

Sandy (barmaid) Vanilla route.

day 1

At home- choose any options .

At the tavern- choose any option-

If you said "Can you keep me company?" - choose blue or don't use sphere at all.

If you choose to use blue:

"Continue please" to watch scene, if Footjob is not your kink, choose "I'm not interesting in this part of your body" to watch a Blowjob scene.

When you return home choose any.

If you choose any option instead of using blue, you will still have your chance with Sandy. Just continue with the story, but only blue option contains H scenes that I mentioned before.

day 2

At home.

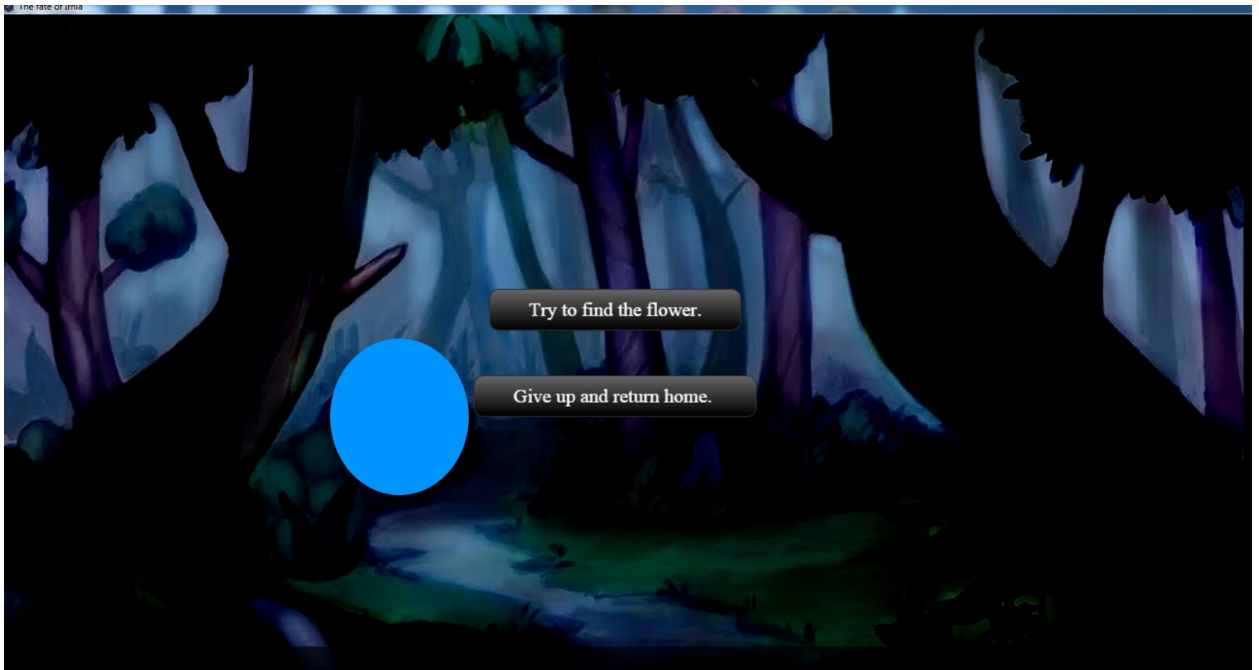
Your answer to Mother's question is very important, it will open some routes and close others.

Mention sandy.

If you used blue:

At the tavern when Sandy asks you "if you used magic on her" tell her the truth.

To find the "Dragon claw" for Sandy you need to click on a secret area that is shown in a screenshot down below >



Choose to give it to Sandy. After that, you will start your romance with Sandy. If you choose to give guard his food, you will be able to open threesome option with Sandy and Corporal later on. If you choose to give guard some drink, you will get extra 10 gold coins. Watch scene.

You can have a threesome with Sandy and Corporal at your last day in Orsel if you gave guard his food. Simply suggest a threesome when you visit Sandy. You can't make Sandy come with you, but she will visit you soon enough. Raising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything.

At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leanor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. You will find Sandy at the ball and have a dance with her. After, you will go together to your chambers where you can ask a few questions and perform oral sex on her. Next day, Roland will show you Irnia's stats, which can be different depending on your choice.

Telling him to work harder will change the relationship with him. Beatrice will know if you cheated with Rosalin, but she is completely fine with it, as long as you love only her. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, Sandy will visit and tell you that she wants to stay with you. You can ask what she thinks about having children, change how she wears public hair and know her future plans. Next you will see a new scene with her(titfuck).

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband).

If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leanor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Sandy and get a new scene at your chambers(cowgirl).

You can also impregnate her at this scene. You can ask if she likes to live at the capital and find out that she wants to return to Orsel when it is all over. You can support her plan or propose to stay at the capital(It will change the epilogue you will get later on). Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death.. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Sandy and she comforts you in your chambers.

Next day, Queen will speak with you and offer to become a king of Irnia, but you will decline to stay in a

relationship with Sandy. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leanon and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After you are done, you can return to Sandy.

After the time skip, you check on how well prepared your soldiers are and if Sandy is pregnant, you will have a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Sandy where you now live and work at the «Old Boot». You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Sandy(barmaid) Mind control and Mind break route.

day 1

At home- choose any options .

At the tavern- choose any option- "Can you keep me company?" - choose red.

Watch H scene- choose where to cum.

Your choice of cumming inside will have consequences(impregnation) later in the game.

When you return home choose any.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

"Mention sandy" if you want to continue your dominating relationship and keep mind breaking her or choose "not yet" or "I don't want to stick with only one woman" to move to another characters.

