



WALKTHROUGH (v5.0.5 WIP)

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SPOILERS INSIDE

[한국어 연습](#) by XLB (fanmade)

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About

Ravager

Ravager is a role-playing game where you play a young dragon, determined to reclaim their birthright. To do so, you will need to build your power, ally with dark forces, evade justice, and whet your monstrous appetites. This game contains content of a pornographic nature and is explicitly adult only.

Navigating this Walkthrough

You can use the **document outline** to move to the section of the walkthrough you want.

The first section of the walkthrough handles basic mechanics and menus. If you're already familiar with Ren'Py games, you only need to look at the [Mechanics](#) subsection.

The [Walkthrough](#) section presents the content of the game in sequential order, with breakdowns of requirements and gains along the way.

The last section presents you with more complete information for individual characters, factions, and scenes.

Gameplay

Game Mode

When you start a new game, you will be able to choose your difficulty:

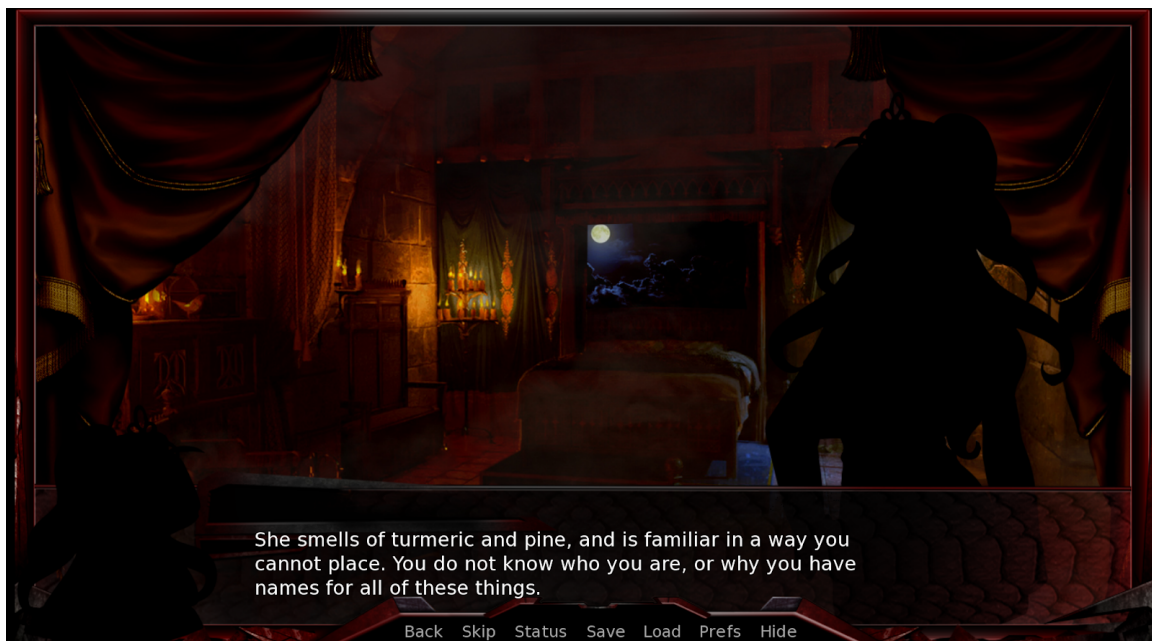
- In **Dark Fantasy** mode, you will have to manage your stats and make difficult choices to succeed.
- In **Power Fantasy** mode, the content is the same but you will always succeed at stat checks, and cannot die or run out of resources.

Controls

Primary Controls

Progress Scene: Individual scenes play out in a visual novel format, much like reading a book. The narrator will describe the scene and characters will have dialogue. To progress from one page to the next, you can use either of the below methods.

- **Mouse:** Click anywhere on the screen (except the menu) to progress to the next page.
- **Keyboard:** Press the spacebar to progress to the next page.

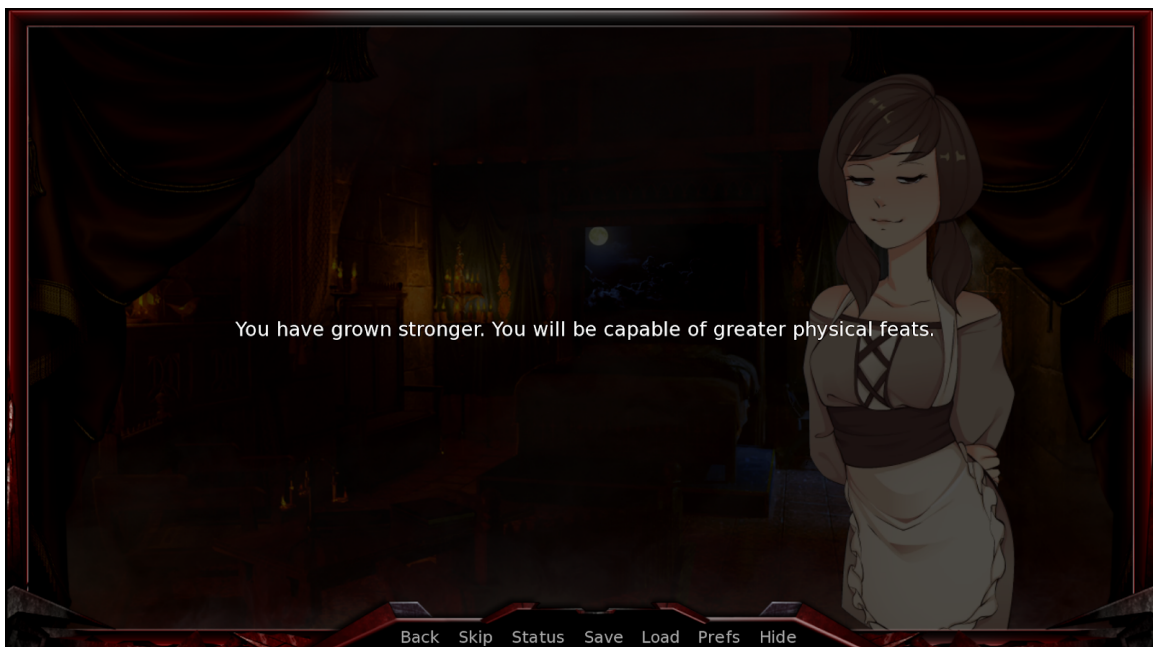


Option Select: As you progress through scenes, you will be given choices as to what your character will do.

- **Mouse:** You can use the mouse to select an option.
- **Keyboard:** You can also use the arrow keys to highlight an option. You can then press the ENTER key to select the option.
- **Touchscreen:** If you are playing on a touchscreen device, you can just click the option you want.



Stat Gain: A number of actions will increase your stats. The game will inform you with a darkened page telling you which stat has been increased. For more information regarding stats, see Section [Base Stats](#).



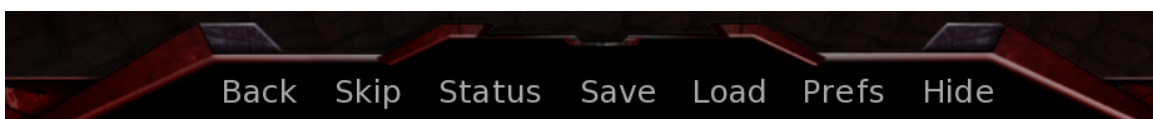
Stat Checks: If you are playing in Dark Fantasy mode, there are a number of options that will require you to possess a minimum number of points in a given stat to be able to succeed. They will be marked with the prerequisite stat in parenthesis at the end of the option's text. Be warned that failing checks can result in Wounds or even immediate Game Over. For more information regarding Stats or Wounds, see Section [Gameplay](#).



Custom Input: There are a number of characters that can have dynamic names, input by the player. These names are not voice acted, but can add customized flavor to your game. There is an option in the Preferences Menu to disable this feature. For more information on Preferences, see Section [Preferences](#).



Gameplay Menu



Back Button: In the game menu at the bottom of the screen, the Back button will undo the last thing you did. It's very useful if you want to see all the outcomes a scene can have, or if you feel like you've made a mistake. However, you can only go back a certain amount of times in a row (50 or so). The hotkey for this control is the mouse wheel. If you scroll your mouse wheel up, it functions as the back button. If you scroll down, you move forward up to the point of the most recent slide.

Skip: You will fast forward through previously seen content. This will automatically stop at an

option select. The hotkey for this action is the TAB key. If you want a bit more control, you can hold the CTRL key, which fast forwards until you get go. **Rapidly skipping text can cause visual errors, due to limitations of the RenPy engine.**

Status/Save/Load/Prefs: Opens the relevant page in the pause menu.

Hide: Hides the UI until you click or press spacebar. Great for taking screenshots.

Pause Menu



The Pause Menu has a number of pages that provide useful information. You can access this menu at any time by hitting the ESCAPE key.

Certain options bring up important informational pages. For more information on Status, Save, Load, or Preferences, see their relevant sections below.

Main Menu: Returns to the Main Menu. You will be prompted regarding unsaved progress.

About: Shows the game version and credits.

Walkthrough: Opens this walkthrough in your default web browser.

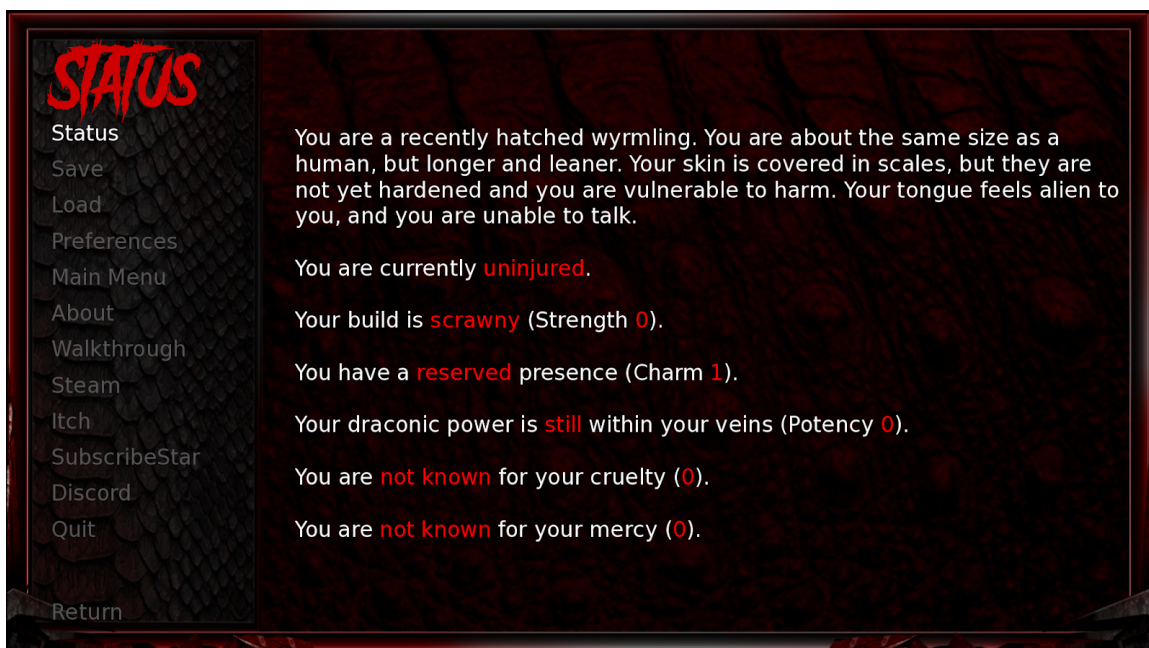
Steam/Itch/SubscribeStar: Opens the related service's webpage in your default web browser. Some of these options will be hidden in the Steam build of the game.

Discord: Opens the invite link to the Discord server in your default web browser.

Quit: Quits the Game.

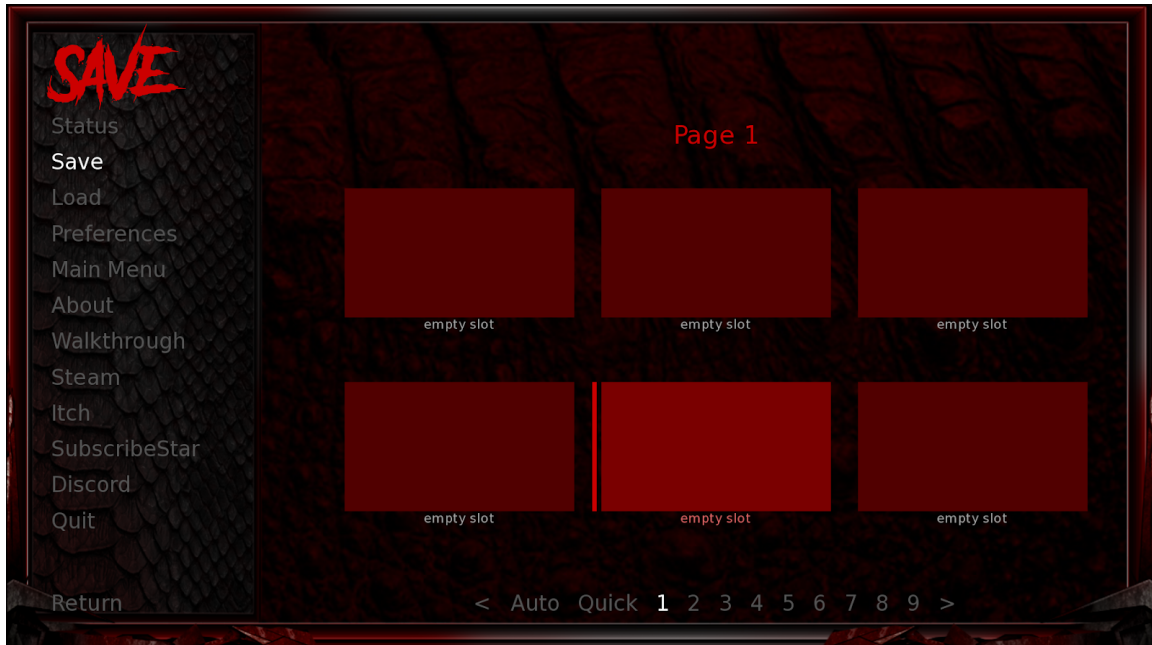
Return: Returns to gameplay. You can also press the ESCAPE key.

Status: The Status Page shows your stats as both a description and their numerical value. This is very useful when evaluating whether you should attempt a skill check or not.



Save/Load: These menus are nearly identical, but serve the purposes of saving your game and loading. You have access to unlimited pages of save slots. However, you can only access pages 1 through 9 directly. You'll have to use the arrows to navigate to further pages.

You may save or load at any time. It is recommended to save often and in different slots. The game autosaves every twenty lines, you can find these in the 'Auto' tab of the Load menu.



