About Stats Intro forward \ (Intro run ) Monastery ritual no revenge Monastery funeral Monastery leave Monastery weapon Monastery wounds Monastery weapon axe Monastery weapon staff Monastery funeral persevere Monastery funeral abandon Monastery wounds heal Monastery wounds feast Monastery no ritual no revenge Monastery ritual revenge Monastery no ritual revenge Road chapter end menu Monastery leave delayed Road end boneyard Road ending premature confirm Village start Village greet calm Monastery leave to boneyard Village general request Village general cave Village general accuse Village general pledge Monastery leave to road Village shrine vision Village shrine heal Village shrine dedicate Village game join Village game join own talisman Village game examine missed talisman Village noncombatants preach Village noncombatants ask Village shrine cave Village shrine private Village shrine lies Village shrine glory Village fake talisman description Village announcement disagree Village announcement silence Village leave meet converts Village leave take converts Village leave dont take converts Village leave chapter end menu Village leave end boneyard Village leave end road Boneyard outskirts Boneyard monster attack Boneyard monster hide Boneyard monster ambush Boneyard shelter outskirts Boneyard monster victory menu Boneyard monster victory examine Dream I will never serve you Dream I will command your army Boneyard preach Boneyard restore health Boneyard leave magic sword Boneyard take magic sword Boneyard take regular sword Boneyard leave ask orcs about cave Boneyard leave seek recruits Boneyard leave ask why Boneyard leave revenge Boneyard ending premature confirm Boneyard leave seek cave Boneyard leave rejoin orcs Boneyard leave for village Boneyard leave for road Village march Village scout ahead Road merchants listen Road merchants charge Road merchants wait Road merchants listen 2 Road merchants report back innocent Road merchants murder Road merchants report back Road merchants report back 2 Road merchants victory Road merchants slip away Road merchants victory menu Road merchants eat rations Road merchants take weapon Road merchants search Road merchants eat humans Road ruins scout demand Road ruins enter Road ruins stay with army Road ruins avoid Road ruins temple Road ruins talisman Road continue path Road ruins order Road ruins rejoin army Road ruins temple desecrate Road ruins temple nothing Road ruins temple restore Road orcs ambush warn Road raiders start alone Road raiders start with orcs Road raiders start high path Road raiders description Road raiders talk Road raiders intimidate Road raiders tell about false flag Road raiders not us Road raiders convinced with orcs Road raiders convinced Road raiders stop them killing orcs Road raiders join them kill orcs Road raiders watch them kill orcs Road raiders chieftain trail Road outside cave shoulder orc aside Road raiders chieftain trail follow Road search for cave with disciples Road outside cave with orc warriors Village outside cave with orc warriors Road search for cave Cave confront disciple Cave confront general Cave disciple ritual Cave disciple attack Cave human attack Cave human don't attack Cave general pray Cave general refuse Cave general attack Cave disciple alone Cave noncombat possession Cave refuse help survive Cave accept help 2 Cave refuse help die Cave possession resist willpower Cave possession accept Cave possession resist ritual Cave possession resist willpower suicide Cave possession resist willpower destroy Cave possession resist let it go Cave possession resist ritual dungeon Cave possessed and healed Cave possession willpower survive Cave possession dungeon alive Cave possession let it go alive Cave possession survived Cave possession suicide dead Ending possessed Cave possession dungeon dead Cave possession let it go dead Ending disciples Ending alone Boneyard ending Village ending chieftain Road ending conquer

Cave confront presence