

Graveyard Keeper Guide

For PC version 1.405

Curated by MrWashingToad based on experience, as well as many others in the community.

Special thanks to: MonkeyBusiness, Dsurian, Fargel, Void Eternal, & Skifullydone.

Last updated: 18 April 2023

What do the DLC's add?

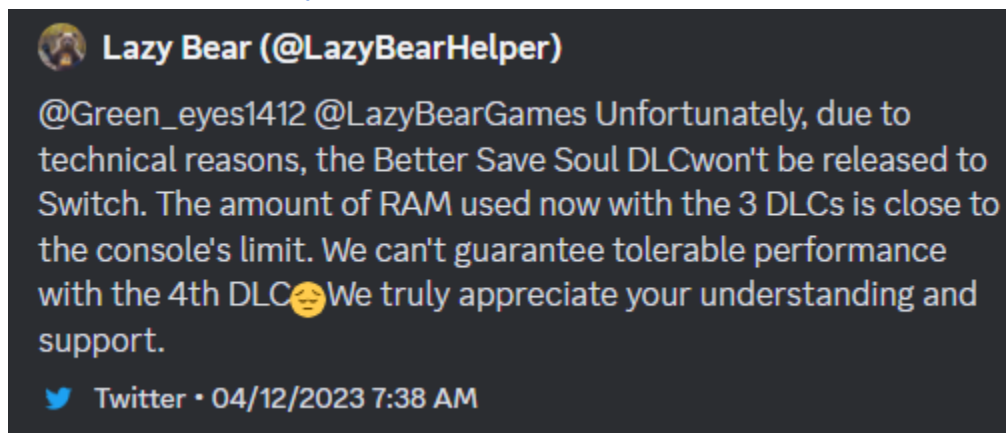
Breaking Dead (BD) adds zombies and zombie-specific workstations (and is included for PC versions w/ base game, is a paid dlc on consoles)

Stranger Sins (SS) adds a strong source of money with the tavern

Game of Crones (GoC) adds automated garden, beehive, and a source of milk+eggs with the refugee camp

Better Save Soul (BSS) adds another (and remotely accessed) way to craft things along with the ability to improve organ quality. (Now out for Xbox and PS, will **NOT** be coming to Switch due to console memory limitations:

<<https://twitter.com/LazyBearHelper/status/1646115673192398850>>



Important things: Please note - I have not gotten spoilers to work yet in here, though for the most part, I've got the spoiler tag |'s set for copy paste to Discord.

Will there be a PS5 version of the game?

No. But PS5 users can play the game with the backwards compatibility settings for the PS4 version of the game.

****Known softlocks that cannot be fixed:****

- :white_small_square: Kill all ||Iron Maiden|| mobs in the dungeon and clean the ||bloody nails|| they drop without giving the required 5 to Snake.
- :white_small_square: Fill the graveyard with absolute garbage corpses pre-church opening.
- :white_small_square: Putting still-required quest items in the bookshelves in the dungeon and leaving the floor.
- :white_small_square: Console only, or base game w/o DLC, or the Switch version: Using up all the diamonds from the dungeon and selling the crafted jewelry to the Merchant before giving jewelry to Ms.Charm.

****Game of Crones DLC specific softlocks:****

- :white_small_square: Avoid talking to the Donkey for too long after getting the quest for ||donkey hair|| and having carrots in the corpse delivery box.
- :white_small_square: Going to the marsh without two ||free inventory slots|| AND your tools at least 50% repaired, ||especially the shovel||, and leaving without ||the shoe and/or leg bone||.

Will mobile or Android versions get updates?

"Mobile versions are not being updated, and have not been updated for years. They are stuck in "currently technical difficulties prevent us from updating" hell.

They have been in that hell for the past 3+ years, so we're probably far more likely to see GK2 being announced than to see the mobile ports of GK be updated.

I noted that that the timeline aligns with when Apple made the hare-brained decision that all apps must support split-screen or else not be supported by the iOS store, and assumed that it would just have been prohibitively expensive (or impossible) to do so with GK, and so GK ended up languishing in "cannot be updated because we're no longer officially supported" hell. And Android was at the time too small a market to bother with compared to iOS, so mobile just got put into permanent "technical issues" storage." - MonkeyBusiness - official LBG Discord.

Further info attained about mobile port of GYK:

(Must select the 'Punch Club' setting from the 'Channels & Roles' area to link to the conversation, but this covers 99.9 of useful info given for it.)

<https://discord.com/channels/367278385686380545/619492357280366592/1101450116872818729>

<https://discord.com/channels/367278385686380545/619492357280366592/1101450116872818729>
[Must select 'Punch Club' from the 'Channels & Roles' selection boxes to view, as this conversation came from that channel.]

