

# H-Scenes List (unfinished)

Note: scenes marked with a \* don't have unique CGs to go with them. Non-sexy scenes usually don't have CG, so they are not marked this way, regardless.

## Characters



[Ariel](#)



[Beatrix](#)



[Brooding Dragon Couple](#)



[Carla](#)



[Clark](#)



[Corrupt Guards](#)



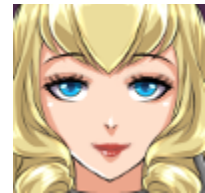
[Dominique](#)



[Drunken Sailor](#)



[Edith](#)



[Eliza](#)



[Jin](#)



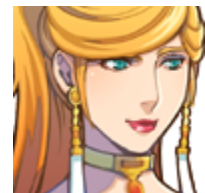
[Kira](#)



[Lea](#)



[Lord Kairos \(senior\)](#)



[Slave path \(Lady Pendleton\)](#)



[Slave path \(merchant Han\)](#)



[Sonya](#)



## Ariel

**Ariel is a Sergeant, a clumsy yet strong girl, who likes cute things but is really awkward on how to approach them. Most of her scenes are linear and straightforward, so once you get started it's fairly easy to see them all.**

### 1st scene (non-sexy):

1. To meet Ariel, you need to use the fast travel maps around Tarkas. Sometimes, random events/encounters trigger, and one of them is meeting Ariel. Her event triggers only during the day.
2. At the end of the scene, just tell her that you'll help. From that point onward, she'll appear at the barracks (from your house, go east, and then straight south as soon as you enter the new screen).

**From here on out, you can get a new scene whenever you visit her (once per day).**

### 2nd scene (sexy, CGs 218-225):

1. Go visit Ariel at the barracks. She pretends to be involved into a fake investigation, and asks for your help.
2. If you agree, she'll pretend to be a masseuse, and you her client, for the sake of her (bogus) investigation. If you have the exhibitionist trait, you'll be forced to go naked, if you don't have the trait but your inhibitions are 70 or lower, you'll get the option,

otherwise, you'll wear the bikini. The scene is linear from this point onward (minus a minor quip if you have the exhibitionist trait).

### 3rd scene (sexy, CGs 215-217):

1. Go visit Ariel at the barracks. Unsurprisingly, she asks for help again, and she is lying (again).
2. For this scene, you'll get to go to the beach with Ariel. Other than a different comment if your breasts are on the smaller side, the scene is linear. You two end up having a few drinks too many, and have sex in the changing room before leaving.

### 4th scene (non-sexy):

1. Ariel just isn't good at lying, and decides to ask you for a date, rather than continuing with the lies, expecting you to refuse. Actually, you can't refuse (I just assumed anyone who didn't like her would have stopped talking to her by now), making Ariel very happy.

**From here on out, you can ask her on dates (again, limited to once per day). If you are a noble and completed the quest to investigate/arrest Golden Leaf's captain, you can ask her to become your new captain. If you do, she'll move to Golden Leaf. You can still date her just fine, although having her as a captain will affect some events outside of your relationship with her.**

### 5th scene (sexy, CGs 339-342):

1. Just ask her out to go on the first date. It's a simple stroll on a hill to do some sightseeing, which turns into you two having your romantic/sexy moment as Ariel saves you from falling down a slope. It's a tribbing scene with you on top.

### 6th scene (non-sexy):

1. Again, just ask her out on a date. This time, it's a scene at the circus. She'll try to impress you with her abilities, and she manages to, despite her clumsiness.

### 7th scene (sexy, CGs 543-544):

1. This date has you two going back to the place where you first met Ariel (during the random event). The cat makes a re-appearance, but this time around Ariel manages to pet it, finally making some progress toward being less clumsy (hopefully).

2. Emboldened by her success, Ariel decides to push her luck, and ask Erica to go back to her house. You two manage to turn the bedroom into a mess, before you finally land on it, and Ariel gregariously fingers you.

**From this point onward, you have exhausted all the dates with her. You can still get one repeatable sexy scene daily, or you can spend some time with her without sneaking to your bedroom. Congratulations on finishing her path!**



## Beatrix

**Beatrix is just your friendly vampire neighbour. She is mysterious, possessive, but also very caring and affectionate. She uses a lot of hypnosis, and the blood exchange also gives you two a bond, so expect lots of mind control if you pair up with her. She can be usually found in the north-east corner of the pub in Tarkas (during the night, of course). Her content is mutually exclusive with that of the Cowgirl path, so make sure you pick the one you prefer between the two, as they eventually lock you out of the other. If you start dating her, you'll eventually be dragged into the vampires' faction shenanigans, which means some quests will be affected by this allegiance.**

### 1st scene (non-sexy):

1. Just talk to her at the pub and sit with her. The two of you will talk a lot, and under her influence you'll pour your heart out to her. Since she likes you, she starts hypnotizing you, to learn even more, and to place the desire in you to come back to her. You won't remember much of this, though, especially since you were so tired and just had to go to sleep right away after talking to her. You'll wake up the next day, extremely refreshed, feeling a bit bummed because you forgot to ask her name. A good excuse to visit her again!
2. You can refuse to sit with her, but that doesn't cause any major problems. She'll just stay at the pub, where you can always decide to sit down with her, if you change your mind.

## 2nd scene (non-sexy):

1. As before, you just have to talk to her, and just like the previous scene, you talk a bit more and get hypnotized a lot more. Waking up the next day in your room figuring out you still don't know her name has got to be annoying, but third time's the charm!

## 3rd scene (sexy, CG 11):

1. It's time for, you guessed it, another visit to the pub, and another session of staring deeply into the eyes of our silver-haired vampire. This time around, however, she decides you are ready, and after a short exchange you get invited to a walk outside... Walking gets her hungry, but thankfully you make for a convenient snack. She flirts, teases you with a few kisses and then buries her fangs into your neck.
2. You get her name (Beatrix) some nice, orgasmic pleasure from the blood donation, and a few sexy promises of a long time together. As you wake up the next day, you are still a bit confused about her true nature, but at least now you know her name and you are already well on your way to be a good pet.

**This is the breaking point for becoming a cowgirl. If you try to go to the farm after this scene, you'll trigger a warning from Beatrix, which tells you to stay away from them.**

## 4th scene (sexy CGs, 620-621):

1. You don't have to visit Beatrix for this next scene. Instead, if you sleep at your house in Tarkas, she will show up for a surprise at night. **Note that in some scenarios, the scene might not trigger if some other event is supposed to take place that same night, but generally speaking it should happen almost always.**
2. The situation quickly gets steamy, and you get another bite in your neck, which you gladly offer for her. You are becoming more aware of her vampiric nature, but of course there is no way you'd be afraid at this point, you only want to serve her, instead.

## 5th scene (sexy, CGs 463-464):

1. Like the one before, you just need to go to sleep in your house in Tarkas. Beatrix is feeling lonely tonight. You are a good host, of course, so you welcome her in the nude and pour her some wine to relax.
2. Sadly she is still busy, but she still takes her time to play with you a little bit (which you enjoy a lot). Even after she is gone, you dream of her, like you should.

### 6th scene (sexy, CGs 515-516):

1. Again, go to sleep to receive another visit. Or rather, you think it's a visit, but it all feels like a dream. Still, you offer your neck for another one of her Kisses, eagerly. The scene is rather short, but it cements your submission to her.

**This scene and the next two used to be part of a group of random scenes for the night visits, which is why they are all a bit quick. I also didn't want to overcrowd the nights with long scenes. They might be expanded a little bit in the future.**

### 7th scene (non-sexy):

1. You don't get a visit tonight, but you share an experience with her through your bond. For once, you get to experience the other side of the hunt, although you'd still rather be the prey. This one is short as well, as mentioned above.

### 8th scene (sexy, CGs 323-326):

1. No visit tonight either. Instead, you dream of being a blood doll for your Mistress. Quite the bright future, at least in your imagination, so much so that you'll hope this to be a prophetic vision, rather than a mere dream. Still short, but (hopefully) sweet.

### 9th scene (non-sexy?):

1. More dreams. You are running, hunted by something... When you finally realize it's Beatrix, however, you quickly decide to offer yourself to her. Too quickly, the dream fades away, unfortunately for you.

## 10th scene (sexy, CGs 320-322):

1. The last scene of the nightly visits. Beatrix seems a bit high strung tonight. Thankfully, you are there to help her calm down. She'll share her blood with you, and then drink (quite a lot) back from you.
2. She ends things with a promise to protect you and hold you dear, and gives you a pendant as proof and as a warning to any other vampire who might get near you.
3. Having shared her blood, you also get +5 to your Max HP.

## 11th scene (non-sexy?):

1. To get this scene, you must go back to the pub and talk to Beatrix there. This time around, you'll be introduced to other vampires, one of which has a "family" bond of sorts with her.
2. You get to learn about their dynamics a little, as well as see what a "bloodwhore" looks like in the flesh.
3. At the end, you'll get a little "sexy treat" from your Mistress to keep you busy while she is gone.

**This scene marks the point after which you'll be forced to take the vampires' side, if they are involved in any quest you take. See the [walkthrough](#) for details on the individual quests.**

## 12th scene (sexy, CGs 564-566):

**You unlock this scene by completing the quest "[Wolves in Sheeps' Clothing](#)" for Beatrix.**

1. After the previous scene, talk to Beatrix at the pub again. She wants you to investigate a suspicious person. She is afraid this might be a vampire hunter.
2. She is actually a "vampire enthusiast", however, and if you follow the quest you can lure her to meet Beatrix, who hypnotizes her (you get to decide her fate).
3. Regardless of your choice, you and Beatrix go back to your house, and she rewards with some hypno-enhanced sex and roleplaying (which you love, needless to say).

## 13th scene (sexy CGs, 579-581):

**This scene unlocks after the quest “[A Lidless Eye](#)”, if you didn’t participate in the quest, if you got the Eye for the vampires, or if the League of Merchants got it in any of the possible ways. If this unlocks before scene 11, you’ll get this first, and then the quest and related events for scene 11 will trigger the next time you talk to Beatrix.**

1. If you talk to Beatrix at the pub, you both will be invited by the other vampires for a second visit.
2. Once there, you’ll learn about the fate of the eye, and how the vampire got it (if you helped, you’ll get praised, and you can also get some dialogues acknowledging the ironic possibility of fighting their agent during the quest, and then later getting involved with the vampires). They’ll also discuss the possibility of using the Eye to be able to walk under the sun.
3. The important part for you, however, is getting bitten once more by your Mistress, and climaxing as a result, while a “blood orgy” of sorts plays in the background. Kinky.

**This is where the vampire path currently ends. I think the path will have 1 quest and a couple of main scenes + something special related to the “vampire fanatic” if you keep her around after “Wolves in Sheeps’ clothing”.**

## Extra scene 1 (sexy, CGs 617-619):

**If you told Beatrix to keep the girl around, you can get access to this scene.**

1. Go visit Annalise, the vampire enthusiast, in the secret room of her house in Solina (if you did the quest “[Wolves in Sheeps’ Clothing](#)”, you should know where it is, but just in case it’s the purple house on the main street).
2. Talking to her gives you the option to “worship each other”. Beatrix will make a bonus appearance in your minds, to help the process. Enjoy!





## Brooding Dragon couple

A very “passionate” married couple (Robert and Norma) you can meet during random encounters while working at the Brooding Dragon. You start by peeping on them, but things escalate to include you in their adventures, if you want to. They want more babies, although the wife tries to put up some (minor) resistance when the husband brings it up. All in all, they are a weird, but loving couple, who won’t mind if you tag along every now and then.

All the scenes are triggered with a random chance when you work at the Inn (can only work there once per day, and not at night). You can lock yourself out of the path with certain choices, otherwise the entire sequence is pretty linear.

### 1st scene (sexy, CG 264):

1. As you are working as a maid, cleaning the room at the inn, you’ll find one of them is locked. You can knock, but nobody answers. You can ignore the room... Or decide to take a peek.
2. If you take a peek, you’ll see that the couple is getting into it, while they discuss if having a third baby isn’t too much (spoilers: the husband will quickly convince the wife that it’s totally cool, and they are already having unprotected sex, anyway). The man seems to have a bit of a pregnancy fetish. You can decide you have seen enough, or you can continue watching them (you must have 95 inhibitions or lower, if you want to peep).
3. If you stay, you’ll learn how much they both like the idea (as anticipated), and you get hot and bothered after seeing them go at it with so much enthusiasm. Sadly, you don’t get to do much, this time.
4. Refusing to look at any time doesn’t lock the path, and you can get the same random event multiple times, until you watch through the entire event (your inhibitions go down by 4 if you stay until the end).

### 2nd scene (sexy, CGs 264-266):

1. Another day at work, another random run-in with the couple. You can once again decide to ignore their antics, or look some more. Like the previous time, this choice doesn’t lock you out of the path, and you can re-trigger the same random event multiple times.

2. If you watch, you'll start playing with your nipples, as they keep talking about their plans for more pregnancies. If your inhibitions are 80 or lower, you get the option to take it a step further, and masturbate as you keep watching, otherwise you'll just peep a bit more passively (just peeping lowers your inhibitions by 3, while masturbating lowers them by 5).
3. Masturbating rewards you with more content, and it also unlocks the next scene in the sequence.

### 3rd scene (sexy, CGs 264-266):

1. Once again, you can stumble upon the couple having sex. You can decide to actually do your work and ignore them, or stop by for another voyeuristic adventure.
2. If you masturbate, you'll get caught this time around (the door wasn't locked, and you end up tumbling inside). Far from being upset, the couple seems to enjoy the idea of someone watching, and they ask you if you want to join, on the condition that you won't be getting any cock. You also finally get to learn their names (Robert and Norma).
3. If you refuse, you'll actually end the path, and avoid the couple moving forward. If you agree, you don't get much action today, but you are going to be invited in next time!

### 4th scene (sexy, CGs 400-402):

1. As soon as you meet them, the couple invites you to join them in their room, and you get to service them as their "personal maid", although this mostly means eating her out while he pounds her, actually.
2. The scene has one choice at the end, but it doesn't affect anything other than the scene itself (one is more humiliating, with you eating her pussy out after he is finished, while you just kiss them in the other). Regardless of what you pick, you'll progress to a new scene next time.

### 5th scene (sexy, CGs 670-671):

1. Another invitation to slack on the job and get down and dirty with the couple comes your way. This time, you are early, so you get to admire Robert's huge dick, and Norma's technique.
2. Afterward, the three of you move to the bed. This time around, you get some more attention, with Norma playing with your pussy, kissing you and generally whispering dirty words in your ear, until everyone gets their climax for the day (still no cock for you, though).

