

Battle for Luvia By SeventhVixen, Walkthrough By Dracodadark, Compressed By Joey and help from: Imgod and Shadow Knight. This game belongs to SeventhVixen you can find here: <https://www.patreon.com/SeventhVixen> Please support this wonderful creator.

Prologue:

I. Starting the game:

a. Go up the stairs to visit the countess Irena:

- i. 1) Will oblige (no effect) or 2) With due respect countess (no effect)
- ii. 1) I'll proudly oblige (+5 Irena) or 2) I have my doubts (change loyalty)

b. Go back to the Great hall and talk with Avani, Tobias, Tatfrid and Liliana:

- i. Talking with Avani (+5Avani)
- ii. Talking with Tatfrid and Liliana (+5 Tatfrid,+5 Liliana)
 - 1) As first knight of the guard (-5 Pierre) or 2) The countess Bidding.(Loyalty,-10 Pierre) or 3) It's none of you business.(+10 ambition,-30 Pierre), next option not possible.
 - 1)Tell him a half truth.(+5 Pierre) or 2) Don't tell anything (change loyalty, -10 Pierre).
 - While talking with Tobias you will learn how to trade and take info from various important characters.
- iii. 1) I have my doubts.(-5 Tobias, change loyalty) or 2) I'll achieve it someday.(+5 Tobias, loyalty).

c. Important: items for trade, convert or pay:

- i. Patrik's gold: Buy items and refill in Akros by talking to Jessica (mom).
- ii. Leffrin's Wood: This items have 2 options: wood or converter to papers talking with Tobias.
 - Wood: for the construction of Patrick's Castle
 - Papers: for the Mayor of Penketh +1 lvl or save for the diplomacy path in Hartlepool.
 - Oak branches: branches + Kaelkirk's Mulefat Branches are converted in Batch of Arrows in Hartlepool with Belinda.

d. Save recommended and go to the garden:

- i. 1) Visit Mina (+15 lewds) or 2) sleep (+20 piety)
- ii. Liliana appears
 - 1) Visit Mina, no extra bonus (-20 Liliana) or 2) talk (+10Liliana, +10 lewds)
 - If you choose to talk to Liliana you'll have:
 1. 1) Release (+5 Liliana) or 2) Hold (Opens alternatives to visit Katerina and Mina)
 - 1)Mina(+50 lewds) or 2) Katerina(+10 lewds). You has second opportunity if you not take katerina.
 1. If you visit Mina you'll have (+5Mina)
 2. 1) seed (+5Mina) or 2) out (no effect)

3. 1) That was a unexpected question (no effect) or 2) Well, sure, Maybe (no effect) or 3) Of course Mina, I love you(+20 knightly,-50 ambition)

- If you choose Katerina(+5 Katerina) it will happen in the MC's room and after finishing the scene you'll get (+5Katerina).

e. Great hall, important items:

- i. Letter for Father Charles: deliver to Father Charles in the hall (only the 1st time gives +1lvl , in . update .20 there will be more opportunities at the church.)
- ii. Letter for the Bailiff of Hartlepool: deliver to Bailiff Belinda.
- iii. Power And Safe passage: Show it to the leader of each City/Town

f. Sir Patrik and Sean on the way from Leffrin to Penketh:

- i. 1)We don't have to worry about landish desires. (+30 Piety) or 2) Baron Patrik sounds nice (+20 ambition) or 3) Count Patrik sounds nice (+50 ambition) or 4)Duke Patrik sounds nice (change Loyalty, +100 ambition).
- ii. End of Prologue.

Chapter 1. Crops and Coins:

II. If you skip the prologue you will not be able to get points from it. In the update .20. Penketh has changes in the game (more content, all areas unlocked). Max level for Penketh is 4 at the moment. Save recommended.

a. Sir Patrik and Sean are on route to Penketh.

