

JUDGESTONE

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Dive into the Adventures of William Bierce and help the friends get their treasures back. Face the toughest thieves and robbers of Klondike. Solve the mystery of the old artifacts.

The land is available for 35 days from the time of your first visit.

Travel Equipment: Nothing needed



Enlarge Map: Website [KA101 Facebook Photo Album](#)

Energy Consumption:

The total Net Energy used on this land was 61,716. About 698 complete Horn sets were gained.



Enlarge Map: Website [KA101 Facebook Photo Album](#)

Energy Consumption:

The total Net Energy used on this land was 14,819. About 205 complete Horn sets were gained.

Pack List:

You will need these items in your home storage



Your home storage will be available from the site and all items collected will go straight to your home storage.

Links: Questline: [Interviewing the Victims](#), [Graham, the Lawkeeper](#), [Restoring the Law](#), [Blanche, the Lady of Luck](#), [Marcus, the Clever Cheat](#), [The Harbor of Knowledge](#), [Mortimer, the Animal Lord](#), [The Wolf Vengeance](#), [Mouse, the Thief](#), [The Lion Nature](#), [Following the Thief](#), [Bill, the Fake Mayor](#), [The Siege of Baby Bill](#), [The End of Banditry](#),

[Under Lock and Key?](#) Clearing Reward Videos: Judgestone: [20%](#), [50%](#), [70%](#), [100%](#), Copper Mine: [50%](#), [100%](#)

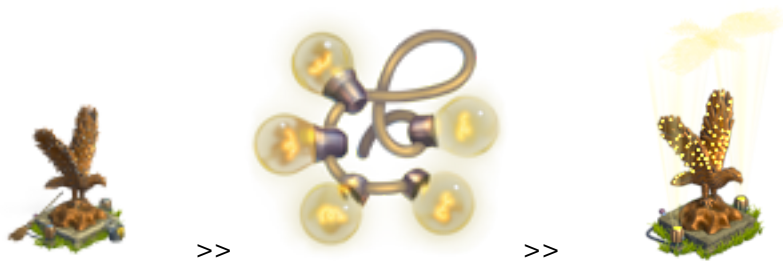
Main Building: Storage

Storage is shared with home storage. There is no “Storage” building.

Other Buildings On Land

BULB EAGLE

The reward for the first task in the location. For completing tasks in Judgestone, you'll get Bulbs to build the eagle, 60 in total.



After you build it, it will become a building with crafts.



BULB EAGLE



Dry twigs



3320304/10



Coins



23378054/1000



Quartz sand
x50



x475265

Left pieces: 5

CREATE

Goose egg



3684771/10



Coins



23378054/1000



Blueberry



x4264

Left pieces: 7

CREATE

Beans



7575/10



Coins



23378054/1000



Chocolate



x2411

Left pieces: 7

CREATE

Wild
Strawberry



12805/10



Coins



23378054/1000



Cheesecake +35
Energy



x602

Left pieces: 3

CREATE

Wool



252047/10



Coins



23378054/1000



Hanging feeder



x29

Left pieces: 1

CREATE

Milk



91374/10



Coins



23378054/1000



Piece of sun



x781

Left pieces: 7

CREATE

Flax



2125/10



Coins



23378054/5000



Silver Monocle



x86

Left pieces: 1

CREATE

Chicken egg



92589/10



Coins



23378054/5000



Silver Weather Vane



x49

Left pieces: 2

CREATE

Rye



886/10



Coins



23378054/5000



Bronze Seal



x27

Left pieces: 2

CREATE

Ostrich egg



781558/1



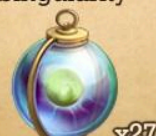
Coins



23378054/5000



Pocket Singularity



x27

Left pieces: 1

CREATE

Peafowl egg



235246/1



Coins



23378054/5000



Lucky coin



x2394

Left pieces: 1

CREATE

Turkey egg



567590/1



Coins



23378054/5000



Rechargeable Dynamite 500 Energy



x18

Left pieces: 1

CREATE

Lady Mouse's Boxes



15 boxes in the upper level, 10 energy to open each box. You can find some valuables, including Alchemical Copper, inside. Each box gives **15 live energy** and 500 Alchemical Copper.

