



The Complete Public Player's Guide

Open to everyone - please contribute! We need walkthroughs, event descriptions, item locations, and just about anything else that one would find useful while playing this game. Please don't delete parts of this document unless they've become obsolete.

[Red Links](#) indicate (usually) a link to the wulfhammer.org forums, which is dead, and isn't archived on the wayback machine (the main page was though). Currently these links go to registrar landing pages which are notoriously undesirable so it's recommended to avoid. They're being preserved for posterity and reference in case an archive is made available.

Currently only the Introduction, installation, & fanworks have been updated, so pay attention to where links go.

Introduction

Game Info: (Updated 2018.03.02)

Creator: SaintBomber

Official Website: Wulfhammer.org -- Defunct ([Wayback Archive](#))

Unofficial Mirror: [Aeresland](#)

Latest Original Version: 1.2.2 [2010]

Deluxe Public Beta Ver: 2.1.C.2 [2012]

Latest Deluxe Version: 2.2.2 [2012] (Recommended)

The "[Spring Japes](#)" Deluxe Public Beta features the Duchess wearing sunglasses.

The [Embric Deluxe](#) version of the game includes special artwork and additional endings.

A sequel, "[A Marquess of Notoriety](#)", with a [new cast](#) and (cameo) appearances of the

Embric crew was being developed, a demo was released (available on Aeresland), but it is currently indefinitely halted.

Send questions and bug reports to embricofwulfhammer@gmail.com
(or probably don't as the game is not in active development)

Installing the game:!

Recommended Method

- Download [Deluxe Version 2.2.2 portable 7-Zip](#) from Aeresland
- Extract to desired folder and run RPG_RT.EXE to play
- Right-click on EXE, select "Create Shortcut" and move onto desktop or into start menu if desired

RPGMaker Installer Method

- Unzip files
- Read Manual.pdf for instructions
- Click setup.exe to install
- Use drop-down menu to choose install folder
- **Click top check box to make Embric appear in your start menu**
- Click bottom check box to create installation entry in control panel
- Click left button to install

Fanworks:

[Wulfhammer Forums](#) Fanart at Tandoor Wiki page

[Adult Fanfiction](#)

[Yurikai thread](#)

Rizon IRC channel: <irc://irc.rizon.net/embric> ([Webchat](#)) (Unpopulated)

*****NOTE: THE FOLLOWING CONTAINS SPOILERS THROUGHOUT*****

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S01: QUESTS

MAJOR SPOILERS YONDER

I recommend saving often to different files in case of emergencies. Like missing the "Leave the Ball" ending. Then finding out after 5 more endings. What in the Nineteen Hellish Pits of Malignacia, Fal?!

For a 'perfect' game follow the color-code. Note that some side quests lead to endings too.

1. **First** you finish all the quests, that won't lock any endings.
2. **Next** are the endings to unlock this guide, please read the game dialogue in the suggested order!
3. **Now** start the 999 Anti-Paladins event several times to get the first three Fellowship and the Double Cross endings.
4. **Then** get the three left out regular endings and the last Fellowship ending of the 999 Anti-Paladins event.
5. **Start** the 999 Anti-Paladins event for the second to last time to get The Dreamscape Ending, and then follow the final instructions before restarting the 999 Anti-Paladins event for The Final Ending (Nat).

WARNING: The Final Ending may completely change your outlook on the story; it is highly recommended to finish all other routes first. Also, it ENDS the game instead of re-spawning with Alice like in the other endings.

!

Deluxe Note: The number of endings you have completed in a particular save file is displayed at the very end of each Credits Sequence - the row of square boxes. Each will be filled with a character icon when the ending is finished.

The Quests

Louni Arc

(Endings: Empire / Marquess Wulfhammer)

1. Go to Louni's Room and open book (1000 EP & 200 Tiras)¹
2. Leave the castle; follow the road east; get kidnapped by Zagron (400 EP & 200 & 500 in barrel behind counter).
3. Leave the inn; continue south-east along the road; get kidnapped by Fimrod the Slaver (1300 EP & 300 Tiras & Cocktail Dress [Dress] in chest if you use lever on 2nd floor; for optimum efficiency, select the "I could be." option when talking to Louni afterward)
4. On the main map go west and continue following the road to the bridge; get kidnapped by Gizmod (1700 EP & 400 Tiras & 3000 Tiras in chest - leave the fortress, cross the bridge, and return to the razed Trogluddite Fortress) (Unknown if response is meaningful)
5. Return to the castle, and talk to Louni in her room.
6. Enter Lost Wood/s 'East' and speak to one of the adventurers (6000 EP & 12200 Tiaras, "Outlaw Queen" title)²
7. Back at the castle, talk to Louni in her room (choose "You are scaring me." when the option comes up)
8. Meet her on the rooftop of the inn east of the castle (where Zagron took you)
9. Empire ending (3000 EP).
10. To get the Marquess Wulfhammer ending you have to do the same, but Louni's affection for you has to be higher. This you can achieve by at least six points from the following:
 - a. Answering "I could be." or "..." during Fimrod event
 - b. Answering "You are scaring me." when talking to Louni before rooftop meeting
 - c. Talking to Louni before rooftop meeting in your Outlaw Look [read Battle Brand Outlaw Look] *When I equip my Outlaw Look, it doesn't show up on my sprite and Louni doesn't react to it. I have version 2.2.2; does anyone know how to fix this? As of 16/6-2016, I haven't found a solution, though you can still get the ending by doing the six other things (like the bath and date) to get the other ending. To change your clothes into the Outlaw Look you gotta interact with the wardrobe in your room.*
 - d. Talking to Louni during the rooftop meeting in your Outlaw Look
 - e. Repeating the Empire ending
 - f. Taking a bath with Louni in the Hot Spring [read Bath House]
 - g. Taking the 3rd Bath [read Bath House]

¹ There is a bug in older versions where this event is locked when you go to the Lost Woods 'East' before opening the book. In newer versions there is a rock blocking your way further into the Lost Woods 'East' which you can click (200 Tiras & Maid's Uniform[Dress]). This has to be done before being kidnapped by Zagron.

² From now on you can enter Louni's Secret Prison by using the gravestone next to the Avidani Old Inn. There you can talk to your former cellmates.

- h. Going on the Everbrook date with Louni
- i. Choosing Louni when investigating the Holy Day Inn [read Huraine Arc]

The Empire ending will be replaced!

General remark: If you have Louni's Opinion in your inventory [read Grettel], Louni will usually be on the Bastion roof where you can talk to her. The dialogues will give you a hint how much she is in love with the Duchess.

If you finished the Marquess Wulfhammer ending, open the chest in Louni's Room (Louni's (?) Drss [Dress]) and bring the dress to Ecinacea & Nereid [read Bath House] (Louni's Dress)³. You need to do at least six of the affection choices mentioned above to replace the Empire ending with the Marquess Wulfhammer ending (3000 EP & Wedding Band [Weapon] & Wedding Dress [Dress] & Marquess Wulfhammer [Title]). From now on you can change into your Wedding Dress by using the middle closet in My Room.

Falwythwier Arc

(Endings: Leave the Ball / D&D Session / Proxy Marriage / Embric's 'Replacement')

1. Talk to in Library twice (200 Tiras)
2. Follow her to the Blue Smith and talk to her downstairs
3. Go to the Main Fal Hall (northern section); follow her through the curtain
4. Talk to her in Falwythwier's Room
 - a. Note: once Fal is outside the castle, you have the opportunity to take Embric's Shiv from a book in the first floor of the Library
5. Talk to her outside of the castle [west], return to castle, talk to Alice and talk to Fal outside once more
6. Talk to innkeeper outside ["That's exactly what I want."] and to Alice inside, then leave the inn, loot the chest in the park-
7. Go to the church.
8. Talk to Fal in Library
9. Talk to Sister Meri Purview near Wulfhammer Barracks
10. Talk to Fal in the Trophy Room => The Ball:
 - a. Leave the ball right away => Leave the Ball ending (nothing) (In Deluxe, marked on ending mosaic)
 - b. Go to the empty balcony on the right, talk to your familiar. Then talk to the waiter (or waitress) until your vision gets different. Then talk to the Duchess => D&D Session ending (nothing) [after a) and b) you return to the castle right

³ It seems to be a Bug that you can repeat this to get more of those dresses. Both of them have a value of 0, so it's no use multiplying them for sale in Kumoda's shop.

before talking to Fal]

- c. !This option locks the first two endings, get those first!. Talk to everyone, to your familiar twice, then talk to Duchess ["Yeah, stop neglecting me."] => talk to Fal in Library => Proxy Marriage ending (3000 EP & "Pervy Elf Fancier" [Title]). Afterwards you can repeat this ending by talking to Fal. Note: It seems you only need to talk to the Duchess and pick "Yeah, stop neglecting me". Talking to the guests seems optional. Tested with the Deluxe.
- d. eglecting me". Talking to the guests seems optional. Tested with the Deluxe.
- e. **After Carmina endings.** To get the Embric's 'Replacement' ending, do the same, but you need "Dreamer" [Title] from the Carmina Arc when talking to Fal ("Pervy Elf Fancier" [Title]). Afterwards you can repeat the ending by talking to Fal. The Proxy Marriage ending will be replaced!

