

Red choices are crossed out options, even if they have been partially implemented

Red backgrounds are for an end of game or sex scene
Yellow backgrounds are for smaller choices that don't alter the story much
Blue backgrounds indicate a branching path or changes to the story or scenes
Purple backgrounds indicate notes about story and possible bugs

.51 Krane

KRANE route **NIGHT 1**

Name

The Player is driving down dusty highway, getting tired

Station: Techno

For Krane' route, the station must be on Techno

Friend's Place/Parent's Home/Destination Wedding

Minor flavor text for whatever option is picked

Player notices GPS is wrong

Low On Gas/Lack Of Sleep

Minor flavor text for whatever option is picked

Radio starts to pick up static, and car breaks down

The Player tries their phone, but there's no signal

A strange app on the phone, Player doesn't remember downloading it

The screen of the app is static, like an old TV

Aradina comes over the radio and calls out the player's car as a scrying event

Aradina describes the Player as being on the "South Road"

Aradina knows about the cell phone's ability to intercept signals

Player notices the two moons

Stay and Wait. Run into woods is elsewhere, as it is specific to one route

Running ends in a GAME OVER, Vekk's route, or eventually back to this story

Focus on Moons/Yourself/Your Surroundings

Minor flavor text for whatever option is picked

A car pulls up behind the Player

Gruff orders the Player to get to the ground or die

Get Down On The Ground/Refuse (x2 if you refuse)

Getting down continues the story

Refusing to comply twice will create a GAME OVER

The Player gets down on ground and Gruff walks over and handcuffs the Player

The Player is placed in the back of makeshift cop car

The Player notices Gruff is a boar-man, not human

Gruff puts the Player's belongings into trunk of cop car

Gruff asks several questions about the Player's intentions

Truth/Lie

Truth/Lie

Both options end up the same with minor text flavor

Gruff says he has been told humans are very powerful and manipulative

This Isn't Real/He Is Going To Eat Me/Where Am I?

Minor flavor text for whatever option is picked

Sheet1

The Player arrives in Blackgate and notice the denizens are all monsters.
The Player arrives at Police Station, exits the vehicle to officers with weapons drawn
Jack arrives, warns against sudden moves, and tries to reason with the Player
Jack retreats as the Player is moved forward by Gruff
The Player notices that the monsters all seem to fear them
The Player is taken to an interrogation room
Aradina asks if the Player would like to speak to Gruff or "someone else" (Jack)
Gruff/Someone Else
The interrogation is either Gruff+Jack, or just Jack and changes slightly
Truth/Lie/Bluff
Minor flavor text for whatever option is picked
I Am A Threat/I Am Not a Threat/Sarcasm
Minor flavor text for whatever option is picked
Player explains the events leading up to now
The Interrogator asks the Player to donate their car to the town
Give car/Ask for something in Return/Do Not give car
If player has been constantly negative, it's a GAME OVER
Player is informed they are a threat to Blackgate
The Interrogator is doubtful the player can ever go home
The Player is told if they try to leave, they will die
It is revealed that most Outsiders are dangerous and will kill out in the woods
The Player is told some Outsiders are open to talking and reason.
Jack/Gruff promises the Player nothing bad will happen to them
Jack/Gruff promises he will look after Player
Trust/Distrust
Minor flavor text for whatever option is picked
If talking with Gruff, Trust/Distrust comes slightly earlier than with Jack
Jack explains that humans are rare and often affect the town quite a lot
Jack admits creatures in Blackgate are not here by choice
The Player is uncuffed and led out of interrogation room
Vekk approaches the Player and asks them what they're good at
Police Officer
This is necessary for being partnered with Krane.
Krane appears and pinches the Player's arm, then apologizes
Krane informs the Player he will escorting them to the Cabin
Krane laments that a rare specimen such as the Player is housed so far away
Krane grabs the Player's things like a butler and escorts the Player out
The Player starts off very cold towards Krane
Krane and the Player arrive at the Cabin in Krane's makeshift police car
This is Ridiculous/It Could Be Worse/I Kinda Like It...
Minor flavor text for whatever option is picked
Krane is immediately enraptured by the Player
Krane may reveal he would enjoy the Player staying with him.
The Player feels Krane's breath on their neck as Krane silently moves about.
Krane leaves his personal number as well as the regular Police number
Krane advises the Player not to wander off into the woods for fear of death
Krane describes the Player as a once-in-a-lifetime opportunity not to be wasted
Thank Officer Krane.../Ignore Officer Krane...

Minor flavor text for whatever option is picked

Krane departs the Cabin

Lock the Doors and Windows/Find a Weapon

You end up doing both anyway

The Player grabs a fire poker and locks everything

The Player finds a card with red lettering in the fridge saying "Welcome"

The Player wonders how they feel.

Trapped/Depressed/Confused/Hopeful/Lost/Energetic

Minor flavor text for whatever option is picked

End of Night 1

NIGHT 2

The Player notices that there is no daylight

In the shower, the Player decides what they're thinking most about

Fear.../Home.../Blackgate...

Minor flavor text for whatever option is picked

The Player resolves not to give up

The Player calls Krane, but another voice answers for the "Maleboge residence"

Krane takes the phone from his butler and asks if the Player is ready

Nervous/Confident

Minor flavor text for whatever option is picked

Krane might reassure the Player this night will not be dangerous

Krane arrives at the Cabin to give the Player a ride to town

In the car, the Player feels nervous

Ask a Question/Stay Silent

A little info if the Player asks a question

Krane may reveal that Blackgate has no daylight, and that he enjoys it that way

Krane reveals it is easier to hide and stalk in the dark

Krane may observe the Player's heart is beating very quickly and advises them to

Outside the station, the Player notes most of the cars are hastily cobbled together

Krane takes the Player to see Chief Gryz

Gryz reveals that Vekk is never wrong, especially concerning work placement

The Player observes Krane is very professional

The Player admits to themselves about being nervous about a possible vampire

The Player follows Krane to the Locker Room.

Krane starts undressing

Peek/Don't Peek

Peeking gives a nude of Krane and some observations

The Player may notice Krane having a warped spine and some missing patches

The Player internalizes they've never been a Police Officer

The Player feels a lot of trust is being placed on them very quickly

Krane reveals the Player's car works fine, but was disabled from the scrying even

The Player and Krane leave the Station to retrieve the Player's car.

The Player decides to ask Krane a question

Ask About Town/Ask About Krane/Ask About Work/Ask About Weather/Stay Silent

Question list: repeats as story goes and loses what option you pick

Krane appreciates the Player's inquisitiveness.

