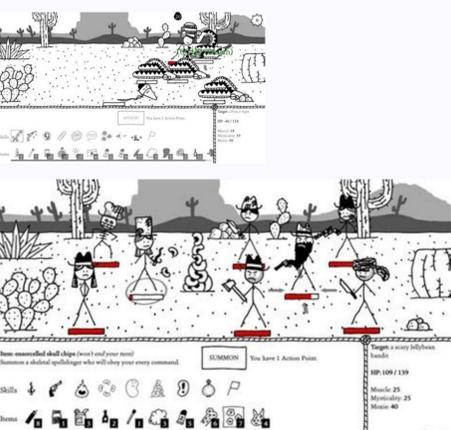
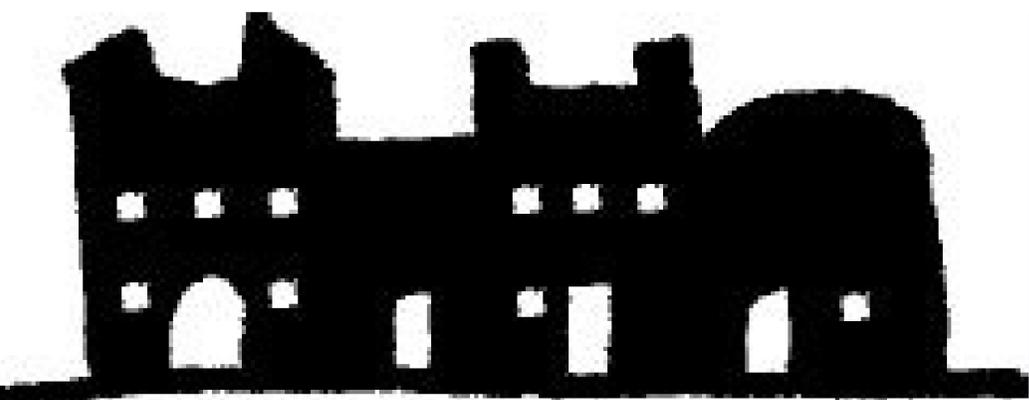


I'm not robot!





Here's a view of the West of Loathing Guide to Everything Table of Contents. Main Quest Guide. Dirtwater Quests.I cannot take the pencil from the cactus. I have seen the sharpener. What am I missing?Breadwood Quests. Other Sidequests.Puzzle Solutions. Dirtwater Band, Shopkeepers and Available LotsMain Quest Guide Part One: Railway CampWhen you embark on your journey you'll find out pretty quickly that the railway is blocked off. After talk to the Railway camp, you know that you'll be needing an year-long supply of Dynamite in order to clear the blockage. There's a few options (may be more). Go through Gustavson Gulch. You'll need enough combat power, lockpicking skills, and other skills to get through to the end to grab the key which will get you the dynamite. This is probably the most standard way if you're a fighter.For non-fighters, passing a level 2 speech check to avoid the mayor, lockpicking, and Goblin-tongue can help you bypass fights. Buy it off of Dynamite Dan. If you can gather up enough meat (6,000 without any Dickering skill), you can purchase it once his location shows up on your map. Go to the Circus and see the main show.Be still when they call you up and you'll end up with a coupon for a year-long supply of dynamite. Use it in your inventory to get the dynamite. Have Gary the Goblin as your Partner. He'll suggest going to Gustavson Gulch where you can talk to the Goblin (no fight, no stats required) that'll net you the Dynamite. The answers are (1) egg, (2) mayor, and (3) talk to your Partner after selecting the incorrect answers, he has the key. You forego all other loot/battles in the Gustavson Gulch area with him as your Partner.Once you give them the Dynamite, you'll be faced with a Rock Golem. You can defeat him in a ton of different ways so long as one of your stats is high enough or you have an ability that's high enough, you can move forward.Part Two: Bridge West of BreadwoodNow that you're in Breadwood, you immediately have the exact same problem as before, which is that the Railway is still blocked off. Very unfortunate. You'll need to build a bridge. There's three ways of going about this. Lumber Bridge. By solving the town's problems, the mayor will decide that he should do it you have your bridge. See the Breadwood Quests, below. Complete at least five. Bone Bridge. By reanimating the Buffalo soldier at the Pile, you will end up with Unlimited Bones. Read a Nex-Mex Books, and then pass 5 meat to look at the Cliffside Viewport in Frisco. El Vibrato Bridge.This is built via the Curious Corpse terminal. For details on how to power up the terminal and exact instructions to build the bridge, see the.Part Three: FriscoOnce you get into town, you won't be able to keep walking until you've dealt with Norton. I don't recommend going up to him until you've found Roy Bean's Jellybeans, since you'll most likely end up with Ant Eye (see below) after this.Norton's Crown When you come across Norton, he wants a crown. You can give one to him (it'll net you the Emperor/maker achievement) but he doesn't deserve it and is kind of a jerk.Options: Give him nothing! Because he sucks, he'll give you Ant Eye which is a super annoying effect. Talk to Smeed and then the Bartender who will tell you know you can get rid of it by eating the jelly bean from Roy Bean's House.He'll either sell it to you for 6,000 meat, or for 5 meat if you found all his jellybeans (Each of his jellybeans you find knocks 2,000 meat off the price. See below for the Jellybean sidequest). Oh, yeah, and Norton then steals the train like an asshole. Give him the Silver-Plated Turnip Crown. You would've gotten this by digging up the Turnip in the prologue (talk to Cactus Bill to get a shovel) and then taking it to the Silver Plater to be plated (for 5,000 meat or 20,000 in hard mode).Give him the Gold Tooth Crown. You get this from collecting a whole bunch of