- i. **We have the first fight vs the Plaistow jolly band and a duel with Winchell He is easy to defeat (slow and only has1 sword w/o shield). The player has time to make 2 or 3 strikes before he attacks. The duel controls are: A,W,D to attack and the shield with space bar.**
- ii. The duel: 1) If you lose, Sean helps Patrik (no effect); 2) if you win (+20 knight).
 - There will be options: 1) to spare him (leave winchell alive and he will appear in the future , +20 piety) or 2) kill him (killed Winchell, no effect)
- iii. Patrick talks with the Gypsies and the elder Minerva.
 - 1)Lewdness (+10 leeds) or 2)Knightly (+10 knight).
 - 1)Stay and help (+10 knight, +5 minerva) Or 2)leave and come back later (-10 minerva, Loyalty)
- iv. If you stay the night (Minerva is only available during the night), interact with the wagon and enter.
 - Reading Tarot's:
 1. 1) (+50 ambition) or 2) (+50 piety)
 2. 1)(+50 knight) or 2) (+50 ambition)
 3. 1) (+50 piety) or 2) (+50 knight) or (+50 ambition)
 4. 1) (+100 lewds) or 2) (+100 piety) or (+100 knight)
- v. **You have the option to talk to Gypsies near the fire during the night (more content in the future). During the day travel to Penketh (the church is locked for now, will be open in .20)**

III. Penketh:

- a. Check the market : 2 times

- i. Visit Mariola and buy all the items in Pottery stand and re-enter again to get the reward(+10 lewds). Sleep
 - Pagan Statuette: deliver to Baron Vael in Kaelkirk ch. 2
 - Classy Vase: deliver to Jessica in Akros Manor
 - Fany Vase: future updates
 - Urn: future updates
 - Long Strange Vase: future updates
- ii. Visit Douglas in cloth then sleep and visit the market again
- iii. Visit the Hall in the Grain stand
- iv. The Meat stand (Right now only of use is if you are doing the Diplopath on Hartlepool).
- v. The baker and the Farm Merchant are locked, they will be available in .20 update.

b. At City Hall: save recommended

- i. Speak with Father Charles and give him the Letter for (+1 lvl in Penketh). (This is the only opportunity to do this until the church opens in 0.20).
- ii. Talk to mayor Baralis and give the "Power and Safe passage" (+1 lvl Penketh) and if you delivered the letter to father has (+1 lvl Penketh)
 - 1) You better believe it (-15 Baralis) or 2) indeed (no effect) or 3) I'm getting that (+5 Baralis)
 - Chose the option 5- afty 1:+100 grains, +60 golds (futures updates will have more options).
- iii. Go to tavern and speak with Robin.
 - 1) (+20 lewds, -10 Robin) or 2) (+20 piety,-5 Robin) or 3) ignore (+5 Robin).
 - Talk to robin (+10 Robin)
 - During the next night at the tavern you will automatically (if you didn't choose her during the previous night) interact with Alana.
 - 1) Accept (+10Alana,+20 lewds) or 2) sleep (if you refuse Alana here you'll lock her out for the rest of the game). Accept take the second option and finish (+10 lewds, +5Alana).
- iv. Speak to Hall in the market and give him the Baralis' Order for 100 Bushels of Grain in order to take +100 Food Provisions.

IV. Travel to Leffrin

a. Leffrin:

- i. Go to Dressing room and talk with Ilrena:
 - 1) It went bad (no effect) or 2) good [(+5 Irena, -20 Irena) =-15 Irena] this option in update .20 has a good effect.
- ii. Go to the hall, Next you'll gain more war assets (+ Knights of Leffrin,+ Levies from Leffrin, +3 lvl Leffrin).
- iii. Save at this point. Talk to Tobias. Important:
 - Wood/Paper = Only give wood to Akros Manor if you plan to max out the possible bundles of Arrow.