Sheet1

Krane is surprised the Player does not know more about Blackgate
Krane reveals that Blackgate is one of many crossroad towns between universes
Krane reveals all such places act as a barrier against The Eternal
Krane does not know much about The Eternal, only that it is "a terror" akin to the
Krane describes Blackgate as a secluded sanctuary for beings like himself
Krane admits he is fond of Blackgate
Krane reveals he cannot die of old age, but can die.
Krane admits to enjoying Blackgate for its unique sights
Krane is pleased about his "theories" about the Player being correct so far
The Player feels a constant reaching-out from Krane, even though he doesn't mo
Krane reveals he enjoys it when it rains because it forces him to stay inside
At the Player's car, the Player notices Krane is on edge looking at the forest
The Player and Krane caravan back to the Police Station
On the way, the Player notices the variety of species of Blackgate
The Player notices the town is very busy
At the Station, Vekk hands the Player more paperwork for the car
Vekk reveals he is not an officer.
The Player fills out the paperwork and turns it back to Vekk,
Plox and Rotis approach the Player at Krane's desk
Plox introduces them.

Be Welcoming/Be Distant

Minor flavor text for whatever option is picked

After the Player shakes Rotis' hand, Plox describes Krane as royalty from his own
Plox is disappointed after the Player admits they are not royalty themselves
The Player explains they need to go find Vekk

Be Welcoming/Be Distant

Minor flavor text for whatever option is picked

As the Player walks off, Rotis mentions that they will be watching.
The Player notices them talking to each other and giggling
Jack approaches the Player in a very friendly manner
Jack explains he's usually the one doing training exercises
Jack tells the Player that the beginner training will be skipped because they're here
The Player suspects the Police think the Player is very powerful
Jack takes the Player to the basement and shows them the Observation Control Room
The Player notices the terminals and Aradina magically overseeing everything

Ask About Equipment/Ask About Demoness

Brief aside with Aradina if she's picked, otherwise you learn about scrying

The Player may show Jack that their cellphone intercepts the radio communications
Jack may say that the Player might need to rely on their guts (heart/brains?)
Aradina may reveal she is a Major and the main dispatcher
Aradina may show she's pretty egotistical about her own ability
Jack leads the Player to his office and gives them a riddle test
Johnny's mom's third child's name:

June/July/Johnny/Jack

How did the monster die?

Murder/Suicide/Drowned

Fragile name gets broken:

Silence/My Name/The Dark

Minor flavor text for whatever option is picked

The correct answers are: Johnny, Suicide, and Silence

Jack will always say you did okay, even if you get them all wrong

Jack dismisses the Player and they find Vekk for their pay

There is a note with the Player's pay saying the writer often goes to eat at the Bar

Vekk asks the Player if they find him wicked

Yes/No

Minor flavor text for whatever option is picked

Vekk suggests the Player read up on "non-fiction" at the Library to study Outsider

Vekk also mentions Krane often goes to the Park

Vekk wants the Player to leave their uniform at work to curtail wandering inventor

Vekk offers to pick up the Player's "soul" should they ever need to spill it

The Player heads to the Lockers and questions how they feel

Plox approaches the Player in the Locker Room

Plox mentions the Player doesn't look as dangerous as he'd been told

Plox "playfully" mentions he could probably rip the Player in half

After dressing the Player needs to walk through Plox and several others

Plox tells the Player not to run off "like the last one probably did"

The Player decides where to go for the night.

The Bar/The Park/The Library/Home

Path splits but converges later on. No known story changes.

If you choose "The Bar":

The Player will not know who wrote the note about the Bar or where it is

The Player must choose another route

If you choose "The Park":

The Player will admit to themselves about being curious about Krane

The Player heads to the Bar and passes several staring monsters.

At the Park, it's very much like a normal park.

The Player wonders if there are children in Blackgate

The Player realizes the Park is very out of place in Blackgate

The Player finds Krane by heading in the direction of least lighting

The Player explains what chess is to Krane at the chess table

Krane offers the Player some blood and is mildly surprised when the Player refus

Krane is familiar with assumptions based on his appearance

Krane points out the "lightning" that is a fast-moving Longma

Krane explains the duality of the Librarians and the Police.

Krane reveals the Library is likely training should they need to fight the Player

Krane reveals the Library must have contingency plans to destroy any Blackgate

The Player admits to being powerless and Krane knows they are telling the truth

Krane reveals he can also tell when the Player is aroused or trying to remember s

Krane kisses the Player's hand, which flusters them

The Player regrets their decision to go see a vampiric Krane as they leave the Pa

The Player heads back to the Cabin

The Player believes Krane may want their blood, but thinks they shouldn't jump to

Cont: conclusions like others do to them

The Player sleeps

If you choose "The Library":

The Player heads to the Library and passes several staring monsters.
At the Library, the Player discovers lots of monsters yelling and arguing
Silence envelops the Library as the Player walks in
Vincent approaches the Player and asks what they want.
The Player sasses Vincent and he gets flustered
Vekk appears and apologizes to Vincent.
Vincent reveals he thinks Vekk has "sense" and leaves.
Vekk calls Vincent almost harmless
Vekk explains Vincent is always on edge from dealing with the Library problems
Player reads books on Outsiders and Ethereal Entities
Reapers (Mortis Cullindunious Minor) are born from the Major line of the species
Reapers are aptly likened to bees, not intelligent. They collect "currency" from
cont: wherever it may be. The quota and type of currency is decided by the Major
Other Ethereals consider the Majors and Reapers to be part of a healthy ecosystem
Reapers typically have a bladed weapon (usually scythe) but are defensive
Reapers can change their weapon's form, as dictated by the Major
The scythe also may paralyze the attacker to let the Reaper flee unharmed
Reactions to the scythe depend on the victim's meta-constitutional attunement
Meta-inclined individuals feel unease in the presence of reapers
Non-meta-incline typically do not notice them, but can sometimes visualize
Viewing a reaper causes it discomfort, usually causing it to flee.
If a reaper is collecting, then it will follow the Major's instructions rather than flee.
Reapers stay away from mirrors or anything that amplifies its physical presence
Reapers have a primary predator: Exidon Slenmorian, who also fear mirrors
Exidon Slenmorian are akin to wasps or yellowjackets
White wisp (Clondis Apradona) causes issues but not maliciously
Feeds off ethereal electromagnetic currency, which builds up and causes problem
cont: in the physical realm
They can attract lighting to those with high levels of natural electromagnetism as
cont: they gather to feed on it
Vincent appears and announces the Library is closed.
The Player heads home and sleeps

If you choose "Home":

The Player heads home and sleeps

All paths converge here again

End of Night 2

NIGHT 3

Player wakes up and wonders about the situation

Feel defeated/Question situation/Go with the Flow

Minor flavor text for whatever option is picked

Player looks through their Cabin, there's been an intruder

Night 3 Intruder Search

Check The Bathroom/Yell To See If Anyone Is Here

Minor flavor text for whatever option is picked

Search Again/Look Out Window/Look Outside

Minor flavor text for whatever option is picked

Player shrugs it off and takes a shower and reflects

Krane's butler answers the Phone. Krane reveals they will be busy tonight.

Optimistic/Pessimistic

Minor flavor text for whatever option is picked

Krane may be observed to have trouble reading sarcasm

The Player cleans up the Cabin as they wait for Krane

Question list: repeats as story goes and loses what option you pick

At the Station, Krane and the Player head to the Locker Room

Krane starts to undress

Peek/Don't Peek. Peeking will result in a nude of Krane.