@EnchantedUwU @Jacky They still not say anything miss Jacky? Can you tell them again? I think they forgot to fix it :c

 **LBG_Helper**  04/28/2023 6:09 AM

Hi! We don't have the recourses and plans to support the mobile version of our games at the moment 😞

@LBG_Helper Hi! We don't have the recourses and plans to support the mobile version of our games at the moment 😞

 **EnchantedUwU** 04/28/2023 9:44 AM

But people are gonna buy it and it's gonna be broken and then they just wasted their money :c

@EnchantedUwU But people are gonna buy it and it's gonna be broken and then they just wasted their money :c

 **LBG_Helper**  04/28/2023 9:47 AM

While we're trying to settle things down, we believe one could ask stores for a refund. Unfortunately right now this is the only option. We do know how inconvenient it is but at the moment this is the only thing we can suggest to players 😞

@LBG_Helper While we're trying to settle things down, we believe one could ask stores for a refund. Unfortunately right

 **EnchantedUwU** 04/28/2023 9:51 AM

But what's the technical problem with just updating the version it can be played on so that the saving bug is fixed? The game is already completely finished it's just one little bug that's making it unplayable :c

@EnchantedUwU But what's the technical problem with just updating the version it can be played on so that the saving

 **LBG_Helper**  04/28/2023 10:00 AM

It's not just one thing, the mobile version requires a specialist who can research the issue - and we don't have one, and didn't have for years. That means that lots of updates for Android or iOS were released and the code of the game should be ported and optimized from scratch. It's not something that we can afford. We do understand how it upsets the players, truly understand, but taking our resources into account, we came to the conclusion that refund to the players from the store is the option. As I said - we do want to settle things up with the stores eventually, but for now can't present any other alternative to the players.

CONSOLE ISSUE BUGS - see last pages.

****Read the dialogue from interactions and cutscenes**** - I cannot overstate this enough. For MOST of the quests and such, they will tell you what you need to do - sometimes in story form of who to talk to, or where to search - and only ONCE. Some things (like the 'how does the camp work' for GoC dlc) you can ask them forever. But most of the quests if you miss it.. good luck - go talk to ALL the NPC's on their days.

Also - there is nothing in the game that has to be "right now or you dieeeeeee" or like say Stardew Valley things where it's this one chance to do whatever. The game is super relaxed. Wanna stay awake forever? Fine - however that is how the game saves, so you should sleep every once in a while, even if it's a quick sleep, get out of bed 1 sec later. Just to cause a save state.

Also the players have found what we currently believe is that the game has 2 internal clocks. These clocks can desync, and this can cause issues with quests loading, cutscenes loading, or

quest triggering. One of the two game clocks is the main 'clock' you see (see below for how this works). However there is another that runs for the cutscene stuff. We've found that if you get several cutscenes in a row (like 2-3 in one game day), you should save. Not doing so desync's these, and can cause weird stuff.. like not triggering quest stuff.

Just save, quit the main menu, and reload the game.

That fixes tons of errors that people report about quests not triggering when they should..

Spam clicking past conversation (we all do this) can cause it too on occasion, so be a lil bit slower on the 'click' to bypass things

This is your clock. In this picture this is "dusk" or evening.

The top of the clock (look at church cross and up) and that color change is showing 'end of the day, you're starting 'dusk', and then it will be "night". Day will switch at midnight, the current day is shown at bottom . The outside circle of the clock is the day, and this goes clockwise.

The inside circle of clock is the 'time', which spins counter-clockwise.

Days are 7.5 minutes long.



Tutorial: Locations



< Current location name

< Important location information:
The graveyard quality (💀), the church
appeal (+), etc.

Repair Graves to increase the graveyard's overall quality.










You'll probably need special resources to do that...

Close

Tutorial: Technologies



To craft new items, you'll need to unlock the relevant technology. This costs tech points. (Press [Tab] to open the technology tree.)

-   Red points represent your hand-crafting skills, and your ability to work with materials.
-   Green points represent your knowledge about the nature of things and nature itself.
-   Blue points represent your spiritual knowledge of the immaterial world. You'll get your first  at the **Study Table** in the Church basement.



You earn points simply by doing anything. Also you can get points by studying new items at a special table.

Close



Ms Charm:

Ms Charm shows up at the Dead Horse tavern at this time, exactly:



To talk to Ms Charm, first you must ask Horadric about 'The Town'.

Ms Charm leaves the Dead Horse tavern at this time, exactly:



Merchant:

The Merchant arrives on his day at this time, exactly:



Merchant leaves on his day at this time, exactly:



He will stand outside the 'Merchant Stall' with the 2 barrels that you can destroy with a swing of your sword for spare parts.



Inquisitor:

Inquisitor arrives at his spot on Witch Hill at this time, exactly.



Inquisitor leaves his spot on Witch Hill at this time, exactly.



Astrologer:

Astrologer arrives at the Lighthouse at this time, exactly.

Bring a ||skull|| to unlock his stuff so he will trade with you and ask about the diary to get the ||key|| quest item needed for Snake's quest. Show this item to Snake to get the instructions, use both at a study table with 2 faith to study and activate the ||key|| to access Snake's first quest.

Astrologer leaves the Lighthouse at this time, exactly.



Dig:

Dig lives off the side of the road near the crossroads to the beach area, the northern path to the Mountain Fort, and to the Lighthouse.

He lives inside the ruined bell.

Dig will leave his spot and go inside his bell at this time, exactly (note: Dig shows up on ALL of

the six days):



Lighthouse Keeper:

Lighthouse Keeper shows up outside the Lighthouse each of the 6 days, at this time, exactly:



He goes inside the lighthouse after midnight, very early in the next day's morning, at this time, exactly:



Snake:

Snake has a few different times that work.

When you first go into Keeper's house basement and go near the southwestern area, it shows a cutscene of Keeper 'hearing something' and going to investigate. You will see Keeper walk to the obstruction, and Snake will walk up, say he will eventually get thru the gate, and 'come back every day' until he can get through.

Before you talk to him for the first time, he does come back every day at this time, right near midnight:



And during this part of the game, he will leave at this time per day:



Krezevold:

Krezevold the blacksmith comes out and will move around his yard randomly. He will walk out of his house at this time, exactly:



Adam:

Adam comes out of his house and sits at his spot at this time, exactly:



Clotho:

Clotho lives in the swamp area.