## 6th scene (sexy, CGs 424-426):

**Note that this scene has two different paths, and only one of them has CGs so far.**

1. This time around, the couple is going all in, and they hired a Santhora priestess to bless them and guarantee the pregnancy. They ask you to stay, since you also “helped” them quite a bit so far.
2. The priestess is delighted to see people so committed to spreading love and life. She misunderstands the situation a little, however, and starts blessing the three of you together!
3. If you fail to correct her, you’ll get “inspired” by Santhora to join in on the breeding and in the love frenzy of the blessing, you even get to be seeded first, as a reward for being so patient this far. You and Norma do indeed get pregnant, and eventually give birth on the same day to a pair of twins each. Then you get to choose if you want to end the game here or go back to the previous choice.
4. If you immediately let the priestess know that they are a couple, she’ll bless just the two of them. You then get to assist as usual, this time together with the priestess (she was told to stay and observe to study by her superior). You and the priestess get to have a lot of fun, while Robert and Norma put on quite the show. There is no doubt They got what they wanted, in the end.

**This path currently ends here, and after this point you can’t meet the couple anymore. Maybe I’ll make them move to Golden Leaf if you expand the town, but I am not sure.**



Carla

**Carla runs a gym of sorts in the Bazaar (during daytime). She is cheerful, loud and athletic. While she tends to be the one “on top”, she isn’t a domme by any means, more like the tomboy in the relationship. Her scenes are mostly “vanilla sapphic”, but she opens up some exhibitionist opportunities if you decide to help her promote the gym. Making use of her training service will eventually get her to hit on you, so you can decide if you want to get involved or not (you can also flat out reject her, if you want to make romancing her impossible).**

## 1st scene (non-sexy):

1. Just talk to her at the Bazaar, she is there as long as it's not night-time. The intro is mostly linear, but you can agree to touch her biceps when she flirtingly offers, to speed up her hitting on you later on.

## 2nd scene (sexy, CG 10):

**Train with her 2 or 3 times (depending on whether you touched her muscles or not).**

1. After the training, you'll get an extra cutscene. She'll call you cute and wonder if you are into giant brunettes (who could she possibly be referencing? :p). If you tell her you like her too, you'll start her romance. If she isn't your type, you lock yourself out of romancing her, and if you aren't ready yet, you'll have the option to agree later on (a new dialogue option will appear when talking to her).
2. If you start going out, she'll kiss you, and then princess-carry you to her house to seal the deal right away. You'll get to enjoy her strap-on doggy style, and she'll ride you until you are both satisfied.

**From now on, you can visit her place at night, after she finishes working at the Bazaar. You can chat with her to learn some tidbits about her, or you can get under the sheets with your Big Girl™.**

## 3rd scene (sexy, CG 10):

**Go visit Carla to her apartment at night. You should know where it is after coming back from the previous scene, but if you can't remember, it's straight north from your house in Tarkas, on the top floor.**

1. Ask her to have a little fun. She is so enthusiastic about it, she almost cracks your ribs by hugging you. She also reminds you how loud you were last time, which will trigger some slightly different reactions during the scene if you have the exhibitionist trait.
2. After some vaguely domineering foreplay, you get to be re-acquainted with her strapon, ending with her riding your face after she is finished fucking you.

## 4th scene (non-sexy):

**You must have seen the previous scene for this to unlock.**

1. Go talk to her at work. Carla will confess the training business isn't doing so hot, and she is thinking about doing some promotion, and what's better than a sexy girl to promote a gym? She isn't exactly a conventional beauty, but you on the other hand...
2. Whether you agree to help promote the gym or not, you can still see Carla, but certain scenes and content are only available if you do. Promoting the gym requires you to own a bikini, and earns you a coupon for a free training session with Carla.

**The gym scenes will feature men who come to ogle at you, and ties in with the exhibitionist trait, although the content isn't restricted to just that. I'll finish listing the scenes you can get by visiting Carla's house first, before moving to the gym scenes.**

### **5th scene (sexy, CGs 275-279):**

**You must have seen the previous scene for this to unlock (it doesn't matter if you agreed to help Carla or not).**

1. Go back to Carla's apartment at night. When selecting the option to have some fun, a different set of choices will appear.
2. You can either select to "try something new", pick from one of the previous scenes you unlocked (the 3rd scene is the "default" unlocked scene), or makeout with her.
3. Trying something new will unlock the 5th scene, which will see you girls explore the joys of tribbing. Carla leads the way, of course. This will unlock the scene to be repeatable from here on out.
4. If you are an exhibitionist you'll be much more aware of Carla's neighbours and how loud you are being.

**Any choice you pick from the "have fun" tree will lower your inhibitions by 1, if they are above 70.**

### **6th scene (sexy, CGs 359-361):**

**You must have seen the previous scene.**

1. Like before, visit Carla at night, choose to have fun and "try something new".
2. This time, you'll unlock a 69 scene with her. You are too busy eating her out to scream, so no exhibitionist reactions this time. This scene too can be repeated any time you want in following visits.

## 7th scene (sexy, CGs 362-364):

**You must have seen the 4th scene.**

1. As mentioned in scene 5, you can also select to makeout with Carla at that point. If you do, you'll accommodate yourself on her lap, and have some fun on the spot. This is the one scene where you are slightly more in charge, although you don't go all the way.
2. This scene doesn't "consume" a time slot, so you can repeat it as many times as you want in a row (which I guess is a good way to burn any inhibitions above 70 quickly).

## 8th scene (sexy, CGs 606-608):

**You must have seen the 5th gym scene (see below).**

1. Talking to Carla at her house will show a new option "Carla mentioned an idea... (exhibitionism)".
2. Picking this option will see you and her go for a night out at the Queen of Hearts.
3. After a few drinks, Carla will proceed to guide you throughout the night by telling you what to flash and how to the people at the casino. She'll also have her way with you as you follow along and let your inner exhibitionist out, so you'll be plenty satisfied by the time the night is over.

## 1st gym scene (non-sexy):

**You must have agreed to help Carla during the 4th scene.**

1. Go talk to Carla at work, and choose to help promote the gym.
2. You'll get in your bikini (thinking about how much skin you'll show if you are an exhibitionist), and get ready to roll. You'll get -1 to your inhibitions if they are higher than 85 whenever you help promote the gym. The first time you can also lose 1 extra inhibition point if you have some outrageous tattoos (generally speaking, tramp stamps and pelvic tattoos with self-deprecating words or slurs). Carla should give a generic comment on them.
3. Carla has gathered quite a lot of people (she must have been working on this for a while), and she will claim you got your nice body thanks to her training. The men will be checking you out, of course, and they'll have more to say if you have big tits, ass or if you are sporting some of those tattoos we talked about earlier (although they are whispering, so Erica doesn't actually hear them).

4. Training will start, and the men will continue to have pervy thoughts (and you'll have some of your own, if you have the exhibitionist trait). Things will resolve without incidents, though, and you get your hard-earned coupon as a reward.

## 2nd gym scene (sexy, CGs 582-583):

**You must have seen the previous scene.**

1. The scene starts once you decide to promote the gym again. Much like the first scene, the audience has some colorful thoughts about you, especially if you are curvy or have some slutty tattoos.
2. This time around, however, you have some choices halfway through the training. If your inhibitions are lower than 85, you can tease the men using the bikini and your ass as your weapons, enjoying the thrill of so many eyes on you.
3. If you do it 4 times, you unlock the option to tease them further, driving the poor guys mad with lust.
4. Having the exhibitionist trait allows you to skip the "grind", getting to the more blatant tease option right away. Things don't devolve any further, although the training suffers a little from your antics.

## 3rd gym scene (sexy, CGs 40-44):

**You must have picked "I'd love to tease them!" during the previous scene.**

1. Carla seems overjoyed with how successful her campaign is, and raises the bar for her training some more. The men aren't too happy, and confront you after the session, making you know they only show up for you, and they'll quit if you don't flash your boobs to them (since Carla is working them to death now).
2. You can agree, and show them your tits, making them all happy, and you excited at having all these men so hard just for your breasts. You fantasize about the situation a little, until Carla comes back and the crowd disperses before she can notice anything. One of them does mention doing this every time from now on, to "keep up the morale".
3. You can refuse, putting an end to the gym promotion job, as the men decide it's not worth it. Carla will be disappointed, and vows to find another solution to her problem.
4. Regardless, you lose 1 inhibition point if it's higher than 80.

## 4th gym scene (sexy, CGs 40-44):

**You must have agreed to show your breasts during the previous scene.**

1. Go for another round of “promotional activities”. The training is just an after-thought, and they all look forward to the end, when you flash them some more. They keep Carla distracted for as long as possible, as you show them the goods, while also shielding you from the other people at the Bazaar. Needless to say, you enjoy your exposure at this point.
2. If you reach this far, you get the exhibitionist trait as a result (if you didn’t have it already).

**The promotion job also lowers your inhibitions by 1 if they are above 75 whenever you take it from this point on.**

### 5th gym scene (sexy, CGs 82-84):

**Promote the gym two more times after the 4th scene.**

1. The training (and flashing the men) goes as previously, but at the end Carla lets you know she installed a shower thanks to all the extra money, and that you can use it after the promotion, if you want.
2. You will automatically go to wash yourself, and then you are offered a choice to let Carla join you in after she asks.
3. If you agree, you get your scene with her, and she’ll show you a good time. She’ll also confess to have eventually noticed you were showing off for the men, and that she finds it kind of hot (as long as they just watch you). She also mentions how this is giving her a few ideas, and you two could explore them eventually. Once you do this once, the scene can be repeated, but the first half is a bit different, and you also get the option to either moan loudly (to stir the men outside) or keep things on the down low.
4. If you refuse, Carla won’t take it to heart, and will ask again the next time you promote the gym and take a shower (this is true whether you have already agreed once or not).

**This is the current end for her scenes. I’d like to have some more exhibitionist content for this. Also related, some more “advanced” options for when you promote the gym. Worth mentioning is that you, Carla and Kira can have some “threesome” content (listed in [Kira’s section](#)).**





## Clark

**Clark is the owner of the bakery in the commercial district of Tarkas. A ladies' man, he is looking for a helper to run his shop. He is also the kind of guy who isn't above flirting at work, and if you start working for him, you'll get plenty of attention (if you want to). He might run a bakery himself, but he really likes a girl who knows how to cook, especially if she is a hard worker, so he'll try to charm your panties off if you don't put things clearly right away. After all, if you keep coming back, you must like it, right?**

### 1st scene (non-sexy):

1. Accept his job offer, then take the first shift (you can only work during the day).
2. Unsatisfied with how you are decorating a cake, he'll be a little hands on with his instructions. He doesn't go beyond what's appropriate, but it's obvious he wouldn't mind it, and that he is flirting a bit.
3. You can protest, and keep things professional, (ending the path, and turning the job into one without random events).
4. Otherwise, you can enjoy the situation, which will encourage him to do more in the future. Doing so earns you -1 inhibitions and +1 to your score with Clark.

**From here on out, you can work once per day. Going to work will trigger 1 of 3 random scenes when you go, at least for a while. Going to work daily increases your pay a little, if you stick to it (from 50, it goes to 60 after 3 days, 70 after 5 and 80 for 8 or more consecutive days). The random scenes get extra lines once your score with Clark reaches 6 or higher.**

### 1st random scene (non-sexy):

1. While you are working on some dough, he'll make sure to give you instructions on how to do it properly, sticking as close to you as he can. You'll get to appreciate how big his package is, during the scene.

## 2nd random scene (non-sexy):

1. Clark gets to show off his masculinity by helping you get something off a tall shelf and you get to reminisce about him helping with other physical tasks and showing off his sexy build.

## 3rd random scene (non-sexy):

1. Some female customers are flirting with Clark, and you find yourself jealous, so you get in the way, hanging by his arm longer than you should, until you drive them away (enjoying once more his chiseled body, while you are at it).

**The scenes remain the same until the 6th time you work there, which will trigger a new event.**

## 2nd scene (non-sexy):

1. Like the first day, he is instructing you on how to do certain tasks. By now, you are more aware of what Clark is like. He is a bit arrogant, but also confident and charming, after all.
2. Clark will admit to liking you, because you aren't just a stupid girl, but put effort in what you do. You get a "casual" meeting of your rear and his giant erection, as you are contemplating the whole situation.
3. Letting him know that you are interested gives you a +2 to his score, and you get to make out with him for a short while.
4. If you keep things as they are, you get a +1 to his score (after all, you aren't walking away). You also get the option to tell Clark you want to hook up. Unless you show interest the first time or hook up with him afterward, you don't get to see the other scenes.
5. If you two become a thing, you'll get a permanent raise to 70 G, but you won't be able to reach 80 by working there everyday like before. Note that he says he isn't ready for dating yet, so don't expect a romantic story with him.

**Once you take the next step with Clark, you'll get a new set of 3 random scenes. These play out together with the previous ones, right before them. They are all more sexy in nature, to reflect your progression with Clark.**

### 1st random scene new set (sexy, CGs 22-25, 396-399):

1. You and Clark are getting things ready for work, but there are no customers around yet, so you get the brilliant idea to tease Clark.
2. If you do, you'll sit on the table, and then flash him your panties. You can then push things further.
3. If you keep going, you'll also flash your tits at him. At this point, if you escalate things further, it's bound to end up with sex.
4. You'll end up having sex on the table, if you let him. This scene can get you pregnant, if you activated pregnancies at Santhora's temple. Having sex will lower your inhibitions by 1 (up until 60).
5. If at any point you decide to slow things down, you'll pull your clothes back up, and nothing will happen (and if you never start teasing him, nothing at all happens).

### 2nd random scene new set (sexy, CG 664):

1. Another day at work, another small period without customers. This time, Clark starts to get frisky, and you have the option of making out with him or not.
2. If you make out, you get to have some fun, before being rudely interrupted by a customer (who will also notice what you were up to, most definitely).
3. Choosing to keep things professional simply ends the scene prematurely.

### 3rd random scene new set (sexy, CGs 347-353):

1. Clark is a bit horny today, apparently. He keeps finding excuses to be around you and touch you. Eventually, he asks if you couldn't help with what you caused (his giant erection), and you are given the option to give him a blowjob.
2. Thankfully, nobody comes to interrupt, and you can get him off (as well as yourself) without a hitch. You can also choose whether you want to swallow or not. Regardless, giving him a blowjob will lower your inhibitions by 1 (up until 60).

**This is all for Clark at the moment. I might add something more in the future, but it seems a bit unlikely.**

## Corrupt guards

**This group of scumbags is part of the guards in Tarkas. They got their hands on some drugs after the arrest of a criminal group, and decided to keep some of that for**

**themselves (as well as re-use their hideout as an unofficial club of sorts). When you get in trouble with them after getting drunk at the pub, they decide you make for a good target, and try to manipulate you into working as their maid for 3 days... At least at first.**

**This path does have some twists and turns (it's possible to get out of it cleanly, to drop it midway, and so on and so forth), but if you are just interested in seeing the blackmail (and then drug/mind control content), then you just have to show up regularly.**

### **1st scene (non-sexy):**

1. To start the path, you must get drunk at the pub in Tarkas (The Golden Cup, only open at night).
2. This is a random event after getting drunk, so you might have to try multiple times to trigger it.
3. Once it happens, you'll be dragged to the barracks (after you try to set on fire one of the guards... Don't ask). They see you are a good-looking girl, and decide to pressure you into working as their maid for 3 days as an alternative to jail time. At this point, you are still drunk and your judgement impaired, so you can't refuse (it also doesn't sound like a terrible deal).
4. From this point on, you are supposed to show up every now and then to their club (in the same screen as the bazaar, in the alley between the bank and the warehouse).