If you continue with Sandy you will have another scene with her in the tavern(anal) if you keep the door open, she will become more slutty later on and will be okay with the idea of being watched by other people. if you choose to close the door Sandy will be less slutty and will keep your relationship more personal. At the capital, you can mind break sister or aunt, it won't affect your relationship with mind broken Sandy and might even open threesome possibility later on. Rising taxes will improve your income, but will also decrease relationship with commoners and wise versa. Leaving them the same won't change anything.

At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leanon, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. You will find Sandy at the ball, she returns after selling her inn and gives money to you (500 coins). You then walk to your chambers and have scene with her (Only doggy style so far). Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. Beatrice will know if you cheated with Rosalin, but she is completely fine with it, as long as you love only her. Then you can visit brothel to see new scene with Lulu (from behind), talk

with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, Sandy will visit and tell you that she wants to stay with you. You can ask what she thinks about having your child, change how she wears public hair and know her future plans. Next you will see a new scene with her.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Sandy and get a new scene at your chambers.

Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death.. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Sandy and she comforts you in your chambers. Next day, Queen will speak with you and tell that she wants you to marry her and that the two of you can rule Irnia together. You find this offer suspicious, knowing that she might use you as a puppet in her agenda. You take initiative in your hands and Mind Break the Queen, becoming one and only ruler of Irnia. Its new King. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if Sandy is pregnant, you will get a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending.

Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Sandy. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Miriam(mother) Vanilla route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Mention her.

At the market- firstly choose to buy jewels. After you will find out about smuggling products, you will have a big discount to buy wine for her. Spent some time with her and watch her scene. After that, you will start your romance with Mother. At capital's market you can get contraception drug. You will have an option to cum inside her if you have it. At aunt's house choose to sleep with mother and choose to agree for a blowjob(if you want it). Watch scene. **If you rejected Beatrice or aunt Katrin, then you will continue mother's "solo" route.**

You can choose to go to the brothel for the scene with a prostitute(if you have enough money) or go to the bathhouse to peek on aunt and mother while they are taking a bath. If you choose the latest one- you can use red or blue on her. Red will make her more open to the threesome relationship with you, her and aunt(you need to also choose "Tell her that you know what happened and you want aunt to join" After she will come out of the bathhouse). If you use blue- they will forgive each other and their relationship will become better. If you don't use orb on them or don't visit the bathhouse, then their relationship will stay the same. When she will visit you at night, you can have a scene with her by choosing "come closer". This choice may have a consequences after (servants will become suspicious). **If you had sex with aunt Katrin both in her house and at the bathhouse- Miriam will know about that.**

The only way out of this situation (if you want a three way relationship) is to use blue on mother, after you find her crying at the market. Otherwise- just reject aunt's offer and you will return to mother's solo root (but with a slightly different consequences). Rising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story.

This is one of the most important choices in the game. You can choose what dress Miriam will wear from now on. It will be black by default(if you choose to visit brothel). Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. After dance, you return to your room and can repeat scene with her on top or new anal scene. At the morning, Rosalin will try to help you again if you agreed for her handjob before. Miriam will ask you about it, but she won't leave you, even if you are honest about it. Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. You can upgrade barracks once again, by talking with Leonor and learn more about her. Playing dirty or fair during the training, will open different fight styles that will be shown in the real combat. After that you can drill soldiers or use blue (will boost discipline) or use red and watch voyeur scene with her and two soldiers (boost her corruption and soldiers morale). Then you can visit brothel to see new scene with Lulu (from behind),

talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the end of the day, you can have a talk with Miriam, mention possibility of having kids with her, ask her to let her pubic hair grow and watch the new scene- Against the wall.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on.

You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Miriam and get a new scene (Titfuck at the bathhouse). Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. You can ask her to give a potion for Miriam, otherwise you won't be able to impregnate her. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Miriam and she comforts you in your chambers. You can change how she wears her pubic hair, ask her questions and if you took the potion from the witch, you can try to impregnate her. If you didn't take the potion from the witch, you will have a normal repeatable scene of your choice.

Next day, Queen will speak with you and tell that she knows about your relationship with Miriam. Rosalin did tell her everything she found out about it and it will lock your option to become a king of Irnia. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After you are done, you can return to Miriam and have a scene with her. After the time skip, you check on how well prepared your soldiers are and if Miriam is pregnant, you will have a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again.

If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Miriam, getting married and living in your old house. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Miriam(mother) Mind control and Mind break route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Mention her.

At the market choose to use red. Watch scene. Choose "I still love you" to make things a little bit more vanilla or «You will be the first mistress of my harem» if you want to further mind break her and make her your sex slave.

At capital's market you can get contraception drug. You will have an option to cum inside her if you have it. At aunt's house choose to sleep with mother and choose anal (if you want it). Watch scene.

In the morning- Go to the bathhouse (if you want) and watch her playing with the aunt. Next, choose whatever suits you more. She will be more open in sleeping with other women, but it is for you to choose if you want to watch\ participate. Raising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything. Choose to summon her to your room and have some fun. You can impregnate her if you want to. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed.

With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. After that event, you will have missionary scene with her on a leash. At the morning, Rosalin will try to help you again if you agreed for her handjob before. Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. At the dining room, you will unlock new blowjob scene under the table. You can upgrade barracks once again, by talking with Leonor and learn more about her. Playing dirty or fair during the training, will open different fight styles that will be shown in the real combat. After that you can drill soldiers or use blue (will boost discipline) or use red and watch voyeur scene with her and two soldiers (boost her corruption and soldiers morale). Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the end of the day, you can have a talk with Mother, mention possibility of having kids with her, ask her to let her pubic hair grow and watch repeatable missionary scene.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on

your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending.

After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Miriam and get a new scene with her wearing a collar and leash. Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale.