If you've finished the Proxy Marriage or Embric's 'Replacement' ending and have Falwythwier's Opinion in your inventory [read Grettel], examine the bookshelf with Embric's family tree [Library] to watch another episode of the D&D Session. (The first book to the left when you enter the library from the ground level; if the scene doesn't play, talk to Fal in the crystal mines again.)

Dwarf Arc

(Endings: Iron Duchess / Iron Duchess+)

1. Enter workshop in castle's basement [Alice has to be at her spot in My Room]
2. Talk to everyone before talking to Alice / Bartender [repeat until the Duchess is dancing on the counter] (You might want to read the diary (200 Tiras & "Countess Laquit" [Title]))
3. Get dressed and talk to Dwarf in pub (300 Tiras) [from now on you can enter the pub freely]
4. Go to grand mess on the Wulfhammer Ramparts - you can't miss it - and talk to Alice
5. Follow the Dwarf to the Hot Spring (Fake Beard [Lingerie]) and take a bath (1000 EP)
6. **This locks one of Huraine endings. For a perfect playthrough, get that one before continuing!** Leave the castle; go south, then east, then follow the Dwarf [you need a bottle of "Old War Stories"; go to the pub and talk to the bartender to get that] ("Honorary Dwarf" [Title])
7. Return to castle, talk to all the Dwarves:
 - a. Dranneg at the flowerbed at the castle entrance
 - b. Angus near Pump Room
 - c. Broontagath in the Brewery
 - d. Baerbaeth in the Blue Smith Shoppe
 - e. Harold and Scathnach (Give Scathnach a bottle of "Old War Stories" for Mithril Garter [Lingerie]) in the Crystal Mine
 - f. Gwearst in the tavern
8. Iron Duchess ending (2000 EP). Afterwards you can repeat this ending by talking to

Gwearst.

9. To get the Iron Duchess+ ending, do the same, but you have to end the Carmina Arc with either ending (The Iron Duchess ending will be replaced!) when talking to Gwearst (2000 EP). Afterwards you can repeat this ending

Carmina Arc

(Endings: Naharess / Flight to Elstwhere)

1. Talk to Bunny at Cafe 'Moon Rabbit' in your underwear (25x Cure Moderate Wounds)
2. Enter the restricted area and follow the tunnel (300 Tiras) [from now on it doesn't matter if Bunny or anybody else comes back to work]
3. Go to bed (300 Tiras); you might want to read your dream diary in the bookshelf in My Room afterwards
4. Go to Carmina's cell (300 Tiras)
5. Go to the Bastion roof above the storeroom for a scene and then return to talk to Carmina in her cell (800 Tiras & Princess Gown [Dress] from the chest in the Wulfhammer Ramparts)
6. Go to bed, follow the dialogue, then head to the seamstress shop to buy the Dressing Robe [Dress], after it that go back to bed again.
7. This step will lock/unlock several endings. Do the Fal arc, the Dwarf arc and the Alice ending in the 999 Anti-Paladin arc before continuing! Go to bed. Open the chest next to your bed and choose "Yes" (3000 EP & "Dreamer" [Title])
8. Try opening the door at the Cafe 'Moon Rabbit' and choose "Well, there is always the roof."
9. Go to sleep and choose
 - a. "I want to be by her side" Naharess ending (2000 EP)
 - b. "I want her to be by my side" Flight to Elstwhere ending (3000 EP)
 - c. "Don't make me choose" The duchess wakes up next to her bed. The dream and all choices can be repeated indefinitely

Huraine Arc

(Endings: Dorcas' Despair / Huraine's Awakening)

1. Talk to Grettel in the Holy Day Inn
2. Talk to her in the Library second floor [she will be there only if you've met the three members of the Awe huhhhsome fellowship, meaning having done the first part of their arcs where their introductory screen appears]
3. Talk to Alice [My Room] or the Dwarf [workshop in castle's basement] or Falwythwier [outside] or Louni [Bastion] to choose with whom you want to investigate [all of them are fun, but before choosing Louni I recommend reading the Louni Arc]
4. Talk to Grettel in Holy Day Inn, go downstairs and click everything at least for fun [first the pictures outside the rooms, then the three rooms from left to right]

5. Click the closet in the 3rd room
6. Talk to everyone, then enter the tunnel, follow the Fellowship into the Shrine of Huraine (3x Strawberries from any of the bushes)
7. Examine the jewelry lying in front of the statue (400 Tiras) and chose your part of the loot
 - a. "The Naughty-Looking Holy Symbol": Boomerwang [Weapon]
 - b. "The Strawberry Wine": x3 Strawberry Wine
 - c. "The Sacramental Lingerie": Brocade Catsuit [Lingerie]kumoda
 - d. "More gold, please.": 400 Tiras [Your choice is (more or less) important for the Scheherazade and Kumoda event]
8. Speak to Leanne in the temple.
9. Get undressed (going down the Hot Springs drain is probably the fastest way to do this) and use the Statue next to the Barracks ("Anointed One" [Title])
10. Talk to everyone in the castle until Alice appears near My Room
11. Get dressed! Now you can choose:
 - a. Go back to sleep let the Duchess be caught by the Zombies [being hit once when in underwear or, twice when being dressed] will trigger a funny dialogue. You can restart by using the statue.
 - b. Run to the Bastion roof for a talk with Dorcas
 - c. Consent to becoming Avatar of Huraine (5000 EP & 3000 Tiras & Vestment of Huraine [Dress] & Skill Love Love Healing, which is not mentioned) or refuse (1000 EP & 1500 Tiras); if you refuse you can change your mind. Talk to Leanne in the Shrine and to Dorcas in her shop saying you want another chance (6000 EP & 4500 Tiras & Vestment of Huraine [Dress] & Skill Love Love Healing, which is not mentioned)
 - d. Talk to Leanne and Dorcas again
 - e. Talk to Leanne at the landing near Castle Blackwood
 - f. Dorcas' Despair ending (1500 EP). Afterwards you can repeat this ending by talking to Leanne.
12. To get the Huraine's Awakening ending (9500 EP), do the same, but you need "Honorary Dwarf" [Title] [read Dwarf Arc] and Louni has to like you. If you got a Louni ending it should be enough, otherwise you can check by talking to her on the Bastion roof. If she says something like 'It's OK as long as it doesn't go against the 2/3 rule of the Fellowship' you got enough. Then talk to Leanne at the landing. Afterwards you can repeat this ending by talking to Leanne. The Dorcas' Despair ending will be replaced!

Bunny aka Scheherazade Arcinn

(Endings: Syluthians)

1. Talk to Bunny in your underwear (25x Cure Moderate)
2. Talk to her in the pub as soon as you can enter freely [read Dwarf Arc]; you might want to loot the chest where Bunny usually stays at Cafe 'Moon Rabbit' (10x Cure Moderate Wounds)
3. Do the Inn investigation, put your clothes on, then head over to the forest east of the castle to talk to Bunny/Scheherazade (At this point, talk to Kumoda beside her and return what you'd received as loot from the Inn investigation. If you do not, she will disappear from the game)
4. Loot the chest (Fancy Bloomers [Lingerie])
5. Talk to Bunny at Cafe Rabbit
6. Talk to Bunny in the forest
7. Talk to her at Cafe 'Moon Rabbit' [Bunny Shop unlocked] (Any further action will close store!)
8. Buy 40x 'Tip the Waitress' for 400 Tiras (2000 EP)
9. Talk to Melisande in Hic Sunt Dracones forest clearing
10. Defeat her (1000 EP & 2800 Tiras & Diamond Ring [Weapon]) or be rescued by Fal (nothing)
11. **IMPORTANT:** Finish the Angus and Elza event [read "Setting up Angus" in sidequests.]
 - a. Talk to Melisande and all guests at Cafe 'Moon Rabbit'
12. Talk to Scheherazade twice during the 999 Anti-Paladins event
13. Back at the castle, talk to all guests of Cafe 'Moon Rabbit' (You can also check the usual empty table where you order, for some additional dialogue with Melisande)
14. Talk to Melisande
15. Talk to the blonde sleeping guard in the barracks when you have 1 Owl's Wisdom potion in your inventory (choose "Only if you are alone.")
16. Go to the second floor of the library and read the book on the right of the door
17. Talk to bunny (and enjoy what follows)
18. Talk to bunny and choose "Girl's night out"
19. Bunny ending

Kumoda arc

(Endings: Dark Elf's Curse)

1. Talk to Kumoda at the Hic Sunt Dracones clearing and give her back what you got earlier from Huraine's temple [4 funny scenes are available according to what you chose as loot; you won't lose any Tiras]⁴

⁴This might be a Bug: You won't lose items you have equipped.