Alchemy Shop

Fake Gold  x6 Limit: 48 80 BUY	Plankton  Pieces: 300 Limit: 10 100 BUY	250 – Energy Dynamite  x170 Limit: 4 600 BUY	Bronze Gear  x86 Limit: 5 600 BUY
Bronze Birdy  x111 Limit: 5 600 BUY	Bronze Seal  x27 Limit: 5 600 BUY	Bronze Monocle  x57 Limit: 5 600 BUY	Bronze Weather Vane  x74 Limit: 5 600 BUY
Bronze Bell  x21 Limit: 5 600 BUY	Lemon Powder  x17 Limit: 5 600 BUY	Ice cream +100 Energy  x223 Limit: 5 250 BUY	Gold Prospector's Lunch +60 Energy  Limit: 5 150 BUY
Piece of sun  x781 Limit: 5 200 BUY	Raspberry  x22230 Pieces: 30 Limit: 5 240 BUY	Blueberry  x4134 Pieces: 30 Limit: 5 240 BUY	Red Extract  x1705 Limit: 5 160 BUY

Blue
Extract



x2907

Limit: 5

 160

BUY

Tea Leaves



x1244

Pieces: 20
Limit: 100

 20

BUY

Birch



 120

BUY

Birch



 150

BUY

Birch



 150

BUY

Birch



 150

BUY

Birch



 150

BUY

Aloe Vera
Garden Bed



 150

BUY

House



 200

BUY

House



 200

BUY

House



 200

BUY

House



 200

BUY

Water
tower



 200

BUY

Roulettes



Spin every 23 hours



Spin every 23 hours.



Spin every 23 hours.

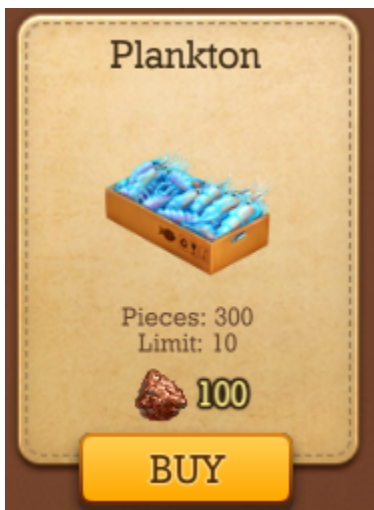
Cunning Monkeys



Use Fake Gold and try your luck.

Giant Fish

You can feed it 100 times and get XP, water, and wind. You'll need Plankton, get it in the Alchemy Shop.



Sheriff's Office



City Hall

After you restore it, you can make energy snacks there:



School

After you restore it, you can make Textbooks in it.



COPPER MINE

- We collect Copper in the mine with the help of the Workers' Camp
 - Two Camps in Copper Mine
 - We use copper for crafting in the Alchemy Shop at the Judgestone location
-

Treasures



15 Live Energy



30 Live Energy



40 Live Energy



75 Live energy + pick axes.



75 Live energy + pick axes.



120 Live energy + pick axes

Main Task(s):



SAFE

Please complete all tasks for this quest to receive an additional reward.



Repair the Ruined Houses. (Includes Water Towers.) 0/10

Now the residents of Judgestone could come out and restore their city, and I was happy to help them. In the end, good always comes back.

Reward:  x 1



Two Water Towers are restored and count towards the 10 Ruined Houses to be restored.



Each gives 20 Live Energy.



BACK TO SCHOOL

Please complete all tasks for this quest to receive an additional reward.