**If you miss two days in a row, one of the guards will show up at your house in Tarkas if/when you get close to the exit. This is a way to get out of trouble early if you choose to go to jail when he shows up. You'll still need to pay a fine (800 G) and waste a few days (5) in jail to sort things out, but what they were doing clearly isn't legal, so you get to avoid proper jail time and escape the guards. Note that if you have been working, and got exposed to their drugs, it can be harder to refuse and if you got "properly drugged at least twice, you won't be able to say no.**

### **2nd scene (sexy, CGs 695-697):**

**Everytime you show up for "work", you'll use one time slot, and advance through the scenes, so keep that in mind if you have any time-sensitive events to take care of. You are limited to show up only once per day the first two times.**

1. For the first visit, you are tasked to wash their dishes. This is just an excuse to try and get you exposed to the drug (it's burned like incense in the room).
2. You get a simple mini-game (on screen arrows tell you what direction to push). After you are finished, one of the guards tries to get his way with you.

3. You can resist the drug ("That's... Not... A flagpole..."), you get 50 G and avoid the guard completely taking advantage of you.
4. If you pick the other option, instead, you'll give him a blowjob, and your addiction will grow by 1. You'll also earn 100 G.

### 3rd scene (sexy, CGs 654-655):

1. For your second visit, you are tasked to clean their living room. There are 2 webs, 1 broken bottle, 1 dirty mirror and 1 ashtray to clean up. Another "incense burner" is in the room. If you don't want this scene, avoid walking near it or interacting with it.
2. After you are finished cleaning, another guard will try once again to take advantage of you (by asking you to bring him the incense burner). You need to have high enough willpower to refuse. The base number to beat is 40, but it increases by 10 for every point of addiction and for every time you walked near the incense burner (note that if you walk 3 times near the incense burner or interact with it and smell the "incense", you get the scene with no choice to avoid it). Avoiding the scene earns you 50 G.
3. If you fell for any of the previous tricks, you'll happily ride the guard on the couch, your addiction will grow by 1, and you'll still earn 50 G.

### 4th scene (sexy, CG 38):

1. Right as you enter the club, the guard mentions this being your last day, although he offers to let you work there more afterward. The game checks your addiction level, for 3 possible outcomes:
  - a. You never got involved with the guards (addiction level 0). You automatically refuse, the scene fades to black and you just clean normally until you can leave. You earn 100 G.
  - b. You have seen 1 scene (addiction level 1). You get the choice to accept some incense and fall for their tricks, or refuse and leave this path as mentioned above.
  - c. Your addiction level is 2, and you can't refuse. You go get changed, and the captain follows you to the room this time, and he gives you a good dicking and a good brainwashing at the same time.
2. Once you are done, you can visit back right away to get a confirmation of your new role, as well as receive the keys to the club, so you can come and go whenever you want.
3. If you don't go in for the confirmation, the guards will still show up to your house to pick you up (and since your addiction level gets set to 7 after this scene, you'll automatically go along with them), but this is the last time they'll check on you so closely.

**At this point, you can visit back whenever you want. If you want to break the addiction, you must stay away for 7 days in a row (any visit resets the clock). Note that going**

around the commercial district past this point has a chance to trigger an automatic visit, so you must avoid the district altogether, or pay with a loss of 2 willpower to resist the temptation. If you break the addiction, you'll close off this path completely, and you'll be unable to re-enter the club later on.

The next 3 scenes can be triggered in any order you want, as they are started by talking to the different guards around the club. You only get 1 scene per day, as the guards also have to work, but you can get your scene whenever you go visit.

### 5th scene\* (sexy):

1. Go talk to Marvin (the guard sitting at the couch in the living room). He'll be happy to let you suck on his dick until he comes, and take care of your burning need to serve.

### 6th scene (sexy, 706-708):

1. Talk to Mr. Larry (the guard in the kitchen). Being a man of duty and discipline, he still wants you to clean around the club, before you are rewarded with some pounding on the table.

### 7th scene (sexy, CG 38):

1. Go talk to the captain in the bedroom, if you are still in the mood for some action in front of the mirror, as he plows you from behind.

**After you have gone through the previous 3 scenes, you unlock more events when talking to the captain. One of them is the bad end, so pay attention to what you are doing (although you are offered a choice to go back at the end).**

### 8th scene (sexy, CG 137-141):

1. Talk to the captain, and pick the option "The captain calls the other guards..." (Picking "The captain wants to fuck you alone." replays the 7th scene, instead). You'll get a nice gangbang scene with your favourite corrupt guards!

**This scene unlocks the last one, tied to the bad end. As mentioned above, you can see the ending and choose to go back prior to the scene, but maybe save before, just so you don't accidentally screw yourself.**

## 9th scene (sexy, CG 157-163):

1. Talk to the captain, and pick “The guards have something special planned...” The guards will tease your body from head to bottom, while making you breathe more of the drug, as well as oil you up with a liquid version of it. They also make sure to call you all sorts of humiliating names.
2. Every time you see this scene, you lose 10 willpower. If your willpower is 30 or lower, you trigger the epilogue and the bad ending (as mentioned before, you can reject the ending and go back to before watching the scene for the last time). The ending involves you being their plaything and getting pregnant, so why would you want to avoid it, though?

**This is where the path ends. Not much else to say about this one, it's as complete as it's going to get, as far as the writing goes.**



**Dominique**

**Dominique is a femme living in Rahib (she wasn't born there, however). You don't know much about her, as she only gets close with you if you are a masochist, and even then she obviously cares more about finding someone to explore her fetish with, rather than have a conversation. Nevertheless, you'll realize that despite being a femme/sadist, she is surprisingly caring with her current “pain slut” (you). You can get involved with her only if you have the masochist trait first.**

**Her path is pretty straightforward, although at some point it will require you to pierce your nipples, if you didn't do so already (Dominique herself mentions it beforehand).**

## 1st scene (sexy, CGs 174-175):

1. Go to the “First Oasis Bar” (AKA the teahouse in Rahib). Dominique is the only redhead sitting inside, so she should be easy to spot.
2. If you have the masochist trait, she'll immediately be able to sense your weakness, and make you an offer you (literally) can't refuse (all the while manipulating you into sitting with her and then going back to her house just by squeezing your nipple).

3. In her dungeon, her pillory is expecting you. You'll be locked in it, and get to enjoy her "tender care", involving whipping you with her crop, resting her heel on your back, and even fingering your ass with her expert, gloved fingers. You love it all, of course, quickly showing how insightful she was in nicknaming you her "Broken Bitch".

**From here on out, you can visit her once a day, to get a new scene. No matter what time of the day, she is always available to have some fun with you.**

## 2nd scene (sexy, CGs 411-416):

1. Visit Dominique at her house (you should know where it is, as you left from there after the first scene).
2. This time around, you get to enjoy ropes! Specifically, you get gagged, bound, and then hanged from the ceiling. She uses the ropes to dig in all of your sensitive spots, as well as expertly caressing your (and her) curves. After a couple of orgasms, you also earn for yourself a nice massage, to help you recover after being bound for so long.

## 3rd scene (sexy, CGs 417-421):

1. Visit Dominique at her house, once again.
2. This time, you get chained to a pillar (naked, of course), but not before receiving a hot kiss from your favourite(?) domme, and having your tits being put on display. Enjoy getting your ass spanked and your pussy fingered until she orders you to cum with a final push, really making sure you learn what it means to be her Broken Bitch.

## 4th scene (sexy, CGs 567-570):

1. Visit Dominique at her house, once again.
2. Dominique is a bit upset that her special order is being delayed, but you are just what she needs to relieve her frustrations. She makes you beg her to use you as her painslut, and then you go for another visit to the dungeon. It's ropes once again, but this time you get to sit in a chair, and get very intimate with her knee. As always, she is merciless during the fact, but makes sure to treat you well in the aftermath, before sending you home.



### 5th scene (sexy, CGs 609-612):

1. Like with all other scenes, just visit her at her house.
2. Finally, the item she mentioned buying before has arrived! But you need to have had your nipples pierced, to use it (she has been mentioning this before already).
3. If you were pierced before, you get to visit her dungeon once again. This time, you'll get to wear enchanted nipple piercings! As you'd expect, they can provide both pain and pleasure, in true Dominique's style. She plays you with expertise, as always, and you get to climax from the piercings and their enchantment only.

### 6th scene (sexy, CGs 622-624):

1. Another visit, for the final scene.
2. Dominique is much sweeter than usual. She'll take you to yet another wing of her dungeon, which has a bed (and of course, some shackles for you).
3. You'll get the usual mix of pain and pleasure, but with much more pleasure this time, although you once again re-learn just how much control Dominique has over you, as you dance to her tune.

**At this point, her path is finished. I might tweak the previous scene to work for repeat visits, maybe, but there is nothing new to be gained by showing up.**



## Drunken Sailor

**A nameless, perennially drunk sailor, who spends his days at the Brooding Dragon inn in Tarkas. He is rude, and thinks very highly of himself (despite having no good reason to). Still, his attitude might be just what you look for in a Real Man™. His rudeness also gets him to hit the trigger phrase for Marintas's charm, so if you are wearing it you'll have no choice but to go along with his perverted desires.**

### 1st scene (non-sexy):

1. Just walk next to him to automatically trigger the scene (he is sitting in the south-east corner of the inn (he is sitting between two other sailors, who are too drunk to interact with the protagonist).
2. He'll "compliment" your rear, and slap it, since you are OBVIOUSLY trying to tease him.
3. If you have the charm, you can only go along with his remarks, forcing you to confess this made you wet, otherwise you get the option to ignore him because he is drunk, or beat him up.
4. If you do beat him up, it will stop any future scenes from happening.

### 2nd scene (non-sexy):

1. If you walk next to him again, he'll see it as an open invitation to do more, starting the scene. He'll pull you on his lap, and enjoy the feeling of your curves.
2. Once again, if you have the charm, you can't protest, instead getting more slutty/subby dialogues as he does whatever he wants.
3. Without the charm, you get another chance to beat him up. Ignoring him again will allow you to see more of his scenes.

**If you ignore him or you wear the charm, you'll lose 3 inhibitions.**

### 3rd scene (sexy, CGs 19-21):

1. To start the scene, walk near him once more. He'll pull you on his lap again, and start playing with your tits.
2. If you have the charm, you can only agree with him. This time he'll take you upstairs for a good fucking. He even leaves you a note saying you can visit him whenever you want, and he'll fuck you (if he feels like it). He is a romantic, obviously.
3. If you don't have the charm, this is the last chance to end things definitely with him. If you don't deny him, you'll see a similar scene to the one before (without the hypnotic undertones).

**If you have sex with him, you'll lose 3 inhibitions (whether you wear the charm or not).**

### 4th scene (sexy, CGs 19-21):

1. From now on, you can talk to him to get a repeatable scene.
2. If you wear the charm, you don't get an option, and you'll get the scene as long as you speak to him.

3. If you don't have the charm, you can decide to not have sex with him. It doesn't ruin your chances to come back again for more whenever you want. The sex scene without the charm has a variation if you have less than 76 inhibitions.

**Having sex with him will lower your inhibitions by 2 (the charm doesn't matter this time as well).**

### 5th scene (sexy, CGs 438-441):

**This scene can be seen before the 4th one, since the requirement for both is to have had sex with the sailor during the 3rd scene.**

1. To get this scene you must work as a maid at the inn after seeing the 3rd scene. There is a 25% chance of triggering this event.
2. You'll meet the sailor in the room, and he wants you to show him how good the service is. If you have the charm, you can't refuse. Unlike the other scenes, the differences between having the charm and not having it are minimal, as far as the scene goes. He'll show you the joys of being caught in a Full Nelson while his cock ravages your pussy, so be grateful.
3. After the short break, you'll get back to your work as normal.

**Having sex with him will lower your inhibitions by 2 (the charm doesn't matter this time as well).**

**This is the last scene involving the sailor. He is a minor character, and there aren't any more follow-ups planned.**



Edith

**Edith is a singer, and star of the "Ancient Scroll", a teahouse in Tarkas, near the city gates. She is the classic spoiled diva, and she will dominate you thoroughly (if you let her). Going along with her is bound to be humiliating from time to time. Her scenes are separated into a set that makes you progress on her path, and a different, smaller set which can repeat (and are randomly selected from said smaller pool). You get to see her**

**scenes if you decide to work at the Ancient Scroll (your job there is essentially to take care of Edith).**

### **1st scene (non-sexy):**

**Your first day on the job, you get no choice between the two sets of scenes yet. It's an introductory scene, to establish Edith's character.**

1. Go to the Ancient Scroll, and talk to the owner (old lady behind the counter). Ask if they are hiring. She lets you know the type of person Edith is, and offers you to take care of her for 75 G per day.
2. From here on out, you can take a shift whenever the teahouse is open (once per day).
3. Enjoy getting bossed around by Edith. If you have the masochist trait, you'll have a different reaction to her antics.
4. At the end, you get 3 choices when she asks you to massage her feet (only 2 if you are a masochist). Just doing as you are told lowers your willpower by 1, and raises your "submission score" with her by 1 as well. If you "push back a little", you get no changes in stats, and if you "give her a piece of your mind", you get fired from the job (this option isn't available if you are a masochist).
5. If you survive the event without getting fired the owner will offer you some extra money to take care of any extravagant requests Edith might have from here on out. What this means in practice, is that "Take special care of Edith" earns you 100 G and progresses her path, while the "work here" option earns you only 75 G and triggers the random scenes, without advancing her path.

**The submission score isn't too important (it will naturally go up if you go down her path), but it changes some of the thoughts and reactions of the protagonist in the random scenes when it reaches 6 (it also unlocks one extra scene for the random set), so early submission gets you more "subby" dialogues in the random events. From now on, you can pick both sets (the random scenes will be listed after her main path) By selecting to either "take special care" of Edith or not (if you just work there, you only get the random scenes).**

### **2nd scene (sexy CGs 36-37):**

1. From time to time, Edith has no specific plans for you, so you get the extra gold and one of her "regular" random scenes. It's still required to pick the "Take special care of Edith" to advance to part 2 of this list and get the new scene, however.
2. The following day, you can finally see what she has in store for you. You are once again massaging her feet, and you can't help but muse about Edith's beauty. You also get to sneak a peek at her legs, and her barely hidden curves. She immediately catches you

peeking, and calls you a “flaming dyke”, but she doesn’t sound too upset, although she demands you worship her feet.

3. You get another 3 choices (this time around, you get all 3 of them, even if you are a masochist). You can eagerly worship her feet, for a +2 to your submissive score and, most importantly for a +1 in your “training score” (this one unlocks the bad end later on). Being eager also gets you “flagged” as an eager sub, and does affect some of the random scenes (this flag gets triggered anyway during the third scene, if you keep following her path, so it’s just a minor head start here). If you are reluctant, you only get a +1 in your submissive score. If you don’t submit, you get fired, and you end the path here.