2. Talk to Kumoda (1000 EP) at Cafe Rabbit
3. Enter the hidden cave near the Hot Spring [climb up the ivy]
4. Talk to the crystal then to Kumoda [Kumoda Shop unlocked] (1000 EP)
5. Buy both Carmine Predilection [Perfume] and Elf Queen Dress [Dress] for 12200 Tiras. **This will close the shop!**
6. Leave the cave and come back
7. Free Zagron from Louni's prison if you've not already done it (read Louni Arc)
8. Go back to the cave and talk to the cocoon **I've already played through louni's arc and got both endings, but the cocoon just refuses to spawn in kumoda's hideout. help?**
9. Revive (10000 Tiras) or let Zagron die, you can get the ending with either
10. **Bathe in the tower of the River of Fangs (read the bath house quest to discover how to get there) (You must have the Naharexss ending, read the Carmina arc for how to get it)**
11. **Go to the Skyfire Sisterhood's HQ and talk to Gutrude (you need to enter their house during the Louni date in Everbrook. If you did that and still can't enter, talk to the pink haired girl in the Everbrook park and thank her for the booze first)**
12. **Go back to Kumoda's cave and talk to the crystal**
13. **Meet Kumoda at the bottom of the cave**
14. **Kumoda ending**

Nereid arc

(Ending: Water Goddess)

1. Talk to Ecinacea near the bath house and take the first bath (read the Bath house side quest)
2. Talk with Nereid & Ecinacea in Laundry
3. Talk with Ecinacea in Laundry
4. Talk with Nereid in Hot Spring
5. Use well near the Bath House (3500 EP)
6. **Need to be level 14!** Take the bath in the Snow castle (read the Bath house side quest)
7. Talk to Fal in the library
8. Talk to Leanne in the temple below the inn
9. Talk to sister Meri Purview
10. **Nereid ending**
11. **Bathe in the river of fangs [See Bath Arc and Hurane Arc for unlocking River of Fangs]**

Dark Duchess arc

(Ending: Fleeing)

After the Double Cross ending (read Z.E.A.L.O.T., ending B, in the 999 Anti-Paladins event), while wearing the Dark Duchess (Outlaw Queen) dress:

1. Talk to the anti-paladin near the snow castle in the world map

Ugh. This guy will not appear, even though I've talked with the 3 anti-paladins (step 2) several times, and I'm wearing all my vilest equips/dress. No idea what else to try. Maybe some convo/quest/ending has locked this character's appearance? I have all the endings except this one, and the pink ones. Level 30.

Update: restarted the game (from scratch), and got the endings "Empire," "Leave the Ball," "D&D ending," "proxy wedding," "dorceas' despair," "iron duchess" and "double cross," in that order. Went to check for the anti-paladin, wearing the Outlaw Outfit, with the equips Bullwhip, Fireflower Extract, Outlaw Bustier, Adament Teddy and Outlaw Queen. The trio of anti-paladins are by Blackwood Castle, but the lone anti-Paladin is not by the snow castle. I've seen a playthrough on Youtube; I know where to look. (Although the Youtuber had the same problem as me, and had to load an old save file, to demonstrate that ending.)

I'm at a loss. How do you make this character appear? Does anyone actually know?

I've run into the exact same problem, and can't figure it out. Actually--update. I talked to the trio, wore the outlaw dress using the wardrobe (so it changes what the sprite is wearing), and then saw Louni's sister sketchily in the snowy area. We talked, and then the trio disappeared.

There is no shiny pink star.

2. Talk to the three anti paladins near the Blackwood castle in the world map
3. (probably need to exit and re-enter the world map) Examine the shining point on the road to the volcano of evil
4. Choose either option and walk towards the castle
5. Dark Duchess ending

The 999 Anti-Paladins Event

Z.E.A.L.O.T.

999 Anti-Paladins

(Endings: Embric / No More Lies / Elstwhere with Alice / Elstwhere with Carmina /Double Cross / The Ex-Final Ending: That Will Be All / The Final Ending - Natural Twenty)

1. After talking to Sister Meri Purview [read Falwythwier Arc] you will find her on the Bastion roof, talk to her
2. Finish at least six endings [in one save game]. For example:
 - a. Falwythwier: D&D Session (does not count for 999 Anti-Paladins event)
 - b. Falwythwier: Leave the Ball (does not count for 999 Anti-Paladins event)
 - c. Huraine: Dorcas' Despair
 - d. Louni: Empire
 - e. Huraine: Huraine's Awakening
 - f. Louni: Marquess Wulfhammer
3. Please pay attention to the conditions for getting each ending! This sequence allows you to finish all the game's endings in a single save game. Left out for now are the two Carmina endings and the Dwarf's Iron Duchess+ ending [needs a Carmina ending], because they lock an ending of the Anti-Paladins event.
4. Talk to Sister Meri Perview, then to Fal, then to the Sister again and join the battle against Z.E.A.L.O.T.
5. Talk to everyone and do some shopping at Dorcas' store. She has a special gift, if you got any Huraine ending (Vestment of Huraine [Dress] for Louni)
6. Follow the path and defeat the Anti-Paladin with horse (2076 EP & 895 Tiras & |80% chance| +1 Bastard Sword [Weapon])
7. Follow the path, if you've met Scheherazade before, turn left and come back later, otherwise turn right
8. Follow the path to the river, defeat the Anti-Paladins (6000 EP & 2481 Tiras & |80% chance each| 3x +1 Bastard Sword [Weapon]) [if you've finished the Nereid quest: (4000 EP & 1654 Tiras & |80% chance each| 2x +1 Bastard Sword [Weapon])] and open the chest (Spleen Seeker [Weapon])
9. Follow the path until you have to defeat two Anti-Paladins and an Anti-Paladin Lord (6500 EP & 2654 Tiras & Agility Increase & |80% chance each| 2x +1 Bastard Sword [Weapon])
10. Follow the path to the Boss Fight
11. All dialogue options but "Zhen die without explanation!" will let you choose whom to fight against: a) the remaining Anti-Paladin forces or b) the Awesome Fellowship.
 - a. You have to defeat an Anti-Paladin Lord, Lao Xing and their remaining forces (13500 EP & 11827 Tiras & Agility Increase & "Mrs Wulfhammer" [Title] & |80% chance| Black Armor [Dress]) Make your choice:
 - i. Decide to marry Embric to see the Embric ending.

- ii. Decide to marry Louni to see the No More Lies ending.
- iii. Decide to return to Elstwhere to see the Elstwhere with Alice ending.
- iv. For the Elstwhere with Carmina ending, defeat the Anti-Paladins and choose to go back to Elstwhere. You must complete the Carmina arc beforehand. The Elstwhere with Alice ending will be replaced!
- b. You have to defeat Falwythwier and Louni (8000 EP & 11000 Tiras & [50% chance each] Mithril Spear [Weapon] & Engagement Ring [Weapon.]).
 - i. Double Cross Ending. Don't forget to fetch a special item from the Anti-Paladins near the landing, where Leanne is waiting (Thong of Evil [Lingerie]).

You can repeat the 999 Anti-Paladin event by talking to Sister Meri Purview.

The Dreamscape Ending can be found at the Pass of Shura. As soon as you've got "Mrs. Wulfhammer" [Title] and at least one Carmina ending, you can enter the tomb at the waterfall south of the riverbank where you meet Nereid (the one during the Event).

Optional: talk to all the characters in the rooms. In the volcano room, there are a few extra lines of dialogue with Louni's sister if you're wear the Evil Thong while you talk to her. After talking to everyone in the ballroom, crank the lever twice and everyone in the room will have new things to say to you—especially Dorcas.

Talk to Greyghast in the ballroom and talk to Carmina in the last room on the left, then talk to Alice.

In the dialogue, choose to face Greyghast. After this you'll be able to get the Final Ending.

Wear the wedding dress found in the Duchess' room in one of the wardrobes.

While wearing the dress, pick up the golden box-fruit from one of the trees in the Wulfhammer castle backyard (near Elza's workshop)

Go to the tomb in the Pass of Shura. You'll have to talk to Greyghast and Carmina again.

Talk to Alice. Choose 'Stop slacking off!' (Choosing 'That will be all will' repeat the Dreamscape Ending.) Before taking the quiz, you can now see new dialogue from Carmina (in both of her rooms), Fal, Louni, Gwearst, Embric, the dark elf Maduceas, Duke Thermin, Lady Knockersdale, Ecinacea, and various characters in the volcano room. Talk to Wilhelm if you would like to return to Wulfhammer.

Taking the quiz takes you back to the main menu, so save and... the rest is up to you :)

Congratulations on finishing the game!

