



WALKTHROUGH (v4.1.7 WIP)

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SPOILERS INSIDE

Tips & Info

Seeing Content

Before you start, go to 'Preferences' and toggle any types of content you want to see. A red bar to the left of a content tag means it is active. If you aren't interested in specific kinks or content, not enabling that flag will remove it from the game.

Game Mode

When you start the game, you will be able to choose your tone:

- In **Dark Fantasy** mode, you will have to manage your stats and make difficult choices to succeed.
- In **Power Fantasy** mode, the content is the same but you will always succeed at stat checks, and cannot die or run out of resources. You can **skip this section** if you're playing in this mode.

Wounds

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

Turning Back

At the bottom of the screen you will see a button labeled 'Back'- this will undo the last thing you did. It's very useful if you want to see all the outcomes a scene can have, or if you feel like you've made a mistake. However, you can only go back a certain amount of times in a row (50 or so).

The game autosaves every twenty lines, you can find these in the 'Auto' tab of the Load menu.

Stats

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

STRENGTH will help you physically overpower your foes, and win in a direct battle

CHARM makes it easier to intimidate, deceive, resist mental attacks, and be diplomatic

POTENCY measures your virility, and aids in certain special circumstances

CRUELTY & MERCY govern your reputation to others, and how willing they are to join you

Once you have a lair, you will be able to store **TREASURE**. Treasure is used to build upgrades to your lair, or increase the Morale of your Hordes.

When you have a lair, you will have one or more hordes available to you. Each of these has a tracked **MORALE**, which is used to do things with that horde. Morale can be increased by giving them treasure or captives.

A Stat is highlighted **red** in the Acts section below if it's the last chance you'll get to gain or use it.

Gaining Stats

If you eat some characters you will gain **+STRENGTH**, but will lose that character for the rest of the playthrough.

Advancing your goals through dialogue will give **+CHARM**.

The first time you have a sexual interaction with a character will almost always give **+POTENCY**, subsequent sexual interactions with that character will not.

You will get **+CRUELTY** or **+MERCY** if you treat someone with vindictiveness or kindness, and they are able to tell others about it (or you leave some evidence behind that others can find).

Finding valuables and taking them grants you **+TREASURE**. You will start with 1 Treasure when you find a lair.

Gifting captives or treasure to hordes will grant them **+MORALE**. Mundane hordes start at 1 Morale, lair factions will start at 2 Morale.

Multiple playthroughs are required to see all available content.

Act I

Important Stats

Can gain: **Strength, Charm, Potency, Mercy, Cruelty**

Can use: **Strength, Charm, Cruelty**

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

(If you try to mount the Princess and pout she will order her handmaiden to pleasure you. You will still be able to get 'service' when she arrives if you dont do this, but it will give +CRUELTY)

- Bite the Princess: (+STRENGTH)
- Nestle closer to the Princess: (+CHARM)

She briefly leaves, and you meet her Handmaiden.

(Getting 'serviced' by the Handmaiden will give +POTENCY)

- Eat the meal brought to you: (+STRENGTH, +MERCY)
- Attack the handmaiden: (+CRUELTY)

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

(**Fooling** or **roaring** at the Regent will allow you to **bite his dick off** when you escape. Charging the guards will get you killed)

- Fool the Regent: (Requires CHARM 1)
- Roar at the Regent: (Requires CRUELTY 1)
- Bite the Regent's dick off: (Requires STRENGTH 1)

You evade the guards as you escape the city

(Here you can either **scale the building** to hide in a Commoner's room, or **dive over the side-gate** to **hide under a cart**. **Confronting the guards, returning the way you came** or **raping the commoner** will get you killed.)

Commoner:

- Freeze in place: (+CHARM)
- Pounce > Kill: (+STRENGTH)
- Pounce > Take her, gently > Leave: (+POTENCY, +MERCY)
- Pounce > Take her, gently > Kill: (+POTENCY, +STRENGTH)

Cart:

- Pick off one of the guards: (+CRUELTY)

Act II

Important Stats

Can gain: **Strength, Charm, Potency, Mercy, Cruelty**

Can use: **Strength, Charm**

In Act 2 the game becomes open-world. You can explore the realm, interact with people, and search for a lair. Only one scene is exclusive to Act 2, the Huntress encounter (See Maelys Section). If the countdown finishes before you find a lair, the Huntress will catch you and you will die.

Act III

Important Stats

Can gain: **Strength, Charm, Potency, Mercy, Cruelty, Treasure, Morale**

Can use: **Strength, Charm, Potency, Mercy, Cruelty, Treasure, Morale**

After you claim a lair, Act 3 begins, and 7 extra days are added to your countdown. You can capture or recruit many of the NPCs you met previously, or have your first interaction with them after you get a lair. When the countdown finishes, the game will progress to your showdown with Maelys - on more favourable terms, this time.

Act IV

Important Stats

Can gain: **Mercy, Cruelty, Morale, Prosperity**

Can use: **Treasure, Morale**

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

Your war council will consist of:

- **Kobolds**, always
- **Wolfmen**, if you have recruited them.
 - If you promised them 'BITCHES' but have not gifted them any captives, they will start with a Morale penalty.
- **Mercenaries**, if you have recruited them with POWER or GLORY.
 - If you have not given them any Treasure, they will start with a Morale penalty.
- **Proteans**, if you are in the Sunken Temple and have gifted them the Abbess.
- **Infernals**, if you are in the Abandoned Mine and have gifted them the Inquisitrix.
- **Malagar**, if you are in the Ancient Spire and have gifted him the Witch.

You will be able to choose who to lead your kobolds:

- **Petruk/Grokkkan** (if they are still alive) will let you choose between sparing and pillaging.
- **Issa** (if he has been recruited) will always spare territories.
- **Breaker** (if the torture chamber has been built) will always pillage territories.
- **Kralak** (random kobold, if Petruk/Grokkkan is killed at the end of Act III) will let you choose between sparing and pillaging. but reduces kobold Morale by 1.

After that, the council will disband and you will be prompted to rest. When you rest, you have the option to choose a favourite captive to act as your consort. Currently you can choose between Heloise, Marie-Anne, and Mina, or go bachelor. Consorts do not provide mechanical benefits, but you'll unlock variant scenes and some really cute interactions with them.