You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find your slave and have your rest. Next day, Queen will speak with you and tell that she knows about your relationship with Miriam. Rosalin did tell her everything she found out about it, but it only enrages you. You decide to take initiative in your hands and become King of Irnia, showing that you are the only one who deserves to rule this land. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if Miriam is pregnant, you will get a scene with her. After that, you will face consequences of your choices.

If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Miriam, where Queen is being used as your slave. You will also know what happened to major cities and characters you interacted with.

This is the end of this route.

Miriam and Beatrice Mind break route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Mention her.

At the market choose to use red. Watch scene. Choose "I still love you" to make things a little bit more

vanilla or " You will be the first mistress of my harem " if you want to further mind break her and make her your sex slave. At capital's market you can get contraception drug. You will have an option to cum inside her if you have it. At aunt's house choose to sleep with sister and agree for a walk at night. Use red and watch her scene. Rising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything. Choose to summon mother to your room and have some fun. You can impregnate her if you want to.

At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition.

After that event, choose to have a threesome scene with mother and sister.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. You can upgrade barracks once again, by talking with Leonor and learn more about her. Playing dirty or fair during the training, will open different fight styles that will be shown in the real combat. After that you can drill soldiers or use blue (will boost discipline) or use red and watch voyeur scene with her and two soldiers (boost her corruption and soldiers morale). Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot.

At the end of the day, you can have a talk with mother and sister and have another scene of your choice. Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you.

When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Mother and get a new threesome scene with an impregnation possibility for mother. Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will return to your chambers to get some rest.

Next day, Queen will speak with you and tell that she knows about your relationship with Miriam and

Beatrice. Rosalin did tell her everything she found out about it, but it only enrages you. You decide to take initiative in your hands and become King of Irnia, showing that you are the only one who deserves to rule this land. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if your slaves are pregnant, you will have a scene with them. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Miriam, Beatrice and Queen, servicing you in a throne room as they worship their new king. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Miriam and Beatrice romance route

Three way relationship with Beatrice and mother is possible if you have previously romanced mother and have mentioned your relationship with her to Beatrice. Simply choose to suggest that to mother when she comes to your chambers and that's about it. You can visit her before evening and have a little chat. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. After that event, you will have a threesome scene with mother and sister.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. You can upgrade barracks once again, by talking with Leonor and learn more about her. Playing dirty or fair during the training, will open different fight styles that will be shown in the real combat. After that you can drill soldiers or use blue (will boost discipline) or use red and watch voyeur scene with her and two soldiers (boost her corruption and soldiers morale). Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the end of the day, you can have a talk with mother and sister and have a double blowjob scene.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a

bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Miriam and get a new scene (Threesome at the bathhouse).

Here you can impregnate Miriam if that is what your heart desires. You will be able to impregnate Beatrice later. Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find your lovers and they will comfort you in your chambers. You can change how they wear pubic hair and ask what they think about current situation.

Next day, Queen will speak with you and tell that she knows about your relationship with Miriam and Beatrice. Rosalin did tell her everything she found out about it and it will lock your option to become a king of Irnia. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if your lovers are pregnant, you will have a scene with them. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Miriam and Beatrice, getting married and living in your old house. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Ghorza (Corporal)Vanila route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Say "Not yet" or "I don't want to stick with only one woman".

At the tavern "bet 10 gold on the woman" to get some profit.

Spend some time talking with Corporal.

At the market choose to help Corporal.

At the evening choose to bet your money to buy the slave. After that choose "That's right you are free".

Choose anything after that until Corporal visits you at your home. Accept her offer and go with her to the tavern - choose anything. At the lake choose to "Make a move" to start a romantic relationship with

the Corporal. **Choose "no one need to lead" for more or less equal sex scene or choose to "submit" for the Femdom sex scene (not available yet).**

You need to make her a new General to continue her friendship or romance route.

Choose to sleep with her at aunt's house and agree to have sex to see doggy style H scene.

If you cheat on her with aunt- she will know and break up with you no matter what. So keep that in mind. Raising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything. After supper, visit her at the office and choose to kiss her. This will open a voiced scene with her. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Ghorza, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition.

After dance, you return to your room and if Ghorza is your only lover- you will have another passionate scene with her. If you have other lovers like sister or aunt- you will be sent to their routes and it will have consequences later in the story. Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. You can visit Ghorza at the barracks, she will be conflicted about her feelings if you romanced her and you both will take this relationship further. You can once again ask Ghorza about the barracks and upgrade them. Ghorza will personally train you from now on, choosing to dodge or block will change your combat skills, to the style you prefer more. If you romanced her, she will invite you to her office and show her trophy gift to you. You can choose to accept it or not. Refusing won't ruin your relationship, but you will lose opportunity to surprise her with your hunting trophy later on. You then can talk about having kids with her in the future and change how she wears public hair. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot.

At the end of the day, Ghorza will visit you and reward for your successful training. Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on.

You can speak with Calanon and Roland and make some improvements. At the end of the day, you visit Ghorza where you can upgrade barracks, change how she wears public hair and have a personal talk. Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death.. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad

relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Ghorza who is proud of you and you both will get some rest in your chambers.

Next day, Queen will speak with you and tell of how much she appreciates your work. I advice you to visit Roland's office first and find his stash of gold (600). You can visit Ghorza and talk about your future. If Calanon is dead, soldiers' weapons can't be enchanted. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you are ready to defend Irnia with your soldiers and if Ghorza is pregnant, you will also get a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks were not upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Ghorza where you live in her village, becoming its chieftain. You will also know what happened to major cities and characters you interacted with.

This is the end of this route.