- Don't hold on to the paper if you don't plan to go the Diplopath on Hartlepool.
- It is better to get more food and coins with the Paper in Penketh (all paths)

b. Travel to Akros Manor:

i. Talking to Jessica:

- 1) she our's blood too (Loyalty,-10 Jessica) or 2) save and prosper (+20 ambition, +10 Jessica, change Loyalty) or 3) enhance our lineage (+50 ambition, +10 Jessica, change Loyalty) or 4) I don't know (-10 ambition,-5 Jessica).
- She gives you the Daisy of Akros picture (for possible prospect in futures updates.)
- Sleep then visit your mom in the hall (the entrance of the manor) and talk to her. Talk about money to refill Patrick's Gold. This option will unlock Jezebel. (Because you'll have wasted your money on vases).
- Optional gift the Leffrin wood (+10 Jessica, +50 ambition). Or if you do not have the wood (-10 Jessica). You have a second chance in Hartlepool to trade batch of arrow for building materials (+50 ambition, change Loyalty, +10 Jessica)
- Gift the Classy Vase (+10 Jessica)
- Talk with Daisy it's in the garden of house.
- Sleep in your room and wait for 2 visit of Jezebel unlock scene in hall. (-10 Jezebel)

ii. At the Hall

- Talk with Jezebel and unlock a scene. Speak with her multiple times then sleep and talk to Jezebel again to unlock Hannah.(Hannah optional)
- Visit Hannah in the hall at night to unlock this scene
 1. 1 (+5), 2 (+10), 3 (+20), last (+20) and scene.
- Visit Hannah and Daisy in the Wine Cellar
 1. 1) Say no to Daisy (+30 piety and block Daisy corruption) or 2) Allow Daisy (-10 piety and unlock scenes in the future)
- In the garden talk and play with Daisy (optionally you can play chess)

V. Return to Penketh

a. Go to the town hall and talk to mayor Baralis

i. Important:You now have 3 options to influence the story. Splits the Mayor Baralis path to influence the story.

- **To agreement :**
 1. Friendly : + **AMBITION PATH CHOICE TAKEN** (+100 ambition,-50 knight, +10 baralis)
- **Irena need more: (+100 knight, -100 baralis) this splits in 2 paths**
 1. Enemy: + **PIETY PATH CHOICE TAKEN**(+200 piety, -50 ambition)
 2. Killed: + **KNIGHTLY PATH CHOICE TAKEN** (killed baralis, change Lealtad, -50 piety, +200 ambition)

- b. **The Potion of love works on all paths:**
 - i. **Speak with Baralis in friendly path or with Hall in enemy or killing path.**
 - **Talk about the Gypsies**
 - 1. **1) (+20 lewds) or 2) (+20 knight)**
 - **Go to the Gypsy Camp and speak with Minerva. Choose the option you need something and the option of potion of love. Unlock Minerva.**
 - 1. **1) Choose to help (+20 lewds) or 2) not to help (+20 piety, -20 lewds)**
 - ii. **Return to Penketh.**
 - **Trade the Potion of Love to Hall or Baralis (+1lvl Penketh)**
 - **Important : these 3 paths change the story in penketh . In the .20 and .21 there will be more events.**

VI. Friendly path:

- a. Talk with Baralis for potion mission
 - i. 1) Lewds (+5baralis, +20 lewds) or 2) knight (+20 knight)
 - ii. Deliver the potion (+15 Baralis, +20 leads,+1lvl Penketh)
 - iii. Optional deliver the paper
 - 1) Business (+5 Baralis, +1lvl Penketh) or 2) friends (+30 Baralis)
 - iv. Talk to Baralis if him need other help
- b. Visit him in the tavern in the back area
 - i. Talk to him
 - ii. 1) Select Robin (+1lvl Penketh, +30 lewds) or 2) not interested (+50 piety, -10 Baralis) this option will block Robin
 - iii. Talk to Baralis at the tavern to repeat and talk alone with Robin for bar scene (+10) repeat this for 3 nights to unlock a new alternative scene.
- c. Business
 - i. 3 Gold (-5 Baralis) 100 Royal Pieces
 - ii. 3 Grain (+5 Baralis) 300 grains
 - iii. 4 troops (+ 3 footment, +2 archer) Penketh Levies
 - iv. 5 all (in .21 available)
- d. Escort Gypsy mission