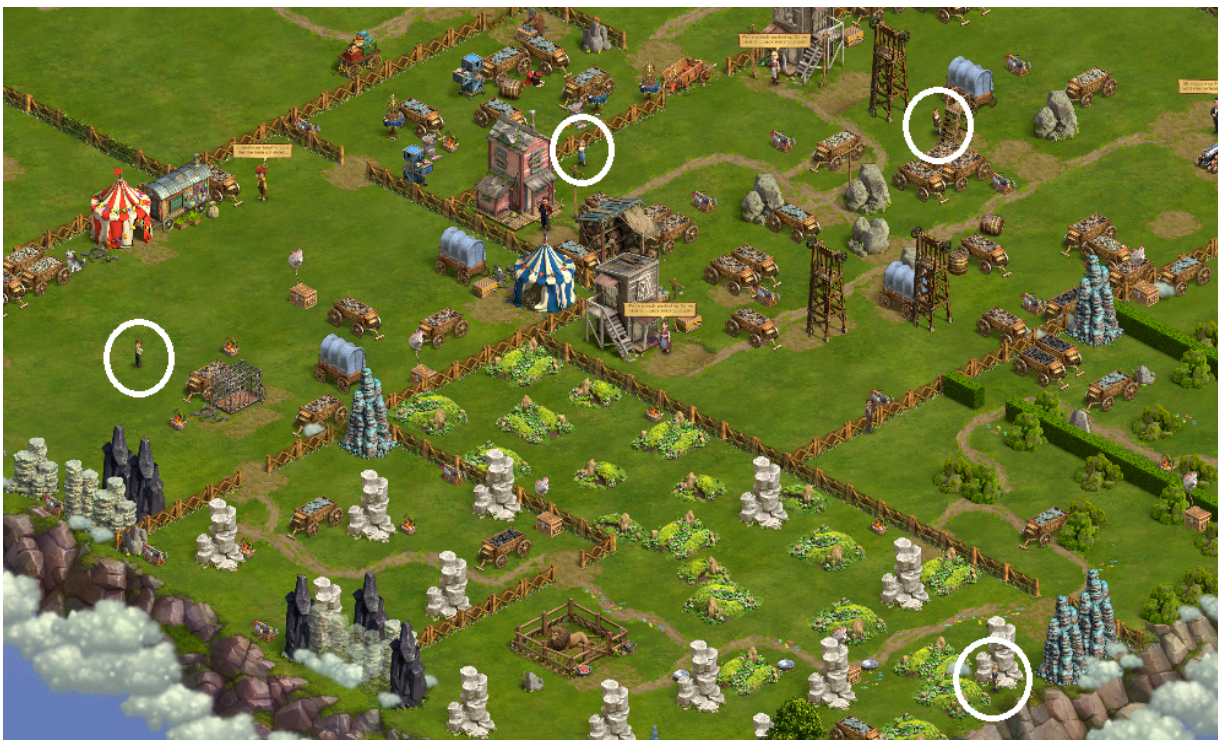
Give Textbooks to the kids.

0/4

Not long ago, the new school year was in jeopardy! But now we could restore not only the school but also the kids' love of knowledge.



Reward: x 1





THE FOUNDATION OF POWER

Please complete all tasks for this quest to receive an additional reward.



Restore the City Hall.

The city hall had seen better days. After Baby Bill's meetings and a bit of gunfire, it needed repairs.

Reward:  x 3



QUESTLINE:



Hello, Mr. Bierce! And thank you for coming so quickly!

Hi! Please tell me more about what happened.

Show, Ford, and I came to promote a new movie based on my old bestseller.

But the city turned out to be flooded with bandits! We realized it too late.

They split us up and robbed us! We found each other at the ruins of the sheriff's office.

Ruins?!

Yeah.. we met Deputy Graham there. The poor guy is the only representative of the law!

How can I help?

The locals are scared! Help us restore order in the city and return all that was stolen.

Let's start with a simple thing. Tell me exactly what was stolen.



INTERVIEWING THE VICTIMS

Please complete all tasks of this quest to receive your reward and progress further.

