Kingdom come deliverance virgin trophy guide

l'm not robot!







Estimated trophy difficulty: 5/10 Approximate amount of time to platinum: 150 hours, Side Quests 50 hours, Miscellaneous Trophies: 50 (1, 2, 11, 36) Online Trophies: 12 (Completionist, Merciful, Virgin, King Charming, Firestarter, Cavalier, Ginger, Sinner, Casanova, Plague Doctor, Talmberger, Freud). Glitched trophies: Nothing Yet Does difficulty affect trophies?: No (there are no difficulty options) Minimum Playthroughs: 1 (You can reload save games if you kill or romance someone by mistake. The game also keeps an autosave from the start of every main quest so you can go back to mop up missing quest trophies.) Welcome to the Kingdom Come: Deliverance Trophy Guide! This is a massively big open world RPG, taking place in Bohemia in the year 1403. It aims to be a historically accurate and ultra-realistic game. You need to eat & sleep to keep up your stats and repair weapons and armor. Even the way you looks affects how people will interact with you. The trophy list comes with many missable trophies. However, only "Merciful" (beat game without killing), "Virgin" (beat game as a Virgin), and "King Charming" (be popular in every town) are really missable across an entire playthrough. For quest-related missables the game keeps an autosave from the start of every quest. So if you mess up a trophy you can simply reload the save to replay the quest. There are two types of collectibles: Shrines and Conciliatory Crosses. You must also complete all of the site quests. Because this is a very long game (over 50 hours) of write of write all or portions of story of or "King Charming" and complete all side quests at the earliest chance for "Completionist". You can use blunt weapons (such as a Bludgeon) and bare fists to knock people out instead of killing them. This way you can still engage in combat. High-damage blunt weapons can still kill enemies so it's safer to stick to bare fists. The very best option is to knock people out with sneak attacks. Also get a high speech skill to avoid combat altogether! The best skill in this

Quest "Mysterious Ways". To stay popular in all towns, don't get caught stealing anything and never start any trouble. Just be nice to people, haggle with merchants whenever possible and do side quests. Pay special attention to "In God's Hands Side Quest" which starts in the Sasau Monastery. If you fail this quest it will void the Talmberger trophy later on. Best not to trigger until the "Siege Main Quest". Over the course of the game you should also work on the following tasks: Raise Speech to Maximum Level (level 20, always exhaust all dialogue options with everyone you talk to and always haggle with merchants). Merchant). 5000 Groschen hoarded in your pocket (must have this much money all at once) 30,000 Groschen worth of loot stolen Missable Trophies (in Chronological Order): Only "Completionist", "King Charming", "Talmberger" are really missable across the entire playthrough. All other missables are quest-related. The game keeps an auto-save from the start of every quest so if you mess up you can reload it to replay the quests but you don't have to replay the entire game to get those trophies. Complete all Quests -> you only need a total 80 of 105 quests to unlock this, doesn't matter which quests you play, you can also fail a few) Merciful (Don't kill anyone during main quest line except Runt) Virgin (Stay celibate and complete the entire game as a virgin) King Charming (Be popular in every town and village) Firestarter (Get jailed in Skalitz) Cavalier (Save Theresa from the Cumans) Ginger (Save Ginger from the bandits) Sinner (Get drunk with Father Godwin) Casanova (Court Lady Stephanie) Plague Doctor (Heal all the sick in Merhojed) Talmberger (Complete all dialogue persuasions when interrogating Erik in 26th Main Quest "Family Values". IMPORTANT: Some side quests for "Completionist" will become unavailable if you wait for too long or piss off the wrong people or kill quest side quest / activity). So failing or missing a few quests is okay and doesn't void the trophy. It is highly recommended you do all quests as soon as they become available (but definitely before main quest "The Die is Cast") and don't get caught stealing. If you fail a quest, you can reload the last save to retry. Step 2: Combat Trophies, Miscellaneous Trophies After the story you are free to use your weapons as you see fit. You should combine your remaining side quests with the combat trophies. Most combat trophies can also be done on city guards or you can fast-travel between two locations to make bandits spawn on the road. 200 people killed 20 Sneak Kills 100 combat combos 50 headshot kills (on enemies) 5000 Groschen hoarded in your pocket Reach maximum level Step 3: Collectibles, Miscellaneous Trophies & Mop-Up Missed a quest specific trophy? Luckily, the game keeps a save from the start of every quest. Simply load up the story! Now go around the map and find all the collectibles (Shrines & Conciliatory Crosses). They get marked when you are close to them. They are found on roads, so travel along every road in the game carefully and you will uncover their locations. At this point you may still be missing a few repetitive trophies, such as gathering 10,000 herbs or becoming an alcoholic. Go for your last missing trophies and the platinum will be yours. Useful Tips, Tricks and Guides: Kingdom Come: Deliverance trophies to unlock Platinum. Alcoholic Become addicted to alcohol. Stock up on as much alcohol as possible, 30 bottles of alcohol were enough for me (beer, wine etc). If you want to be extra safe, get 40 bottles. You can buy it from taverns or steal it over the course of the game. Now drink all the alcohol you can't drink any more (Nourishment reaches 120 points). Then advance time for 24 hours by pressing the Touchpad to use the "Wait" function. This will instantly skip the time. After the 24 hours have passed, drink again until you can't no more. Repeat this over and over again until you drank 30-40 bottles, always alternating between drinking to the limit and skipping 24 hours. Don't eat any food, just drink alcohol. Don't worry about your Energy decreasing to 0, you will faint but not die from this. When I did this my Drinking Skill (listed in Player Skills) went from 0 to 8, which is another way you can keep track of it. Do not sleep in a bed to advance time! This would overwrite your save game every time. Instead, press Touchpad to "Wait". After unlocking the trophy you can keep track of it. Do not sleep in a bed to advance time! This would overwrite your save game every time. Instead, press Touchpad to "Wait". Don't sleep for two days and nights. Simply press the Touchpad to advance time for 2 days. It will instantly skip ahead in time. Do not sleep in a bed for this, use the Touchpad function to wait. In preparation you may want to create a save game. You can reload this afterwards so you don't lose your Nourishment from the time advance. Fatso Be stuffed to bursting for two days. For this you must keep your Nourishment above 100 (101-120) for 48 hours. The easiest option is to skip time in 8 hours to play for 2 days, you can simply keep advancing time and eating in between. It's better to use the "Wait" function (press Touchpad) rather than sleeping in a bed. When you sleep in a bed it creates a save game to get your food back! Anorectic Starve for three days. Quite simply press Touchpad to advance time for 72 hours and watch your Nourishment drop. It's better to use the "Wait" function you can reload your save game afterwards to get your Nourishment back, thus you don't have to waste any food. Bookworm Read twenty books. First, you must learn how to read. Ask him that and he will tell you about an old Scribe in Rattay, you will have to talk to the Bailiff. When talking to him, there is an option to ask him who can teach you how to read. Ask him that and he will tell you about an old Scribe in Uzhitz who can teach you. This unlocks side quest "Mightier than the Sword". Complete this side quest to learn how to read. After that it's easy. Books, they are easily looted/stolen throughout the game and you can also buy them from Scribes. For example, the Scribe in Uzhitz who teaches you how to read sells many books. Edward Kelly Brew fifteen types of potion You must brew 15 potions with different names at alchemy benches. Brewing the same potion 15 times at alchemy benches. Brewing the same potion 15 times at alchemy benches. brew a potion you need an alchemy bench. Those are found at most herbalists. For example, there is one in the Sasau Monastery (the easiest to find). There's another by the herbalists. For example, there is one in the Sasau Monastery (the easiest to find). 500-1000 per recipe) but you can haggle down the price a bit. To get 24,000 Groschen in 2-3 hours just go find the hidden treasures. This will give you plenty of money to buy recipes and ingredients. See Treasure Locations Guide. Each potion reguires herbs. You can buy those from the herbalists that stand next to the alchemy benches. The first time you brew a potion it may be confusing. You need to read the recipe and actually follow the cooking steps one by one. If you want an example of how a potion is cooked, check my video for the "Plague Doctor" trophy at 6:21 (Link). After you've done it once it's quite similar for other potions, just with different ingredients. You can keep track of this under Pause Menu > Player > Statistics > Craft > Unique potions brewed. Stealth Killer Kill twenty enemies by stealth Kills. Go through bandit camps and do stealth kills with the dagger. It only works on enemies (not city guards or other non-hostile NPCs). Do a total of 20 stealth kills to unlock this. Hunter Bag fifty game animals are rabbits, deer etc. You can find them in most wooded areas. For example, in the woods south of Uzhitz. You have two options: use arrows (this is easier for big animals and kill them with melee attacks. My preferred strategy is to run