VII. Enemy path:

- a. When you return to Baralis you will be accompanied by armed guards and Father Charles. Do not accept and out.
- b. Visit Hall and take the Potion Mission.
 - i. Deliver the potion (+1lvl Penketh)
- c. Visit Baralis
 - i. Deliver the paper (optional +1 lvl Penketh)
- d. Business
 - i. 3- Gold – 120 Royal Pieces
 - ii. 3- Grain -300 grains
 - iii. 4- levas (+3 footmen, -2 archers) Penketh Levies
 - iv. 5- all (in .21 available)

- e. Visit Robin during the night (+10 Robin) and visit her again
 - i. Unlock , can expect you in the room and visit again
 - ii. Unlock , tell her you will meet later in room.
- f. Escort Gypsy mission

VIII. **Killed path:**

- a. Talk to Robin
- b. Going to bed (+50 piety, **NOT RECOMMENDED** or talk (+10 Robin,+10 lewds in the end)=-30 Robin. **RECOMMENDED**.
- c. Talking with Hall and Father Charles.
 - i. Lie (-50 piety, -15 Father Charles) or accept (+30 knight , -5Charles) Sir Patrick's trial will happen in update .20
 - ii. Hall is the appointed Bailiff
 - iii. Talk to Hall and accept the Potion Mission.
 - iv. Deliver the potion (lvl +1 Penketh)
- d. Business
 - i. Business depends if you used the wood in the castle or save the paper to diplomatic in Hartlepool or gift the paper.
 - Not gift paper or used the wood in the castle:
 1. 3 -250 grains
 2. 3- 100 Royal Pieces
 3. 3- 125 grains and 50 Royal Pieces
 - Gift papers:
 1. 4- 250 grain and 100 Royal Pieces
 2. 4- 120 tropes . (+2 footmen, + 2 archer) Penketh Levies
- e. Visit Robin and ask her for forgiveness and promise protection.
 - i. Protect (+10 Robin, + unlock scene) or not (-20 piety, +20 ambition, -100 Robin and block Robin) not recommended.
 - ii. You'll have to make up to her for several nights.
 - iii. When she forgives you, more scenes will become available.
- f. Escort Gypsy mission

IX. Escort Gypsy:

- a. Check the clothes stand
 - i. I'm sorry (lost scenes) or I help (scene)
 - ii. I'll escort (+20 knight) save travel (-20 knight)
 - iii. If you save Winchell, you see him in the scene.
 - iv. Wait until the night. Talk to Minerva and make request; chose the option 2 and repeat during the next night to unlock Lia for extra scene in the morning.

X. **Go to Leffrin**

- a. If you killed Baralis
 - i. Travel to Leffrin in the hall
 - Event (-10 Irena, -10 Tobias)
- b. To the dressing room and talk with Irena (+5Irena)