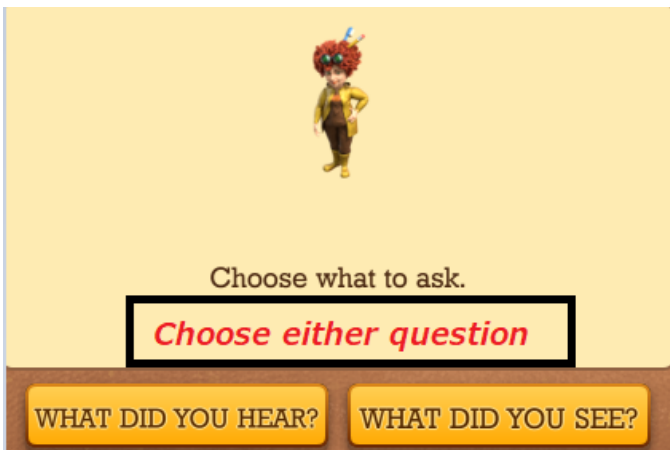


Interview Miss Moore, Jones Ford, and Eric Show in Judgestone. 0/3

My old friends got into trouble. All I could do was lend them a helping hand in this ill-fated city.

Reward : 1





GRAHAM, THE LAWKEEPER

Please complete all tasks of this quest to receive your reward and progress further.



Find the Deputy Sheriff in Judgestone.

Assistant Graham didn't look imposing. But I know many soldiers who were infinitely brave despite their unimpressive looks.

Reward : 5 



Deputy Graham?

Yeah, I am Graham, but I'm not sure if I can be of any help here...

I'm William Bierce, and I will be the one helping you. You got some bandits here, right?

That's an understatement! A couple of days ago, our city was quiet and safe.

And now all the locals are sitting in their houses, afraid to go out!

And what brings you here?

Miss Moore called me for help.

So you're a friend of those rich people... And how can you help?

I served in the army and have quite an impressive list of criminals I've caught.

But we'll start by restoring the sheriff's office. We need to put the bandits somewhere.

Bulb Eagle



BULB EAGLE It's the reward for completing the first quest. Complete more tasks, get Light Bulbs, use them to build your eagle, then turn it into a building with crafts.



RESTORING THE LAW

Please complete all tasks of this quest to receive your reward and progress further.



Restore the Sheriff's Office in Judgestone.

The sheriff's office was back to its respectable appearance. Now we could bring justice to the streets of Judgestone with peace of mind.

Reward : 10 



Stage: 1/2

Reward: 2000 XP

Building Tools  0/2 ACCEPT 2	Nails  0/25 ACCEPT 25
--	---

Stage: 2/2

Reward: 3000 XP

Building Tools  0/2 ACCEPT 2	Boards  0/30 ACCEPT 30	Tile  0/25 ACCEPT 25
--	---	--



*Now we're talking! Maybe something finally will go according to plan now.
 Tell me about the situation in the city.
 The city is divided into three areas of influence. Lady Blanche's zone is closest to us.
 She doesn't rob directly, she uses rigged gambling. She took over our school.
 Then there's Mortimer's gang, they are poachers. They lure into their "petting" zoo.
 People walk out there without their money but with a rat or a snake.
 And finally, our new "mayor", Baby Bill. He's a hardened bandit.
 He thinks he's in power, although other leaders are in no hurry to obey him.
 Yeah, that's a whole bunch of crooks. Let's start with Lady Blanche, I know her a bit...*



BLANCHE, THE LADY OF LUCK

Please complete all tasks of this quest to receive your reward and progress further.



Find Lady Blanche in Judgestone.

Lady Blanche surely hadn't changed a bit. She didn't adapt to anyone, and it was both her strength and her curse.

Reward : 250



Hey, buddy, you've got honest eyes. Could you help me?

These ladies took my playing set. They didn't like that I was winning!

And what do I get in return?

Hmm, what do you want?

Drive these crooks out of the city. Starting with Lady Blanche!

How lucky! Bring me my playing set back, and we'll leave her without a penny!

After that, her gang will have nothing to do here. They'll leave on their own!

And how am I supposed to get this set?

That's up to you. You can use force, or you can do it by bribery.

Con artists are greedy for gold. And the local alchemist makes great fakes...



MARCUS, THE CLEVER CHEAT

Please complete all tasks of this quest to receive your reward and progress further.



Give the Playing Sets to Chatty Marcus in Judgestone.

Marcus wasn't trustworthy, but he was obviously a guy I could try my luck with. After all, I only had a handful of coins on me.