Ghorza (Corporal) Mind control and Mind break route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Say "Not yet" or "I don't want to stick with only one woman".

At the tavern "bet 10 gold on the woman" to get some profit.

Spend some time talking with Corporal.

At the market choose to help Corporal.

At the evening choose to bet your money to buy the slave. After that choose "She is mine now".

Choose to go fishing. In the dark alley choose to use red and give it more energy.

Watch H scene.

This is the end of this route for now.

Dabna (Dwarf slave) slave route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Say "Not yet" or "I don't want to stick with only one woman".

At the tavern "bet 10 gold on the woman" to get some profit.
Spend some time talking with Corporal.
At the market choose to help Corporal.
At the evening choose to bet your money to buy the slave. After that choose "She is mine now".
Choose any option after that.
If you choose to stay home you can use red sphere and have a threesome.
Choose to sleep with Dabna in aunt's house to get an additional scene.

Note: This is the end of this route for now.

Dabna(Dwarf slave)Vanila route.

day 1

Choose anything at day 1.

day 2

At home.

Your answer to Mother's question is very important, it will open some routes and close others.

Say "Not yet" or "I don't want to stick with only one woman".

At the tavern "bet 10 gold on the woman" to get some profit.

Spend some time talking with Corporal.

At the market choose to help Corporal.

At the evening choose to bet your money to buy the slave. After that choose "That's right you are free".

Choose -"she stays with me" When Corporal visits you at your home - Decline her offer.

Note: This is the end of this route for now.

Xerana (Drow mage) Vanilla route.

You will meet her if you failed in other routes. For example -lied to Sandy about not using magic on her OR if you refused to help Corporal to save slave OR decided to sell Dragon claw to the merchant. When you meet Herbalist girl choose to sell Dragon claw to her if you have it. In other paths you will proceed automatically. After that choose to "stay quiet" or "yell" and then «stay quiet". Watch H scene.

Continue on the story. At aunt house decide to sleep in one room with Xerana(to watch H scene). Agree to her help and Watch H scene(footjob). Next day, choose to go to the bathhouse to have a peeping option. Then, choose to save her from the execution and visit her at night. You can ask her some questions and know her age for example (88). Ask about her population and propose to be her mating partner. Watch impregnation scene. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game.

You can have a talk with Xerana before evening and ask some questions. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. Return to your chambers and find her on you bed. Watch her new scene after you accept her challenge. Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. Xerana will know if you cheat on her with Rosalin or Lulu and that will

make you fail her test. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, you can see Xerana once again in your bed, trying to seduce you. If you agree to that, your soldiers will receive a better equipment, but you will be sent to her femdom route without an option to turn back. If you agree or have slept with somebody else this day (Lulu or Rosalin), she will introduce you to the typical Drow relationship while giving you a handjob. If you refuse and didn't have sex with Rosalin or Lulu, then Xerana will give you a kiss, showing that she secretly wants you to succeed.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. If you had submitted yourself to her will, your barracks will be automatically upgraded to +1. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you will spend some time with Xerana. You can choose to change how she wears her pubic hair and have one of two scenes – Cunilingus for Femdom route or missionary for equal route.

Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will return to your chambers to have some rest.

Next day, Queen will speak with you and tell that she knows about your relationship with Miriam and Beatrice. Rosalin did tell her everything she found out about it and it will lock your option to become a king of Irnia. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, Xerana will make a special enchantment instead of him. If Calanon is alive, he will do it himself. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if Xerana is pregnant, you will have a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Xerana. You will continue to work as hand of the Queen and Xerana will

help you however she can. You will also know what happened to major cities and characters you interacted with.

Note: This is the end of this route.

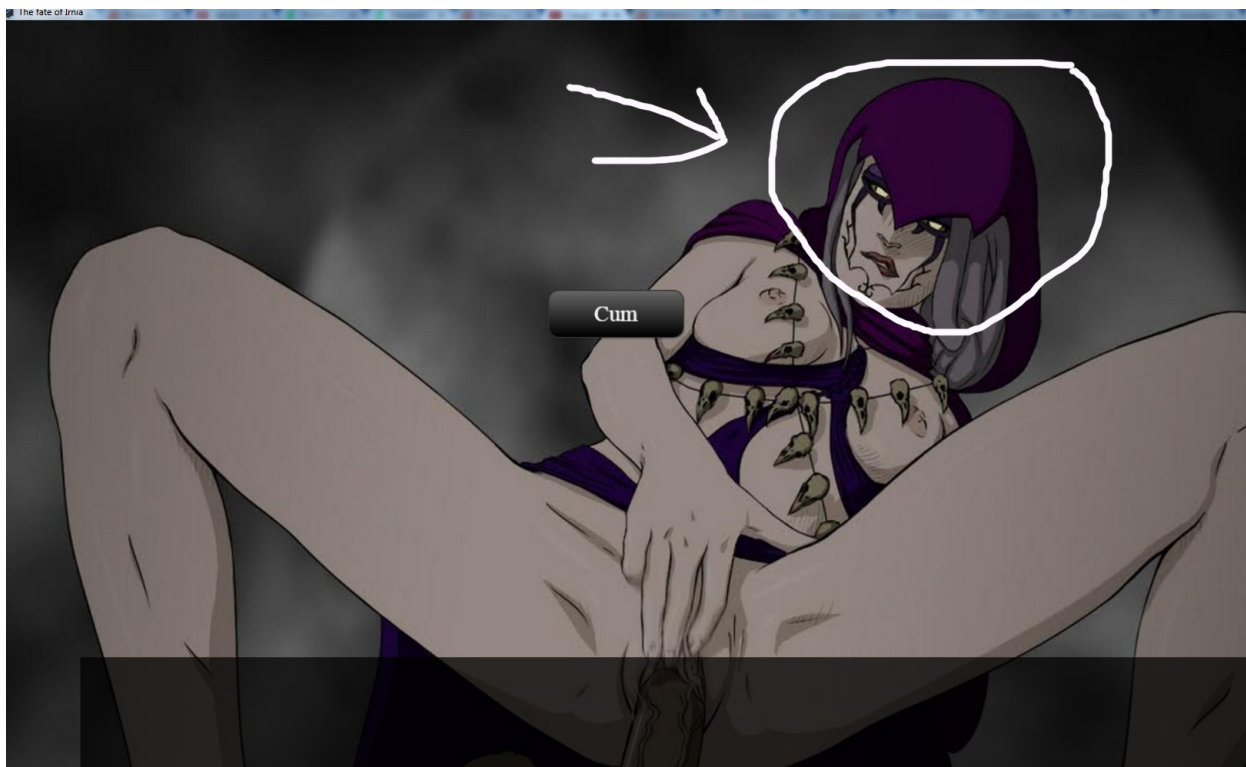
Lady Death Mind control and Mind break route.