after the animals until they get stuck. The AI is really bad and so the animals often run towards a tree or rock and get stuck for a few seconds. Then you can catch up to them and land a quick stab with a sword. Kill 50 animals total and loot their bodies. You can keep track of this under Pause Menu > Player > P Statistics > Animals Killed. Bard Level up Speech to maximum. For this trophy you must reach level 20 in the speech stat. When the game starts, pick speech stat increases every time you trigger new dialogues that are greyed-out don't count). Over the course of the game you will do a lot of talking so the skill will increase naturally. During dialogues that let you pick choices with an icon next to them always try to succeed to increase this skill by another 2-3 levels very quickly. You need the reading skill to read them (thanks to Deanbeansean): The first book: the rattay inkeeper The second book: charlatan in sasau The third book: treasure 15 King Charming Be popular in every town and villages. Uzhitz Monastery (be sure you have the "Infamous" Perk equipped to get more reputation and do "In the Cloister" Side Quest after you enter the monastery in main quest "A Needle in a Haystack"). Rattay Neuhof Sasau Ledetchko Talmberg Skalitz Merhojed (be sure you have the "Infamous" Perk equipped, do Pestilence Side Quest to save everyone. Then raise your reputation with Merhojed citizens to 100 through tipping traders. This places you at 75 overall. Then fast travel back and forth between Samopesh and the Inn in the Glade. Do so until the bandits vs. guards event triggers south of Merhojed (the one that says something like "wait for chance to intervene"). As soon as you kill some bandits there your reputation will go up (thanks to commenter "FuckMerhojed" for the tip). Samopesh The following places are NOT needed and can be SKIPPED: Mill Rovna Pribyslavitz Vranik The only one that is really missable is Monastery. Also Skalitz if you mess it up in the prologue. The best ways to increase rep is through side quests and haggling with vendors. Pay the vendors more than they ask for and rep with them will increase fast. Keep haggling with them to increase rep in a place (check all available vendors in the area). Also don't steal or kill anyone. If you cause anyone trouble it will drop reputation with them. Be sure to get the "Infamous" perk (found under main level perks). It increases your rep more quickly! Helps a lot with this trophy, especially Monastery and Merhojed. Completionist Complete all quests, Activities, and Side Quests all count towards the grand total of 80. So if a quest fails or glitches don't worry, there are more quests than you need to unlock this trophy. Any 80 will do, you can mix any main quests, activities and side quests. Be sure to complete everything when main quest "The Die is Cast" triggers. After this a lot of side quests will become unavailable (especially anything in Talmberg). You can keep track of your progress under Pause Menu > Player > Statistics > Quests completed for this trophy will pop. User Rbull07 has provided a list of the 39 side quests that he completed for this trophy will pop. User Rbull07 has provided a list of the 39 side quests that he completed for this trophy will pop. User Rbull07 has provided a list of the 39 side quests that he completed for this trophy will pop. User Rbull07 has provided a list of the 39 side quests that he completed for this trophy will pop. 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The Abbot's List The Sport of Kings Mightier than the Sword Talmberg Horse Race New Herbarium Weeds Merciful Don't kill anyone during main quest line (except Runt). \*HIGHLY MISSABLE\* Play through the entire story without killing anyone (except Runt). You are allowed to use bare fists and blunt weapons (such as Bludgeon) as they only knock people out and don't kill them. Don't use swords or arrows, they will cause enemies to bleed out. When you press on a weapon it shows the damage type, make sure it's blunt damage. High-damage blunt weapons can kill enemies' stamina super fast to bring down their guard. Then you can knock them out with a few guick punches to the face. Just keep hammering enemies with punches to the face over and over again. Even if they block, keep going because it drains their stamina faster than any weapon attacks. You can knock them out with a few guick punches to the face over and over again. Even if they block, keep going because it drains their stamina faster than any weapon attacks. Killed. Make sure this value stays at zero (0) until you have killed Runt. After killing Runt is inevitable and does not impact this trophy either (I killed some animals during the hunt with Sir Hans Capon and got the trophy anyway). Whenever possible, do stealth takedowns. Sneak up to enemies from behind and press to knock them out. Put most effort into the speech alloys you to talk your way out of situations to avoid combat altogether. Depending on your dialogue choices it can happen