Clotho will come out of her house and be ready to interact at this time each day:



Rosa:

Rosa lives in the house behind the Dead Horse Tavern.

Rosa goes inside at this time, exactly.



Shepherd:

Shepherd is Rosa's husband. He works out of the back of the cow-yard and sells peat.

He goes inside at this time, exactly, each day:



Donkey delivery time:



Donkey delivery time: (see picture)
Donkey will deliver corpses at this time.

Donkey has ****two**** separate corpse delivery ways:

Upon game start; and then, after Donkey's ||dialogue and carrot box interaction||.

Upon game start:

- :white_small_square: Delivery can happen on any day, as long as Keeper has space available in the Morgue. (see Locations: Morgue section for how to check space available)
- :white_small_square: Donkey delivery of corpses is highly RNG based at this point.

Upon Donkey's ||dialogue and carrot box interaction||:

- :white_small_square: Donkey no longer brings corpses on :Pride: Pride (sermon) day.
- :white_small_square: Donkey will only bring corpses if your Morgue has space available (same as normal)
- :white_small_square: Requires carrots in the ||carrot box||, adding too late in the day may cause that day to be skipped - Donkey needs time to deliver them.
- :white_small_square: ||Carrot box|| - Donkey wants ||5 carrots per corpse for delivery, however requires 10 carrots (2 corpses worth) at a time, pre-paid before delivery||.

Tech Points:

For Blue points, unlock church, then do the next quest for Bishop, which should be the 'Bowls for the Soup Kitchen'. He'll unlock 'The Concept of Dirt' tech, which unlocks sand and clay. Clay, is available directly south out of the Church from the little hole in ground, the sand is available in several spots around the map - along the river banks and along the sea - it'll look like a big pile of sand. Once you Make a potters wheel, and make his 20 bowls - OR, buy 20 bowls from Potter in village, then he'll give you the 'Cleric's Beginner's Guide' which is worth 5x . Another easy early game way for is to plant Hemp (seeds from Dig, who lives in the pottery bowl) and

then in your church workbench, take the hemp and turn it into rope. I use my first 5x to unlock cremation so I can continue processing bodies, and then the next few I work on the Theology tech branch to unlock "Simple Gravestones" which unlock your Stone Grave Fence - which is your easiest grindable producer, made from 2x "a piece of stone", and nets you 2 and 5 each. Then, you can break down to 1 "a piece of stone" to recycle and do again.

Church workbench doesn't require glass, only 9x flitch, 10x nails, 4x complex iron parts. The study table does [6x wooden plank, 4x simple iron parts, 2x conical flask], but there is one already built.

For Green points: You shouldn't really have any trouble keeping on top of that if you are gardening and cooking. If you need quick points early on, there's a lot of dead looking viney bushes you can remove (like on the left half of the graveyard, and around the map).

For Red points: Crafting and Doing things (chopping wood, breaking some things down, etc)

Locations:

Marsh directly above Keeper's House:

Slimes will spawn at dawn, and stay for around 3 minutes (or until killed). They respawn daily. They despawn just after 'noon', at this time, exactly:



Lighthouse:

Right outside the lighthouse are some apple trees.

The apple trees are ready to harvest when they have 2 apples on the ground next to them. Only the ones will ever bear fruit, including the 3 you can regrow by digging up the old stumps here.

Note - the tree stump here when ready to harvest is difficult to see because of the flowers, but it, the apple tree in line directly to the west of it, and the one directly above the brown mushroom

here with 2 apples at its base are the harvestable apple trees here, and 2 just south of this, that will need the stumps dug out for the game to regrow them as apple trees.





“BEE HILL”

The 3 bats on Bee Hill come out at dusk, this time, exactly, on each of the 6 game days. Additionally, the 3 bats directly above them on the ‘Road to the North’ spawn at the same time, as well as the 4 bats North of Keeper’s House in the swampy marshlands.



All bats will despawn within about 3 minutes - exactly at midnight and the day marker changes:



Church:

Your first sermon is biased on Church Quality, which the Church showing quality of 15:



Immediately after your very first sermon, the Church quality drops to 5.

Additionally, Bishop asks you to talk to him about another quest, but he immediately leaves, and you must talk to him next week when he arrives.

Outside the Church, you now have a Royal Services box outside the Church door area.

In the basement areas of the Alchemy Lab under the Church there are 3x blockages that can be cleared. You can clear this with: 10x Wooden Wedge, 1x Wooden Beam, and 4x Simple Iron Parts, and will use up 50 energy each.