day 1

At home- choose any options .

At the tavern- choose any option and then say "Thank you" to the barmaid or "Can you keep me company?" and then choose to tell her your fake name. When outside of the tavern choose anything.

In a conversation with death ask her about "physical interaction" then choose "yes, show me" Watch scene- click on her face, just like it shown on a picture.



Choose to return to the world of the living.

Day 2

Tell mother about Lady Death.

When you met with Lady Death again- Decline her offer to have sex(it is too dangerous to do that in a middle of a market). Watch scene.

Convince her to stay. DON'T USE SPHERE ON HER! It won't end well...you will have your chance to that later in the story. If you choose to tell Jeremy that he will get lucky- you will get less money than if you tell him that something bad. Return home. Choose to sleep with her at aunt's house and use red. She is now Mind Broken and you have a powerful goddess completely at your control. Enjoy blowjob scene at this house and doggy style scene at the castle.

Note: This is the end of this route for now.

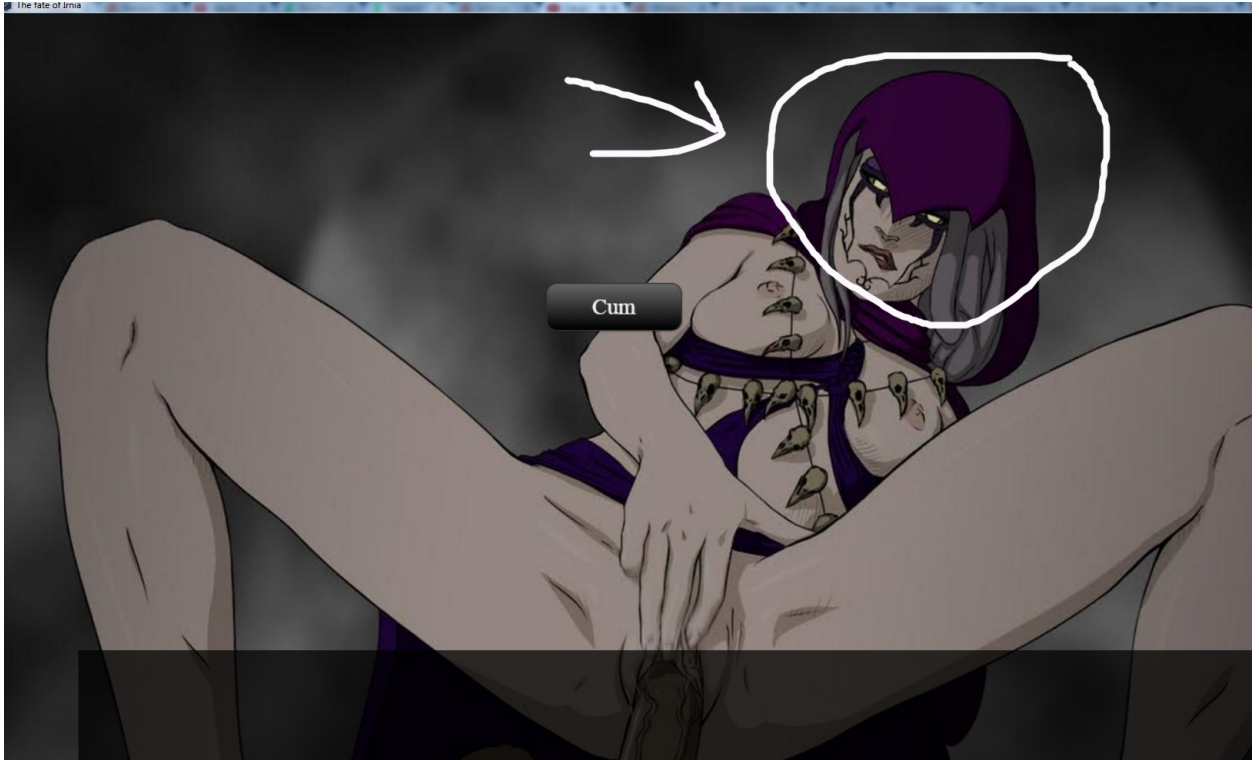
Lady Death Vanilla route.

day 1

At home- choose any options .

At the tavern- choose any option and then say "Thank you" to the barmaid or "Can you keep me company?" and then choose to tell her your fake name. When outside of the tavern choose anything.

In a conversation with death ask her about "physical interaction" then choose "yes, show me" Watch scene- click on her face, just like it shown on a picture.



Choose to return to the world of the living.

Day 2

Tell mother about Lady Death.

