

Act 1 (I will only highlight meaningful choices)

- 1.Nestle closer +1 charm
- 2.Mount her
- 3.Bite her +1 strength
- 4.Spit fire in her face +1 cruelty
- 5.Look at your food
- 6.Accept the food gladly +1 Strength and +1 Mercy
- 7.Roar or pretend to join him
8. Bite his fucking dick off (optional but encouraged)
- 9.Leap out the window
- 10.Hide
- 11.Scale the building
- 12.Pounce on her
- 13.Hold her in place
- 14.Take her gently
- 15.Cum in her +1 potency
16. Make good your escape +1 Mercy

End of act 1

Stats (strength:2)(Charm:1)(Potency:1)(Cruelty:1)(Mercy:2)

Act 2

- 1.Go to highlands and choose Farmsteads
2. Approach the Stable
 - .Pleasure
 - .Wait patiently +1 charm
 - .Growl your approval +1 potency
 - .Yes
- 3.Go back to the farmsteads and hunt the cattle +1 Strength
- 4.Go to the town
 - .Surprise them
 - .Wait and see how they react
 - .Don't attack them and choose acceptable +1 charm
5. Go to the forest
 - .Follow the Screams
 - .Her
 - .No you or attack the colt then choose I've never eaten horse before
 - .Go
- 6.Leave the highlands, go to the lowlands
- 7.Choose the Swamp and then pick follow the lights
 - .Finish talking to him +1 charm
- 8.Go to the fishing village and pick off one of the towns people
 - .confront them.
 - .follow her

.Take advantage +1 potency
.Yes +1 Charm
.Leave
9. Leave the lowlands and go to the mountains
10. Choose the monastery and sneak in
.Greetings
.What?
.Look quizzically at her. + 1 charm
. No +1 mercy
11. Go to campfire
.Confront them
.After talking with her choose err
.very well
.Sure
.don't ditch her
.Yes
.Oblige her
. go for her cunt and immediately get +1 potency or go for her ass and wait a week to get +1 potency
End of act 2
Stats (strength:3)(Charm:6)(Potency:3 or 4)(Cruelty:1)(Mercy:3)

Act 3 (interact with your captives for scenes)

.She will be
1. Summon your attendant and make traps -1 treasure sleep till they are built
2. Malagar appears Don't attack him and accept his deal
3. you meet a weird kobold
.Who is she?
.explain
.Leave us be
.explain
.either option works
4. Go to the convent
.Come with me
.She is mine
.Visit The abbess
.Test her faith +1 potency
5. Go to the highlands
6. Go to the farmsteads
.Approach the Stable
.Come with me
.She is mine
7. Return to highlands
8. Road

. Attack the oxcart
.Continue
.Unacceptable or growl
.Very well +1 Mercy and +1 Treasure
9.A angry women appears and she's looking for you
.After the scene survey your kobolds
.choose I will take responsibility -1 treasure and +1 kobold morale
10.Go to lowlands
11. The wildlands
.Continue
.Attack
.Make her submit +1 Potency
.Offer her to the pack +1 Cruelty
.Take control of the pack
. The lowlands as your roam
12.Go to lowlands and choose gutter cove
.Intervene
.Business partner
.Visit Mina
.I need resources
.Acceptable +1 Treasure
.I need relief +1 Potency
13. Return to gutters cove
.Visit the Drunk
.Kidnap her
14. Return to Gutters cove
.Crash the Bar
.Attack them +1 Cruelty
.Enter
.Move forward
.Man +1 Cruelty
.Glory
.Acceptable
15.Rhys appears and a problem begins
.Capture her (Mina unhappy)
16. Go to the highlands and pick Bastion
.Yes
.Climb the side of the building
.Resist
.Resist or I want to fuck you Option
.Yes
.The ancient spire
17. Visit heloise
. Fuck her +1 potency

. remove either blindfold or gag but NOT BOTH.

. After the deed remove either A gag or blindfold +1 charm.

18. Talk with the warlock until you get the option "how will we defeat Valzira?"

.Me

.Me

. visit and Fuck Valzira +1 potency

.Don't give Valzira to the warlock

19. Visit heloise and then visit her once again and one more visit just in case (the same could be done to valzira but Don't know if it messes stuff up.)

20. Sleep until you get all the scenes mentioned below. (Ignore the scenes if you already go them)

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1.Rhys appears and a problem begins

.Capture her (Mina unhappy)

2.you meet a weird kobold

.Who is she?

.explain

.Leave us be

.explain

.either option works

3.A angry women appears and she's looking for you

.After the scene survey your kobolds

.choose I will take responsibility -1 treasure and +1 kobold morale

4..The twins have arrived at your tower (it's important to have the traps built or they escape and steal your treasure)

.They are mine

. Visit them

.No

.Very well +1 potency

.Sleep

.Visit them again

.Eavesdrop

.Enter

.Lets see that rear view again

.very well

.Visit once again

.Eavesdrop

.Don't wake inej and go with sabetha's plan +1 potency

5.A gift in the form of a dress

. give it to mina

.Don't tear it up

.Very well (Mina Happy)

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21. After getting all those scenes waste time Until the Huntress arrives

.Im sorry
.It can change
.Join me
End of act 3
Stats (strength:4)(Charm:8)(Potency:11)(Cruelty:4)(Mercy:4)

Act 4

. Issa +1 Kobold morale
1.Survey the mercenaries
. gift riches + 1 Mercenary morale
2.Gather your war council
.Attack coldreach with kobolds +1 prosperity +1 mercy -1 Kobold morale
3. Malice should have been born now but if she isn't fall asleep again
4.Gather your war council
.Attack Bastion with Kobolds +1 Prosperity +1 Mercy -1 kobold morale
4. If you picked a consort other than her mother, malice may steal your consort do these steps to prevent it.

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1. After coming back from a raid a kobold will try and talk to you
.Choose spit it out
.you know you can't eat that
.Tear off a strip of meat
.Not to take from others
2. Visit valzira or Naho and leave until Malice shows up
.It's complicated
.Life is about trade offs
.I fulfill her needs and desires

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5. Survey the Mercenaries and investigate everything until you see Malice
.Bare your fangs and growl
.Break his arm +1 cruelty
6.Gather your war council
. Attack the convent with Kobolds +1 Prosperity +1 Mercy -Kobold Morale
7.Gather your war council
. Attack Farmsteads with Mercenaries
. Take what you want +1 cruelty -1 prosperity
8. Gather your war council
.Attack pale rock
.Kobolds
. Malice appears agree to her deal (ignore this if you have Heloise as your consort)
9. Battle of pale rock
.Test their courage
.All aboard
.Remind them what you are

.Appeal to the people

.You will kneel

.Don't kill adeline

.Capture Balthorne (could be useful)

End of act 4?

Stats (strength:5)(Charm:9)(Potency:11)(Cruelty:6)(Mercy:7)