

WALKTHROUGH

ZERO END (0.1.3C)

GAME BY STOLEN ROSE, WALKTHROUGH BY BACIENVU88

STOLEN ROSE PATREON:

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DEFAULT VALUES

Any:

[Player alignment 100]
 [Intuition 10][Intuition XP required 100]
 [Strength 10][Strength XP required 100]
 [Intellect 10][Intellect XP required 100]
 [Endurance 10][Endurance XP required 100]
 [Seduction 10][Seduction XP required 100]
 [Resilience 10][Resilience XP required 100]
 [Persuasion 10][Persuasion XP required 100]

Note: On level up of attribute, XP required is increased by 20%

Go to: [Patron Deity](#)

PATRON DEITY

Which God have I chosen as my patron deity?

Amaterasu

[Amaterasu]
 [Persuasion +3][Persuasion XP required 207]

Luna

[Luna]
 [Intuition +3][Intuition XP required 207]

Astarte

[Astarte]
 [Strength +3][Strength XP required 207]

Thoth

[Thoth]
 [Intellect +3][Intellect XP required 207]

Thor

[Thor]
 [Endurance +3][Endurance XP required 207]

Aphrodite

[Aphrodite]
 [Seduction +3][Seduction XP required 207]

Morrigan

[Morrigan]
 [Resilience +3][Resilience XP required 207]

None

[No god]
 [Persuasion +3][Persuasion XP required 207]
 [Intuition +3][Intuition XP required 207]
 [Strength +3][Strength XP required 207]
 [Intellect +3][Intellect XP required 207]
 [Endurance +3][Endurance XP required 207]
 [Seduction +3][Seduction XP required 207]
 [Resilience +3][Resilience XP required 207]

Note: The attribute being increased from the selected deity will require more XP than a normal attribute for the same level

Go to: [Day 1: Arrival at the Academy](#)

DAY 1: ARRIVAL AT THE ACADEMY

What should I do?

<i>Let her blow you</i>	«Rayne blowjob scene» [Rayne first day sex] [Seduction XP +60][Rayne affection +1] [Resilience XP +120]
<i>Refuse</i>	
Should I tell him?	
<i>Tell him about Rayne</i>	[Tell Brandon about Rayne] [Intuition XP +60][Brandon affection +1]
<i>Don't tell him</i>	[Persuasion XP +60]
Ok, great, now give an impromptu speech in front of a bunch of strangers without having prepared anything.	
<i>Give something that resembles a speech if [Persuasion >= 13]</i>	[Persuasion XP +30]
<i>Just say whatever</i>	[Entrance speech fail][Persuasion XP +90]
Should I intervene?	
<i>Intervene</i>	[Brandon fight intervened] [Resilience XP +60][Brandon affection +1] [Rayne affection +1][Marie affection +1]
<i>Don't</i>	[Intellect XP +60]
If [Rayne first day sex] and [Aphrodite]:	«Rayne masturbation scene»
Go to: Day 1: Campus exploration	

DAY 1: CAMPUS EXPLORATION

She's kinda pissing me off.	
<i>Retort</i>	[Persuasion XP +60]
<i>Let it slide</i>	[Intuition XP +60][Keira affection +1]
What now?	
<i>Fight her</i>	[Day 1 Keira fought] [Intuition XP +60][Keira affection +1]
Anyway, do I fight her myself or let Brandon do it?	
<i>I'll do it</i>	[Strength XP +60][Keira affection +1] [Episode 1 Keira defeated] [Day 1 Keira Brandon fight] [Day 1 Keira Brandon fight][Intellect XP +60] [Resilience XP +60]
If [Astarte]:	
Else:	
<i>Brandon seems to be into it</i>	
<i>Don't fight her</i>	
Where should I go?	
<i>Library</i>	[Ch 1 Day 1 freetime Alice] [Intuition XP +300][Alice affection +1] [Ch 1 Day 1 freetime Selena] [Intellect XP +300][Selena affection +1] Go to: Where should I go?
<i>Gym</i>	
Should I spend some time with Keira or go somewhere else?	
<i>Meet the Fairy</i>	
<i>Talk to Selena</i>	
<i>Leave</i>	
<i>Train with Keira</i>	[Ch 1 Day 1 freetime Keira]

Leave If [Day 1 Keira fought] and [Aphrodite]:
 [Strength XP +300][Keira affection +1]
 <<Keira masturbation scene>>
 Go to: Where should I go?

Go to: Day 1: Dorm room and party

DAY 1: DORM ROOM AND PARTY

Thing: Courageous or stupid? Death would be a blessing compared to bringing the wrath of the Others on you.