### 3rd scene (sexy CGs 375-378):

1. Once again, You’ll have to take a shift where you just see one of her random scenes, first.
2. The next day Edith has a gift for you: It’s a buttplug for you to wear during work. The game offers no choice (I simply assumed that if you kept going along with her so far, you are fine with Edith taking control). She will toy with you (and the plug you are wearing) for a while, and then you are off to work. You get your “eager beaver” flag active and you get +2 to your submissive score.

### 4th scene (sexy CGs 447-448, 465-467):

1. Another day, another molestation. Edith enjoys teasing you, playing with your buttplug, and she even is nice enough to let you take off her panties... Kinda. You end up on your back, with her on top of you, as she takes them off herself, and you get to enjoy the view for a while. You also get to worship her foot some more. You’ll end up getting yourself off in the bathroom, after all the teasing she puts you through. Your score goes up another 2 points.

### 5th scene (sexy, CGs 718-719):

1. Some of Edith’s friends are visiting today, but that doesn’t mean you get a day off. She has you serve tea, and then show off your buttplug for everyone to see. Needless to say, you have another little trip to the bathroom after your shift is over, to take care of your increasing arousal. +2 to your submissive score.

## 6th scene (sexy CGs 93-95):

1. Edith is starting to notice your frequent trips to the bathroom to get some relief, and generously decides to let you eat her out. You get to enjoy her sitting on your face, and getting your asshole ravished with the buttplug as a reward.
2. She liked your performance so much, in fact, that she wants you to “train” under her properly, from now on, and get better at taking care of her. You get the option to agree or disagree, but the choice only affects your “training score” (agreeing makes it go up by 1). If you really don’t like Edith... Well, maybe you should stop coming back to her, as she points out. +2 to your submissive score.

**From here on out, you can go to Edith’s house at night (she lives in the noble district, right next to the magic academy). You can’t take care special care of Edith at the teahouse anymore, but your private visits should make up for it. You can still work at the teahouse normally, and get the random scenes (which I’ll list right below).**

**All random scenes give you +1 to your submissive score, as well as -1 to inhibitions and willpower. Those numbers double if your “eager flag” is active. This is true even when these scenes happen on the “main” path.**

## 1st random scene (non-sexy):

1. Edith wants you to model shoes for her, until she finds a pair she wants to use. It’s mostly a pain, especially for your feet.
2. If your score with her is 6 or higher, the protagonist will comment how posing for her was a turn on anyway.
3. If you have been “promoted” to lover (available depending on how you act in the scenes at her house, which will be listed below the random events), you get the option to complain about your feet. She pretends to be unsatisfied, but is obviously worried and lets you rest.

## 2nd random scene (non-sexy):

1. Edith wants you to take care of her make-up. You get berated for the little mistakes you make.
2. You do still admire her beauty from up close, which makes you feel a little self-conscious. If your score is 6 or higher, you are a bit more appreciative, and more forgiving of her mood.

3. If you are her lover, you get the option to give her your best puppy eyes, and she immediately mollifies. You don't get berated, instead you enjoy some flirting between you two.

### 3rd random scene (non-sexy):

1. Edith is hungry, and she want a sandwich. Guess who has to prepare it? She also says you won't get more "Nice Edith" from her. (LOL)
2. She gets angry at you for a while, until you get it right. She looks really happy when you do, however. If your score is 6 or higher, you realize that making her happy makes YOU happy, and don't know what to make of it.
3. If you are her lover, you can tell her that you know she is always nice, and you befuddle her. The owner upstairs will take your place in preparing the food, and you get to enjoy Edith actually feeding you.

**The next scene unlocks once you have a score of 6 or higher. Once you reach that score, the eager flag triggers as well, so all the scenes are changed accordingly (I think it's safe to assume you like it, if you stuck with Edith so far). As a side note, a portrait of Edith appears in your bedroom in Tarkas, if you reach 6 or higher.**

### 4th random scene\* (sexy):

1. Edith's feet are tired. She wants to rest them, and you'll make for a convenient footstool. She also asks you to turn around and use your bottom for this task, since that's supposedly softer.
2. If you are a noble, you consider protesting, but realize it would be pointless with Edith, otherwise, you muse about her fans, and if anyone would do what you are doing.
3. Either way, Edith complains a bit about your lack of focus. Depending on your ass size, she has 2 different comments, although she ends up exciting you either way, despite her non-flattering words.
4. The scene quickly grows hotter, as she has humiliating words for your reaction, and she will (very slowly) get you to climax with her foot. Nice job!

**This is the last of the random scenes. At the start of the work, you also get some extra bits, depending on whether or not you have started wearing the buttplug, and if she rode your face before, there is a 50% chance she'll do so in a quick scene.**

**Coming up next are the scenes at her house. As mentioned before, those are only available at night (she lives next to the magic academy in the noble district). Those scenes are also random, save for the intro.**

### 1st scene/intro (sexy CGs 354-356):

1. Edith has some specific requirements for you when you work at her house. You must wear your buttplug, and just an apron on top of it. You get a choice to either go completely along with it or be a little miffed at how she treats you (if you go along with it, you get +1 to your training score).

### 2nd random scene (sexy CGs 357-358):

1. She wants you to massage her feet... While she is in the nude. She is doing this obviously to tease you even further, as she orders you not to touch yourself.
2. You can complain because you want to touch yourself and lose 1 training point and 2 inhibitions, or gain 1 training point and lose 2 willpower if you submit. Either choice has its own scene, with you devoting yourself to the foot massage or having your pussy fingered by Edith.

### 3rd random scene (sexy, CGs 486-490):

1. Edith suggests that your lack of self-control is why you can't do anything right (and why you drip with arousal wherever you go). She suggests you should get some discipline/training.
2. Like the scene above, you can either submit or not, each choice getting a different scene (same stat changes as well). You either get your pussy slapped ("trained") or she fucks both your ass (with the buttplug) and pussy.

### 4th random scene\* (sexy):

1. Edith has a certain itch, and she is sure you can put your tongue to good use. She is a bit scathing about it, in fact.
2. Like the previous 2 scenes, you can either be very submissive and go along with it, or try to establish a minimum of boundaries (again, same stat changes). You either get to eat her out, or have a more passionate "exchange" with her.

**If you saw all the random scenes at least once, there are two forks available whenever you work at Edith's house (after the random scene): If your training is 5 or higher, you get the option to be her loyal pet, for real. This nets you one last scene and her epilogue/bad ending. If your training reaches -5, you can tell her you are MORE than a mindless pet. She shows a weaker side of her, and your relationship is now steadier, and slightly less unbalanced, and you are considered her lover (you also get a short, extra scene). You can repeat the random scenes whenever you want from now on, but the intro is slightly**



changed, and shows a more “tsundere” side to Edith (just like the random scenes at the teahouse, if you keep working there).

This is the end of her path, and no new scenes can be unlocked from here on out. You can avoid making the decision, and leave things “uncertain”, if you so prefer.



Eliza

Eliza is a futanari (or just Naris, as they are called in the game). Their kind tend to have a lot of influence over regular women (their cum is addictive and even its smell alone can make girls horny and pliable), and they were persecuted because of this. So now they are trying to subvert noble families in revenge. If you become a noble, she will show up to put you under her “guidance”, and perhaps get you pregnant...

Expect to be turned into her pet in no time, if you don’t chase her out quickly after you meet her. She leverages the effect her cock has on you (turning you into a drooling, obedient fucktoy) in most of her scenes. She will give you orders you can’t refuse, as well as shape the future of your county, once she controls you. She also comes and goes as she pleases, so her path progression isn’t always smooth.

### 1st scene (sexy, CGs 142-145):

Once you become a noble and get access to your mansion, you just need to sleep there once, to start her path. Note that there is a situation which could get in the way of the scene triggering (if you are a werewolf and it’s a full moon).

She only has one set of scenes, although you can break it if you advance too much on the noble path before getting involved with her (you must have met her before talks of an expansion come up with Keiko, or Eliza won’t be able to intervene and get involved further). Her path also gets cut short if you are a cowgirl (she gets... “recruited” at the farm, if that’s the case).

1. When you go to sleep, Keiko will wake you up the next day, informing you that there is a very important guest waiting for you (you’ll get some foreshadowing that something is wrong pretty quickly, as it’s hinted Eliza influenced Keiko to get her way).
2. Eliza is waiting downstairs, and she tries to bamboozle you by buying time with a story on the Naris. She pretty much reveals you her nature through the dialogue, and you get 2 chances to turn her down. If you pick “keep listening” twice, you’ll have spent too much time around her and fell under her influence.

3. At this point, you give her a nice blowjob (Erica is a really good host) as she starts explaining more about her people and your role in all of this from now on. You and Keiko are likely to get pregnant with her babies in the future, how nice! Your first reward is a load of her baby batter to gulp down, and get you started on your addiction.

## 2nd scene (sexy, CGs 521-523):

**This scene is actually optional, and can be unlocked even later on, rather than at this point of the path. The only requirement is having started her path.**

1. The scene once again triggers if you sleep in the mansion, at the start of next day. You'll wake up with Eliza's big cock towering over you face. She teases you with it mercilessly, rubbing it against your face as you drool just by being near it. She was worrying if you were having second thoughts after your last meeting, but she had no reason to doubt you. You are hired as a cumdump with big career opportunities like becoming her meat toilet, which is pretty neat.
2. She will fuck your thighs for being a good girl, and you get too scoop up some of her jizz, by the end of the scene.

## 3rd scene (sexy, CGs 186-189):

**If you are a noble in chapter 4, Keiko will bring up talks for investors willing to finance an expansion of Golden Leaf. You MUST have met Eliza before this happens, if you want to see the rest of her path. Another requirement is to NOT be a cowgirl. The Zanti family wants you to do what they say, and Eliza getting in the way means she'll get turned into another cowgirl (at least you can visit her at the farm afterward).**

1. Eliza shows up right as Keiko is talking to you about the offers, to give you some nice suggestions. These involve getting Keiko to touch herself as she watches, as you give Eliza another blowjob. She also tells you to accept the League of Merchants' offer (boring!) and that plans to get you and Keiko pregnant are moving along (exciting!).
2. This is the point where the "fight" between the Zanti family and Eliza consumes itself. If you have advanced enough on the cowgirl path, you'll be summoned by the Zanti family, and they'll make sure you do as they say. Eliza is not happy when she hears about how you vote, but when she tries to get you to take it back, she is stopped by one of the maids/cowgirls the Zanti family have dispatched to your mansion. If this happens, Eliza can be met by talking to Tim outside the farm, but her path ends here.
3. Otherwise, you'll be forced to vote for the League of Merchants, making Eliza happy.

## 4th scene (sexy, CGs 453-456):

1. Eliza will stop by the next time you leave and re-enter the mansion after the previous event. She'll introduce your fake future husband (Brandon, who will take the blame for getting you pregnant) She then takes you to the bedroom, cuck in tow, to celebrate the town's expansion by finally giving you the proper fucking you have been craving since first meeting her. Sadly, you don't get pregnant right away.

### 5th scene (sexy, CGs 368-371):

1. After the last scene, you must sleep once (anywhere you want) and after that if you go interact with the bed in the mansion (no matter what time), Eliza will pop up for another quick visit (and a not-so-quick breeding session). She'll also pay Keiko a visit (although you only get to hear it from the other side of the wall). Brandon doesn't even get to watch, this time, poor bastard.

### 6th scene (sexy, CGs 365-367):

1. After the last scene, whenever you sleep at the mansion next time, Eliza will appear to teach you about how to be a good little breeder for her. She really makes you feel like the submissive slut you are... Except it's all a wet dream. Well, it's not too far from the truth, anyway.

### 7th scene (sexy, CGs 449-452):

1. Right after you wake up, you'll meet with the real Eliza if you go downstairs to the entrance. She informs you she'll start visiting daily, from now on, so you two can hurry things up and get the pregnancy going. You begin by getting fucked doggy-style by her for the day. Erica's submissive tendencies are really running rampant at this point.

### 8th scene (sexy, CGs 497-498):

1. Go to sleep and visit the mansion's entrance the next day. A cutscene should play and you'll start a quest with Eliza (check "A Captive Audience" in the walkthrough).
2. Once you successfully complete the quest, you'll get to watch Eliza and her friend spitroast a noble girl, while you watch (and masturbate to the show).

**After the previous scene, Eliza will be chilling at the mansion. Talking to her gives you 3 choices, each unlocking a different scene.**

### 9th scene (sexy, CGs 517-523):

1. The first choice is "Eliza wants you.", just pick it when you talk to her in the mansion.
2. In case it wasn't obvious, she is looking for sex. You'll give her a full course, including a blowjob before she takes you from behind, much to your joy.

### 10th scene (sexy, CGs 625-627):

1. The second choice is "Eliza wants you, but she is tired."
2. In this scene, you'll enjoy riding her as she lies down without lifting a finger. Needless to say, you are grateful for the chance of worshipping her cock, anyway.

### 11th scene (sexy, CGs 634-637):

1. The third choice is "Eliza wants you and Keiko."
2. You and Keiko are drafted into a begging competition to see who gets to offer herself to Eliza first. Of course, you win thanks to your superior experience on the field.

**Once you see all the previous 3 scenes at least once, you'll unlock the 12th scene, which plays out right after the last scene you picked.**

### 12th scene\* (sexy):

1. There are really no steps to this scene, as it triggers right after one of the previous three.
2. Eliza is convinced she got you pregnant, given how much she has been stuffing you recently, and gets you tested with a magic stone. Turns out, she is right on the money.
3. She instantly bans you from going on adventures, for fear of endangering your baby. You obey, of course, and you get showered with attention from Eliza as she takes care of pretty much everything. Keiko is pregnant as well, and she experiences a similar treatment, with Eliza taking over most activities as the fake marriage and other plans get in motion.
4. You both give birth at the same time. It's not too long before you are both on breeding duty, however. You revel in the knowledge of being Eliza's favourite, and the role you'll serve in the future for Eliza's sake.
5. You get an option at the end to "rewind" the scene, or embrace the "bad end", and get a game over.

