

Endara Chronicles: The Apothecary Patron's Guide

(0.6)

This is the basic player's guide to Endara Chronicles: The Apothecary. This will list all the main variables and decisions in the game, giving indication as to what each choice actually does. This guide does not show hints to the scenes or in what order you should do them. Some decisions depend on where you are in the story with each character. This does not explain gardening, trading, or other mechanics – just how to proceed with the other characters and what the choices actually give/mean.

MC Player Stats Explained

Knowledge: This works like “experience” in other games. Gaining knowledge grants abilities and bonuses in gardening, trading, and hunting for ingredients. It is also used in some general scene triggers. It is relatively easy to gain and is gained at specific points in the story as well as by accomplishing certain tasks (learning potions, making potions the first time, learning important information, etc.).

Honesty/Confidence: These are gained during many decisions made by the player throughout the game. Higher honesty or confidence will result in some different dialogue and images in the game and does affect how certain characters react to you. It doesn't really matter which one is higher. Nothing truly important depends on having a higher honesty or confidence at this point. It is merely a measure of how other characters perceive the main character.

Devotion: Devotion is the measure of how other characters feel friendly/romantically/intimately towards the main character. There will be decisions spread out in all scenes that will give the player a chance to gain Devotion for a character. They will never be announced (except for in this

guide). In the end game, a higher Devotion will give the player the opportunity to “marry” that character (that’s the plan, anyway). Some characters, such as Horace, use Devotion to affect later game results and options.

Goodness: There is a hidden stat called “goodness” that will affect the endings of the game. It was added in the 0.6 version, but some decisions and scenes date back as early as the 0.1/0.2 versions. *This doesn’t necessitate a restart, but as the game is still in development and changes are often made, it’s always recommended to start new games with each major version.* At various times, the main character will be present with options that could give him a point of goodness. Think of it as “good karma” in the basic form. Choosing other options does not give a “bad karma” equivalent.

All stat gains are positive... you will never lose points in any of these categories in the game.

Scene Information Key

[NSFW] - Scenes tagged with this have sexual interactions within. They sometimes cannot be skipped if the MC has made the decision to “keep” the love interest, and will usually be noted in this guide. *Nudity is not marked as [NSFW] and can happen at certain times with certain characters.*

[[NSFW!]] - This indicates an NSFW scene that cannot be skipped. There are only two in the game.

{LOVE} - Scenes tagged with this mean a decision is made in this scene to continue or stop the character’s romantic story path going forward. This does not mean the character will stop appearing in other storylines, merely that you will no longer progress along that particular character’s storyline. *It is usually permanent unless noted in the guide.*

If you decide to go down the love path of any character, there will be sexual scenes with them that will not be able to be fully skipped. However, you will normally have the choice of which sex act to do. The game is designed so that anything outside 'normal sex' (fingering, oral, vaginal sex) is choice-driven by the player.

(*Beatrice, Goblin*) - This indicates who appears in the scene. Normal text means the character definitely appears in the scene while italics means the character might appear in the scene, depending on where they are in their story and/or if you are pursuing them as a love interest.

This version of the guide is current through: **0.6**

STORY, THREADS, & THE JOURNAL

There are two main types of scenes, broken down into different categories. The two main types are “story” and “threads”.

Story scenes are character-specific and further that character’s story. For most story scenes, the main character has to be pursuing that character as a love interest. Story scenes are given hints in the character pages of the Journal and can be looked up there. If the player chooses to not pursue a character, it will be noted in the “What’s next...” section of their character page.

Some characters have story scenes that continue even if the main character is not or can not pursue them as love interests. Specifically Beatrice, Reece, Horace, and Yanwei will have scenes that are central to the main story arc and have scenes that need to be completed to further sections of the game at certain times. If you are stuck, it might be a good idea to make sure they aren’t waiting for a scene to happen.

Story scenes are typically where you find increases in Honesty, Confidence, and Devotion, as well as gaining access to sandbox scenes. All the stats can be found in the Journal, either on the main page or in the character-specific pages. All story scenes count towards the completed total.

In addition to the story scenes, some minor scenes are included to patch up plot holes, give the player some additional information, and sometimes add a touch of emotion. These don't add up to the final count of scenes listed in the Journal unless necessary.

Threads are story arcs that tend to revolve around one or more characters. Threads become available after certain events or scenes take place. They do not have hints the same way story scenes do and may require reading of the thread notes on the right-hand page of the Journal in the Threads section, or paying attention to what happens in the scene if a character suggests or tells the main character what is needed for the next step. Thread scenes are counted towards the completed total.

As the game reaches its climax (heh), special threads called Endgame Threads will open for the love interests in the game. Some may be long while others are short, however the choices made in Endgame Threads in combination with choices made in story and thread scenes will determine the ultimate outcome of each character when the game ends. Various choices on things like Honesty vs. Confidence, Devotion, character interaction, Goodness and what direction the player chooses to go in relationships will change the results.

The threads will be marked as Endgame Threads in their information below.

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===== THERE ARE SPOILERS AHEAD

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Introduction/Tutorial ([Beatrice](#))

- Changing the name of the shop gives you +1 Confidence, while letting it remain “Beatrice’s Brews” gives you +1 Honesty.

==REECE==

Reece-01 ([Reece](#))

- You gain +1 Knowledge automatically in this scene.

Reece-02 ([Reece](#))

- Telling Reece it is good to see her again gives +1 Confidence. A pleasant surprise gives +1 Honesty.
- Choosing where she will sleep currently adjusts images in later scenes.

Reece-03 **[[NSFW!]]** ([Reece](#))

- Explaining the potion will give +1 Honesty, while just letting her have it gives +1 Confidence.
- This scene gains +1 Devotion for Reece automatically.

Reece-04 (Reece, Valkan)

- Admitting to watching the training gives +1 Honesty. Acknowledging just seeing it gives +1 Confidence.
- Having a tincture on you, which you will give to Reece, gives +1 Knowledge.
- This scene gains +1 Devotion for Reece automatically.

Reece-05 [NSFW] {LOVE} (Reece)

- You can choose to have Reece become a friend rather than a lover. Reece will continue to show up in the game and her scene hints will still show up in the journal, but romantic encounters with her will cease.
- The MC having “strong feelings” for Reece gains +1 Devotion for Reece.
- Warning her before orgasming gives +1 Devotion for Reece.

Reece-06 (Valkan, Maxenne)

- +1 Knowledge is gained automatically in this scene.

Reece-07 [NSFW] (Reece)

- No variable adjustments are made.

Reece-08 [NSFW] (Reece, Berton)

- The scene contains optional NSFW content. There’s no negative for refusing.

Reece-09 (Reece, Burton)

- There are no choices or variable changes, however the scene plays differently depending on whether Reece is being pursued or not.

Reece-10 (Reece)

- There are no choices or variable changes in this scene.

Reece-11 (Reece, Goblin)

- Offering a withstand to Reece will gain +1 Knowledge and +1 Devotion for Reece.

==HORACE==

Horace-01 (Horace)

- The MC saying he will manage gains +1 Confidence. Admitting to not being sure of what he's doing gains +1 Honesty.
- +1 Knowledge is gained automatically in this scene.

Horace-02 (Horace, Yanwei, Valkan)

- Asking Yanwei what she does for Horace gains +1 Honesty. Telling her she has a good master gains +1 Confidence.
- Researching the potion first gains +1 Knowledge.

Horace-03 [NSFW] {LOVE} (Horace, Yanwei)

- Choosing “I’m not doing this” will stop the Horace-Yanwei sexual situation. Later in the game, you’ll be able to “buy” sex time with Yanwei while Horace watches and (at player’s choice) talk/comment on the scene. Choosing “I’m doing this” leads to the NSFW scene and keeps the option open later to “buy” sex time with Yanwei. *This does not stop Yanwei from being a love interest independently.*
- You do gain a +1 Devotion for both Yanwei and Horace automatically in this scene.

Horace-04 ([Horace](#), [Yanwei](#))

- This scene does not adjust any stats. Previous scenes alter dialogue. Enables trading with Horace outside in the evening.
- You do gain a point of Devotion for Horace automatically in this scene.

Horace-05 ([Horace](#), [Yanwei](#))

- This scene does not adjust any stats. Previous scenes alter dialogue.

Horace-06 ([Horace](#))

- This scene does not adjust any stats, however it disables trading with Horace until the next scene is completed. Previous scenes do alter dialogue.

Horace-07 ([Horace](#), [Yanwei](#), [Goblin](#))

- This scene does not adjust any stats, however it re-enables trading with Horace.

- There are large amounts of this scene enabled/disabled depending on whether the MC decided to pursue a sexual relationship with Yanwei and if the goblin is living with the MC.