Talk it down
Curse the thing

[Persuasion XP +120][Player alignment +10]
 [Episode 1 demon cursed]
 [Endurance XP +120][Player alignment -20]

If [Episode 1 demon cursed]: Should I tell her?

Tell the truth
Lie

[Intuition XP +60][Selena affection +1]
 [Episode 1 Selena lied][Persuasion XP +120]
 [Resilience XP +60][Selena affection +1]

Else:

Who do I ask?

Rayne
Keira

[Episode 1 Day 1 Rayne asked party]
 [Episode 1 Day 1 Keira asked party]

She can't ask a question back. Should I point that out?

I shouldn't cut her off if [Intuition \geq 12]
Rules are rules

[Intuition XP +30]
 [Intuition XP +90]

If [Rayne first day sex]:

[Keira affection -1]

If [Episode 1 Day 1 Keira asked party] and [Keira affection \geq 3]:

Else if [Episode 1 Day 1 Rayne asked party] and [Rayne affection \geq 2]:

Else:

[Episode 1 Day 1 Keira after party]
 [Episode 1 Day 1 Rayne after party]
 [Episode 1 Day 1 Victoria after party]

Go to: Day 1 summary

DAY 1 SUMMARY

Day 1 maximum positive player alignment gain

[Player alignment +10]

Day 1 maximum negative player alignment gain

[Player alignment -20]

Day 1 maximum possible XP gain

[Intuition XP +630]
 [Strength XP +360]
 [Intellect XP +420]
 [Endurance XP +120]
 [Seduction XP +60]
 [Resilience XP +300]
 [Persuasion XP +330]

Day 1 maximum possible affection gain

[Alice affection +1]
 [Brandon affection +2]

[Keira affection +4]
 [Marie affection +1]
 [Rayne affection +2]
 [Selena affection +2]

Go to: Day 2: Morning

DAY 2: MORNING

Should I... try talking to him?

Try talking to Landon

If [Brandon fight intervened]:
 Else:

[Landon affection +1]
 [Intuition XP +90]
 [Episode 1 Day 2 Landon opened up]
 [Intuition XP +60][Landon affection +1]
 [Intellect XP +60]

Leave him be

Would I?

Explain to the class if [Persuasion >= 13]

Explain to the professor if [Intuition >= 13]

Challenge the professor if [Intellect >= 13]

If [Thoth]:

Else:

Feign ignorance

[Persuasion XP +90]
 [Intuition XP +90]
 [Intellect XP +90]
 [Intellect XP +90]
 [Intellect XP +150]

Then again, I've got two hours until lunch and nothing to do. I guess I could stay here and embarrass myself with Alice and Brandon.
 Alternatively, I could find literally anything else to do.

Stay

[Episode 1 Day 2 freetime Alice][Alice affection +2]

I shouldn't... right?

Retort

Ignore her

[Episode 1 Day 2 bitch retorted][Persuasion XP +90]
 [Resilience XP +90]

Try to find Keira and hang out with her

[Episode 1 Day 2 freetime Keira][Keira affection +2]

Alright, I expect it to be highly unpleasant. How do I approach this?

Brave the cold if [Endurance >= 13]

If [Thor]:

Use meditation technique

Any:

If [Keira affection >= 3]:

[Endurance XP +90][Resilience XP +60]
 <<Longer scene>>
 [Endurance XP +60][Resilience XP +90]
 <<Keira nude in water scene>>
 [Seduction XP +150][Resilience XP +300]
 <<Longer scene>>

Hang out with Rayne

[Episode 1 Day 2 freetime Rayne]
 [Endurance XP +300][Rayne affection +2]
 <<Rayne handjob scene>>
 [Seduction XP +150]
 <<Rayne titjob scene>>

If [Rayne affection >= 3]:

If [Episode 1 Day 1 Rayne after party]:

Go to: Day 2: The investigation

DAY 2: THE INVESTIGATION

If [Luna]:

«Partially different scene with the Dean»

If [Episode 1 Day 2 Landon opened up]:

[Episode 1 Day 2 murder clues +2]

If [Episode 1 Day 1 Victoria after party]:

[Episode 1 Day 2 murder clues +1]

Rayne texting: tell me smthng only we'd kno

Her Nature if [Episode 1 Day 1 Rayne after party]

[Rayne affection +1]

Favorite Lollipop if [Episode 1 Day 1 Rayne asked party]

[Rayne affection +1]

Harry Scott-Holland if [Episode 1 Day 2 freetime Rayne]

[Rayne affection +2]

Brandon

[Rayne affection +1]

Note: The investigation can be skipped if it has been completed before. If skip, go to: [After the investigation](#)

Investigating the body

«Select all body parts in any order»

If [Episode 1 Day 1 Victoria after party]: How am I going to determine the approximate time of death based on the information I have?