Reward : 1





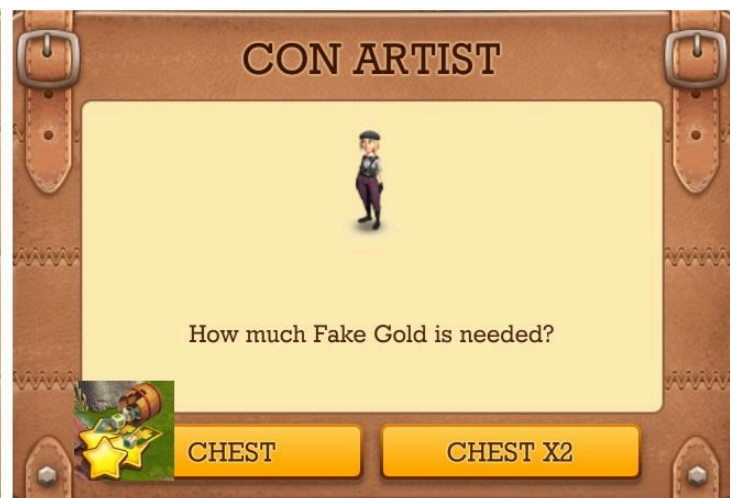
Scare with loud bullets or bribe with fake gold from alchemist



Bribe with Fake Gold bought in the Alchemy Shop with Alchemical Copper. Alchemical Copper can be found in Lady Mouse's Boxes.



15 Live Energy.





Told you! Your pockets are bursting with all the money!

Not so fast!

Blanche, haven't seen you in a while...

I'm not talking to you. I'm talking to the smart aleck who beat my dealers!

I lost fairly! My pockets are empty!

That's true., but I saw you played along with William. And skillfully!

Need a job? I could use such a pair of hands in the next city.

Haha! I won't say no to this kind of job! Buddy, you with me?

Thanks, but no. You have no idea what you're getting yourself into, Marcus.

But please do me a favor, don't come back to this city!



THE HARBOR OF KNOWLEDGE

Please complete all tasks of this quest to receive your reward and progress further.



Restore the School in Judgestone.

We cleared all the trash from the school grounds and made some minor repairs. Now the children could go back here and learn something good.

Reward : 15





Stage: 1/1

Reward: 1000 XP

Building Tools 0/5 ACCEPT 5	Beam 0/10 ACCEPT 10	Tinplate 0/10 ACCEPT 10
--	--	--



MORTIMER, THE ANIMAL LORD

Please complete all tasks of this quest to receive your reward and progress further.



Find Mortimer in Judgestone.

I'd heard about Mortimer and his cruelty to animals. It was time to turn the situation around.

Reward : 400





THE WOLF VENGEANCE

Please complete all tasks of this quest to receive your reward and progress further.



Untie the Black Wolves in Judgestone.

0/4



Catch Mortimer.

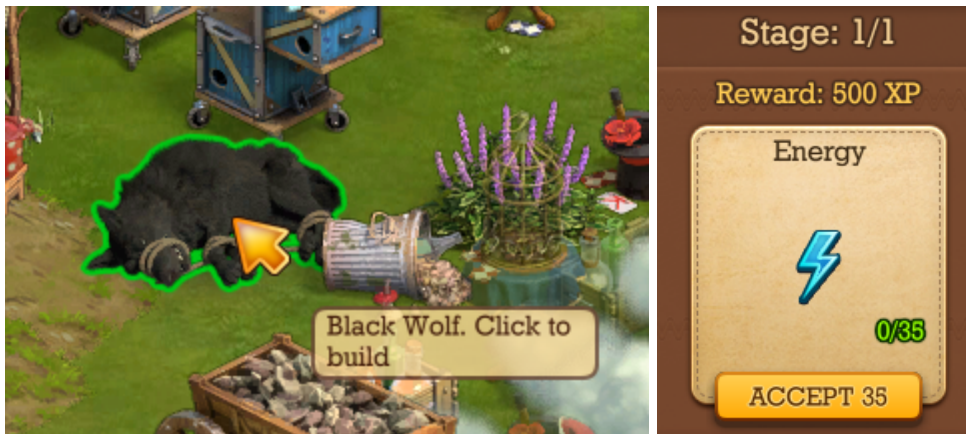


Bring Mortimer to the Deputy Sheriff.