Preferences

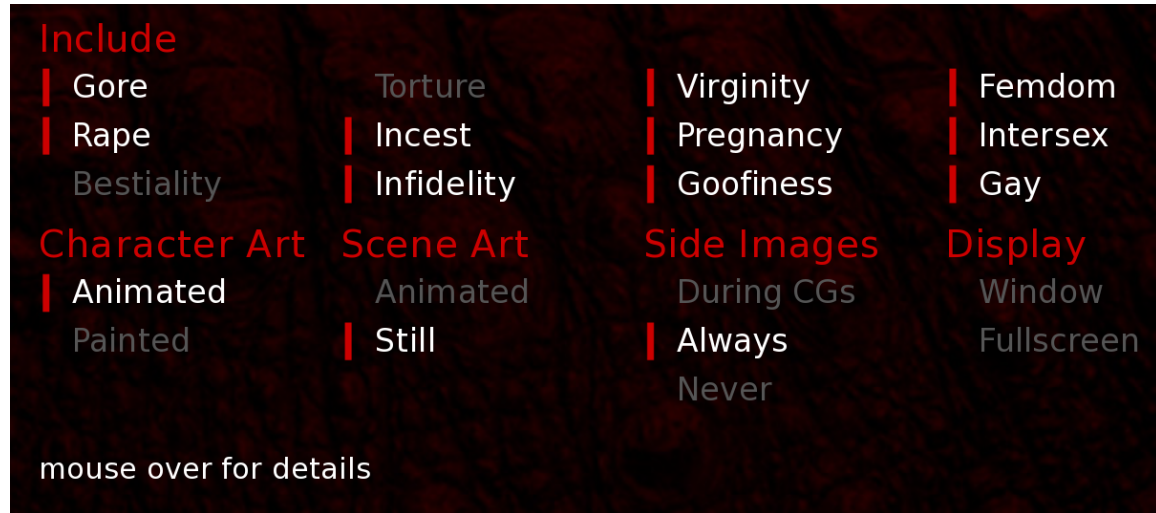
This menu allows you to control how the game is presented. This is the biggest of the Pause Menu pages. Where the text in the image below says "Mouse over for details", the game will show more information if you hover any of the options.

Include: This menu allows you to change what kind of content scenes are allowed to happen. If you are playing on desktop, you can hover over each one for a description of what the tag allows

Character Art/Scene Art: This option determines whether or not the art is animated or not.

Side Images: This option determines whether or not the character's face appears in the text pane. The side images are used to display facial expressions that are otherwise not displayed on the character art.

Display: Determines whether the game is in fullscreen mode or not.



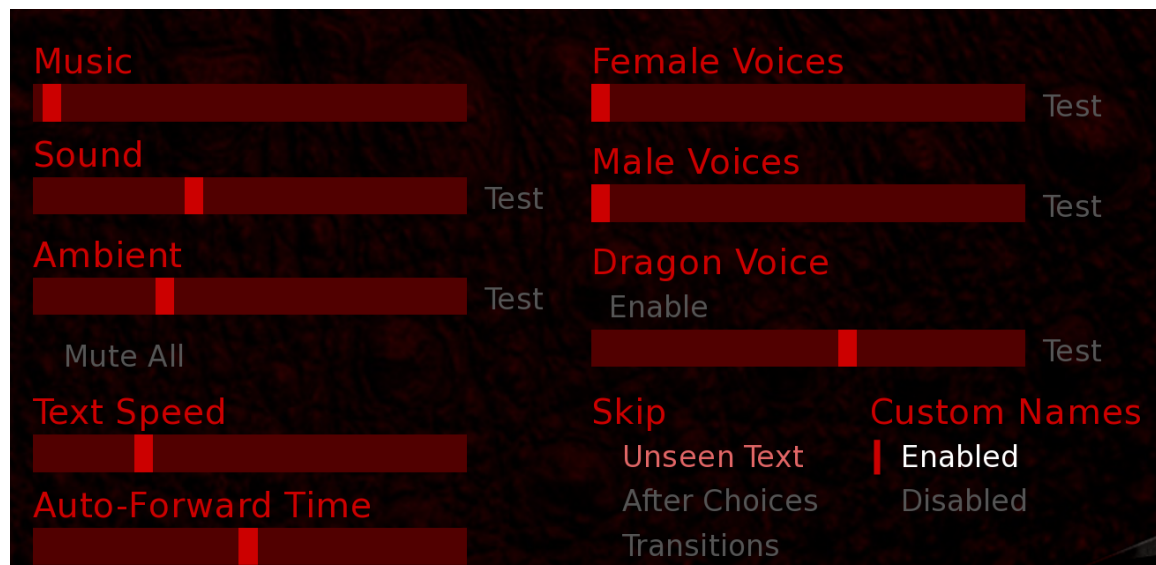
Volume Bars: Each of these options controls the audio volume for the game for a specific kind of sound. Each one is self explanatory. The Dragon can be independently toggled. You can also use Mute All to turn off all sound. Toggling it again will move them back to where they were before you toggled the function. ***Due to a bug with the Ren'Py engine, if you have a volume slider set to 0 before toggling the function, it will set it to 100% when unmuted.***

Text Seed: Controls how fast the text of the text pane types.

Auto-Forward Time: This controls how fast the game will move from one page to the next when in autoplay mode.

Skip: Allows you to control what content is skipped when using the fast forward function.

Custom Names: Allows you to disable the nickname feature on all characters.



Mechanics

Base Stats

Ravager is a Role Playing Game where some decisions will increase a corresponding 'Stat' level. Certain actions will need a high enough Stat level to be successful.

Strength: Will help you physically overpower your foes, and win in a direct battle.

Methods to Gain: Eating food and people, or failing Strength skill checks (and learning

from the experience).

Charm: Makes it easier to intimidate, deceive, think around mental attacks, and be diplomatic.

Methods to Gain: Advancing your goals through dialogue or failing Charm skill checks (and learning from the experience).

Potency: Measures your virility, and aids in certain special circumstances.

Methods to Gain: The first time you have sex with most characters, but not upon subsequent encounters.

Cruelty & Mercy: Govern your reputation to others, and how willing they are to join you. They are two separate scores, not two ends of an axis.

Methods to Gain: Treating someone with vindictiveness or kindness, and they are able to tell others about it (or you leave evidence behind that others can find).

Act Specific Resources

These resources are only available within specific Acts of the game. The gameplay of Ravager is broken up into five separate Acts. They mark significant points within the story and gameplay changes between them as the story evolves. For more information on Acts, see the [Walkthrough Section](#).

Treasure [3, 4]: It is used to build upgrades to your lair, or increase the Morale of your Hordes.

Methods to Gain: As a dragon, the primary way to gain Treasure is to steal it from others.

Morale [3, 4]: During Acts 3 and 4, you have military units called Hordes. Each of these has a tracked Morale, which is used to do things with that horde. Morale can be increased by giving them treasure or captives.

Methods to Gain: In Acts 2 and 3, you will have the ability to give Treasure and Captives to your hordes to raise their morale by 1 point. Not every Horde wants every Captive. For more information, see [Managing Morale](#). In act IV, you will have the ability to spare or pillage conquered provinces. If you pillage them, you gain 1 point of morale.

Prosperity [4, 5]: Prosperity's function is part of the upcoming act V.

Methods to Gain: In act IV, you will have the ability to spare or pillage provinces. If you spare them, or they are already under the control of a faction that you have recruited, you gain Prosperity.

Wounds

In Dark Fantasy mode, sometimes you will make a poor choice or put yourself in harm's way. This will usually cause you to take a **wound**. You heal a wound at the end of each Act. If you accrue three wounds, you will get a game over.

Captives

Captives are the damsels in distress that you can bring to your tower. Some can be invited willingly while others will require cajoling. Beyond that, they, as a general rule with some exceptions, have three main states; Happy, Unhappy, and Broken.

Events

Lair Events

Every time you sleep, or return to your lair from elsewhere, you will get a single **lair event**. These are pulled from a queue of events that are waiting to happen, so sometimes you will need to sleep or explore more before seeing them. They include:

- Completion of construction projects.
- Arrival of visitors to your lair.

Dream Events

Similar, but separate, are **dream events**. These are scenes that happen while you sleep. You get a choice of what you want to dream about. These can contain story relevant information.

Dynamic Events

When visiting a captive or one of the hordes in your lair, you can get a single **dynamic event**. Like lair events, only one of these can happen at a time, so sometimes revisiting someone will unlock new content. Dynamic events include:

- Captives visiting one another.
- The followup to gifting a captive to a horde.

Walkthrough

This section gives an overview of content in each act. Each Act is broken down into subsections. At the top of longer sections are Quicklinks boxes that link to them. Each subsection has a link that takes you back to the top of the Act.

A Stat highlighted **red** in an Important Stats infobox indicates that is the last time it can be gained or the last time it can be used (depending on which box it's highlighted red).

Act I - The Prologue

Act I is simple and straightforward, acting as a prologue. It introduces you to the world and some of the main characters.

Important Stats	
Can gain:	Strength, Charm, Potency, Mercy, Cruelty
Can use:	Strength, Charm, Cruelty

In the beginning you are born and meet your 'mother', Princess Adeline.

- [Nestle closer to the Princess] (Charm)
- [Bite the Princess] (Strength) → [Spit fire in her face] (Cruelty)
- [Mount her]
 - [Pout] (She orders her servant to pleasure you.)
 - [Bite the Princess] (Strength) → [Spit fire in her face] (Cruelty)

She briefly leaves, and you meet her Handmaiden. There are chiefly two variations of how the interaction ends;

- **Eat the meal brought to you:** (Strength, Mercy)
- **Fuck the handmaiden:** (Cruelty, if you didn't pout)

Afterwards you confront the current Regent, Balthorne, who betrays the Princess.

- [Fool the Regent] (Charm 1)
 - [Bite the Regent's dick off] (Strength 1)
- [Roar at the Regent] (Cruelty 1)
 - [Bite the Regent's dick off] (Strength 1)

After leaping out of a window, you must evade the guards as you make a city escape.

- [Hide]
 - [Scale the Building]
 - [Freeze in place] (Charm)
 - [Pounce] → [Kill] → Escape! (Strength)
 - [Pounce] → [Take her, gently] → [Leave] → Escape! (Potency, Mercy)
 - [Pounce] → [Take her, gently] → [Kill] → Escape! (Potency, Strength)
 - [Pounce] → [Take her, roughly] → Escape! (Potency, Lose Enid)
 - [Dive over the side-gate]
 - [Hide under a cart]
 - [Pick off one of the guards] (Cruelty)

- [Subdue them and make good on your escape] → Escape! (Mercy)
- [Climb up and into a window] (See [Scale the Building] above)

Once you've escaped, Act I ends, healing a wound, if you sustained any, and giving you a story cutscene. Then begins Act II and some open world exploration.

Act II & III - The Open World

	Act II	Act III
	Important Stats	
<i>Can gain:</i>	Strength, Charm, Potency, Mercy, Cruelty	Strength, Charm, Potency, Mercy, Cruelty, Treasure, Morale
<i>Can Use:</i>	Strength, Charm	Strength, Charm, Potency, Mercy, Cruelty, Treasure, Morale

In Act II the game becomes open-world. You maintain access to the same areas in Act III, while some of the available scenes change. As there is so much overlap, the two Acts have been combined into a single section of the walkthrough. Please pay careful attention to the bracketed Act for act specific scenes.

In this Open World segment of the game, you can explore the realm, interact with people, and search for a lair. There is a persistent countdown between Acts II and III. This is how long until the Regent's hunters find you. If this countdown reaches 0 in Act II, you game over. Once it reaches 0 in Act III, you proceed to the final event of the Act, which leads into Act IV, if you survive.

To resolve the events of Act II, you must find a lair, so you can start to build up your power base beyond increasing your own abilities. There are three potential lairs, one to each area. Each one has an associated faction that can be allied, at the cost of a sacrifice.

1. The Sunken Temple - Lowlands
2. The Abandoned Mines - Highlands
3. The Ancient Spire - Mountains

After you claim a lair, Act III begins, and 7 days are added to your countdown. You can capture or recruit many of the NPCs you met previously or have your first interaction with them after you get a lair.

The Realm

As scenes can become long, the top level options within each area link to the detailed breakdown of the individual scenes. You can then click the title of the scene to jump back to its parent area. This allows you to quickly find the details of any given scene in an area.

It is important to note that the breakdowns do not give you the results of every choice of a scene, but lets you know that kind of stat ups and stat checks can be found within a scene. Explore different paths and see what you like best.

The Lowlands



Gutter's Cove (Fishing Village)

- [Pick off one of the townspeople](#)
- [\[Act II\] Infiltrate a Ship](#)
- [\[Act III\] Crash the Bar](#)
- [\[Act III\] Papers Check](#)

Swamp

- [Track the Smoke.](#)
- [\[Act II\] Follow the lights.](#)

The Wildlands

- [Wildlands](#)

Pick off one of the townspeople

Prerequisites:

- Has NOT Captured: Cuchilla (The Drunk)

Potential Gains:

- **[Act III] Captive: Cuchilla (The Drunk)**
[Confront them] → [Any] → [Follow Her] → [Take Advantage] → [Yes]/[Remain Silent] → [Capture]
- **Strength**
[Eat Them]
- **Charm**
[Confront them] → [Any] → [Follow Her] → [Take Advantage] → [Yes]
- **Mercy**
[Confront them] → [Any] → [Follow Her] → [Take Advantage] → [Leave]

Skill Checks:

None

[Act II] Infiltrate a Ship

Prerequisites:

- Does not know location of Sunken Temple [Lair]

Potential Gains:

- **Unlock Lair Option: Sunken Temple [Lair]**
[Attack!] → Check A: Pass → [Stowaway]
- **Strength**
[Attack!] → Check A: Fail → Gain 1 Strength

Skill Checks:

- A. [Attack!] - Strength 2

[Act III] Crash the Bar

Prerequisites:

None

Potential Gains:

- Begin Quest: [Deal with the Mercenaries](#)

Skill Checks:

None

[Act III] Papers Check

Prerequisite:

- Let Mina leave with her things in [Attack the Oxcart](#).

Potential Gains:

- **Captive: Mina (The Merchant)**
[Intervene] → [Any]

Skill Checks:

None

Track the Smoke.

Prerequisites:

None

Potential Gains:

- **Unlock Quest: [Witch Raid](#)**
[Any]

Skill Checks:

None

[Act II] Follow the lights.

Prerequisite:

- Does not know location of Sunken Temple [Lair]

Potential Gains:

- **Unlock Lair Option: Sunken Temple [Lair]**

[Any] → [Any] → [Any] → [Surroundings]

- **Charm**
[Any]
- **Unlock Quest Option: [Witch Raid](#)**
[Any]

Skill Checks:

None

[Wildlands](#)

Begin Quest: [Recruit the Wolfmen](#)

[The Highlands](#)



Bastion (The Town)

- [Heist Quest \[Setup\]](#)
- [\[Act III\] Bastion Heist](#)

Roads

- [Attack the Oxcart](#)
- [\[Act III\] Investigate the Gathering](#)

Farmsteads

- [Approach the stable.](#)
- [Mercenary Gathering](#)
- [Hunt the Cattle](#)

Forest

- [\[Act II\] Follow the Scream](#)

[Heist Quest \[Setup\]](#)

Prerequisites:

None

Potential Gains:

- **Unlock Quest [Bastion Heist](#)**
Just don't attack them
- **Charm**
Just don't attack them.

Skill Checks:

None

[\[Act III\] Bastion Heist](#)

Begin Quest: [Bastion Heist](#)

[Attack the Oxcart](#)

Prerequisites:

None

Potential Gains:

There are two potential followup scenes to resolve the outcome of this scene, depending on your actions. If you let her go, either agreeably or not, with her things, she'll next be found in Gutter's Cove in [Papers Check](#). If you strip her and make her run away without her things, see [Investigate the Gathering](#).