that you will be required to kill someone to advance the story. Watch out for the following main quests / dialogues: Main Quest "Ginger in a Pickle": Lie to the coal-burners and tell them you killed the bandits. If you agree to kill the bandits it will become mandatory to take their life (knocking them out won't be enough to advance the story). Main Quest "Baptism of Fire": Let your allies kill all the enemies for you. Just hang back and do nothing at all. Just watch them fight. Two of your allies (Robard and Radzig) cannot die so they will always defeat the enemies sooner or later and can't fail. Main Quest "All that Glisters": Don't kill the mysterious knight and don't kill Jezhek of Rowna at the end of the quest. Main Quest "A Needle in A Haystack": Don't kill Pious, arrest him instead. Main Quest "An Oath is an Oath": Conquer the castle without killing anyone, use bare fists only and let your allies kill all enemies. If you are unsure at any point, follow my complete Kingdom Come Deliverance Walkthrough. It was written with the Merciful trophy in mind and for every quest I point out how to do it without killing anyone. Serial Killer Kill 200 people. Civilians and guards count too! You can keep track of this under Pause Menu > Player > Statistics > Combat > People Killed. Traveller Discover all locations on the map. You'll visit all named locations automatically. over the course of the game. There are 14 of them. Anything that has a fast travel point counts as a "location". Just play through the story and you'll get this. There are the following named map locations (north to south): Skalitz Pribyslavitz Rovna Uzhitz Merhojed Talmberg Samopesh Inn in the Glade (north-west of Neuhof) Monastery Ledetchko Neuhof Sasau Vranik Rattay Knightrider Win the Talmberg horse race. Complete "The Sport of Kings Side Quest". See The Sport of Kings Side Quest". See The Sport of Kings Side Quest ". See The Sport of Kings Side Quest". few hours. You can keep track of this under Pause Menu > Player > Statistics > General > Distance on Foot total. Pilgrim Find all wayside shrines and conciliatory crosses. For this you must find a total of 90 shrines & conciliatory crosses. For this you must find a total of 90 shrines and conciliatory crosses. roads outlined on the map. Just ride along all roads with your horse to discover them. Even small paths in the woods have them and some are hidden. Again, remember it's important that you interact with them. Just unlocking their location on the map is not enough. this is to rob shops that sell valuable things (armorer, weapon smith etc.). However, you may want to create a manual save beforehand so you can reload it afterwards as to not mess up your reputation. You will steal a lot over the course of the game. So odds are this will unlock naturally over time. It counts the total value of stolen goods across the entire playthrough. You can check in the Pause Menu > Player > Statistics > Crime. Level Cap Reach maximum level. You must reach level 20 in all 4 stats (Strength, Agility, Vitality, Speech). Your main level is just an average of your stats. You'll get to main level 18 or so by just playing through the story and doing side quests. An easy exploit to max out Strength, Agility, Vitality in just 20 minutes: Go to the Tanner to the left of Rattay Mill Fast Travel point (marked on map) Knock him out with stealth sneak takedown from behind Drop his body in the River. Be sure to walk as far out into the river as you can (until Henry says he can't swim / can't go any further) When you drop his body in the middle of the river he will float in the water Now attack with punches. Keep spamming punches on the unconscious body. It will max out everything. This only leaves speech to level up. Speech is leveled by talking to people and persuading them in conversations. Fighter Carry out 100 combos in combat. You can learn Sword Combos from Captain Bernard who is standing at the Combat Arena on the Upper Gate of Rattay). A combo consists of 3 heavy attacks with the sword. Press: + - + - + This will break the enemy's guard and make it easier to land hits. You can farm 100 combos by training with Captain Bernard, which is much faster than trying this on Bandits or Cumans. The fastest way is to do it in the Sword Master Strikes training with the sword works too. You can keep track of this under Pause Menu > Player > Statistics > Combat > Combos performed. Sniper Kill 50 enemies with headshots. For this you need to shoot 50 enemies (bandits/cumans) in the head with arrows from the bow is very hard and inaccurate. You need to work on this over the course of the game. Luckily, they don't have to be sneak kills. You can let enemies see you so they come running at you. When they are standing 1 meter in front of you it's quite feasible to land a headshot. Headshots are not instant-kills on late-game enemies but using a powerful bow and good arrows helps with this. One way to farm enemies is by fast traveling between two points on the map. Along the