Horace-08 [NSFW] (Horace, Yanwei, Goblin)

- The MC's relationship with Yanwei changes a lot of content. Horace asks if the MC is having sex with Yanwei without her. The MC can answer yes (truth) or no (lie) if the MC is having sex with her. He can only answer no if he isn't. Answering yes grants +1 Honesty, while answering no grants +1 Honesty, whether or not the answer is truthful.
- In either case, Yanwei will answer Horace truthfully, even if it means contradicting the MC.
- If the MC tells the truth, Horace will gain +1 Devotion, and a flag will be set that influences later scenes with Horace regarding her trust in him.
- If the MC tells the truth and is having a relationship with Yanwei, Yanwei will gain +1 Devotion.
- If the MC chose to allow threesomes with Yanwei and Goblin, a threesome scene is possible to happen at the player's choice. If not, or the player chooses not to, the scene will be just the MC and Yanwei.

Horace-09 (Horace, Yanwei, Max, Giles)

- The first part of this scene can be skipped by not following Yanwei. No choices are made.

- The second part of the scene, triggered by waiting for Horace outside the shop in the evening, triggers a few days later. It does not have any choices or change any variables.

Horace-10 (Horace, Yanwei)

- This scene does not have any choices or change any variables.

Horace-11 (Horace, Yanwei)

- This scene does not have any choices or variable changes.

==YANWEI==

Yanwei-01 [NSFW] {LOVE} (Yanwei, Goblin)

- Choosing not to pursue a sexual relationship with Yanwei here will remove her permanently as a love interest. She will remain in the game as a side character.
- Choosing “Don’t stop her” gains +1 Devotion for Yanwei.
- If the player chooses to pursue Yanwei, an option will be given if the goblin is living with the MC. Allowing the goblin to watch will open up threesome options later with Yanwei and the goblin together with the MC and possibly voyeur scenes for the MC to watch the two of them together without MC interaction at the player’s choice. This choice is permanent and also alters other scenes later.

Yanwei-02 [NSFW] (Yanwei, Goblin)

- If the player has Yanwei's love flag, there will be an option for sex here. The choices are vaginal and oral. Without the love flag, she will still arrive and impart the same information.
- If the player chooses vaginal sex and previously chose the option to have Yanwei-Goblin threesomes, there will be an extra scene after Yanwei leaves.
- The player also is able to choose specific names for himself and Yanwei to use when alone.
- +1 Devotion for Yanwei is gained automatically in this scene as long as the main character is pursuing her.

Yanwei-03 (Yanwei, Horace)

- This scene does not have any choices or change any variables.

Yanwei-04 (Beatrice, Yanwei, Giles)

- This scene does not have any choices or variable changes.

==GOBLIN==

NOTE: Having the goblin living at the shop changes many facets of the story and unlocks a lot of content. You have 38 days to get to Goblin-06 or a lot of things will be missed.

Goblin-01 (Goblin)

- This scene does not adjust any stats.

Goblin-02 (Goblin)

- This scene does not adjust any stats.

Goblin-03 (Horace, Valkan)

- This scene does not adjust any stats.

Goblin-04 (Goblin)

- Choosing “Wonder” gains +1 Honesty. Choosing “Sympathy” gains +1 Confidence. Choosing “Nothing” gains... nothing.
- +1 Devotion for the goblin is gained automatically in this scene.

Goblin-05 (Goblin, Valkan)

- This scene does not adjust any stats.

Goblin-06 {LOVE} (Goblin, Horace, Yanwei)

- Having Horace find another tribe for the goblin removes her from the game permanently and will **vastly** change many scenes going forward with several characters.
- This scene opens up the “goblin sandbox”.

Goblin-07 [NSFW] (Goblin)

- Choosing to stop her will inhibit later sexual scenes. Choosing to taste her will expand her sexual “knowledge” and can alter later scenes.
- +1 Devotion for the goblin is gained automatically in this scene.

Goblin-08 [NSFW] (Goblin)

- While this scene does require some NSFW content, choices made in the previous scene will expand or contract what is available here. The player can choose to just finger the goblin to an orgasm and then fall asleep to minimize sexual interaction. Sexual interactions in this scene will alter later scene dialogue and other variables being set.

Goblin-09 ([Goblin](#))

- This scene doesn't contain any choices or stat changes.

Goblin-10 ([Goblin](#))

- At the end, the MC receives a random assortment of ingredients. The game doesn't say how many of which ingredients are acquired, but it is only normal ingredients (willow, lakecress, hawthorn, clover, chamomile, fennel, and lavender).
- Choosing to say "I love you" gains +1 Devotion for the goblin.

Goblin-11 [NSFW] ([Goblin](#))

- This is a multi-part scene that requires several parts over many days. The first step is to go to the laboratory in the morning only and research a potion for her.
- The second step is to talk to Beatrice in Rilea after travel there has been opened. Choose "Beatrice's Home" from the menu at the Rilea Gates. Note other events may fire instead of this scene if requirements are met.
- The third step is to make a potion in the lab with three hawthorn, three clover, two willow bark, and one fennel. Completing this step also requires having a flirt potion. Once the potion is completed, it

auto-completes with the MC giving her the greater withstand potion and they have sex.

- After the scene ends (mating with the goblin), +1 Devotion for the goblin is gained.

Goblin-12 ([Goblin](#))

- This scene doesn't contain any choices or stat changes, though after this scene you can visit her in the bedroom during the evening and have her hunt for ingredients. She will disappear for that night and return the next morning with a random assortment of plants which are added to your inventory.

Goblin-13 ([Berton](#), [Reece](#))

- There is a choice to buy the clothes or not, though buying the clothes is the only way to forward to open the trigger for the next scene.
- Reece can be talked to after this scene (either buying or not) in her sandbox by choosing 'Talk'.

Goblin-14 ([Reece](#))

- There aren't any choices or variable changes in this scene.

Goblin-15 ([Goblin](#))

- There aren't any choices or variable changes in this scene.

Goblin-16 ([Goblin](#))

- There aren't any choices or variable changes in this scene.

==GENNY==

Genny-01 (Genny)

- Having a healing tincture will gain +1 Knowledge.
- Charging Genny two silver pieces will gain +1 Honesty. Charging three will gain +1 Confidence.

Genny-02 (Genny)

- This scene does not adjust any stats.

Genny-03 [NSFW] {LOVE} (Genny)

- You can choose to not pursue Genny in this scene and leave her as a side character.
- If you pursue her, you can give her a Flirt potion to enable the topless NSFW scene. Either not having a Flirt potion or choosing not to give her one will lead to a limited NSFW scene and will require a Bravery potion in the next scene.
- Choosing implied incest with Genny is not permanent, but will be active for a few scenes until noted later.
- If you give Genny a Flirt potion and have the NSFW scene, +1 Devotion for Genny is gained.

Genny-04 [NSFW] (Genny)

- This scene does require having a Bravery potion.

- Telling Genny she looks “stunning” opens up the possibility of anal sex in the next scene. Choosing “beautiful” does nothing.
- If the goblin is living with the MC at this point, a flag is set that she could have seen the MC and Genny in this scene. As of 0.3, it is not used yet.
- Giving Genny the Bravery potion to Genny gains +1 Devotion for Genny. Note you will either choose to give her Flirt in Genny-03 OR must give her a Bravery in Genny-04. Both cannot be done. The Devotion for both cannot be gained.

Genny-05 [NSFW] (Genny, Cali, Goblin)

- Scene dialogue changes depending on where the player is in both Cali’s and the goblin’s storylines.
- “We are growing closer” gains +1 Honesty. “I’ve helped her out before” gains +1 Confidence.
- If the MC chose “stunning” in the previous scene, and has a Withstand potion, the option for anal sex in this scene is unlocked. If these conditions are not met, it will result in a blowjob scene with Genny. *As of 0.3, this is the only way to access the anal scene in Genny-07.*
- Kissing Genny back gains +1 Devotion for Genny.
- Completing this scene and having an NSFW scene results in +1 Devotion for Genny.
- This enables Genny’s sandbox.

Genny-06 (Genny)

- You will have the option of either giving Genny a job or help her out with giving her silver.
- Giving Genny a job will increase production in gardening. It will require paying her silver every seven days. *While this is implemented in 0.4, it doesn't happen exactly every seven days, as some situations "suspend" the payments for a while.*
- Giving Genny a stipend will gain +1 Devotion for Genny. The MC will give four silver to Genny later in the scene. It will require paying her silver every seven days. *While this is implemented in 0.4, it doesn't happen exactly every seven days, as some situations "suspend" the payments for a while.*

Genny-06b (Genny)

- Talk to Genny at her house during midday after completing Genny-06.
- *This is an absolutely essential scene to continue the main story if you are pursuing Genny (i.e. if you have the Genny love flag enabled).*

Genny-07 [NSFW] (Genny, Goblin, Cali (offscreen))

- This is an NSFW scene with some actions not able to be skipped.
- Depending on previous interactions with Genny, the MC can either get a blowjob (at the very least), a footjob (if the "feet" flag is enabled either with Lerran or the goblin), or anal sex (if it was unlocked in Genny-05 and the main character has a Withstand potion).
- A decision regarding the implied incest will be given. The player can choose to stop it ("it's getting weird"), keep it as it is ("want to keep it"), or ramp it up ("want more of it").