gold teeth from skeletons (the Daveyard is a good place to grind for these) and asking a girl at the Fort of Darkness tents to turn it into a crown. (For 10 teeth you get a tiara which is not the same item, you need 25, IIRC). Give him the. Give him the El Vibrato Crown.You get this from powering up the.If you give him a Crown, you're done. The game is over (go watch the cutscene to get the achievement if you're wanting one for finishing with a specific Partner) though you can still keep playing. However, it does appear that the game wants you to give him nothing since he sucks and there's a very fun and interesting train sequence if you don't give him anything.Once you've past him, pick up the comedy flyer on the floor and inspect it; it'll give you a new location up North.If you want access to more locations, but aren't ready to deal with Norton yet, at Fort Unnecessary (near Frisco) the guy who needs help riding a horse can give you access to Aramo Rent-A-Mule. If you suggest maybe renting him a mule. The guy needing glasses will give you the location of the Jeweler if you suggest buying him a pair. These will give you locations north of Frisco. Part Four: Norton and the Runaway TrainWhen you're ready to confront Norton (this is the final battle, so be prepared), you'll want to follow the train tracks in Frisco that are on the right side of the train. In the final sequence note that you can get off the train and hop back on if you realize you're less prepared than you'd originally thought. First Train, You vs. Options: Fight him. With Safecrackin' 5: Go down the ladder. Get a Cargo Car Key (Safecrackin' 5) and pass through the door, skipping the battle. Second Train, You vs. Options: Fight them.With Lockpicking 3 or Moxie 50: Walk across the roof and down the ladder on the right so you're behind them. Either (1) Lockpick 3 the door or (2) approach them from behind to grab the key (Moxie 50). Third Train, You vs.Norton (again). Your options: Fight him. With Mysticality 50: Investigate the serving platter inside train car, get the pie (Myst 50), go back to the roof and throw it at him. Fourth Battle, You vs. Your options: Fight him. In the train car, look at the note one wall (optionally, meet some famous detectives), grab the passenger car key from the luggage area and go through the door.Fifth and Final Battle, You (and Army of Passengers) vs. Norton is quite a bit stronger for this fight. However, you can avoid it completely if you're able to assemble an Army of Passengers to help you with the battle. You need at least three (four on Hard Mode) so when Norton says, 'Oh, yeah? You and what army?' Then you can say 'This Army!''And he runs off like a scared rabbit. If you don't have enough helpers, you'll need to fight him. Here's your options (there's six possible):Sodoku passenger and his daughter. Skills check (50 mysticality).Not available in hard mode. A random flailing dude. He'll help you if you have Percussive Maintenance. Knitting woman. Speech check (50 Outfingering/Horswagging/Intimidating). A sleeping dude. If you talk to him, he will help you. Not available in hard mode. A young girl. She'll help you if you give her a set of stuffed animals (the ones from the circus). A young lady. She likes birds and will help you if you freed your bird at the beginning of the game, since your bird will come back to you at this point. Not available in hard mode.Dirtwater Jailhouse QuestsDepending on how you complete these, you can end up with all of them alive or all of them dead. For some of the Dead options it requires the Ruthless Perk (it means you killed the lookout in the Prologue - I don't know of another way to get this).The Desert HouseAlive. You can give the dog a bone, available on the hinges of the gate and lock them that if you want to keep them all alive.Dead.If you have the Ruthless Perk, you can burn down the house (you'll need a sulfur match) after you lock it. If not, you'll need to fight all of them at the onset (don't