way you should encounter some bandits. Note (unconfirmed): Only enemies (bandits/cumans) count. City guards do not count, even when they are in combat > Enemies killed by headshot. Haggler Save 2000 Groschen by haggling. When talking to a merchant you can hold when viewing your basket to haggle. Always haggle whenever you buy or sell something! Not only is it for this trophy but you can also save a lot of money in the game when you have amassed more money. Then you can put more in your basket and haggle for more price difference. You can also sell back what you bought to the merchant, buy it back and repeat. "Saving" works when you buy something but also when you sell something. When selling you can ask for more money, which also counts towards this trophy. The fastest method is to go find all secret treasures. They contain loot worth more than 10,000 Groschen. Then sell the treasure loot to merchants and haggle for more money. See Kingdom Come Deliverance - All Treasure Map Locations. You can keep track of this under Pause Menu > Player > Statistics > Dialogue > Money saved by haggling. Scrooge Hoard 5,000 Groschen. Groschen is the currency in Kingdom Come Deliverance. You earn Groschen as the currency in Kingdom Come Deliverance. quest rewards and selling stolen goods. The fastest way to get lots of money (way more than 5000 Groschen) is to dig up the treasures hidden around the map. Normally, you would need maps for them first, but this guide shows you the solution and you can find the secret treasures at any time (each one gives around 500 Groschen) is to dig up the treasures hidden around the map. armor you find): See Kingdom Come Deliverance - All Treasure Map Locations & Solutions. For this trophy it is important that you have 5000 Groschen at the same time in your inventory! You can keep track of this under Pause Menu > Inventory! You can keep track of this under Pause Menu > Inventory > Other > Groschen at the same time in your inventory! You can keep track of this under Pause Menu > Inventory > Other > Groschen. Convict Spend three days in prison. Attack someone on the street with a weapon and attack the approaching guards. Then surrender to them (+) and agree to jail time. This should give you 5 days of jail (note: prison is the same as jail in this case). The more violent the crime, the longer you will go to jail. You will see it fast forward in time. After you are released the trophy unlocks. David Horak Collect 10,000 herbs. Herbs are growing on pretty much any meadow in the game. You can press to pick them up (poppy etc). They can be used to craft potions. Collecting 10,000 is quicker than it sounds. As your herb skill increases you will be able to get multiple herbs from each one you pick. When herbs are growing close together it will pick them all up and even add a multiple depending on herb skill. It will take around 1-3 hours to get 10,000 herbs. You can keep track of this under Pause Menu > Player > Statistics > Herbs Collected. Gambler Win 1,000 Groschen in the dice minigame. Go to the inn by the Sasau Monastery (northern half of Sasau). Outside the inn is a dice table. Advance time until 18:00. You need to get lucky to find a dice player sitting at the table. Then you can sit down on the chair across from him and challenge him. There's an easy trick to do this 10 times in a local times in a row. The key here is that opponents only leave when they run out of money. By giving them the money and then forfeiting the match and can be challenged again. This also means you can bid 1000 Groschen every time, thus you only need 10 wins total. To get this trophy you must win a cumulative 1000 Groschen across multiple matches (there is no way to win 1000 from a single match). The rules are quite simple: You must throw 6 dice and any die with a 5 is worth 50 points, with a 5 is worth 50 points, anything else is worth 50 points. To make a lot of points you must throw 6 dice and any die with a 5 is worth 50 points, anything else is worth 50 points. To make a lot of points, anything else is worth 50 points, anything else is worth 50 points, anything else is worth 50 points. 500 points, 4 x 1 = 2000 points, 4 x 5 = 1000 points. Whoever reaches 2000 points first, wins. You can also get better dies from the Secret Treasure Chests. Those greatly improve the odds of throwing dice. Dice players spawn most frequently between 18:00 - 22:00. If nobody spawns at 18:00, advance time in 1-hour segments. If nobody has spawned by 22:00, advance time until the next day at 18:00 and repeat. However, do not remain seated at the dice table when advancing time (nobody will spawn)! Stand up and wait 10 meters away from the table before you advance time. You can usually encounter 1-2 players every evening (except when it's raining). There are also dice tables in the Southern Sasau Inn and Eastern Rattay Inn. You can try those too. Note: I could not find any dice players anywhere on my epilogue save (after finishing story). I recommend you pick a save before the