- **[Act II] Knowledge: The Abandoned Mines [Lair]**
[Continue] → [Unacceptable] OR [Growl] → [Acceptable]
- **[Act III] Captive: Mina**
Check A: Pass → [Strip] → [Any] → [You] → [Bargain] → [Capture]
- **Strength**
Check A: Fail
- **Strength**
Check A: Pass → [Die]
- **Strength**
Check A: Pass → [Die] → [Eat the Oxen]
- **Charm**
[Continue] → [Unacceptable] OR [Growl] → [Acceptable]
- **Cruelty**
Check A: Pass → [Strip] → [Any] → [You] → [Then Run] → [Go!]
- **[Act II] Mercy**
[Continue] → [Unacceptable] OR [Growl] → [Acceptable] → [Yes]
- **[Act III] Treasure**
[Continue] → [Unacceptable] OR [Growl] → [Acceptable] → [Yes]

Skill Checks:

- A. [Go for the crossbow] - Strength 2
- B. [Show me] - Charm 4

[Act III] Investigate the Gathering

Prerequisites:

- Left Mina (The Merchant) naked and told her to Run without her cart in [Attack the Oxcart](#).

Potential Gains:

- **Captive: Mina (The Merchant)**
Check A: Pass OR Check B: Pass → [Remove Her Gag] → [Any] → [Perhaps I'll try that out, too] → [You'll have to do better than that] → [We have a deal]
- **Strength**
Check A: Fail
- **Charm**
Check B: Fail
- **Cruelty**
Check A: Pass OR Check B: Pass → [Fuck Her] → [Leave Her]
- **Mercy**
Check A: Pass OR Check B: Pass → [Remove Her Gag] → [Any] → [Perhaps I'll try that out, too] → [Release her]

Skill Checks:

- A. [Kill them.] - Strength 4
- B. [Scare them off.] - Charm 4

Approach the Stable

Prerequisites:

- NOT: Has Hunted the Cattle (in the same Act)
Note: You can Hunt the Cattle in act II for Strength and then Approach the Stables in Act III for other benefits.

Potential Gains:

This scene can be repeated in Act III to get the captive.

- **[Act II] Knowledge: Abandoned Mine [Lair]**
[Any] → [Shelter] → [Any]
- **[Act III] Captive: Marie-Anne (The Farmgirl)**
[Any] → Check A: Pass
- **Strength**
[Any] → [Death]
- **Charm**
[Any] → [Shelter] → [Any]
[Any] → [Pleasure] → [Wait Patiently]
- **Mercy**
Note: This scene ends with mercy on most endings where you don't eat her. Marie-Anne is very forgiving. The below path is simply the fastest.
[Any] → [Nothing]
- **Cruelty**
Note: Any ending where you rape her can gain this point. Additionally, it requires

the Bestiality flag be on.

[Any] → [Pleasure] → [Force Her] → [Fuck Her Cunt] → [Leave her there.]

Skill Checks:

- A. [Your Service.] - Charm 4

Mercenary Gathering

Prerequisites:

- Has Approached Stables, raped Marie-Anne (The Farmgirl), Left her there
Note: This scene can be repeated until the option to capture her is taken.

Potential Gains:

- **[Act III] Captive: Marie-Anne (The Farmgirl)**
[Interrupt the Gathering] → [Capture Her]

Skill Checks:

None

Hunt the Cattle

Prerequisites:

- NOT: Has Approached Stables and not killed Marie-Anne
Note: This action can be performed in Act II and repeated in Act III.

Potential Gains:

- **Strength**
[Hunt the Cattle]

Skill Checks:

None

[Act II] Follow the Scream

Prerequisites:

- NOT: Has Knowledge: Sunken Temple [Lair]

Potential Gains:

- **Quest: Huntress Showdown: Doubt**
[Her] OR [Peace] → Check A:Pass OR Check B:Pass → [Go] → [You're Free]
- **Quest: Huntress Showdown: Despair**
[Her] OR [Peace] → Stay and watch
- **Strength**
[Her] OR [Peace] → Check A: Fail
- **Charm**
[Her] OR [Peace] → Check B: Fail

Skill Checks:

- A. [Attack the colt.] - Strength 3, 4 (if Check B failed.)
 - B. [No, you.] - Charm 2
-

The Mountains



Fortified Village [Coldreach]

- Simple Description. *(Content not Implemented, in this version)*

Campfire

- [The Campfire](#)

Monastery

- [The Convent](#)

Peaks

- Simple Description. *(Content not Implemented, in this version)*

The Campfire

Prerequisites:

None

Potential Gains:

This scene can be repeated in Act III to get the captive.

- **[Act II] Knowledge: The Ancient Spire [Lair]**
[Any] → [Any] → [Any] → [Any] → [Yes?] OR [Perhaps] → [Err.]
- **[Act III] Captive: Darja (The Fangirl)**
[Any All] (just don't tell her "no")

Skill Checks:

None

The Convent

Prerequisites:

None

Potential Gains:

This scene can be repeated in Act III to get the captive.

- **[Act III] Captive: Chanwe (The Abbess)**
Just don't attack them.
- **Charm**
[Try to sneak in.] → [Greetings] → [What] → [Look Quizzically at her]

Skill Checks:

None

Quests

Quests are notable interactions that can sometimes span multiple scenes and locations.

Marie-Anne's Belongings



Requirements	Rewards
<ol style="list-style-type: none">1. Marie-Anne (The Farmgirl) is unhappy2. Kobold Horde Morale 2+	<ul style="list-style-type: none">● Happy Marie-Anne (The Farmgirl)● -1 Kobold Horde Morale

Upon bringing Marie-Anne back to your Lair after a less than charitable time in Mercenary Gathering, she will be in an Unhappy state. If you wish to change this so that she is in a happy state, you can go to her and ask how she is. This will prompt a Morale check from the Kobold Horde. If they have 2 or more Morale, your Kobold Horde Leader will offer to go and retrieve some of Marie-Anne's belongings to make her happy. She will realize that you aren't quite so bad after all and apologize for her rudeness.

The Dress



Requirements	Rewards
1. Less than 8 days on the Act III counter	<ul style="list-style-type: none">• [Optional] Make Mina (The Merchant) Happy• [Optional] The Dress• [Optional] 1 Treasure

During Act III, when you awake, an event can happen where your Kobold Horde leader brings you a dress found within the lair. If you do not have Mina already, you will have no option but to place it in the treasury, valued as one point of treasure. Once Mina has been recruited, you can go to the hoard by summoning your attendant, and then give it to her. This Dress is the only way to move Mina from her Unhappy state to her Happy one. If your hoard hits 0 treasure, the dress has already been spent and cannot be given to Mina.

Recruiting the Wolfmen



Requirements	Rewards
1. Strength 4	<ul style="list-style-type: none">● Captive: Naho● Horde: Wolfmen

The initial scene is not repeatable. The Reprimand followup scene is, however. Do note that the two scenes have different sex scenes, if you aim to fill out the gallery.

Initial Meeting

When you visit the Wildlands, continue in spite of the howling. Choose any of the next options, and get ready to fight. The first time you fail this fight, she will take mercy on you and you gain 1 strength. A subsequent loss results in game over.

- [Attack!] (Requires STRENGTH 4)

Afterwards, decide what to do with Naho:

- [Kill her] (Strength), Lose Naho
- [Make her submit to you anyway] (Potency, Capture Naho), Dragon/Naho
 - [Offer her to the Pack] Same as taking [Turn her over to the pack]
 - [Act III] [Take control of the pack]
- [Turn her over to the pack] ([Act III] Cruelty), Wolfmen/Naho
 - [Act III] [Take control of the pack]
- [Leave her] (Mercy)

If you do not take over the pack or kill Naho, and return to the Wildlands, you will get the Reprimand variant of the scene.

Reprimand

Upon returning to the Wildlands, Naho will challenge you again. You can state that you are here for her or [Act III] her pack. Either results in her attacking you. At the end, you have the option to

physically overwhelm her or fuck her into submission. Either progresses you to the same choice.

- [Turn her over to her pack] ([Act III] Cruelty), Wolfmen/Naho.
 - [Act III] Presents option [Take control of pack] again.
- [Act III] [Take control of the pack]
- Withdraw

You do not gain mercy for letting her go a second time. If you turn her over to the pack, you will be able to return and [Take Control of the Pack] later.

Take Control of the Pack

If you have a lair you will now meet Eburon, the pack's new representative, and have a chance to recruit them & capture Naho.

- [Protection] Doesn't win them over, return to other choices
- [Naho] (Requires CHARM 4, Lose Naho), Wolf/Naho
- (Required Captives > 0) [More Bitches] (Capture Naho)
- (Required Captives = 0) [All you want when I am king!] (Capture Naho)
- [The Lowlands as your roam] (Capture Naho)

After recruiting the Wolfmen they will follow you to your lair and have a small conflict with the Kobolds. Both options for calming them down result in the same outcome.

Bastion Heist

Return to [Bastion Heist](#)



Requirements	Rewards
<ol style="list-style-type: none">1. Met Sab and Inej in Heist Quest Setup2. Charm 4 OR Potency 6	<ul style="list-style-type: none">• [Optional] Captive: Heloise• [Optional] Captive: Sab and Inej• [Optional] 2 Treasure

Sab and Inej are ready to infiltrate Bastion and the Inquisitrix' room specifically. Follow them

through the sewers and into the city. You'll emerge into the streets and be set upon by guards. You'll have the option to attack them, follow the Rogues up the building, or escape over the city wall. Attacking them is successful, but does not give strength. It then presents the other two options.

They will infiltrate the Inquisitrix' chambers while you cause a distraction in the foyer. You'll be set upon by guards again, but the Inquisitrix will send them away and introduce herself as Heloise.

Regardless of your choices, you'll find yourself speaking only the direct truth to what she has asked. For several responses, she'll gloat of her victory. At the last moment, you'll be able to resist. If you have 4 Charm, you can twist the truth that you're there for sex. If you have 6 Potency, you can resist the magic directly and speak your mind.

Provided you resisted, the Rogues will sneak up behind Heloise and knock her over the head. Sabetha will suggest taking Heloise home with you. If you choose to do so, you won't be able to carry home your 2 Treasure. Thankfully, they'll be so kind as to grab it for you! If you tell them where you live, they'll drop it off.

If you did not purchase the Traps upgrade for your Lair beforehand, they'll steal all of your Treasure when they arrive. If you did, you'll capture them instead. You still lose out on the treasure, however.

[The Other Heist](#)



Requirements	Rewards
<ol style="list-style-type: none">1. Captured Mina (The Merchant)2. You know Mina's (The Merchant) name.3. Mina (the Merchant) is happy4. [Optional] Captured Cuchilla (The Drunk)	<ul style="list-style-type: none">● 0-3 Treasure● [Optional] Piss off Mina (The Merchant)● [Optional] Lose Mina (The Merchant)● [Optional] Mercenaries cease to be recruitable

Upon bringing Mina (The Merchant) to your lair, learning her name, and having visited her at least once, you can start this quest by visiting her again. She will have been working on a plan to

rob the mercenaries of some loot they recently acquired. If you have also captured Cuchilla (The Drunk), she will join the heist. The quest has variation with a few key choices.

The Fight

Upon approaching, you'll find some of the mercenaries dueling. You'll be invited to join as spectacle. You can choose to fight the proposed five men, or take on ten for greater reward, as the larger battle gives Mina (The Merchant) time to steal more.

- 5 Men - Any Strength
- 10 Men - 6 strength

Failing the strength check still results in the additional treasure, but also gives a wound. Regardless of how many you're fighting, you'll have the option of either killing or humiliating a pair of Rhyll's men. This gives you a Cruelty or Mercy point respectively.

The Fuck

If you have Cuchilla (The Drunk), you can propose to Rhyll that, beyond fighting, dragons also fuck. Cuchilla (The Drunk) will present herself as planned. Regardless of how you take her, this will result in Mina (The Merchant) having more time, and thus more treasure.

The More Fucking

At the end of these options, Mina (The Merchant) is captured and her plot revealed. You can choose to fuck her to try and maintain your cover, and thus get more time for your kobolds. Do note that doing this will piss her off and prevent you from negotiating to fuck her vaginally back at your lair.

The Flight

The last important choice is whether you try to negotiate with Rhyll, or run away. Negotiating with Rhyll requires 4 Charm. If you are successful, you will infuriate Mina (The Merchant), but can recruit Rhyll and his mercenaries later. For more information on how to handle Mina (The Merchant) being upset, see the quest "[The Dress](#)".

Negotiating fixes your reward from the quest at 1 treasure. If you instead choose to flee, you gain gold based on the table below.

Action	Treasure
Fight 10 Men	+1
Fuck Cuchilla (the Drunk)	+1
Fuck Mina (the Merchant)	+1

Deal with the Mercenaries



Requirements	Rewards
<ol style="list-style-type: none">1. [Optional] 1 Treasure2. [Optional] Cruelty 4 OR Mercy 43. [Optional] Strength 6	<ul style="list-style-type: none">• [Optional] 7 Days added to Act III timer• [Optional] Horde: Mercenaries

Crashing the Bar brings you to the front door, where two mercenaries stand guard. You're presented with two choices to handle them.

- [Scare them off] (Mercy)
- [Attack them] (Cruelty)

Upon entering the bar, you'll meet the leader of the Hundred Banners, Captain Rhyll. Here is where you make the fundamental decision of how you wish to deal with the mercenaries

Attack Rhyll

Attacking Rhyll is a difficult task that will test the dragon's strength, at the highest difficulty of 6, and will always inflict a Wound, even when successful. If you fail, it is game over, as Rhyll takes the dragon's life. However, if you do manage to kill him, you will have successfully thrown the mercenaries into chaos. This has an effect in Act IV, and prevents you from accessing Gutter's Cove for the rest of the game. Do be aware that you will be locked out of capturing Cuchilla (The Drunk), if you have not captured her by this point. This can also lock out recruiting Mina (the Merchant), if you have so far not intervened with her issues in [Papers Check](#).

Recruiting the Hundred Banners

If you avoid attacking him, Rhyll will offer you a choice of meals. The only one of note is the choice of desiring the most dangerous game; man. Rhyll will oblige, and you'll gain Cruelty upon consumption of the poor sod.

Upon asking your questions, you'll have three options to recruit the Hundred Banners to your side. All three options give you an additional 7 days, as Rhyll's men disrupt Maelys' (The Huntress) attempts to hunt you. It is only through the promise of something greater that he will join you, however.

- [Riches] -1 Treasure
- (Mercy 4) [Glory] Gain Horde: Mercenaries, Promise of Exclusive Contract
- (Cruelty 4) [Power] Gain Horde: Mercenaries, Promise of Free Hands

As Act V is not currently implemented, there is no consequence for promising Exclusive Contract or Free Hands, at this time.

Rhyll's Arrival

Considering their history together, it's understandable that Mina (The Merchant) would object to the hiring of the Hundred Banners. When they arrive at the lair, Rhyll announces them. Mina, quite flustered, approaches and demands to know why they're there. Upon being informed by Rhyll that they now share an employer, she will make it an issue that either they leave or she does. You are then presented with the following options;

- [Leave, Rhyll] Keep Mina, lose Mercenaries
- [Leave, Mina] Lose Mina, keep Mercenaries
- [Capture her] Keep Mina, Mina becomes Unhappy, keep Mercenaries
- [She's yours] Lose Mina, keep Mercenaries, gain Mercenary Morale

It is recommended to look into the quest [The Dress](#), if you wish to keep Mina.

Witch Raid



Wolfmen Route

Requirements	Rewards
3. Met Valzira in Track the Smoke 4. Wolfmen Horde	<ul style="list-style-type: none"> • Captive: Valzira • Wolfmen Morale -1

To start this quest, visit your Wolfmen Horde. Tell them you have a job for them and the assault

will begin. Eburon will rally his people and the scene will transition to the Shack. You'll allow them to attack and secure the Witch. If their Morale is low, however, the Horde will be defeated entirely, so be mindful!