lock them in) if you want to kill them. Cavern CanyonAlive. Use a crowbar to unboard the middle area. When you try to enter, you'll hear that they are being maled by the spider. Don't go in yet. When you do go in later, you'll see they are all cocooned up and you can arrest them.Dead.If you have the Ruthless Perk, you can kill the cocooned bandits. Otherwise, you'll need to fight them to kill them. The Potemkin GangAlive. The goal is to get all three of the people standing in front of the jail building.The woman runs way from you, one guy will follow you whenever you get too close to a building and one guy will go exactly where you tell him. Then, go to the outhouse on the far right and exit through the back door. Cut down the rope that is holding up the jail storefront.Dead. You need the Ruthless Perk to complete this.You can line them up behind the sandwich shop, and blow it up instead. You'll also have the option to kill them even after you've used the jail option above. The Old MillineryAlive. Five rooms and a piano.There's one bandit in each room. You need to find which one it is on the first try for each, otherwise, he'll shoot you. First room, one of these is not like the others.Second room, one of these will move a little if you pay attention. Third room, one of these hats has a slightly different top. Fourth room, this guy is sleeping. If you wait awhile, he'll start to snore. Walk around as you need to be right next to him to hear it. Once you're close, ZZZs will appear. Fifth room, if you play the right song on the piano (should be 'Public Domain Joe'), you'll see a message that says that you hear someone whistling.Go back, and he's been revealed.Once you've got each of them, they'll be alive and lined up neatly outside, waiting to be taken to Dirtwater.Dead. You need the Ruthless Perk to complete this. After they've been rounded up, you can kill them instead of just arresting them. The Pickle FactoryThere's three rooms. In each room, you need to set the correct settings (based on what the woman says when you first try to enter the factory).Cuke. Each of the three needs to be set to the same level (11). Recommendation: get the right vat down to one, where the center and left are both to 16. From there (when you are at 1 / 16 / 16), just click the right lever 5 times to get them to 11 / 11 / 11. Salt. 976 is the number you're trying to get (so 9 for the first, 7 for the second and 6 for the last one).Temperature. 190 Degrees is what you want the room to be set to. Recommendation: get it just under to be a multiple of 10 that's over 190.When you release, it always goes down by 10, so once you hit a nice round number just release it down to 190.Alive. After each room is ready, talk to the ghost in that room and tell it them's been handled. Do this before pulling the lever in the main room or else the ghosts will die.Dead. If you want them dead, you can fight them (you'll end up with some items). Or, solve the puzzles and don't talk to them, just pull the lever in the main room.Regardless of if they are taken dead or alive, you can still solve the pickle factory to get three Ghost Pickles when you fight them. Once everything's ready, pull the lever in the main room.Take the bones that the ghosts gave you to the jail in Dirtwood and talk to the Sheriff to complete this quest. Breadwood QuestsBy completing most of the Breadwood Quests (at least 5, I believe) the mayor will give you Unlimited Lumber which you can use to build a lumber bridge. The Missing MailStart by going to the Bunkhouse in Breadwood, and talk to the bearded guy. He'll give you the location of the Postal Way Station. Once you're there, check the cabinet which prompts you to talk to the Post Woman in Dirtwater.She'll give you a postal cheat sheet.Go back to the Postal Way Station and check the cabinet again. Doing so will give you an option to go towards Breadwood (unlocks Chuck's House). Visit Chuck and you'll find a locked cellar.Chuck is creepy and likes tea. To