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Father GodwinCongregation of Uzhitz Mysterious Ways was my tenth main quest in Kingdom Come: Deliverance. After finding the runaway stableboy in Ginger in a Pickle, Henry sets off in search of Limpy Lubosh from Uzhitz who took part in the raid on Neuhof. You may need a Bard potion and/or an Amor potion (both sold by the herb woman in the woods to the west) to increase your Speech or Charisma to convince Father Godwin, or an embrocation to gain a scribe's aid if you fail to convince Father Godwin. Synopsis[] Ginger is hiding out in the woods in fear of his life, because by chance he recognized one of the bandits involved in the Neuhof massacre, some fellow with a limp who lives in Uzhitz. Objectives[] Find the Neuhof bandit in Uzhitz. Find out where the limping bandit lives. Visit Lubosh. Find out more about Limpy Lubosh. Talk to the priest. (Optional) Meet the parish priest in the tavern in the evening. Sit down with the priest. Earn the priest's trust. Help Godwin. Climb the bell tower. Give the sermon in church instead of Father Godwin. Talk to the Rattay scribe. Get embrocation for the Rattay scribe's aching joints. (0/1) (Optional) Get the scribe to help you. Look through the Rattay Black Chronicle for any record of Lubosh. Continue according to the clues in the Black Chronicle. Walkthrough[] With Sir Radzig heading for his camp near Merhojed and Captain Bernard returning to Rattay, it's time for you to go to Uzhitz to find the limping bandit. Ask around to find the man is known as Limpy Lubosh, and get directions to his house. Unfortunately, by the time you arrive, a large crowd has gathered outside, including the bailiff. The villagers gather outside Lubosh's house As you approach, you overhear the bailiff saying he needs to send word to Sir Hanush. Because you are under Bernard's orders, you step in to identify yourself as part of Hanush's entourage investigating the raid at Neuhof. At first, the bailiff is suspicious and denies any of his people were involved; however, he realizes you're right when you mention the limping bandit. The bailiff opens the door of the house to showThe mutilated corpse of Limpy lies before us, with the ominous word "zrádce" ("traitor") etched into the wall in his own blood. We are given permission to investigate further and receive the full support of the bailiff. The crowd tells us that Lubosh was a small-time crook and drunkard who kept to himself, but some report seeing him with the local priest, Father Godwin, and claim he was last spotted in Uzhitz on the day of the raid. We take Limpy's armor from the nearby pile of hay and his sword from behind the woodpile, which will provide us with additional dialogue options when speaking with the bailiff. Following our only lead, we head to see Father Godwin, who reveals that Lubosh was a lost soul, simple and rough but not bad at heart. He knows what Lubosh was doing on the night of the raid, but is unable to share this information due to his vows. We ask him if he can make an exception, but he refuses, citing his sacred duties. If we convince him otherwise, he will provide us with the necessary information to start our investigation. Godwin's Stats: 7 5 13 If successful, he may be willing to break his confessional seal and share the information that could lead us to Runt. However, if we fail to persuade him, we must plead our case and explain how finding out who is behind the attack on Skalitz will save innocent lives. Godwin agrees to consider our plea and tells us to meet with him at the local tavern that evening. We spend the night drinking and socializing with Godwin, including his concubine, in an attempt to build trust and gain his cooperation. The next morning, we are awoken by his concubine and find Godwin in a state of disarray. He proposes that I deliver a sermon from Jan Hus' sermons at the local church, which will grant us access to information about Lubosh's cronies. To succeed, I must first obtain a copy of Jan Hus' sermons. If successful, I can use one of the sermons to convince Godwin to share the information we need. However, if I fail or do not earn his trust, he will refuse to help us and we must seek alternative means to gather this information.To win over the villagers, start by confidently preaching with detailed descriptions of sin, ending on a high note to showcase Godwin's skills. As people depart satisfied, Godwin will praise your oratory abilities and reveal the names of Limpy's gang members from the Black Chronicle: Reeky, Timmy, and Pious. Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies is not going to be easy because he can't break his vows. Is there a possibility of an exception? Father Godwin's Stats are a mix of luck, 7 5 13. If you succeed (see "Notes" below), acknowledging that saving innocent lives may be worth breaking the confessional seal could be the answer. Godwin will provide the information you need to start On the Scent, which is crucial if you want to find Lubosh's gang before other bandits do. Henry tells Godwin about the attack on Skalitz If you fail to convince the priest, please Lubosh was your only lead and innocent people might die if you don't find out who's behind it all. Godwin will think about how he can help without breaking his sacred vows and tells you to meet him that evening at the local tavern. Meeting with Godwin That night after 19:00, you'll find Godwin and his concubine in the tavern. Talking