Genny-08 (Genny, Valkan)

- If the MC is pursuing Genny, this scene is required to continue to Genny-09, but it can, in theory, happen at any point after Valkan-01. It will appear even if not pursuing Genny (see the Saving Sergeant Valkan thread).

Genny-09 [NSFW] (Genny)

- A few different NSFW choices can be made, which unlocks later content in sandbox NSFW scenes.
- Kissing her gains +1 Devotion for Genny.

Genny-10 (Genny, Penny)

- This scene plays even if the player is not following Genny's love path. Some minor dialogue changes are present depending on which path the player is on.
- Choosing "Be honest" will gain +1 Honesty. Choosing "Be supportive" sets a flag for future use.

Genny-11 (Genny, Penny, Valkan, Goblin)

- The scene plays out differently if the goblin is living with the player and some minor dialogue is different if the player is on Genny's love path. It will play even if the player is on Genny's love path.
- No choices or stat adjustments appear in this scene.

Genny-12 (Genny, Penny, Cali, Goblin)

- This scene plays ONLY if the goblin is living with the player.

- If the goblin is not present, this scene is skipped and Genny-13 will play.

Genny-13 ([Genny](#))

- This scene does not have any choices or variable changes.

==ERRANDA==

Erranda-01 ([Alisandra](#), [Erranda](#))

- Reacting with anger gains +1 Honesty, while reacting with cruelty gains +1 Confidence.

Erranda-02 ([Erranda](#))

- This scene does not adjust any stats.

Erranda-03 ([Alisandra](#))

- This scene has various paths in choices that net different stat changes:
- Choosing to answer the first time gains +1 Honesty and enables Erranda-04 to happen the fastest (after 2 days).
- Choosing not to answer, and then answering the second time gains +1 Confidence and enables Erranda-04 to happen a little slower (after 3 days).

- Choosing not to answer both times enables Erranda-04 to happen the slowest (after 4 days).

Erranda-04 (Lerran)

- Depending on what actions you took in Lerran-04, you may have the option of choosing “I saw you at the shores” which will gain +1 Honesty. There will always be the choice of “I know about Erranda” which gains +1 Confidence.
- Other decisions made in Lerran-04 will change dialogue in this scene in regards to the MC’s relationship with Lerran.
- If the MC is pursuing Lerran, this will open traveling to Thornhill and visiting Lerran in her room, which will eventually open up Lerran’s sandbox.
- If the MC is pursuing Lerran, completing this scene gains +1 Devotion for Lerran.

Erranda-05 {LOVE} (Alisandra, Erranda)

- Choosing “-unless...” will continue Erranda’s storyline and eventually give the MC access to Thornhill later.
- Choosing “-and that’s final” will end the MC pursuing Erranda and much of her storyline, though she will remain as a side character. The MC will eventually get access to Thornhill much later through this decision.

Erranda-06 {LOVE} (Erranda, Iris)

- The player will be prompted regarding a choice similar to Lerran’s in Lerran-04. The MC can choose a monogamous, polyamorous, or open relationship with Erranda, as well as another choice for rejecting

a sexual relationship. A monogamous will block any possible threesomes or other content that is not only with the MC. Polyamorous opens up all possibilities. Open limits MC participation, but does allow for voyeur lesbian scenes between Erranda and others, as well as other limited events. For the most content, choose polyamorous.

- The MC can choose if he prefers Erranda to be in human or elf form *mainly when he is having sex alone with her*. For most threesomes (other than Erranda-07), she will be in elf-form only.

Erranda-07 [NSFW] (Erranda, Nadine, Sephone)

- If the MC chose polyamorous or open in the previous scene, an NSFW scene with Erranda and Nadine will play. The MC has the choice to participate some or just watch.
- If the MC chose monogamous or no sex with Erranda, an SFW scene with Sephone will play.
- +1 Devotion for Erranda is gained automatically in this scene, whether you are pursuing Erranda in any way or not.

==LERRAN==

Lerran-01 (Lerran)

- This scene does not adjust any stats.

Lerran-02 (Lerran)

- Choosing Lerran's form changes a lot about her story and some of her personality. As fully female, she is much more bisexual and interested in females as well as the MC, however sexual interactions between Lerran and other females will be left up to the player. She will also be more confident in general. As a futa, she is more interested in the MC but will participate in threesomes with the MC and another female if the player chooses. She will generally be more shy and timid.
- Having Lerran tell the truth gains +1 Honesty. Having her embellish will gain +1 Confidence.

Lerran-03 (Lerran)

- This scene does not adjust any stats.

Lerran-04 [NSFW] {LOVE} (Erranda, Lerran)

- This scene has several choices for the player to make. They are explained in-game, and it is suggested to read those explanations before making the choices.
- Choosing not to pursue Lerran removes her as a love interest, though she will remain in the game as a side character.
- No choices in this scene effect Erranda's story except for the option of having threesomes with Lerran, which will enable the option later for a threesome with Erranda, Lerran, and the MC.
- The NSFW sections of the scene can be skipped. Doing this does affect dialogue in future scenes with Lerran and others, and may affect available options later, mainly in regards to female Lerran having a foot fetish.

Lerran-05 (Lerran)

- Choosing to kiss her gains +1 Devotion for Lerran.

Lerran-06 [NSFW] (Lerran)

- If Lerran is futa, choosing “nothing” removes foot fetish content with her. Choosing “... your feet” enables foot fetish content with her later.
- As either female or futa, you can choose if she will engage in thumb sucking in this and in future scenes where applicable. Choosing “Don’t let her” will remove all future content regarding this and it is permanent.
- Choosing “Let her” gains +1 Devotion for Lerran.
- If the MC lets her engage in thumb sucking, you will get the choice of “if you are, then I am, too” and “I enjoyed it”. The first option gives +1 Confidence while the second option gives +1 Honesty.
- If Lerran is futa, there will be several options for sex. The choices depend a lot on whether you chose to engage in some futa content or all futa content in Lerran-04.
- The options for sex with Lerran as futa are mostly clear. If you have her “turn over”, the MC will perform analingus on Lerran.
- Whether Lerran is a female or futa, she will give MC a blowjob before they both fall asleep.

Lerran-07 (Lerran, Erranda, Alisandra, Iris, Max)

- No decisions are made and no points are awarded.

Lerran-08 (Lerran, Cali, Erranda, Goblin, Iris)

- Depending on several factors, different characters will appear at different times.
- If the goblin is living with the MC, Lerran will meet her, and a flag is set as such.
- Completing the scene gains +1 Devotion for Lerran.

Lerran-09 (Lerran, Iris, Alisandra, Valkan)

- Valkan-02 is a requirement for this scene.
- Various differences in dialogue and images take place depending on if Lerran is futa or female.

Lerran-10 [NSFW] (Lerran)

- Choosing to talk to Lerran first will gain +1 Devotion.

Lerran-11 (Lerran, Goblin, Cali)

- *This scene requires having Katira/Goblin at the shop to trigger. Without having her prior to Lerran-08, this scene will not trigger.*
- There are no decisions or variable changes in this scene.

Lerran-11b (Lerran)

- This scene will play if the player is not following the Lord of the Hovel thread, which is set during the Hovel-01 scene.
- Certain images and dialogue change if the foot fetish flag is set on Lerran.

Lerran-12 (Lerran) [NSFW]

- There are no decisions of variable changes in this scene.

==CALI==

Cali-01 (Cali)

- This scene does not adjust any stats.

Cali-02 **[NSFW!]** (Cali)

- This scene does have a non-skippable NSFW scene (fingering Cali because she is in heat).
- Tasting her afterwards opens up the option for cunnilingus in Cali-06.
- This scene automatically gains +1 Devotion for Cali.

Cali-03 [NSFW] {LOVE} (Cali)

- Choosing to stop Cali will remove her as a romantic option, but she will still appear often in the game later. Certain scenes may change drastically.

Cali-04 (Cali)

- This scene does not adjust any stats.

Cali-05 (Cali)

- +1 Devotion for Cali is automatically gained in this scene.

Cali-06 [NSFW] (Cali)

- Choosing “really pretty here” gains +1 Honesty. Choosing “close to the shop” gains +1 Confidence. Choosing “perfect for you” gains +1 Devotion for Cali.
- The NSFW scene is entirely skippable by choosing “I don’t have the time”.
- If the MC tasted her in Cali-02, the player will have the option to finger her or eat her. If not, the option to finger her will be the only one available. Choosing to eat her sets a flag for future use.

Cali-07 (None)

- This scene does not adjust any stats.

Cali-08 (Thayis)

- Choosing a “sexual quip” will increase Confidence by 1.

Cali-09 (Cali)

- Saying “I need you” when prompted gains +1 Devotion for Cali.

Cali-10 (Cali, Thayis)

- There are no choices or variable changes in this scene.

Cali-11 (Cali, Goblin)

- There are no choices in this scene.

- Between this scene and Cali-12, Cali will not be available at her sandbox.

Cali-12 ([Cali](#))

- There are no choices or variable changes in this scene.