When you met with Lady Death again- Decline her offer to have sex(it is too dangerous to do that in a middle of a market). Watch scene.

Convince her to stay. DON'T USE SPHERE ON HER! It won't end well...you will have your chance to that later in the story. If you choose to tell Jeremy that he will get lucky- you will get less money than if you tell him that something bad. Return home. Choose to sleep with her at aunt's house to watch her scene. Choose to visit her at the market to get some coins. At your room agree to sex, otherwise she will break up with you. Watch the scene and ask her some questions.

At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leanor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. You can talk with her before evening and ask questions. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. Have a dance with your lady and a scene in your chambers.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Death will know if you cheated with Rosalin. Telling her you will do what you want and continue cheating, will bring negative consequences later on. Telling him to work harder will change the relationship with him. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, you can enjoy Death's company. Ask what she thinks about having children, change how she wears public hair and have a scene with her, including a new one- Goddess form from behind.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Death. You can learn what she was doing with the souls of your slayed enemies and decide if she should continue doing that. If she continues, it will be easier for her to keep her Goddess' powers. If she stops doing so, her powers will get weaker and weaker. If you cheated on Death with Rosalin, Lulu or Jenny, you will reach bad ending. Otherwise, you will be rewarded with missionary scene and an option to impregnate Goddess of Death.

Next day, Death tells you who was behind your father's illness- Roland. She found it out by using Book of Life and it will get her into trouble. Going to the throne room you find out, that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you comfort Death, who seems to be not as strong as before. Next day, Queen will speak with you and offer you an alliance through marriage. Death will speak against it, telling that she has a better offer. She will make you not only a King but also a God of the underworld. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, Death will do special enchantment for your soldiers. If Calanon is alive, he will do it for free as well. This upgrade along with barracks upgrade will determine which ending you will get.

After you are done, you can return to Death and embrace your new powers. After the time skip, you check on how well prepared your soldiers are and if Death is pregnant, you will have a scene with her right away. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending

with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Death, ruling underworld together with her. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

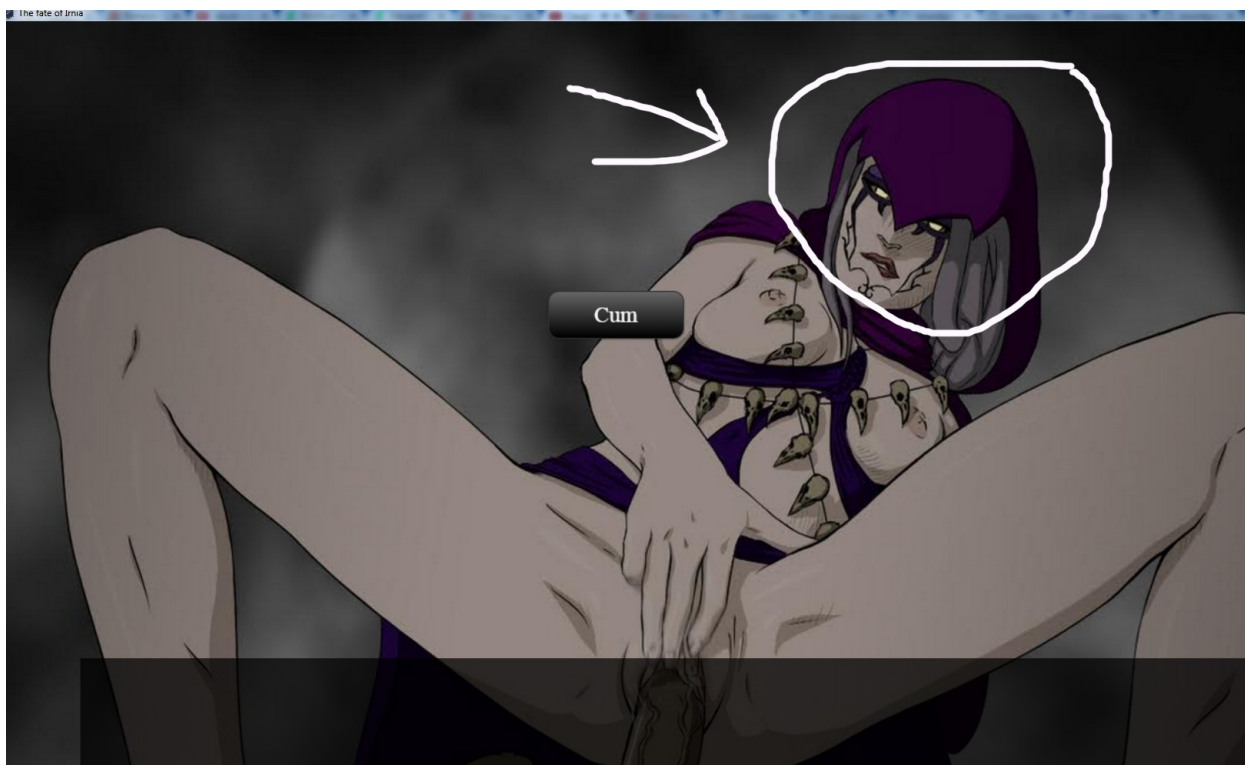
Lady Death Vanilla ending # 1.

day 1

At home- choose any options .

At the tavern- choose any option and then say "Thank you" to the barmaid or "Can you keep me company?" and then choose to tell her your fake name. When outside of the tavern choose anything.

In a conversation with death ask her about "physical interaction" then choose "yes, show me" Watch scene- click on her face, just like it shown on a picture.



Choose to stay with her and watch her epilogue.

Beatrice vanilla route.

Everyone have a chance with her. Your choices before her visit does not affect it.