To choose a waifu, you must know their name, and they must be in a condition to reciprocate your advances:

- **Cuchilla**: will always accept.
- **Darja**: will always accept.
- **Eburon**: will always accept.
- **Heloise**: must be pregnant (have sex with her more than once), must have had 'the chat' (visit her afterwards and talk to her about her pregnancy).
- **Marie-Anne**: must be happy (don't rape her on first meeting), or broken (via the torture chamber).
- **Mina**: must be happy (either don't strip her on first meeting and recruit her in the Cove, or don't rape her during the bandit encounter).

Other waifus will be available for selection in future versions.

Conquest

Once you have slept, you can summon your council and begin conquest. The realm is divided into territories, and each of those territories has a Challenge Rating (CR).

Territory	CR	Unique features
Bastion	2	- Provides double Prosperity if spared
Coldreach	3	- Very difficult
Convent	1	- Provides double Morale if pillaged
Countryside	1	
<i>Forest</i>		- <i>Not in game yet</i>
Gutter's Cove	2	- Already conquered if you've recruited the mercenaries
<i>Peaks</i>		- <i>Not in game yet</i>
Swamp	2	- Already conquered if you've captured the witch - Cannot be successfully attacked with kobolds - Provides no Prosperity or Morale - Provides Valzira as a captive
Wildlands	2	- Already conquered if you've recruited the wolfmen - Provides Naho as a captive
Pale Rock	?	- Ends the conquest sequence

After selecting a territory, you will be able to choose which of your hordes you want to attack it with. If a horde has Morale 0, they will not be selectable as an option.

You will enter a battle sequence featuring the horde you have chosen, besieging that territory. **If the horde's Morale is equal to or higher than the territory's CR**, the battle will be successful. Otherwise, you will be forced to retreat. Either way, **your horde's Morale will be reduced by 1** due to casualties and spent resources.

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

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

Prosperity is a new stat that has no immediate use, but will be important in Act V. Once the battle is over, you will return to your lair. After a good night's rest (and some possible time with your waifu), you'll be able to launch another attack on a different territory.

Managing Morale

Because your hordes' Morale will reduce with successive battles, if you have a long campaign you will need to either:

- give them treasure (if you still have it)
- let them pillage territories
- gift them captives

Time to evaluate your priorities.

If you do decide to give them a captive, be aware that in the current version, not all captives can be given to all hordes. As of v4.1.7:

	Kobolds	Wolfmen	Mercs	Proteans	Infernals	Warlock
Chanwe	Green	Green	Green	Green	Red	Red
Cuchilla	Green	Green	Red	Yellow	Yellow	Red
Darja	Green	Green	Yellow	Yellow	Green	Red
Heloise	Yellow	Red	Red	Yellow	Green	Yellow
Issa	Yellow	Yellow	Yellow	Yellow	Yellow	Red
Maelys	Red	Red	Red	Yellow	Red	Red
Marie-Anne	Green	Yellow	Red	Yellow	Yellow	Yellow
Mina	Green	Green	Red	Yellow	Red	Red
Naho	Red	Green	Yellow	Green	Red	Yellow
Sab & Inej	Red	Yellow	Yellow	Red	Red	Red
Valzira	Yellow	Green	Yellow	Yellow	Red	Green

Red combinations aren't options yet. Yellow combinations are, and green ones also unlock a followup scene featuring the captive's new life with the horde.

Finale

The conquest sequence ends when you choose to attack the capital, Pale Rock.

Your generals will put forward proposals for how they can help prepare you for the assault. The faction that you choose will gain **Morale**, as well as special options in the battle to come.

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

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

The game currently ends when you begin your assault on the capital, Pale Rock.

The World



The Lowlands

Fishing Village [Gutter's Cove]:

- Pick off one of the townspeople: The Drunk (Cuchilla) interaction
- Access Sunken Temple Lair
- Recruit Mercenary Horde

Swamp:

- The Witch (Valzira) interactions
- Access Sunken Temple Lair
- The Wisp (Garren) interactions

The Wildlands:

- Wolfgirl (Naho) interactions, recruit Wolfmen Horde



The Highlands

The Town [Bastion]:

- The Rogues (Sabitha & Inej) interactions
- Heist Quest

Roads:

- The Trader (Mina) interactions
- Access Abandoned Mine Lair

Farmsteads:

- The Farmgirl (Marie-Anne) interactions
- Access Abandoned Mine Lair

Forest:

- The Huntress (Maelys) interaction (Act 2)



The Mountains

Fortified Village [Coldreach]:

- N/A

Campfire:

- The Fangirl (Darja) interactions
- Access Ancient Spire Lair

Monastery:

- The Abbess (Chanwe) interactions
- Nun sex scene

Peaks:

- N/A

The City

- N/A

Lairs & Factions

The lair is home to you, your Hordes, and your Captives while you prepare to conquer the Realm. When you claim a lair and explore it, you will discover a unique Faction the Dragon can choose to make an alliance with. Once you unlock a Faction's representative you can give them Captives in the same way as with Hordes (see next section). Only one lair can be chosen per playthrough.

In your Lair you can **summon your attendant**, who is also the representative of the Kobold Horde. This will give you the option to give him a **new name**, change the **title** they refer to you by, or **make something**:

- **Traps: Needed to capture Sabetha & Inej**
- **A Sacrifice: +3 STRENGTH**
- **An Idol: +3 CHARM**
- **Torture Chamber: Torture scenes**

Only one of each can be chosen, and each costs **TREASURE** to do so. To gain the +3 benefit, **rest for the night** or **return to your lair** until the construction completes..



Sunken Temple (Proteans)

Eldritch horrors from beyond time and space, represented by 'Mother'.

To unlock the Lair:

Visit the Fishing Village, infiltrate a ship, attack the Mercenaries (Requires STRENGTH 2), and **stow away**.

OR

Visit the swamp, follow the lights, and ask the **Wisp** about your **surroundings**. You will then be able to travel there from the **lowlands** menu.