Side Quests

Bath House

1. Talk to Ecinacea
2. Get a bottle of Cure Moderate Wounds from Bunny [Cafe 'Moon

3. Rabbit'] or two from Elza [Apothecary 'Simoochi'] and bring one to Ecinacea
4. Talk to Alice [Library on 2nd floor]
5. Talk to Ecinacea (2000 EP & 200 Tiras)
6. Bath house events unlocked.
7. **1st Bath:** You meet Nereid (1000 EP)
 - a. Talk with Nereid & Ecinacea in Laundry
 - b. Talk with Nereid in Hot Spring
 - c. Talk with Ecinaca in Laundry
 - d. Use well near the Bath House (3500 EP).
8. **2nd Bath:** You walk in on Fal taking a bath (1000 EP).
9. **3rd Bath:** You walk in on Louni taking a bath (1000 EP) [After being kidnapped by Zagron. See Louni route].
10. **4th Bath:** Fal and Louni walk in on you taking a bath (1000 EP). [After being kidnapped by Fimrod? See Louni route].
11. **5th Bath:** You take a bath in the Hot Spring with Louni [unlocks the Everbrook Date in her arc].
12. **6th Bath:** Go the trophy room and either drink the bottle of scotch or make Alice drink it. If Fal is in the armory, you'll need to complete [Fal's Arc] with Proxy Wedding ending. Once you do so, she'll relocate to the library.
 - a. In the pub, talk to Ecinacea and the bartender
 - b. Talk to Ecinacea in front of the bath house
 - c. Use the bottle of scotch.
13. **7th Bath:** During the Dwarf arc, you will need to take a bath with the Dwarf in the spring. Read the Dwarf arc for how to get this.
14. ((There are actually a couple more baths that duchess takes in the bath house. I'm not sure they count but since some people have been having problems they might be worth mentioning:
 - a. After you tip bunny during the Bunny arc, she and the duchess will take a bath in the bath house. Read the Bunny arc.
 - b. When you milk the cow, you take a bath with all the peasants. read the King Stew side quest))
15. [You will need the title "Anointed One" before continuing the bath quest. Read the Huraine arc for how to get it.] After the 7th bath, talk to Ecinacea out by the bath - not inside. Then you will need to take the **challenge baths** across the Wulfhammer land:
 - a. **The River of Fangs:** speak to Leanne near the Blackwood castle and ask her about the tower upstream, then find the secret pod castle in the world map. If she's not there, read the Huraine arc and try after obtaining the Huraine endings) Examine the side of the right waterfall and follow the path to reach the top. (A little extra: press action on the topmost left square on the ground floor of the tower (before you climb up) for a hidden art gallery)

- i. Light the torch and look for the gleaming points of light - the left one shows up as the basic bath option. (Prob'ly need some Carmina Arc ending first.) Another point of light appears on the right side if you have completed the Nereid ending and provides another scene. If nothing appears, try completing more endings first. Jumping off from the top of the bath once will allow you to bypass climbing the tower on subsequent visits.
 - b. The Snow Castle: Put on clothes and go to the snow castle, reach the room where Gizmod is bathing in and talk with him, then take the frost ring he leaves you and take the bath. Note that you need to enter from the bottom-right corner to start the bath proper.
 - c. The Cauldron of Angels: after completing the 7th bath and the Double Cross ending, go to the volcano of evil, located near the snow castle in the world map, then talk to Lao Xing to start the bath proper.
16. Now talk to Ecinacea back at the Wulfhammer's bath house to get the Bath ending.

The Everbrook Date

1. This event is unlocked by taking a bath with Louni in the Hot Spring [read Bath House] and unlocking the carriage to Everbrook [read Falwythwier Arc].
2. Take the carriage to Everbrook
3. Talk to Louni in front of the guard house
4. Have a nice date
 - a. Let Leanne tell your fortune (costs 50 Tiras if you have at least 1000 Tiras) at her booth in the park
 - b. Get in a 'romantic' mood between the trees in the park
 - c. Try entering the date.
 - d. Your options are [I recommend doing all of them at least for fun]:
 - i. Talk to Alice in front of the Inn [don't choose "(Help me!)" if you want to continue the date]
 - ii. Enter the guard house and talk to Louni
 - iii. Talk to the guy in the still to be opened stores between park and dock
 - e. Try entering the dock's warehouse
 - f. Talk to the dock master and take a ride in a flying boat
 - g. Enter the Temple of Mythstera and talk to the priest
 - h. Read inscriptions on gravestones near the Temple of Mythstera
 - i. Read the sign next to the Temple of Mythstera
 - j. Talk to guard in front of the southeast building of the Shopping Arcades [if you've found the dark elf there earlier] or try entering the store
 - k. Read the notice at the door of the Dragonian Embassy
 - l. -This is important for unlocking the Kumoda ending, be sure to do this!- Break into the southwest building of the Shopping Arcades, search everything

upstairs, go downstairs, search the living room ("Old War Stories" if you haven't got any and have climbed the Scenic Cliff with the Dwarf), then the bedrooms and as last the bath [unlocks event; read: Everbrook Shopping Arcades]

- m. Enter the bookstore and talk to the owner [unlocks event; read: Everbrook Shopping Arcades]
- n. Talk to the left guy in front of the bookstore then head to the back alley for a fight.* If you are killed, there's a short dialogue before you are returned to the main you defeat them (8500 EP & 3481 Tiras & Agility Increase & [80% chance each] Black Armor [Dress] & 2x +1 Bastard Sword [Weapon]) Afterwards go to the inn

5. Talk to the owner in front of it and choose "Shall we Get a Room?" (2000 EP).

*There seems to be a Bug when fighting. Under some conditions the Anti-Paladin Lord starts casting a healing spell for 1000 HP every few rounds. In my experience this only happened, when Lao Xing [orange haired Anti-Paladin] was the last enemy standing.

**Just fought them and lost. I ended up back in the Castle not the Main Menu. - Same. Maybe it's a change for the 2.2 deluxe version. There's even dialogue for it.

King Stew and Princess Arugula

- 1. Talk to the peasants moving in the Backfields
- 2. Talk twice with Elza the apothecary
- 3. Talk with a peasant of your choice (1000 EP & 300 Tiras)
- 4. Talk to Elza (300 Tiras)
- 5. Talk to Stew
- 6. As soon as you can enter the pub freely [read Dwarf Arc] talk to Georges [the messenger next to the door]
- 7. Talk to Stew
- 8. Use the chests in Fal's and Louni's Room (500 EP each)*
- 9. Use the chest in Embric's Room
- 10. Talk to Princess Arugula at the castle entrance
- 11. Enter the first room, move upwards, talk to Alice and Arugula, move upwards (Ecinacea Charm)
- 12. Read the note next to the door, enter the next room, move upwards, try going over the bridge to the right, sit down in the game master chair and answer "Space Lord Doog"
- 13. Loot chest to the left (Stygian Maid Dress [Dress])
- 14. Enter last room (Bloody Finger instead of Ecinacea Charm)
- 15. Leave My Room.

You might want to read the notice at the Guest House and talk to Georges in the pub twice.

* This might be a Bug: You can gain infinite EP by repeatedly using the chests from Fal and Louni before borrowing Embric's clothes.

Also's: this is your one-and-only chance to nick Arugula's items. If you're interested, better do

it now.

Ransom club reunion

1. Have at least one Louni ending (read Louni arc)
2. Go to the seashore castle in the world map in your Outlaw look (see Battle Bra and Outlaw look side quest) (I did this in my undies, though I did have the Outlaw Bustier and Adamant Teddy equipped.) (Can confirm you don't need the Outlaw outfit for this to work, I was in the normal dress and did not have the Outlaw Bustier equipped.)
3. Talk to Elza in the top-left corner of the seashore castle

Everbrook Shopping Arcades

1. Enter the Sanctuary of Fortune and buy blessings
 - a. a) "Luck in Gambling" for 200 Tiras: no effect on the game
 - b. b) buy "Sudden Inheritance" for 1000 Tiras⁵ and go back in and buy "Debt Relief" for 1500 Tiras* ("Marquess of Gorm" [Title]).
2. (Cannot be done during the Everbrook Date) enter the building in the lower right corner to encounter Dark Elf
 - a. => talk to Alice
 - b. => talk to the guard in the Wulfhammer Guardhouse [NW corner of Everbrook] (700 EP)
3. If you talked to the owner of the bookstore during the Everbrook Date enter the bookstore and at the bookshelves left from the door click to gain 9000 Tiras.
4. If you've broken into the Skyfire Sisterhood HQ during Everbrook Date you have the opportunity to explain the break-in to a Sister asking around in the park. The Sister might mention a lost drink and Duchess will offer "Old War Stories"^{6*}
5. You can trigger a scene behind the Shopping Arcades when clicking the chest.

Setting up Angus

1. Have at least one Iron Duchess ending (read Dwarf arc) (There might be more requirements. Unsure.)
2. Go talk to Angus (By pump room). He should express interest in Fal.
3. Talk to Fal. (in Library. She'll want to talk about Angus- not any balls you may or may not have gone to.)
4. Talk to Angus.
5. Talk to Elza. (Apothecary)

⁵This might be a Bug: You buy these blessings without paying their prices.

^{6*} This might be a Bug: You won't lose a bottle of "Old War Stories".

6. Talk to Angus again.

Jumped off the tower Ending

I jumped off the tower after promising Leanne that I wouldn't do it again and got the 'Huraine has to resurrect your tower jumping ass' ending.

note: despite what Huraine said, I still retained the Love Love Healing spell afterwards.