Cali-13 ([Cali](#)) [[NSFW](#)]

- This scene does not have any choices or variable changes.

==BEATRICE==

Beatrice-01 ([Beatrice](#))

- Completing this scene gains +1 Knowledge.

Beatrice-02 ([Beatrice](#))

- Choosing to forgive her gains +1 Honesty. Not letting her off easy gains +1 Confidence.

Beatrice-03 ([None](#))

- Completing this scene gains +1 Knowledge and gives the MC his first seeds.

Beatrice-04 [[NSFW](#)] ([Beatrice](#), [Cali](#), [Isolde](#), [Gilly #1](#), [Gilly #2](#), [Gilly #3](#), [Goblin](#))

- Many, many things in this scene depend on previous scenes – simply too much to describe here. The main points are listed below.
- If MC is pursuing Cali, she will travel with him.
- Pursuing Cali and the goblin, and them having met prior to this scene (see **Girlfriend-01**) will garner the longest scene.
- If Cali is with you, the choice “I’d rather not” or “I’ll tell” is mostly for dialogue, but to have any foot fetish content with Cali, you must: choose “I’ll tell” *and* have enabled foot fetish with the goblin in Goblin-08 **OR** have chosen to fuck Genny’s feet in Genny-07.
- Having vaginal sex with Cali is optional. Choosing yes will enable the NSFW scene, change some dialogue the next morning, and possibly change some options/dialogue in the future. Choosing no will disable the NSFW scene, change some dialogue the next morning, and possibly change/disable some options/dialogue in the future.
- Completing the scene will gain +1 Knowledge, no matter what version of the scene was played.

Beatrice-05

- No decisions or points are awarded. It triggers during sleep and is a conversation between a couple of characters.

Beatrice-06

- This scene triggers automatically after the MC’s return to Rilea. Beatrice’s home becomes the sleeping spot for the apothecary while he is in the city.

Beatrice-07

- No choices or points are awarded in this scene.

Beatrice-08

- There are no choices or variable changes in this scene.

==IRIS==

Iris-01 [NSFW] (Iris)

- This scene can only be accessed by choosing “Interesting” in Alisandra-01. After the next night, go to the servant’s hovel (first door on left).

Iris-02 [NSFW] (Iris)

- This scene has several decisions that determine Iris’s romantic and intimate journey going forward.
- Choosing keeping her to yourself will remove her from group sex and any intimacy she will share with others. Being open will lead to many more possible scenes later.
- You can tell her about specific sexual acts when she asks. All four of them – boobjob, anal sex, 69ing, and foot fetish – have a menu-driven choice. If you do not choose a specific act, she will not engage in it later.
- You then have the option for a handjob or a foot fetish scene (if it was chosen in the previous menu).

- This scene gains +1 Devotion for Iris automatically if you are pursuing her.

Iris-03 {LOVE} [NSFW] (Iris, Nadine)

- Dialogue will be slightly different depending on if Erranda-07 was completed prior to this scene.
- If the MC has a Bravery potion, an NSFW with Iris and Nadine can be triggered. Without the Bravery potion, or not offering it, Nadine will leave while suggesting the MC comes to her room.
- Offering Iris the Bravery potion gains +1 Devotion for Iris.
- The MC can choose to stop pursuing Iris individually or with anyone by leaving and going with Nadine instead, though she will tell the MC to stay.
- If the MC has the NSFW scene with Iris (with or without Nadine), he can choose to then go visit Nadine after Iris goes to sleep. There's no negative to Iris for doing this. Choosing not to go to Nadine's room afterwards stops individual encounters with Nadine from happening, though she will appear in threesomes with others.
- If "Stay with Iris" is chosen, +1 Devotion for Iris is gained.

Iris-04 (Iris)

- Choosing "I'll keep you" gains +1 Devotion for Iris and sets a flag for keeping Iris used later.
- Choosing "You're part of my plan" gains +1 Confidence.

Iris-05 (Iris) [NSFW]

- Choosing “You’re precious to me” gains +1 Devotion for Iris.
- Choosing “I wanted you to be ready” gains +1 Honesty.
- Choosing “Let’s go to bed” gains +1 Confidence.

==NADINE==

Nadine-01 [NSFW] (Nadine)

- This scene is accessible only through Iris-03.
- If the MC engaged in foot fetish with Iris in Iris-02, an option for foot fetish is available for Nadine in this scene.
- Choosing to go to Nadine’s room will result in sex with Nadine.
- This scene gains +1 Devotion for Nadine, whether you stay with Iris first or not.

==SEPHONE==

Sephone-01 [NSFW] (Sephone)

- The NSFW content with Sephone is optional.

Sephone-02 (Sephone)

- This scene does not have any choices or variable changes.

==ARTESIA==

Artesia-01 [NSFW] (Artesia)

- After reaching 25 'experience', or silver spent on her, Artesia's first story scene will appear the next time she is chosen at Velvet Desires.
- The player has the option to follow Artesia's story or keep her as a sandbox character only. This decision is permanent.

Artesia-02 (Artesia, Isolde)

- No choices or variable changes appear in this scene.

==JASMINE==

Jasmine-01 [NSFW] (Jasmine)

- After reaching 25 'experience', or silver spent on her, Jasmine's first story scene will appear the next time she is chosen at Velvet Desires.
- The player has the option to follow Jasmine's story or keep her as a sandbox character only. This decision is permanent.

Jasmine-02 (Jasmine, Isolde)

- This scene does not have any choices or change any variables.

==GISELE==

Gisele-01 [NSFW] (Gisele)

- After reaching 25 'experience', or silver spent on her, Gisele's first story scene will appear the next time she is chosen at Velvet Desires.
- The player has the option to follow Gisele's story or keep her as a sandbox character only. This decision is permanent.

Gisele-02 ([Gisele](#), [Isolde](#), [Artesia](#), [Jasmine](#))

- This scene doesn't have any choices or change any variables.

==MAXENNE==

NOTE: As of 0.5, Maxenne is no longer a "main" character, though her scenes will remain here.

Max-01 ([Maxenne](#))

- This scene does not adjust any stats or contain decisions.

Max-02 ([Maxenne](#))

- You can choose whether to give Captain Loudain freshwater or a flirt potion. This is the only time you'll be able to get her a flirt potion, and it opens up options and possibilities later in the game. *It's highly recommended you give her a flirt potion.*

<===STORY
THREADS===>

Introduced in 0.4 are Story Threads, a series of (usually) non-character-specific scenes that are important to the game's ultimate outcome. While there is some variation in how these scenes are completed, and actions taken in them can affect all scenes later on (even character-specific ones), they are required for the player to complete to eventually reach the end of the game.

There is also a lot of required and optional cross-thread interaction.

Unlike the character-specific threads, this section has information about how to trigger the scenes and more information on requirements.

~~THE EARLY DAYS~~

This is the replacement for the Journal section that had various triggers for the beginnings of threads. It is placed there to help players find where to go to find characters, begin threads, and start quests. If it seems like you are missing something, check here first.

~~THE CHIMERAS~~

Another word for dreams, in certain languages, can be translated as chimeras. The Chimeras of Endara are dreams that are... different. The MC experiences them from time to time. Some mean things, others do not.

Dreams-01:

- This happens on or after sleeping, usually on Day 29. Some scenes by-pass this trigger, though it will eventually happen.

Dreams-02:

- This happens on or after sleeping on Day 58 or later. It requires Erranda-05 and Alisandra-01.

~~THORNS~~

This thread follows the storyline of Thornhill, mainly regarding Alisandra and the important scenes she is involved with. As she has been removed from the Journal and is not going to be a love interest of the MC, her 'story' has been moved to the threads section of the Journal.

Alisandra-01:

- The MC will have a choice of either pursuing the servants (other than Lerran) as love interests.
 - “Interesting...” will open up storylines and threads with Thornhill servants. It will also gain +1 Devotion for Erranda. ***This is highly recommended for access to all content.***
 - “Deplorable...” will close off access to storylines and threads with Thornhill servants, making them minor characters in all other scenes.

Thorns-00:

- This scene plays only if Lerran's story is not being followed and is a replacement for Lerran09 and the information learned in that scene, which is crucial for the game.
- There are no choices or points awarded. It is there to catch the player up and is counted towards the completed scene total, as either this scene or Lerran-09 will be triggered.

Thorns-01:

- Triggered several days after either Thorns-00 or Lerran-09, depending on whether the MC is pursuing Lerran or not. Enter Thornhill in the morning or midday.
 - It will either be four or five days if Lerran is being pursued, depending on whether content in 0.4 was completed before starting 0.5 or not.
 - It will be five days if Lerran is not being pursued or if 0.4 was not completed prior to playing 0.5.
- If the MC has not met Sephone yet, he does in this scene.
- There are no choices in this scene.

Thorns-02:

- If the goblin is living with the main character, the scene is triggered by going to Thornhill several days after Meeting-02 in the morning or midday.
- Without the goblin, it is triggered by being outside in the morning only after waiting several days and if Thorns-01 is completed, the main character is pursuing Erranda, and Erranda-07 has been completed.
- Dialogue and images are different depending on the relationships with Lerran, Iris, and Nadine.
- There are no choices or variable changes in this scene.