To unlock Mother:

Investigate the deep chambers of the temple and **focus on the statue**, then **capture The Abbess, visit her** in your lair, and say "**THERE IS A GOD HERE**". This will lead to a scene where she is converted into Mother (Tentacles/Chanwe Orgy). Just don't flee at any point- though due to the Temple's strange geography you won't always be able to,



Abandoned Mine (Infernals)

Demons and hellhounds from the Inferno itself, represented by 'Žižeryx'.

To unlock the Lair:

Visit the **Farmstead**, **demand shelter** (+CHARM), and **let her go** (+MERCY, Lose Marie-Anne) or **rape her** (See: Marie-Anne section)

OR

Visit the **Roads**, **attack the oxcart** (See: Mina section)

To unlock Žižeryx:

Explore the depths, then **step onto the altar**. After that, you can create an alliance in return for **power**, **pleasure**, or **knowledge**. In the current version each choice gives the same successful result, except for "**NOTHING FROM YOU**" which makes Infernal content unavailable for the rest of the game.

Then, complete the **Bastion Heist** quest and return with Heloise in hand. Return to Žižeryx.



Ancient Spire (Malagar)

An amoral scientist with strange ambitions, represented by himself.

To unlock the Lair:

Visit the **Campfire** and let Darja accompany you (See: Darja section)

To unlock Malagar:

Claim the Ancient Spire as your lair and **rest for the night** until he shows up.

Hordes

In Act III you can recruit Hordes as minions and followers. They have a Morale stat, which you can increase by giving them a Captive, or Treasure (if they are not your lair's faction). To give a Captive to a Horde, **survey your horde** in your lair and choose the one you want to interact with. Giving a Captive to a Horde will lead to a 'Fate Scene', where you hand them over. After that, visiting that Horde may trigger an erotic 'Followup Scene' between the Horde and the gifted Captive. You will no longer be able to interact with Captives you give to a Horde, other than their 'Followup Scene', which are randomly repeated when you revisit the Horde.



The Kobolds

They show up automatically when you claim a lair, where you will meet their representative, Petruk. All of the choices lead to the same conclusion, except if you decide to **Squish him** - which will make his second-in-command **Grokkan** take over, but otherwise has the same result. At the highest level of morale, you can send the Kobolds out to steal Treasure (Gold! Gold!), which can be used to boost Morale and build in your lair (but will lower their morale). Listed below are results of gifting captives to the Kobolds:

The Drunk: Kobold/Drunk Orgy

The Trader: Kobold/Trader Public Use

The Wolfgirl: N/A

The Fangirl: Kobold/Fangirl Oral

The Abbess: Kobold/Abbess Orgy

The Farmgirl: Pig/Farmgirl Vaginal

The Rogues: N/A

The Inquisitrix: N/A

The Witch: N/A

The Trap: N/A



The Wolfmen

To recruit the Wolfmen, visit the Wildlands and overpower their leader (See: Naho section).
Listed below are results of gifting captives to the Wolfmen:

The Drunk: Wolf/Drunk Anal

The Trader: N/A

The Wolfgirl: Wolfmen/Wolfgirl Orgy

The Fangirl: Wolfmen/Fangirl Public Use

The Abbess: Wolfmen/Abbess Orgy

The Farmgirl: N/A

The Rogues: N/A

The Inquisitrix: N/A

The Witch: Wolfmen/Witch Double Oral

The Trap: N/A



The Mercenaries

To recruit the Mercenaries, visit **the Fishing Village** after you claim a Lair and **crash the bar**. You will find two Mercenaries guarding the entrance, either **scare them off (+MERCY)** or **attack them (+CRUELTY)**, then **enter**. Inside you will meet their leader, Rhyll, who eventually offers to work for the dragon in return for **gold**, or join him in exchange for **glory (Requires MERCY 4)**, or **power (Requires CRUELTY 4)**. You can refuse any of his offers, but this will lock their content for the rest of the game. If you hire them and have Mina as a captive they will make you choose:

- "LEAVE, RHYLL": Lose mercs, keep Mina
- "LEAVE, MINA": Lose Mina, keep mercs
- "CAPTURE HER": Keep mercs, Mina becomes Unhappy
- "SHE'S YOURS": Lose Mina, keep mercs, gain merc Morale

Hiring or recruiting the mercenaries will add six days to your countdown.

The Drunk: N/A

The Trader: N/A

The Wolfgirl: N/A

The Fangirl: N/A

The Abbess: N/A

The Farmgirl: N/A

The Rogues: N/A

The Inquisitrix: N/A

The Witch: N/A

The Trap: N/A

Quests



Bastion Heist

Requires: POTENCY 6 or CHARM 4

Result: Capture Heloise or Obtain Treasure

To unlock the Heist, visit **The Town [Bastion]** and meet the Rogues, Sabitha & Inej. Any actions you take with them will result in the opportunity to do the Heist, except if you **attack them** which will get you killed. After obtaining the quest, return to **The Town** in Act III to start it.

- Climb the side of the building: Continues the quest
- Escape over the town walls: Ends the quest

The dragon meets the Inquisitrix, who has the power of mind control. All of your choices will be manipulated, until you get the option to **resist**. Any other choice will result in a game over.

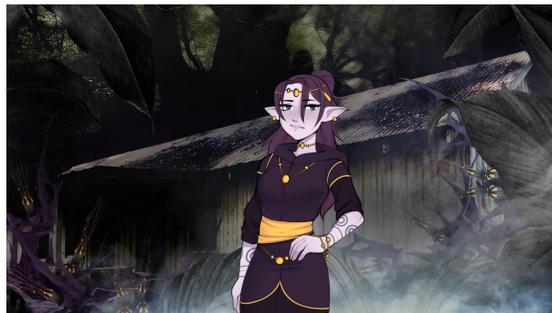
- "I WANT TO FUCK YOU": (Requires CHARM 4)
- Resist: (Requires POTENCY 6)

You will be given the choice between taking **Heloise** with you, or your share of the spoils (**2 Treasure**). If you choose to take Heloise, the rogues will offer to deliver your treasure to you if you tell them where you live.

If you tell them where you live, they will (of course) attempt to rob you as well. If you have built traps beforehand, they will not succeed in doing so.