Malagar Route

Requirements	Rewards
<ol style="list-style-type: none"> 1. Met Valzira in Track the Smoke 2. Ancient Spire Lair 3. [Optional] Wolfmen Horde 4. [Optional] Met Garren (The Wisp) in Follow the Lights 5. [Optional] Captive: Cuchilla 	<ul style="list-style-type: none"> ● Captive: Valzira ● Consequence based on path taken

To unlock the Raid, **talk to Malagar about her** in your lair. He will eventually give you three options to complete the quest:

Requirement	Reward
[Me] - The Dragon imbibes a special reagent to attack Valzira	
<ol style="list-style-type: none"> 1. None 	<ul style="list-style-type: none"> ● Valzira Captured ● Lose 3 Days on Act III Timer
<p>Malagar will feed the Dragon a powerful magical substance that will incense them into a rampage that allows them to overwhelm Valzira. However, the physical exhaustion leaves them passed out for three days.</p>	
[The Wolf Tribe] - The Wolf Tribe assaults Valzira's home	
<ol style="list-style-type: none"> 1. Horde: Wolfmen 	<ul style="list-style-type: none"> ● Valzira Captured ● Wolfmen Morale -1
<p>Eburon will rally his people and the scene will transition to the Shack. You'll allow them to attack and secure the Witch. If their Morale is low, however, the Horde will be defeated entirely, so be mindful!</p>	
[The Drunk] - Garren, the Wisp possesses Cuchilla and tricks Valzira	
<ol style="list-style-type: none"> 1. Met Garren (The Wisp) 2. Captive: Cuchilla 	<ul style="list-style-type: none"> ● Valzira Captured ● Lose Cuchilla ● Unlock Quest: Sexy Rescue
<p>Malagar summons Cuchilla up to the laboratory in order to drug her with a bottle of fine wine. After she's drank most of it, impressing Malagar in regards to her constitution, you take her to the swamp so that Garren (The Wisp) can possess her. He will take her body and pose as Cuchilla, asking Valzira for birth control herbs. Valzira will let him in and he will use Cuchilla's body to physically overwhelm the witch. He will deliver Valzira to you, but take Cuchilla's body as payment. This unlocks a quest to rescue your dear friend in Act IV.</p>	

Fathering The Apocalypse



Requirements	Rewards
<ol style="list-style-type: none">1. Pregnancy Flag2. Captive: Heloise OR <ol style="list-style-type: none">3. Captive: Valzira	<ul style="list-style-type: none">● Captive: Malice● Possible End of the World● Unlock Quest: Raising the Apocalypse

Heloise Route

Visit Heloise as your captive. You will have a variety of options; remove her blindfold if your Potency is high, or her gag if your Charm is high, but not both. After seeing the scene, you can then safely remove the other. This will 'break' Heloise, allowing you to sleep with her without them.

If you sleep after the second time with the Incest and Femdom flags enabled, you will see a new dream option - focusing on the texture of your scales.

When you revisit Heloise, she will have a talk with you about what has happened, and its implications. You will have the option to terminate this questline if you really want to. Otherwise, move Heloise to nicer conditions and it will continue.

Your next visit to Heloise will see new surroundings, and a new look for her. Choose whatever you like in the ensuing conversation, and enjoy the following scene.

Upon the first night of Act IV, the child will be born.

Valzira Route

After completing the [Witch Raid](#) quest, you will have captured the witch of the swamp; Valzira. You can attempt to converse with her, but she has little reason to reveal her motives to her enemy. Still, as an elf, she'll do fine as Malice's mother.

Visit her in her cell and rape her. Go to visit her again and she will reveal the pregnancy with great hatred for you and your kind. Have fun making use of her again, if you please.

If you sleep at this point, and have the Incest and Femdom flags, you will have the option of viewing a new dream. Make sure to focus on your scales.

You will receive another scene where Valzira attempts to poison herself and abort the child. However, due to world altering power of the naga, she will be unsuccessful.

Upon the first night of the Act IV, the child will be born.

Huntress Showdown



Requirements	Rewards
1. Act III Timer Elapsed	<ul style="list-style-type: none">• Act IV• [Optional] Captive: Maelys

After the 'day countdown' has reached 0 in Act III, Maelys the Hunter will track down your lair and confront you. If you have not met one of the following conditions, she will kill you;

1. Recruited an additional horde
2. Met Maelys in [Follow the Scream](#)
3. Kobold Horde Morale of 2 or more

If you do not die, you have three options to resolve the scene; kill Maelys, convince her to join you, or break her will to fight. Convincing her to join requires 2 Doubt points. Breaking her will requires 2 Despair points. Either option results in her capture, but they result in different storylines in act IV. Listed below are the actions you can take to increase her Doubt or Despair:

Doubt

1. Save Maelys from attack in act II

Despair

1. Watch Maelys get attacked in act II

2. [I'm Sorry] Skill Check: Charm 6
3. [It Can Change] Skill Check: Mercy 4

2. [I'll Do Worse] Skill Check: Cruelty 4
3. [Pounce!] Skill Check: Strength 6

Act IV

Important Stats	
Can gain:	Mercy, Cruelty, Morale, Prosperity
Can use:	Strength, Charm, Cruelty, Mercy, Treasure , Morale

War Council and Consort

After your showdown with Maelys, you reawaken in your lair. One of your horde's leaders (chosen randomly) will give you a damage report. You will be introduced to a 'war council' consisting of the leaders of your hordes and your lair faction (if you have completed their quest).

Your war council will consist of:

- **Kobolds** - Always
- **Wolfmen** - If you have recruited them.
 - If you promised them [Bitches] but have not gifted them any captives, they will start with a Morale penalty, which will cause them to leave if this depletes their Morale.
- **Mercenaries** - If you have recruited them with POWER or GLORY.
 - If you have not given them any Treasure, they will start with a Morale penalty, which will cause them to leave if this depletes their Morale.
- **Proteans** - If you are in the Sunken Temple and have gifted them the Abbess.
- **Infernals** - If you are in the Abandoned Mine and have gifted them the Inquisitrix.
- **Malagar** - If you are in the Ancient Spire and have gifted him the Witch.

You will be able to choose who to lead your kobolds in battle. This does not change who their representative is when you visit them in your lair.

- **Petruk/Grokkkan** (*if alive*) - He will let you choose between sparing and pillaging.
- **Issa** (*if recruited*) - He will always spare territories.
 - *Special:* Selecting this character gives the kobolds a bonus 1 morale, as you cannot control their actions.
- **Breaker** (*if the torture chamber built*) - He will always pillage territories.
 - *Special:* Selecting this character gives the kobolds a bonus 1 morale, as you cannot control their actions.
- **Kralak** (*random kobold, if Petruk/Grokkkan is killed at the end of Act III*) - He will let you choose between sparing and pillaging. However, as he is not popular, Kobold Horde Morale is reduced by 1.

After that, the council will disband and you will be prompted to rest. When you rest, you have the option to choose a favorite captive to act as your consort. Consorts do not provide mechanical benefits, but you'll unlock variant scenes and some really cute interactions with them.

Potential Consorts

Name	Condition
Chanwe (The Abbess)	Not Implemented
Cuchilla (The Drunk)	Always Accepts
Darja (The Fangirl)	Always Accepts
Eburon (The Wolfboy)	Always Accepts
Enid (The Commoner)	Always Refuses
Heloise (The Inquisitrix)	Accepts if pregnant with your child
Issa (The Kobold)	Not Implemented
Maelys (The Huntress)	Not Implemented
Marie-Anne (The Farmgirl)	Always Accepts
Mina (The Merchant)	Accepts if Happy
Naho (The Wolfgirl)	Accepts, but only 'sticks' if you have Breaker
Sabetha and Inej (The Rogues)	If you've completed Kitten gets the Cream
Valzira (The Witch)	Not Implemented

Always Accepts - Accepts with Condition - Always Refuses - Not Implemented

Conquest

Once you have slept, you can summon your council and begin conquest. The realm is divided into territories, and each of those territories has a Challenge Rating (CR). After selecting a territory, you will be able to choose which of your hordes you want to attack it with. A horde requires morale greater than or equal to the CR of the territory to succeed. Whether you succeed or fail, your Horde's Morale will be reduced by 1 for losses and spent resources. If a horde has Morale 0, they will not be selectable as an option.

If you were successful, you'll be given the choice what to do with the territory:

- You may let your horde **pillage** it, restoring their **Morale (+Cruelty)**.
- You may **spare** it, increasing the **Prosperity** of your kingdom (**+Mercy**).

Prosperity is a new stat that has no immediate use, but will be important in Act V. Once the battle is over, you will return to your lair. After a good night's rest (and some possible time with your consort), you'll be able to launch another attack on a different territory. The conquest sequence ends when you choose to attack the capital, Pale Rock. See [Return to Pale Rock](#) for more information.

If you need to review Horde Morale, see the [Hordes](#) Section.

Territory	CR	Unique features
Bastion	2	Provides double Prosperity if spared
Coldreach	3	Very difficult

Convent	1	Provides double Morale if pillaged
Farmsteads	1	
Forest		<i>Not in game yet</i>
Gutter's Cove	2	Already conquered if you've recruited the mercenaries Provides Cooch as a captive
Peaks		<i>Not in game yet</i>
Swamp	2	Already conquered if you've captured Valzira (The Witch) Cannot be successfully attacked with kobolds Can be attacked with unempowered Malagar Provides no Prosperity or Morale Provides Valzira as a captive
Wildlands	2	Already conquered if you've recruited the wolfmen Provides Naho as a captive If you killed Naho, CR is 0. Still costs 1 morale.
Pale Rock	?	Ends the conquest sequence

1 Morale - 2 Morale - 3 Morale - Boss - Not Implemented

Quests

Raising the Apocalypse



Requirements	Rewards
1. Completed: Fathering the Apocalypse	<ul style="list-style-type: none"> Malice's Temperament

The story of your Naga child will continue on the first night of Act IV, and will play out slightly differently depending on who her mother is and if you've chosen her mother as your consort. Congratulations, you're a father!

Now you have the responsibility of raising her. You'll have several scenes to interact with her and determine how she's raised before the finale of Act IV.

Primary Scenes

These scenes affect Malice and her personality. It is ideal to see both scenes before the Act IV finale.

Kobold Horde

You can find her by visiting the kobolds (or one will come to notify you, if you don't visit them first). She has slain one of the Kobold's pigs and is attempting to eat it. You will have the option to tell her that stealing from others is wrong, or to specify that stealing from you specifically is wrong.

In the Halls

After you visit an unhappy Captive, Malice will ask you about the women you keep captive, and how their position relates to the earlier given lesson. She has several questions here, and you'll want to answer carefully. If you do not have an unhappy captive, this scene will not trigger and alternate logic based on the first scene will be used.

Optional Scenes

These scenes have no effect on Malice herself, but can provide interesting insight.

Girls Will Be Boys

If you visit your Mercenary Horde, you'll find Malice practicing her swordsmanship with some of Rhyll's men. If you end the scene breaking one man's arm, you'll gain 1 Cruelty. Any other ending results in 1 Mercy.

Visiting Her Godparent

If your lair is in the Sunken Temple and you have empowered Mother, you can visit and you'll find Malice talking to her.

Malagar The Science Guy

If your lair is in the Ancient Spire and you have empowered Malagar, you can visit him to find him performing an experiment - which Malice is eager to help with.

Result

Your choices in these interactions will affect her future interactions with you and others, hopefully for the better. Malice has one of three temperaments at the end of Act IV, as determined below. If you did not trigger the second primary scene by visiting an unhappy or broken captive, you instead need to consult the second table. Your daughter is likely to revisit you the last night of Act IV. This scene will play out differently depending on your choice of consort, and your previous interactions with her.

Malice Perspective Table Both Scenes	2nd Scene Choices		
	Correct		It's Complicated
	Belongs to Daddy	Dragons Have Special Rules OR Rules Depend on the Situation	Trade Offs

1st Scene Choice Don't Steal From:	Yes	No	Strong Make the Rules	Think Carefully and Judge Wisely OR Learn as you go	
Me					
Others					

Obedient - Thoughtful - Disobedient

Malice Perspective Table - No Scene 2 OR No Scene 1 & 2

	No Scene 2	
Don't Steal From:	Darja, Maelys, Marie-Anne, Sabetha & Inej ¹ , Mina, Valzira ² , or Naho ² are an unhappy captive	No unhappy captives
Me		
Others		
No Scene 1		

Obedient - Thoughtful - Disobedient

¹ In the current version of the game (4.3.5), these characters always count as unhappy, unless they are chosen as your consort or gifted to one of your hordes.

² In the current version of the game (4.3.5), these characters always count as unhappy if captured and not gifted to one of your Hordes.

Operation: Sexy Rescue



Requirements	Rewards
1. Went with the Cuchilla (The Drunk)	<ul style="list-style-type: none"> Captive: Cuchilla (The Drunk)

plan in Witch Raid 2. Gifted Valzira (The Witch) to Malagar 3. Malagar's Morale >= 1	
--	--

In Act IV, you gain the opportunity to make up for the terrible mistake of letting Garren take Cuchilla. To set this into motion, you merely need to speak to Malagar and inform him that you wish to. He will give you a magical treatment to enable you to evict the wisp from his host. The scene will automatically take you to the swamp and you'll get your beloved captive back at the end.

[Return to Pale Rock](#)

Pale Rock: Preparation

Your generals will put forward proposals for how they can help prepare you for the assault. The faction that you choose will gain **Morale**, as well as special options in the battle to come. If you choose a horde to help you prepare for the assault, you will get a special sequence if you use them in battle, and they will always pass their Morale check. The proteans/infernals/warlock can only be used if you let them help you prepare.

You will have a few private moments to say a farewell of sorts to your consort. If you do not have one, you'll have a little time for personal reflection, instead.

That done, your chosen general will appear, and prepare you for battle.

Pale Rock: Assault

Pale Rock is split into a series of stages. In each stage, you are presented with a tactical dilemma. You will be able to choose between:

1. Doing it yourself, with an appropriate **stat** check. If this check fails, you will be given the choice to approach the task in another way.
2. Get a horde to deal with it. If they do not have any **Morale** left, they will still succeed, but they will suffer significant losses in the process.
3. Brute-force the problem with the application of large amounts of fire. This will reduce the **Prosperity** of your future kingdom.

The stats and hordes used are based on the dilemmas you face:

Stage	Stat	Horde
Bridge	Cruelty 6	<i>Not available yet</i>
Gates	Strength 6	Kobolds
Interior	Charm 6	Mercenaries
Streets	Mercy 6	Wolfmen
Keep	Potency 6	Proteans/Infernals/Warlock

Pale Rock: Showdown

After gaining access to the keep, you will have a showdown with Regent Balthorne. Do as you please in this segment.

The public version of the game ends after your showdown with Regent Balthorne.

Act V

Act V is not in the free versions of the game. To access Act V, purchase Ravager on [Steam](#) (for PC/Mac/Linux) or [Itch](#) (for Android), or support the game on [SubscribeStar](#).

Important Stats	
Can gain:	Mercy, Cruelty, Morale, Prosperity
Can use:	Morale, Prosperity

Your experience of Act V is highly dependent on the choices you've made in the game so far. Because of this, not all of it can be experienced in any single playthrough. The new **Varies According To** column will show factors that make a difference - big or small - to each element.

Introduction

Reunion

Requires	Varies According To
<ul style="list-style-type: none">Adeline is alive.	<ul style="list-style-type: none">Whether Adeline was conscious at the end of the Showdown.Whether you have slept with any other character.Whether you had a consort.Whether you have a daughter.Whether you know about the Pale Convocation.