Talmberg Siege, dice players anywhere on my epilogue save (after finishing story). I recommend you pick a save before the Talmberg Siege, dice players anywhere on my epilogue save (after finishing story). for me then. So if you can't get anyone to spawn, try an older save. Blacksmith's Son Complete the first quest. Automatic story-related trophy, cannot be missed. Complete Main Quest: "Run!" After completing the first quest (after your town Skalitz gets raided), you must run down a hill to get away from the invaders. You are supposed to find a horse to ride to the neighboring for help. Kill the soldiers surrounding her to earn this trophy. If you go straight for the horse, you can hear a woman "Theresa" screaming for help. Kill the soldiers surrounding her to earn this trophy. If you go straight for the horse, you can hear a woman "Theresa" screaming for help. Kill the soldiers surrounding her to earn this trophy. If you go straight for the horse you will miss this. Awakening Join Sir Radzig's garrison. Automatic story-related trophy, cannot be missed. Complete Main Quest "The Prey". Ginger from the bandits. \*MISSABLE\* Main Quest: "Ginger in a Pickle main quest you must find 3 coalburner camps. At the third camp, when talking to the twins there, agree to kill the bandits for them (do not lie to them about having killed the bandits in the woods, the screenshot shows their camp location (red circle): Return to the charcoal-burners. They now tell you where Ginger is. Talk to him, pick dialogue "Just go there and see what happens". Travel back to Neuhof and talk to Sir Radzig to finish the guest. Now advance time by 24 hours to make the trophy pop. Runt Kill Runt. Automatic story-related trophy, cannot be missed. Complete Main Quest "Baptism of Fire". Runt is a fairly tough boss. It's best to use a bow against him with Piercing Arrows. Walk around the wooden beam will block his way so he can't attack (sometimes he does a guick stab but it won't deal much damage). See the video above for this method. Monk Become a monk Automatic story-related trophy, cannot be missed. Complete Main Quest "The Die is Cast". Conqueror Conquer the enemy camp in Vranik. Automatic story-related trophy, cannot be missed. Complete Main Quest "Payback". Talmberger Complete all Optional Objectives in Siege guest Siege is the 24th main quest in Kingdom Come Deliverance. To unlock this trophy you must complete all optional Objectives during that guest. It is important that you don't fail the In God's Hands Side Quest (best not to touch it until Siege Main Quest). If you fail this quest, the Medicus won't be willing to help you. For a detailed walkthrough of all objectives, please refer to: Siege Main Quest Walkthrough (Talmberger Trophy). The End Complete the main story line. Automatic story-related trophy, cannot be missed. Complete the main story line. Automatic story-related trophy). the very start of the game. Skalitz is the village where the game starts. Steal something from a food stand while others see you. Then a guard will come to arrest you get a special cutscene and the Firestarter trophy. Sinner Get drunk with Father Godwin. \*MISSABLE\* Main Quest: "Mysterious Ways". In this mission you will hear from villagers that the Priest, advance time by waiting (press Touchpad) or sleep in a bed till nightfall. Head to the tavern by the Uzhitz church. Sit down with the Priest and always pick the first dialogue option at the top. At the end agree to drink with them (again the first dialogue option at the top). You will get a unique cutscene with the trophy pop afterwards. If you don't show up to the tavern you can apologize to the priest to get a 2nd chance. If you don't show up you can miss this. Likewise, if you pick the 2nd dialogue choices in the tavern you will miss this too. Plague Doctor Heal all the sick in Merhojed. You get this for successfully completing the "Pestilence" Side Ouest. See Pestilence Side Ouest. See Pestilence Side Ouest Waltkrhough. McLovin Court Theresa, First of all, it does not matter if you saved Theresa at the start of the game or not (Cavalier trophy). She will show up to rescue you later regardless. During main quest "Keeping the Peace" in Rattay you will have to talk to a guard called "Nightingale". Upon talking to him you automatically unlock the side quest "Courtship" in your quest log. Simply complete this quest and you will have to talk to a guard called "Nightingale". Court Lady Stephanie. You can do this any time after reaching Main Quest "Awakening" in Rattay. Now head back to Talmberg castle. She will give you the side quest "At Your Service, My Lady". Complete this quest (you need to get her Wine, a Crown, and a Horse). Upon completion of the quest, Stephanie offers you a shirt. Be sure to try on the shirt by picking dialogue option "Alright". Then you will get to court her and earn this trophy. Note: You cannot do this during your first story-related visit to Talmberg! When you meet Stephanie for the first time (story-related) it