**This is where her path ends. We might get more appearances in side quests or Golden Leaf events, but her main path is complete. Because I feel like her influence is very targeted toward herself and she doesn't really use mind control, I left Erica's stats untouched throughout the path, unlike similar other events.**



**Jin**

**Jin is one of the two (mutually exclusive) slaves you can purchase in Rahib (they both cost 3000 G). He became a slave to escape the problems his playboy ways brought to him (specifically, the husbands he upset by seducing their wives). Needless to say, he is unrepentant, and will try to seduce you (as well as reverse your master/servant roles), if he has the chance. As a slave, he can earn you money, prepare you a packed lunch or a special bath. You can also have him "entertain" you at night.**

**His path keeps track of how submissive you are to him, in order to unlock the role-reversal scenes. Currently your dominant path isn't really developed.**

### **1st scene (non-sexy):**

**The opening scene with him starts when you talk to the slave merchant after purchasing him (the merchant asks you if you are ready to take him back home with you).**

1. The scene moves inside a carriage, where you get to interact with Jin a bit. He is staring a bit rudely at you and you can decide to keep silent or tell him not to stare. If you stay silent your submissive score will raise by 1, otherwise it will decrease by 1.
2. Eventually, you two will get to talk, and he'll admit to being a womanizer, and almost getting killed by the husbands who united against him, hence why he decided to escape them by turning himself into a slave. He also confesses he was hoping for a rich woman to buy him, so he could return to his old ways. You can either reprimand him (lowering your submission by 1) or wonder how he managed to seduce and please that many women (raising your submission by 1).
3. You finally get to your house in Tarkas. Depending on your submissive score, Jin's comment will be more brazen or a little more humble.

**From here on out, he'll be staying in the guest room of your house in Tarkas. Talking to him during the day will allow you to:**

- Order him to work to earn you some money;
- Order him to prepare you food (a healing item, restores 150 HP and 5 MP outside of battle);
- Order him to prepare a bath to cure extra status effects (although currently the game doesn't really use permanent status effects, so it might be subject to change, or the combat might change to make use of such features).

Conversations for these choices are affected by how submissive you are to him. If you have a sub score of 4 or higher, Jin will talk you out of sending him to work, for example.

Talking to him at night allows you to ask him for sex. You must have less than 75 inhibitions, however. Also, if you want to pick the option to stay in charge, you must have more than 50 willpower.

### **“Stay in charge” scene (sexy, CGs 524-526):**

1. As mentioned above, you can only ask for this at night, if you have less than 75 inhibitions and more than 50 willpower. Your submission to Jin also can't be higher than 3. You can't see this scene more than once daily.
2. You tease him, give him a few rules to follow, and after he is rock hard, you ride him and use the slave bracelet to keep him from climaxing until you do. There are some really minor differences if your sub score is equal or higher than 2. You lose 1 sub point after the scene.

**This scene is also a requirement to start the “domme” path, where Erica is more assertive (but doesn't start the path on its own).**

### **“See what he can do” scene\* (sexy, CGs 499-503, 737-739):**

1. Similarly to the other scene, you can only ask for this at night, if you have less than 75 inhibitions and if your submission to Jin isn't lower than -3. You can't see this scene more than once daily.
2. He takes the initiative by kissing you and then you end up giving him a blowjob first, ending with fucking you from behind, pretty much. The scene has some more slight changes, depending on your submission level (4,2,0,-2 are the breakpoints for some minor commentary, and having less than 0 changes a few dialogues). You also get some remarks from Jin if you have a pelvic tattoo and/or nipple piercings. You lose 1 sub point after the scene.

**This is all for the “on demand” scenes. The two scenes above are pretty much always available, as long as the listed requirements are met and you don't start the submissive path (at which points, he just kisses you and basically refuses to do anything). This**

**might change in the future, once I finalize the submissive path for this, and then I'll likely also have some other limitations once I add some more dominant content here for another path.**

### **1st nightly visit (sexy, CGs 238-241):**

**He'll continue showing up for this scene (assuming you didn't trigger one of the two scenes above that day) until you either put a stop to it by "turning him down for good" (need your sub score to be -2 or lower and to have 51 or more willpower) or you give in to his advances twice (triggering the rest of the sub path).**

1. Jin goes for a nightly booty raid (if you didn't have sex with him today already). He shows up uninvited to your bed at night, and tries to get in. You can either:
  - Welcome him warmly (sex scene and + 2 to your sub score, needs your sub score to be 4 or higher and your inhibitions to be lower than 75);
  - Let him stay (sex scene if your sub score is 4 or more, otherwise he just snuggles with you. He also acts like a creep, as you would expect. Finally, he is more careful about showing his intentions if your sub score is -1 or lower. + 1 to your sub score at the end.
  - Turn him down (can't do it if your sub score is 4 or higher);
  - Turn him down for good (need your sub score to be -2 or lower and to have 51 or more willpower, will stop this path for good if picked).
2. If you get to the sex scene he'll strip you naked, and fuck you missionary style, spraying all over you in celebration for a job well done.
3. If you have sex with him twice this way, you move on the submissive path.

**Most of the scenes which happen at night do so automatically, but only if you didn't have sex with Jin that day already. He needs his rest, after all!**

### **1st scene submissive path (sexy, CGs 571-574):**

**To get this scene, you must NOT have started the domme path. The submissive and domme paths are mutually exclusive (for obvious reasons).**

1. Jin shows up once again at night for some action, but he declares that it's not right for him to do all the job, when you clearly want this more than he does. He teases your pussy with his cock until you agree to be at his beck and call. He rewards you with two orgasms and some of his precious seed straight into your pussy this time.

## 2nd scene submissive path (non-sexy?):

1. This time, you need to go pay Jin a visit during the day. He bought a little bell to summon you to his room, how thoughtful of him. He also plays a little with you, kind of training you like Pavlov's dog.

## 3rd scene submissive path (sexy CGs, 499-503, 1539-1541):

1. You'll spend the night after being introduced to the bell eagerly waiting to hear its sound. Eventually you get just that. In exchange, he gets another blowjob+sex combo. His possessive/domineering attitude becomes more and more obvious.

## 4th-5th scenes submissive path (sexy, CGs 740-743, 1536-1538):

1. Another chance to visit Jin during the day (actually, anytime is fine as long as he isn't sleeping) and get your daily dose of being manipulated. He ordered a gift for you...! You just have to go pick it up and pay for it with your money (500 G, from the old guy who works the night shift at the Bazaar). Jin also takes the opportunity to play around with you for a while as he convinces you, of course. You only get to learn that it's a magical outfit.
2. After this, you can go whenever you want to the Bazaar at night, and the old man will gladly relieve you of your 500 G and give you the package. Jin recommended you don't open it, as he wants to see you try it on in front of him first thing, so you obey, of course.
3. You go back to Jin and find out what's in the package. It's a fetish slave outfit, with collar and leash! Since it's magical, it will fit your body no matter what, how convenient! You model it for him, and he gets his paws on you for some more "convincing". You agree to wear it whenever he summons you to his room at night.

## 6th scene submissive path (sexy, CGs 431-434):

1. This is another nightly summon. You'll hear Jin's bell, and at this point, you have to decide if you actually want to wear the slave outfit or not. After all, you are already being submissive, would he really get mad at you if you don't wear it?
2. Of course he gets mad if you don't wear the outfit, what were you thinking?! He tells you won't be having sex until you do wear it. If you hold your ground, he threatens to spank you. Finally, you can get angry. If you do, that puts an end to the submissive path. This is your last chance to get out of it.
3. If at any point you give in and wear the outfit, you get your reward of a nice sex scene on all fours, getting fucked while Jin holds your leash. He also pressures you into freeing



him (which you do) and gets you to acknowledge him as your Master (in name only, at least for now).

**After this point, Jin is officially in charge. This changes some of your interactions with him. When you talk to him during the day, you won't get the option to demand things anymore, instead he'll be the one giving orders. Currently, you can get 3 scenes this way.**

### 7th scene submissive path (sexy, CGs 431-434):

1. During the day, talk to Jin, and select his order to be "...Cook for him."
2. You'll submit to his demands right away, especially enjoying your own reaction to simply hearing his bell. You prove to be a good cook, and get rewarded with another session with the leash (this short scene uses the same art as the previous one).

### 8th scene submissive path (sexy, CGs 723-725):

1. During the day, talk to Jin, and select his order to be "...Massage his shoulders."
2. You'll get some more pavlovian's response from Jin playing with his bell, get to serve him while wearing your slave outfit, and afterward you'll get to ride his cock for a massage well executed!

### 9th scene submissive path (sexy, CGs 723-725):

1. During the day, talk to Jin, and select his order to be "...Get ready for an inspection."
2. Once again, Jin will play his almighty bell, and demand you get ready for him to evaluate you.
3. He'll first check you out, and make several remarks based on breasts/butt size and tattoos.
4. No matter what, he is pleased with you overall, so he rewards you with some more cock (this uses the same CGs as the scene above).

### 10th scene submissive path (sexy, CGs 1420-1424):

1. If at any point after seeing the sixth scene in the submissive path, you take a bath, you'll hear a sound when getting ready for it. You get a dialogue option to decide whether it's just the wind... Or if Jin is showing up for a visit.

2. The second option obviously triggers a scene. You get some minor “roleplaying” of a reluctant Erica, until Jin points out he could just leave, unless you beg him to fuck you. Obviously you beg, and get rammed from behind, against the bathroom’s wall.

### 11th scene submissive path (sexy, CGs 944-946):

1. Like the scene above, this one unlocks after the sixth scene. If you talk to Jin at night, you’ll get a dialogue with him gloating over your submission, and demanding you beg him to fuck you (after the first time, you won’t get the same opening dialogue, but you’ll always get the beg option to trigger the scene again).
2. The sex scene is a reverse-cowgirl one, but obviously you are never in charge, and instead are just worked to the bone to give him the most pleasure with the least effort on his part. Congratulations on being acknowledged as his slut!

**This is the current end of the submissive path. This should be everything for this path, given how long it is already, and how the character arc is complete.**

### 1st scene domme path (sexy, CGs 898-899):

**To get this scene, you must NOT have started the submissive path. The submissive and domme paths are mutually exclusive (for obvious reasons).**

1. To see this scene, you must have seen the “stay in charge” scene first. Your submission to Jin must also be -3 or lower. If you meet these requirements, a new option will appear in his daily dialog: “Toy with Jin and have him eat you out.”
2. As the name subtly implies, you’ll leverage his lustful nature and your master/servant relationship to play around with him, and convince him to eat you out in the end.
3. For your manipulation, you’ll lower your submission to Jin by 1, and permanently lock the submissive path.
4. This scene can be repeated as many times as you’d like (but with a 1 scene per day limit).

### 2nd scene domme path (sexy, CGs 896-897):

1. If you have seen the previous scene, you can now trigger this one by ordering Jin to prepare a bath for you.
2. When you take the bath, you’ll get the option to invite him in, for some more teasing and fun.
3. If you do, you’ll get to have sex with him, but not before giving him some brief, impromptu jerk-off instructions first.

This is where the “domme” path currently ends. This is going to be shorter than the other path, so I expect 2 more scenes should do the trick for it.



Kira

Kira is the person in charge of the Bazaar, an exotic marketplace in the commercial district of Tarkas. This also means she is an employee of the League of Merchants, the somewhat shady organization which runs the city of Rahib, as well as a large chunk of the empire's economy and commerce. She is rather manipulative, especially since working for the League makes it hard to trust anyone, and it's a cutthroat struggle for survival. She can only let her guard down if she knows she is in full control, which is something you'll discover if you get intimate with her (expect to be hypnotized and manipulated often).

To get involved with her, you'll inevitably get involved with her employers as well as their direct competitors, the Zanti family. She'll also re-appear in various quests and events if the League has an interest in the outcome, and will try to sway you to work for them, if you are close enough to each other. She knows how to be persuasive, so be careful (or not).

### 1st scene (non-sexy):

1. Visit the Bazaar. She is the dark-skinned brunette to the east (should be hard to miss). Talking to her will get you a flirty introduction by her. If you have the titty lover trait, you'll be more appreciative of her “assets” (this is going to be a common theme, if you stick with her).
2. Talking to her again allows you to ask her if she has any jobs for you. If you do that, you get the opportunity to start the [“Catcher Dragoon”](#) quest. Finishing it is mandatory to start her path.
3. Once you get back to her successfully, you get the quest's reward, plus a hot kiss by a grateful Kira.

### 2nd scene (non-sexy):

You must have reached chapter 2 to get this.

1. Kira has a new job for you. You'll have to investigate the Zanti farm ("[No Sacred Cows](#)"). Note that if you are too far along the cowgirl path, you can't successfully complete the investigation, and so you can't see the rest of Kira's path.
2. Once you complete the quest, she'll mention how they need people like you, especially if they are as cute as you. She also mentions you could also see each other for pleasure instead, and how she'd love it. You'll get another kiss as well.
3. Talking again to her allows you to discuss this possible relationship. If you try to refuse but you have the titty lover trait you'll also need your willpower to be 51 or higher, otherwise she'll seduce you and you'll be unable to say no.

**If you agree to go out, you'll be able to ask her if she wants to have fun, once per day (she is too busy to go out on multiple dates in a row).**

### 3rd scene (sexy, CGs 531-532):

**You must talk to Kira at night (she'll tell you as much if you go to her during the day).**

1. Kira will invite you for a night out at the Red Dune in Rahib. You get a glimpse in her lifestyle (which seems to be on the luxurious end) as well as the fame she has in Rahib as someone working for the League of Merchants. She'll also show great interest for you, as she asks about your interests. You get to be distracted by her cleavage if you have the titty lover trait.
2. Afterward, she'll keep her promise to make your night memorable by performing a sexy belly dance for you, although at the end it's probably more of a lap dance. She also starts to "soften" you a little bit to her charms. Expect the usual kiss at the end to wrap up the night. You'll be transported automatically to your house in Tarkas, and time will pass so you can't go out afterward.

### 4th scene (non-sexy):

**You must talk to Kira at night (she'll tell you as much if you go to her during the day).**

1. Kira has some time for a little break, so you can go on a walk around Tarkas. You'll get to talk about Rahib, Crysta (the protagonist's hometown) and a few other things. You'll also learn how afraid of rats Kira is, due to her poor living conditions in the past. She clings unto for a while because of a rat, actually, so you even get a somewhat romantic atmosphere going, for a brief moment. You'll be transported automatically to your house in Tarkas, and time will pass so you can't go out afterward.

## 5th scene (sexy, CGs 555-557):

**Just talk to Kira about having some fun whenever you want.**

1. Kira can't leave the Bazaar, since she is busy with work, but she can still get a bit more intimate with you by going to the "staff only" area below the tent without leaving. That's actually where her office is.
2. You get to talk about the fantasies you have about Kira, and she suggests you spill the beans so she can make them come true... Which she does. You'll get her to sit on your lap, go topless and then she works some magic with her hands. We also see the first few hints at mind control in this path.

## 6th scene (sexy, CG 578):

**Just talk to Kira about having some fun whenever you want.**

1. You get another "break" in Kira's office, and another round of brainwashing. She wants you to lust after her hard, making sure you give her more control in your day to day relationship, while you'll be the one in control under the sheets.
2. You get to make out with her, but you don't go further than second base, as she has to go back to work, leaving you a bit worked up.

## 7th scene (non-sexy):

**You must talk to Kira at night (she'll tell you as much if you go to her during the day).**

1. It's time to go for a drink! This time, your date takes you to the pub. You'll get to learn a bit more about Kira's past and her relationship with the League of Merchant (but not too much).
2. Eventually, some drunk comes bothering you two, and Kira eggs you on (leveraging her brainwashing) to protect her (and you scare him away with your magic). As a reward, Kira will sit together with you (on your lap), but given the location you can't exactly do much (there is always next time).