~~CRAZED~~

This thread follows the ex-girlfriend of the MC, Miranda, and the chaos that follows along in her wake. Yanderes are problematic... at best.

Girlfriend-01:

- This scene does not adjust any stats, only a flag regarding Cali and the goblin meeting if the MC is pursuing the goblin and has her living with him. If not, the scene plays only with Cali in it. *This is an absolutely essential scene to not trigger until you have the goblin living with you. The earliest it can trigger is Day 38.*

Girlfriend-02:

- Requires completing Saving Sergeant Valkan and returning to Rilea.

Girlfriend-03:

- The MC has three choices depending on who they are pursuing. Either Cali or Genny can be approached in their homes (thicket and house, respectively) only if they are love interests and have their sandboxes opened. If neither are available, the only option is to choose writing a letter from the shop. After any of these are completed, the scene finishes in the shop when the letter is completed.

Girlfriend-04:

- The MC must ring Cali's bell to have the letter delivered to Candleton.

Girlfriend-05:

- This scene auto-triggers two days after Cali delivers the letter in the morning.

~~SAVING SERGEANT VALKAN~~

Completing this story thread is required to begin traveling to Rilea openly. It is marked completed and is removed from the Threads page in the Journal when the MC returns to Rilea and visits Beatrice's house.

Valkan-01:

- To begin this, you must have completed: Beatrice-04, Alisandra-01, Girlfriend-01, Cali-03, Reece-07, and Max-01. It may take a few days to trigger depending on minor variables, though it will auto-trigger in the morning after waking up in bed when all conditions are met.

Valkan-02:

- This will be triggered at night in the shop several days after the completion of Valkan-01.
- **It requires having three healing tinctures, one sleep tea, one withstand, and one willow bark.**
 - If you have not traded with Horace once, and thus not raised your carrying inventory to three potions and 8 ingredients, you can make a third healing tincture *on the same day the scene can trigger*. The tincture will "decay" overnight, but if you've timed it right, you can trigger the scene with three in your inventory.

Valkan-03:

- Triggered by cleaning the shop during the morning six-plus days after the completion of Valkan-02. Three days after this scene, Max-02 can be started, which opens up travel to Rilea.
- You will receive a prompt after waking up in the bedroom to clean the shop, indicating the scene is ready to be triggered.

Max-02:

- This scene is required to open Rilea and is the last scene in the Saving Sergeant Valkan thread. It appears in Max's information above as well. It triggers in the evening in the shop, three or more days after Valkan returns to the shop and apologizes.

~~BERTON'S ODDS~~

To open up trading in Rilea at the shop known as Berton's Odds, there are several steps to take. Opening up the shop is required to complete the game and also to achieve the highest score for some specific love interests. This thread is marked completed and is removed from the Journal after the MC meets Berton.

It is then re-opened after Odds-01 is completed. Check the entry below on how to trigger that scene.

Berton-01:

- This is triggered by talking to Horace and Yanwei during the trading interaction choice by asking a question.

Berton-02:

- First step involves writing a letter from the shop during midday or evening. The option will appear as a menu choice.
- The second step depends on Cali's living situation. If she has a thicket in the forest, it requires visiting her thicket in the morning. Otherwise, her bell will need to be rung in the morning again.

Berton-03:

- Automatically triggers the second morning after Berton-02 finishes after waking up in bed.

Berton-04:

- This requires Rilea to be open to visiting. A choice will appear to speak to Beatrice regarding the shop discussed in Berton-03.
- After this scene is completed, you can find the lower city via the Rilea Gates in the morning or midday times. After this point, the lower city is unlocked and the Fulcrum story thread becomes active.

Odds-01:

- The change of the name of scenes is to keep this section separate in game files. It is a continuation of Berton's Odds.
- This scene can trigger after: Reece-09 and Horace-10 are completed; the Charis potion has been discovered, completed, and tested successfully (Velvet Drink thread); and the player has reached Level 4 trading with Horace and has made over 25 total potions. It triggers by going to Berton's shop.
- Note this also requires Berton's shop to be open to "trading", which requires Fulcrum-03 to be completed.
- No choices or variable changes appear in the scene.

Odds-02:

- Requires one each of sleep tea, flirt, grips, and charis potions to complete, otherwise he will tell you to leave and get them. It also requires waiting at least two days. It triggers by going to Berton's shop.
- No choices or variable changes appear in the scene.

Odds-03:

- Requires at least seven days to pass after Odds-02. It's triggered by going to Berton's shop.
- The player can choose the price of a grips potion, either 10 or 12. The player can also refuse to sell the grips to Berton. Doing so doesn't stop Berton from buying them, but sets the price to 6.
 - Not selling the grips to Berton follows the quiet thread about the black croup mentioned in the scene Valkan-04.

Odds-04:

- Requires at least seven days to pass after Odds-03. It is triggered by going to Berton's shop.
- This scene introduces trading certain items with Berton. He will buy sleep, flirt, grips, and charis potions. He also sells several different pieces of equipment as well as batteries to run them.
 - Cold Storage Box: This allows the player to carry an additional 15 potions and 50 ingredients. They require batteries to work, and it consumes one battery per day between night and day. If the player runs out of batteries and a night/day passes, anything over the maximum carrying capacity will waste away and be lost immediately. When more batteries are purchased, it will begin working again. It costs 100 silver.
 - Small Boiler: This allows the player to craft one extra potion per time (morning, midday, etc.), by consuming one battery. If the player runs out of batteries, the extra potion will not be able to be created until more are purchased. It costs 70 silver. If the small boiler is purchased, the large boiler cannot be.
 - Large Boiler: This allows the player to craft either one or two extra potions per time (morning, midday, etc.) by consuming either one or two batteries (one per potion). If the player runs out of batteries, the extra potions will not be able to be created until more are purchased. It costs 90 silver. If the large boiler is purchased, the small boiler cannot be.

- Batteries: Batteries cost basically 0.2 silver. One silver will purchase five batteries. Up to 100 can be purchased at a time. There's no maximum the player can carry/store.
- Potions in the screen use the names Berton has assigned to each.
 - The Sleeper: a normal sleep tea potion.
 - Potion #7: a normal flirt potion.
 - Berton's Cure-All: a normal grips potion.
 - The Rumblemaker: a normal charis potion.
- After this scene is finished, the player can return to Berton's shop during the day to purchase/sell the various items.

~~FULCRUM~~

Fulcrum-01:

- A day after Berton-04 is completed, you can visit Berton's Odds to begin the Fulcrum story thread, which reintroduces Reece. Certain dialogue and images are different depending on whether the MC is pursuing Reece as a love interest. If yes, choosing "I knew I'd find you" nets +1 confidence and "Not exactly" nets +1 honesty. The reverse is true if Reece is not being pursued.

Fulcrum-02:

- Choosing "Yes" will raise Confidence by 1. Choosing "No" will raise Honesty by 1. Either choice affects variables in Fulcrum-03.
- Completing the scene increases Knowledge by 1.

Fulcrum-03 (*read through the entire walkthrough on this scene before starting it*):

- *It is advised to go into this scene with no less than 20 silver.*

- The base buy price for one black cohosh is 12 and the base price for two is 20. Depending on your Honesty, Confidence, and Knowledge scores, as well as the choice made in Fulcrum-02, the price of the first two cohosh seeds will change as follows *if the price is negotiated*:
 - If you chose “Yes” in Fulcrum-02...
 - And you choose “The guild likes buying from you.”:
 - If your Confidence \geq Honesty, the prices become 8 for one, 15 for two.
 - If your Knowledge \geq Honesty, the prices become 7 for one, 13 for two.
 - And you choose “This is the shrewd move.”:
 - If your Knowledge $<$ Honesty, the prices drop by 2 for one, 4 for two.
 - If your Knowledge $<$ Confidence, the prices drop by 2 for one, 4 for two.
 - *Note these two are **cumulative** and can, if both apply, make the prices drop to 8 for one and 12 for two.*
 - And you choose “Who else will you sell to?”:
 - If your Honesty \geq Confidence, the prices become 8 for one, 15 for two.
 - If your Knowledge $>$ Confidence, the prices become 7 for one, 13 for two.
 - If you chose “No” in Fulcrum-02...
 - And you choose “Mention an ongoing deal.”:
 - If your Honesty \geq Confidence, the prices become 10 for one, 16 for two.
 - If your Honesty \geq **Double** your Confidence, the prices become 8 for one, 14 for two.
 - And you choose “Feign weakness.”:
 - If your Confidence \geq Honesty, the prices become 10 for one, 16 for two.
 - If your Confidence \geq **Double** your Honesty, the prices become 8 for one, 14 for two.