If Adeline is conscious at the end of the showdown, your conversation with her will start at her chambers. Otherwise, it will begin in the dungeons. If Adeline is dead, it will not happen at all.

You will have a large set of branching dialogue options; these will depend on your actions and what you have heard in your current playthrough. At the end of it, you will have the option to accept Adeline (and 'promote' her, if applicable), or deny her (and 'demote' her). If she ends up in her chambers after your decision, you may sleep with her lovingly. If not, you may sleep with her anyway.

After that, you can go to sleep. Probably the best night's sleep you've ever had.

The Naga Returns

Requires	Varies According To
<ul style="list-style-type: none">Your daughter has been born.	<ul style="list-style-type: none">Whether Adeline shares your bed.Whether Malice stole your consort.Whether Malice returned your consort.Malice's temperament.Whether Sabetha & Inej were stolen.

If you have a daughter, she will visit during the night. You will have the chance to catch up with her on a variety of topics. If you have Incest enabled, you'll also have the chance to make your dreams come true in a variety of different ways.

Malice's visit ends with you falling back into slumber, ready to be awakened by one of two different people...

Morning With Adeline

Requires	Varies According To
<ul style="list-style-type: none">Adeline is alive.Adeline shares your bed.	<ul style="list-style-type: none">Whether the Cataclysm is happening.Whether you fucked your daughter when she visited.

If Adeline shares the bed, she will wake with you. If there is any remaining... evidence of your encounter with your daughter, there'll be the chance to discuss that together. After that, you will have access to Adeline's main harem menu.

This offers all the options she had in the Reunion (in case you missed or skipped them), plus a couple of new additions: the option to ask her questions about 'THE PRESENT', and the chance to have her sing for you. When you leave her, Act V begins in earnest.

Morning With Chia

Requires	Varies According To
<ul style="list-style-type: none">Adeline is dead, or imprisoned.	<ul style="list-style-type: none">Whether the Cataclysm is happening.Whether you fucked your daughter when she visited.

If Adeline is not present, you'll be woken up by a different friendly face. Chia, the maid from Act I, is back to do some laundry. There is the chance to find out quite a lot about her, as well as exercise some royal prerogative. Once you are satisfied, Act V begins in earnest.

The Hub Menu

As of the first release of Act V (v500), the Act V hub menu offers two options:

1. Attend court.
2. Visit a member of your harem.

The team has confirmed that more options will be added over the following months - including visiting your hordes and lair factions, minor characters, and other options.

Court

The Herald's Penance

Requires	Varies According To
<ul style="list-style-type: none"> • Always happens. 	<ul style="list-style-type: none"> • Whether Adeline shares your bed. • Which factions you have recruited. • Your Cruelty and Mercy stats.

Your first visit to court will see a variety of attendees - new faces, and old figures. If Adeline shares your bedchamber, she will support you in your efforts.

The first person to address you in the new court will be... the former regent's herald. He will seek clemency, in exchange for service. This is an excellent opportunity to grill him about some of the events prior to your birth.

At present, you have to accept the herald's service (to keep the court functional and comprehensible), although the team has hinted that kobold functionaries might be available as an alternative in future.

Briefings

Requires	Varies According To
<ul style="list-style-type: none"> • Always happens. 	<ul style="list-style-type: none"> • Which factions you have recruited. • Whether their leaders are alive. • Whether your lair faction has been empowered. • Whether the Cataclysm is happening. • Whether Adeline shares your bed.

All of your mortal hordes (kobolds, wolfmen, mercenaries) and lair factions (Proteans, Infernals, Malagar) will provide an update on what they've been doing since the conquest of the capital.

If a mortal horde had their leader killed during the assault on Pale Rock, one of their members will report on their behalf. The loss of their leader will make them useless for your purposes, but it will not turn them hostile.

Your lair factions, if empowered, will also make an appearance. Their demeanour and objectives will depend heavily on whether or not a Cataclysm is currently happening. Some may be conspicuously absent.

Lowlands

Your first petitioner will be Eburon, who is here to cement the promises you made to his tribe when you first met. His claim over the lowlands conflicts with the interests of its inhabitants.

Requires	Varies According To
<ul style="list-style-type: none">• The wolf tribe are recruited.• The wolf tribe were promised the lowlands.• Eburon is alive.	<ul style="list-style-type: none">• Whether the mercenaries are recruited, if Rhyll is still alive.• Whether Adeline shares your bed.

Betraying Eburon or Rhyll will result in their faction leaving you, by force if necessary.

Highlands

Next up on the honours list is Mina, who would like that big city you've promised her. She doesn't have to deal with any competing claims, but you can still ruin her day if you want to.

Requires	Varies According To
<ul style="list-style-type: none">• Mina is alive, captured, ungifted.• Mina was promised Bastion.	<ul style="list-style-type: none">• The present condition of Bastion.• Whether Adeline shares your bed.• Whether Mina is pregnant.

Betraying Mina will result in the option to let her go, or keep her captive.

Drakesgard

The final petitioner in the first session is Commander Hector, who we last saw getting chewed out by Balthorne after Act II. He seeks clemency for himself and the remnants of his men - who may be useful, if dubiously reliable, enforcers for you. Unfortunately, Rhyll also wants the job.

Requires	Varies According To
<ul style="list-style-type: none">• Always happens.	<ul style="list-style-type: none">• Whether the mercenaries are recruited, if Rhyll is still alive.• Whether Adeline shares your bed.

Betraying Rhyll will result in his faction leaving you, by force if necessary.

Recess

Once you have played through these events, the court will recess. It will be accessible again when the second half of the Chapter One court decisions are added, in the next major update.

Harem

Act V uses a new system for accessing your former captives - now your official harem. You have access to one or more full plotlines with them (as Act IV's consort mechanic), but you don't have to choose between them. All of them are freely accessible. Woohoo!

Adeline (Palace)

Requires	Varies According To
<ul style="list-style-type: none">• Adeline is alive.• Adeline shares your bed.	<ul style="list-style-type: none">• Whether the Cataclysm is happening.• Whether you have seen the court briefings from your commanders.• Which factions you have recruited.

Visiting Adeline in the palace offers all the options she had in the Reunion (in case you missed or skipped them), plus a couple of new additions: the option to ask her questions about 'THE PRESENT', and the chance to have her sing for you.

Adeline (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none">• Adeline is alive.• Adeline is not allowed to share your bed.	<ul style="list-style-type: none">• No variations as yet.

Visiting Adeline in the dungeon offers all the options she had in the Reunion (in case you missed or skipped them).

Chanwe (Moon)

Requires	Varies According To
<ul style="list-style-type: none">• Chanwe is alive, captured, ungifted.• Chanwe is not converted to the Sun.	<ul style="list-style-type: none">• Whether the Cataclysm is happening.• Whether you have finished the Theology sequence of scenes.

If Chanwe retains her Moon faith as of the end of Act IV, you will have the chance to visit her in the palace's temple. You can talk with her on a variety of topics. If you haven't completed your 'theological tuition' yet, you can do so. If you have, you can seduce her anyway.

Chanwe (Sun)

Requires	Varies According To
<ul style="list-style-type: none">• Chanwe is alive, captured, ungifted.• Chanwe is converted to the Sun.	<ul style="list-style-type: none">• Whether the Cataclysm is happening.• Whether Chanwe is pregnant.• Whether Chanwe is anal-only.

If Chanwe *has* been converted to the Sun, her interactions will be very different. She'll have an alternative angle on the history of faith in the Realm, and its significance for the future. She will also be visibly pregnant, if you slept with her in Acts III-IV, which will affect a variety of

interactions.

Cuchilla (Tavern)

Requires	Varies According To
<ul style="list-style-type: none">• Cooch is alive, captured, ungifted.	<ul style="list-style-type: none">• Whether Cooch is pregnant.• Whether you have had anal sex with Cooch before.

Cooch can be found further out from the palace, and is in a withered but talkative mood. She will be pregnant if you have had vaginal sex with her before, and that means a bunch of new conversational topics... and sexual options.

Darja (Palace)

Requires	Varies According To
<ul style="list-style-type: none">• Darja is alive, captured, ungifted.• If Malagar is recruited, Adeline must be alive.	<ul style="list-style-type: none">• Whether Darja is pregnant.• Whether Darja has been tricked.• Whether Darja is <i>supposed</i> to be in the dungeon.

Darja, in her typical fashion, will be as eager to be found as she is indecisive about where she'll end up. She will have many opinions about her dreams becoming true! Or almost true. If she doesn't have a big belly yet, she'll have some questions for you too.

Heloise (Palace)

Requires	Varies According To
<ul style="list-style-type: none">• Heloise is alive, captured, ungifted.• Heloise is your daughter's mother.	<ul style="list-style-type: none">• Adeline's status.• Whether you know about the Pale Convocation.

Heloise is found in suitable luxury, and a good state of physical repair. You have an opportunity to quiz her on some more *sensitive* topics, although you may or may not like the answers she gives. You can also have vaginal sex with her again, if you don't mind the price attached.

Heloise (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none">• Heloise is alive, captured, ungifted.• Heloise is not your daughter's mother.	<ul style="list-style-type: none">• Whether you have a daughter by Valzira.• Whether you keep her gag on or not.

	<ul style="list-style-type: none"> • Whether you know about the Pale Convocation.
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If Heloise is not the mother of your daughter, she can be found in the dungeons instead. If you choose to ungag her, she is an interesting source of information she might not otherwise share. And either way, you can fuck the shit out of her.

Issa (Palace)

Requires	Varies According To
<ul style="list-style-type: none"> • Issa is alive, captured, ungifted. 	<ul style="list-style-type: none"> • Whether the Cataclysm is happening. • Whether Issa served as the kobolds' commander. • Adeline's status.

Issa is found in a (far) quieter corner of the palace, having found a new role for himself. He can be quizzed on multiple topics, and may have some questions of his own.

Maelys (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none"> • Maelys is alive, captured, ungifted. 	<ul style="list-style-type: none"> • Whether Maelys is severed. • Whether Maelys surrendered due to doubt or despair.

Maelys can be accessed much as she could in Act IV. This is largely the same, but you can also initiate one of her two Act V quests (see Quests, further below).

Marie-Anne (Palace)

Requires	Varies According To
<ul style="list-style-type: none"> • Marie-Anne is alive, captured, ungifted. • Marie-Anne is staying with you willingly. 	<ul style="list-style-type: none"> • Whether Marie-Anne is pregnant. • Whether Marie-Anne is broken. • Whether Marie-Anne was your consort. • Whether the Cataclysm is happening. • Whether Marie-Anne's animals were brought to your lair. • Whether Boof was adopted.

Marie-Anne can be found in the corner of the palace she finds most familiar. Her interactions are highly dependent on the nature of her loyalty to you, her physical state, and your history with her. In any case, you'll have a lot of different conversational and physical options with her.

Marie-Anne (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none">• Marie-Anne is alive, captured, ungifted.• Marie-Anne is not staying with you willingly.	<ul style="list-style-type: none">• Whether Marie-Anne is pregnant.• Your behavior during conquest.

If Marie-Anne is being kept against her will, she will be found in the dungeons instead. You can quiz her about her condition, offer to improve her circumstances, and take advantage of her vulnerability.

Mina (Palace)

Requires	Varies According To
<ul style="list-style-type: none">• Mina is alive, captured, ungifted.• Mina is staying with you willingly.	<ul style="list-style-type: none">• Whether Mina is pregnant.• Whether Mina was your consort.• Whether Mina was promised Bastion.• Your Realm's Prosperity.• Whether Mina was gifted a dress.• Whether you have had anal sex with Mina before.• Whether the Cataclysm is happening.

Mina has found a suitable new place for herself in the palace. A lot will depend on the condition of Mina, your Realm, and your history together - so play around if you want to see all the possibilities. And there are certainly some new possibilities, for both of you.

Mina (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none">• Mina is alive, captured, ungifted.• Mina is not staying with you willingly.	<ul style="list-style-type: none">• Whether Mina is pregnant.• Whether Mina was gifted a dress.

In the eventuality that Mina is not a willing guest, she will still remain at your leisure - and several new opportunities present themselves. Enjoy yourself.

Naho (Broken)

Requires	Varies According To
<ul style="list-style-type: none">• Naho is alive, captured, ungifted.• Naho is broken.	<ul style="list-style-type: none">• Whether Naho is pregnant.• Whether you have fucked her in Act V

	<ul style="list-style-type: none"> • Whether it is your first visit in Act V. • Whether Naho was your consort. • Whether you have previously made Naho beg for your cock.
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If Naho was your consort, or you give her some additional time to stew, she will accept a promotion to 'pet' status.

Naho (Pet)

Requires	Varies According To
<ul style="list-style-type: none"> • Naho is alive, captured, ungifted. • Naho is broken. • Naho has accepted your promotion to pet status. 	<ul style="list-style-type: none"> • Whether Naho is pregnant. • Whether Adeline shares your bed. • Her experience in performing tricks. • Whether her opinions on species-mixing have been made clear. • Whether her connection to Valzira is known to you. • Eburon's present status.

Naho is available to visit in your royal bedroom. She is now considerably more talkative, and can be taught some fun tricks.

Naho (Unbroken)

Requires	Varies According To
<ul style="list-style-type: none"> • Naho is alive, captured, ungifted. • Naho is not broken. 	<ul style="list-style-type: none"> • Whether Naho is pregnant. • Whether her opinions on species-mixing have been made clear. • Eburon's present status.

If you have not referred Naho to Breaker, she will be available to interact with in the dungeon. You can discuss many of the same topics with her as with Pet status, but she'll be far less cooperative.

Sabetha & Inej (Palace)

Requires	Varies According To
<ul style="list-style-type: none"> • Sabetha & Inej are alive, captured, ungifted. • Sabetha & Inej were your consorts, OR you have impregnated Inej. 	<ul style="list-style-type: none"> • Whether Sabetha & Inej were your consorts. • Whether Inej is pregnant.

If our catgirl duo were your consorts, you will find them as expected in the palace. If they're not, but Inej is pregnant, you'll find them there anyway. You can ask them about a variety of topics, or send Sabetha away to have a more private conversation with Inej. Sabetha will be very keen to attend to any physical demands you might have.

Sabetha & Inej (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none"> • Sabetha & Inej are alive, captured, ungifted. • They were not your consorts, and you have not impregnated Inej. 	<ul style="list-style-type: none"> • Whether you have completed their captive arc or not.

If you have not yet completed Sabetha & Inej's captive arc, you will get an opportunity to do so in Act V. If you have, you will see a new scene where Inej makes a novel proposition. Accepting this will transition Sabetha & Inej to the palace. Declining it locks off the pair... for now.

Valzira (Dungeon)

Requires	Varies According To
<ul style="list-style-type: none"> • Valzira is alive, captured, ungifted. 	<ul style="list-style-type: none"> • Whether you have a daughter by Valzira. • Whether you have a daughter by Heloise. • Whether Valzira has used the Words Of Power on you. • Whether you know about the Pale Convocation. • Your questions in previous encounters.

Valzira can be found in the palace dungeons. You will find her a lot more bored, and consequently talkative, than the previous times you've interacted with her.

Factions

Act V also implements new interactions with (surviving) factions under your command, allowing you to understand more of their motivations and intentions. The first of these to be implemented is Malagar, with the others arriving soon.

Malagar

Requires	Varies According To
<ul style="list-style-type: none"> • Malagar has been empowered. • Adeline is alive. 	<ul style="list-style-type: none"> • Whether the Cataclysm is happening.

Malagar can be found in the ancient spire, a fair journey away - at least at first. His experiments

have made a lot of progress, and he will be excited to share his findings with you.