At aunt house choose to sleep with her. Choose to walk outside with her. When she confesses her feeling tell that you feel the same. If you want any kind of harem with her and other character tell her about your other partner and ask if she is fine with that. Rising taxes will improve your income, but will also decrease relationship with commoners and wise versa. Leaving them the same won't change anything. Next choices will shape your relationship with her. Three way relationship with Beatrice and mother is possible if you have previously romanced mother and have mentioned your relationship with her to Beatrice. Simply choose to suggest that to mother when she comes to your chambers and that's about it. You can visit her before evening and have a little chat.

At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leanor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. Sex scene will happen at night when she gives you her virginity. It is impossible to miss if you are on her route. Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. Beatrice will know if you cheated with Rosalin, but she is completely fine with it, as long as you love only her. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, you can enjoy company of your sister. Ask what she thinks about having children, change how she wears public hair, ask about her life at the temple and have a new scene with her.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leanor, Calanon and Roland and make some improvements. At the end of the day, you will spend some time with Beatrice and have a possibility to impregnate her.

Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will return to your chambers to have some rest. Next day, Queen will speak with you and tell that she knows about your relationship with Beatrice. Rosalin did tell her everything she found out about it and it will lock your option to become a king of Irnia. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leanor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After you are done, you can return to Beatrice and propose her to become your wife. After the time skip, you check on how well prepared your soldiers are and if Beatrice is pregnant, you will have a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again.

If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Beatrice, with you living a life of adventures. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Beatrice Mind Break route.

Everyone has a chance with her. Your choices before her visit do not affect it.

At aunt house choose to sleep with her. Choose to walk outside with her. Choose to use red on her and watch scene. Next, visit Bathhouse at the day and watch BJ scene.

Rising taxes will improve your income, but will also decrease relationship with commoners and vice versa. Leaving them the same won't change anything. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. If you romanced Miriam before Mind breaking Beatrice, they will have confrontation and Miriam will leave you for cheating. With Leanor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. You will get another scene with Beatrice at night and discover that she likes to be dominated and pet play.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice.

Telling him to work harder will change the relationship with him. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. At the evening, you can enjoy company of your sister and get a new dominant scene with her. You can ask what she thinks about having your children, change how she wears public hair or ask her how she enjoys to be dominated. Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leanor, Calanon and Roland and make some improvements. At the end of the day, you reunite with Beatrice at the bathhouse and get a new scene.

Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end.

Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Beatrice and she comforts you in your chambers. Next day, Queen will speak with you and tell that she knows about your relationship with Beatrice. Rosalin did tell her everything she found out about it, but it only enrages you. You decide to take initiative in your hands and become King of Irnia, showing that you are the only one who deserves to rule this land. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leanor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment.

If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get. After the time skip, you check on how well prepared your soldiers are and if Beatrice is pregnant, you will get a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Beatrice, where Queen is being used as your slave. You will also know what happened to major cities and characters you interacted with.

Aunt Katrin vanilla route

Aunt is available for all routes. It doesn't matter what path led you to her.

At her house decide to share the room with her. When she comes to you, tell her - "yes, you are right.". Watch and listen to H scene. Next day- go to the bath house and agree to have sex with her. If you want to cum inside her- you will need to buy silphium or just save it from the night before. Mother and Ghorza will know if you had sex with her, so keep that in mind. Ghorza will break up with you no matter what, but Mother can agree to share you (for more- look at her route section). At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leanor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. Choose to speak with Lirna merchant in private and agree to give him 50 soldiers for the expedition. You will meet aunt Katrin at the ball and have a scene with her in your room.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. You can also visit Aunt Katrin for a small chat and change how she wears public hair. At the evening, you will get a new scene with Aunt Katrin and find out that your relationship is more complex.

Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. After arriving at the Red Mountain, it depends on

your barracks upgrade, to determine how many of your soldiers will survive the encounter with the orc warchief. Inside the tower, you can choose to save Lucas (Aunt Katrin's husband). If you romanced or MB Katrin before, she will ignore her husband and focus on the relationship with you. When the <<Queen>> shows up, you have to step back from her, else you will get a scene with the succubus and a bad ending. After returning to the capital, it is up to you if you tell the commoners about what really happened at the Red Mountain, this choice will determine who will support you later on. You can speak with Leonor, Calanon and Roland and make some improvements. At the end of the day, you will visit Katrin and ask about your relationship. She needs a little time to think and will visit your chambers right after for a new scene(anal).

Next day, you visit the witch and she tells you about the origin of your gift and uncovers who is responsible for your father's death.. When you return to the keep, you find out that it was indeed Roland who poisoned your father, out of fear that he will become the new King. If you are in a bad relationship with Calanon, he will side with Roland, but no matter what, the traitors will fail. If the morale among Irnia's citizens is low, they will take this chance to rebel and that will lead to a bad end. Each time you upgrade barracks, it gives you +1 to morale and if Irnia's taxes are the same or lower it gives you +1 and +2 to morale respectively. Telling the truth about the demon's attack will give you -1 to morale. You need to have at least 2 morale to avoid the bad end. After dealing with the traitor, you will find Katrin and she will give her thoughts about what happened. Next day, Queen will propose you to become king of Irnia, but you refuse to stay together with Katrin. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get.

After you are done, you can return to Katrin and if you obtained a potion for her before, you will now impregnate her. After the time skip, you check on how well prepared your soldiers are and if Katrin is pregnant, you will have a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Beatrice, with you living a life of adventures. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Aunt Katrin Mind Break route.

Aunt is available for all routes. It doesn't matter what path led you to her.