The Player feels as if something invisible is readying to grab them,

Krane and the Player meet with Jack in his office for training

Jack reveals several monsters have asked to team with the Player

The Player decides to stick with Krane.

Jack gets on with the lesson and asks if the Player knows how to use a gun

Yes/Maybe/No

Minor flavor text for whatever option is picked

The Player, Jack, Rotis, Plox, and Krane all attend the shooting range

The Player picks a pistol and goes for the first target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Second target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Third Target

Take Many Shots/Take 3 Shots/Take 1 Shot

Player will score between 0-2 out of 3, although it's flavor text.

After shooting, the group moves to the gymnasium for hand-to-hand training

The Player sees Aradina practicing with a magic staff

The Player feels Aradina is judging him sourly

Jack asks the Player what to expect from them in a training fight

I Have No Powers/I Am Very Dangerous

Minor flavor text for whatever option is picked

Jack is taken aback as the Player reveals they are powerless

Plox reveals he had thought it was the Player alone out of humans that had

cont: no powers, not all humans

The group seems collectively disappointed

Try to Reassure Them/Say Nothing

Minor flavor text for whatever option is picked

Jack advises the Player to just run away if they ever need to.

Jack says he has to leave to talk to some people (about the powerless Player)

Jack heads out and Plox apologizes for treating the Player badly

Rotis reveals he had been scared of the Player

Krane calls the Player brave and Plox agrees

Plox reveals they'd been told humans were extremely powerful for a long time

Plox is confused that humans suffer so much and yet are not powerful

Plox calls the human homeworld a hell that not even Vekk can imagine

Plox asks the Player to pick someone to stay and train with

Train With Plox/Train With Rotis/Train With Krane

Diversion with the monster you pick. Plox is endurance, Krane is shooting, and Cont: Rotis is hand-to-hand fighting

NOTE: Picking a monster whose route you are currently not following gives the cont: chance for a sex scene.

If you choose Plox

Plox agrees and seems much more friendly than usual

Plox tells the Player about an obstacle course to train agility and endurance

Plox hopes the Player is ready

Optimistic/Pessimistic

Minor flavor text for whatever option is picked

The Player notes how fast Plox is

Plox directs the Player through the course for several hours

Plox and the Player head to the showers.

The Player notices old blood on the floor as they and Plox undress

Plox unashamedly takes a shower right next to the Player

Plox observes the Player likes how he looks

Have Fun/Remain Distant/Deny Him

Two are close, but it's an important split.

If you choose "Have Fun"

Sex scene with Plox

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose "Remain Distant"

Plox backs off but points out the Player's excitement

Plox claims he might get another chance later

Plox also points out that he's not the only monster interested

Plox claims he can smell the desire on the Player, and his nose is pretty weak

Plox points out the Player has a lot of pheromones

Plox says the Player might be intimidated by how many monsters can smell them

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose "Deny Him"

Plox backs off but points out the Player's excitement

Plox claims he might get another chance later

Plox also points out that he's not the only monster interested

Plox claims he can smell the desire on the Player, and his nose is pretty weak

Plox points out the Player has a lot of pheromones

Plox says the Player might be intimidated by how many monsters can smell them

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose Rotis:

Rotis claims he is the best fighter, and Plox agrees

Rotis decides to focus on training the Player how to defend rather than attack

Rotis repeatedly calls the Player weak

Rotis suddenly lunges at the Player

Jump Away/Lunge Forwards/Push Him Backwards

Minor flavor text for whatever option is picked

Rotis lunges at the Player's waist

Jump Away/Lunge Forwards/Push Him Backwards

Minor flavor text for whatever option is picked

Rotis slashes at the Player with his clawed hands

Block With My Arms/Jump Away/Kick Him Backwards

Minor flavor text for whatever option is picked

Rotis slashes the Player's chest severely, drawing blood

Rotis tries to kick the Player

Block With My Arms/Grab His Leg

Minor flavor text for whatever option is picked

NOTE: The Player will always lose the fight

Rotis stops attacking and congratulates the Player on at least not giving up

Rotis admits that the Player has shown him they are not to be feared

Rotis observes the Player is capable of bleeding

Rotis observes the Player's wound needs to be seen to

Rotis escorts the Player to the showers to clean up and wash the wound

The Player notices old blood on the floor as they and Rotis undress

The Player is embarrassed and looks away from Rotis after their eyes meet

Rotis gingerly touches the Player's wound

Rotis reveals that in his culture, adversaries tend each others' wounds after a fight

The Player is shocked at Rotis' chivalry

Rotis reveals he keeps up an act in public to maintain an image

Rotis admits he thinks the Player is "decent".

Rotis and the Player share a smile after a half-hearted insult

Rotis shows a bruise the Player gave him, then massages the Player's back

The Player must decide if they are open to what is being suggested

No.../Yes...

Small diversion, but one of the options allows a sex scene with Rotis

If you choose "No"

The Player doesn't want to have sex right after fighting, and Rotis respects that decision

Rotis tells the Player they better defeat their next opponent

The Player gets changed and goes to see Vekk

If you choose "Yes"

Sex scene with Rotis

Rotis explains the Player must win their next fight against an Outsider or

hint: Rotis will look worse in his society

Rotis admits the Player is not so bad, but just weak

Rotis dresses and heads out of the Lockers

As Rotis leaves, he says he will keep watching the Player

The Player gets changed and goes to see Vekk

If you choose Krane

Krane is delighted and wishes to help the Player shoot better.
Krane reveals he is the best shot on the Police force and Plox agrees
Krane escorts the Player back to the shooting range, holding doors open for them
Krane hands the Player a gun he feels better suits them
Krane helps the Player figure out a better stance to shoot from
Krane instructs the Player to always shoot in 3-round bursts
First target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Second target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Third target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Minor flavor text for whatever options are picked each time

Note: Krane will always eventually react the same way and be pleased

Krane instructs the Player how to disassemble and clean a variety of weapons
The Player notices Krane abhors getting dirty
Krane and the Player head to the showers to wash up.
The Player notices old blood on the floor as they and Krane undress
The Player realizes Krane has noticed them looking
The Player feels something getting closer to them, hovering inches away
Each time the Player looks at Krane, he is far away
The Player notices Krane's independent shadow, even feels it touch them
Krane notices the Player's sudden moves and asks if they are alright
After the shower, Krane reveals he will be in the Park again tonight
Krane dresses and leaves the showers
The Player gets changed and goes to see Vekk

Routes converge here again

Vekk appears behind the Player and hands them their pay
Vekk mentions the Player did "the right thing"... or possibly didn't

He'll always say this

The Player decides where to go tonight.