get into his room, you'll need to put him to sleep.Ask him about his teas ('What's on the menu?' You'll now be able to swap the labels of the teas on the shelf. Ask Chuck again about the tea to get him to drink some and fall asleep. In his room, there's a key off the dresser.You should be able to go inside his cellar and find the mailbox. The Overdue Book and Alexandria's RanchStarting off the quest, you go to Alexandria's Ranch which has been blown up bits. The library book is in the wreckage.So, technically you're done here. However, at Alexandria's Ranch you'll find her diary which reveals that she moved a bunch of her best books (perk-giving books) to the locked cellar underneath her house. To get into the steel vaulted cellar, you'll need to basically blow it open. Two components:Something to fire at it. You'll find the cannonball (demi-culverin cannonball) at Fort Cordwaine and the cannon at Fort Treason. Something to help with targeting. You'll find a key to a P.O. Box (#114) in a locked lockbox at Fort Treason as well as an Artillery Flare.Take this to the post office in Dirtwater to get the idea of how to do proper targeting. Go back to Alexandria's Ranch and set up the Flare where your target is (the cellar).Now, you can go back to Fort Treason and shoot the cannon. Plus, you now have access to a bunch of great books.(Later, when you have the El Vibrato chonkeys up and working, you can save Alexandria from whatever fate befell her ranch and she'll set up a nice bookstore in Dirtwood).Ghostwood, the Logging Permit and the #3 PencilYou are sent to Ghostwood to get the logging permit, which you'll quickly realize is a bureaucratic nightmare. Talk to the Town Hall (last building on the right). After some back and forth, get the temporary permit. There are 6 bars on the jail cell.This, unfortunately, expires in 11 seconds. Get the Pencil. Good news is, once you've gotten the temporary permit, you'll be able to pick up the (#4) pencil stuck to the cactus on the far right side of the town, next to the Town Hall. Trying to pick it up before you get the temporary permit is not possible. Sharpen the Pencil. Between the last two buildings on the left there's a place to sharpen it down so that you can argue that it's 75% of a #4 pencil.Get the Visitor's Permit. Your full name should match the answers you previously gave. There are 10 bars on the adjunct department of records. Get the Logging Permit. This is mostly just a hassle as you go back and forth among the building and wait two days.The Soup ShortageHe asks you to get some soup from the Soupstock Lode.There's an elevator you'll need to use but can't use it until the pressure is fixed. You are trying to get the correct amount of pressure (3200) by turning the bolts. Bolt #3 (411 pressure per turn) - Turn 4 times.Bolt #5 (295 pressure per turn) - Turn 2 times. Bolt #7 (161 pressure per turn) - Turn 6 times.To keep going, you'll need some Hot Resistance. If you don't have any, there may be some 'Wet Boots' for sale at the trading post in Breadwood with 20% Hot Resistance.The Skeleton RaidsIf you visit the Military Cemetery, you'll see that the caretaker has been skirting his duties for quite some time. You need to find him and bring him back. There's a flyer mentioning the 'Military Re-enactment Enthusiast Society' which meets at Fort Memorium. Off we go!Talk to them to figure out who the caretaker is. You can convince him to go back with high enough skills (intimidation, etc.) or you can just complete the game. You just need to win one game to get the Caretaker to go back to work.Talk to the first guy on the left to get in on the nerdy fun. If you beat all four games, they'll give you a bunch of Really Small Guns (you'll need these if you want the Fort of Darkness guy to open up a boot shop). I'm sure there's many ways to beat these, but here's in case anyone is stuck. The Stolen Yeast When you offer to help, the Mayor will point you toward 'Ol Schmatz Brewery. There's not much to