to them about Skalitz and your family before getting to what happened at Neuhof is necessary. If you don't make an effort, he won't trust you. Then tell Godwin that the bandits are still fighting among themselves, which led to Lubosh's death. Godwin will refuse to break his vows but talks about the importance of a good sermon and criticizes the Catholic church for their greed, hypocrisy, and corruption. He'll also advise you to read Jan Hus' sermons, copies of which he keeps at the presbytery. NOTE: If you agree to drink with Godwin, the achievement Virgin is lost but Sinner is earned. Drinking with Father Godwin You and Godwin continue drinking and behaving badly until the bailiff interrupts and has you thrown out of the tavern, starting a fight. The next thing you know, you're remembering fragments of the evening: climbing the bell tower, having sex with an alehouse maid, pretending to be something else, and greeting a beautiful dawn before Godwin throws up and you pass out again. Finally, Godwin wakes you up at his house by his concubine, who reminds him that he has to say mass, but he's not in any state for it. Instead, Godwin suggests using one of Jan Hus' sermons to replace the mass, and in return, he'll tell you about Lubosh's cronies.Father GodwinCongregation of Uzhitz Mysterious Ways is the tenth main quest in Kingdom Come: Deliverance. After finding Ginger, Henry searches for the limping man from Uzhitz who was involved in the Neuhof massacre. To convince Father Godwin to talk, you may need a Bard potion and/or an Amor potion or an embrocation to increase your Speech or Charisma. him that evening you can attempt apologize to him the following day and arrange meet again next night however if fail meet with him next night or fail earn trust refuse drink when speaking tavern he will no longer assist you need obtain information other means see further below.) That night after 19:00 find Godwin his concubine tavern chat Skalitz family before getting business what happened Neuhof If dont make effort confiding him wont trust him tell Godwin bandits still squabbling among themselves which is how Lubosh met end Godwin will still refuse break confessional vow but will tell about importance good entertaining sermon begins berating Catholic church greed hypocrisy corruption He will also advise read sermons Jan Hus copies presbytery NOTE If agree drink with Godwin lose chance earn achievement Virgin however earn achievement Sinner Drinking Father Godwin You Godwin continue drinking cavorting getting steadily drunk bailiff interrupts has thrown out tavern starting brawl You then fade in and out consciousness remembering snippets evening climbing bell tower having sex alehouse maid pretending sheep greeting beautiful dawn before Godwin throws up pass out again Finally you Godwin awakened concubine who reminds very hungover priest he has say mass something he not fit state do However Godwin has better idea you should say mass his stead using Jan Hus sermon and in return will tell about Lubosh cronies If helps grab book Jan Hus sermons table If dont say sermon if make mess or didnt earn Gods trust prior evening priest will refuse help need get information another way Talk bailiff who very upset threatens put you stocks brawling suggest going see scribe Rattay check records Scribe reads Black Chronicle If want scribes help reading Black Chronicle need get him embrocation joint pain unless done previous quest can purchase apothecary downstairs give scribe medicine then ask for help He'll look at records tell to search Reeky Ledetchko Alternatively pick Very Hard lock door room containing book but need learned read case scribe wont be there If gives sermon more interesting amusing cutscene case however will need pass skill checks in order give convincing mass appease villagers Priest told previous night start confident try be bold engaging detailed descriptions sin end high note ensure people Uzhitz know lucky have priest Godwin Preaching Uzhitz Villager Stats 2 3 10 Once people left mass satisfied Godwin praise oratory skills tell names others Limpy gang Reeky Timmy Pious Notes You can control whether go binge drinking with Godwin With high Charisma wearing equipment Warhorse armour activating Flower Power perk likely get desired information right away However if want witness arguably best cutscene sequence gaming history choose Intimidation option first dialogue Godwin almost certain fail Wear clothes low Charisma values remove herbs inventory negate Flower Power perk Cutscene before drunken brawl contains continuity error Godwin claims be only person around who can write strange assertion scribe living across street home Can instantly skip drunken brawl running away scene quest progress usual same applies when follow Godwin bell tower and you horsing sheep If dont want preach pulpit drunk hangover drink Hair o Dog potion entering bell tower with drunk Godwin way potion negative Charisma effect worn off time do sermonHenry needs your help after finding the runaway stableboy in Ginger in a Pickle. He sets off to find Limpy Lubosh, a man from Uzhitz who was involved in the raid on Neuhof. To convince Father Godwin of the Congregation of Uzhitz Mysterious Ways, you need to be persuasive or have some embrocation. Henry talks to Lubosh's neighbors and finds out he lives near the priest. However, when Henry arrives at Lubosh's house, a large crowd has gathered outside, including the bailiff. The