

## **New Quest's Added in version 1.91**

### **Quest: The Goblin King**

Activation requirements: This quest activates once Shakala has been pregnant for at least 20 days, you have completed the chainmail bikini scenes in the tent, and the Waystone quest has been completed.

When you speak with Shakala outside her tent, she'll present your new babies. Suddenly a goblin arrives, bringing news that Shakala's father, The Goblin King, is on his way with an entourage. Worried that the king won't appreciate his new son-in-law, Shakala decides it wise to prepare a feast to appease him. You join Shakala to hunt boar and bear. You'll find a bear in the goblin forest close to the town. Once you slay the bear, you are ambushed by goblins. Rush back to Shakala's camp. Once there you find it's been razed to the ground, there are hostile goblins everywhere. Bhrute is the only survivor (you find him near the lake). He tells you the Goblin King kidnaped the shaman and your babies and killed the rest. Team up with Bhrute and fight your way into the Goblin King's stronghold. It to the south east of Shakala's camp (there are a few somewhat hidden passageways between the rocks in the goblin valley that will allow you to skip some of the fighting).

The King can be fairly tough and regenerates some health, so a potion of poison can come in handy.

Once you defeat the king, you are crowned as the new goblin king.

### **Quest: Rebellious Tribe**

Activation requirements: Complete "The Goblin King", Goblin population of 10 or more.

While traveling through the goblin valley you get jumped by a band of goblins. Fight them off and speak to Shakala about the incident. She tells you that one of the old king's tribes has rebelled against you and their chief wants to take your lands. Shakala has gathered some warriors to join you to defeat the enemy tribe. Your goblin warriors function as normal party members. You start of with 4 warriors, but they die quickly unless properly cared for. The enemy tribe is through the passage to the south-east.

Once you defeat their chief, be sure to search the camp (there are 3 tents you can search). You find Sequoia in one of them. Once done, head back to your stronghold.

### **Quest: It's a Girl!**

Activation requirements: Complete "A Rebellious Tribe", get lucky with one of Shakala's births.

With enough tries Shakala will eventually give birth to a girl (the chance of success increases by 16% for each birth). Shakala will take her baby to her camp for better air. Make sure to check up on them from time to time. It takes 7 days for the baby to become a small child (gets it's own sprite). Another 7 days after that to become a teenager/young adult.

## **Quest: Her First Hunt**

Activation requirements: Shakala's daughter has become a young adult

Eventually Shakala's daughter (SD) starts to grow restless and wants to leave camp on her own. Shakala doesn't think she is ready yet. SD wants to prove herself by hunting a boar. Shakala agrees so long as the player escorts her. Take her to the goblin forest and kill a boar. Once you return to Shakala, she agrees to let SD go of on her own.

## **Quest: Be a Good Father**

SD runs off immediately after given leave. You can find her among a cluster of trees at the entrance of the goblin valley. Keep her safe by keeping a CLOSE watch. SD shows up every day while it's light. After a few tries you need to find a way to camouflage yourself. The Summon spell is required for this (complete the temple quests with Ziva and the date quest with Beth to acquire this spell).

After learning the spell make sure to visit Shakala's camp to find out when SD plans her next trip. Head over to the tree with the blinking star and use the Summon spell. Once properly camouflaged there is no chances of disturbing SD. Once discovered, promise to make her a Queen.

## **Quest: A Common Enemy**

Activation requirements: SD is 5 days pregnant

Shakala isn't happy with SD wanting to be a queen. Goblins only have one queen. The rest are Second Wives! SD isn't happy about not getting to be a queen either. Both girls are mad at each other, and more importantly, at you. If only there was an external enemy, a common foe, for you to unite against!

You may have noticed some annoying knights in the tavern? Go have a chat with them and hurry back to camp. By the way, that ambush you are planning, isn't going to work. Make sure to be prepared for a fight once you return to camp.

## **Notes on Goblins**

Now you are King, you need to make sure your kingdom grows and becomes strong. Goblins regularly raid or steal stuff. As king you receive a portion of the loot. This is represented by "Plunder Tribute", see the ledger in the main menu. The larger the goblin population, the greater the tribute.

### **Population limits:**

Your maximum population is 100 goblins. You get an indication of your population by counting the number of goblins in your stronghold or the valley. One goblin sprite spawns (on each map) for every 10 goblins (or part thereof) in your population. A population of 0-10 = 1 sprite. 90+ = 10 sprites.

**Population decline:**

Goblins are prone to infighting and raiding isn't without risk either. Over time, goblins will die. At a population of less than 30, there is a 10% chance of a goblin dying each day. At a population of 30-60, that chance increases to 25%. Above 60 the chance of a death is at 40% each day.

The player can also kill a goblin to collect ears, when in need of some fast cash. However, this is bad for moral, and causes not only the death of one goblin but results in one more deserting as well. So, each killing causes your population to drop by 2. This may in turn affect your plunder tribute.

**Increasing your population:**

Goblin females give birth after a gestation period of 15 days. Each female produces a litter of 5-10 babies. After a growth period of a few days, these babies will be added to the goblin population.

Makith keeps track of the terms of each girl. You can ask her how far along each female is. Of course, Makith is just a goblin, so don't expect extremely accurate predictions.