- Walking away at any point in the deal will remove all negotiated prices and set the base prices back to 12 and 20. The scene can be rerun until the black cohosh is purchased, though the price will increase by one each time until they are purchased. *Thus it is advised to buy the first time through, as the price will never be lower. As there is no requirement for the amount of silver on hand when the scene first begins, it is important to not go into this scene with less than 20 silver.*

Fulcrum-04:

- After gathering the ingredients, this scene plays when the first fulcrum potion is created at the lab. It is a very short scene.

Fulcrum-05:

- Being honest grants +1 Honesty. Being vague grants +1 Confidence. To complete the full scene and be able to advance to Fulcrum-06, you first need to talk to Horace and Yanwei about “Fulcrum” after waiting for them outside in the evening.

Fulcrum-06:

- Another short scene in the shop during the morning, triggered by choosing to drink the fulcrum potion. It does require having another one made and in your inventory.

Fulcrum-07:

- Triggered by entering Thornhill in the evening a couple days after Fulcrum-06. It introduces Sephone if the player hasn't met her already.
- The scene picks up afterwards at the shop during the evening of the following day (or later) with Lerran arriving and explaining some of

what fulcrum is and how to find out more, which leads to the Heist thread starting and the Fulcrum thread ends.

~~VELVET DESIRES~~

Velvet Desires is a bordello in Rilea the player will be able to visit during evening times after visiting the lower city is unlocked in the Berton's Odds thread. Three gillies (prostitutes) are available at Velvet Desires and are managed by the madam, Lady Isolde Podden. Artesia (blonde) and Gisele (dark-skin) are female while Jasmine is a trap/trans character. There is no option to make Jasmine female.

The bordello will eventually allow return visits and expanded content in later versions. Choosing to bed a gilly will raise her experience, which is a measure used to determine later content. As of 0.4, the first two levels of each (handjob and blowjob) are available and all are repeatable until the player chooses a favorite gilly. The favorite gilly will be slightly cheaper and have an expanded storyline. Only one favorite can be chosen, and the choice is permanent.

Velvet-01:

- Accessible in the evening after Beatrice-06 (returning to Rilea).
- No choices are available in this scene.

Velvet-02:

- Player chooses one of Artesia, Gisele, and Jasmine to get a handjob. While the cost is normally 4 silver, there is a slight discount for 3 silver in this scene only.
- Each gilly will have a choice after going upstairs. The top choice raises Honesty by 1. The bottom choice raises Confidence by 1.

- Taking the “flirt” potion does not change anything as yet, but will affect later scenes. *It is highly recommended to try and choose who your favorite will be and take the flirt potion. This is the ONLY time the flirt potion will be offered to the player.*

Velvet-03:

- The MC will need at least 4 silver to start the scene, and 6 silver to complete this scene.
- Upon returning to the bordello, the player can choose to get some information about how the bordello sandbox works, decide to spend time with any gilly, or leave by choosing ‘no’. Leaving will lock out the bordello choice until the next evening.
- To finish this scene, the MC must get a handjob and blowjob from the same gilly AND choose her as his favorite when the option appears. The gilly chosen in Velvet-02 does count towards this.
- *Choosing a favorite does not lock out story content for Artesia, Jasmine, or Gisele. The pre-sandbox scenes are repeatable until the Velvet Drink is identified and successfully used, at which point the normal sandbox will be enabled and more options will open up.*
- If the player chooses Artesia or Jasmine as ‘favorite’, the option will be to either give them an orgasm by masturbating them or pay them five silver. *NOTE: if you pay your favorite five silver and then do not have enough to pay Lady Isolde, you will be barred from using the bordello’s services until you pay Lady Isolde back... with interest.*
- Choosing Gisele as favorite requires the silver payment. She will not take an orgasm as payment.
- Completing Velvet-03 begins the “Charis” story thread and eventually leads to opening Velvet Desires as a full sandbox location.

The Charis Thread follows the Velvet-03 scene and requires a little running around to investigate the potion's ingredients.

Charis-01:

- Investigate the velvet drink at the laboratory.
- Depending on your status with Cali, you will either need to visit her thicket in the forest or ring her bell outside the shop. Both take place in the morning.
- You can, technically, begin experimenting as soon as the investigation of the velvet drink is completed. Doing so, however, can lead to a loss of many ingredients without the true formula.

Charis-02:

- Charis-02 has an optional scene if you return to Rilea and choose "Talk to Beatrice." She will give you another ingredient for the velvet drink and offer to look into the rest for you. There's no choice for this, however you can either experiment with combinations of ingredients or wait for Beatrice to make some progress.
- Returning to Beatrice later will give you an extra clue.
- When the first experimental potion is created and kept (not dumped out), the scene is marked "completed." At this point, Charis-03 can now be triggered. Keeping the potion requires testing it out at Velvet Desires whether it is correct or not.
- If the potion is taken to Velvet Desires and the MC drinks it, the potion flag will be cleared and the experiment can be done again if it wasn't correct.

Charis-03:

- Upon returning to Velvet Desires with the correctly made velvet drink, the scene will automatically trigger and experimenting is no longer

available. The spell will display in the journal after the scene is completed.

- If the velvet drink is made improperly, the usual scene will play instead.
- The player can choose to have Jasmine participate in the scene or not, depending on whether they like to have trap/trans content. Choosing either changes only the visuals for the scene and nothing else.
- It does not cost silver to visit Velvet Desires... this time.
- It does not add any 'experience' to any of the girls, Isolde, or unlock any specific content.
- It does unlock the full 'sandbox' mode of Velvet Desires, which changes the renders and animations from prior scenes in the Velvet thread.
- This closes the Velvet Desires thread and marks it completed.
- Note for the SE version: this scene does not appear in the gallery. As such, you might want to make a save prior to the scene.

~~PICNIC~~

This is an essential thread for Katira/Goblin to be completed and requires scenes with Genny and Cali to be completed prior to its beginning.

Meeting-01:

- Various scenes need to be completed to mark this scene as fully completed. These are:
 - After the scene where Penny shows up to the shop unexpectedly, go to Genny's House four or more days later (even if you are not pursuing Genny romantically) to speak to her about Penny and the plan for the picnic.
 - If you are pursuing Genny romantically, you can choose to give her a withstand potion, which will give you +1 Knowledge.

- Go outside in the morning two or more days after Penny's unexpected visit to speak to Cali about Thornhill.
- Visit Thornhill after speaking to Cali to speak with Erranda about the picnic.
- After speaking with Erranda, talk to Katira/Goblin in the bedroom in the evening.

Meeting-02:

- The start of this scene requires the completion of Sephone02.
- Three days or more after speaking to Katira/Goblin, visit her in the morning and choose "Start the picnic" to begin the scene.
- After this scene, both Erranda's and Sephone's sandbox interactions are unavailable.

~~HEIST~~

This is the Heist thread and the information below will hold several spoilers for later in the game. There are two beginnings (Heist-01 scenes) depending on whether the MC is in a relationship with Lerran or not, however the results are basically the same, including the interactions with the minor characters in the scene.

Heist-01 (with Lerran):

- Three days or more after Fulcrum-07, going to Thornhill at morning, midday, or evening will trigger the start of this rather long scene.
- Two days or more after telling Iris about the clover, choosing "Go to Mills Way" during the night at the Rilea gates will begin the main section of this scene (see Heist-01 Main below).

Heist-01 (without Lerran):

- You can immediately go to the Rilea gates at night and choose “Find the archives” which triggers the Heist-01 Main section below.

Heist-01 Main:

- Before going into the guild archives, you can choose to take a Withstand, Charis, and/or Bravery potion(s), so long as you have them in your inventory. You will have the option to take more than one.
- Withstand does nothing. It’s a waste. Don’t take it.
- Charis will expand later game options with two minor characters, Salomae and Calen.
- Bravery will expand later game options with the minor character, Calen.
- Encounters:
 - Salomae (female)
 - Taking the Charis potion before going in will cause Salomae to become instantly attracted to the MC.
 - She will offer a blowjob if Lerran is not present, but the MC declines. Sorry.
 - Without the Charis potion, the dialogue will change and later scenes may not be accessible.
 - Calen (male)
 - There are several different outcomes with Calen, depending on what potions were taken prior to entry and by player choice. Read carefully.
 - If Charis & Bravery potions are both taken prior to entry:
 - “Push the adept lie” is available if Confidence is equal to or higher than Honesty and Lerran is present.
 - This gains +1 Confidence and gains Calen’s trust (used for later).
 - “Flirt. What harm could it do?” or “Flirt with him.”

- This choice opens up the option of a *possible* later NSFW scene with Calen, which will also have a choice for the player to accept or decline.
- “Uhh... nothing?”
 - Always available option if Lerran is present, no negative or positive results.
- “Get him to leave”
 - Always available option if Lerran is not present, no negative or positive results.
- If Charis is taken prior to entry, but Bravery is not:
 - “Push the adept lie” is available if Confidence is equal to or higher than Honesty and Lerran is present.
 - This gains +1 Confidence and gains Calen’s trust (used for later).
 - “Uhh... nothing?”
 - Always available option if Lerran is present, no negative or positive results.
 - “Get him to leave”
 - Always available option if Lerran is not present, no negative or positive results.
- Dialogue is very different depending on potions taken and whether Lerran is present during the scene or not.