doesn't matter what you say to her. After reaching Rattay you can return to her at any point later in the game. Judas Betray your friends in the Gallows Brothers quest. You get this for completing the quest line of Fritz and Mathias. You find these two outside the Tavern by Sasau Monastery. They will be leaning against a post just a few meters away from the tavern, near the bridge that connects to the south of Sasau. Complete their full quest line for this. Right now, it's very buggy (game-breaking bugs with patch 1.03) and I could not complete their quest line, if you're fortunate it won't bug out. Freud Find out about Erik's past. This trophy is done in the 26th main quest called "Family Values". It's a very short quest with only two objectives, one of which is to interrogate Erik. To get this trophy you must succeed in all 4 speech level 18 and it worked first try. You can increase your speech by drinking a Bard Potion. These potions are bought from any bathhouse proprietor in the game, such as the Rattay Mill bathhouse. Succeed in these 4 dialogues with Erik (Family Values Main Quest): Who is this toth? How did you meet him? What are you people after? How many men has he got in the castle? If you need more help with this quest, refer to the Family Values Main Quest Walkthrough. Master Huntsman Become the Talmberg, marked on map (if you haven't discovered him he will show as a question-mark). He gives the quest "Hare Huntsman Become the Talmberg, market to Inn in the Glade and talk to Innkeeper Andrew. He gives side quest "Sheep in Wolf's Clothing". Complete this quest (steal tankard for him, get antlers, side with Hanekin Hare. He has to survive! Then follow him to his hideout. He will give the side quest "Cherchez la Femme". Now complete that side quest too (kidnap Huntsman sign a confession). Then at the end Hanekin Hare will go to Sir Divish with you. Say that you want to become the new Huntsman and the trophy unlocks. Robber Baron Complete Robber Baron quest. You get the Robber Baron Quest from Sir Hans Capon in Rattay. First you have to complete Main Quest "Robber Baron". Now finally, he will give you the side quest "Robber Baron". Complete this quest all the way to the end to earn the trophy. Spoilsport Sabotage all three executions. You earn this trophy for Completing the side quest "Money for Old Rope". You unlock this side quest "The Good Thief"). On the map you can see the gallows across the river on the west of Rattay, that's where the executioner lives. Complete his "Money for Old Rope" side quest. When you return to him to finish the quest, the trophy will unlock. Bad Trip Dance with the Devil. For this you must complete the side quest "Playing with the Devil" which you get from Father Godwin in Uzhitz. He's the priest who walks around the Uzhitz church at day. The main story line will lead you to him automatically in main quest "Mysterious Ways". Ask Father Godwin for work. He'll tell you about some witch that causes trouble. Accept to start "Playing with the Devil". You'll have to go see a herbalist in the woods. She tells you her ointment was stolen so you need to question 3 women that are suspects. If you have high enough speech stats you can persuade the women to tell you what you want. If not, you can exhaust the dialogues with them and need to follow them into the woods at night. When you follow them to their ritual, they will drug you and seduce you. When they talk to you, pick the dialogue "I will give you anything you ask". Then complete the quest any way you see fit. Upon your return to Father Godwin the quest completes and you unlock the trophy. Virgin Stay celibate and complete the entire game as a virgin. \*HIGHLY MISSABLE\* Over an entire story playthrough you are not allowed to have sex. Do not play the courtship quests for trophies "McLovin" and "Casanova" (and if you do, be sure to reload an older save game afterwards). Never order the "full package" from a bathhouse (the one that comes with bathhouse wenches). There is one story-related choice that will end in losing your virginity, thus voiding the trophy: Main Quest "Mysterious Ways": Don't drink with the Priest. You can go meet with him in the tavern but at the end of talking to him, say that you have no time for boozing. Otherwise, he will make you drunk and get you some girls for the night. This makes the completion of the quest much more complicated. If you need help see Mysterious Ways Walkthrough. Special Thanks / Credits Massive thanks to the following people for sending tips and strategies: Rbull07 = Providing a list of all quests needed for "Completionist" trophy & pointing out that 90 collectibles are needed in total for "Pilgrim" trophy Crimfatale = For his input on various trophies, he was first to platinum it and provided many tips! chozume = "Master Huntsman" trophy to make opponent bid 100 Groschen every time + 4 book locations for "Bard". FuckMerhojed = How to raise Merhojed reputation to 80

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