this, unless I'm missing something here. You defeat the Yeast Golem and grab some yeast. Alternatively, use the nozzle, then the hose (requires 20 Moxie) to bypass the fight.Send the dude off to open a store in Dirtwater. Don't forget to grab the beer at the side, since it has pretty solid stats.The Missing BreadThe Mayor tells you to go to the Baker Boy's Hideout. You go and meet two dudes looking for help. There's a number of ways to resolve this: You've probably met Louise Lathorpe now (if you haven't, now's the time to do it and she's at the Lazy-A-Dude Ranch). If you'll recall, she wanted to be a baker. Suggest going to talk to her. When you talk to Louise again (she's in the world with dirt on her face), she'll need a bar of soap to get freshened up (you can buy soap in most shops and off of Sally's traveling shop). Otherwise, she's good to go. Infinite Grain, by entering the barn at Kellogg's ranch. Infinite Bones, by killing the cultists or building Buffalo Buffalo Bill at the Bone Pile4. Level 3 Foraging (tell them how to find stuff out in the wild).High Mysticality (lower requirement for Beanslingers) (does anyone remember the exact number?)Talk to the dudes again and collect the bread to give to the mayor. Other Sidequests Guide The Daveyard Ritual (and the Core-Covered Scroll)You find the scroll that describes a ritual you can perform at the Daveyard. There's a room in the back of the crypt with a summoning circle. There's three components: Human ashes. You find this with the scroll in the ritual room. Stardust.You get via a random encounter by smashing a meator with your pickaxe. If you're having trouble getting this to happen, try going to Lazy-A Dude Ranch or the Daveyard and wandering around there. You'll need to have a pickaxe (it'll be destroyed but you'll get enough meat to replace it), and I'd recommend turning your El Vibrato transponder off. Some tips from: 'Meator is a guaranteed event on turn 10, and after that a rare event. Doing Cavern Canyon immediately for Meat - Train - Talk to guy to unlock Butterwillow - Buy Pickaxe is one way to guarantee you have pickaxe before turn 10. Past that, Meator has 1/10 the chance of a normal event appearing, so whether you get it again is dumb luck. Also the event cannot spawn in the final two regions of the game.'. Glass Sphere. You won't find this until pretty deep into the game. You need to obtain an El Vibrato Headband and given it to Murray who is the cultist at the Lost Dutch Oven Mine. Once he's fixed, he'll open up a shop in Dirtwood that sells the Glass Sphere.The ritual summons a David Bowie ghost that you can defeat pretty easily. Currently unknown if there's more to it than that.Roy Bean's JellybeansThere's a guy eating jellybeans at the second Railway station. If you ask him where he got them, he'll tell you about Roy Bean's jellybeans.To complete this optional sidequest, you'll need to recover his three jars of jellybeans. After you do all these quests, if you later need to buy his special jellybean (cures the Ant Eye effect), he'll sell it to you for 5 meat instead of 6,000. Each jellybean you find knocks 2,000 meat off the price. The first one is at the Jellybean Thieves' Hideout. This is fairly straightforward. If you are Honorable, you can avoid combat. If you are Ruthless and have a stick of dynamite to spare, you don't have to fight them either. For the second one, you'll need to go up all the levels at 'Ol Grandad. First Goblin wants a 'candy bar' but a bar of soap works. Second Goblin wants syrup. The room next to him has some. You'll need at least 40 in their Mysticality or Moxie to make a tap to extract it.Third One wants you to make a potion. Just mix random stuff. First time it won't work and the second time it will.Last One you'll need enough skill in something to be able to pass. Pick up the beans. The last one is more complicated.Three steps: Get a mushroom. You can buy it for 1,000 meat from the girl in the first tent at the Fort of Darkness (with