Requires: Lair Traps

Result: Capture Rogues



Witch Raid

-Wolfmen Route-

Requires: Wolfmen (Morale Lv 2+)

Result: Capture Valzira, Wolfmen Morale -1

To unlock the Raid, meet Valzira by visiting the **Swamp** and **following the smoke**. Afterwards,

visit your Wolfmen Horde:

- "I HAVE A JOB FOR YOU": Valzira Captured, lose Wolfmen if their Morale is low

-Malagar Route-

Requires: Ancient Spire Lair, Wolfmen (Optional), Met Garren (Optional), Cuchilla (Optional)

Result: Capture Valzira, Unlock Valzira Ritual Scene, Lose Cuchilla (Optional), Lose 3 Days (Optional), Lose Wolfmen (Optional)

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

- "ME": Valzira Captured, Lose 3 Days
- "THE WOLF TRIBE": (Requires Wolfmen) Valzira Captured, Lose Wolfmen if their Morale is low
- "THE DRUNK": (Requires Cuchilla) Valzira Captured, Lose Cuchilla

If you choose 'THE DRUNK', you can return to Malagar during Act IV to hatch a (sexy) rescue attempt, and get Cuchilla back. Doing so will use some reagents, spending 1 Warlock Morale.



Huntress Showdown

Requires: Recruited Horde, met Maelys, or Kobolds Morale 2+

Result: Kill Maelys

Requires: +2 Doubt/Despair

Result: Capture Maelys

After the 'day countdown' has reached 0 in Act III, Maelys the Hunter will track down your lair and confront you. If you haven't recruited an additional horde, met Maelys in Act II, or have high kobold Morale, she will kill you.

Otherwise, you have a chance to capture her. Some actions will give 'Doubt' or 'Despair' points. Listed below are the actions you can take, their costs, and rewards:

- save Maelys from attack in Act II (+Doubt)
- watch Maelys get attacked in Act II (+Despair)
- I'M SORRY (Charm 6, +Doubt)
- I'LL DO WORSE (Cruelty 4, +Despair)
- IT CAN CHANGE (Mercy 4, +Doubt)
- Pounce! (Strength 6, +Despair)

You can pick 'JOIN ME' if she has at least 2 Doubt, or 'SUBMIT' if she has at least 2 Despair, to capture her. Otherwise, she will refuse your offer and die.

Fathering The Apocalypse

Requires: Heloise Captive

Result: 'Capture' Malice

Requires: Charm 4+ or Potency 6+

Result: Possibly cause the end of the world

Requires: Pregnancy flag enabled

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

If you sleep after this, and you have the Incest and Femdom flags enabled, you will see a new option - focusing on the texture of your scales. I recommend choosing it.

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

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

The questline will continue in the first night of Act IV, and will play out slightly differently depending on whether you've chosen Heloise as your consort. Congratulations, you're a father!

Your daughter will feature in some of Heloise's consort skits, and will also be roaming your lair. You can find her:

- 1. With the kobolds**
- 2. She'll find you if you visit an unhappy or broken captive after seeing 1**

Your choices in these interactions will affect her future interactions with you, probably for the better.

Your daughter is likely to revisit you in the last night of Act IV. This scene will play out differently depending on your choice of consort, your game mode, and your previous interactions with her.

Captives

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

Cuchilla (The Drunk)

Meeting (Dragon/Cuchilla Vaginal) [Rape]:

In the Fishing Village (Gutter's Cove) **pick off one of the townspeople** and **confront them**. Choose **any of the next options** to follow her home and **take advantage**.

- "YES": (+CHARM, +POTENCY)
- Remain silent: (+POTENCY)

If you have a lair you can now capture them. After you arrive at your lair you'll be confronted with your minion, either choice will let you keep her. Sex scene is repeatable as a captive.



Drinks (Dragon/Darja/Cuchilla Threesome):

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

Drunken Bet (Donkey/Cuchilla or Dragon/Cuchilla Vaginal) [Bestiality]:

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

- Observe: Donkey/Cuchilla Vaginal
- Interrupt: Dragon/Cuchilla Vaginal

Dogfight (Cuchilla/Naho Fingering, Oral) [Rape]

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

Morning After (Dragon/Garren/Cuchilla, Vaginal)

After leaving Cuchilla possessed by the wisp, return to visit Malagar during Act IV. Select 'I HAVE A JOB FOR YOU', and ask to 'RESCUE VALZIRA'.

Chanwe (The Abbess)

Meeting (Dragon/Chanwe Anal)

Visit the Convent.

- Try to sneak in > Attack her: Dragon/Nun (+POTENCY)
- Try to sneak in > Talk with her (+CHARM)

During the Dragon/Nun scene Chanwe will interrupt and offer herself in place of the Nun (see below). If you decide to take the Nun instead, see her section. If you are nice to the Nun, Chanwe will interrupt anyway (she's very keen).

- Allow her: Dragon/Chanwe Anal (+POTENCY)
- Mount her instead: Dragon/Chanwe Anal (+POTENCY)

If you have a lair and chose Chanwe over the Nun, or revisit the convent after choosing the Nun, you can now capture Chanwe. After you arrive at your lair you'll be confronted with your minion and have the choice to give her to the Kobold Horde (+Kobold morale, Lose Chanwe). Sex scene is repeatable as a captive.

Sacrifice (Tentacles/Chanwe Orgy) [Rape]

Investigate the **deep chambers** of the Sunken Temple Lair and **focus on the statue**, then **capture The Abbess**, visit her in your lair, and say "**THERE IS A GOD HERE**".

Theology Lesson (Dragon/Chanwe Handjob)

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

Theology Lesson, Continued (Dragon/Chanwe Titfuck)

After your first lesson with Chanwe, ask her again. If you have **MERCY 2**, she will agree.

Theology Lesson, Final (Dragon/Chanwe Vaginal)

After the last two lessons with Chanwe, ask her again. If you have **MERCY 4**, she will agree to another session - but you may not necessarily want to agree with *her*.



Mina (The Merchant)

Meeting (Dragon/Mina Titfuck) [Rape]

On the Roads you will discover an oxcart, **attack it**. After that, **either choice** will progress to the next scene. Do this in Act 2 to unlock the Abandoned Mine Lair, or Act 3 for silks.