Mortimer turned out to be not as formidable as he himself imagined. Now it was his turn to sit in a cage and wait for who knows what.

Reward : 15 , 15 , 6 





Who's making a mess on my territory?
My name is William Bierce. And I'm bringing order back to this city!
Order is relative. When a predator eats an intruder, it's the right order of things.
Too bad my lion went hunting. The boys will have to deal with you.
What boys? I see only wolves here. Untied.
Surrender! And give back what you stole!
What a scoundrel! He's the second person who set animals on me this year!
I surrender! But bringing the stolen things back will be a problem... I got robbed.
There's always bigger fish, huh? Where did they go?
Her name's Lady Mouse, she was alone... But my lion will soon keep her company!



Stage: 1/1

Reward: 2000 XP

Cable	Energy
 0/2	 0/30
ACCEPT 2	ACCEPT 30



Stage: 1/1

Reward: 2000 XP

Energy
 0/10
ACCEPT 10



MOUSE, THE THIEF

Please complete all tasks of this quest to receive your reward and progress further.



Find Lady Mouse in Judgestone.

I had a whole file on Lady Mouse. My investigation was about to be published, but looks like I will have something to add to it.

Reward : 10



THE LION NATURE

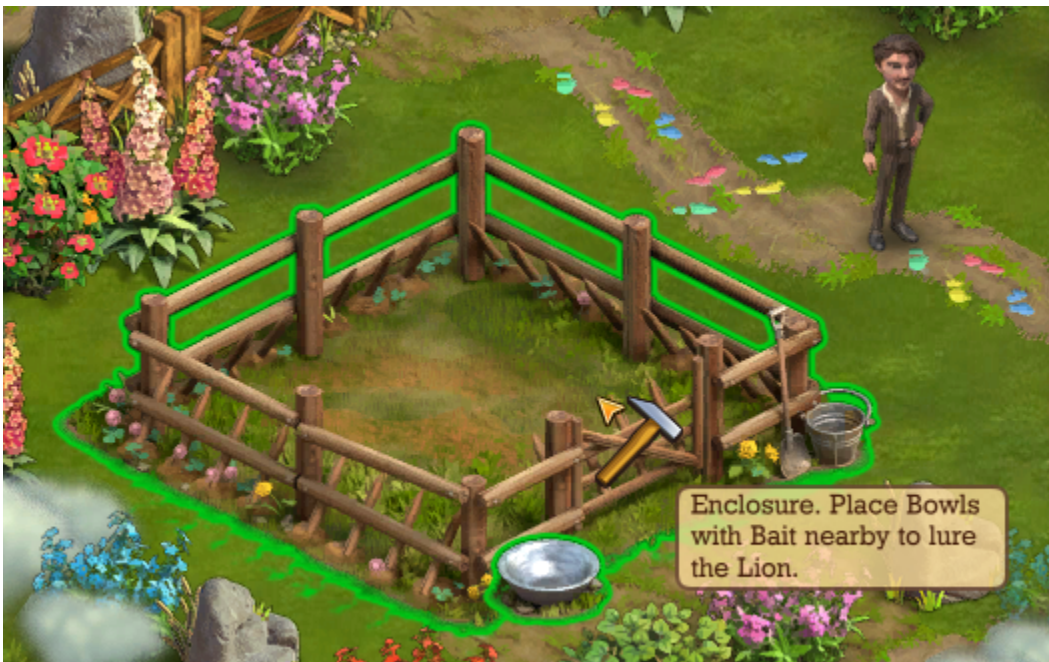
Please complete all tasks of this quest to receive your reward and progress further.



Lure the Lion into the Enclosure in Judgestone.

