help, you'll discover the Orcs have been there too. Head West/Left across the bridge. Upon reaching the bridge you'll be beset by Orcs. If you gave Oakly his acorns back, he would assist you in rescuing Julia. Julia is in the tower. Her cell is locked, and you need to defeat the orc boss to get the key.

Quest: Security

Activation requirements: Complete the quest "Tragedy Strikes", Fail to complete "Acorns"

Location: The Family Farm

This quest is only available if you fail the quest "Acorns". If Oakly isn't available to guard Julia, you need to ask Ziva for help. She'll agree to send Grug to guard the farm.

Quest: Chickens

Activation requirements: Complete the quest "Tragedy Strikes"

Location: The Family Farm

After you return to the farm, Julia will ask you to buy some chickens. Go to the farmer in the village and buy 3 chickens from him. Each chicken will produce the following number of eggs: 50% chance of 0 eggs, 33% chance of 1 egg, 16% chance of 2 eggs.

Quest: A Larger Home for Julia

Activation requirements: Have 4 children with Julia

Location: The Family Farm

There is only enough space for 4 children in the original farmhouse. At that point, Julia will refuse to have sex with you until you expand the house. Worry not, for a mere 1000 gold Marcus will be happy to build you a new home. This increases the number of children you can house to 10.

Julia, Pregnancy and Children

Julia can give birth to up to 10 times before she is capped. She can no longer become pregnant at that point.

She will notice she is pregnant 5 days after it occurs and give birth on day 20.

Julia Affection

Liandra's affection will deteriorate by 5 points per day if you've not slept in her home for more than 5 days. Her affection can be boosted by giving presents: flowers or jewelry. Sex and helping her in the field will also increase her affection.