XI. **If you do not have the lewds required. Hartlepool has more lewds.**

- a. Mina: only unlock scene it's in Mina path, the rest during the game w/o being penalized.
 - i. Visit if you have not visited in the prologue
 - Lie (-20 piety, -5 Mina) or break (+20piety, +5mina)
 - Visit mina in the night (+5 mina)
 - Seed (+5 mina) or out (no effect)
 - That was a unexpected question...(no effect) or Well, sure, Maybe... (no effect) or Of course Mina, I love you (+20 knightly,-50 ambition)
 - ii. Second Visit in the garden with mina alone
 - Option 1 talk
 - Option 2 lay in bed
 - Option 1 love
 - Option 2 unlock if you have 500 lewds and mina path. If you touch that now you have a penalty (+30 lewds, -10 mina) and one day of mina not talk.
 - Option 3 unlock if you have 300 lewds and mina path
 - Unlock visits of mina in the garden.
 1. Bedside talk or direct to business.
- b. Katerina: during the game when you unlock the dream or take in the prologue
 - i. Sleep 2 nights in your bed and unlock dreams and Kath if you not chosen in the prologue.(+5 Katerina) it happens in MC's room and after finishing the scene you'll have (+5Katerina)
 - ii. First Garden scenes, You need talk Katerina alone
 - Grab (+30 lewds, +5katerina, or other day (+20 piety, +5 Katerina)
 - Unlock kitchen scene, visit in the night
 - Unlock garden scene
 - iii. Kitchen scenes
 - You (+10 lewds, +5) or Mina (-50 piety, +30 lewds, +10 Katerina) or silence (no effect)
 - Option 1 (+5 Katerina) optional or option 2 (no effect)
 - Option 1 [(+5 Katerina) optional if you not choice the option 1 in the previous choices or option 2 (no effect if you have made one of Optional choices
 1. If you not take one optional has (-5 Katerina)
 2. If you take the two optional has (-5 Katerina)
 - Option 1 (no effect) option 2 (+30 lewds)
 - iv. Second visit garden
 - To the bush
 - Option 1 and option 2 (no effect)
 - Just quickly (no effect) or I gonna (-50 piety, -50 Mina and lock temporary Mina)
 - v. Gift gold (+10 Katerina)
 - vi. Invite to MC room
 - vii. Dinner scenes need lewds points
 - 100wds scene

- 200 lewds scene
- 400 lewdsscenes

c. Important save before start the dinner scene

XII. Dinner paths Don't protect Mina or Protect Mina. (Status Quo or The Breaker Paths for future references) save before:

- a. Status Quo (not Protect Mina)
 - i. (-50 piety, block mina temporary)
 - ii. **AMBITION PATH CHOICE TAKEN**
 - iii. More scenes during the game
- b. The Breaker (Protect Mina)
 - i. (+50 knighth, -30 Pierre)
 - ii. **KNIGHTLY PATH CHOICE TAKEN**
 - iii. (- 1 footman levis, -1 mounted levis)
 - iv. (Lost Leaders. Pierre, Breance, Thomas)
 - v. Lvl 5 to lvl 3
 - vi. More scenes during the game.

Chapter 2. Nobles, thief's & whores:

XIII. Save and travel to Kaelkirk

- a. Talking with Vael
 - i. If you killed Baralis (+10 Vael)
 - ii. Me (+5 Vael, change Loyalty), Irena (-5 Vael, Loyalty), Baroness (-5 Vael)
 - iii. Wait the night and talk again (+1 lvl Kaelkirk)
 - iv. Acquired 2 footmen Levies
 - v. He gift Kaelkirk mulefats branches
 - Kaelkirk mulefats branches + Oak branches = Batch of arrow. Need talk with Belinda for made they.
 - You has alternative gift that to Vael for fortify the wall of Kaelkirk
 - And you has more alternative change arrow for troops or powder in Hartlepool.
 - You has more arrows In finished Hartlepool main story
 - vi. Gift the Pagan Statuette buyed in Penketh (+1 lvl Kaelkirk, +10 Vael, +Pelts)
 - Kaelkirk Pelts has possibility of trade for Red Silk

XIV. Save Travel to Hartlepool

- a. Enter to Hartlepool: the troops are available in during the game .
 - i. You said [open option for take troops: take (2 Footman Levies) or get better (+5 Belinda)] or we need (-20 piety, +10 ambition, -5 Belinda) or Countess (+20 knight, +5 Irena)
- b. Sleep and talk with Belinda
 - i. Gift the Mulefats and oak for Arrow.
 - ii. Talk
 - iii. Gift the letter for Bailiff
 - iv. Take troops optional
 - 2 footmen Levies