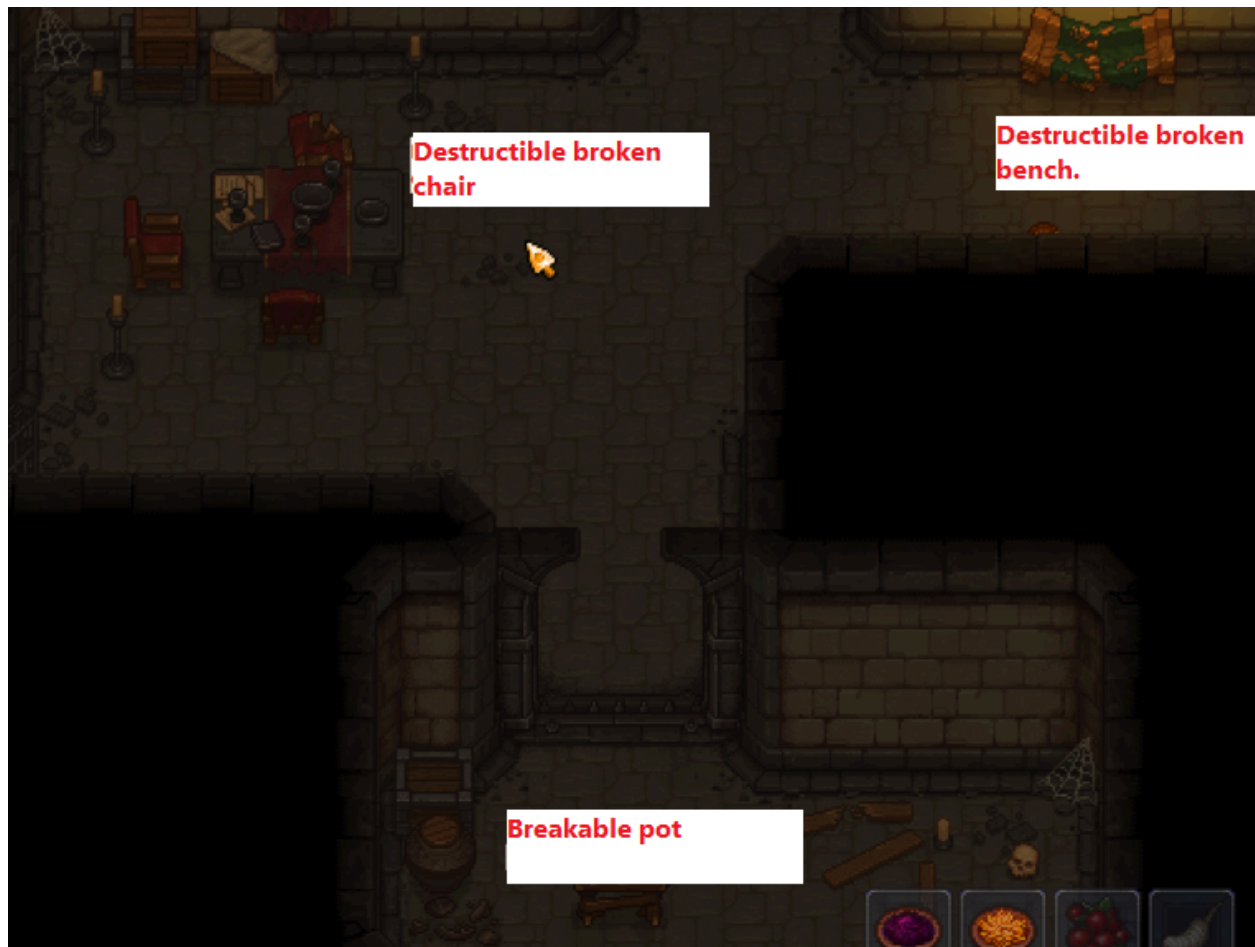
Through Snake's Gate:

The Diary room contains the diary in the desk area, and 2 breakable pots. Use your sword to swing and break them. There are more breakable pots like this in the dungeon area.



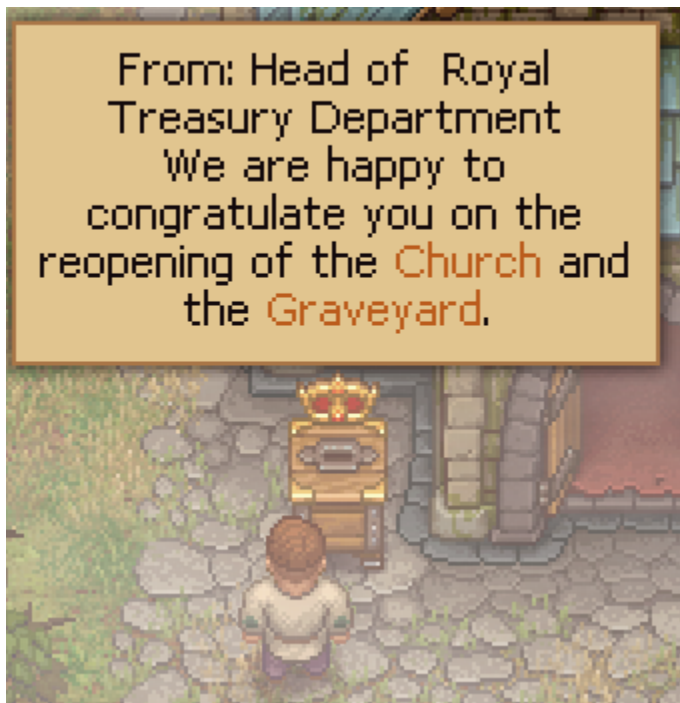
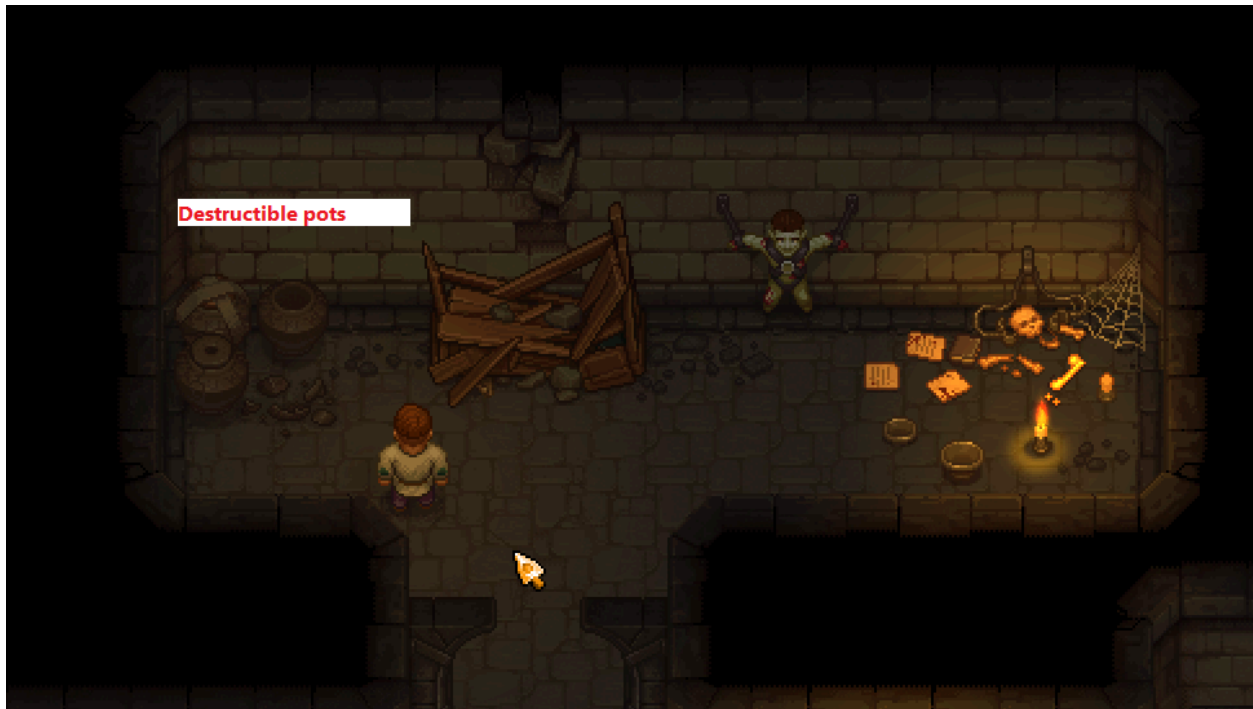
Additionally in the hallway and other rooms, you get your first taste of a broken destructible bench and a broken destructible chair, as well as another pot. You will encounter more of these in the dungeons you can deconstruct for building parts. Broken furniture you go up to and require an axe with durability to break down, while the breakable pots (like the breakable