Feet

Go to: [Determining the approximate time of death](#)

Skin and body

«Correct answer»

Clothes

Go to: [Determining the approximate time of death](#)

Caleb: Honestly, I'm a bit hesitant in setting the cause of death as strangulation.

Selena: Why is that?

Neck

Go to: [Determining cause of death](#)

Hands

«Correct answer»

Clothes

«Correct answer»

Investigating the room

«Select all options in any order»

Was the victim killed before or after being placed here?

Before

Go to: [Was the victim killed ...](#)

After

«Correct answer»

Selena: Maybe he was poisoned? A muscle paralytic would cause asphyxia, right?

Caleb: Hmm...

Poison

Go to: [Maybe he was poisoned?](#)

Magic

«Correct answer»

Blackmail

Go to: [Maybe he was poisoned?](#)

Caleb: Let me examine the place. I'm sure she's left me something here.

Select the lights in the following order:

«Upper left»

«Upper middle»

«Right»

«Lower middle»

«Lower left»

Caleb: They're not. It's a pigpen cipher.

Caleb: Let's just see if I can remember it...

The answer to the pigpen cipher is: <<SONG>>

Note: The poem is the third verse of *Cassilda's Song* from *The King in Yellow* by Robert W. Chambers.

Must die unheard in dim...

The ending to the poem is: <<Carcosa>>

After the investigation

Any:

[Intellect XP +300]

Go to: Day 2: Party

DAY 2: PARTY

I could go out and meet with her, but Brandon wanted me to help him pick his 'gigachad outfit.'

What should I do?

Stay and help Brandon

Go see Brianna

[Brandon affection +1]

<<Brianna blowjob scene>>

[Brianna affection +1]

Brianna: Could you slap me so I do a better job?

Slap her

Don't

[Brianna affection +2]

[Brianna affection +1]

If [Seduction >= 13]:

[Episode 1 Day 2 Chloe number]

Silver is too volatile. Otherwise, I could excuse myself. What do I do?

Ask Odette to dance

Find Brandon

Excuse myself to the restroom

If I can overpower the anxiety attack that is...

What do I do?

Anchor myself if [Resilience >= 13]

Fresh air

[Episode 1 Day 2 Odette sex][Virginty lost]

[Seduction XP +150]

[Episode 1 Day 2 Chloe befriended]

[Brandon affection +1]

[Episode 1 Day 2 Chloe befriended]

[Resilience XP +60]

[Resilience XP +90]

If [Episode 1 Day 2 Chloe befriended] or [Seduction >= 13]:

[Episode 1 Day 2 Chloe number]

UberEdge: Promise it'll be fun though...

Dance

If [Morrigan] or [Aphrodite]:

Else:

Refuse

[Episode 1 Day 2 Swansong name]

[Episode 1 Day 2 Swansong sex][Virginty lost]

[Seduction XP +150]

[Episode 1 Day 2 Swansong bit]

If [Episode 1 Day 2 Swansong name]:

[Episode 1 Day 2 Swansong name]

Alright, Brandon probably left already. I still need to stall about ten more minutes.

How do I do this?

Fight with Swansong. The fight has three phases and the goal is to buy enough time for Brandon to arrive.

Each phase consists of three rounds.

When fighting, the higher the requirement of the attribute the more time is used up. The choices are for at least 10, 12 and 13 respectively.

Reroll to get new randomized options.

In phase 1, [Intellect] and [Persuasion] are used.

In phase 2, [Intuition] and [Resilience] are used.

In phase 3, [Strength] and [Endurance] are used.