- "CONTINUE" > "UNACCEPTABLE"/Growl > "ACCEPTABLE" > "YES" > Claim Lair > Sleep: (+CHARM, +MERCY) Unlock Abandoned Mine, Capture Mina
- "CONTINUE" > "UNACCEPTABLE"/Growl > "ACCEPTABLE" > "NO": (Requires STRENGTH 2, +CHARM) See next section (Crossbow)
- "CONTINUE" > "UNACCEPTABLE"/Growl > "SHOW ME" > "YES" > Claim Lair > Sleep several times: (Requires CHARM 2, +CHARM) Unlock Abandoned Mine, Capture Mina
- "CONTINUE" > "UNACCEPTABLE"/Growl > "SHOW ME" > "NO": (Requires CHARM 2, STRENGTH 2, +CHARM) See next section (Crossbow)



If you **go for the crossbow** (Requires STRENGTH 2) at any point:

- "STRIP" > Any option > "ENOUGH" > Eat the oxen: (+STRENGTH, Lose Mina)
- "STRIP" > Any option > "YOU" > "THEN DIE" > Eat the oxen: (+STRENGTH, +STRENGTH, Lose Mina)
- "STRIP" > Any option > "YOU" > "THEN RUN" > Eat the oxen: (+STRENGTH, Lose Mina)
- "STRIP" > Any option > "YOU" > "BARGAIN" > "ACCEPTABLE": (+POTENCY) Dragon/Mina
- "RUN" > Eat the oxen: (+MERCY, +STRENGTH, Lose Mina)

If you **get a Titfuck from Mina** the following choices become available:

- "YES": Unlock Mercenary/Mina scene, Dragon/Mina Anal scene (See: Mercenary section)
- "GO" > Eat the oxen: (+CRUELTY, +STRENGTH) Unlock Mercenary/Mina, Dragon/Mina Anal scene (See: Mercenary section)
- Eat her > Eat the oxen: (+STRENGTH, +STRENGTH, Lose Mina)

Banditry (Mercs, Dragon/Mina Anal) [Rape]

Sweetened Deal (Dragon/Mina Vaginal):

After you **capture Mina** (not unhappy), **visit her** and tell her you **need relief**:

- "I WANT MORE" > "RICHES" > "ACCEPTABLE": Dragon/Mina
- "I WANT MORE" > "BASTION": Dragon/Mina

Bed Of Riches (Dragon/Mina Vaginal):

Forcible Renegotiation (Dragon/Mina Vaginal) [Rape]:

Thinking With Portals (Dragon/Mina Oral/Vaginal/Anal) [Rape]:

Naho (The Wolfgirl)

Meeting (Dragon/Naho Doggystyle, Wolfmen/Naho Spitroast, Wolf/Naho Doggystyle) [Rape]

Visit the Wildlands and **continue** after you hear howling. Choose **any of the next options**, and get ready to fight.

- Attack!: (Requires STRENGTH 4)

Afterwards, decide what to do with Naho:

- Make her submit to you anyway: (+POTENCY, Capture Naho), Dragon/Naho
- Turn her over to the pack: (+CRUELTY, +Wolfmen morale, Lose Naho), Wolfmen/Naho



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

- "PROTECTION": Doesn't win them over, return to other choices
- "NAHO": (Requires CHARM 4, Lose Naho), Wolf/Naho
- "MORE BITCHES": (Requires lair+other captives, Capture Naho) or "ALL YOU WANT, WHEN I AM KING": (Capture Naho)
- "THE LOWLANDS AS YOUR ROAM": (Capture Naho)

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

Dogfight (Cuchilla/Naho Oral, Fingering) [Rape]

After you capture both Naho and Cuchilla, and getting to know Cuchilla, visiting Naho may trigger a scene between them.

- "DO SO": Cuchilla/Naho
- "LEAVE US BE": Funny Kobold interaction

Naho's Heat (Dragon/Naho/Eburon, Dragon/Naho, Wolf/Naho) [Rape, optional Bestiality]

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

- "GREETINGS" > "CHALLENGE HER" > "CONTINUE": Dragon/Naho/Eburon
- "GREETINGS" > "CHALLENGE HER" > "LEAVE US": Dragon/Naho
- "GREETINGS" > "SEND IN THE WOLF": Wolf/Naho
- "GREETINGS" > "I'LL HANDLE HER": Dragon/Naho
- "LEAVE US BE": Regular Naho interaction

Puppy Tamer (Naho Sexual Torture)

Build a torture chamber (requires: Act III+, one Treasure, a day to complete) and visit it. Choose to have Naho pay a visit. Afterwards, her captive interactions with you will change.

Darja (The Fangirl)

Captive (Dragon/Darja Anal, Vaginal)

Visit the Campfire. All options lead to the same result (Capture Darja, Unlock Ancient Spire)

- Reconsider the whole thing: Lose Darja
- "NO" > Leave: Return to mountain, possibility to revisit

If you **claim the Ancient Spire** as a lair Darja will offer herself to you immediately. If you **capture Darja** after you **claim another Lair**, visit her and tell her **it's time**:

- Oblige her: Dragon/Darja Vaginal



"NO" > Revisit Darja: Dragon/Darja Anal

Drinking Session (Dragon/Darja/Cuchilla Threesome)

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

Gals Being Pals (Issa/Darja Kissing) [Netorare]

Capture Issa and Darja, then visit Issa twice, reveal yourself and say "yes".

Marie-Anne (The Farmgirl)

If Marie-Anne is unhappy, you can make her happy again by visiting her, asking if she's enjoying herself, and offering to fix her sadness (Requires Kobold Morale 2).