The Park/The Library/Home

Split path again, "Home" is currently not implemented (kinda, it's bugged)

If you choose "The Park":

The Player decides to go see Krane.
The Player wonders to themselves where Krane gets his blood tea
Heading for the chess table, the Player wonders if Krane has hypnotized them.
The Player admits to Krane they don't know why they seek him out
Krane jokes that he might have put the Player under a spell
The Player reminds Krane they have no powers
Krane admits to liking the feeling of power over the idea of putting the Player under
Krane observes that even though the Player is not physically powerful, he can see
content: that they are more powerful than some might realize
Krane believes the Player shoulders a burden that should be crushing them, but i
Krane refers to it as a karmic burden
Krane reveals he respects the Player and doesn't envy the burden

Sheet1

Krane offers to remove his own mask and demonstrate his monster within
Krane at first refuses to explain his inner monster at this time, but the Player insists
Krane admits his addiction causes fear among Blackgate, that he fights his nature
Krane hates that it is assumed he and the Player are dangerous, but admits it is true
Krane believes the town's thoughts and words help to crush the Player
Krane doesn't believe he can grow or change in Blackgate and must stay the same
Krane admits to liking Blackgate, while the Player admits to not
The Player suggests it all feels like a dream, which is why they can more easily
cont: go against the flow.
Krane is worried he will soon hurt the Player from his thirst.
The Player says they will leave for now to help Krane control himself
Krane is thankful, but appreciates the Player's brief company.
The Player sees Longma run by again, and observes the Park must be for seclusion
The Player heads back to the Cabin.
In the Cabin, the Player laments the growing normality of Blackgate
The Player sleeps

If you choose "The Library":

The Player heads out to the Library, seeking knowledge
The Player wonders why so much of Blackgate is afraid of them
In the Library, Vincent sasses the Player before Vekk appears
Vincent walks off, and Vekk tells the Player that the answer to why the town fears
cont: them is within books, one of which he hands to the Player
Vekk was keeping it behind his back. It has a bookmark labeling a section
The book is a Victorian horror story that paints humans as horrible monsters
The Player exits the Library after being unable to find Vekk
The Player comes to the conclusion Blackgate fears them from just such stories
The Player notices eyes watch them from upper windows
The Player heads to the Cabin and sleeps

The paths converge here again

End of Night 3

NIGHT 4

The Player wakes up and questions themselves
The Player notices they have a slight headache

Settle Down/Fight to Leave

Minor flavor text for whatever option is picked

Family and Friends/Significant Other/Career and Life

Minor flavor text for whatever option is picked

The Player tries his cellphone to call Krane and it connects directly with his radio
Krane marvels at the Player's ability to call his radio directly
Krane heads over to collect the Player from the Cabin

Question list: repeats as story goes and loses what option you pick

In the Station's Locker Room, The Player notices they are falling into a routine
Krane wonders what's wrong while he undresses

Watch/Turn Away. Watching shows another nude of Krane

The Player may notice Krane's independent shadow reaching for him again.
The Player finds a gun in their locker and departs with Krane

Sheet1

Krane informs the Player they will be on regular patrol tonight.
In the car with Krane, the Player notices the town has everything they might need
Krane reveals he does not like coffee.
The Player notices Krane putting on sunglasses to hide from lights.
In a Sandwich Shop, Krane drinks from a plastic bag of blood
Aradina comes over the radio and reports an Outsider on the East Road
Krane volunteers he and the Player to respond
In the car again, Krane notices the Player's heartbeat racing
The Player questions whether they are ready as Krane drives over to the site
At the scene, Krane is visibly calm. Charlie jumps down from the truck.
Charlie himself seems to be afraid of Krane.
Krane introduces the Player to Charlie
Charlie mentions The Eternal must be angry because of a human presence
Krane nods.
Charlie explains The Eternal's dislike towards humans
Krane admits humans are important, somehow.
Charlie admits there is a way home, but Krane calls it false hope
The Player reflects they may be stuck in Blackgate permanently
Charlie comforts the Player inside their own head, dropping his accent
Krane has Aradina drop the scrying on Charlie's truck
The Player realizes there must be quite a few crossroads like Blackgate
Krane and the Player escort Charlie to town
Back at the station, Krane and the Player head to the Locker room
Krane explains he knew they would meet Charlie tonight
Krane agrees to inform the Player next time he knows what will happen
Krane tells the Player he would like to walk with them tonight
Go With Krane/**Go Home**
Go Home is struck out for now, walking with Krane is currently forced.
The Player and Krane get changed and head out of the Police Station.
Krane is surprised the Player wishes to walk with him and references Charlie's fear
Krane points out Charlie is much more likely to get close to the Player than to Krane
The Player invites Krane to the Cabin, which mildly shocks Krane
Krane invites the Player to his own home at a later date.
The Player asks Krane who is the person that answers his phone.
Krane dodges the question and promises the Player will meet them eventually
Krane shields his eyes from the light and explains his dislike of it
The Player takes Krane's hand and leads him through the well-lit streets
At the edge of town, Krane observes the Player cannot see in the dark.
Krane offers to lead the Player through the dark
The Player agrees, as long as they can lead Krane through the light.
The Player notices Krane twitch and shudder as they approach the Cabin
The Player notices Krane wants to leave.
The Player invites Krane inside and Krane complies politely
The Player hugs Krane in a showing that Krane can deny his urges
Krane begs the Player to let him go, but the Player is certain Krane won't hurt the
Krane presses his mouth against the Player's neck, but bites their collar instead
Krane thanks the Player for the demonstration of trust

Sheet1

The Player kisses Krane, who eventually breaks away
Krane again thanks the Player, but doesn't want to push things too quickly
Krane observes the Player brings change, and that can be dangerous
Krane kisses the Player on the cheek before heading out
Krane invites the Player to his house the next night and says he wishes to grow a
cont: with them
The Player notices Krane's shadow stays behind and has their own shadow hold
The shadows touch before Krane's shadow vanishes
The Player heads to bed
End of Night 4

NIGHT 5

Reaper encounter. Player awakens to a noise and a shape in the dark.

Attack/Defend/Talk

Minor text for whatever option is chosen.

Call Gruff/Call Jack/Call Plox/Call Krane/Call Rotis

Minor flavor text for whatever option is picked

Note: Rotis is crossed out, and selecting that option will say it is "skipping that pa

Gruff heads over quickly with Aradina and "everyone"

Jack is brief and heads over

Plox does not answer the phone, but the Player claims Plox knew this was comin

Krane is himself and flowery but will inform "everyone" to go over

Player gets ready in the bedroom for an attack.

Gruff is always the one to arrive and helps the Player out of the bedroom

Player is stabbed invisibly, Gruff is visibly concerned

Player coughs up blood and passes out

Player awakens in back of cop car

The Player sees the Cabin is busy, with people inside it and going through the for

Player in bare feet gets out of car

Jack and Plox talking, everything moves weirdly

The Player sees the trees in distance shake as if in fast forward

Talk to Jack and Plox/Go Inside

Minor flavor text for whatever option is picked

Player enters the cabin and falls into black ichor

Messages in the Player's mind are confused and disjointed stressing their death,

cont: stressing a "destroyer", that they are dead, and mentioning "choices"

The Player believes the messages are not their own mind

The Player wonders if it Charlie again. The voice says no

The Player fights through the black goo and tears through a wall and wakes up

Vekk is next to the Player readying to perform an autopsy

Vekk is a little disappointed

Vekk leaves and the Player gets dressed

Player reflects on the attack and their life in town

Leave Room/Stay and Wait

Leaving the room adds an Aradina scene. Staying cuts it.