## 8th scene (sexy, CGs 435-437):

**Just talk to Kira about having some fun whenever you want.**

1. This time around, Kira would like something more intimate... And you happen to own a house not too far from the Bazaar, after all. She teases you (both with her natural charm and her mind control powers) until you jump on her, just like she wants.
2. You finger her until she climaxes on your kitchen table, and then she “rewards” you, taking care of your itch by eating you out. She makes sure to fuel your obsession with her a bit more, before taking her leave.

### 9th scene (sexy, CGs 126-128):

**Just talk to Kira about having some fun whenever you want.**

1. Since you had so much fun last time, Kira wants to give you a gift... A strap-on dildo, which you get to “test drive” immediately, if you want to. Of course you agree, and run back to your house once again.
2. Kira even helps you put it on once you are in your bedroom, and you thank her with some wild sex. The scene closes with her putting you to sleep with her powers, to make sure you calm down and rest.

### 10th scene (sexy, CGs 575-577):

**You must talk to Kira at night (she'll tell you as much if you go to her during the day).**

1. Kira seems very busy, but she needs a break, so she offers you to go out for a walk. Unfortunately, some rude people interrupt your plans, with vague talks about Kira's work being monitored.
2. Not only are they rude, but they also dare slap Kira in front of you! Fuming, you threaten them with magic until they back off. Kira is shocked by the situation, and most importantly, touched by your behaviour. You can tell something is changing in her.
3. For now, she decides to skip the walk, and go to your house for something more “fun”. She teases you constantly along the way, so you are more than ready to jump on her as soon as you get back.
4. After you give her a good fucking, she leaves (she was still busy after all, and now she is also late, thanks to you), but not before promising to pay you back with all she has by being your “sex slave” next time, encouraging you to think about what you want her to do for the occasion. She feels like she owes you a lot, and seems determined to be more caring in the future.

### 11th scene (sexy, CGs 613-614):

**Just visit Kira whenever you want from the day after the prior scene.**

1. As promised, Kira is ready to be your sex slave for the day, and is just waiting for you to show up. You immediately opt for a hasty retreat to your bedroom with her.
2. She strips for you, and then she shows you heaven with her fingers. She keeps her word and focuses just on pleasing you from beginning to end, no mind control involved.

## 12th scene (non-sexy):

**Just visit Kira whenever you want from the day after the prior scene.**

1. This time around Kira opens up with you a bit more, as well as apologize for her manipulating tendencies. Maybe she'll learn to trust people more in the future, thanks to you.
2. It wouldn't be Kira if she didn't at least kiss you, however, so you two almost get down and dirty, if you didn't get interrupted at the last minute. Well, there is always next time...

**This is where her path ends, currently, but we should get 1 more scene to wrap things up. Also, if you are seeing both her and Carla, you can get some additional scenes (I'll list them here, since Kira is the catalyst).**

## 1st "Kira & Carla" scene (non-sexy):

**You must have reached the 6th scene with Kira and progressed far enough with Carla, to unlock these scenes. Talking to Kira about having fun will prompt Carla to show up.**

1. Carla will interrupt you and Kira. She is a bit upset even if she is fine with you having your own adventures, because you are doing it under her nose.
2. Kira decides to defuse the situation with some good old mind control. She takes Carla aside, and gives her a taste of the same medicine the protagonist is getting. Carla seems pretty easy to manipulate, so now she is very enthusiastic about a threesome among you girls. You are confused, but as intrigued as she is by the perspective.

## 2nd "Kira & Carla" scene (sexy, CGs 146-149):

**Just talk to Kira before nighttime after you saw the previous scene AND you have experienced the 8th scene on Kira's path.**

1. Kira will remind you about Carla's proposal from last time, she'll mention how you and Carla taking turns at fucking seems like a great idea, and you agree wholeheartedly.

2. You go to Carla's apartment and do just that. Your memories get a bit hazy at the end, but you have a great time, nevertheless.

**These scenes end here, although an extra one might be added once both Kira's and Carla's paths are completed.**



**Lea**

**Lea is one of the two (mutually exclusive) slaves you can purchase in Rahib (they both cost 3000 G). She became a slave to pay her father's debts. She tends to be shy and honest, with a submissive streak which makes her a perfect fit for her new role in life. She can't earn money for you by working (unlike Jin), but she makes a better packed meal than him and can sing once a day to restore your intelligence and willpower. Like Jin, you can go to her when the sun goes down for some action.**

**Her path tracks how affectionate you are to her (needs a minimum amount to progress through it) and if you are dominant or not (which impacts how your relationship evolves).**

### **1st scene (non-sexy):**

**The opening scene with him starts when you talk to the slave merchant after purchasing her (the merchant asks you if you are ready to take her back home with you).**

1. The scene moves inside the carriage, and you get to have a little conversation with Lea. She asks if she can sit next to you (+1 affection if you agree) and after she tells you something about her past, you can decide to console her or not (+1 affection if you do).
2. After the scene in the carriage you reach your house in Tarkas for the final cutscene of this sequence.

**From here on out, she'll be staying in the guest room of your house in Tarkas. Talking to her during the day will allow you to:**

- **Order her to sing for you (+2 intelligence and willpower);**
- **Order her to prepare you food (a healing item, restores 200 HP and 10 MP outside of battle);**
- **Order her to prepare a bath to cure extra status effects (although currently the game doesn't really use permanent status effects, so it might be subject to change, or the combat might change to make use of such features).**



**Some of these actions are necessary to progress in her path, as you'll learn.**

**Talking to her at night allows you to ask her for sex. This can raise her affection toward you (see below).**

### **Nightly sex scene (sexy, CGs 150-152):**

1. You can ask Lea to have sex once per night (although it's more accurate to say that she'll offer whenever you visit at night, and you can decide to sleep with her or not). There are no requirements for the scene.
2. If you have sex with her, she'll ask you to hold her in your arms afterward. Doing so will increase her affection by 1. A really minor change happens if you have the titty lover trait, as you can really appreciate Lea's chest.

### **Nightly latex sex scene (sexy, CGs 603-605):**

**You must buy the "latex bracelet" from a merchant in Rahib (his small stand is south from the slave market). It costs 1000 G, and unlocks this option when you talk to her at night (it also unlocks a solo scene in your room, actually).**

1. Lea will agree to wear the latex bracelet if you ask her to, and you'll then proceed to molest both you and her using mostly your hands.
2. This scene does not raise affection, unlike the previous one (it's just for "fun").

**This scene gains some extra dialogues/descriptions if you have reached the end of her slave path.**

### **2nd scene (non-sexy):**

**You must have raised Lea's affection to 4 or higher, to get this scene.**

1. Just go talk to her once the requirements are met, and she'll offer you some cookies to thank you for being kind to her.
2. She'll panic as soon as you hesitate about your reply, and you'll be offered a choice to order her to calm down (+1 to Lea's submissiveness) or to relax (+1 to her affection).
3. She'll then mention how what she says almost sounds like a confession. If you tell her nobody would hate being confessed to by her, you will unlock the rest of her path and gain +1 affection, otherwise you end the path there (she'll still be your slave).

### 3rd scene\* (sexy):

**You must have told Lea that nobody would hate being confessed to by her in the previous scene.**

1. Order her to prepare a bath for you during the day, and then go take it. If you meet the requirements, she'll show up (and will subsequently offer whenever you take a bath she prepared), and ask if you want help cleaning yourself.
2. If you agree, she'll clean your back, and then offer to take care of your front as well. Things are getting spicy...
3. If you agree a second time, she'll clean you very thoroughly, and of course she'll pleasure you and herself both. Enjoy your bath!

### 4th scene (sexy CGs, 533-535):

**You must have seen the previous scene to completion, and Lea's affection must be 6 or higher.**

1. Visit Lea's room in the morning. You'll hear her softly calling you, and you'll be offered a choice to either peek inside or leave her some privacy.
2. If you peek, you'll realize she is masturbating (humping her pillow, to be precise). Just kick back and enjoy the little scene.

### 5th scene (non-sexy):

**You must have seen the previous scene.**

3. Enter your house (after leaving it) either during the morning or the afternoon. You'll hear Lea screaming. You'll run to her and find she simply dropped a bottle. She is bleeding, however. Erica wants to clean her wound and bandage it, but Lea is reluctant to leave it to her Mistress.
4. You can convince her gently or decide to hurry and force her to agree. If you force her, her submissiveness goes up by 1. Either way, Lea is happy that you care for her.

### 6th scene (sexy, CGs 242-245):

1. Order Lea to sing for you after you have seen the previous scene. You'll realize she is attracted to you... And you share that attraction. You start caressing her leg, as your desire to kiss her spikes.
2. You can order her to kiss you (+1 submission) or say nothing. Either way, you end up having some fun on her bed, kissing, caressing and probing. Your breast size minimally impacts some of the descriptions.
3. Afterward, you'll start thinking about where your relationship with her is headed, and if keeping her as a slave is the right thing to do.

### 7th scene (sexy, CGs 304-308):

1. Talk to Lea in her room. You'll discuss your relationship and her role. If her submissiveness is 3 or higher, she'll ask you to remain as a slave, otherwise she'll be okay with regaining her freedom. Either way, she wants to stay by your side.
2. Celebrate with some sex! You'll get some slight differences depending on which path you are on, but the main course stays the same.

**After this, things change based on whether you freed Lea or not. The choice also changes certain dialogues here and there (generally when you first approach her) to reflect the changes in her mentality.**

### 1st scene "freedom" path (non-sexy, CG 504):

1. Go talk to Lea after sleeping (it can't be at night). She'll mention going on a date (she also mentioned this when talking about her freedom in the previous scene). You can agree right away, or postpone it (the option will be added to her regular dialogue choices).
2. Once you agree to the date, you and Lea will go for a walk. You'll end up in front of Santhora's temple, and decide to go inside.
3. The romantic atmosphere will lead to a nice kiss once inside, with a supplement of "making out" on the side. After making the priestesses very happy with your show, you'll go back home.

### 2nd scene "freedom" path (sexy, CGs 548-551):

1. After the previous scene, go talk to her at night. For 200 G, you can take her out on another date (dinner out). You get to learn a bit more about Lea.
2. After dinner, you get to enjoy some action under the sheets with her, as you introduce her to the joys of tribbing.

### 3rd scene “freedom” path (sexy, CGs 548-551):

1. After the previous scene, you unlock the option to ask Lea if “she wants to do something” at night.
2. She will tell you she wants you two to prepare dinner together and stay at home. As well as do some “after dinner” activities.
3. She is a bit flirty throughout the night, so she quickly gets what she wants after you eat. Another tribbing scene later, and you two are spent and satisfied together.

**This is all for this path. The last scene is repeatable, so you can have your fun time with Lea daily, if you want to.**

### 1st scene “slave” path (non-sexy):

1. Go talk to Lea after sleeping (it can't be at night). She'll ask you if you want to go to the market with her. You can postpone this (the option will appear in her regular dialogue afterward), but you need to have 200 G to be able to go.
2. Once there, you'll spend the money on some supplies and a beautiful choker, you'll get to put on Lea yourself, much to her joy. All in all, you get to enjoy some touching moments, as well as Lea re-stating just how much she wants you to be her Mistress. Afterward, you'll go back home.

### 2nd scene “slave” path (sexy, CGs 744-746):

1. After the previous scene, talk to Lea at night, and a new choice should appear (“Something is up with Lea...”). Select the option to see the new scene.
2. She will mention wanting to show her new choker for you... Possibly without wearing anything else. Needless to say, you are very interested in the idea.
3. You'll end up jilling off in front of each other, while you give her instructions on how to play with herself.

**This is all for this path. The last scene is repeatable, so you have the opportunity to “play” everyday, if you so choose.**



## Lord Kairos (senior)

Arrogant, charming and manipulative, Lord Kairos is the kind of person who doesn't take no for an answer. You'll first meet him during the quest "[Noble Goals](#)", he'll try to coax you into giving him a tittyjob in exchange for a vote. From there, things will escalate further in later encounters if you submit to his request (although you can still "dodge" him, for the most part). He likes you, and since the very start will resort to tricks (usually, minor illusions) to make sure you fall for him as well. He is a rather flawed individual, although he takes his responsibilities as a noble more seriously than what would appear at a first glance, especially his family's role as guardians of the Zanark's library. He is a widower and has a son.

Expect him to use pseudo-hypnosis on you whenever he can. Generally, he'll try to get you as his wife, if possible. He doesn't take rejection too kindly, but he won't be hostile if you reject him, just don't expect to get any help from him afterward.

### 1st scene (sexy, CGs 45-47):

1. As mentioned above, you'll have to talk to him at the royal castle, during a quest (check the walkthrough if you need more details on the quest itself). He is staying in a room in the south-west wing of the castle.
2. If you were at his brother's party (the one shown in the quest "[Noblesse Oblige](#)") and his son remembers you, the event might be referenced (if you are an exhibitionist, you'll remember the situation fondly).
3. He then proceeds to mention he'd like a tittyjob in exchange for his vote to nominate you as a noble. Your inhibitions must be 70 or lower for you to agree to the request.
4. If you refuse, he tries to convince you with sophistry. He'll bring up your "sexy" encounter with his son again, if it happened, and to refuse, you'll need at least 65 willpower or higher this time. If you behaved properly around his son, you won't need to beat a willpower check to refuse.
5. If you refuse a second time, this path will be effectively halted, and you won't meet him again, except perhaps during official business.
6. If you agree, he'll get a nice tittyjob from you, instead, and as it turns out, you enjoy it as well (although when you leave the room, a cutscene will reveal he also used illusion magic to manipulate your perception of time and your reaction a little bit).

From this point on, he has you in his sights. You'll also receive a letter from him, mentioning a possible, future invite to his domain. You can actually show up before an

**official invite, but the guard will turn you down, since he doesn't know about it (he might later apologize, in certain scenarios). For now, it's going to be a while before you can see him again.**

## **2nd scene\* (sexy):**

1. Once again, the start of a scene is tied to a quest ("[Party Hard](#)"). He'll be one of your guests at the party to celebrate your new noble title. He is invited by your assistant, but he only shows up if you got your first scene with him.
2. When you talk to him, he'll invite you to sit with him and his son for a little while. He'll get his paws on you right away (although sadly for him and you, he can't really do much during the party), but he still covertly molests your ass and pussy until you come, and uses illusions once more to push you into agreeing to a visit to his mansion.
3. His son also shows up, as mentioned before, and you can talk to him as well (although it's not mandatory). He'll show different reactions depending on how you treated him if you met him before (check the first scene for more details as to where you can meet him).