Heist-02:

- Begin reading the book at the shop during the morning after returning from Rilea. The scene takes all day and can just be watched without clicking. It is coded to work much better as a watched scene without clicking until dialogue is present.

Heist-03:

- This scene does not have any interaction or choices to be made, and is simply a “meanwhile” scene with a couple new characters, including Tia Morach.

Heist-04:

- Triggered by going to the meadow during midday and looking for clover.
- Calling Tia ugly will raise Honesty by 1.
- Saying she looks mean raises Confidence by 1.
- All three options change some dialogue in the scene and later scenes.

~~PRICKLY PINK PLANT~~

No information on this thread is available yet.

~~PRIDEFALL~~

After Cali07, Pridefall becomes an active thread in the Journal, though it takes a while to advance in the thread. The beginning really starts after Cali10 and the conversation with Thayis. Pridefall is **Cali’s Endgame Thread**. What happens here heavily determines what happens with Cali through the eventual Esbat thread and her unique ending. Spoilers are kept to a minimum, but may happen. You’ve been warned.

Pridefall-01:

- After Cali10, Genny will appear at the shop during the day for some potions. Instead of payment, she will spread the word about Dyder, setting the dayflag for Pridefall-02 at 12 days. The MC then has the option to talk to others to lower the dayflag time for Pridefall-02's trigger.
- Optional: Iris - Enter Thornhill (morning, midday, evening) to lower the dayflag by 1.
- Optional: Beatrice - Go to her house in Rilea (morning, midday) to lower the dayflag by 2.
- Optional: Berton - Talk to him in his shop in lower Rilea (morning, midday, evening) to lower the dayflag by 2. *This is only available after talking to Beatrice.*
- Optional-ish: Valkan #1 - If Cali is being pursued, and the MC has asked Genny about Dyder, he will arrive at the shop during the morning to buy a lot of potions so long as the MC has at least one tincture, one sleep tea, one withstand, and one grips. The MC has options to sell one or all the potions for a price. The MC can choose a lower price if Valkan also gives up information on Dyder. *This can be a very expensive trade, depending on the number of potions carried, and Valkan will only pay ten silver for all the tinctures, sleep teas, withstands, and grips, but also lowers the dayflag by 2.*
- Optional-ish: Valkan #2 - If Cali is not being pursued, this scene will trigger if the MC has spoken to Max at the end of the Saving Sergeant Valkan thread, whether or not the MC has asked Genny about Dyder. *This can cause this scene to happen prior to the events of Pridefall and result in not being able to lower the dayflag.*
- Selling one potion of each to Valkan will gain 15 silver. Selling every potion will net 4 silver per potion (e.g. two tinctures, one sleep tea, one withstand, and two grips will net 24 silver [6 * 4]).

Pridefall-02:

- Go to the garden in the morning to trigger this scene after the dayflag has been reached.

Pridefall-03:

- This scene triggers in the field during the morning, four days after Pridefall-02.
- It will last from morning until night.

Pridefall-04:

- This scene is triggered on the Map screen at a location above Thornhill where three trees are marked. It can only be accessed when the scene is ready to be triggered, seven or more days after Pridefall-03 and only in the morning. *As of 0.6, the map has been updated and Dyder's Camp will be active and visible if the setting in the Preferences screen of the main menu is set to Show Map Names.*
- It will last from morning until night.

Pridefall-05:

- Going to Berton's shop during morning or midday will automatically trigger the scene so long as Berton isn't "out of town", which does happen at random times. If you don't find him one day, he will be there the next.
- Selling the stone to Berton is a **very bad idea** if you want the best ending with Cali.
- Keeping the stone actually gives the stone to Berton to have a pride symbol made for Cali. You can check back with Berton regarding the stone, but there is no update to the thread as of 0.6.

~~LORD OF THE HOVEL~~

The Lord of the Hovel thread is available after the Lerran11 scene and begins **Lerran's Endgame Thread** if the choice was made previously to pursue the other servants of Thornhill when Alisandra offered (see Alisandra01 in the Thorns thread) and Iris02 is completed.

Depending on the player's preference, the first scene in Lord of the Hovel will either continue the thread or close it off and possibly open another one later (not available as of 0.6)

Lord-01:

- Triggers in the garden, during the morning or midday, three or more days after Lerran11 is completed.
- Encouraging Lerran will continue the Lord of the Hovel thread and make Lord-02 available.
- Discouraging Lerran will stop the Lord of the Hovel thread and possibly open up a later thread.

Lord-02:

- Available three or more days after Lord-01 at night by visiting Lerran's room in the Thornhill servant's hovel.
- If foot fetish content is enabled with Lerran from previous scenes, foot massage images will appear.
- Lerran's choice for their first encounter relies on several factors, which are noted below.
 - If Lerran is futanari **AND** Erranda-06 is completed **AND** you chose either "open" or "polyamorous" in that scene, she will choose Erranda.
 - If Lerran is female **AND** you chose the threesomes path with Iris in Iris-02, she will choose Iris.
 - If neither of these are true, she will choose Nadine.
 - Nadine doesn't have an encounter scene as of 0.5. At this point, the Lord of the Hovel thread will pause until updated.

Lord-03:

- Erranda (with Lerran as futanari and Erranda in either human or elf form)
 - Triggered by entering Thornhill in the evening four or more days after Lord-02's completion.
 - You can give both Erranda and Lerran a Bravery or Flirt potion if you have them on you. They both do the same thing and alter situations within the scene (read below). At the bare minimum, it 'enhances' dialogue.
 - If you give Lerran either potion, she will lick Erranda's pussy rather than just watch.
 - If you give Erranda either potion **AND** she is set a polyamorous, she will give Lerran a blowjob during sex and there will be visuals of Erranda's juices falling into Lerran's mouth.
 - If you give Erranda either potion **AND** she is set as polyamorous **AND** you gave Lerran either potion, Lerran will perform some post-MC-orgasm eating of Erranda's pussy.
 - After the NSFW scene, if Erranda performed oral sex on Lerran, Lerran will ask what the MC thought of it.
 - Choosing "liked it" will open up later content in regards to others doing the same/similar acts.
 - Choosing "not a fan of it" will prevent later same/similar content from happening.
- Iris (with Lerran as female)
 - Triggered by going to Lerran's room at night four or more days after Lord-02's completion.
 - Before going to Iris's room, Lerran will ask for a Bravery potion. Giving her one, if you have it, will alter dialogue so Lerran is not so timid. Previous choices in other scenes also alter possibilities listed below.

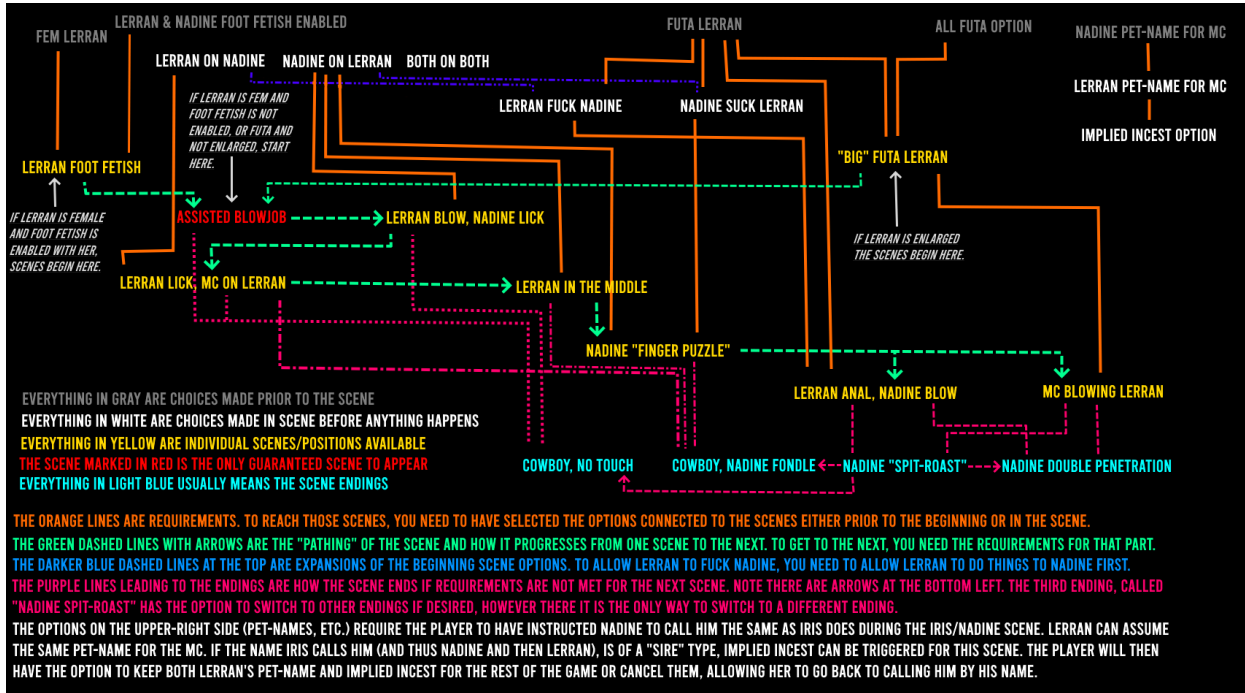
- If Lerran had her foot fetish activated **AND** the MC chose the foot fetish scene in Iris-02, the player can choose to watch a short foot worship scene between Lerran and Iris or not.
- The MC can either finger or fuck Lerran while she is pleasing Iris, depending on personal preference. Either option leads to the same ending, though a flag is set for future use.