Aradina may refuse to accept blame for the reaper attack

Aradina May explain she was told the Outsider in cabin was eliminated before

Sheet1

Aradina may think Gryz won't get blamed, but she will
Krane's shadow appears near the Player, and soon after Krane himself arrives
Krane promises to repay the flagrant attack
Krane informs the Player he has "found out" that the Reaper attack was no accident
Krane explains the Insightful were behind the attack and calls them a cult
Krane explains that the Insightful believe the Player will wake the Eternal
Krane himself says he does not believe the Player is tied to the Eternal
Krane informs the Player they will stay with him temporarily
Krane is not happy this has to happen and he explains the Player will move ASAP
The Player and Krane pass a scowling Aradina as they leave the station
Outside, the Player notices their cellphone is missing
The Player asks where Vekk keeps things and Krane suspects it was taken for them
Plox and Rotis approach Krane and the Player
The Player notices Rotis is holding what looks like a knife
Plox insinuates the Player is in more danger with Krane
Krane admits there is danger, but it's been considered as the best choice.
Rotis insists the Player is better off with he and Plox, and calls Krane a monster
Plox insists the Player misunderstands he and Rotis and should scrutinize Krane.

Agree/Sarcasm/Disagree
Minor flavor text for whatever option is picked

The Player may affirm they are all under the same scrutiny, and Plox may acquiesce
Plox may insist the Player has value even if they cannot physically stand
The Player may refuse their help, which Plox may shrug at
The Player may affirm they are scrutinizing Plox and Rotis the most, as they are the most
cont: him. Plox will refute that by saying they are afraid of Krane, not the Player
In any case, Plox and Rotis move on and Rotis puts his knife away
The Player stumbles and falls onto the gravel
Krane stays away as the Player gets up
The Player wonders why Krane is keeping his distance
The Player and Krane arrive at Krane's mansion
Two ghoulish servants grab Krane's and the Player's things as they walk in

Let them Be/Confront Them
Minor flavor text for whatever option is picked

More servants appear and redress Krane as he walks

Ask Krane Who They Are/Stay Silent
Minor flavor text for whatever option is picked

The Player believes they are safest in a mansion with Krane, Krane disagrees
As he climbs the stairs, Krane shifts into a more monster-like version of himself
Krane believes "they" want to use Krane to hurt the Player in this state
The Player believes the previous night's demonstration shows Krane is better than
Krane calls it a fluke and claims he is no safer than the Reaper
Krane points to the servants as those he's hurt before and demands the Player leave
The Player finds a room assigned to them and sits on the bed to think

Go Find Krane/Stay...
"Stay" is crossed out and not written in just yet
For now, this is railroaded, but who WOULDN'T go find Krane? He's adorable
The Player heads out through the mansion to find Krane

Sheet1

The Player notices Krane's shadow beckoning him from a wall
The Player follows the shadow through the hallways to a locked room with Krane
Krane asks the Player not to trust the shadow through the door
The shadow unlocks and opens the door and Krane yells at it
Krane is hunched, covered in a massive amount of blood above a bowl of same
Krane yells that he doesn't want to be seen in such a state
Krane does not believe the Player could survive him in his feral state
The Player points out the only one not trying to kill them is Krane
The Player calls Krane strong, much stronger than he thinks
Krane exclaims he is sick of destroying, draining, and enthralling others
Krane begs that he just wants one love to survive him
Krane claims Blackgate hates him for what he has done and will do the same to t
Krane hesitantly admits that the Player has shown him things can change
Krane vanishes the blood from himself and drains the bowl
Krane says he should do what he's put off for so long
Krane crosses the room and attempts to rip his fangs out with pliers

Stop Him/Watch

This is pretty major towards the Player's and Krane's Relationship
These are described in reverse order because Stopping Krane is the "correct" path
The two major paths diverge through at least another night, so both routes have t
If you choose "Watch"

Krane crushes one fang, then the other as the Player is frozen in place
Blood flows from Krane's wounds and he screams through it.
Krane's eyes glow red with pain, anger and power. The entire room shudders.
Multiple victims' shadows hang on the walls, screaming alongside Krane
Krane pushes them away with another scream and the door behind the Player op

Stay and Help/Run Away

Nooooooooooooo. Minor changes, as the Player will always reconsider and help

The Player eventually rushes to Krane to try to stem the bleeding
Krane begs the Player to help him and caresses their neck
Krane goes limp as the Player holds him, his eyes return to normal, and then he
After a while, a servant enters with towels and water
The Player cleans Krane and inspects the damage, other than a few shards of to
cont: it is total.
The Player cradles Krane to sleep in Krane's bed, and soon falls asleep themse

NIGHT 6

The Player awakens with Krane in Krane's bed
Krane runs away to the bathroom
The Player notices the servants moving the Player's things to Krane's room.
Krane emerges and sits on the floor and advises the Player get ready for the night
In the shower, the Player questions why Krane mutilated himself so badly
Outside, Krane is waiting for the Player, but his attention seems drawn away and
Krane has trouble articulating himself, and explains he needs a bag of blood
Krane and the Player drive to the same Sandwich Shop. The waitress is confused
The waitresses all whisper to each other as Krane realizes he can't open the bag
Krane tries to drink the blood from a cup from the Player, but runs outside to vom

Sheet1

An anonymous bystander says it serves Krane right, but runs when the Player loc
Krane agrees, and heads to the car, leaving his blood and the Player's coffee bet
At the Station, Krane struggles to undress in the Locker Room

Look Away/Watch. Watching has another nude of Krane, but his mood is disastr

Noooooooooooooooooooooooooooooooooooo

No matter what the Player does, Krane's mood swings wildly
The Player wonders if he should tread lightly the next few nights
As the Player leaves the Locker Room, they hear Krane vomiting once again
Plox and Rotis walk by, they seem confused
Krane emerges and informs the Player they will take the next Outsider call
The Player suggests Krane try to have a snack, and Krane produces his tea cup.
The Player has to open Krane's blood bag, and Krane sips a small amount
The Player sees the consumption is causing Krane a lot of agony
The Player tries to console Krane by rubbing his shoulder
Other officers look at Krane and the Player in disgust
After an hour, Krane has finished the cup, but it's taken its toll
Aradina calls in a disturbance on the North Road
The Player and Krane head out to respond
At the site, a light on the inside of the car shows the destination has been reache
The Outsider is lit up by headlights and yells at Krane and the Player
Krane doubles over and starts to vomit, the Player realizes he is alone this time
The monster rushes over to the car