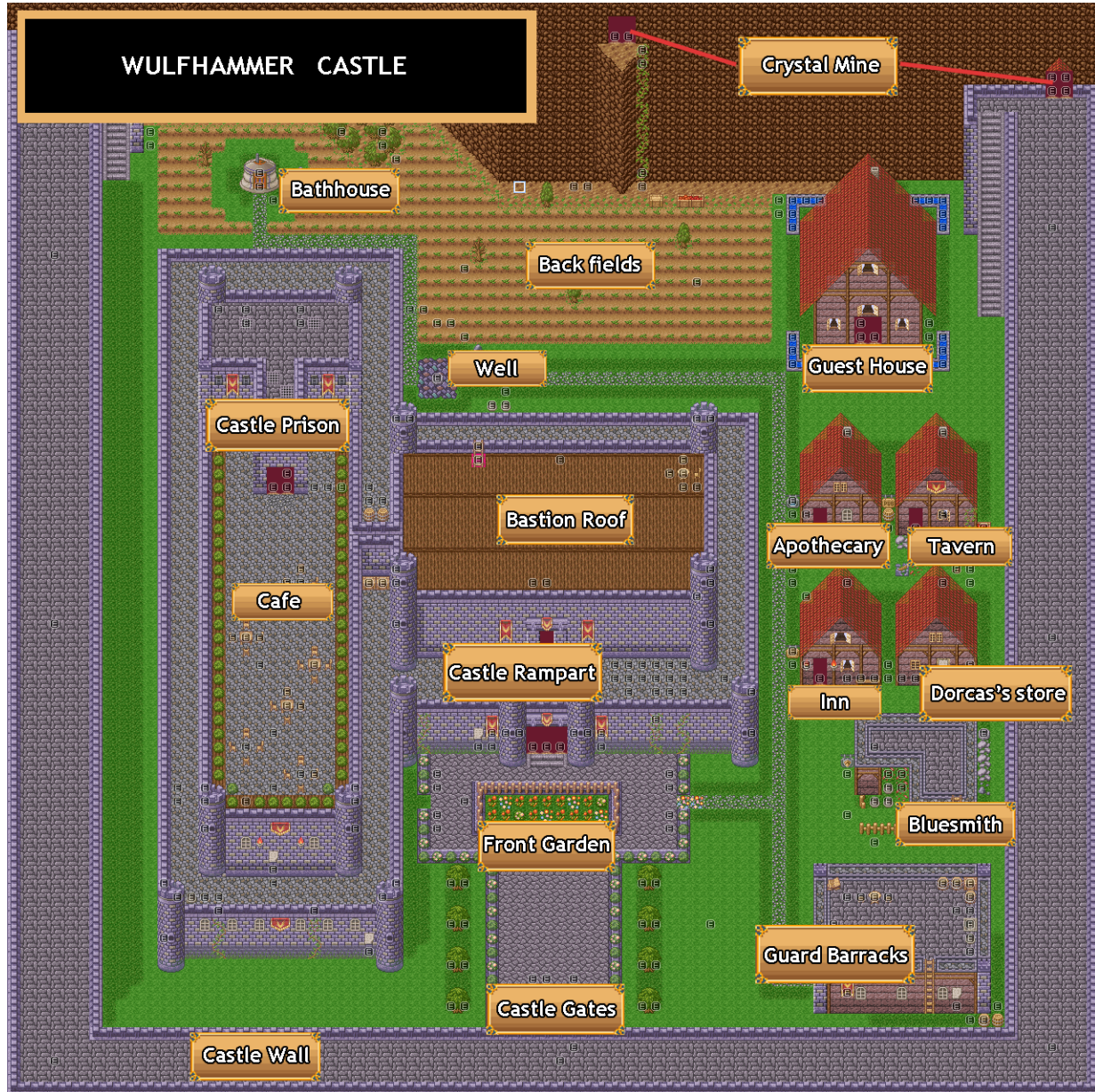
Killed by Vecnathrax Ending

During the Vecnathrax encounter when you first climb the cliff next to the castle, if you hit the cancel button instead of choosing one of the options, Vecnathrax kills you and it takes you to the credits screen before your inevitable revival back at the castle.

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S02 MAPS

Castle Grounds



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S03: ITEMS:

Treasure Chests (These have no effect on endings.)

Castle Wulfhammer:

- Wulfhammer's Castle Bastion (3x Cure Light Wounds) [every time there are none in the inventory]
- Bastion rooftop (Fireflower Extract)
- Wulfhammer Ramparts (Fashionable Gown)
- Library bookshelf next to entrance (Embric's Shiv) [if Fal isn't there]
- Cafe 'Moon Rabbit' free table (1 Cure Moderate Wounds per hit) [lost when Bunny takes her break during Scheherazade events]
- Cafe 'Moon Rabbit' (10x 1 Cure Moderate Wounds per hit) [after talking with Bunny in Pub]
- Blue Smith rooftop (Chainmail Bikini)
- Crystal Mine (Designer Ring)

Everbrook

- Everbrook back alley - near bookstore (Cathayan Perfume or Heels of Domination - choose one only, switching is possible)
- Everbrook dock (E-FB-Greatsword)
- Everbrook park (Meido Knuckles) [only during Fal search at night]
- Everbrook Temple of Mythstera (6000 Tiras) [after Fal events]

World Map

- Barrel behind counter in Avidani (old) Inn (500 tiras)
- Lever in Dragonian Checkpoint upper floor (Cocktail Dress)
- Hidden in tower in SW corner of Dragonian Checkpoint upper floor (3000 tiras)
- Ruins of Trogludite Fortress (3000 Tiras) [available when reentering after 3rd kidnapping]
- Lost Woods 'East' (Bullwhip) [chest lost forever after Zagron is resurrected]
- Hic Sunt Dracones forest clearing (Fancy Bloomers)

Other Places

- In Duchess' memories of Cardis (Princess Gown) [Carmina Arc]
- Demon Lair 2nd room (Stygian Maid Dress) [while rescuing Stew together with Arugula]
- Pass of Shura - after Nereid (Spleen Seeker - equip Louni)

Where to find 'Potions'

- [unlimited use] 3x Cure Light Wounds in a chest in Bastion [if there aren't any in your

inventory]*

- [unlimited use] 1x Cure Moderate Wounds when ordering at the free table in Cafe 'Moon Rabbit' [only until Bunny is on her break]
- [unlimited use] 3x Cure Moderate Wounds from Melisande (Cafe 'Moon Rabbit') [if there aren't any in your inventory]
- [unlimited use] 3x Strawberries in Shrine of Huraine below Holy Day Inn [if there aren't any in your inventory]*
- [unlimited use] 1x 'Old War Stories' in bookshelf in Library (next to the Adult Magazine) [if there aren't any in your inventory; unlocked during Dwarf Arc]*
- [unlimited use] 1x 'Old War Stories' from the Bartender [if there aren't any in your inventory; unlocked during Dwarf Arc]*
- [unlimited use] 1x Duchess Heart from a Dwarf in the workshop [if there aren't any in your inventory; unlocked after Dwarf Arc]*
- 10x 1 Cure Moderate Wounds chest in Cafe 'Moon Rabbit' [after talking to Bunny in the pub]
- 1x 'Old War Stories' on table of Skyfire Sisters HQ [if there aren't any in your inventory; unlocked during Dwarf Arc]
- 1x Strawberry Wine as spoils from Kumoda's Lair [Huraine Arc]n
- *Unlimited-Tiras-Combo with Kumoda's shop.- 1x 'Old War Stories' from an icicle at a table, bottom right. In the Snow Castle

Stores

Store locations:

1. (buy) Dorcas' Shop (Clothier 'Fashionist') [reopened tailor next to Holy Day Inn; unlocked during Huraine Arc]
2. (buy) Bunny's Shop (Cafe 'Moon Rabbit') [unlocked by Scheherazade events]
3. (buy / sell) Kumoda's Shop (Kumoda in Kumoda's Lair) [unlocked by Scheherazade & Kumoda events]
4. (buy) Dorcas' 2nd Shop (Pass of Shura) [during 999 Anti-Paladins event]

Store inventory:

1. #1 Dorcas' Shop
 - a. Rose Water [Perfume] (65 Tiras)
 - b. Fireflower Extract [Perfume] (130 Tiras)
 - c. Elegant Dress [Dress] (180 Tiras)
 - d. Fashionable Gown [Dress] (620 Tiras)
 - e. Evening Gown [Dress] (1200 Tiras)
 - f. Comfortable Undies [Lingerie] (50 Tiras)

- g. Silky Panties [Lingerie] (140 Tiras)
 - h. Lace Corset [Lingerie] (200 Tiras)
 - i. Dressing Robe [Dress] (40 Tiras)
- 2. #2 Bunny's Shop
 - a. Cure Light Wounds (40 Tiras)
 - b. Cure Moderate Wounds (300 Tiras)
 - c. "Old War Stories" (500 Tiras)
 - d. Strawberry Wine (180 Tiras)
 - e. Antidote (30 Tiras)
 - f. Tip the Waitress (10 Tiras)
- 3. #3 Kumoda's Shop
 - a. Carmine Predilection [Perfume] (6000 Tiras)
 - b. Dark Elf Queen Dress [Dress] (6200 Tiras)
 - c. Silky Panties [Lingerie] (140 Tiras)
 - d. Rose Water [Perfume] (65 Tiras)
 - e. Dressing Robe [Dress] (40 Tiras)
- 4. Dorcas' 2nd Shop
 - a. Draconian Cologne [Perfume] (750 Tiras)
 - b. Mythstera Perfume [Perfume] (1500 Tiras)
 - c. Aeres: For Women [Perfume] (3200 Tiras)
 - d. Leather Harness [Dress] (2100 Tiras)
 - e. Silky Panties [Lingerie] (140 Tiras)
 - f. Lace Corset [Lingerie] (200 Tiras)
 - g. Sneaky Catsuit [Dress] (8099 Tiras)
 - h. EmpireStyle ButtCape [Dress] (9799 Tiras)

PC default equipment

Duchess

Weapon: Signet Ring

Perfume: Rose Water

Dress: Elegant Dress

Lingerie: Comfortable Undies

Title: "Duchess Elstwhere"

Alice:

Weapon: ---

Perfume: ---

Dress: Maid's Dress

Lingerie: Comfortable Undies

Title: "House Maid"

Louni:

Weapon: Folding Bow

Perfume: ---

Dress: Outlaw Bustier

Lingerie: ---

Title: "The Brains"

Falwythwier:

Weapon: Composite

Perfume: ---

Dress: Leather Harness

Lingerie: Elven Chain Bikini

Title: "Elven Beauty"

Single use items

- Agility Increase: permanently Dex +3 / single party member [loot after defeating Anti-Paladins during Everbrook Date]
- Antidote: cures Poison / single party member
- Cure Light Wounds: restores 119 HP / single party member
- Cure Moderate Wounds: restores 250 HP / single party member
- Duchess Heart: Resurrection & restores 100% HP + MP & cures most status ailments / all party members
- "Old War Stories": restores full HP + MP / all party members; no Resurrection
- Strawberries: Resurrection & restores 25% HP / single party member
- Strawberry Wine: restores 80 MP / single party member

Some of those you can buy at shop #2. For other locations / events read where to find 'Potions' above.