Level 3 Dickering, she'll give it to you for free, but only if you are not carrying the mushroom pliers). Or, you can pick one. You'll need the Mycology perk and a pair of pliers (the trading post in Breadwood sells them). To get mycology, there's a cabinet that references Lot #420 at the Military Cemetery. There's a mushroom book there in the cave to get the perk.Once you have all three things, go to the Shroomcave and get the Lactarius Dirthippica mushroom. Extract it.Take the shroom to the Fort of Darkness and one of the guys in the tents will turn it into an extract. Find the lounge. Go back to the Shroomcave and consume the Dirthippica extract. This reveals a 'lounge' in the cave where you'll find the jellybeans.The Buffalo PileWhen you go to the Buffalo Pile, there's a bunch of bones and if you go through them you can reanimate a Buffalo Soldier. You'll need some things (all of which are found in the rooms here):Get the Buffalo Soldier Diagram so you know what it consists of. It's in the locked box, but there's a key in the robe next to the concrete slab. Once you have that, you'll be able to grab the correct Buffalo Soldier Rooms from the cabinets.You'll finally need to pull together a Beaker of Buffalo Reanimating Fluid using the machine. The combination for the potion is Milk / Blood / Ichor. Once you've got the stuff, go to the room with the slab and volia! Buffalo Buffalo Buffalo Bill rides again.You'll also get Unlimited Bones when this happens and he'll join you in combat which is awesome. (You can also get Unlimited Bones by just killing all the cultists./There's other recipes, but note that the last vat used will be fused shut. You can actually make one additional thing as long as the first one ends in Lemonade (since you don't need Lemonade for the reanimating). Combinations: Milk, Milk, Limes for the Beaker of Juice (+23 M/M/M).Lemonade, Lemonade, Lemonade / Beaker of Lemonade (shocking, I know) (+15 to M/M/M).I know you will give this to you if you see that it is missing), you can grab the Buffalo bones here for the Buffalo skeleton. Petting CemeteryJobart. Burt in the bunkhouse at Breadwood will ask you to take a photo of the owl at the Petting Cemetery, which sets you off on this quest.Once you get into the Petting Cemetery (500 meat), you can go there each day for a boos. There are three animal skeleton statues missing. You'll need to stand in front of each and notice that they are missing first. Then, talk to the attendant at the ticket booth, who send you to recover them for 50 meat, 150 XP each.The Packrat Skeleton is in one of the tents at the Fort of Darkness. You'll find it on the ground next to the girl who's offering to take your skeleton bones and make stuff out of them. For the Buffalo Skeleton, you'll need to get a card that tells you what bones you need from the Pet Cemetery guy. Then, go to the Buffalo pile, find the room with all the card cabinets and get what you need. The Ape Skeleton is at Kellogg's farm in the room with the ghost.Kellogg's RanchIf you go through this guy's 3-step holistic health regiment, you'll get a perk (Kellogg-Brand Purify) that gives you +30 maximum HP.If you have a crowbar, you can pry up a loose floorboard Main Office (in front of the scale) to get the Kellogg Ranch keyring. This will open all the doors / lockers.The alternative is having Lockpicking 3, plus a bunch of needles. Wear the Chastity Pants (you'll find them at the ranch underneath one of the beds, but requires lockpicking) to sleep to get Purity of the Glands (no effect). Note that the dev's think that there may be a bug where if you have the Disturbing Portrait on your wall, it doesn't work. Make the Kellogg Grain Flakes and eat them.The grain you need is in the locked barnhouse next to the main buildings. To make the cereal, follow the instructions on the recipe card in Kellogg's office. Use the machines in the kitchen and follow the instructions on the card. 4 barley, 1 oat, 3 spelt, 91 PSI on medium (640 