To Be Continued

If you choose "Stop Him":

The Player finally wrestles the pliers from a much-stronger Krane, injuring him sli
Krane says he doesn't want to cause the Player harm
The Player lays down on Krane's bed, exhausted
Krane meets the Player's eyes, but looks away quickly
Krane admits he didn't want the Player to see him in such a state
Krane apologizes for including the Player in his own torment, when the Player wa
cont: so recently in their own
Krane leaves the Player to his bed, and dresses in a robe.
The Player observes Krane trying to excuse him essentially killing himself with an

Ask Krane to Stay/Let Him Go

Minor flavor text for whatever option is picked

Krane may suggest it was time for him to do something about his state in life
The Player may tell Krane to be who he is and that suicide isn't the way out
Krane may sit on the bed away from the Player, who will remind Krane he is not e
Krane may be glad the Player believes in him and may promise to never hurt the
In any case, Krane joins the Player in the bed and they sleep
End of Night 5

NIGHT 6

The Player wakes up to Krane next to him, staring
Krane informs the Player he does not sleep in the same way most do
Krane mentions the Player's veins move in their head when they dream
The Player compares dreams to watching a performance

Sheet1

Krane claims only one creature he knew claimed to dream, and that creature said
cont: were visions not to be taken lightly (Sooths?)
Krane reveals he spent the night wondering what is right for him to do
Krane admits he is glad the Player stopped him, as it would have made him less
Krane believes simply removing his fangs would not be overcoming his addiction
Krane is glad he has the opportunity to show the Player and the town he can change
Krane admits he was afraid that he was to be the backup plan to whomever sent
Krane reveals he was hastily demanded to take in the Player
Krane says the documents that may mention it are in his desk at the Station
The Player notices the pain from the attack is mostly gone
In the shower, the Player wonders if Krane truly will never hurt him
Getting out of the shower, the Player sees Krane's shadow peeking at him
Downstairs, Krane awaits the Player, who asks if the Player is ready for the night
Krane reminds the Player about a conspiracy that may be planned on them, and
cont: town still does not trust them
In the car, Krane insists on breakfast
Krane brings up the subject of sunlight, and apologizes for reminding the Player of
cont: imprisonment in Blackgate
Inside the same Sandwich Shop, Krane and the Player sit
The Player notices several groups hurriedly leave and they enter
The Player notices a lot of dietary warnings on their food
The Player is saddened that Krane seems to accept the fear of the town as normal
Krane and the Player head to the Police Station and the Locker Room
Peek/Look Away... Peeking gives a nude of Krane and a slight change in the shadow
The shadow gently touches the Player, and Krane apologizes
Krane asks the Player if they are ready to find out the conspirators
At Krane's desk, he announces he and the Player will patrol tonight
Krane thinks the Player is not perfect, but ready and details the physical problem:
cont: sense within the Player's body.
Krane pulls the relocation document and announces the Player was supposed to
cont: stay with Gruff
Krane notes Gruff lives closest to the Library and believes the Library is concerned
cont: Player's well-being
Krane announces Gruff was originally supposed to be the Player's partner as well
Krane believes there was a similar change like the housing change
Krane reveals Jack changed the documents, but that means it was really Plox
Krane reveals he doesn't trust Plox or his character
Plox and Rotis approach from the other side of the room, Plox heard his name
Krane asks Plox why he told Jack to change the relocation paperwork
Plox reveals Jack does quite a few jobs for money
Plox insinuates forgery, evidence manipulation, murder, executions, and even sex
Plox reveals he gave the Player to Krane as a feeding, as someone who wouldn't
Krane claims enthrallment and attacking a citizen are no longer legal
Plox believes the town would overlook it to eliminate the human Player.
Plox sarcastically applauds Krane for changing his ways
Plox claims to no longer care, but that the human's ability to change Krane is interesting
Plox admits the Player may be more powerful than he'd originally thought

Sheet1

As he leaves, Plox claims he will leave the Player alone
Plox mentions he has "bigger birds to fry". (Andras?)
The Player notices he is starting to speak more like Krane
Krane says Jack isn't unsavory, but does what he must in Blackgate
Krane reveals Jack used to wear a mask to perform his previous brutal tasks
Krane reveals they were all performing such tasks back in the days of a lawless E
Krane begins to mention Flauros and something else changing things, but is inter
Aradina calls in a disturbance on the North Road
The Player and Krane head out to respond
At the site, a light on the inside of the car shows the destination has been reache
The Outsider is lit up by headlights and yells at Krane and the Player
The Outsider runs at the Player and Krane, directly into the headlights
Krane drops the creature with gunfire before the Player can fire
Krane agrees that the Outsider must be transported back to the Police Station
Krane reveals the Outsider will be checked for anything useful
Krane and the Player haul the carcass into the trunk
Krane and the Player get back in the car and prepare to head back
The Player admits not knowing where the monster would be was the scariest part
Krane reassures the Player that his hearing and sense of smell will solve that pro
The Player admits to themselves they have probably the best partner for the job.
Back at the Station, Vekk takes the carcass on his cart
The Player notes Krane doesn't adjust his ears to block the squeaky wheel of the
Krane fills out paperwork for the encounter, including that it was handed to Vekk
Aradina appears and dismisses the Player and Krane for the night
Before she leaves, Aradina inquires as to how the Player and Krane are getting a
Krane responds positively and the Player agrees
Aradina claims it's out of mutual well-being, as she doesn't want to lose two good
Aradina leaves and Krane suggests some food
The Player admits the encounter wasn't as scary as they figured
Krane deplores the senseless violence that had to happen
The Player asks why Krane didn't drink the Outsider's blood
Krane explains that Vekk prefers the specimens intact
Krane admits he does not know what Vekk does with the dead outsiders
Krane is adamant that Vekk does not cut them, as he would smell it
Krane believes Vekk's process is more demonic in nature
Krane does not plan to ask about it, as he does not believe he should judge
The Player and Krane arrive at the diner and order food
Krane reveals his blood must be of a certain type, but can eat some other things
Krane enjoys wine, but must spit it out and not swallow, and references Alin
Krane reveals sugar can make him drunk
Krane details the composition of blood and blood plasma
Krane hopes the Player isn't allergic to anything or has strange food requirements
Krane points out a tin of arsenic on the table, used as a condiment
Krane notes the Player looks woeful and the Player admits to thinking of home
Krane advises against using the word "home" so much, as some in the town treat
cont: a bad omen
Krane observes the weight on the Player is more of a wave they bring with them

Sheet1

Krane admits he doesn't sense unworldly waves as well as some might
Krane mentions one creature that could (Sooth?) was taken by a foul act
Krane mentions it as a curiosity rather than as something to pursue
Krane doesn't want to dwell on it, as knowing might bring about fear
Krane and the Player start towards the Mansion
The Player feels generally contented, but suspects it won't last
At the Mansion, Krane reacts to the smell of blood somewhere in the town
Krane starts to head out, but turns toward the Player

Go.../Stay...

