I don't know if there is a guide or something but I'm gonna try to help those that are just as confused as I was when I started.

If you're getting this mod then probably you already completed the normal main game but wanted to play but with something more. so in this tutorial i'm gonna assume that you already played and completed the main game

do read the post where you got the mod because it shows what do you need to install and the new mechanics

(download the latest BepInEx 5, then put in the game folder then, put the complex breeding mod file in the plugin folder)

(https://f95zone.to/threads/monster-black-market-v2-0-15-1-dlc-team-apple-pie.124772/post-10016740)

First i'm gonna put some tips that helped my gameplay and then i'm gonna show the slaves evolution tree.

Random Tips (that would have helped me earlier)

1. It's recommended that at first go to easy mode so that you can understand the basics.
2. Do remember that you have access to the money lender in case you are in the red. At the end of each day in the report menu you can go to the third page that shows that you can borrow money, just remember that you need to pay it in 5 days. (i'm saying this because i played the normal game for a few months and never knew about it before i played the mod)
3. the eggs form the tentacles does help but they are not gonna make you filthy rich, they are important because its REALLY important that you have access to the tentacle rooms, they not only can help by milking the slaves but they have the capacity to make the slaves the way you want (more on that latter)
4. Each race has their own normal essences, like elves have magic and dwarfs have elemental. but they can get more according to their jobs.

5. normally it's best to start with people with cultist jobs because they have demonic essence that you can use to breed with goblins so that the slaves and monsters can breed individuals with better essences
6. Unless you already know what you're doing or cheating, I don't recommend wanting to get overpowered slaves in the start, slaves with more powerful jobs like paladin or princess are expensive and the slaves with powerful races need a little time and preparation to actually get and by forgetting to manage your money gonna give you a game-over . I only actually started getting more overpowered after the game was over (day 50) because I didn't have to worry about fast forwarding too much .
7. Although I said that in point 4, if you already are in a good position that you can afford, I highly recommend that you buy a princess slave because of the trait "**robust bloodline**". it's a trait that makes the odds of getting a better slave/monster higher

Mechanics tips

The original traits are still in the game,to get points with the NPC you still need to dismantle certain slaves. they just have different names on it. Humans and goblins (and evolutions) still count as human essence. as are elves and their evolution. ('i'm not sure which are witch, i just dismantled slaves that i thought that were right sorry)
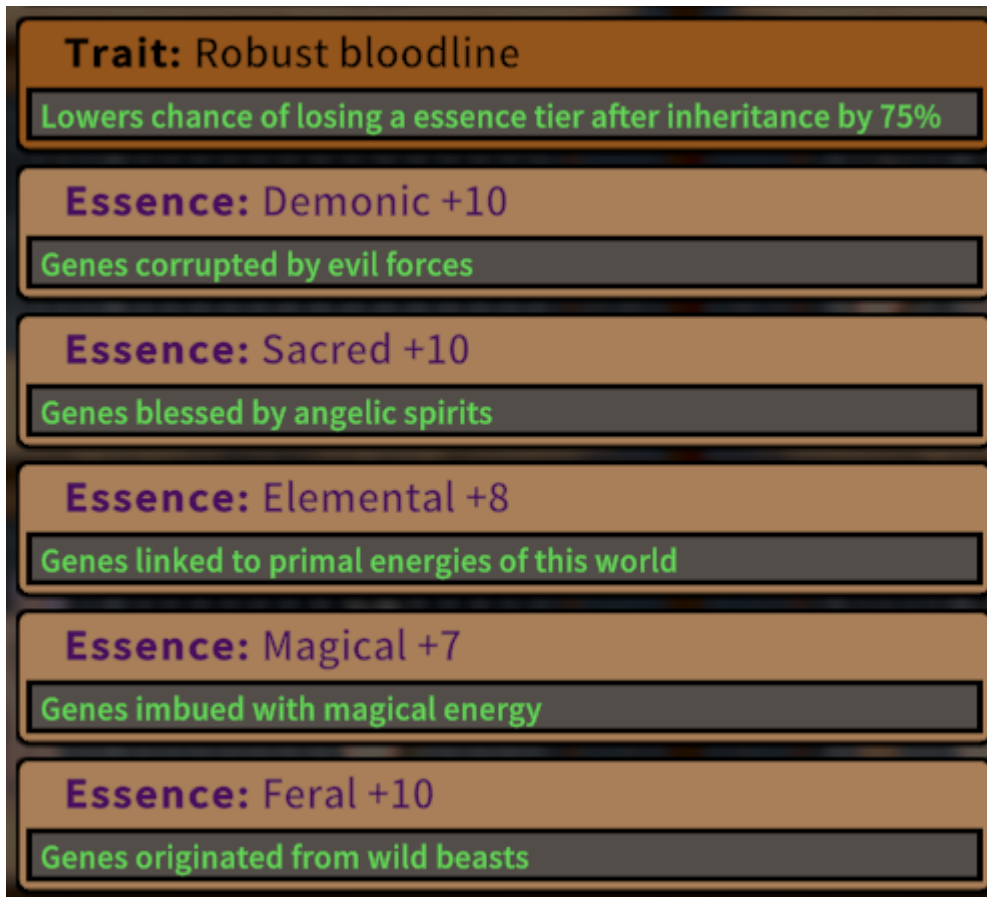
Breeding