Equipment

can be equipped by D(uchess), A(lice), F(alwythwier), L(ouni), N(one)

Weapon:

- N +1 Bastard Sword (Str+100) [loot 80% chance after defeating a generic Anti-Paladin]

- D Boomerwang (Str+17 & attack all enemies & Stun 6%) [quest reward option in Inn]
- D/L Bullwhip (Str+26) [chest Lost Woods 'East']
- F Composite Bow (Str+50 & Hit Probability 95% instead of generic 90%) [Falwythwier's default]
- D Designer Ring (Str+12) [chest Crystal Mine]
- D/L Diamond Ring (Str+55 & attack all enemies & 20% Critical Hit Bonus) [loot after defeating Melisande during Scheherazade events]
- N E-FB-Greatsword (Str+300 & 20% Critical Hit Bonus) [chest Everbrook dock]
- D/L Engagement Ring (Str+40) [loot 50% chance of getting one after defeating Louni during 999 Anti-Paladins events]
- D/F Embric's Shiv (Str+20 & 50% Critical Hit Bonus) [bookshelf Library, when Falwythwier is away]
- `Hit Bonus & Always Attack First) [Louni's default]
- A Meido Knuckles (Str+50; double hit) [chest Everbrook at night during Falwythwier events]
- F Mithril Spear (Str+60) [loot 50% chance of getting one after defeating Falwythwier during 999 Anti-Paladins events]
- All Signet Ring (Str+5) [Duchess's default]
- L Spleen Seeker (Str+80 & 50% Critical Hit Bonus & Ignore Enemy Evasion) [chest Pass of Shura]
- D Water Breathing Ring (Str+60; other effects???) [Arugula's default, can be taken during Stew quest]
- D/L Wedding Band (Str+75) [quest Louni Marquess Wulfhammer ending]

Perfume:

- Aeres: For Women (Con+25) [shop #4] D/A/L
- Carmine Predilection (Con+33 & Increased Evasion) [shop #3] D/F
- Cockatrice Musk (Con+ 4 (other effects?)) [shop #2, after finishing her arc] A/L
- Draconian Cologne (Con+10) [shop #4] D/A/F/L
- Evening Star (Con+44 (other effects?)) [shop #2, after finishing her arc] D/A/F/L
- Fireflower Extract (Con+3) [chest Bastion rooftop & shop #1] D/A/F/L
- Mythstera Perfume (Con+22 & Int+5) [shop #4] D/A/F/L
- Rose Water (Con+2) [default Duchess & shop #1] D/A/F/L

Dress:

- Black Armor (Con+50) [loot 80% chance of getting one after defeating Lao Xing during Everbrook Date] D
- Cocktail Dress (Con+6) [chest found after using lever in Fimrod's hideout] D/L
- Dark Elf Queen Dress (Con+38 & Prevent Critical Hits) [shop #3] D/F
- Dressing Robe (Con+3) [shop #1 & shop #3] D/A/F/L

- Drow Evening Gown (Con+34 & Dex+6 & Increased Evasion) [quest Carmina Arc] D
- Elegant Dress (Con+10) [default Duchess & shop #1] D
- EmpireStyle ButtCape (Con+25 & Int+10) [shop #4] F
- Evening Gown (Con+25) [shop #1] D/L
- Fashionable Gown (Con+29) [chest: Wulfhammer Ramparts & shop #1] D
- Leather Harness (Con+30) [default Falwythwier & shop #4] D/F
- Louni's (?) Dress (Con+30 & Int-10 & Dex-10 & Inflict Berserk) [chest in Louni's Room after Marquess Wulfhammer ending] L
- Maid's Dress (Con+15) [default Alice & quest: clicking rock in Lost Woods 'East' during Louni Arc] D/A
- Outlaw Bustier (Str+20 & Con+50) [default Louni & quest talk to Blue Smith after outlaw debut during Louni Arc] D/L
- Princess Gown (Con+41; confusion) [chest found in Duchess' recap of her past during Carmina Arc. MISSABLE] A/F/L
- Sneaky Catsuit (Con+30 & Dex+15 & Increased Evasion) [shop #4] L
- Stygian Maid Dress (Str+30 & Con+30 & Dex+5) [chest demon's lair while rescuing Stew] A
- Vestment of Huraine (Con+50 & Int+30) [quest after becoming 'Anointed of Huraine'] D
- Vestment of Huraine (Con+50 & Dex+20) [given by Dorcas at Pass of Shura; unlocked by any Huraine ending] L
- Wedding Dress (Con+40) [complete ending] D/L

Lingerie:

- Adamant Teddy (Con+42) [talk to Eve, who is standing next to the pump room. Cannot get until after outlaw debut during Louni Arc] D/A/F/L
- Brocade Catsuit (Con+34 & Dex+10) [during Huraine Arc] D
- Chainmail Bikini (Con+20 & Dex+4) [chest Blue Smith's roof] A/F
- Comfortable Undies (Con+2) [default Duchess & Alice & shop #1] D/A
- Elven Chain Bikini (Con+29 & Dex+8) [Eve, who is standing next to the pump room, exchanges Chainmail Bikini for this] D/A/F
- Evil Thong (Con+25 & Dex+10) [after ending "Double Cross," talk to the three anti-Paladins by the Blackwood castle.] D/F/L
- Fake Beard (Con+15 & Inflict Confused) [Hot Spring stage of the Dwarf Arc] D
- Fancy Bloomers (Con+20 & Int+10 & Prevent Critical Hits) [chest in Hic Sunt Dracones forest clearing] D/A
- Lace Corset (Con+12) [shop #1 & shop #4] D/A
- Mithril Garter (Str+5 & Con+25) [talk to Dwarf in Crystal Mine, bring "Old War Stories"] A
- Silky Panties (Con+7) [shop #1 & shop #3 & shop #4] D/A/F/L

Other Items

- Bloody Finger [quest rescuing Stew]
- Cathayan Perfume [chest Everbrook back alley] Does anyone know what this does?
- Ecinacea Charm [quest rescuing Stew]
- Falwythwier's Opinion [quest helping Grettel]
- Heels of Domination [chest Everbrook back alley] Does anyone know what this does?
- Louni's Dress [quest Louni's (?) Dress brought to Ecinacea & Nereid]
- Louni's Opinion [quest helping Grettel]
- The Dwarf's Opinion [quest helping Grettel]
- Wilhelm's Opinion [quest helping Grettel]

Titles

Duchess:

- *"Anointed One"* (when equipped: Int+40 & Resist Blind 100%) (when used: casts Confusion on all enemies) [during Huraine Arc]
- *"Countess Laquit"* (when equipped: Int+20) (when used: raises Con of single party member by ~10) [during Dwarf Arc]
- *"Dreamer"* (when equipped: Int+40 & Resist Poison 50%) (when used: deals ~55 damage to all enemies) [during Carmina Arc]
- *"Duchess Elstwhere"* (when equipped: Con+10 & Prevents Critical Hits) (when used: restores ~30 HP of single party member) [default Duchess]
- *"Honorary Dwarf"* (when equipped: Con+40 & Resist Poison 100%) (when used: inflicts Berserk & raises Str of single party member by ~15) [during Dwarf Arc]
- *"Marquess of Gorm"* (when equipped: Str+20 & Half MP Consumption) (no magic effect) [quest buying blessings at Everbrook Sanctuary of Fortune]
- *"Mrs Wulfhammer"* (when equipped: Str+40) (when used: deals ~140 damage to all enemies) [loot after defeating Anti-Paladins in final battle during 999 Anti-Paladins event]
- *"Outlaw Queen"* (when equipped: Str+20 & Resist Death 30% & Resist Silence 30%) (when used: deals ~150 damage & Stun to single enemy) [during Louni Arc]
- *"Pervy Elf Fancier"* (when equipped: Dex+6 & increased Evasion) (when used: deals ~90 Damage to single enemy) [Falwythwier ending]
- (special) *Princess* (You can take this title from Arugula during the "Save Stew" event) (when equipped: Str+100 Int-50,

Alice:

- *"House Maid"* (when equipped: Str+20) (no magic effect) [default Alice]

Falwythwier:

- “*Elven Beauty*” (when equipped: Int+20) (no magic effect) [default Falwythwier]

Louni:

- “*The Brains*” (when equipped: Dex+20) (no magic effect) [default Louni]
- *Marquess Wulfhammer* (when equipped: STR+20 & Int+10 & Dex+10 & Increased Evasion) (no magic effect) [Louni Marquess Wulfhammer ending]

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S04: CHARACTERS:

The Duchess' Handmaiden Alice "The House Maid"



"Falwythwier Windgrace "Elven Beauty"



Scullery Maid Ecinacea



Scullery Maid
Ecinacea

Oops! Yes, I am the
housekeeper, Ecinacea.