barrels) require a sword swing to break.



In Gunter's room, there are 3 destructible pots.

I was lucky and got a heal potion, a cabbage seed, and a ceramic bowl from my drops.



Small swampy river area directly above Sweet Home:

Directly above Sweet Home, there is a swampy area. This has 10 swamp iron deposits you can break down to get iron pieces to smelt.

As you walk up (North) you will see a small bridge to the right to a blockage to the Vineyard and Witch Hill area. You can clear this with: 10x Wooden Wedge, 2x Flitch, and 2x Complex Iron Parts, and will use up 40 energy.

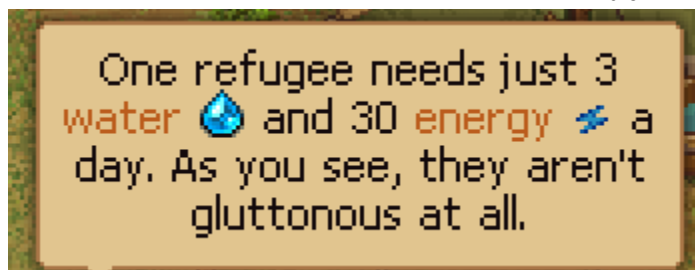
At the top of the river area, there is a blockage. When you go to inspect, it shows "There's no way I can remove it."

After, it will have an "E" action to 'Clear Out', and when you go to action it (press E) it will again pop up with "There's no way I can remove it."



Refugee Camp:

Refugees will not starve. HOWEVER, they will NOT gain Satisfaction, which is needed to increase Happiness in the camp. Each refugee requires 3 water, and 30 energy per day (it checks 4 times per day, and the main section will round, so check the Storehouse to see the EXACT Happiness, as it can show you have enough, and it is just a round error showing that the 3 Happiness needed is met, but it is actually just 2.7 Happiness at the time.)



Refugees will come out from the tents on all days, at this time, exactly:



Swamp:

To repair the bridge to the Swamp area from the road in front of the church, you will need:

1 wooden plank, 4 flitch, and 8 nails

After reaching Clotho's island and to repair the shortcut pathway, you will need:

3 wooden planks, 6 flitch, and 10 nails.

Quarry:

One of the most common issues people have at the quarry is this box with a red arrow icon.

It means that you either have 0 trunks available for storage of coal (or silver, gold nuggets - very rare zombie mine drops - they do not benefit from the Keeper perks), or your trunks at the Quarry area are full, and can not store more items.

To clear, build more storage at Quarry, or empty items from the Quarry trunks you do have.

If you get this icon on the Iron Blocks, or on the Stone or Marble blocks areas, ensure you have at least 1 of the Iron Block stockpile, or Stone stockpile for stone or marble blocks.