deg) for a short time (8 minutes). Eat them to get Purity of the Guts (no effect). Exercise.You'll find the instructions on a card but its the same each game so you don't need to find it. The card is in one of the lockers. Use the machine in the kitchen. Necessary. Pvt. Bowie's Bowtie Give him a bow tie (inexpensive, from Holloway's Hideout) or teach him if you have 45 moxie. Pvt. Book's Toast Metaphor The answers are 'shoe' and 'Shinola'. Pvt. Tilley's Cannon Loading.You can fire Cannon Loading for jibs from a bookshelf in one of the tents at the Fort of Darkness or help him figure it out with 45 mysticity. Pvt. Bowlegs's Horse Riding Get him a mule (he'll give you the Alamo Rent-A-Mule location) or teach him to ride with 45 Muscle.Pvt. Blindman's Glasses Give him a pair of binoculars or buy him some glasses from the jeweler (more expensive, he'll give you the location).Curly's Meat. At the Butterhouse Ranch, you'll find an outhouse saying 'Curly Was Here' telling you to go to Kolo Ridge Mine to find something marked with an X.Find Curly's compass by digging near the three triangles at Kolo Ridge Mine. Follow Curly's compass (just go the direction it's pointing) to Alexandria's Ranch (you'll need to have cleared the Railway to access).When you're there, look at the compass and it'll give you an option to follow it. This takes you to Curly's mine where you'll find Curly's Auto-Gyrotheodolyte (requires 40 Muscle).There's a hint that you need to go somewhere that's 4 levels deep. Take Curly's Auto-Gyrotheodolyte to Madness Maw Mine. Check the compass when you're near a spiral on the left side of the 3rd level. You'll have the option to dig a tunnel, revealing Curly's Cave. Once you look into the Cave, you'll get some items and half a treasure map. Examine the map. The other half is with Holloway.Holloway is at his hideaway (Holloway's Hideaway) which is located in the third part of the game (once you've reached Frisco). He'll give you the other half of the map if he trusts you. You can gain his trust by giving him some of his stuff. His pin is in a locked footlocker in the bunkhouse in Breadwood. His pickaxe is at the Jumblewood Mines.Retrieved July 21, 2009. The Academy of Magical Arts.External links. Retrieved December 31, 2017. The Academy of Magical Arts.Castle of Magic for pc. July 1, 2004.Examine the map. Once the map is complete it'll reveal the X outside Holloway's Hideaway. This gives you Curly's Strongbox which gives you a ton of meat.Puzzle Solutions Military Cemetery CipherThere's a puzzle that starts with Lot #11 at the Military Cemetery. Here's just the answers. Lot #11.SORROWS. Lot #27.HUBRIS. Lot #11. RUINED. Lot #230. EUONYM. Lot #370. WEDGED. Lot #690.DYEING. Lot #11. (none). Lot #707. Then, GENIUS. Then, SHINED. Other lots of interest: Lot #13 - Necromancer's Journal Clue. Lot #666 - Nex-Mex Book.Lot #420 - There's a note at the Fort of Darkness that directs you here. Mushroom book.Reboot Cemetery (The Smiths)Here, you're figuring out the name of the granddaughter. The grandmother ghost gives clues for you to figure it out which narrows it down to Melissa or Magdalene (changes game to game), plus there's a diary found in the lockers at Kellogg's Ranch that provides the last clue (the diary that mentions knitting).Note that if you haven't read the diary, your first guess will automatically be wrong. You won't be able to guess again until the next day. The grandmother's grave is on the right, she was born (1800).Name ends with a vowel. First name is longer than the last name (so at least 6 letters). Died the same age as Becky. There are three Beckies that died at the ages of 15-16, 23-24, 37-38, 49-50. Not buried next to anyone who is born earlier than '30-ish (Granddaughter is not buried next to one of the daughters.So not next to Farrah, Lillith, Margaret, and Pearl.). At Kellogg's Ranch (Dormitory Lockers), the last name will give you one of two clues: 'fewer than eight letters' means it's Melissa and 'longer than