"Louni Quickfingers "The Brains" "



"The Good Dwarf"



"Bunny"



“Scheherazade the ‘Good’ Lamia”



"Carmina Halaal the Dark Elf"



"King Stew Giles Agrostine"



"Grettel"



"Dorcas"



"Gizmod"



"Rain"



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S05: MISCELLANEOUS

(useless but usually amusing actions)

- Fall down the well - namely the Wulfhammer Castle and the Inn at the intro of the game for a bit of a giggle.
- Talk to the bottom left guard on the castle wall.
- After finishing Nereid quest you can play with her at that well.
- You can give Embric's or Louni's clothing to Bob (red shirted townie), which he'll wear.
- You can enter Louni's Prison next to the Old Inn after the Duchess has been there as Outlaw Queen.
- During Fucking Ghosts night, let them capture you for fun.
- Also, only during the "fucking ghosts" event can the Duchess enter the lava in the Good Dwarf's brewery/foundry and proceed to take damage. At a minimal pace. But damage still.
- By exploring the bottom left castle by the lake before taking any action, you'll come across a winged eye and it'll attack oh so joyously.
- Go for a drink with Alice, then try climbing the mountain north of the castle RAAWRR!
- Talk to the chef when not wearing clothing, amusing conversation ensues
- Check the mirror while wearing the Outlaw Outfit- not in your equips, but as a visible outfit. Multiple times, for amusing responses.
- Talk to Alice in My Room when the Duchess is level 14 or higher: Bed Wrestling! It won't work anymore after you've accepted to become Avatar of Huraine, or if you are fully clothed. It is possible to reach Level 15 without getting or locking any endings, and not being Avatar of Huraine.
- After completing much of the game (unsure of the specific requirements, but Marquess Wulfhammer is almost certainly one, and Alice's affection probably has to be pretty high, too. You may need to be wearing your dress), talk to Louni on the roof. Proceed to your room, and approach your bed. A cutscene should trigger with Alice, leading to bedtime and a midnight bonding with Louni... kinda.
- You can speed up the rolling credits by holding the down arrow key, or reverse by holding the up arrow key.
- You can change into several costumes in the Blue Smith's dressing room (examine the robe to change into your underwear. You'll automatically change back to your zdress when



leaving):

(Armor)

(Costume)

(Chest)

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S06: BUGS/ISSUES

Skip Text Function

- Never thought about how rpgmaker may not be able to implant the VN skip text function.
- Anon: I kinda suspected people were going to be disappointed about VN-style skipping. Would it be feasible to fiddle with the text-display routine instead, and allow an *RPG*-style skip button? (That is, where pressing a button before the text has finished “typing” causes it to complete instantly. Usually this is the same button as ‘continue/confirm’ but I hate that; it’s too easy to accidentally miss important text.)
- Skipping through the text tends to cause stream errors in the movement heavy scenes at the current speed. Moving at Fast Forward speed would be a glitch factory. I’ll consider something for the next game, but don’t count on it for Embric.-SB

Mute Button/Volume Control

- It also needs a mute button.
- [Workaround for Windows Vista and 7 users: Start the game, then click on the speaker icon on the lower right taskbar. When the volume control appears, click the mixer option. There will be a list of open applications which are using sound. Each can be muted individually. Mute the game and use program to another play music.]
- --UPDATE-- The Deluxe version will have a mute item that kills the music. Also a pre-game selector that turns off the Adult images. -SB

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S07: VOICE NOTES

(For those seeking to send in vocal work, or for help with their imagination.)

SPOILERS GALORE

Duchess Elstwhere

The key to the Duchess was that she uses no contractions under any circumstances. Do not raise or lower your voice more than is polite when reading her. She is refined, and speaks confidently.

Exsited: "By Poverclese, the God that Makes Exceptions for Poor Peoples' Discourtesies!"

Playful: "My! How Eloquent! I shall call you what you like, but you will not fool my senses with your false humility."

Surprised : "...Oh bloody mess. Really?"

Traumatized: "He did things to his family that I do not even remember. Past a certain point, all I can remember is a medicinal blur."

Reciting: "We shared a drink in ceremonial fashion, Carmina and I. A deep, ruby potion in a clear crystal glass. Surely, if all of the rumors of what happen deep in the Under-Durt are true, then, this drink, deep red in color, can be naught but blood. Yet, I cannot help but wonder if I would refuse it."

Fal

She never says anything she can't add profanity too, should the situation arise. Growl a bit, and sound like you are only barely tolerating all this bullshit until something interesting comes along, then shout to relieve stress.

"Take this back before I throw a fucking lightning bolt into the kitchen!"

"Not so fast, Strawberry Short Bus."

"...Then they busted in from either side while I was undressing. I tried magic, but there was some kind of anti-magic field... They hit me with axes until I went down, then darkness. ...The rest is private."

"Man, this stinks. I could be knee-deep in orc guts right now."

" *Mocking Laugh* "

Also, she apparently has 3 boobs. (Just in case any she-devils ask.)

Louni

She tries to talk like a reasonable human being (though her alignment is evil, fun fact), well learned in her second language. A light mandarin accent is appropriate. She defaults to playful voice, like it's all a game that she's very good at.

Know it all: "Maybe you should look at your shoes before you take another step forward."

Confession: "Vecnathrax is over a thousand years old, and has been destroyed hundreds of times. He's as senile as a lead golem manufacturer. He has plans dating back to his first

death nine-hundred and fifty years ago, but can't remember them to save his unlife."

Restrained fury: "...My gut says you are telling the truth. Either that or you... Walk yourself home. I won't come to your rescue again."

Unrestrained fury: "No. No more. Remember? No parley, no negotiations. No more bluff, no more diplomacy, just initiative!"

Ecinnacea

She always gets it wrong, but tries to stay positive. Stay in your top two registers for her.

Pained, but chipper: "Normally, we're as tight as tigers!"

Unreasonably chipper: "That's the spirit your Grace! Gotta get right back up on that horse that keeps molesting you!"

...Joking?: "Oops, did I forget to release the fondle-elemental while you were in there?"

Desperate, but chipper: "...Please don't fire me."

Sinister, all-knowing, ancient evil: "Don't worry about it. Besides, the way I understand it, she's almost one of us already."

Alice

She gives a full breath to whatever she says, so she comes off as kinda loud and exuberant. She doesn't think before she talks, and has to take great pains to filter anything. Watch that you don't crack on the audio file.

Shocked, pleased: "Wow, nice jump! ...Er, Er, yes. You must be the Duchess Elstwhere! I am Alice, at your beck and call."

(Note that it is pronounced "Elst-where")

Shock/scared: "Oh no! Oh clumsy me, oh drat!"

Drunk: "Don't Panic! I am a trained maid. I will break your extra fingers off."

Consoling: "Don't feel that way, your Grace! If anything, being tempted by the fey is what humans do! It's not something to be ashamed of! And as a wise man once said, and I believe this to be true, "It's not gay if it's an elf." "

On the edge of tears: "No no, I'm okay... Sorry, those words were just... I'm sure I can always do something for your Grace, so... Please don't tell me "that will be all." Its... I just don't want to hear those words. I feel like my whole world will disappear if I hear those words."

Good Dwarves

Gwearst

Thick Scottish accent. Growls to sound manly during the scene where she gets a bucket dumped on her, goes back to natural for the bath and afterwards. Generally fun. Her only real worry in life is feeling a little lonely as the only lesbian dwarf in the Fortress.

Grouchy, Angry : "Well thas a foin howdy'a do! Issat wha I geh fur fineshen tha toowar?"

Veeolot gank demped on meh pate?"

Curious: "Hrm. I thank I understud a bit'o that. Soo tha'yung lass's gotta fey mood goin' does'she? W'lemme tellya. I thenk I spek f'rall'a'us when'a sey, "W'could yuse s'm clothes that fet! Y'canna shak'eh steck w'thout puttin a hole en some poor sot's threaddbar cloothin'!" Romantec? "Nah, I jes wanted t'see ya. M'brew looks a lot better w'you on the oer side of et.

Baerbaeth

Manly scottish accent. Bold voice. Ham it up. Don't afraid of anything. Don't be afraid to get a little sloppy over your manly tears.

Surprised, then amused: "S'no ah contest, mahn. ...No, ah'ken yer meanen. Ah fr'got yer faymus 'roun hair. Mek it tu'fer tha leddy an anothair for M'own self."

Helpful: "Har! Yer not evan medium encumbrance. But I'll take it slow anyway."

Manly Tears: "Ah hope yoo an Embrac have a whole litter a beautifal, short, ballsy kids, jes like ya deserve."

Rendered helpless by the Bluesmith's incompetence: "Ah, y'r Grace! Help'me oot weth this great galoot! Et's like we're not spoken' tha same language!"

Scathnach

A higher, sharp, quick scottish Accent. He's a smart miner, but still drunk off his ass all the time.