## **3rd scene (sexy-ish):**

1. To trigger the next scene, you simply must go visit Lord Kairos mansion in Zanark after the party. If you sleep in your mansion but still haven't visited him, during the morning you should trigger a cutscene as you leave the room, with his butler showing to pick you up (you can't refuse).
2. Regardless, once you are inside his mansion, you must go talk to him, if you want to leave. He tries to play it cool, although thinly veiled allusion to your past encounters together are brought up.
3. At the same time you had some fun before (unwittingly or not), so now you get the option if you want to reciprocate and get flirty or not (your inhibitions must be less than 85, to actually do it). Picking this option increases your score with the Lord by 1 (this will come into play later).
4. He will take you for a tour of his house, showing off various pieces of artwork. As he talks about them and the story behind them, he'll use illusions once again, trying to get subliminal messages to stick with you. If you keep listening, instead of taking a break, his score will go up by 1 point. Regardless of the choice, you'll end up outside the mansion, considering the pros and cons of future visits (also enticed by some promises about access to the Zanark library).

**From now on, you can come and go as you please from the Kairos mansion (unless it's nighttime), regardless of the choices you made. Every visit consumes a time slot, so in practice you can only visit twice a day at most.**

## 4th scene (sexy, CGs 536-539):

**In version 0.985 and older (or by using an old save file from these versions), it's possible to miss this scene if you see the 5th scene before, so keep that in mind).**

1. Talk to Lord Kairos and pick the option "Intimate sounds fun..." (at this point, the game assumes you are open to the idea of a relationship with Lord Kairos, since you keep coming back).
2. You'll follow him to his room, for some good old missionary fun. Well, he is probably messing with illusions even now, but it's not explicitly referenced in the scene. You enjoy it quite a lot, nevertheless.
3. The scene increases your score with him by 1 point, and it also moves the "path tracker" forward by 1 (even if you miss this scene, the 6th one will do the same, so you'll not get stuck regardless). Repeating the scene only increases your score.

## 5th scene\* (sexy):

1. Similarly to the previous scene, you just have to talk to the Lord, but pick "Tell me more about your art collection.", instead.
2. He'll give you another tour of his mansion, talking about this or that historical fact, while also trying to slip in a few more subliminal messages to your subconscious.
3. After a while, he gives you a shoulder massage, and tries to convince you to "rest" in his bedroom. If your score with him is 2 or higher, you can't refuse (if you do refuse, nothing happens, and you can repeat this scene as many times as you want up to that point).
4. If you go to the bedroom with him, he'll leverage the subliminal messages he pushed on you, and convince you to masturbate in front of him.
5. As the previous scene, this increases your score and the path tracker by 1. Repeating the scene only increases your score.

## 6th scene (sexy, CGs 536-539):

**If you pick the option "Intimate sounds fun..." when your path tracker has 2 points, you'll get a different version of the 4th scene.**

1. Things go faster, and you generally feel more attracted to him, and more eager to act sexy around him.
2. As the previous scene, this increases your score and the path tracker by 1. Repeating the scene only increases your score.

## 7th-8th scene (sexy, CGs 601-602):

To get this scene, you must have watched the 3 previous scenes (In version 0.985 and older it was enough to see 2 out of 3), and your score with Lord Kairos must be 5 or higher (depending on your choices along the way, you might have to repeat some of the scenes a few times to get there).

1. Lord Kairos opens up by confessing he enjoys your company, and tries to get the truth out of you about whether or not you want to be his.
2. You can refuse (if your willpower is equal or lower than 30, you need to refuse twice), and this interrupts the path, while also blocking the option to get intimate with him.
3. If you agree to be his, you'll celebrate with a highly romantic anal scene.
4. After the scene you'll get a time skip and reach the epilogue. You have become his wife, and after you get to hear some of the people gossiping about you (you have a kid with Kairos already, and everyone thinks you are the perfect wife), one last scene plays out as you and Lord Kairos work on a quickie before appearing in front of the guests.

The path currently ends here, but you get the option to be brought back prior to the choice outside of the mansion after the ending, if you want (or you can call it a day and accept your new life).



## Slave path (Lady Pendleton)

Lady Pendleton is one of the potential buyers for you if you become a slave (to get a brief explanation as to how you can become one, check the [walkthrough](#)). In order for her to buy you, you must complete the quest “Noblesse Oblige” first, and then you can pick her when you are sold. She will train you to become one of her ponygirls, and while she isn’t violent (far from it), she is set on her goal and will nudge or push you as much as needed to achieve it (which is pretty easy for her to do, thanks to the slave bracelet).

Once the path is finished, you get the choice of going back to before you got enslaved.



## 1st scene (sexy, CGs 1009-1011):

- 1) After she buys you, she puts you to sleep right away, so you wake directly in your room in her mansion. You are already wearing your ponygirl outfit, and your arms are locked behind your back.
- 2) Since she is a believer in pleasure for training slaves, she gives you a little demonstration, activating the vibrating dildoes in your pussy and ass which come together with the ponygirl enchanted outfit.
- 3) Finally, she explains some of the rules you'll have to follow (quite literally, since the slave bracelet forces you to obey her orders). She then exits the room, leaving you free to explore it.

**At this point, there isn't much to do, but you can examine various elements around the room, such as the kneeling pad in front of Lady Pendleton's portrait, and similar details.**

## 2nd scene (sexy, CGs 1006-1008):

- 1) After the first scene, go sit on the bed. You'll find that the vibrators in your "chastity belt" turn on again, pushing you near the edge repeatedly, but making sure you don't get to cum. You even fall and are unable to pick yourself up, as restricted as you are.
- 2) Thankfully, a mortified Lady Pendleton finds you on the floor as she was bringing you something to eat, and helps you. She apologizes, frees your arms for the moment, and even massages them to help the blood flow. In your weakness, you find her attitude and actions quite endearing. She seems naturally good at charming people, and you are no exception.
- 3) Finally she even jills you off personally until you climax, before locking your arms again and feeding you dinner personally. She even stays near your bed until you fall asleep for good, and you don't get fitted with the suit until the next day, how generous!

## 3rd scene (non-sexy):

- 1) Lady Pendleton is waiting for you at the door, go talk to her to trigger this scene.
- 2) She talks you back into wearing the suit, feeds you breakfast and brushes your hair/mane.
- 3) The whole thing has some sexy undertones, but nothing really crosses the line (other than your fantasies). You are once again charmed by the lady.
- 4) She gives you some more rules to follow: 1 hour of exercise everyday (by interacting with the bed) and taking care of your hygiene (by going to the bath daily).

**Note: you can actually skip these activities, they are under your control, but you gain 1 “rebellious” point if you do (as long as you skip at least one, you get the point), and those have consequences (which will be explained later).**

### 4th scene\* (sexy):

- 1) Going to sleep will trigger this repeatable scene, at least for a while. You are still assaulted by the vibrators when you go to bed, and you get the option to try to get off or try to ignore the pleasure. Trying to get off will add 1 rebellious point as you try to hump a pillow (note that you won't get off even if you try, and the chastity belt will successfully edge you no matter what you do).

### 5th scene (sexy, CGs 494-496):

- 1) The next morning, your routine with Lady Pendleton repeats. She is here to feed you, and brush your hair, and the scene starts as soon as you talk to her.
- 2) If you have any rebellious points, she will realize your inner turmoil and provide some mind control to motivate you into being happier about being one of her ponygirls. This resets your rebellious points and prolongs this stage of the game. **This can only be done up to 3 times**, however, as her “lessons” will slowly get to you, and after the third one you'll find yourself unable to go to sleep without doing what she asked you to.
- 3) If you are a good ponygirl, instead, she will reward you by turning on the vibrators until you climax, only asking from you to call her name as you orgasm. Do this for two days in a row, and you'll reach the next scene.

### 6th scene (sexy, CG 269):

- 1) As explained above, you must “behave” for two days in a row to get this new scene.
- 2) Talking to Lady Pendleton will reveal how happy she is since you are being so cooperative, and she decides to bring up the next step of your training. She shows you the leash and bite you get to wear as she trains your posture and movements.
- 3) You don't put up much resistance and soon she is leading you around the room.
- 4) Since you are being so obedient, she rewards you with orgasmic pleasure whenever she praises you, and floods you with compliments to get you used to this much bliss, stating that it's the expected amount for one of her ponygirls.

### 7th scene (sexy, CG 269):

- 1) To get this scene, simply talk again to Lady Pendleton after the previous scene.

- 2) This time, Lady Pendleton remembers to turn on the vibrators during the training. After all, you need to get used to them being on most of the time and still be able to move gracefully. Since you keep behaving, you get them to stay on even during the mane brushing, much to your joy.



## Slave path (merchant Han)

Han is one of the potential buyers for you if you become a slave (to get a brief explanation as to how you can become one, check the [walkthrough](#)). He will make sure you obey, one way or the other, although he'll remove the slave bracelet once he breaks you thoroughly and makes sure you love him and being his slave. Under his control, you'll get to be part of his collection of "willing" slaves, as well as take on the duties of one, be it cleaning, feeding your Master and more. You can try to be defiant, but you are ultimately bound to fail.

Once the path is finished, you get the choice of going back to before you got enslaved.

### 1st scene\* (sexy):

- 1) After he buys you from the slave market, you get to have a carriage ride with him. He'll start to demand you address him as Master right away (after learning you probably got bought just because he was missing a green-eyed brunette from his collection).
- 2) You get the option to do as he wishes (+2 submission), begrudgingly play along (+1 submission) or protest (+1 defiance). Protesting will cause him to use the slave bracelet to force you to do it anyway.
- 3) You reach his mansion, and he briefly introduces you to the other girls, before leaving. You note that you are the only one with a slave bracelet at this point, and wonder if they are all willing slaves. They seem to believe so, at least, as they gush about their Master and how great it is to be one of his slaves. They all seem quite happy to have you there.
- 4) When it's time to sleep (with you stuck in the middle of the gorgeous girls in one of the large beds), you are disturbed by one of the magical lights faintly blinking in a relaxing manner. Just trying to sleep increases your submission by 2, while turning away from it increases it by 1.
- 5) No matter what you picked before, the hypnotic light will eventually put you into a trance, and you are put into a cross between an hypnotic session and an orgy, making you

much more accepting of your new lot in life. The next day, you feel refreshed and ready to take on your duties as a slave.

## 2nd scene (sexy, CGs 656-657):

**This one is always the first task you'll have to tackle after the first night, but afterward, the task will be decided randomly between scenes 2-4-5.**

- 1) Go talk to Master Han (he'll be sitting on a throne-like seat near the central beds, to the east). The first day you'll be teleported right in front of him, so it should be pretty easy to find him afterward.
- 2) He'll want you to feed him grapes, which sit on a small table nearby. Fetch them, and talk to him again.
- 3) Once you start feeding him the grapes, he'll ask you to sit on his lap. If you agree, your submission will go up by 1, while if you try to refuse your defiance will go up by 1. If your submission is equal to or greater than 7, you can't refuse anymore.
- 4) If you agree, he'll also ask you to feed him the grapes mouth-to-mouth. Agreeing will increase your submission again by 1. You can't refuse if your submission is equal to or higher than 12.
- 5) The scene has alternative dialogues if your submission is 7 or higher, and the scene is generally hotter once you reach this threshold, with Erica enjoying abiding his orders.

**After your daily task, all you have left is going to sleep. You can also talk to your fellow slaves whenever you want, and their dialogue too changes if your submission has reached 7, but the area doesn't have much to see.**

## 3rd scene (non-sexy):

**Going to sleep will always trigger a brief description of your nightly hypnosis sessions, and will increase your submission by 1. Going to sleep after the first task also triggers this scene, which is a visit from a guest of your Master.**

- 1) Han will show his slave collection to his guest, who has slaves of his own. After bantering a bit, they'll end up betting on a slave competition of sorts... With you on the line. Depending on your submission level, you'll be more or less hostile to the idea. If your loyalty is pretty low, you can even protest, and get a +2 to your defiance.
- 2) Regardless of your opinion on the matter, the competition will take place 4 days from the visit. You still have to take care of your duties for the day, however, which as mentioned before is going to be picked randomly among scenes 2-4-5.

## 4th scene (sexy, CG 33):

**Note: the scene won't unlock the CG, but it's used in subliminal messages throughout the event. As mentioned in the previous scenes, this is a random event assigned to you in the morning.**

- 1) This time around, once you talk with Han, you are tasked with cleaning his paintings (located in the south-west room of the map).
- 2) For each of the 4 paintings you must clean them at least once, and you get the option of doing a second pass, and if you cleaned it a second time, you can admire the painting. Cleaning. Each time you interact with the paintings you get some subliminal messages to show up on the screen. The more you interact with a single painting, the clearer the messages appear on the screen, and Erica falls for them. Admiring a painting also raises your submission by one. If your submission is 7 or higher, you are forced to clean the paintings well, if it's equal or above 12, you'll be forced to admire the paintings as well.
- 3) After you finish cleaning the paintings, you'll have to report back to Han to wrap things up. You'll be evaluated by the number of paintings you cleaned well (which is to say, the ones you cleaned twice).
  - a) If you clean all 4 of them to the best of your abilities, you'll increase your submission by 2. You also get different, more submissive reactions to the best evaluation if your submission score is above 7 or 12.
  - b) If you cleaned at least 2 of the paintings well, your submission goes up to 1 and Han will mention you are on the good path.
  - c) If you slack off this much, your defiance will go up by 1.

## 5th scene (sexy, CGs 658-661):

**This is the last possible random event for your daily tasks as a slave.**

- 1) Talk to Han, and you'll get tasked to clean his collection of precious and historical items (the room is in the south-east corner).
- 2) The scene plays out as soon as you enter the room (there is a shining spot marking the entrance when this event is active). You'll get the option of doing your job properly and cleaning the items, or give in to your historian curiosity, and study the items, instead. As often the case, if your submission is 7 or higher, you can only obey and perform your duties.
- 3) Cleaning will earn you a +1 to your submission score, and some praise from your Master.
- 4) If you didn't do your job properly, when Han comes to check how you are doing, he'll be disappointed (your defiance also goes up by 1). He decides you need some form of

punishment for this, and he wants to parade you around the other slaves crawling on your hands and knees.

- 5) If you obey at this point, your submission increases by 1. If you protest, your defiance grows by an additional point, and Han decides to use the slave bracelet to give you a “sexy” lesson, forcing you to obey his orders, making you feel hornier each time you obey, and finally forcing you not to come until you are thoroughly defeated, and properly beg for it.

## 6th scene (non-sexy):

**This is an optional scene, which plays if you raise your defiance to 4 or higher, after one of the random tasks for the day is completed.**

- 1) The scene should play instantly after your task is complete. Master Han will mention how he cannot let your behaviour slide after all. He will use the slave bracelet to make you follow him quietly, and then to close your eyes.
- 2) When you are finally allowed to open them again, you’ll find yourself face to face with a monster he illegally enslaved, and which does have mind-controlling abilities.
- 3) You are brainwashed by the creature, and climax calling your Master’s name. Although you won’t remember much of this, after they scrub your memories, your defiance will be set to 0, and your submission increased by 5 (and set to 7, if you are still below that threshold somehow). This effectively removes your chances to rebel, and makes the path ahead much more straightforward.