Meeting (Dragon/Marie-Anne Oral + Dragon/Marie-Anne Anal, Vaginal) [optional Rape]

Visit the Farmstead. If you **hunt the cattle** (+STRENGTH) before meeting Marie-Anne her content becomes unavailable. **Approach the stable** to meet her. Any of the next options will lead to the following choices:

- "PLEASURE" > Force her: (+POTENCY) Dragon/Marie-Anne Anal Vaginal
- "PLEASURE" > Wait patiently > Growl your approval: (+POTENCY, +CHARM) Dragon/Marie-Anne Oral
- "PLEASURE" > Wait patiently > Rape her instead: (+POTENCY) Dragon/Marie-Anne Oral + Dragon/Marie-Anne Anal, Vaginal
- "YOUR SERVICE": (Requires **CHARM 4**) Capture Marie-Anne



After the oral sex scene you will have the option to make her **come with you** (Requires CHARM 4, Capture Marie-Anne) or **eat her** (+STRENGTH). When you capture her you'll be confronted with your minion and have the choice to give her to the Kobold Horde (+Kobold morale, Lose Marie-Anne). Sex scene is repeatable as a captive.

If you raped her instead you have three options:

- Take her with you: Capture Marie-Anne (Unhappy)
- Free her: (+MERCY)
- Leave her there: (+CRUELTY) Unlock Mercenary/Marie-Anne oral (See: 'Mercenaries')

If you rape Marie-Anne and don't **take her with you** you will **Lose her** but have the option to return to the Farmstead and **hunt the cattle** (+STRENGTH). Sex scene is repeatable as an unhappy Captive.

Captive (Dragon/Marie-Anne Oral, Vaginal) [Rape if unhappy]

Depending on how you captured Marie-Anne, she is either happy or unhappy.

If happy:

- Visit her in your lair > Let her service you: Dragon/Marie-Anne Oral
- Visit her in your lair > "I WANT MORE" > "YOU ARE MINE": Dragon/Marie-Anne

If unhappy:

- Visit her in your lair > Watch/Greet > "YOUR BODY": Dragon/Marie-Anne Vaginal

Dream (Horse/Marie-Anne Handjob, Oral) [Bestiality]

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

New Friend (Wolf/Marie-Anne Doggystyle, Oral) [Bestiality]

After capturing Marie-Anne, leaving and revisiting your lair might trigger an event where you can spy on Marie-Anne meeting a wolf. **Intervene** to prevent the scene, or **peep** to continue.

- Reveal yourself > either choice > either choice > "CLEAN HIM": Doggystyle, Oral
- Reveal yourself > either choice > either choice > Remain silent: Doggystyle

Experiment (Dragon/Marie-Anne Vaginal)

After capturing Marie-Anne and recruiting Malagar, complete his quest and offer her to him.

- Mount her roughly: Vaginal

Breaking (Breaker/Marie-Anne Torture) [Rape, Guro]

After capturing Marie-Anne, have your attendant build a Torture Chamber, visit it, and command them to bring her. Marie-Anne's dialogue options will change afterwards.

Heloise (The Inquisitrix)

Captive (Dragon/Heloise Vaginal, Oral) [Rape]

Visit Heloise in your lair after you **complete the Heist Quest**. If you remove both her blindfold and gag at any point before sex, the game will end.

- "LET US TALK" > Remove her gag: Game over
- Fuck her > Remove her blindfold > Later, perhaps: (Requires POTENCY 4, +POTENCY), Dragon/Heloise Vaginal
- Fuck her > Remove her gag > "NO": (Requires CHARM 6, +POTENCY), Dragon/Heloise Oral, Vaginal
- Fuck her > Leave both on: (+POTENCY) Dragon/Heloise Vaginal
- Fuck her > Remove both: Game Over

If you removed her blindfold or gag before sex you will have the option to remove the other afterwards (+CHARM). Scene is repeatable.

Sacrifice (Dragon/Žižeryx/Heloise Anal, Oral) [Futa, Rape]

After you **claim the Abandoned Mine** as your Lair, **complete the Heist Quest** and **tell Žižeryx that Heloise is ready**.

Dream (Dragon/Heloise & Chia Oral Vaginal, Dragon/Princess & Chia Breastfeeding Vaginal) [Femdom]

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



choices leads you to the following:

- "THE INQUISITRIX": Dragon/Heloise Cunnilingus, Dragon/Chia & Heloise Vaginal
- "THE PRINCESS": Dragon/Heloise Breastfeeding, Dragon/Chia & Heloise Vaginal

Turnabout (Dragon/Heloise Mind Control) [Rape]

After capturing Heloise and recruiting Malagar, complete the Raid quest and give Heloise to him.

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

Recruit Maelys using the 'Doubt' outcome, and choose Heloise as your consort. She will be waiting in your chamber to talk to you about Maelys, in the second night of Act IV. Encourage her to go see Maelys, and accompany her.

Bonding (Dragon/Heloise Pregnancy, Handjob) [Pregnancy]

After you capture Heloise, fuck her and remove her bindings when you're finished. Revisit her afterwards, and fuck her again to make the scene available.

Malice's Birth (Heloise, Egg-laying) [Pregnancy]

Valzira (The Witch)

Captive (Dragon/Valzira Oral, Anal) [Rape]

Visit Valzira in your lair after you **complete the Raid Quest**.

- Fuck her throat: (+POTENCY) Dragon/Valzira Oral
- Fuck her ass (+POTENCY) Dragon/Valzira Anal

Ritual (Dragon/Valzira Oral, Anal) [Rape]

Complete the Raid Quest via the Malagar Route, then **visit Malagar** and **tell him she's ready**.

- Fuck her throat: (+POTENCY) Dragon/Valzira Oral
- Fuck her ass: (+POTENCY) Dragon/Valzira Anal



Issa (The Chamberlain)

Meeting (Dragon/Issa Anal, Kobold/Issa Anal) [Futa, possible Rape]

After you claim a lair, **rest for the night** until Issa tries to sneak in.

- "LEAVE US BE": Choice of sex and/or capture, Dragon/Issa Anal (Capture Issa)
- "PUNISH HIM": Kobold/Issa Anal, choice to remove or capture (Capture Issa, Lose Issa)
- "REMOVE HIM": Either choice after that will remove Issa (Lose Issa)

Sex scene (Dragon/Issa) is repeatable as a captive.



Gals Being Pals (Issa/Darja Kissing) [Futa, Netorare]

Capture Issa and Darja, then visit Issa twice, reveal yourself and say "yes".

Punishment (Dragon/Issa Anal) [Futa, Rape]

Capture Issa and Valzira, then visit Issa, where you find him interacting with Valzira. Follow him after he leaves, and punish him.