Helpful early game info:

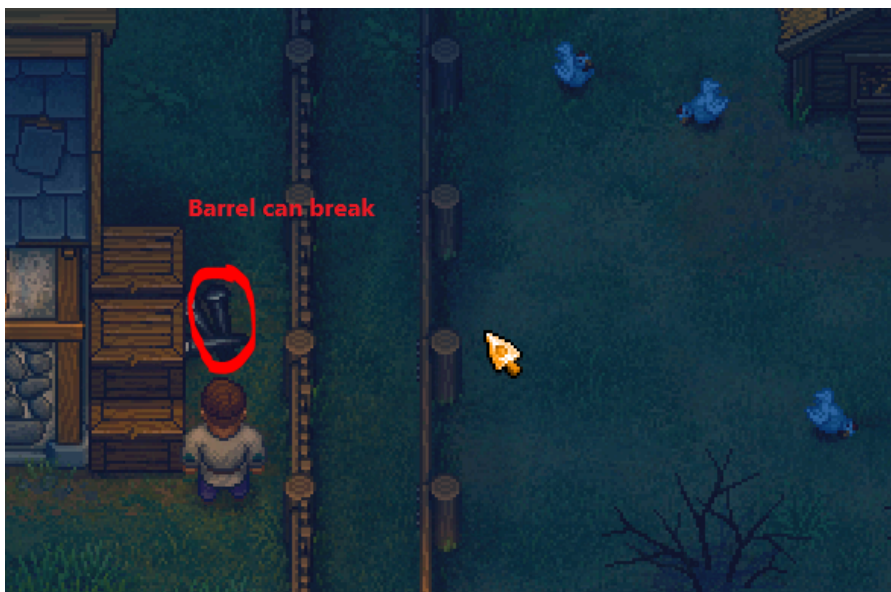
Bash these 2 barrels outside the merchant stand. And if you've got BSS dlc, you can smash the barrels outside the merchant stand area twice as they respawn later during a quest.



And these 2 barrels inside Horadric's tavern.



A single barrel next to the house to the west of the Egg basket house.



Two barrels on the house under the Merchant area, the bottom barrel can break.



Courtesy of Fargel: Near the Mountain Fort is another barrel you can break, and on the other side: (Not visible, but stand near that location and swing to hit)



South of the Quarry, just above the blockage (the west one) to The Swamp area:



And don't forget to harvest the 2 free cabbage on the farm directly to the West of Horadric's tavern.



With the addition of Better Save Soul (BSS) dlc, there is an interesting mechanic added for the Soul's Gratitude points. When using the Soul's Gratitude points, you DO get additional speed (efficiency) on crafts if you begin them on a workstation that you have a zombie stationed at and is started using the Soul's Gratitude points system that the BSS dlc unlocks.

This tip was first found by player Andymakeer, with the accompanying screenshot of it in action:



According to player Dsurian, "The 'work' soul gratitude does is identical to a 12.5%E (Efficiency) zombie (1/8th the speed of the player, basically a 5 :wskull: zombie). If used at a workstation

with a zombie stationed at it, that 12.5%E stacks with whatever the zombie is; effectively, a 65%E can become a 77.5%E for the duration of the Soul's Gratitude points spent. Further, if it's a zombie workstation, there's no gratitude 'cost', as it's derived from the amount of energy the craft requires, and no crafts at z-workstations require energy ... so, your zombie gets a free 12.5%E buff, just so long as you queue the crafts using the gratitude mechanic (instead of manually interacting with the workstation)."

Corpse Tiers: (courtesy: Dsurian, Lazy Bear Games Discord)

As you progress through the game, the skull value (or quality) of new corpses will increase in number, their values pulled from a tiered list. There are significant events (triggers) that deactivate old tiers and activate new tiers. These triggers include: ||opening the church||, ||burning the second 'witch'||, ||building the buffet tent||, and unlocking ||Dark Organ tech||.

When the donkey drops off a corpse, the corpse's quality is randomly chosen from the predetermined active tiers. However, there are multiple qualities on each tier, and potentially multiple tiers active. For example, after unlocking the church, tier 0 (1 quality, 3 skulls) will be turned 'off' and tier 1 (4 qualities, 5-6 skulls) will be turned 'on'.

After unlocking the final trigger ||(@ ~75 happiness with the Inquisitor)||, you'd be receiving corpses from tier 2 and 3; up to 11 different qualities, ranging from 6-10 total skulls.

Prayer for Repose deserves being mentioned. The effect that sermon provides (Difficult Corpses) temporarily unlocks / turns 'on' the next tier, providing the mere chance for an 'increase of skulls in delivered corpses'. Note, there is no tier 4, so after reaching the late-game and activating the final trigger, this effect (and sermon) becomes useless.

Corpses and Zombies:

I prefer the following:

Please note: CORPSES to be buried - :rskull: matters - you DO NOT want :rskull: in the graveyard. Save your best corpses for the graveyard (IF you want to bury them, you can easily hit what Bishop has asked for in Graveyard Quality WITHOUT ANY corpses buried, if you so wish). ZOMBIES on the other hand - DO NOT CARE about :rskull: 's. ZOMBIES take no debuff or negative effects with :rskull: 's. Zombies ONLY care about :wskull: , as each :wskull: = 2.5% efficiency value.

Without BSS, the maximum you could get was 16 :wskull: (40% efficiency), with the much easier to attain 12 white skull corpse or zombie being much more "easy" or common to attain. With BSS, you can get up to 26 :wskull: (65% efficiency) on corpses or zombies.

With Alchemy, you can add 5 :wskull: to the body itself, helping to attain the better white skull benefits (see below if you need help).