Lord-03b:

- This scene is only available if Lerran is a futa and if all futa content was chosen back in Lerran04.
- It requires talking to Lerran in her room at night and having a withstand potion.
- The player will have the option to allow Lerran's cock to be enlarged via potions for later scenes. Not all scenes will have this option.
- This scene can only be triggered after the initial Lord-03 thread scene and Lerran12 have been completed.

Lord-04:

- If Lerran selects Nadine in Lerran12 (the onsen scene), it will become available several days afterwards by visiting Lerran in her room at the Thornhill Hovel.
- The entirety of choices in this scene is too long to type out. There is a diagram below.
- Choices previously made, including whether Lerran is female or futa and what content you've selected to be available will alter things greatly in this scene. Choices made in the scene also affect the outcomes. It's a heavily NSFW and animated scene.
- ***It is highly suggested you save before beginning this scene so alternate paths can be played and you can continue when you find an ending you are happy with. This scene does not appear in the SE gallery.***



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==SANDBOXES==
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Sandboxes are character-specific (for the most part) repeatable scenes. Certain characters will have scene specific, and unique, sexual interactions based on what the player chose previously in the game. They may also have conversational scenes with the main character but they are not listed here. Sandbox scenes, whether sexual or conversational, always forward time by one position.

Cali (requires Cali's Love Path):

- Blowjob.
- Vaginal sex: Requires having sex with Cali in Beatrice04 (first trip to Rilea) currently.

Genny (requires Genny's Love Path):

- Blowjob.
- Anal: Requires having 1+ Withstand potions and have had anal sex with Genny in a prior scene (this will be expanded on in future updates after 0.5)

Katira/Goblin (requires Katira/Goblin Love Path):

- Cunnilingus: Requires cunnilingus from Goblin-07 or Goblin-08.
- Footjob: Requires any foot fetish related choice in Goblin-08.
- Fingering: Available after sandbox opening.

Lerran (requires Lerran's Love Path):

- Blowjob: Requires Lerran-08 (where her hair changes).

Reece (requires Reece's Love Path):

- Blowjob.
- Cunnilingus.
- Fucking: You have the option to give Reece a flirt or bravery potion to activate her "role-play" mode. Not giving her one activates the "normal" dialogue fucking scene. The roles, as they are added, are listed below.
 - Gilly: Reece will act a little like a gilly while being fucked doggystyle.

Yanwei Shop (requires Yanwei's Love Path):

- You have the option to take a charis potion prior to the scene. Taking one sets the flag as "active" and opens content. Only one is ever needed. After taking it once, the option won't appear again.
- Blowjob.
- Vaginal sex: Requires having had vaginal sex with Yanwei previously or has completed the blowjob sandbox for Yanwei Shop first.
- Anal: Requires the charis potion to be taken previously and 1 withstand potion.
- Foot Worship/Footjob: Requires the "Yanwei Feet" flag to be set, which appears in Horace07, and is only triggered at that point if the MC enabled foot fetish content with the goblin.

Yanwei, through Horace:

- After the events of Horace08, if you agreed to let Yanwei give a handjob when giving her the first flirt potion, you can 'purchase' time with Yanwei.
- At the current time (0.6), a handjob and blowjob are available. Both have the option of Yanwei with or without her top and gloves on.
- If the main character was honest with Horace in Horace08, there will never be a charge for Yanwei's 'services'.
- If the main character was not honest with Horace in Horace08, it will cost 5 silver each time.
- The first time is activated during the menu choices prior to trading by asking about Sex with Yanwei.
- After the first time, Yanwei will appear in the main trading ledger where you buy/sell potions, ingredients, and seeds.
- The player has the option during the first time to allow Horace to speak during these scenes or to remain quiet. *This choice is permanent.*

Iris (requires Iris's Love Path):

- Iris's content is mostly unlocked during their conversation in Iris02.
- Handjob.
- Blowjob: Requires the blowjob to be completed in Iris03, OR a bravery potion, which will then open up the option in later sandbox visits.
- Boobjob: Requires explaining 'boobjobs' to Iris in Iris02.
- Analingus: Requires explaining anal sex to Iris in Iris02 and a bravery potion. After the first time, she will agree without the potion.
- Foot Worship/Footjob: Requires explaining foot fetish to Iris in Iris02, though it does not require the foot fetish ending in Iris02.

Erranda (requires agreeing to her offer in Erranda06):

- The choice of her sexual form in Erranda06 determines how she will appear in sandbox.
- Human missionary.

- Human doggy-style.
- Elf cowboy.
- Elf from behind, hair-pulling.

Nadine (see below for how to unlock):

- To unlock Nadine's sandbox, you must go visit her after the events of Iris03, whether you did anything with Iris in that scene or not.
- If you visit Nadine one night, she won't be available the very next night, but she will be available the night after that.
- Blowjob.
- Vaginal sex.
- Cunnilingus: There's an option to do it with her shirt on or off.

Sephone (see below for how to unlock):

- To enable sexual content for Sephone in sandbox, you must have sex with her in Sephone01.
- You can still visit without sexual content.

The Bordello:

- Before confirming the Velvet Drink recipe, these options are available and repeatable ("pre-sandbox"):
 - Artesia:
 - Handjob
 - Blowjob
 - Jasmine:
 - Handjob
 - Blowjob
 - Gisele:
 - Handjob
 - Blowjob
- After confirming the Velvet Drink recipe, the previous scenes are no longer playable and the sandbox fully opens with new images and animations:
 - Artesia:
 - Handjob

- Blowjob (if Artesia has given a handjob in either the pre-sandbox or sandbox)
 - Boobjob (if Artesia Experience \geq 10)
 - Footjob (if Artesia Experience \geq 15)
- Jasmine:
 - Handjob
 - Blowjob (if Jasmine has given a handjob in either the pre-sandbox or sandbox)
 - An option will appear to touch/stroke Jasmine during the blowjob.
 - If Jasmine is “warmed up” beforehand, she will cum during the scene.
 - Frottage/Cockrubbing (if Jasmine Experience \geq 10)
 - If Jasmine is “warmed up” beforehand, an option for a longer frottage scene will be offered.
 - “Warming Up”
 - If Jasmine is the MC’s favorite and has at least 15 experience, an option will appear to “Warm her up first...” which offers different content in her sandbox.
- Gisele:
 - Handjob
 - Blowjob (if Gisele has given a handjob in either the pre-sandbox or sandbox)
 - Assjob (if Gisele Experience \geq 10)

EXTRA SCENES & HIDDEN THREADS

Valkan04: If you have completed Odds-01, and Valkan has visited you regarding buying potions for the guard (in the Pridefall thread information), and you have three or more grips potions, going to the garden in the morning will trigger this scene.

Farmer01-03: Beginning on Day 9, if you have a sleep tea or healing tincture, you can encounter Norbent outside in the morning. *You must trigger this scene prior to Beatrice sending you ginseng seeds by delivery (Beatrice03). You must also agree to purchase the food from Norbent (there is no actual cost). Passing will block off this hidden thread and alter future events.* This will begin a small, unmarked thread of three scenes that will become important later in the story.

The second scene triggers after receiving the marriage doff from Miranda and the first Chimera. You need one flirt potion.

The third scene triggers after Cali returns from visiting Candleton and giving you news about Miranda (Girlfriend-05) and you've completed Fulcrum-01. In this scene, you have the option to purchase unique items from Norbent for silver. If you have 40 silver, you can get all the items. These include a light which allows you to craft potions at night, a rare book, and a unique key. The book and key do not yet have any uses as of the 0.6 update.

The Hostelry: After Odds-01, the player can visit the Hostelry at night from the lower city of Rilea. It allows sleeping there without having to go back to Aunt Beatrice's house, and costs 1 silver per night to sleep there.

DISCLAIMER

1. Some of these could be wrong, but I've been pretty meticulous about keeping track. If you believe something is in error, contact me on Discord at <https://discord.gg/xFxQMqqfwK>
2. Hints are not included here and will not be included here. If you need help, come by the Discord.

3. This guide is subject to change going forward, even so far back as the first version (0.1d). As events happen, they can be tied back to even the earliest parts of the story. One of the last events in 0.3 (Beatrice-04) calls all the way back to something that happened in Reece-02. It is suggested to save often just in case you want to go back and change something that happened.
4. There is no spoon.