- v. If you gift the batch of arrow has alternative
 - 3 archer
 - 1 footman and 1 archer
 - vi. Talk with iva
 - vii. Out of conversation
 - viii. Belinda gift you letter for Douglas
 - c. Travel to Penketh and gift the letter to Douglas (+10 knight)
 - i. Deliver the package to Belinda (+5 Belinda)
 - ii. Sleep in your room unlock scene
 - iii. Piety (+20 piety) or Lewds (+20 lewds)
 - iv. See you face has [2 option piety (+50 piety, -20 dolce) or lewds (+20 lewds, + 10 Dolce)] or left it (+ 20 lewds, + 10 Dolce).
 - v. Visit Belinda and out for dolce
 - Ambition (-20 piety, +10 ambition) or piety(+20 piety).
- XV. Visits
- a. Visit the tower . If you has accept Alana has scene in the tower.
 - b. Visit the commons houses
 - c. Scene with the old lady
 - i. Lewds(+30 leeds) or piety (+ 30 piety) not penalized and repeatedly
 - ii. Knight (+10 knight, +10 Anibal) or ambition (+10 ambition) or stay away (-20 piety, -10 Anibal)
 - d. Visit office of Talvert and talk to him
 - e. Visit Anibal and talk again
- XVI. Route for house port and if you are low or buyed, not forget refill in Akros manor with mom .
- a. Visit south porth talking with Silk Trader inventory trade
 - i. Kaelkirk pelts or pelts = Red Silk
 - ii. Salt (not available) or Gold = Spices (not possible yet)
 - iii. Batch of arrow + 50 Royal Pieces = Powder (Benefits for war path recommend)
 - b. Visit the houseport and talk with the mistress inventory trade :
 - i. 50 Royal Pieces= Pelts
 - ii. Batch of arrows= building materials (if you not gift the wood for castle)
 - iii. 50 Royal Pieces = leffrin Oak (for more material for arrows)
 - iv. Papers = Good quality meat
 - v. If you buy the cooper membership cost 20 gold
 - Northern warrior has scenes
 - Misterious oriental (not available yet)
 - Little fairy (not available yet)
 - vi. Talk with clients
 - vii. Talk with ass and mouth scene cost 4 gold(+20 Lewds)
 - viii. Talk with the barmaid inventory:
 - Green dream = 4 gold (Helen, +5 Minerva)
 - The Igniter = 3 gold
 - Cheap Tunstead wine = 1 gold
 - Gold Tunstead wine = 10 gold (+10 Baralis)

- Not available yet
- Not available yet
- c. If it night visit north port
 - i. Lewds (+10 lewd, - 5 Avani) or knight (+10 knighth, +5 Avani)
 - ii. Talk again with Avani
 - iii. Visit in the day the port and talk with the Chief Port.
- d. Optional, friends with Talvert
 - i. Buy green dream
 - This it's special and swing friendly with Talvert or Helen each time
 - Side Talvert (+5 Talvert, -5 Helen) or Side Helen (+5 Helen, -5 Talvert) repeatedly
 - Various time and unlock scene
 - If you side with Helen (+20 Helen,-20 Talvert)
 1. Gift the green dream (-10 piety)
 2. This unlock 2 option
 - Lewd: LEWDSSNES PATH CHOICE TAKEN (-30 piety, +20 lewd, -20 knighth) or I can't (+50 piety , +50 knighth, lock Helen)
 - You has opportunity lewd with Helen and working in take side Talvert for friends again. It's wild card
 - If you side with Talvert (+20 Talvert,-20 Helen)
 - Friendly with Talvert help In Warpath with him Portguard.
Available for tactic

XVII. Important before start this parts.

- a. **Optional :Belinda special scene need +70 relationship**
 - i. **If you are in warpath has bonus for finish for Belinda**
 - ii. **If you are for diplomacy, you need take all choice for Belinda. They are with + # Belinda**
- b. **Optional: Friendly with Talvert has less negative points than not friend.**
 - i. **He participate in war path if you are friends with his Portguard unit**
- c. **Optional: buy powder for big help in war path.**
- d. **Optional: Paper for good quality meat for diplomacy path**