Other Characters

Chia

Requires	Varies According To
<ul style="list-style-type: none">• Adeline is alive.• Adeline shares your bed.	<ul style="list-style-type: none">• Whether you have a messy bed.

If Adeline shares your bedchamber, you will find Chia the first time that you go to visit Adeline in Act V. Similar options are available, but her answers to questions will be quite different.

Quests

The Huntress's Redemption

Requires	Varies According To
<ul style="list-style-type: none">• You have not severed Maelys.• You have seen This Fixes Everything.	<ul style="list-style-type: none">• No variations yet.

Maelys has had a long time to think after the events of This Fixes Everything. When you visit her again, she will be in more of a contemplative mood - and will have a new proposition for you. Accepting it will enable her Redemption quest, while declining it will put her on a very different path.

Maelys's Redemption quest will be continued in a future version.

The Huntress's Damnation

Requires	Varies According To
<ul style="list-style-type: none">• You have severed Maelys.• Adeline is alive and unimprisoned.	<ul style="list-style-type: none">• Whether you severed Maelys accidentally or deliberately.

If Maelys was severed, then she might seem to be at a (brain-)dead end. But if you visit her in the dungeons and the princess is free to roam, Adeline is willing to provide some fresh ideas! You may need to visit Maelys twice to trigger this, if you are using an old save. If you accept Adeline's proposal, you will start Maelys's damnation quest. If you decline it, she will be left as she is.

Maelys's Damnation quest will be continued in a future version.

Lairs & Factions

Lairs

The lair is home to you, your Hordes, and your Captives while you prepare to conquer the Realm. When you claim and lair and explore it, you will discover a unique Faction the Dragon can choose to make an alliance with. Once you unlock a Faction's representative by fulfilling their unlock condition, they will count as a Horde under your command. You can give them Captives to improve their Morale. Only one lair can be chosen per playthrough.

In your Lair you can summon your attendant, the Kobold Horde Leader. This will give you the option to give him a new name, change the title they refer to you by, or make something at the cost of 1 Treasure:

- **[Traps]:** Protect your Hoard from thieves. See [Bastion Heist](#) for more information.
- **[A Sacrifice]:** 3 STRENGTH
- **[An Idol]:** 3 CHARM
- **[Torture Chamber]:** Torture scenes
- **[A Bath]:** Unlock the ability to heal

Only one of each can be purchased. To gain the benefit, you must rest for the night or return to your lair from elsewhere.

Sunken Temple (Proteans)



Eldritch entities from beyond the world, represented by '[Mother](#)'.

Lair Unlock	Lair Faction Unlock
<ul style="list-style-type: none">• Stowed away in Infiltrate a Ship• Asked Garren (The Wisp) about Surroundings in Follow the Lights	<ul style="list-style-type: none">• Captive: Chanwe (The Abbess)

To unlock Mother:

[Investigate the deep chambers] of the temple and **[Focus on the statue]**, then visit Chanwe (The Abbess) in your lair, and say **[There is a god Here]**. This will lead to a scene where she is converted into Mother (Tentacles/Chanwe Orgy). Just don't flee at any point- though due to the Temple's strange geography you won't always be able to,

Abandoned Mine (Infernals)



Demons and hellhounds from the Inferno, represented by '[Žižeryx](#)'.

Lair Unlock	Lair Faction Unlock
<ul style="list-style-type: none">• Asked Marie-Anne (The Farmgirl) about Shelter in Approach the Stable• Mina (The Merchant) told you about it in Attack the Oxcart	<ul style="list-style-type: none">• Captive: Heloise (The Inquisitrix)

To unlock Žižeryx:

[Explore the depths], then [Step unto the altar]. After that, you can create an alliance in return for [Power], [Pleasure], or [Knowledge]. In the current version each choice gives the same successful result, except for [Nothing from you] which makes Infernal content unavailable for the rest of the game.

Then, complete the [Bastion Heist](#) quest and return with Heloise in hand. Return to Žižeryx.

Ancient Spire (Malagar)



An amoral scientist with strange ambitions, represented by [himself](#).

Lair Unlock	Lair Faction Unlock
<ul style="list-style-type: none">• Asked Darja (The Fangirl) about it in The Campfire	<ul style="list-style-type: none">• Captive: Valzira (The Witch)

To unlock Malagar:

Claim the Ancient Spire as your lair. His arrival will be added to the Night Event Queue. After that, ask about what he can do for you. This will unlock the [Witch Raid](#) quest. Return from the quest with Valzira, and let him know you have her.

Hordes



In Act III you can recruit Hordes. The only stat they have is Morale; an approximation of their numbers, equipment, and eagerness to fight on your behalf.

The Kobolds

Method to Acquire: Acquire a Lair in Act II. They seek you out at the beginning of Act III. All of the choices in the initial meeting lead to the same conclusion, except if you decide to [Squish him]. His second-in-command Grokkan will take over. At 2 or greater Morale, you can spend 1 Morale to send the Kobolds out to steal Treasure.

The Wolfmen

Method to Acquire: Succeed in Challenging Naho in [Wildlands](#).

The Mercenaries

Method to Acquire: Succeed in Convincing Rhyll in [Deal with the Mercenaries](#).

If you hire them and have Mina as a captive they will make you choose:

- [Leave, Rhyll] Lose mercs, keep Mina
- [Leave, Mina] Lose Mina, keep mercs
- [Capture her] Keep mercs, Mina becomes Unhappy
- [She's yours] Lose Mina, keep mercs, gain merc Morale

If you capture Mina, but wish to keep her happy, you'll need to complete the quest: [The Dress](#).

Managing Morale

There are three ways to increase a Horde's morale or a Lair Faction's Power.

- Give them treasure (Unavailable for Lair Factions)
- Gift them Captives
- [Act IV] Let them Pillage Territories

To give a Captive or Treasure to a Horde, [Survey your Horde] in your lair and choose the one you want to interact with. You will no longer be able to interact with Captives you give to a Horde, but may get additional sex scenes of the horde interacting with them in addition to the morale gained. If you do decide to give them a captive, be aware that you can not take them back. Some captives give extra scenes as horde gifts. In the current version, not all captives can be given to all hordes.

Table: Horde Captive Gifts

	Kobolds	Wolfmen	Mercs	Proteans	Infernals	Warlock
Chanwe (The Abbess)	Orgy	Double Anal	Public Use	Sacrifice		
Cuchilla (The Drunk)	Orgy	Wolf Anal				
Darja (The Fangirl)	Oral	Public Use			Dragongirl	
Heloise (The Inquisitrix)		Wolf Vaginal			Sacrifice	Mind Control
Issa (The Kobold)		Anal	Oral			
Maelys (The Huntress)		Threesome				
Marie-Anne (The Farmgirl)	Pig Vaginal			Birthing	Reunion	Mirroring
Mina (The Merchant)	Public Use	Wolf Spitroast				Wormholes
Naho (The Wolfgirl)	Public Use	Orgy		Triple Penetration	Hellhound DP	Transformation
Sab & Inej (The Rogues)		Wolf & Wolfman		Tentacle Yuri		
Valzira (The Witch)	Impalement	Double Oral	Public Use			Sacrifice

Not Implemented - Available Option - Available Option + Scene - Available Option + Illustrated Scene

Captives

The Captives are individuals you can capture and bring back to your lair for sex and other interactions. They can be gifted to your Hordes to increase Morale and unlock special sex scenes, but doing so makes the Captives otherwise unavailable to you for the rest of the game. Most scenes are only possible after learning their names, so be sure to talk to each after you capture them. Listed below are all the current Captives and their main erotic content.

Note: As the game is a work in progress, some scenes are partially animated or voiced. The animated and voiced checkboxes are only ticked for scenes that are *fully* animated or voiced.

Chanwe (The Abbess)

Chanwe is a devout priestess of the Moon Goddess. She believes that she must protect her Convent, even if it means sacrificing herself. *Especially* if it means sacrificing herself.

Potential Consort: No

Method(s) to Capture:

- Capture her at [the Convent](#)



Liturgy (Dragon/Chanwe - Anal)

Illustrated *Animated* *Voiced*

Flags: *None*

Unlock: Visit the Monastery in the Mountains, which is actually a Convent.

Eucharist (Dragon/Chanwe - Anal)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: If allowed to take the lead, she will ride you cowgirl anally. If you take the lead, the Dragon will ride her doggy style.

Unlock: As your captive, fuck the Abbess, or let her fuck you.

Revelation (Tentacles/Chanwe - Orgy)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: Seeing a revelation of her goddess, Chanwe is drawn in by the primordial power and tentacle raped. She then is transformed and possessed by the dark power of Mother.

Unlock: Secure the Sunken Temple as your lair. Explore the deeper parts of the temple. Capture

the Abbess and initiate dialogue [There is a god here]. She will follow you down and the scene will initiate.

Sermon I (Dragon/Chanwe - Handjob)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: The Abbess gets to her knees and uses her breasts to pleasure the Dragon.

Unlock: Visit Chanwe after you have captured her and ask her to tell you of her Goddess. If you have MERCY 1, she will agree.

Sermon II (Dragon/Chanwe - Titfuck)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: The Abbess gets to her knees and uses her breasts to pleasure the Dragon, as before.

Unlock: After your first lesson with Chanwe, ask her again. If you have (Mercy >= 2), she will agree.

Sermon III (Dragon/Chanwe - Oral, Titfuck, Vaginal)

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: The Abbess gets to her knees and uses her breasts to pleasure the Dragon, as before, but then requests them to defile them vaginally.

Unlock: After the last two lessons with Chanwe, ask her again. If you have (Mercy >= 4), she will agree to another session - but you may not necessarily want to agree with *her*.

Cuchilla (The Drunk)

Cuchilla “Cooch” is an abnormally tough mercenary. Able to out-drink the best of them and remain standing, she has a constitution that’s surprising, even to one such as yourself. Beyond that, she is generally kind and easy-going.

Potential Consort: Yes

Nameable: Yes

Method(s) to Capture:

- [Pick off one of the townspeople](#)
- If you recruit the mercenaries, but have not recruited Cuchilla, a scene of her arriving will trigger the next time you go to visit captives.



Night Visit (Dragon/Cuchilla - Vaginal)

Illustrated Animated Voiced

Flags: Rape

Description: Take a sleeping Cuchilla from behind.

Unlock: Go to Gutter's Cove (the Fishing Village) and [\[Pick off one of the townspeople\]](#).

Seconds (Dragon/Cuchilla - Vaginal)

Illustrated Animated Voiced

Flags: None

Description: Take Cuchilla from behind, doggy style.

Unlock: Initiate sex with Cuchilla with her as your captie..

Dogfight with Naho (Cuchilla/Naho - Fingering, Oral)

Illustrated Animated Voiced

Flags: Rape, Sharing

Description: Cuchilla wants to pet the puppy. Puppy does not want pets. After forcibly getting her way, the two end up eating each other out.

Unlock: With both Naho and Cuchilla as captives, and having gotten to know Cuchilla, visit Naho's cell.

Drinks with Darja (Dragon/Darja/Cuchilla - Threesome)

Illustrated Animated Voiced

Flags: None

Description: Darja will initiate a makeout session that ends up with the two of them laid against each other. The Dragon is then invited to press his length between them.

Unlock: After you have captured and had sex with Darja and Cuchilla, visit Cuchilla and take Darja up on her offer.

Cuchilla's Bet (Donkey/Cuchilla or Dragon/Cuchilla - Vaginal)

Illustrated Animated Voiced

Flags: Bestiality

Description: After boasting about her exploits with the Dragon, Cuchilla is warged to take a donkey's cock, to prove she could take the supposed size of the Dragon.

Unlock: After recruiting the mercenaries and having gotten to know Cuchilla, visit the mercenary camp.

- [Observe] Donkey/Cuchilla Vaginal
- [Interrupt] Dragon/Cuchilla Vaginal

Operation: Sexy Rescue (Dragon/Garren/Cuchilla - Vaginal)

Illustrated Animated Voiced

Flags: None

Description: Cuchilla needs the divine spirit fucked out of her.

Unlock: See the [Operation: Sexy Rescue](#) quest for more information.

A Big Mouthful (Dragon/Cuchilla - Oral)

Illustrated *Animated* *Voiced*

Flags: None

Description: Your Consort was training to please you , but something unfortunate happened. Let her show you that it wasn't all for naught.

Unlock: Select Cuchilla as your consort in Act IV. This scene will be added to the Lair Event queue.

Sober Seconds (Dragon/Cuchilla - Vaginal)

Illustrated *Animated* *Voiced*

Flags: None

Description: Your consort is more sober than usual, show your appreciation and recreate your first time together.

Unlock: Select Cuchilla as your consort in Act IV. This scene will be added to the Lair Event queue.

Breaking a Sweat (Dragon/Cuchilla - Cunnilingus)

Illustrated *Animated* *Voiced*

Flags: None

Description: Your consort is sweaty after a workout, give a thorough cleaning with your tongue.

Unlock: Select Cuchilla as your consort in Act IV. This scene will be added to the Lair Event queue.

Thirsty Cooch (Dragon/Cuchilla - Oral)

Illustrated *Animated* *Voiced*

Flags: None

Description: Ignored and pent up, Cuchilla wakes the Dragon up to satisfy her urges.

Unlock: After choosing Cuchilla for your consort in the beginning of Act IV, ignore her for 3 days and then deny her request for release.

Wolfmen Fate: Hair of the Dog (Wolf/Cuchilla - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Bestiality

Description: As you visit the wolfmen, spectate as Cuchilla is taken by one of the pureblood wolves.

Unlock: Gift Cuchilla to the Wolfmen Horde and then visit the horde.

Darja (The Fangirl)

Darja is eager to be a dragon's consort, and to have dragon babies. Maybe a bit too eager. You're not sure she has what it takes, but you'll enjoy her attempts nonetheless.

Potential Consort:

Nameable: Yes

Method(s) to Capture:

- Capture her in the [Campfire](#)



First Night (Dragon/Darja - Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: Take Darja from behind either vaginally or anally.

Unlock: If you claim the Ancient Spire as a lair Darja will offer herself to you immediately. If you capture Darja after you claim another Lair, visit her and tell her it's time. If you attempt to take her anally, you'll instead get Special Present, see below.

Damsel in Distress (Dragon/Darja - Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: Darja will interpret her captive status as you wanting her to roleplay as your damsel in distress.

Unlock: Sex Darja as an unhappy captive.

Special Present (Dragon/Darja - Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: After having taken several days to prepare herself for you, Darja presents her gift to you.

Unlock: In the option of First Night (See above), attempt to penetrate anally. Lie to her. She will be unable to. Wait 7 days. She will then present her present.

Drinks with Cuchilla (Dragon/Darja/Cuchilla - Threesome)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: Darja, ever opportunistic, offers to have some fun with Cuchilla, at the Dragon's prompting.

Unlock: After you have captured and had sex with Darja and Cuchilla, visit Cuchilla and take Darja up on her offer.

Licky Dicky Action (Dragon/Darja - Oral)

Illustrated *Animated* *Voiced*

Flags: None

Description:

Description: Darja is taught to orally please you.

Unlock: Select Darja as your consort in Act IV. This scene will be added to the Lair Event queue.

Her Other Hole (Dragon/Darja - Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: None

Description: Darja makes a special attempt at romantic seduction.

Unlock: Select Darja as your consort in Act IV. This scene will be added to the Lair Event queue.

Infernal Fate: Dragon Princess (Dragon/Darja - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Darja is excited to show you how much she has learned from Zizeryx on being a dragon princess.

Unlock: After unlocking the Infernals lair faction, gift them Darja. It will be added to the queue of events upon visiting them.