Sabetha & Inej (The Rogues)

Deal (Dragon/Sabetha Oral) [Incest]

After capturing the Rogues (see Quests), visit them and accept Sabitha's offer (+POTENCY).



Maelys (The Huntress)

Meeting (Centaur/Maelys Vaginal) [Rape]

Visit the Forest during Act 2.

- Nothing/Walk away: Ends the encounter
- Stay and watch: Centaur/Maelys
- Scare off the centaurs: (Requires CHARM 2)
- Attack the centaur: (Requires STRENGTH 3, 4 if you tried & failed to scare them first)

Compromise (Dragon/Maelys Handjob)

After capturing Maelys at the end of Act 3, visit her in your lair and tell her you want her body (Requires 'Doubt' outcome, see Huntress Showdown Quest)



Severance (Dragon/Maelys Vaginal/Anal) [Rape, optional Guro]

After capturing Maelys at the end of Act 3, visit her in your lair and tell her you want her body (Requires 'Despair' outcome, see Huntress Showdown Quest)

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

Recruit Maelys using the 'Doubt' outcome, and choose Heloise as your consort. She will be waiting in your chamber to talk to you about Maelys, in the second night of Act IV. Encourage her to go see Maelys, and accompany her.

Other Characters

Rain (The Nun)

Meeting (Dragon/Nun Anal) [Rape]

Visit the Convent. Withdrawing at any point ends the encounter.

- Try to sneak in > Attack her: Dragon/Nun



Chia (The Handmaiden)

Meeting (Dragon/Chia Handjob)

The Handmaiden visits you in Act 1.

- Look at her body > Approach her: Dragon/Chia
- Lunge for her > Tear at her clothes > Any options: (+CRUELTY) Dragon/Chia



Mother (The Aberration)

Dream (Dragon/Mother Missionary, Dragon/'Adeline' Cowgirl) [Femdom]

After you claim the Sunken Temple as a Lair, rest for the night until you're awoken by 'Adeline'.

- Kiss her/Let her/"EH, CLOSE ENOUGH": Dragon/'Adeline'
- "I HAVE QUESTIONS" > "NO" > "YOU ARE NOT HER" > "CONTINUE": Dragon/Mother



Žižeryx (The Infernal)

Sacrifice (Dragon/Žižeryx/Heloise Anal, Oral) [Rape, Futa]

After you claim the Abandoned Mine as your Lair, complete the Bastion Heist Quest and speak to Žižeryx.



Entertainment (Dragon/Žižeryx Handjob) [Futa, Femdom]

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

Enid (The Commoner)

Meeting (Dragon/Commoner Vaginal) [Rape]

During Act 1, when you are being chased by the guards, **scale up the side of the building** or **climb up into a window** to find the commoner, then **pounce on her** and **hold her in place**.

- Take her, roughly: Dragon/Commoner, take a wound
- Take her, gently: Dragon/Commoner



Birth (Enid Egg-laying) [Pregnancy]

If you came inside the Commoner during Act 1, they will eventually show up at your lair demanding answers. After her water breaks, decide to stay.

The Mercenaries

Meeting (Mercenary/Marie-Anne Oral) [Rape]

Visit the **Farmstead**, then **rape Marie-Anne** and **leave her there** (See: Marie-Anne section). Afterwards, **revisit the Farmstead**.

Banditry (Mercenary/Mina Anal, Dragon/Mina Anal) [Rape]

Visit the **Roads**, then **rape Mina** and **let her leave**. Afterwards, **revisit the Roads** and **investigate the gathering**. If you have **claimed a Lair** you can now **scare them off** (Requires CHARM 4) or **fight them off** (Requires STRENGTH 4)

- Remove her gag > Release her > Return to Lair > Sleep: (+MERCY) Capture Mina
- Remove her gag > "YOU'LL HAVE TO DO BETTER THAN THAT" > "WE HAVE A DEAL" > Any choices: Capture Mina
- Remove her gag > "YOU'LL HAVE TO DO BETTER THAN THAT" > "I'LL JUST RAPE YOU" > Leave her there: Dragon/Mina Anal, Lose Mina
- Remove her gag > "YOU'LL HAVE TO DO BETTER THAN THAT" > "I'LL JUST RAPE YOU" > Take her with you: Dragon/Mina Anal, Capture Mina (Unhappy)
- Fuck her > Take her with you: Capture Mina (Unhappy)
- Fuck her > Leave her there: (+CRUELTY, Lose Mina)



Centaur Stallion

Meeting (Centaur/Maelys Vaginal):

Visit the Forest during Act 2.

- Nothing/Walk away: Ends the encounter
- Stay and watch: Centaur/Maelys
- Scare off the centaurs: (Requires CHARM 2)
- Attack the centaur: (Requires STRENGTH 3, 4 if you tried & failed to scare them first)



Adeline (The Princess)

No sex scenes currently implemented



Rhyll (The Mercenary)

No sex scenes currently implemented



Eburon (The Wolfman)

Workout (Dragon/Eburon Oral) [Gay]

After recruiting the Wolf Tribe, visit Naho until you find Eburon there, and have a threesome with them (see Naho section). Then visit the Wolf Tribe until you find Eburon working out, and accept his advances.



Rough & Tumble (Dragon/Eburon Anal) [Gay]

Choose Eburon as your consort and, when you find him ready to tussle, challenge him.

Garren (The Wisp)

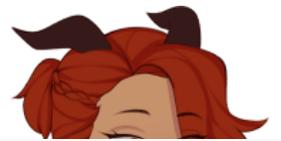
Morning After (Dragon/Garren/Cuchilla, Vaginal)

After leaving Cuchilla possessed by the wisp, the dragon comes back to save her - with some magical assistance from Malagar.



Malagar (The Warlock)

No sex scenes currently implemented



Malice (The Naga)

Dream (Dragon/Malice Vaginal) [Femdom, Incest]

After capturing and having sex with Heloise enough to break her, sleep and think about your scales.

Breaker (The Torturer)

Breaking (Breaker/Marie-Anne Torture) [Rape, Guro]

After capturing Marie-Anne, have your attendant build a Torture Chamber, visit it, and command them to bring her.