XVIII. Start talking with Belinda and choice travel

- a. Belinda (+10 Belinda) or Iva (+10 Iva) or Talvert (+10 TalbTalvertert)
- b. If you not friend of Talvert has (-10 Talvert) during the travel. If you take previous Talvert, this made lost that 10 points.
- c. **Sir Patrik duel vs Timor**
 - i. **He is tough to defeat (Has maze and shield) The guy hit heavy, try attack and used the shield in the right time for block the hit. The duel controls are: A,W,D to attack and the shield with space bar.**
 - ii. If you win(+50 knighth) or lost (no effect)
- d. Talking with Iva
 - i. 1) (+10 Iva) or 2) (+5 Iva)

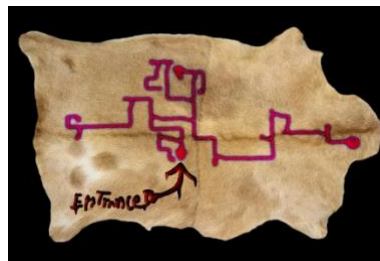
XIX. Start talking with Anibal and choice travel.

- a. Michelle: piety (+ 20 piety) or lewd (+ 20 lewd)
- b. Pirates: 1) , 2), 3), neither has effect

- c. Talking with Hannah:
 - i. 1) Christos (+10 Shanna) or Irena (- 5 Shanna)
 - ii. 1) civiles (-5 Shanna) or 2) Withle (-5 Shanna) or Shanna (no effect)
 - d. Visit Belinda
 - i. Blame :**PIETY PATH TAKEN CHOICE** (+50 piety, or Belinda (+10 Belinda, +10 ambition)
 - e. **Here: If you not has delivered the letter or package, need that for start split paths.**
- XX. **Split paths:**
- a. **With diplomatic choices:** Visit Anibal and take diplomacy path: **PIETY PATH CHOICE TAKEN**
 - b. **With war choice has 2 paths to starting:**
 - i. Visit Anibal and take Flee :(+50 piety, -30 Anibal, +30 knighth, -30 ambition)
 - ii. Visit mercenarys and take snitch Anibal, I help you: **AMBITION PATH TAKEN CHOICE**
 - Talking with michelle : Knight (+20 knighth) or Piety (+20 piety).
- XXI. **Diplomacy Path:**
- a. You need 2 of this optional for start business:
 - i. Optional: travel to Penketh and visit the butcher for the bad quality meat
 - Buy (cost 20 Royal pieces) or free (+ 30 ambition), enemy of merchant
 - ii. Optional: buy the good quality meat in the black market trade by paper.
 - iii. Optional: gift 50 bushels from the army
 - iv. If you has travel again, has scene with silk trader wife
 - Entertainment (+30 lewd) or another time (+30 lewd, and next travel scene or piety (+30 piety and block wife trader silk)
 - b. Combination:
 - i. 50 bushels of grains + bad quality meat =(5 + 10 = +15 shanna,+2 lvl Hartlepool)
 - ii. 50 bushels of grains + good quality meat =(5 + 30 = +35 Shanna, +3 lvl Hartlepool)
 - iii. Bad quality meat + good quality meat =(10 + 30 = +40 Shanna, + 3 lvl Hartlepool)
 - iv. Portguard (talk with talbert) or piety (+50 piety)
 - v. Gift from Shanna
 - Lvl 4 : batch of arrows
 - Lvl 5 : batch of arrows and Gold
 - vi. Talking with the pirates
 - Lewd (+ 80 Lewd) or piety (+100 piety)
 - vii. Scene with pirates
 - Not effect in all 4 option
 - When shanna enter: Jazmin or Patrik
 - viii. Obtained the ancient disc
 - ix. Deliver the Anibal body to the tower
 - x. Comeback to the cave for extra scene in the room
 - xi. **START XXIII PART**
- XXII. **Warpath**
- a. Optional for max the war path
 - i. Not forget you has snitch Anibal to Dupre or flee Anibal has different: points and different dialogue.
 - ii. You has Patrik team, The Portguard and Dupre team
 - iii. You has 4 place for planning