## 7th scene (sexy):

**This is the competition mentioned in the 3rd scene, which triggers 4 days after that. You don’t unlock CGs in the gallery, but there will be busts on the screen for both you and your “opponent” in the competition, and you’ll be dressed in fetish slave outfits.**

- 1) The scene opens with you being transported to a secret location, with plenty of hooded figures looking over you and the other slave at the center of the “arena”, while they sit above you. The competition involves a series of lewd challenges, and you trying to pick the best choice to please the crowd OR use an item the organizers provide to automatically win that particular exchange, but risk losing your mind if you go too far (picking the help options two or more times nets you a bad end). Several of your traits can trigger different thoughts and reactions from Erica during the scene, although some of them are mutually exclusive (so being a bimbo and an exhibitionist will show you more bimbo reactions overall).

It's also worth mentioning that even the "wrong" options can be quite sexy as well, so you might want to have a "loser run" (but you'd have to save before, just in case).

- 2) The host introduces you two, and are then strapped to "peculiar" chairs (you were also drugged off screen). The first challenge is just to show off how much of a slut you are. Trying to sound eager is the best option, or you can accept to get a clit piercing magically enhanced to make you more sensitive.
- 3) The second part involves more drugs and suction localized to your chest, making your nipples nice and sensitive. Begging them to fuck you is the right choice, while you can also accept lactating drugs for a fun but dangerous choice.
- 4) The final part involves a huge vibrator (aptly named "the Destroyer") doling out the anal love you deserve. The right choice is to impale yourself on the destroyer, or you can get tongue piercing to turn you into a masochist. If you already are a masochist, you can't pick the wrong choice, as you'll want to impale yourself on the vibrator, but you can still request the piercings to make things worse for yourself.
- 5) Finally, the audience votes on your performance. You need at least two correct choices without using more than 1 help to win.
  - a) If you get too many items and fry your brain, you can decide if you want to try again, or if you want the game over, so feel free to try it out, if you want to see the bad end.
  - b) If you win, congratulations: you earned your Master a new slave, and you'll be able to see the final part of the slave path.
  - c) If you lose, you are in theory given to the new Master. That part isn't currently in the game, and I might just turn this into a bad end, actually, cutting the path short (I feel less strongly about adding him, given that we already have another owner for Erica). It's also worth mentioning that you can enter "infinite mode" from here, at the moment, so if you'd like to repeat your daily routine as a slave for Master Han, you can do so here. You can also retry the contest after losing.

## 8th scene (sexy, CGs 250-254):

**This scene triggers immediately after you win the competition, no actions required.**

- 1) The girls back at the mansion celebrate your success, and then you get introduced to your reward: sleeping with Master for the first time. You get prepared by the other girls with a sexy bath and then sent off to the bedroom.
- 2) He will tease you with his fingers first, before finally pounding you like you deserve. If somehow you haven't reached 7 submission points yet, you will by the end of this scene (or get a +2 if you are past that point). He also removes the slave bracelet from you (you don't want to leave anymore if you got this far) and from now on you have an additional task: you must train Coral, the new slave.

## 9th scene\* (sexy):

**This is actually a set of various events plus the final scene for the path.**

- 1) It's time to train Coral! She is the blonde girl, slightly to the west of the two central beds. After talking to her the first time to be introduced to her, you get to pick one thing to do every day, once per day.
- 2) To reach the ending you just need to select once "punish her", then "teach her that Master is love" and finally "reward her", in this order. You might want to do it in the wrong order before, if you want to see all the variations (in which case, you should re-use "punish her" once after the first time).
- 3) Picking "reward her" at the end will trigger the conclusion to her training, and you get to choose if you want to leave the slave path, keep playing as a slave, delaying the ending, or accept the game over.

**The path is pretty much finished, but it might get some extra content, especially for the cursed items you can get during the contest. You losing the contest will definitely get an extra scene, if not a short path (but that depends on how development goes).**



Sonya

**Sonya is the owner of the Queen of Hearts (a mix of a casino, a nightclub and a high-class brothel). She likes her little kingdom, and maneuvers things so she can keep it the way she likes it, collecting dirt on her clients to make sure nobody raises any complaints. She also LOVES to brainwash her workers into loyal, happy bimbos, and more subtly influence her customers into getting hooked to what she offers.**

**She might be one of the most complicated characters, as far as her H-scenes go. She has two different paths (depending on whether you [have](#) Marintas's charm or [not](#) (you get stuck with it if you try to escape from the Outcasts and fail, during the "Merchant Escort" quest from the adventurers guild), and some of her scene intertwine with the work you can do with her, open up new areas, can force you to get piercings, tattoos and so on.**



### 1st scene without the charm (sexy, CGs 332-335):

1. Just go talk to her, and stare at her “medallion” when the option opens up after the first introduction with her (your inhibitions must be lower than 96).
2. She notices you are staring, using the medallion as an excuse, and will in turn use it to hypnotize you into coming back (the medallion is actually magical).

**These scenes can only be progressed once per day, so you'll have to come back afterward to progress further. Unless specified, all the scenes start by staring at her medallion. Also, all the scenes should usually drop your intelligence and willpower by 2 points, other than the scenes involving jobs or quests.**

### 2nd scene without the charm (sexy, CGs 332-335):

1. This time around, she'll hypnotize you to agree to work there as a bunnygirl, if you didn't agree to work there already. Normally, you can unlock the job by talking to her a few times, until she offers you to work for her (you'd need 90 or lower inhibitions to agree, and if you also have 75 or lower willpower, you'd be forced to agree), but this scene ignores any requirements.
2. You can talk to the bartender whenever you want to take a shift at the Queen of Hearts now.

### 3rd scene without the charm (sexy, CGs 332-335):

1. This is more of a transition scene, but she'll make sure to push your obsession for her breasts up a few notches.

### 4th scene without the charm (sexy, CGs 332-335; 445-446):

1. She thinks you are finally ready for a more private session, and after bamboozling you, she takes you to her office.
2. Once she is done with you, you'll get the “Titty lover” trait, if you didn't have it already.

### 5th scene without the charm (sexy, CGs 332-335; 445-446):

1. She decided having you just as a bunnygirl isn't enough, so she is going to convince you that you are perfect to work as a stripper.

2. Whenever you want to do some “dancing”, go upstairs and talk to the bunnygirl to the north (she is the only bunnygirl in the room).

### 6th scene without the charm (sexy, CGs 332-335; no gallery):

1. Time to add the final touches, and turn you into a bimbo. Depending on whether you already have the bimbo trait or not, you'll get some slightly different dialogues, but the end result of the scene is always the same, and you get the trait if you didn't have it before.

### 7th scene without the charm (sexy, CGs 332-335):

1. Sonya enjoys testing your new bimbodome, and gives you a very motivational speech about working for her.

### 8th scene without the charm (sexy, CGs 212-214):

1. At this point, if you just go stare at Sonya, she will tell you she is a little busy, and that you should make yourself useful and work for her, so let's do that.
2. Talk to the bartender, and work one shift as a bunnygirl.
3. After your shift is over, Sonya will show up in the changing room, to reward you for being such a good girl. Enjoy your boss touching you inappropriately!

### 9th scene without the charm (sexy, CG 561):

1. Same deal as before, but this time, you should work as a stripper, instead.
2. Before the shift, you get to do a little “girls' talk” with another stripper, and you both agree on how AMAZING Sonya is. You also make out with her. Then you get the regular stripper job scene.

### 10th scene without the charm (sexy CGs 478-481):

1. Back to Sonya's welcoming bosom. She knows you have been working hard, and rewards you by ensuring you are even more obsessed with her, and loyal to her and the Queen of Hearts.

### 11th scene without the charm (sexy, CGs 562-563):

1. This time, she really pushes in your head how important it is to be a good bimbo. Also, you'll learn to be an expensive tease in her establishment, but a free slut outside.

2. You'll lose 5 inhibitions after this session with Sonya.

## 12th scene without the charm (sexy, CGs 406-407; 442-444):

1. At this point, when you stare at her chest, you get to hear what Sonya wants from you (the only options are that she either wants you to work for her or she has a favour to ask).
2. Selecting the favour options, you'll unlock a mini-quest for her.
3. Go talk to the green-haired girl on the stripclub floor (she is near the stairs).
4. To convince her (and get the scene) you can either select in the dialogue "Did you try asking around?" >> "Isn't she your best bet?" or "Why would he come here?" >> "Maybe he felt neglected?"
5. You'll get a scene where both you and the girl get hypnotized by Sonya, followed by her giving you a lap dance as a reward.

**This ends her non-charm path. At this point, there isn't much else to do, other than work at the Queen of Hearts. Some scenes in the bunnygirl job and stripper job are changed by having the Bimbo trait, by having reached the 10th scene on this path, and (in a couple of instances) by the exhibitionist trait and your breast size, so you might want to do a "before/after" run, to enjoy the variations, if you really want to see every little thing.**

**The scenes you get while wearing Marintas's charm are listed below. They tend to be "faster" in your conversion. She'll also go more in-depth, turning you into one of her "pets". Basically all the scenes involve mind control and/or hypnosis. All the scenes lower your inhibitions by 2, except for the first one.**

## 1st scene with the charm (sexy):

1. Sonya notices that you are wearing the charm, which instantly triggers this path and its contents. You'll be hypnotized right away, and then the scene moves to her office.
2. She will comment on your breast size, and then proceed to make you obsessed with breasts, giving you the "Titty lover" trait, before sending you away.

**You can talk to her immediately after the first scene, to get the second one, but after this, you'll always have to wait until the next day to get another event.**

## 2nd and 3rd scene with the charm (sexy):

1. Those only trigger if you have breasts smaller than an F cup and butt below the maximum size ("huge"). These scenes will repeat until you reach the right sizes.
2. She will first take care of your breasts, "convincing" you to visit Ursula, the sorceress operating from the Bazaar (she is only there at night). She allows players to change their

breast and butt size for a fee, but Sonya graciously pays for your changes this time. She also commissions a double increase, making your changes pretty quick.

3. If you have reached an F cup, she'll then convince you to improve your bottom, with more visits to Ursula.
4. If both your sizes are already "pumped up", you'll be able to see the next scene.

#### 4th scene with the charm (sexy):

1. This only triggers if you don't have nipple piercings already (and have the proper sizes mentioned above).
2. She'll buy you a pair of piercings to go with your huge jugs. You'll storm the tattoo and piercing shop, demanding to get what you need.

#### 5th scene with the charm (sexy, CG 17):

1. Once she has "customized" you to her liking (so F cups, huge butt and pierced nipples), it, you can get this scene.
2. She will "train" your tits to be more sensitive through her mind control and by playing with them (no in-game effects, just for flavour).

#### 6th scene with the charm (sexy CGs 471-477):

1. Another day, another training moment. This time she'll take you to the vip room (although we don't actually see it, since it's just a fade to black), and you get to do a lapdance for one of the customers. Sonya makes sure you LOVE giving pleasure to others, and rewards you with an orgasm at the end.

#### 7th scene with the charm (sexy, CGs 509-514):

1. This time around, Sonya makes you put your piercings to good use. She "reminds" you you got the piercings because you want men's attention, and sends you to rub yourself against as many of them as you can in the casino area (without wearing a bra underneath your clothes). Sonya will then stop things before they go too far, having accomplished her goals of making everyone horny and frustrated.

### 8th scene with the charm (sexy, CGs 457-469):

1. Sonya has you masturbate, while she controls you to make you believe you are doing so in front of a crowd, and that you love being an exhibitionist (she doesn't give you the trait, however). You dutifully obey all of her suggestions, like usual.

### 9th scene with the charm (sexy, CGs 505-508):

1. Finally, you get to officially become Sonya's pet. She also hypnotizes you to be madly in love with her, when you are under her power.
2. You'll get a unique tattoo (a red heart on your chest), and all the work options at the Queen of Hearts also unlock. Plus, you'll get some unique scenes for "working" in the VIP area (more on that later). Even if you will work in the VIP area, you don't get a pass, so you can't access the place whenever you want.

**From here on out, entering the commercial district at night has a chance to trigger a scene where you are compelled to show up at the Queen of Hearts. In fact, the first time you do that (starting from the next day), you WILL go there and get a scene, unless some rare interaction interferes. Even Sonya tells you that your legs will take you to her if she needs it (paraphrasing).**

### 10th scene with the charm (sexy, CGs 122-125):

1. As mentioned above, when you enter the commercial district at night, you'll be compelled to automatically show up at the Queen of Hearts.
2. Sonya will put you through a "ritual" her pets have to go through. You'll wear a sub outfit and will have to sit on the "throne", which is equipped with a double dildo sybian, pretty much. Sonya will also be stimulating you, if that wasn't enough.
3. You'll come back to your senses outside the Queen of Hearts, not quite remembering what happened, or how you got there.

### 11th scene with the charm (sexy, CGs 587-588):

**In practice, this scene could play after the following ones, since those can be randomly triggered any night after the 10th scene plays out (although not on the same night), but this is the most likely sequence.**

1. After your "initiation", go talk to Sonya. She has some business to take care of, and you are the right person to help her be a good host. We also learn you are her favourite pet, and she is a bit reluctant about sharing you with others.

2. A man has to discuss something with Sonya, and you'll make him as comfortable as possible, so that Sonya can get a better deal. In other words, you'll be sucking his cock. You do a good enough job to earn her a 20% discount... On whatever it is they are haggling on.

### 12th scene with the charm (sexy, CGs 336-338):

1. Every night you enter the commercial district, you have a  $\frac{1}{3}$  chance to trigger this scene, and automatically show up to Sonya.
2. Luckily for you, She is feeling bored handling some paperwork, and wants you to entertain her by crawling under her desk and taking care of her itch. You'll have to stay down there even as she meets more and more businessmen, but that's not a problem for you, is it?

### 13th scene\* with the charm (sexy):

1. If you use the fast travel maps system around Tarkas at night, you have a  $\frac{1}{6}$  chance to trigger a scene which will bring you to work in the VIP area of the Queen of Hearts, then there is another roll to decide which of the work scenes plays (they have an equal chance of happening).
2. In this scene, you get another encounter with the throne. You'll be oiled up and drugged with aphrodisiacs by some of the other girls, to better show how much of a slut you are to your audience, and you get a nice pounding by the throne.
3. You'll come to your senses afterward outside the Queen of Hearts, not quite remembering what happened, but knowing you had great fun while there.

### 14th scene\* with the charm (sexy):

1. Same as above. If you use the fast travel maps system around Tarkas at night, you have a  $\frac{1}{6}$  chance to trigger a scene which will bring you to work in the VIP area of the Queen of Hearts, then there is another roll to decide which of the work scenes plays (they have an equal chance of happening).
2. You get to be blindfolded, and have both guests and your "colleagues" tease you and fuck you, as the main attraction of an orgy, pretty much.
3. You'll come to your senses afterward outside the Queen of Hearts, not quite remembering what happened, but knowing you had great fun while there.

**The scenes 12th through 14th can be repeated forever, but there is no new content from this point.**