seven letters' means it's Magdalene.Reboot Cemetery (The Three Tintines)There's three tombs that each contain a fragment of a document (a tointine, which is basically a will) and a fragment of a key.Combine the fragments together to get one key. From there, the letters are a puzzle:BTLLTROHLGHEOIEHTES, basically it says 'Bot Hill Eighth Tree'. Go to the main screen (where the reboot hill sign is) and go eight trees to the right. You'll be able to use the key on the tree to get a box (unlocked). The box contains a ruby that you can take the Jeweler (in the third part when you've reached Frisco) to make a ring with +7 armour. The Dense Loney RockThere's a rock all by its lonesome at the West Pole. It wants you to whisper to it sweet nothings.Okay, not really, it's looking for a very specific something. If you'll recall that as you were wandering around, you translated some Petroglyphs. The word it's looking for is FIVEPLEES. Dirtwater BandGetting the band together recruiting a bunch of people from different parts of the game and your Partner, you will have the option of poisoning the Skeletons at Fort Alledad by talking to her. Get some junk from toilet and then put it in their food. They'll be dead the next day. If you do this, you will not be able to use them to attack stuff.Stock Certificates You'll find these from time to time. Don't sell them until you need to, since they will appreciate over time.Deapest Delve Mine If you have the square cultist leader mask from the Madness Maw Mine and sufficient stats and speech skills, you can bypass the battles here. At plot #11, there's some morse code. The answer is 'SORROWS' and it points you to #37. At plot #37, there are numbers that correspond to letters in the alphabet.The answer is 'HUBRIS' and it points you to #111. At plot #111, there's some letters. It's a shift cypher. Move the letters over to something that makes sense and you end up with 'RUINED' and it points you to plot #230. At plot #230, you want to take every other letter. You end up with 'EUONYM' and it points you to #370.At plot #370, the message hints at it, but it's an 'atbash' cipher. Put the letters through a cipher and you end up with 'WEDGED'. At plot #690, you get a series of times. This is a specific type of cipher that uses 'semaphore code' where each time corresponds to a letter.The message is 'DYEING'. It points you back to Plot #11. At plot #11, there's now a new message! It says LOL, but it's upside down. This means we're off to #707. At plot #707, there's no hints. You take the first letter of each and end up with 'SHREWD' along with the ominous message that 'You haven't heard the last from me'. Congrats, you now have 1,000 meat and a hint. From there, it's 'GENIUS' and then 'SHINED'.It's the only way to safely decrease your Anger perk/status effect, and get rid of a few bad debuffs, for one (the Clown Circus, for example, can give you a 10 HP via one event, that won't go away until you sleep). It also removes your positive buffs as well, though, so you have to try and decide if it's worthwhile to sleep or to hold out and keep trucking.It also empties your stomach, liver, and spleen, as said, which means you can apply more buffs or different buffs as needed (if you require high Mysticality for a quest, but you're a Snake Oiler or Cow Puncher, for example, you can scarf down a ton of food and booze and potions that buff Mysticality, then clear that out for more pertinent edibles after sleeping).There are also several quests that require you to advance time. Ghostwood has two things that require two days to pass, certain NPCs/quests will only appear after at least one day has passed (there are two in Dirtwater alone, for example), and something that some players don't seem to know about: mailing Postcards back home to Rufus will get you free rewards at the Post Office, but you can

only mail one Postcard per day, and the rewards only show up after you've slept.

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