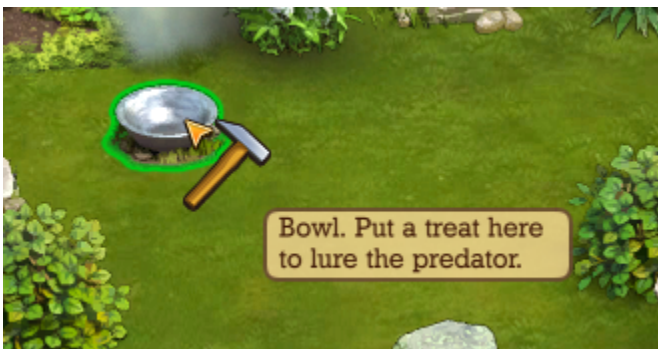
Mortimer's lion was quite calm, but I decided not to risk anyone's life. With a simple trick, I got the predator back to its enclosure.

Reward : 3



Boxes with bait

Bowls





FOLLOWING THE THIEF

Please complete all tasks of this quest to receive your reward and progress further.



Catch Lady Mouse in Judgestone.



Bring Lady Mouse to the Deputy Sheriff.

Lady Mouse surrendered suspiciously quickly. But I still had a meeting with Baby Bill, so I decided not to look a gift horse in the mouth.

Reward : 1  , 3 

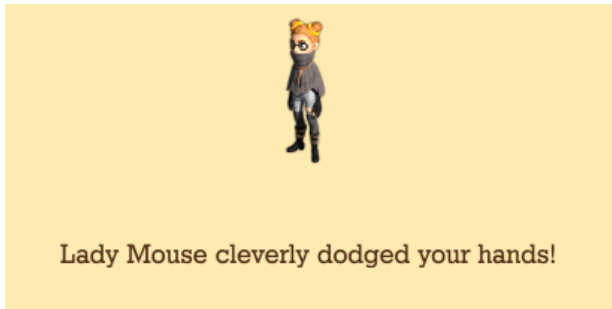
First attempt



Stage: 1/1

Reward: 800 XP

Energy	Cable
 0/25	 0/1
ACCEPT 25	ACCEPT 1



Second attempt



Stage: 1/1

Reward: 800 XP

Energy	Cable
 0/30	 0/1
ACCEPT 30	ACCEPT 1

Third attempt

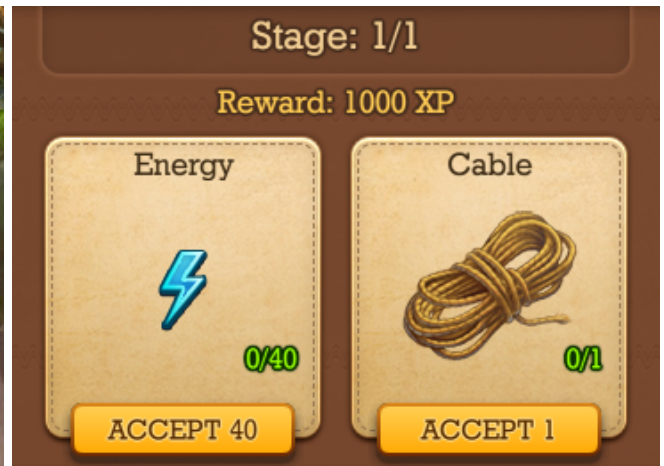


Stage: 1/1

Reward: 800 XP

Energy	Cable
 0/35	 0/1
ACCEPT 35	ACCEPT 1

Fourth attempt





I must admit, I'm impressed by your approach! But why did you let Lady Blanche go?
Trust me, it was better to drive her away than bring her in...
Hey, isn't it time to feed us?
Wicked woman, I'll feed you to the predators when I get out!
Haha! You know what your problem is, Morty? You think you're smarter than animals!
Hey, Deputy, can you at least put some music on? I can't listen to this idiot anymore!
I should feed them something. Or it's inhumane...
Make three servings, Deputy. Baby Bill will be joining them soon.



BILL, THE FAKE MAYOR

Please complete all tasks of this quest to receive your reward and progress further.



Find Baby Bill in Judgestone.

Baby Bill's audacity knew no bounds, as did his greed and appetite. But I had to curb his desires, one way or another.