"Stay" is crossed out and not written in just yet

The Player agrees, and Krane asks if they would willingly run to danger
The Player exclaims they just want to help
The Player realizes they are not afraid and wonders if that is good or bad
In town, Krane and the Player enter an apartment with containers scattered all around: the floor, all containing water
The Player notes the front door is smashed in
Inside the bedroom, a destroyed and mangled corpse lies ripped apart
Helle is next to the body, sobbing, and claims the corpse killed her family
Krane kneels down and can't stop himself from licking up the blood
Helle admits to killing the dead creature, and is clearly in some regret
Helle notices the Player and Krane are not with the Library and asks if there will be
Helle claims she can't go home because of the dead family, and can't go to the Library
Helle claims the Insightful will kill her
Krane hears the word "Insightful" and starts paying attention
Helle reveals the dead monster was a member of the Insightful
Helle claims by the time Vincent would see her, the Insightful may have killed her
Krane stands up after drinking all of the spilled blood on the floor

Invite Her to Stay At Krane's/Leave Her Be...

Only one option written in right now.

Bane sees through my attempts at being difficult :D

The Player invites Helle to stay at the Mansion until she can attend the Library
The Player points out it's not like she can escape Blackgate
Helle is suspicious of the charity
Krane points out that the other option is probable death
Helle reveals she knows about Krane, but is worried about the Player
Helle explains the Insightful are a badly-kept secret, but their members aren't open about: being members
Helle agrees and she, the Player, and Krane head back to the Mansion
Even inside, Helle is distrustful
Helle reveals her "family" were plants
The Player asks about the trees outside town, but Helle reveals they aren't real
Krane is surprised he didn't know the trees were not real
Helle explains they don't grow and regenerate their cut limbs perfectly
Helle points out there's no sun for them, but doesn't know how they stay going
Helle reveals anything cut from them starts to turn to dusty sand after a few nights
Helle reveals she cultivated her plants over years from contraband seeds
Krane starts to reveal where he got his Mansion from, but stops
Krane reveals the Mansion has a conservatory, and Helle runs off to find it
The Player follows, but knows he can re-find Krane again by following the shadow

Bane notes he needs to add a conservatory background

Helle decides to stay and help the plants at the mansion and thanks Krane to the
Walking down a hallway, the Player knows Krane is behind him

Krane whispers his appreciation for the Player's charitable offer to Helle

Krane supposes he will reward the Player

The Player turns and Krane is gone, but reappears behind them again

The Player wonders how he finds Krane's antics

Cute/Creepy/Fun/Sexy

There's no change at all on this choice, Krane still likes it

Krane and the Player head to the bedroom

Krane points out that the Player and he are visibly similar

The Player decides their role tonight

I Top.../I Bottom...

First character to get a dual-path sex scene, and it's even illustrated!

Minor differences, but nothing story-related (yet?)

Whichever path you choose, there's a sex scene with Krane

Player and Krane sleep together

End of Night 6

NIGHT 7

The Player awakens to find Krane missing. A dresser is open and clothes are gone

The Player showers and reflects their nonchalance at the dead creature they saw

The Player worries about losing their feeling towards others

The Player realizes they do care, but it's been dulled

The Player wonders if the other creatures of Blackgate hate Krane because he is the
cont: alpha predator in this ecosystem, replacing them as they were in their own

The Player wonders if they are thought of the same way as Krane

The Player thinks they should care more

The Player passes the conservatory and admits they must care at least a little to

Krane asks if the Player will have breakfast

Eat Breakfast/Skip Breakfast

Minor flavor text for whatever option is picked, plus some info

Krane may reveal each of his servants is someone who trusted him and he fed from

Krane may reveal when he first got to Blackgate, he was much more uncouth

Krane may reveal that he was in the Library prisons, and that's where he discovered
cont: manners and civility

Krane may reveal the Player has been given special treatment within Blackgate

Krane may point out they are harboring a possible fugitive

Krane may point out the Player is equally unaffected by death as he is

Krane may point out that the Player trusts blindly and acts differently to Blackgate

Krane may wonder if it's because the Player is so sure of themselves, as well as
cont: power within them and the weight he's seen in the past

Krane may reveal death in Blackgate is usually a sacred event

Krane may observe that the Player treats it like they are breaking a law, and refer to
cont: feelings of death whenever he and the Player touch

Krane asks if the Player truly fears death

Yes/No

Minor flavor text for whatever option is picked

Krane may point out that for someone so fearful of death, they court it often

Sheet1

Krane reveals the town hates him in part for his servants, as he's commanding them: their deaths, as mind control

Krane reveals mind control was forbidden after his last enthralling of a servant

Krane explains he will be executed for any more enthrallments

Krane explains his current servants have been allowed to remain

Krane explains most removals of choice are illegal in Blackgate, such as possession: blackmail, wrongful imprisonment, and mind control

Krane explains killing is illegal, but is forgivable given some circumstances

Krane believes the legality of self-defense may cause the Player some trouble if they attack them to, in their minds, save themselves

Krane says he has given crime reports from the Library to Helle

Krane believes Helle will be given a pass for her killing

Krane reveals the creature Helle killed worked for B&D construction

Krane believes the dead body was a member of the Insightful

Krane wonders if the Insightful will seek revenge, and believes they act on what they think is on the town's behalf

Krane wishes things to stay as they are, and references the Player as making his

The Player reflects that they will need to leave eventually, and dreads the goodbye

The Player and Krane leave for the Station

Arriving there, the Player notices a lot more lights are off than usual

While changing, Krane's shadow is friendly and he eyes the Player much more broadly

The Player notes Krane has tendons on his back that lead nowhere

The Player notices the Station is very deserted tonight

At Krane's desk, Jack comes over with some paperwork

Jack questions where everyone else is and reveals Gruff has been poisoned by Helle

Jack notes the bar is closed and Helle is missing as well

Jack suspects the Library has its hands full

Jack is happy that the Player and Krane do the opposite of everyone else

Krane picks up the scent of blood at the Hospital

Krane reveals he sometimes helps surgeries at the Hospital with his sense of where blood flows within a body

Krane reveals most who survive with his help avoid him afterwards

Krane reveals he does this because he is paid in blood

Aradina calls in a disturbance on the North Road

The Player and Krane head out to respond.

The Player hears Aradina number the Outsiders at ~45 or so individual creatures

Krane informs the Player the trunk contains more firepower

At the site, the Outsiders are cat-doll things whose faces split open and scream

Shoot It/Shoot It/Shoot It!!!/SHOOT IT!!

Fucking hell blow it away for fuck's sake! No changes to the story though.