Making Friends (Issa/Darja - Kissing)

Illustrated *Animated* *Voiced*

Flags: Sharing

Description: Issa and Darja have some minor action, at the Dragon's prodding.

Unlock: Capture Issa and Darja. In the queue of events upon visiting Issa, you may walk in on them.

Heloise (The Inquisitrix)

Heloise is cool and calm, yet ephemeral and beautiful. She is like the cool fog over a frozen lake. Enough to draw you in, to kill you in one fatal misstep.

Potential Consort: Yes

Method(s) to Capture:

- See the [Bastion Heist](#) Quest



Absorption (Dragon/Heloise - Vaginal, Oral)

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: The Dragon shows the Inquisitrix her place in the world.

Unlock: Visit Heloise in your lair after you complete the [Bastion Heist](#) Quest. If you remove both her blindfold and gag at any point before sex, the game will end.

- [Fuck her] → [Remove her blindfold] → [Later, perhaps] (Skill Check: Potency 4), Dragon/Heloise Vaginal
- [Fuck her] → [Remove her gag] → [No] (Skill Check: Charm 6), Dragon/Heloise Oral, Vaginal

If you removed her blindfold or gag before sex you will have the option to remove the other afterwards, gaining Charm.

Repletion (Dragon/Heloise - Vaginal)

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: Take her again with altered dialogue.

Unlock: After breaking Heloise in Absorption, return to her cell.

Memories (Dragon/Heloise/Chia - Oral, Vaginal, Dragon/Adeline/Chia - Breastfeeding, Vaginal)

Illustrated *Animated* *Voiced*

Flags: *Femdom*

Description: Encounter a dream version of Heloise, the remnant of her magic inside your mind, and either show her why her physical counterpart submitted or indulge in a dream of Adeline.

Unlock: After Capturing and having sex with Heloise, sleep and choose to dream about her. Any

of the choices leads you to the following:

- [The Inquisitrix] Dragon/Heloise Cunnilingus, Dragon/Chia & Heloise Vaginal
- [The Princess] Dragon/Adeline Breastfeeding, Dragon/Chia & Heloise Vaginal

Bonding (Dragon/Heloise - Handjob, Oral)

Illustrated *Animated* *Voiced*

Flags: Pregnancy

Description: With a Pregnant Heloise, continue what you were already doing

Unlock: Visit Heloise after confirming her pregnancy.

Infernal Fate: Sacrifice (Dragon/Žižeryx/Heloise - Anal, Oral, Transformation)

Illustrated *Animated* *Voiced*

Flags: Rape, Intersex

Description: Heloise is raped by Zizeryx and orally pleases the Dragon as she transforms into an infernal.

Unlock: After you claim the Abandoned Mine as your Lair, capture Heloise, and then present her to the Infernals.

Bad Science: Turnabout (Dragon/Heloise - Mind Control)

Illustrated *Animated* *Voiced*

Flags: Rape

Description:

Unlock: Give Heloise to Malagar for experimentation.

Mother's Milk (Dragon/Heloise - Breastfeeding)

Illustrated *Animated* *Voiced*

Flags: None

Description: Heloise has two nipples and the Dragon's hungry daughter has only one mouth.

Unlock: With a Pregnant Heloise, continue what you were already doing

Daughters Of The Goddess (Dragon/Heloise/Maelys - Threesome)

Illustrated *Animated* *Voiced*

Flags: None

Description: Heloise thinks it'd be a good idea for her and the Dragon to visit Maelys.

Unlock: Recruit Maelys using the 'Doubt' outcome (See: [Huntress Showdown](#)), and choose Heloise as your consort in Act IV. She will be waiting in your chamber to talk to you about Maelys, on the second night of Act IV. Encourage her to go see Maelys, and accompany her.

Malice's Birth (Heloise - Egg-laying)

Illustrated *Animated* *Voiced*

Flags: Pregnancy

Description: Watch as Heloise brings the Dragon's child into the world.

Unlock: If Heloise is pregnant when Act IV begins, visit Heloise or attempt to sleep.

The Inquisitrix's Weakness (Heloise/Dragon - Cunnilingus, Anal)

Illustrated *Animated* *Voiced*

Flags: None

Description: Heloise has recreated her honeymoon with the Dragon.

Unlock: Neglect Heloise's sexual needs for three days. Upon next sleep, a special scene will occur.

Wolfmen Fate: Be My Pet (Heloise/Wolves - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape, Bestiality

Description: Heloise comes to terms with her new role in the tribe.

Unlock: Gift Heloise to the wolfmen, then revisit them.

Issa (The Chamberlain)

Issa is a loyal kobold with greater intelligence and grace than his kin. Transformed at the behest of his previous master by the witch Valzira, he is something between male and female.

Potential Consort: No

Nameable: Yes

Method(s) to Capture:

- Upon starting Act III, the event for Issa to show up is automatically in the [Lair Events](#) queue.



Demonstration (Dragon/Issa - Anal, Kobold/Issa - Anal)

Illustrated *Animated* *Voiced*

Flags: Intersex

Description: Issa, a unique kobold, is caught among the Dragon's things.

Unlock: After you claim a lair, this high priority event is added to the Lair Event Queue.

- [Leave us be] Choice of sex and/or capture, Dragon/Issa Anal (Capture Issa)

- [Punish him] Kobold/Issa Anal, choice to remove or capture (Capture Issa, Lose Issa)

Demonstration (Dragon/Issa - Anal)

Illustrated *Animated* *Voiced*

Flags: Rape, Intersex

Description: Issa shows the lengths of his loyalty.

Unlock: When Issa first shows up, ask for a demonstration of his usefulness

Punishment: Stocks (Kobold/Issa - Gangbang, Public Use)

Illustrated *Animated* *Voiced*

Flags: Rape, Intersex

Description: Issa is given suitable punishment in the stocks.

Unlock: Visit Issa after you see his interactions with Naho, follow him and punish him.

Punishment Gangbang (Kobold/Issa - Gangbang, Public Use)

Illustrated *Animated* *Voiced*

Flags: Rape, Intersex

Description: Issa is given suitable punishment, put out for the pleasure of his brothers.

Unlock: Visit Issa after you see his interactions with Naho, follow him and punish him.

Making Friends (Issa/Darja - Kissing)

Illustrated *Animated* *Voiced*

Flags: Intersex, Sharing

Description: Issa and Darja have some minor action, at the Dragon's prodding.

Unlock: Capture Issa and Darja. In the queue of events upon visiting Issa, you may walk in on them.

Hidden Depths (Issa - Oral or Anal)

Illustrated *Animated* *Voiced*

Flags: Intersex

Description: Issa is ready to serve his master either with his mouth or his ass.

Unlock: Capture Issa and tell him you need relief.

Mercenary Fate: Finish Him Off (Issa/Mercenary Oral)

Illustrated *Animated* *Voiced*

Flags: Intersex, Gore

Description: Issa is put to a couple of new uses in mercenary negotiations.

Unlock: Gift Issa to the mercenaries, then revisit them.

Maelys (The Huntress)

Maelys is a hardened hunter, her body and mind trained across centuries of hunting dangerous prey like you. Balthorne has hired her for that exact reason. Be wary of this beautiful rose, lest you get the thorns.

Potential Consort: No

Method(s) to Capture:

- See the [Huntress Showdown](#) Quest



Meeting (Centaur/Maelys - Vaginal)

Illustrated *Animated* *Voiced*

Flags: *Rape, Cuckoldry*

Description: The centaurs continue with what they were doing before the Dragon arrived.

Unlock: Do not rescue her in [Follow the Scream](#).

Compromise (Dragon/Maelys - Handjob)

Illustrated *Animated* *Voiced*

Flags:

Description: Maelys is scared to take the Dragon vaginally, and offers a handjob instead.

Unlock: In the Act III ending, [Huntress Showdown](#), convince Maelys to join you.

Severance (Dragon/Maelys - Vaginal/Anal)

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: The Dragon disregards Maelys' fear and takes her.

Unlock: In the Act III ending, [Huntress Showdown](#), force Maelys to submit.

Daughters Of The Goddess (Dragon/Heloise/Maelys - Threesome)

Illustrated *Animated* *Voiced*

Flags: *None*

Description: Heloise thinks it'd be a good idea for her and the Dragon to visit Maelys.

Unlock: Recruit Maelys using the 'Doubt' outcome (See: [Huntress Showdown](#)), and choose Heloise as your consort in Act IV. She will be waiting in your chamber to talk to you about Maelys, on the second night of Act IV. Encourage her to go see Maelys, and accompany her.

This Fixes Everything (Dragon/Maelys Vaginal)

Illustrated *Animated* *Voiced*

Flags: None

Description: After seeing Heloise's happiness in Daughters of the Goddess, Maelys thinks that such a change would be good for her.

Unlock: After Daughters of the Goddess (See above), visit Maelys again.

Wolfman Fate: Hunted Huntress (Dragon/Maelys - Gangbang)

Illustrated Animated Voiced

Flags: Rape

Description: Maelys takes part in their physical bouts and ends up on the bottom, after an impressive showing.

Unlock: Gift Maelys to the Wolfmen.

Marie-Anne (The Farmgirl)

Marie-Anne is a softhearted and forgiving farmgirl who loves animals and the people around her. She is caring for others, even those she doesn't know, but will stand up for her friends in the face of aggression.

Potential Consort: Yes

Method(s) to Capture:

- Capture her in [Approach the Stables](#)
- Capture her in [Mercenary Gathering](#)



Farm Raid (Dragon/Marie-Anne - Oral, Dragon/Marie-Anne - Anal, Vaginal)

Illustrated Animated Voiced

Flags: Rape (optional), Mutilation (optional)

Description: Have Marie-Anne tend to your needs either willingly or by force.

Unlock: Go to the [Approach the Stables](#) and demand pleasure.

Farm Raid II (Horse/Marie-Anne - Vaginal)

Illustrated Animated Voiced

Flags: Bestiality

Description: Have Marie-Anne tend to your needs either willingly or by force.

Unlock: Go to the [Approach the Stables](#) and rape her. Then leave her stuck there. Return to the stables.

Tending (Dragon/Marie-Anne - Oral)

Illustrated *Animated* *Voiced*

Flags: None

Description: Marie-Anne will see to your needs orally.

Unlock: Capture Marie-Anne in a happy state and she will tend to you.

Serving (Dragon/Marie-Anne - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Take Marie-Anne doggy style.

Unlock: Capture Marie-Anne in an unhappy state and force yourself upon her.

Breeding Season (Dragon/Marie-Anne - Vaginal)

Illustrated *Animated* *Voiced*

Flags: None

Description: Take Marie-Anne vaginally.

Unlock: Capture Marie-Anne in a happy state and tell her that you want more than oral.

Trojan (Horse/Marie-Anne - Handjob, Oral)

Illustrated *Animated* *Voiced*

Flags: Bestiality

After capturing Marie-Anne, **rest for the night** until you see a vision of the Farmstead.

Down Boy (Wolf/Marie-Anne - Doggystyle, Oral)

Illustrated *Animated* *Voiced*

Flags: Bestiality, Sharing

Description: Marie-Anne sees a wolf in need while doing her laundry.

Unlock: Have the wolfmen horde and capture Marie-Anne. Visit the baths before she adopts a wolf.

Bad Science: Shared Passion (Dragon/Marie-Anne - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Nope

Description: While under a magical effect that makes her mirror your emotions, fuck Marie-Anne.

Unlock: After gifting Valzira to Malagar, gift Marie-Anne to him.

Breaking (Breaker/Marie-Anne - Torture)

Illustrated *Animated* *Voiced*

Flags: Rape, Mutilation

Description: Breaker sexually tortures Marie-Anne to make her loyal and receptive to the Dragon.

Unlock: After building the Torture Chamber, have him see to Marie-Anne.

A Tender's Needs (Dragon/Marie-Anne - Titfuck)

Illustrated *Animated* *Voiced*

Flags: None

Description: Marie-Anne will wakes the dragon with a titfuck.

Unlock: Make Marie-Anne your consort in Act IV and then ignore her sexually for 3 days. She will ask you to address it, and deny her again.

Down On The Farm (Hounds/Marie-Anne - Orgy)

Illustrated *Animated* *Voiced*

Flags: Bestiality

Description: Marie-Anne explains the first time that it happened and the circumstances that lead to it.

Unlock: After seeing Marie-Anne engage in sexual acts with animals, confront her about just how much she loves animals.

Nightmare Reunion (Trojan/Marie-Anne Vaginal)

Illustrated *Animated* *Voiced*

Flags: Bestiality

Description: A hellish specter of Marie-Anne's horse pays her a visit.

Unlock: After Giving Marie-Anne to the Infernals, visit the Infernals.

We're Just Animals (Dragon/Marie-Anne/Mina - Titfuck):

Illustrated *Animated* *Voiced*

Flags: None

Description: Marie-Anne goes to see Mina for some supplies. The dragon escalates the situation.

Unlock: Have both Marie-Anne and Mina with neither upset.

Mina (The Merchant)

Mina is an independent and reasonable merchant. She will often seek to talk her way out of situations, knowing that her physical prowess is less than the mighty warriors she faces.

If you upset her, there is a short quest to restore her happiness. See the Quest: [The Dress](#) for more information.

Potential Consort: Yes

Method(s) to Capture:

- Capture her in [Attack the Oxcart](#)
- Capture her in [Investigate the Gathering](#)
- Capture her in [Papers Check](#)
- If she showed you the way to the Abandoned Mines in Attack the Oxcart AND you chose it as your lair, an event of her arriving to join is added to the [Lair Event Queue](#).



Stand and Deliver (Dragon/Mina Titfuck):

Illustrated *Animated* *Voiced*

Flags: *Rape*

Description: After being disarmed, Mina is either cajoled or offers her body in exchange for safety.

Unlock: In Act II or III, go to the Highlands and [Attack the Oxcart](#).

Looted Goods (Mercs, Dragon/Mina Anal):

Illustrated *Animated* *Voiced*

Flags: *Rape, Cuckoldry (Optional)*

Description: The Mercs have their use of Mina, followed by the dragon taking her for his own.

Unlock: In Act III, go to the Highlands and [Investigate the Gathering](#).

Paying Rent (Mercs, Dragon/Mina - Titfuck):

Illustrated *Animated* *Voiced*

Flags: *None*

Description: When informed that the Dragon requires relief, Mina offers a titfuck as her rent payment.

Unlock: Talk to Mina as a happy captive.

Sweetened Deal (Dragon/Mina Vaginal):

Illustrated *Animated* *Voiced*

Flags: *None*

Description: Mina takes you vaginally.

Unlock: Talk to a happy captive Mina and tell her you want more than a titjob.

Extortion (Dragon/Mina Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Dragon either receives a titfuck or takes her cunt/ass by force.

Unlock: The Dragon has his way with an already unhappy Mina

Forcible Renegotiation (Dragon/Mina - Vaginal):

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Take Mina vaginally by force.

Unlock: If you've pissed off Mina by cumming inside after she told you not to, you can force the issue.

Bad Science: Thinking With Portals (Dragon/Mina - Oral/Vaginal/Anal):

Illustrated *Animated* *Voiced*

Flags: Rape, Mutilation

Description: Malagar turns Mina's various holes into magical onaholes.

Unlock: Gift Mina to Malagar.

Bed Of Riches (Dragon/Mina Vaginal):

Illustrated *Animated* *Voiced*

Flags: None

Description: Mina and the Dragon enjoy a decadent time among the gold of the Dragon's hoard.

Unlock: At 3 Treasure, talk to your Attendant about your hoard and visit it. Your business partner will visit you during your celebration.