Forboding: "Aye. a quickly milled two-pannel door set in hastily milled stone. No good can comma thes."

surprised: "Whoose compensaten'ya? I'm given ya a pretteh theng as a geft? Take a present, will'ya?"

Rolling Battle Cry: "Et's Kneekappan Tyme!"

Harold

Be a loud and hammy know it all. Lightest accent of the lot of them.

Heart to heart: "I suppose it's e'bit odd for ussal t'be hangen around here. W'valways been 'Fringe Dwarves.' Baerbaeth's a bit headstong, Broont'gath's a bet inventive... but careless. Dranneg's... got specific tastes, Angus is a parveh elf-fancier, heh. And Gwaerst... Well ah s'pose she's ah... Horneh?"

Triumphant, then apologetic: Haha! Gotch...! Well, that wassa bet rood'a me, I get so vereh competatev some times. My appollagies.

Angus

Loud, Old, Sour, Mean, Judging, thickly accented, but enunciates. He's a hater, and he's gonna hate.

Secretly holds a big, sloppy candle for Fal.

Lecturing: "An thass-anothar theng! Drinken'snot somthen ye jes get ta, 'sa wey oh leif!"

Continuing: "Ye can'neh jes be irr'sposehbal wih yerrr charges leik tha' Alice..."

Continuing: "So yeh ken? A pehrson's ferst drenken experrience is sehcred! Imprroper paacin' kin leed ta misspent youth! Hengovars..."

Aghast, completely disgusted: "And SOBRIETY!"

Giddy: "OH! M'haart isa fluttar! Tell meh!"

Broontagath

A lot thuggish, not the sharpest tack in the blunderbuss. Creative, but so thickly accented that no one can understand him. Go out of your way to roll Rs, Draw out vowles and do your best to sound like you're from a cave, deep in Northern Wales. Moreover, confuse it all by talking too quickly.

Sudden: "POON!"

Dissapointed: "Salittal then, tatal thatrooth. Ywanta tryet? Ahjes bungda kaskechtually.

<Its a little thin, to tell the truth. You want to try it? I just bunged a cask, actually.>

Prideful: "Ohes nothen't'beh jealoos of, m'deer Dooches. M'lest myooze wassa fyne ladeh from th'Under-Durt, w'came inta m'brewry w'a Hydra en toow. Destroyed M'whol shop, lef notta theng standen.

<Oh, it's nothing to be jealous of, my dear Duchess. My last muse was a fine lady from the Under-Durt, who came into my brewer with a Hydra in tow. Destroyed my whole shop, left not a thing standing.>

Continued: "Annadoo. I rubbilt tha shop, thoo ah lost twenteh yeers'a fermanteshon. Tha protatype 'Old War Stories' w'called "Hydra Betch."" <This one's easy.>

Dranneg

Higher, lisps in scottish. If you can do that convincingly, I have no further requirements.

Melodic: "Och, aye. I'm tha groondskeeper."

Cute giggle: "Oh darlen, you'll lov'em when ya meet'em. He's soo strong an' manleh. Real handsom'too."

Advising: "Yur'a byoot'fal garl, y'ken? B'tart'n yersalf up w' skankeh clooths an maykup, y'don'eed'ta do it."

Willhelm

Willhelm is the Marlboro man of this game. Old, Gravelly. A crisp Brittish accent or Tennessee drawl would suit him best. Just enough to be slightly exotic.

Casual: "Mhmm, Quite."

Epic poetry: "In the darkness before time, the Goddess Tiamat strode at the edge of land, guarded by the hero of light, Marduk.

Tiamat, hair like a stormy sea, tossed her mane

at Marduk, and roared his name in challenge.
Marduk charged Tiamat, pushing her down into
the milky waters of the surf,
And tore open the celestial vestments covering
her heaving, beautiful breasts. Marduk pulled off
his golden helmet, and pulling the 7 great winds
to his aid, took a deep breath,
And plunged his tongue into the Goddess'
warm, ready mou- “

Matter of factly: “Miss Ecinacea worked at a bath house that was a secret entrance into a
temple of Tsograleeg, the god that licks, And was laid off when they collapsed the building to
prevent Tsograleeg's entry into this world.”

Orcish: “Ahem. FINGA PAINT'N”

Dread Lord Vecnathrax

Inhuman, deep, lacking all emotion save a deep-seated hatred for... something or another.
What was it? Oh yes, now I recall. All life. Bring your own reverb.

Deadpan: “...You might want to take evila good look at me before you pursue this line of
questions any further.”

Deadpan: “Fair enough. I am the Dread Lord Vecnathrax, and I live in the Volcano of Evil.”

Deadpan: “Darkmoor, your reports are always so interesting. What have you brought me
today?”

Self-amused: “I did predict that, didn't I? ...As I recall, that is a huge, demonifuge powered
life-converter. Turns living things inside out. Or something like that.”

Deadpan: “Oh, and one more thing. ...Do you have any use for a double demon?”

Deadpan: “...Well shit.

Princess Arugula

Quick, confident, perfect, without any flaws.

Don't let anyone know that you are actually massively ignorant. It's not a secret because it's
not true. What a silly idea.

Exuberant: “OH DUTCHIE! Oh I missed you soooo much! I couldn't wait any longer, I had to
come and meet the man who stole you from me!”

Afterthought: “Kay, um, Hubert, Roger, get lost for a week. I'll be staying here with Dutchie.”

Breaking the news to you: “Erm, well, no. I worked out that I shall need you to set off another
trap before we can work out the pattern.

I win!: “Ohohoho, foolish demon, you have under-estimated us, and it shall be your downfall!

Heartfelt: “What is that, Mr. Nibbles? You wish to know what special quality that Duchess
Elstwhere is bringing? Well, She's... She's my Best Friend Forever. She has stood by me
from the very beginnings of my rise to glorious princessness from the start! Her support and

confidence in me have gotten me through all of the hardest times of my life, ever since King Daddy was crowned king. So, I suppose she is a practiced master of faith and love. ”

Azreala D'Fleur

A devil. Over the top. Priority should be given to two things:

a: Getting through your lines without lagging over much and

b: ...Making happy noises into a microphone. And being heard doing so by over 10,000 downloaders. Good luck!

Game Show Host: “Well then! This first question will be an easy one for you. What... IS... The Duchess of Elstwhere's FIRST NAME?!”

Mocking: “Oops, looks like someone forgot who's in the throne of power, and who's not!”

Pouty, then slow realization: “Oh sure, ruin my fun by being right, why don't you. ...Hey, why aren't you nervous or frustrated?”

Shocked into masturbation: “Oh you... Oh you... Mnnnnng! Mnng, you totally... Got me...”

\$“

King Stew

Prince charming covered in 70 miles of bad road dust. Not brilliant. A little bit of Gaston from Beauty and the beast could go a lot way towards busting this one out.

Discouraged: “Y'know, for as social a person as you are, you'd think you could knock a basic cover identity out of the park.”

Fishing: “Are you sure you don't want to go with the pretend husband thing? I could totally pull that off.”

Maniacal plan: “I've got it all planned out.I just need a set of nice clothes. Get me nice clothes, and kiss your Princess problems goodbye! This will be my... “Crowning”

Achievement! Muhahah!”

Bunny/Sher

Playful, in an Eva Gabor, Katharine Hepburn kind of way.

Ready for a break: “Hey there gorgeous, if you're the new girl, I've got a half pack of smokes that need to die by my hand. Take over for me wouldja?

Zagron

A half-pint bandit who sees himself as a “Lone Wolf.” He’s got spunk and confidence, but not a lot of ass to back it up. Sounding a bit like a pipsqueak would be fine.

Fimrod

An intellectual minotaur, with rage issues.

Deep voiced, foul, and well spoken.

Duke Thermin (young)

13 year old boy with a serious attitude problem. His voice is smooth and he is well worded, with an edge of crazy

Duke Thermin (older)

Middle range, 30 year old man who is on the edge of conquest. Crazy is evidenced in that many of his lines are shouted taunts. Still refined.

Grettel

Young, probably a little nasal. Her background is a little undefined, so a hard-to-distinguish light accent might be good. A bit of vocal range would be good here, as she has both child and adult parts, mostly with similar verbal style.

Dorcas

Spacy. All of her lines are delivered with a sort of "What exactly am I saying" kind of rolling inflection. Think head trauma. Lots and Lots of head trauma.

OH YEAH!: "HURRAINE HAS SPOKEN!"

Searching for the word: "You're more like a divine... Bedpan?"

Elza

A little sarcastic sounding. Maybe a lot. Clearly educated and superior.

The Blue Smiths

All I ask is the ability to deliver a meme-worthy "It's Stunning!"

"It's combat effective!"

"The Tyrning of Teddies!"

Eve Smith

A little out there. This is weird

S08: GUIDE CREDITS and Notes

(feel free to sign if you contributed)

Grabbed this off a old version. I assume it was removed accidentally along with the remainder of the voice work section. - Tricky

Creator: Magical Ondine - Praise the Goddess! *bows*

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Marquess of Notoriety

PS : Sorry for the mess to the owner and anyone who uses this guide.-05/11/2017
(Context: It was mentioned on a stream and random people got a hold of it)

Yeah, sharing documents online that can be edited by anyone isn't going to go over well. XD