Embalming Guide:

I always did zombies and corpses pre BSS as:

optional: ||Preservation|| - ||so they stop rotting ||

optional: ||Restore|| - || takes a corpse (a max of) 50% degraded back up to 100% (which helps not lose white skulls :wskull:)||

Embalming: ||Lye|| - || adds +1 :wskull: , +1 :rskull: to body (we take the +1 :rskull: off w/ Silver embalm later) ||

Embalming: ||Glue|| - ||adds +1 :wskull: to body ||

Embalming: ||Silver|| - ||adds +1 :wskull: , removes 1 :rskull: from body (MUST have 1 :rskull: on body to use) ||

Embalming: ||Gold|| - ||adds +2 :wskull: , removes 2 :rskull: :rskull: from body (MUST have 2 :rskull: :rskull: on body to use)||

Remove ||blood [+1 :rskull: , -1 :wskull:] || and || fat [+1 :rskull: , -1 :wskull:] || .

This nets you a base Corpse of +5 :wskull: . Leave in the ||Skull (it removes 1 :rskull:)||.

Then try and get the +2 :wskull: or +3 :wskull: (much rarer) ||guts/heart/brain|| into them.

If you have BSS (needed for 26 :wskull:), you can modify the parts and then hot-swap parts out of zombies to increase them as you get more sin shards to change the parts and add white skulls.

And you would want to max out the white skulls in all stuff and load them fully back w/ all the parts including ||blood and fat after you have increased white skulls on them||.

Organs [Tech: Important Parts]:

About mid-late game, on the Inquisitor questline, you get some tech unlocked: ||Dark Bodies|| tech, right after the Anatomy II tech. On questline trigger, this will reveal and unlock automatically. There is a tech to the right of this one that is uncovered, but is not selected. This is called ||Cultist||. This tech costs 300 :Blue_Tech_Symbol: , and is a perk of the same tech name. It is extremely useful for seeing the actual :rskull: and :wskull: available on all the body parts in the game.

One of the reasons you want to be processing corpses and pulling the parts out to store them, is you don't really know what is on them w/out very careful observation of the corpse skull changing, and then when they are put in a storage with others, they will sort themselves automatically in the chest itself as well, so it's difficult to track exactly which one is which.

Another bonus, is you can harvest a ||Dark Organ|| part before they have been unlocked, which looks like this when you have the ||Cultist|| perk unlocked:



Now after you have the ||Dark Bodies|| tech unlocked thru the Inquisitor questline, when you put the organ into a corpse, it will then then change into the correct type and you can remove it again for quest, storage, breakdown in alchemy, etc.

Zombies:

I've got my first zombie - now what?

For the best use of zombies - use them where you need them most. I typically go for the first one - and just move them around in my work yard as needed at first - typically at the stone workstation on a recurring task. For example: farming :Blue_Tech_Symbol: || 'break stone fence 1 to stone' setting infinitely on a spare Stone Cutter|| (or, if you're early game, add this recipe on, place Zombie, and have them break it down as you do other things.

Zombie have unlimited, albeit slow energy and work speed (except ||Porter zombies||) is based on Zombie efficiency.

Zombies will go on most stations, but not all work stations (not vine press or sharpening stone).

Zombie Efficiency:

- + Efficiency is calculated at ||2.5%|| efficiency (work speed of Keeper) per 1x || :wskull: ||.
- + Zombies get no bonus or penalty from || :rskull: ||.
- + Does not affect ||Porter zombies||. These get no bonus from more efficiency.

How do I make money?

- + Each corpse you bury or cremate will get you a burial certificate - sell to Horadric at Dead Horse Tavern. (Note: bodies in the river get 0 burial certificate, and can also get stuck, causing lag, don't recommend tossing in river)
- + Crates to Town via Merchant (mid-game quest allows this, up to 10 crates / week)
- + Inquisitor quest mid game ||3-4 times for selling 5x :Gold_Star: Burgers and 10x :Gold_Star: Beer sold at Buffet tent on Witch Hill for a total of 4 :faith: and 30 :Silver_Coin: each :Wrath: day. Normally this is 3 runs, to get the 4th in, add in the materials to Buffet Tent prior to speaking with Inquisitor on the final time||
- + Nearly every npc buys firewood
- + Successful prayers - especially useful is the ||'Prayer for Prosperity' - successful prayer of this one gives 1, 2, or 3 (per quality tier of sermon) 'Blessing of Commerce' papers that are worth 1 silver (to Keeper) - but are worth to NPC about 33 silver worth of trade (doing massive boost to trading tier unlocks).||
- + Selling books to Astrologer ||(good for high efficiency zombies on the Random Text Generator workstation, especially w/ 65% efficiency zombies from BSS dlc modifications, this is where the paper presses come in handy)||
- + Selling tools or coal to blacksmith ||(coal will bankrupt him for a while - he recoups money from this slowly, tools are the best, as he sells them overnight, and has the money from selling them back the next day, so you can sell him more stuff)||
- + Jewelry to Ms. Charm (mid/late game quest) SOFTLOCK NOTICE: ||Console only, or (un-updated) base game w/o DLC, or the Switch version: Using up all the diamonds from the dungeon and selling the crafted jewelry to the Merchant before giving jewelry to Ms.Charm.||

Farms:

Zombie farms use a 1 time fertilizer use, the same as the GoC dlc refugee bed farms). Zombie / Refugee farms have an initial seed start requirement of 24 seeds, and drop a random amount back when each cycle completes in the amount of 21-27 seeds. However, you never have to change the fertilizer used, apply once, forever, on that farm plot.

Think of it like "Rawr, I'm zombie.. plant the thing, rake the thing, water the thing, harvest the thing, plant the thing.." but, they've a hole in their pocket where they store the seeds, and they drop some on occasion, or eat them out of sheer boredom. For the refugees, remember, they were nobility - they haven't a clue on how food actually gets on the table, except for Cook, who at least had the basics of an idea that you need to plant things in order to get better food crops than mushrooms and berries.