 if you want to make a kitsune, for example, you need to have a wolf(slave) and make it breed with a human (you or the brothel) but you need to make the slave have Sacred +4 and Magic +6 and to not have any demonic, feral and/or eternal essence. to get that you can
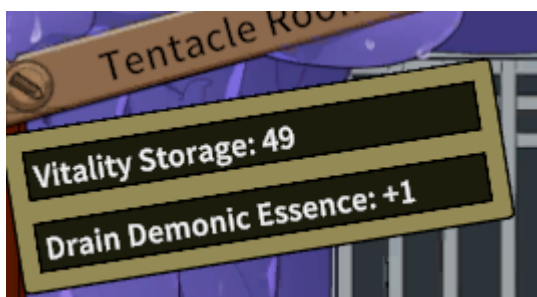1 - use the brothel with the arcane conclave (the purple people) and the knights order (blue people).
2 - do what i did initially, that was make a werewolf that only has magic and sacred essence.(if you wanted it could also have elemental essence) and keep putting the babies that have better traits to substitute the slave and monster
3 - do what i do now late game that is to just make a monster with whatever you want like i did with this werewolf

Trait: Robust bloodline
Lowers chance of losing a essence tier after inheritance by 75%

Essence: Demonic +10
Genes corrupted by evil forces

Essence: Sacred +10
Genes blessed by angelic spirits

Essence: Elemental +8
Genes linked to primal energies of this world

Essence: Magical +7
Genes imbued with magical energy

Essence: Feral +10
Genes originated from wild beasts

and just have a tentacle room that remove the traits that you can't have

Tentacle Room
Vitality Storage: 49
Drain Feral Essence: +1

Tentacle Ro...
Vitality Storage: 49
Drain Demonic Essence: +1

My best combination is the Sacred +10 wolf (+ the rest) because it makes the breeding time 5 seconds. and if you use it in your house the slaves doesn't lose health so you don't have to worry about the slave dying.

To get slaves that can breed with minotaurs and salamanders you need one that has "max current conceptions 2(if it's not working then it's 3)".You can get that by making a slave having a lot of pregnancies or use the tentacle room
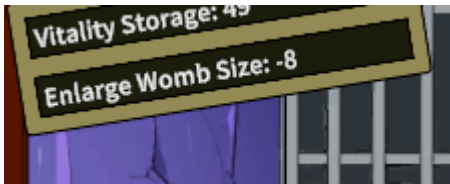
What I did first was trying to get the goblin evolutions because they were (in my opinion) the easiest to get. just get a human with cultist job and breed with goblins, and in this quest to get the highest goblin evolution made me have a lot of vitality storage with the tentacle room (more on that right bellow)

The last level of goblin evolution (redcap) is 400 gold to sell. So when you get your rare monster for the first time , just make them breed in the brothel or use the fastest breeding monster you have to keep getting more. Just remember to NOT sell ALL of your rare monsters(i put the favorite star on the best slaves or the slaves that were the first of a new evolution)

Tentacle Room (TR)

The vitality storage on the TR is collective. that means if you drain some essence in a TR in your home estate for all the TRs in the game.

To get vitality storage you need to drain something from the slaves. you can drain essences, breast size and womb size

The symbol + means that it's going to drain from your slave and add it to the vitality storage
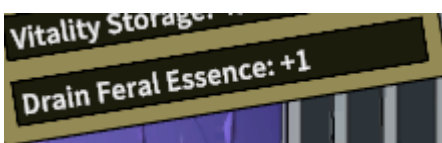
The symbols + means that it's gonna take 8 points from the total TR vitality storage and add it to the slave that is in the TR
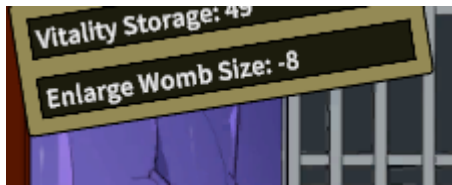
with my quest to get the highest level goblin evolution (the redcap) I ended up with a lot of humans, goblins, hobgoblins and redcaps. so i made a lot of TR that drained demonic essence.