villagers tell Henry that Lubosh was a petty crook and drunk who kept to himself. The bailiff shows you Limpy Lubosh's body with "traitor" written in his blood on the wall. You can ask permission to continue your investigation and get the bailiff's support. Then, you need to question the crowd about Lubosh's recent activities. You follow a clue to find Godwin, who tells you that Lubosh was just a lost soul. However, he won't reveal more information because of his vows. You can try to convince him again the next evening or apologize and arrange a meeting for another night. If Henry doesn't make an effort to confide in Father Godwin, he will not trust him. On the other hand, if you tell Father Godwin that the bandits are still fighting among themselves, he will still refuse to break his vows but may give some information about a good sermon and criticize the Catholic church. Father Godwin will try to convince you to join him for a night of drinking and debauchery, offering you a chance to earn the "Sinner" achievement if you agree. He'll also provide you with Jan Hus' sermons, which he keeps at the presbytery. Looking forward to investigating a series of strange events surrounding Limpy Lubosh's unfortunate demise, I head to Uzhitz to gather information about the local bandit. Unfortunately, upon arrival, I find myself surrounded by a large crowd, including the bailiff, who is eager to send word to Sir Hanush. I quickly introduce myself as part of Hanush's entourage and claim my right to investigate the raid at Neuhof. You should ask for Godwin's help in finding Lubosh using one of Jan Hus' sermons and give him some embrocation for his joint pain in return. If you don't get the priest's trust the prior evening, you'll need to find another way to get information about Lubosh. If that doesn't work out, you can try talking to the scribe of Rattay who reads the Black Chronicle. However, if Godwin is drunk when he gives the sermon, you will have to search for Reeky from Ledetchko and deal with several skill checks afterwards.Limpy has been crucified, probaby by one of the bandits you are searching for. The bailiff wont have alot to say, but he will mention that the village priest, Godwin, was likely one of the last peoples to see him. Go to the church and talk to the priest, he will tell you that Limpy made a confession to him recently, but he wont say what it was. He invites you to the tavern for a drink, which might give you a chance to gain his trust. When you meet Godwin at the tavern, he starts a conversation with you, this is your chance to gain his trust by answering his questions truthfully. If you choose to stay and drink with him, you will get the "Sinner" trophy and earn his trust, but if you dont want to drink, you can choose not to, however this will block him as a source of information on Limpy permanantly. If you choose to drink with the priest, after a night of partying, you wake up in his parsonage with a hangover, and he asks you to do his sermon because he is too sick. He says he will tell you everything Limpy told him if you do a good job on the sermon. You have to follow him closely to the church, and then give the sermon, trying to remember how it went the night before. If you get most of the choices right, you should be fine, and Godwin will open up about what Limpy said during his confessional. If you messed up the sermon or chose not to drink with Godwin, you can take an alternate route through the quest. Find the bailiff in Uzhitz, he is usually at the scribes place, and talk to him, he will mention that the scribe in Rattay may have a way to find some information on Lubosh. Go to Rattay and speak with the scribe, he will mention that he needs some Embrocation for his aching joints, you can buy it from the local apothecary or steal it. Once you bring the Embrocation back to the scribe, he will help you out, and bring you to the Rattay Black Chronicle to check if there are any records of Limpy Lubosh. ==========Looking forward to seeing everyone at the meeting tomorow and discussin our strategies. ========== Walking toward the house you will notice people gathered outside. Approach them to start a cut scene. After the cut scene ends, talk to the Bailiff about further investigating this matter. Since Limpy Lubosh died, some promising leads have been lost. You'll need to speak with the villagers to learn more about him and how he was involved in the attack on Neuhof. Questioning the locals will give you useful information; it seems Limpy Lubosh went to church before his death. This leads you to the parish priest of Uzhitz, who can be found practicing swordplay outside the church. His name is Father Godwin, and he's bound by a confession oath not to reveal what Lubosh told him in confidence. To get more information from Father Godwin, use your persuasion skills. After convincing him, he'll suggest meeting up at the tavern later that evening. Attend the meeting and listen carefully as he shares some of his sermons. Agreeing to stay for a drink will give you a chance to see another side objective. The next morning, Henry and Father Godwin will be hungover. Father Godwin will ask you to conduct mass for him, where paying attention to your sermon will be crucial. Follow these steps to succeed in pleasing the townsfolk: start confidently, have God stand at the head of the church, or continue harshly with a message that sin is human, and then finish strongly by defending Godwin's honor.