- iv. Optional friend of Talvert (+1 Talvert team)
- v. Optional buy powder from the silk trader x batch of arrows and 50 Royal Pieces (explosive diversion, one use)
- b. Save and planing :
 - i. Planning
 - Cave Containment:
 1. The Portguard only
 - Frontal Assault, Underground Infiltration and Sinkholes Drop:
 1. Patrik and Dupre need in one of they
 2. Talvert and powder are optional

- c. Patrik choice mini path
 - i. Sinkholes Drops:
 - **Big animations only**
 - ii. Frontal attack:
 - **Frontal Fight scenes:**
 1. **This time it's lateral mc travel in the cave and fighting. The controls are: A,W,D to attack and the shield with space bar. Has multiple easy enemies**
 - **Second duel with Timor:**
 1. **This time MC has help from Iva and Sean grabbing Timor. Now it's mid tough opponent: more slow for attack and defense. (This time mc kill him and only he appears in this mini path).**
 - **Big animations.**
 - iii. Underground Infiltration:
 - **Maze play: Going for the end is easy. Basically Right Right (barrels) kinda front till the end.**



- **Has 2 secrets : try find they**
 - **20 Royal Pieces**
 - **60 gold**
- **Big animations**
- iv. Patrik team, Dupre team, Talvert team and Powder. Where you put them has diferents animation, has 16 alternatives scenes.
- d. Benefits:
 - i. Only: Port guard, Patrik team and Dupre: lvl 3
 - ii. Only: Port guard, Patrik team, Dupre and Talvert: lvl 3
 - iii. Only: Port guard, Patrik team, Dupre and Powder: lvl 4
 - iv. Only: Port guard, Patrik team, Dupre and Talvert. Not using Powder: lvl 3
 - v. Only: Port guard, Patrik team, Dupre and Powder. Not using Talvert: lvl 5
- e. Gift from war
 - i. Lvl 3: batch of arrow

- ii. Lvl 4: batch of arrow and extra trained levis
 - iii. Lvl 5 batch of arrow, extra trained levis and Gold
 - f. Obtained ancient disc
 - g. START XXIII PART
- XXIII. Preparing for leaving Hartlepool:
 - a. Visit Talvert
 - i. Talk to him (+15 Talvert)
 - ii. Recruit Portguard :
 - War path (+1 Portguard)
 - Diplomat (+2 Portguard)
 - b. Visit Belinda
 - i. Talk to she
 - Diplomat (-10 Belinda)
 - War (no effect)
 - ii. Big scene
 - c. Talking with Iva :
 - i. All 3 options gift (+10 Iva)
 - ii. Win Leader Iva in the team.
 - d. Talk again with Belinda
 - i. Recruit troops
 - 3 Footman levies Or 3 archer or 1 footman and 1 archer. (if you gif arrow you has chance of win archers)
 - ii. Recruit trained footman levies:
 - Diplomacy (no gift)
 - War (+1 Recruit trained footman
 - iii. Special scenes with Belinda, required +70 Belinda
 - Lewd (**LEWDNESS PATH TAKEN CHOICE**, +50 lewd, Belinda and Dolce morning)
 - Ambition (**AMBITION PATH TAKEN CHOICE**, + 50 ambition, Belinda nights class)
 1. You need class takes the class for two nights and unlock (Belinda and Dolce morning)
 - Lesson 1, lesson 2, lesson 3 various time for 2 or more nights and when scene finished she reward with morning scenes.
- XXIV. Travel to Kaelkirk
 - a. Wait the night for talk with Vael (+10 Vael)
 - i. Gift the Ancient Disc and he reward with pelps or mullefats.
- XXV. Travel to Leffrin
 - a. Leffrin
 - i. Stattou quo path= Has scene with 4 knights
 - ii. Broken path = Has scene with 2 knigth
 - b. Talking with Irena
 - i. If was lvl 3 and or low troops (-5 Irena)
 - ii. if was lvl 4 Hartlepool and troops (+5 Irena)
 - iii. if was lvl 5 Hartlepool and troops (+10 Irena)
 - c. Sleep
- XXVI. End update