After i went to get the other races i made them all have giant breast and womb size
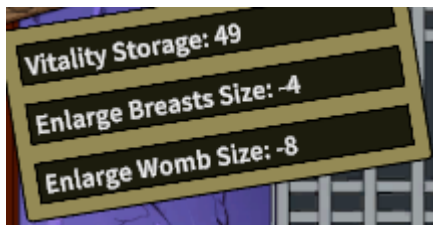
with that it made the babies all generally have those traits so i changed most of the TRs so that they would have + womb size and +breast size, meaning they would drain the breast and womb from the slaves that i was going to sell or put on the brothel that weren't going to have children .

Races

Human

Possible species:
Angel Epic
Males: human
Probability:
base 2%
required essences: sacred (8), magical (4)
forbidden essences: demonic, eternal

Vampire Rare
Males: human
Probability:
base 3%
required essences: eternal (5)
forbidden essences: demonic, sacred

Ghoul Uncommon
Males: human
Probability:
base 0%
has disease +50%
health < 25% +20%

Goblin Common
Males: goblin
Probability:
base 5%
+0.5% per depravation point

Goblin

Possible species:
Hobgoblin Uncommon
Males: goblin
Probability:
base 8%
+0.1% per depravation point
required essences: demonic (4)

Orc Common
Males: orc
Probability:
base 5%
+0.2% per depravation point
required essences: demonic (1)

Hobgoblin

```
Possible species:
Redcap Rare
Males: goblin
Probability:
base 4%
required essences: demonic (7)
```

Angel

(yes, do do need to make an angel, then get demonic 9 and drain ALL the sacred essence)

```
Possible species:
Devil Legendary
Males: human
Probability:
base 2%
required essences: demonic (9)
forbidden essences: sacred
```

Elf

```
Possible species:
Mermaid Rare
Males: human
Probability:
base 5%
-0.1% per depravation point
required essences: magical (5)
forbidden essences: demonic, feral
--------
Drow Uncommon
Males: human
Probability:
base 3%
+0.1% per depravation point
required essences: demonic (3)
forbidden essences: sacred
--------
Fairy Uncommon
Males: human
Probability:
base 6%
-0.1% per depravation point
required essences: magical (2)
forbidden essences: demonic, eternal
```

Gnome

Possible species:
Slime Rare
Males: human
Probability:
base 5%
required essences: elemental (5), magical (3)

Wolf

Possible species:
Kitsune Epic
Males: human
Probability:
base 3%
required essences: sacred (4), magical (6)
forbidden essences: demonic, eternal, feral

Werewolf Uncommon
Males: werewolf
Probability:
base 7%
required essences: demonic (1), feral (2)

Imp

Possible species:
Succubus Rare
Males: human
Probability:
base 4%
required essences: demonic (5)

Nekomata Uncommon
Males: human
Probability:
base 9%
required essences: magical (1), feral (3)

Rabbit

Possible species:
Wererabbit Uncommon
Males: werewolf
Probability:
base 5%
+0.5% per depravation point
required essences: demonic (2), feral (2)

Sheep

```
Possible species:
Minotaur Rare
Males: minotaur
Probability:
base 1%
+0.1% per depravation point
required essences: demonic (4), feral (4)
forbidden essences: sacred
--------
Horse Common
Males: horse
Probability:
base 10%
+0.8% per depravation point
```

Lizard

```
Possible species:
Salamander Rare
Males: salamander
Probability:
base 4%
required essences: elemental (3), magical (2),
feral (3)
--------
Drake Uncommon
Males: human, salamander
Probability:
base 6%
required essences: elemental (2), feral (2)
```

Drake

```
Possible species:
Dragon Legendary
Males: salamander
Probability:
base 1%
required essences: sacred (8), elemental (9)
forbidden essences: demonic, eternal
--------
Dracolich Epic
Males: salamander
Probability:
base 0%
has disease +4%
health < 25% +2%
required essences: elemental (5), eternal (6)
forbidden essences: sacred
```

Races that don't get more evolutions (i think)

As of April 2023 i think that these ones are the last evolution lines in their evolution branches

Vampire, Orc,Redcap,Devil,Mermaid,Drow,Fairy,Succubus,Nekomata,Kitsune, Werewolf, Horses, Wererabbits,Minotaur,Horse,Salamander, Dragon,

ps: did not aim for dracolich so i don't know if it can evolve even further