Note: It's my head-canon (idea on how it works in-game) for it, but it seems to fit.

:

DLCs:

Thank you for purchasing the Stranger
Sins" DLC!

We hope you enjoy the new story – and
your new tavern!

The additional content will become
available when **Gerry** asks you for
something a bit stronger than wine.



Thank you for purchasing the Game of
Crone" DLC!

We hope you enjoy the new story – and
your refugee camp!

The additional content will become
available when you wake up and meet an
unexpected guest in your house.



Thank you for purchasing DLC "Better
Save Soul"!

Additional content will be available when
you will open the Church and repair the
corpse hatch. The Donkey will deliver
something special.

We hope that you will like the new story
and new mechanics.

OK

DLC: Stranger Sins

Well the zombies do not give :Red_Tech_Symbol: :Blue_Tech_Symbol: :Green_Tech_Symbol: ... so if you need those, you need to do things yourself - except for say, breaking things down - which gives no tech points.

For Stranger Sins - to start it, you need to have it purchased and downloaded, and then give Gerry a silver star wine. He'll then ||whine it's not strong enough|| and ask you to go search for something stronger. Then, you need to go actually search for it, bring a ||shovel||. Search the ||field area between the beach and the road North towards the Mountain Fort|| area. Look for ||'grass humps'|| on the landscape that were not there before the quest starts. Once you find and dig up the specific one, a cutscene happens, and then someone comes to tell you, ||"No Digging on Village Land, and everything on Village land is public property"||, and you need to be a ||property owner||. You get a prompt to talk to ||Gerry|| about land purchase. They then tell you to speak to the mayor of the Village (Horadric). So.. go talk to ||Horadric|| and ask about the property. He'll say it's like 9999 gold.. but a discount is given to people who live there, and to ask ||Dig||. If you go ask ||Dig||, then, go back and talk to ||Horadric||, pay the fee, then go talk to Cory to get a tavern build. Either pay or make the things they want, and then wait one full day (look at clock when you pay them, and needs to be that time or after, and you need to sleep (which advances the quest). Once you do, go check out the tavern site.

One of the quests will be to make a ||barman doll|| which you need to make at your ||carpenter workbench|| (it doesn't tell you this, and you normally need to figure out where the heck to make this at all your workstations). Once you do, bring it to the tavern, and ||Yorick|| will ||inhabit|| it and you have conversation prompts of what they want, and how the tavern works.

One quest is to ||stock the basement **shelves** with beer||. Now.. it is implied, but not really told to you in a manner in which most people will see this and they have trouble with this part. To finish it, just simply make at least 1 more ||box rack|| in the tavern cellar, and simply put **at least 1** ||beer of any bronze, silver, gold tier|| on **each** spot. This fulfills this quest.

Now, just make more and bring to the shelves, and if you've built all the things inside the tavern, money comes in.

NOTE: Alcohols of all types sell automatically. Food is **only** sold during events.

DLC **Game of Crone**

- + Adds a ||refugee camp||; background storylines for this and loads of quests.

- + Adds a ||vampire|| storyline

- + Adds the donkey quest, and other stuff. [NOTE POSSIBLE breaking quests here - noted in a bit]

- + Adds bunch more NPC, some can sell / trade with

- + Adds a stopping point quest that will break off 3 possible ways [recommend save copy of your game from main save point so you can go back before triggering the final quest ||building a watchtower||.

+ Adds more food recipes

DLC: Better Save Soul

If you need help with the “what the heck do I do in BSS dlc?!”, the following picture is from later in the quest - given to you AFTER you have to bumble around trying to figure out what to do. In my opinion it should be given to you when you meet Euric and get shown the book, and then filled out as you repair the machines. As this shows kind of a flowchart as to what to do.

Please note - you probably will have several souls to heal that you can't at first. Just stick in a body part ||(the first is flesh|| - look at the blank icon, and you can figure out which ones go where as you get the others unlocked. The first ones can be a little difficult. It's all you can do at first, and they decay into Sin Shards. Use those to boost the part and stick it back in the machine. Eventually you will get a Soul that can be healed. Then you can move to the next step.

Upgrade the tech as you can, and more little jar things on the 2nd machine, and ||+3 red / +3 white skulls|| on the body parts FOR THAT MACHINE only (this is the only time you want ||+RED skulls||), except if you're embalming and need a junk thing to use the silver/gold embalms (please see embalming guide if you need more info on embalming), and you will be able to heal souls MUCH easier after the first few.



If you have unlocked other tech for the healing machine, you MUST build them and add that part to the machine before you can heal another soul as when unlocking the tech now forces the game to only send souls that need the new healing type.

Known console issues:

Xbox - Stuck achievements? Try this helpdesk info article from TinyBuild (LBG's publisher, and company who does the console porting):

<<https://tinybuildgames.zendesk.com/hc/en-us/articles/15112020280340--Xbox-Stuck-achievements>>

Playstation:

If you have already done Vagner's end-game quest where he leaves his spot in the tavern, he's been ||rescued|| from the ||Mountain Fort|| but you still need to talk to him for Better Save Soul quests. All other versions you can contact him via the Graveyard's "Royal Services" box - however Playstation has a bug where he can't be contacted there. You have to do the Swamp

Maze, and go all the way N to the top there, and you can glitch thru the top of the map area and go up then all the way left to the outside of the map, then down, and back right under the map area to where all the NPC's hide out when they aren't in use to talk to him.