Heloise (The Succubus)

No sex scenes currently implemented.



Content Catalogue

Scenes written in *italics* haven't been illustrated yet, as of v4.0.3.
Scenes written in **bold** are animated, as of v4.0.3.

Consensual

Cuchilla/Darja Kissing (the pair make out at the Dragon's request)

Dragon/Chanwe Handjob (The Abbess teaches the Dragon theology, hands-on)

Dragon/Chanwe Titfuck (The Abbess's theology lessons continue)

Dragon/Chanwe Vaginal (The Abbess is ready to surrender her faith.)

Dragon/Chia/Heloise Vaginal (In a dream, the Dragon fucks an apparition of Chia and Heloise)

Donkey/Cuchilla Vaginal (Cuchilla makes a drunken bet with her mercenary friends)

Dragon/Cuchilla Exhibitionism (Cuchilla makes a drunken bet with her mercenary friends)

Dragon/Darja Anal or Vaginal (Darja eagerly offers herself as a concubine)

Dragon/Darja/Cuchilla Threesome (The three get drunk together and have some fun)

Dragon/Eburon Oral (The Dragon and Eburon work off some steam together)

Dragon/Eburon Anal (The Dragon and Eburon have a friendly fight, which ends up as more)

Dragon/Heloise Breastfeeding (the Dragon suckles a lactating Heloise)

Dragon/Heloise Cunnilingus (In a dream, the Dragon eats out an apparition of Heloise)

Dragon/Heloise/Maelys Threesome (Heloise and Maelys are reunited)

Dragon/Issa Anal (After trying to sneak into the Dragon's lair he tests Issa's loyalty)

Dragon/Marie-Anne Oral (The Dragon needs release, Marie-Anne is very understanding)

Dragon/Marie-Anne Petting (The Dragon rests on Marie-Anne's lap and is sung to)

Dragon/Marie-Anne Vaginal (The Dragon wants more than oral, Marie-Anne obliges)

Dragon/Mina Bathtime (Mina enjoys a relaxing bath, the dragon can turn it into a jacuzzi)

Dragon/Mina Vaginal (Mina strikes a deal with Dragon in return for sex)

Dragon/Mina Vaginal (Mina gets hot and bothered by the size of the Dragon's... hoard)

Dragon/Mother Vaginal (The Dragon has wild horror-sex with Mother)

Dragon/Žižeryx Handjob, Oral (The Infernal brings the dragon to an audience before milking him)

Heloise Birth (Heloise gives birth to the Dragon's naga baby)

Horse/Marie-Anne Handjob, Oral (In a flashback, Marie-Anne services a horny horse)

Issa/Darja Kissing (Issa and Darja practice on each other to become better consorts)

Wolf/Marie-Anne Vaginal, Oral (The Dragon peeps on Marie-Anne making a new friend)

Dubious Consent

Dragon/'Adeline' Vaginal (Dragon is seduced by Mother in disguise)

Dragon/Chia Handjob (Chia reluctantly services the Dragon after coercion or Adeline's orders)

Dragon/Cuchilla Vaginal (Dragon takes advantage of a drunk, but enthusiastic Cuchilla)

Dragon/Eburon/Naho Threesome (Naho is in heat and gets twice what she bargained for)

Dragon/Enid Vaginal (The Commoner is raped, but eventually embraces it)

Dragon/Heloise Vaginal, Oral (Heloise is raped, but eventually embraces it)

Dragon/Issa Anal (The Dragon punishes Issa for attempting to break Valzira)

Dragon/Marie-Anne Vaginal (Malagar conducts experiments to link her emotions to yours)

Dragon/Maelys Handjob (After you insist on relief, The Huntress obliges)

Dragon/Malice Vaginal (The Dragon's daughter dominates him in a dream... from the future?)

Dragon/Malice Vaginal (The Dragon's daughter misbehaves, and must be... punished?)

Dragon/Naho Vaginal (Naho is in heat, and quenches her thirst with the dragon)

Dragon/Sabetha Oral (Sabetha offers a blowjob to the Dragon, Inej decides to 'help')

Dragon/Žizeryx/Heloise Anal, Oral (Heloise is raped, but eventually embraces it)

Tentacles/Chanwe Orgy (Chanwe is hypnotized and raped, but embraces it)

Cuchilla/Naho Oral, Fingering (Cuchilla wrestles a heated Naho into submission)

Enid Birth (Enid gives birth to the Dragon's kobold babies)

Non-Consensual

Dragon/Heloise Sexual Torture (Malagar's experiment has made Heloise quite obedient)

Dragon/Maelys Vaginal or Anal (Maelys has known the cruel touch of a dragon - but never this bad)

Dragon/Marie-Anne Vaginal, Anal (Marie-Anne is bound and raped by the Dragon)

Dragon/Mina Vaginal, Oral, Anal (Mina helps out Malagar with his experiments)

Dragon/Mina Vaginal, Anal (When negotiations break down, the dragon takes what he wants)

Dragon/Mina Anal (Dragon rapes a bound Mina after scaring off Mercenary rapists)

Dragon/Naho Vaginal, Anal (The dragon impresses his dominance on a defeated Naho)

Dragon/Nun Anal (Dragon breaks into the Convent and rapes the Nun)

Dragon/Valzira Oral, Anal (Valzira is orally or anally raped by the Dragon)

Dragon/Valzira Oral, Anal (Valzira is orally or anally raped in a ritual)

Centaur/Maelys Vaginal (Maelys is captured and raped by centaurs)

Kobold/Issa Anal (After trying to sneak into the Dragon's lair the Kobolds rape him)

Marie-Anne Sexual Torture (Breaker teaches Marie-Anne the value of silence)

Naho Sexual Torture (Breaker causes Naho's body to betray her)

Mercenary/Marie-Anne Oral (A Mercenary takes advantage of a helpless Marie-Anne)

Mercenary/Mina Anal (Mercenaries take advantage of a bound and gagged Mina)

Wolfmen/Witch Blowjob (Two wolfmen fuck Valzira's throat)

Wolf/Naho Vaginal, Anal (Naho is in heat, but it's not the dragon that deals with it)

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