Krane and the Player climb the car's roof with shotguns

Krane and the Player easily dispatch the horde

The Player and Krane pick up the chunks of the dead dolls and throw them into the trash

Back at the Station, Vekk dismisses Krane and the Player for the night

The Player decides to head for the Diner, as the Bar is closed

The Player observes the Diner is quiet as well, but the waitress is there

Krane congratulates the Player on their initiative against the doll Outsiders

The Player suggests tonight seemed to be easier than before for some reason

Krane again senses blood, it's at the Construction crew and a few fights around town

Sheet1

An unknown monster enters the Diner, looks at the Player, and runs back out to a
The mob approaches the Diner and Krane also notices them
The Player sadly notes Krane seems accustomed to mobs
The Player agrees to walk out and meet the mob outside
Krane and the Player head outside as one member calls the Player the Eternal al
cont: the duo both killers

Speak up/Let Krane Speak

The mob may mention that the Player has killed 2 monsters, both unnamed (Gail
The mob may not believe the Library will help
The mob may claim the Police force is unable to help if they lose members like G
In either case, the mob starts throwing stones, injuring the Player and Krane
Krane grabs the Player's hand after shielding them and The Player and Krane run
Krane is visibly angry, but differently than the Player has seen before
Another mob cuts off the Player and Krane's escape and corner the duo
Vekk's cart's squeaky wheel cuts through the noise, but the mob ignores it
The Player pulls the fire poker from their backpack in preparation to fight
The Player notices the fire poker is already covered in gore somehow
Krane's servants arrive in a caravan of cars and demand the mob stand down.
The servants advance one step towards the mob, and the Player readies their we
The mob starts to doubt their anger

Stay Quiet.../Reason With Them...

Small variation, but nothing can be done to quell the mob completely

If you choose "Stay Quiet"

The player stays quiet and the mob reacts to the servants

If you choose "Reason With Them"

The Player tries to do just that.

More than they bargained for.../Justice By Other Means...

Minor flavor text for whatever option is picked

The Player may point out that they're facing worse odds than they thought
The Player may try to direct the mob to the Library rather than seek revenge
The Player may admit to the mob they have heard they are both the savior and d
cont: of Blackgate

The Player may may promise to save Blackgate and its people

The paths converge here again

In all cases, one brave/foolhardy monster attacks and is immediately destroyed b
cont: the servants

The Player claims that if they were what the mob believed, the servants would be
cont: to kill everyone

The Player shames the mob, calling them the real monsters and the reason why
cont: may be as bad as it is

The Player is surprised by their own public speaking skills

Krane reveals he is already healing and can regenerate, similar to Gruff

Krane marvels at the Player's public speaking and emotion as well

Krane points out the sudden appearance of the fire poker, and claims he had not
cont: it before it was taken from the backpack, which is strange

The Player finds their cellphone in the backpack as well

Krane is adamant that the items appeared from nowhere, and wonders if it was th
cont: Player's power they had been hiding

Krane and the Player take a ride back to the Mansion with the servants

Sheet1

Krane reflects on knights in his home world
Krane believes he and the Player can handle anything in the future
Krane holds the Player's hand and reassures them of the future
Kiss.../Pull Back
Minor flavor text for whatever option is picked
Helle interrupts and Krane takes her aside to explain
Helle returns and apologizes as if it's her fault
The Player reassures her they would help her again, and Helle vows to repay Krane
cont: the Player
The Player notes Helle is disappointed in herself for the killing she did
Helle reveals she submitted her paperwork on the killing, but Vincent was busy at the time
Helle doesn't understand why Kody would try to poison Gruff
The Player and Krane head off to bed
In the bedroom, Krane reveals organizing his servants into a force was very draining
Krane inspects the fire poker and discerns the blood is similar to human
Krane believes there is more than one type of blood on the poker
The Player claims they knew the poker was in the backpack somehow, but it was
cont: before this night
Krane suggests the backpack may be cursed and the Library would need to inspect it
The Player heads to bed.
End of Night 7

NIGHT 8

The Player awakens and notices the rain has ceased
Krane is reliably already awake
The Player showers and Krane's shadow joins them
The Player reflects on the mob's fear and misunderstanding
The Player exits the shower and notices the normal mundane routine life has begun
At the Station with Krane, the Player again notes the Station is unusually empty
Krane notices it as well and himself calls it unusual
Even Krane is surprised when Vekk suddenly appears behind the duo
Vekk claims he is precisely where he needs to be

Take a Step Back/Sit Back Down

Minor flavor text for whatever option is picked

The Player knocks over a red marker and goes to pick it up
Aradina calls in a disturbance on the North Road
The Player notes it is often the North Road for these occurrences
The Player and Krane head out to the car as Vekk watches them leave
On the way, the Player notes the town feels as empty as it should for being the most
cont: of a "night"

The signal in the car flickers, unable to pinpoint the site
Krane calls Aradina, but receives only static
The light ends up steady and the Player and Krane exit the car

Pay attention to the woods.../Watch the warning beacon...

Minor flavor text for whatever option is picked

Krane hears something off in the woods, but the angle is weird
The Outsider reaches the car before the Player or Krane can react
Krane shoves the Player aside as the Outsider slashes Krane
The Player is covered in blood as the Outsider ravages Krane

Sheet1

The Player unloads into the monster as it attacks Krane
After the clip is empty, the monster stares at the Player over Krane's body, unfazed
The Player breaks into a run and the Outsider chases

Keep running on the road/Head into the woods

Don't die!

If you choose "Keep running on the road":

The monster proves much faster than the Player and catches up
The Player looks into its green eyes

GAME OVER

If you choose "head into the woods":

The Player dodges into the woods, which proves successful in slowing the Outsider

Reload my gun/Keep running

Minor flavor text for whatever option is picked

The Player reaches a 3-story barn within the woods and runs inside
Inside are rotting wooden boxes and metal ones underneath, and farm equipment
The Player notices they seem like props
The Player climbs a ladder to reach the upper levels
The Player hears loud explosions as the Outsider leaps and attaches to the barn
The explosion seems to have come from the town
The Outsider prowls the structure, looking for the Player
Another explosion comes from the town and distracts the Outsider and it runs off
The Player can hear screaming off in the distance
The Player regrets leaving Krane by the car
As the Player moves down, the Outsider crashes through the roof
The Player slams a shovel into the Outsider, but it bowls them over some boxes
The Player lands on the ground and is winded
The Outsider leaps for the Player, but is knocked out of the air into a wall
Krane follows his shadow into the barn with red eyes, holding his neck wound
Krane's shadow holds the Outsider still as Krane pulls an energy weapon
The beam weapon slices the Outsider in two and up through the Barn's side and
Krane collapses, as does half the barn
The Player scrambles to Krane and cradles his head
Krane knows he is dying
The Player starts to try to cut their arm to help Krane drink, but Krane pushes it away
Krane explains that his thirst now would kill the Player
Krane admits he has terrorized the town for long enough
Krane passes away, and his shadow fades from sight
The Player shakes Krane to no avail
The Player gets up to collect themselves, but paces the floor
The Player doesn't know what to do
The Player breaks things
The Player tries to revive Krane, but ends up just hugging him
The Player sits huddled in the moonlight. Another explosion goes off in the distance
The Player says they don't want this, didn't sign up for this

To Be Continued