At her house decide to share the room with her. When she comes to you, tell her - "yes, you are right.". Watch and listen to H scene. Next day- go to the bath house to meet aunt Katrin and use red on her. Watch and listen to H scene(BJ). Rising taxes will improve your income, but will also decrease relationship with commoners and wise versa. Leaving them the same won't change anything. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game. You can visit aunt Katrin after that and watch the scene. She won't be attending to the ball event, but you will be able to

visit her more later on. Next day, Roland will show you Irnia's stats, which can be different depending on your choice. Telling him to work harder will change the relationship with him. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. You can also visit Aunt Katrin for a small chat and change how she wears public hair.

At the evening, you will get a new scene with Aunt Katrin. Next day you will see consequences of your actions. If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success. Next day, Queen will speak with you and tell that she knows about your relationship with Katrin. Rosalin did tell her everything she found out about it, but it only enrages you. You decide to take initiative in your hands and become King of Irnia, showing that you are the only one who deserves to rule this land. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leonor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get.

After the time skip, you check on how well prepared your soldiers are and if Katrin is pregnant, you will get a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with Katrin. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

Queen Romance route.

When asked if you found someone you like, answer «not yet» or «mention Sandy». If you chose not yet, then ignore Ghorza and scream for Xerana to be executed. If you chose to «mention Sandy», then after finding Dragon Claw, sell it to the merchant instead. Continue to ignore any other woman on your way to the keep. Raising taxes will improve your income, but will also decrease relationship with commoners and wise versa. Leaving them the same won't change anything. At night, choose to investigate bushes and find Calanon's book. At the morning, choose to black mail him with the book or find compromise. It will improve your relationship with him and he will offer you his advice when needed. With Leonor, choose to upgrade barracks if you have enough money. If you don't- you can do it later in the story. This is one of the most important choices in the game.

Next day, Roland will show you Irnia's stats, which can be different depending on your choice.

Telling him to work harder will change the relationship with him. Then you can visit brothel to see new scene with Lulu (from behind), talk with Calanon and Roland to find more about Irnia's state, visit Jeremy (if he is in your dungeon) and Water Naiad (if you met her before). Letting Jeremy go, without using blue might evolve into a small riot. Next day you will see consequences of your actions.

If you agreed to send 50 soldiers on an expedition and did it on private, expedition will be a success and you will get your share of the profit. Raising taxes will lower the morale of the citizens but boost your income. Agree to personally save the Queen and make sure your barracks are good enough before you go on that mission. Soldiers equipment depends on barracks upgrade and so is your chance of success.

Next day, Queen will speak with you and propose a union through marriage. Agree to her proposal. I advice you to visit Roland's office first and find his stash of gold (600). Then, you can visit Leanor and if Calanon is dead, she will ask for 400 coins to hire a mage for a special enchantment. If Calanon is alive, he will do it for free. This upgrade along with barracks upgrade will determine which ending you will get.

You will have a scene with the Queen after your conversation, where you find more about the conflict. After the time skip, you check on how well prepared your soldiers are and if Queen is pregnant, you will get a scene with her. After that, you will face consequences of your choices. If barracks are upgraded to their maximum, or they had a medium upgrade with enchanted weapons, then you will have the best ending. Orcs won't bother Irnia ever again. If barracks had a medium upgrade, then you will have a good ending, with cycle repeating itself 12 years from now. If Barracks weren't upgraded, you will have a bad ending with orcs and demons being victorious. If you had a good or best ending, then you will see an epilogue with the Queen. You will also know what happened to major cities and characters you interacted with.

This is the end of this route. Thank you for playing and supporting the game.

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Money "cheat"

At the second day at the capital click on the house at the top right to get 1337 gold coins.



Water Naiad route.

Click on the secret area at night to find this char



You can use red on her and open MB blowjob scene, but this choice will close this character forever.

You have to "leave" to have a chance with her later.

This is the end of her route for now.

Jenny (Female version of Jeremy)

Choose to use red on Sandy and cum inside her at the first day. You will , meet her again at the castle event and choose to lock Jeremy at the dungeon. You can turn him into a girl to have your revenge later on by using red. He is not yet fully mind broken, and you need to wait before you can get a scene with «her».

This is the end of her route for now.

Rosalin route.

Agree for a handjob when she offers it to you and that will be a start of your secret relationship. She is not simple and this decision can backfire, so be sure you really want her. Next day she will visit you once again and you can ask for another handjob or blowjob. You can visit her after Red mountain, if you used her service before. She will ride you until ejaculation and promises to take silphium. Promise she will keep, so don't worry about unexpected pregnancy.

Miriam and Beatrice Mind Break threesome route.

To access this route, you have to first MB mother and then take a walk with sister at the aunt house and MB her as well. This will make both of them obedient, desire you and each other as long as it is for your liking. First scene is with main character entering mother from behind while she kisses Beatrice.

Miriam and Beatrice threesome romance route.

Three way relationship with Beatrice and mother is possible if you have previously romanced mother and have mentioned your relationship with her to Beatrice at the night walk. Simply choose to suggest that to mother when she comes to your chambers and that's about it.

Miriam, Katrin and Beatrice foursome romance route.

This route is possible, if you had romanced Miriam and decided to have sex with aunt Katrin. Next day, visit Katrin in the bathhouse and have sex with her. Miriam will know about it and decide to break up with you. You will have to use blue to change her mind about it and so the foursome route begins.

Succubus Romance.

You have to be in no relationships to enter her route. Simply use blue when you have the chance and give her your cum when visiting her in the dungeon.

Succubus MB.

You have to be in no relationships to enter her route. Simply use red on her when you have a chance.

Miriam, Beatrice and Katrin MB.

Follow Miriam and Beatrice MB route, but choose to invite Katrin to your chambers after the ball.