Kobold Fate: Shift Change (Kobolds/Mina - Vaginal):

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Mina has organized the kobolds to maximise the efficiency of her work.

Unlock: Gift Mina to the kobolds and then visit them.

We're Just Animals (Dragon/Marie-Anne/Mina - Titfuck):

Illustrated *Animated* *Voiced*

Flags: None

Description: Marie-Anne goes to see Mina for some supplies. The dragon escalates the situation.

Unlock: Have both Mina and Marie-Anne with neither upset.

Naho (The Wolfgirl)

Naho is a ferociously independent warrior, and a strong-willed opponent. She refuses to cower, even against a powerful foe like you.

Potential Consort: No

Method(s) to Capture:

- Complete Quest: [Recruit the Wolfmen](#)



Defeat (Dragon/Naho - Doggystyle, Wolfmen/Naho - Spitroast, Wolf/Naho - Doggystyle)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Rape Naho yourself, hand her to the wolfmen, or to the wolves.

Unlock: In the events of [Recruit the Wolfmen](#), you have the option to fuck Naho or hand Naho over to her pack. The “Bestiality” flag must be active to hand her to the Wolf.

Dogfight with Naho (Cuchilla/Naho - Fingering, Oral)

Illustrated *Animated* *Voiced*

Flags: Rape, Sharing

Description: Cuchilla wants to pet the puppy. Puppy does not want pets. After forcibly getting her way, the two end up eating each other out.

Unlock: With both Naho and Cuchilla as captives, and having gotten to know Cuchilla, visit Naho’s cell.

In Heat (Dragon/Naho/Eburon - Vaginal, Dragon/Naho - Vaginal, Wolf/Naho - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Naho is in heat and Eburon intends to make use of this. The Dragon can decide how he wants to.

Unlock: After capturing Naho, visit the wolfgirl in her cell. Sometimes an event will trigger where Eburon is arguing with her. The “Gay” content flag must be activated in the preferences menu to enable the threesome scene. The “Bestiality” flag must be activated to hand her to the Wolf.

- [Greetings] → [Challenge her] → [Continue] (Dragon/Naho/Eburon)
- [Greetings] → [Challenge her] → [Leave us] (Dragon/Naho)
- [Greetings] → [Send in the wolf] (Wolf/Naho)
- [Greetings] → [I’ll handle her] (Dragon/Naho)

Puppy Tamer (Naho - Sexual Torture)

Illustrated *Animated* *Voiced*

Flags: Rape, Mutilation

Description: Breaker sexually tortures Naho to make her subservient.

Unlock: Send Naho to Breaker for an attitude adjustment. Afterwards, her captive interactions with you will change.

Reprimand (Dragon/Naho - Anal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Rape Naho Vaginally or Anally.

Unlock: Defeat Naho in [Face the Wolfmen](#), and choose the option to show her mercy. Then return and beat her again. Rape her this time.

Bad Science: Remade to Order (Naho - Transformation, Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Malagar will give you three options for transforming the rebellious Naho.

Unlock: Offer Naho to Malagar to help with his experiments.

Sabetha & Inej (The Rogues)

Sabetha and Inej are a pair of sister-thieves, wily and light on their feet. More than a match for most foes. They've pit themselves against them for great hauls of treasure and the thrill of it all.

Potential Consort: Yes

Method(s) to Capture:

- See [Bastion Heist](#)



Cat Got Her Tongue (Dragon/Sabetha - Oral)

Illustrated *Animated* *Voiced*

Flags: Rape, Incest

Description: Sabetha will give you oral pleasure with assistance from Inej.

Unlock: Visit the twins and accept Sabetha's offer

Backdoor Break-In (Dragon/Sabetha - Anal)

Illustrated *Animated* *Voiced*

Flags: Rape, Incest

Description: The Dragon makes use of Sabetha's rear end.

Unlock: After seeing the oral scene twice, revisit the Rogues and comment that you like the rear view.

Kitten Gets the Cream (Dragon/Inej - Vaginal)

Illustrated Animated Voiced

Flags: Rape, Incest

Description: Sabetha prepares Inej and the Dragon rapes her vaginally.

Unlock: After seeing Backdoor Break-In, revisit the Rogues and hear Sabetha's proposition.

Splitting the Winnings (Dragon/Sabetha/Inej - Oral)

Illustrated Animated Voiced

Flags: None

Description: Teamwork blowjob where the sisters each bring their own style to the scene.

Unlock: Select Sabetha & Inej as your consort in Act IV. This scene will be added to the Lair Event queue.

Valzira (The Witch)

Valzira is a powerful and snide witch, living isolated in the swamp. An air of mystery surrounds her, and she holds only disdain for you and your pursuits. Be wary of the threat she poses.

Potential Consort: No

Method(s) to Capture:

- Complete the [Witch Raid](#) Quest



Payback (Dragon/Valzira - Vaginal, Oral, Anal)

Illustrated Animated Voiced

Flags: Rape, Mutilation (optional)

Description: Rape Valzira for the frustration she's caused you.

Unlock: Capture Valzira by some method in the [Witch Raid](#) quest.

Anomalous Materials (Dragon/Valzira Oral, Anal)

Illustrated Animated Voiced

Flags: Rape

Description: Rape Valzira to prepare her for Malagar's experiments.

Unlock: Gift Valzira to Malagar, having not had sex with her before.

Unwanted Delivery (Valzira, Egg-laying)

Illustrated Animated Voiced

Flags: Pregnancy

Description: Watch as Valzira brings your child into the world.

Unlock: If Valzira is pregnant when Act IV begins, visit Valzira or attempt to sleep.

Kobold Fate - Witch On A Stick (Valzira, Impalement)

Illustrated Animated Voiced

Flags: Rape, Mutilation

Description: Valzira is impaled upon a large wooden phallus.

Unlock: Gift Valzira to the kobolds and then visit them.

Other Characters

Characters that are not treated as captives, but have relevance to the story or some scenes.

Adeline (The Princess)

Princess Adeline is the last of her line of the royal dynasty, and your mother-consort. She wishes only to see you to the throne and herself by your side.



Royal Reunion (Adeline/Dragon - Vaginal)

Illustrated Animated Voiced

Flags: None

Description: The Dragon shares their first night in the palace with Adeline, vaginally.

Unlock: Upon completing Act IV, forgive Adeline.

Right of Conquest (Adeline/Dragon - Anal, Vaginal)

Illustrated Animated Voiced

Flags: Rape

Description: With Adeline in chains, the Dragon enjoys their first night in the palace.

Unlock: Upon completing Act IV, do not forgive Adeline.

Breaker (The Torturer)

Unlike most of his kin, this kobold is plenty competent and knowledgeable with what he does: torture. Like most of his kin, he is unwaveringly loyal to the dragon.



Breaking (Breaker/Marie-Anne - Torture)

Illustrated *Animated* *Voiced*

Flags: Rape, Mutilation

Description: Breaker sexually tortures Marie-Anne to make her loyal and receptive to the Dragon.

Unlock: After building the Torture Chamber, have him see to Marie-Anne.

Puppy Tamer (Naho Sexual - Torture)

Illustrated *Animated* *Voiced*

Flags: Rape, Mutilation

Description: Breaker sexually tortures Naho to make her subservient.

Unlock: Send Naho to Breaker for an attitude adjustment. Afterwards, her captive interactions with you will change.

Centaur Stallion

Arrogant and indignant, this centaur is a leader of his race. They abhor the peoples of civilized lands, seeing them as oppressors in need of a comeuppance. Non-centaurs will find only his ire if they enter the forest.



Meeting (Centaur/Maelys - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The centaurs continue with what they were doing before the Dragon arrived.

Unlock: Do not rescue her in [Follow the Scream](#).

Chia (The Handmaiden)

Chia the handmaiden is a loyal servant to Princess Adeline. She is kind enough to bring you food, despite her fear, and loyal enough to avoid compromising the relationship of her princess and the prince.



Service (Dragon/Chia - Handjob)

Illustrated *Animated* *Voiced*

Flags: None

Description: The Dragon gets relief via a handjob from a less than enthusiastic servant.

Unlock: Force yourself upon her when she delivers your first meal.

Harrassment (Dragon/Chia - Handjob)

Illustrated *Animated* *Voiced*

Flags: None

Description: The Dragon gets relief via a handjob from a less than enthusiastic servant.

Unlock: 'Reward' her after encountering her in your bedchambers in Act V.

Exploitation (Dragon/Chia - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Dragon exercises his right to fuck his servants.

Unlock: Press her for more when encountering her in your bedchambers in Act V.

Eburon (The Wolfman)

Eburon is a crafty and ambitious wolfman, eager to prove himself as the strongest of his tribe and to ultimately lead it. He sees Naho as weak and needing replacement to return the tribe to its days of glory.



In Heat (Dragon/Naho/Eburon - Vaginal, Dragon/Naho - Vaginal, Wolf/Naho - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape, Gay

Description: Naho is in heat and Eburon intends to make use of this. The Dragon can decide how he wants to.

Unlock: After capturing Naho, visit the wolfgirl in her cell. Sometimes an event will trigger where Eburon is arguing with her. The “Gay” content flag must be activated in the preferences menu to enable the threesome scene.

- [Greetings] → [Challenge her] → [Continue] (Dragon/Naho/Eburon)

Workout (Dragon/Eburon - Oral)

Illustrated *Animated* *Voiced*

Flags: Gay

Description: Eburon gives the dragon a Blowjob.

Unlock: View Naho’s heat scene. Then visit the Wolf Tribe until you find Eburon working out, and accept his advances.

Lap it Up (Dragon/Eburon - Oral)

Illustrated *Animated* *Voiced*

Flags: Gay

Description:

Unlock: Choose Eburon as your consort in Act IV. He tells you tales of his people, and shows you a good time after.

Rough & Tumble (Dragon/Eburon Anal)

Illustrated *Animated* *Voiced*

Flags: Gay

Description:

Unlock: Choose Eburon as your consort in Act IV and, when you find him ready to tussle, challenge him.

Enid (The Commoner)

Enid is a hardworking, honest woman. She is blunt and has little patience for games and indecision. She wishes only the best for her family, and is willing to challenge the dragon themselves.



Enid's Surprise (Dragon/Commoner Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Enid is awoken in the night by the Dragon pouncing upon her.

Unlock: During your escape from Pale Rock, hide in her room and rape her.

Enid's Gift (Enid Egg-laying)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: Enid gives birth to the Dragon's kobolds.

Unlock: If you came inside the Commoner during act I, they will eventually show up at your lair demanding answers. After her water breaks, decide to stay.

Broodmother (Enid/Firstborn/Dragon - Breastfeeding, Enid/Dragon - Vaginal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Dragon revels in the body of the first of many women he's made a mother.

Unlock: Visiting Enid after Enid's Gift will lead to an interaction with the Dragon's Firstborn Kobolds. Ask for a taste to do so. Use charm to convince her to let you cum inside again.

Garren (The Wisp)

Garren is a clever and vengeful spirit who inhabits bodies of the dead so that he can feel the world once more. He'll gladly talk to you, seeing you as a means to corpses strewn by a dragon's wrath.



Operation: Sexy Rescue (Dragon/Garren/Cuchilla - Vaginal)

Illustrated *Animated* *Voiced*

Flags: None

Description: Cuchilla needs the divine spirit fucked out of her.

Unlock: See the [Operation: Sexy Rescue](#) quest for more information.

Malagar (The Warlock)

Malagar is a cool and calculating mage with goals all his own. The Dragon is a valuable ally to him in reaching them. He will offer his knowledge for aid, and the dragon can make a powerful ally or a dangerous enemy.



No sex scenes currently implemented.

Malice (The Naga)

Malice is your daughter, born of an abominable union between dragon and elf, a disgrace in the eyes of gods and men. To you, she is your child. Her power is far beyond yours, but you still must guide her.



Premonition (Dragon/Malice - Vaginal) [Femdom, Incest]

Illustrated *Animated* *Voiced*

Flags: Femdom

Description: The Dragon's daughter reveals herself to him in a dream and rides him.

Unlock: Impregnate either Heloise or Valzira, sleep and think about your scales.

Discipline (Dragon/Malice - Vaginal) [Incest]

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Dragon punishes Malice with a bit of incestuous “rape”.

Unlock: [Raise Malice](#) poorly and pick someone besides her mother as your consort.

Mercenaries

The Mercenaries are a toughened bunch of morally dubious soldiers for hire. They're not averse to getting paid in gold or booty, and will take what they want if they can.



Looted Goods (Mercs, Dragon/Mina Anal):

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Mercs have their use of Mina, followed by the dragon taking her for his own.

Unlock: In Act III, go to the Highlands and [Investigate the Gathering](#).

Farm Raid II (Dragon/Marie-Anne - Oral, Dragon/Marie-Anne - Anal, Vaginal)

Illustrated *Animated* *Voiced*

Flags: Bestiality

Description: Have Marie-Anne tend to your needs either willingly or by force.

Unlock: Go to the [Approach the Stables](#) and rape her. Then leave her stuck there. Return to the stables.

Mother (The Aberration)

Mother, the infection of Chanwe with pure primordial magic, is a creature that exudes madness and seeks only their own goal. They will help for reasons beyond your understanding.



Nightmare (Dragon/Mother Missionary, Dragon/'Adeline' Cowgirl)

Illustrated *Animated* *Voiced*

Flags: Femdom

Description: The Dragon makes out with one or the other.

Unlock: This event is added to the Lair Event queue once you have claimed the Sunken Temple as your lair..

- [Kiss her]/[Let her]/[Eh, close enough] Dragon/'Adeline'
- [I have questions] → [No] → [You are not her] → [Continue] Dragon/Mother

Rain (The Nun)

Rain is a skittish, wary nun who lives sequestered from society in the convent of the mountains. She has dedicated her life to the Moon Goddess and fears the Dragon, believing him a being of pure infernal villainy, diametrically opposed to her goddess.



Meeting (Dragon/Nun Anal)

Illustrated *Animated* *Voiced*

Flags: Rape

Description: The Dragon defiles the nun in her holy temple.

Unlock: In Act II or III, go to the [Convent](#) and rape her.

Rhyll (The Mercenary)

Rhyll is a coy and experienced mercenary captain. He is suave and cordial while always ready to twist the knife in your back. Be mindful and keep him paid.



No sex scenes currently implemented

Žižeryx (The Infernal)

Zizeryx is a force of pure infernal energy, the spawn of the vile Sun God. Sadistic, imperious, and likely harbouring motivations most foul.



Infernal Fate: Sacrifice (Dragon/Žižeryx/Heloise - Anal, Oral, Transformation)

Illustrated *Animated* *Voiced*

Flags: Rape, Intersex

Description: Heloise is raped by Zizeryx and orally pleases the Dragon as she transforms into an infernal.

Unlock: After you claim the Abandoned Mine as your Lair, capture Heloise, and then present her to the Infernals.

Infernal Entertainment (Dragon/Žižeryx Handjob)

Illustrated *Animated* *Voiced*

Flags: Intersex

Description: She walks you through hell to pleasure you in front of its denizens, showing off their father's blessed son.

Unlock: After sacrificing Heloise to the Infernals, speak with Zizeryx and ask for entertainment.

Ignition (Dragon/Žižeryx Anal)

Illustrated *Animated* *Voiced*

Flags: Intersex

Description: Ziz has the Dragon rail its ass to infuse it with additional infernal power.

Unlock: Accept Ziz's offer to help you prepare for the assault on Pale Rock.

Thank you for playing! Join us on Discord (linked in the main menu), and ask about our *dank ass Ravager memes*.