Reward : 15 



Are you the one causing trouble in my city?

Baby Bill, it's over! You're the last bandit in this city.

It's Mayor Baby Bill for you! Let's keep it formal, hehe!

But thanks for the great news. The absence of competition makes me happy!

We can still do it the easy way: just hand over the stolen goods and surrender.

Ha! Sure, just let me shave so I look nice in my mug shot!

Well, then we'll do it the hard way, Billy.



THE SIEGE OF BABY BILL

Please complete all tasks of this quest to receive your reward and progress further.



Chase Baby Bill away from the City Hall in Judgestone.

Baby Bill realized his disadvantage and retreated. Finding and bringing him to justice was now only a matter of time.

Reward : 4





Stage: 1/1

Reward: 1000 XP

Iron wheel	Nails	Pipes
 0/2	 0/6	 0/1
ACCEPT 2	ACCEPT 6	ACCEPT 1





THE END OF BANDITRY

Please complete all tasks of this quest to receive your reward and progress further.



Catch Baby Bill in Judgestone.



Bring Baby Bill to the Deputy Sheriff.

Baby Bill was caught and brought to the sheriff's office. Judgestone was now way safer, though there was no guarantee the real mayor would be any better.

Reward : 6



, 1





Tranquilisers are found in ammunition boxes





Mortimer, Lady Mouse, and Baby Bill are behind bars! What a wonderful day!
You know, Mr Bierce, there's a reward for all of them!
A reward is nice, but leave it in the city. You'll have to work hard to restore it!
Mr Bierce! Did you really find all our things?
The ring, the tome, and the watch. Everything is safe and sound!
I'm sorry, but this is evidence now. And I need to collect your testimonies.
How come? Haven't the bandits been caught yet? What other proof do you need?
We're in a hurry, we're on tour! We'll never get back on schedule...
This is a mandatory procedure. I'll return everything in a month. I promise!
Mr Bierce, leave your things in the safe in the sheriff's office. Thank you!



UNDER LOCK AND KEY?

Please complete all tasks of this quest to receive your reward and progress further.



Bring valuables to the Sheriff's Office in Judgestone.

The wonders of the valuables didn't like this deputy's decision, but the law was more important. Plus, what could happen to the valuables locked in the sheriff's office?

Reward : 1



Stage: 1/1

Reward: 2000 XP

Precious
Ring



0/1

ACCEPT 1

Rare
Tome



0/1

ACCEPT 1

Family
Watch



0/1

ACCEPT 1



This is outrageous! These are our things! They are very dear to us!
They're gonna be fine. Right now, it's more important to put these crooks away for good.
I'm sorry, Mr Bierce, but we'll insist! I'll talk to Deputy again!
Mr Bierce, you could influence Graham...
We're in trouble! Follow me!



What happened here?
It's Lady Mouse... I came to feed the bandits... And she hit me on the head...
All our things are gone. This thief took everything!
She couldn't have gone too far. I'll find her!
Bring our valuables back! Please, this is a matter of life and death!

Clearing Rewards:

Judgetone:

20%



84 Live Energy.



50%



112 Live Energy. Giant Fish: Gift multibox: Collect x 10, once every 24 hours. 30 Energy.



70%



144 Live Energy. City Hall: a building with awesome crafts.



Cucumbers  40	+	Coins  15000	=	Navy Stew +35 Energy  Left pieces: 8 CREATE
Buffalo Milk  30	+	Coins  20000	=	Gold Prospector's Lunch +60 Energy  Left pieces: 6 CREATE
Cotton  50	+	Coins  25000	=	100-Energy Dynamite  Left pieces: 4 CREATE

100%

Clear 100% of the location to get this wonderful prize:



Lion Roulette.





Copper Mine



50%



100% Roulette Manager Engine

Engine gives you one more space in your Roulette Manager!!



Clear 100% of the location to get this wonderful prize:





250 Live Energy.

Storage After 100% Clearing

There is no Storage After to show because items went directly into home storage from the ground.

Written by [Doug Bowman](#), [Tina Maddaus](#) and [Ruth Bell](#). Released July 13, 2023
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