If the timer until Brandon arrives gets to 0:

«Success»

[Persuasion XP +30][Intuition XP +30]

[Strength XP +120][Intellect XP +30]

[Endurance XP +30][Resilience XP +30]

[Keira affection +1]

«Fail»

[Persuasion XP +90][Intuition XP +90]

[Strength XP +200][Intellect XP +90]

[Endurance XP +90][Resilience XP +90]

If all phases are done without the timer until Brandon arrives getting to 0:

If [Episode 1 Day 2 Odette sex] and [Episode 1 Day 2 Swansong sex]:

Else if [Episode 1 Day 2 Odette sex]:

Else if [Episode 1 Day 2 Swansong sex]:

Else:

[Marie affection +1]

[Marie affection +1]

[Marie affection +2]

[Go to: Day 2 summary](#)

DAY 2 SUMMARY

Day 2 maximum positive player alignment gain

[Player alignment +0; Cumulative +10]

Day 2 maximum negative player alignment gain

[Player alignment -0; Cumulative -20]

Day 2 maximum possible XP gain

[Intuition XP +270; Cumulative +900]

[Strength XP +200; Cumulative +560]

[Intellect XP +600; Cumulative +1020]

[Endurance XP +390; Cumulative +510]

[Seduction XP +450; Cumulative +510]

[Resilience XP +570; Cumulative +870]

[Persuasion XP +270; Cumulative +600]

Day 2 maximum possible affection gain

[Alice affection +2; Cumulative +3]

[Brandon affection +2; Cumulative +4]

[Brianna affection +3; Cumulative +3]

[Keira affection +3; Cumulative +7]

[Landon affection +2; Cumulative +2]

[Marie affection +2; Cumulative +3]

[Rayne affection +4; Cumulative +6]

[Selena affection +0; Cumulative +2]

[Go to: Day 3: Morning](#)

DAY 3: MORNING

Would I?

Find Alice

[Episode 1 Day 3 Alice House]
[Endurance XP +400][Alice affection +2]
[Brianna affection +1]

Go with Brianna

I need to do something...

Hurt her

[Episode 1 Day 3 Brianna Hurt]
[Strength XP +200][Brianna affection +2]

Leave

If [Episode 1 Day 3 Brianna Choice Leave < 2]: [Episode 1 Day 3 Brianna Choice Leave +1]

Go to: I need to do something...

Else: [Resilience XP +200]

Any:

[Strength XP +200]
«Note: game says Resilience but increase Strength»

Rather, do I want to spend time with her or someone else?

Spend time with Selena

[Episode 1 Day 3 Selena Date]
[Intuition XP +400][Selena affection +2]
[Episode 1 Day 3 Rayne Date]
[Seduction XP +400][Rayne affection +2]

Spend time with Rayne if [Rayne affection >= 4]

Rayne: Oh? Like what?

Lollipop flavor and sweets if [Episode 1 Day 1 Rayne asked party]

[Episode 1 Day 3 Rayne Candy]

Go to: Rayne: Oh? Like what?

Succubus

[Episode 1 Day 3 Rayne Succubus]

Go to: Rayne: Oh? Like what?

Poetry if [Episode 1 Day 2 freetime Rayne]

[Episode 1 Day 3 Rayne Poetry]

Go to: Rayne: Oh? Like what?

That's it

Spend time with Alice if [Episode 1 Day 3 Alice House]

[Episode 1 Day 3 Alice House]
[Endurance XP +400][Alice affection +2]

Any:

[Episode 1 Day 3 Invisibility 1]
[Episode 1 Day 3 Protection 1]
[Episode 1 Day 3 Confusion 1]
[Episode 1 Day 3 Persuasion 1]

The sun will set soon. If I want to leave, it will have to be now.

What do I do?

Stay

Leave

If [Episode 1 Day 2 Chloe number]: Actually, there's one last call I can make, before I do that. Should I?

Call Chloe

«Ending 1 A»

Don't

«Ending 1 B»

Else:

«Ending 1 B»

Well, almost all the pieces are in place, but I do have time to do one last thing...

See Rayne if [Rayne affection >= 6] and [Episode 1 Day 3 Rayne Date]

[Relationship Rayne]

	Rayne: Your pick, lover. Face Mouth See Keira if [Keira affection >= 5] Neither	«Sex scene with Rayne» [Relationship Keira] «Sex scene with Keira»
Any:		[Episode 1 Day 3 Invisibility -1]
Go to:	Day 3: Investigation	

DAY 3: INFILTRATION

Any:		[Episode 1 Day 3 Intruder Alert 0] [Max Health [Endurance] * 10] [Max Mana ([Intuition] + [Intellect]) * 10] [Current Health [Max Health]] [Current Mana [Max Mana]]
------	--	--

See [Appendix A](#) for a map of the infiltration area

Note that all infiltration information flags are persistent, so you only need to find them in your first playthrough. There are altogether 10 different infiltration information flags.

For all rooms:

If [Episode 1 Day 3 Intruder Alert >= 5]:

Go to: Day 3: Infiltration

If [Current Health <= 0]:

Go to: Day 3: Infiltration

Room 1: Start

Left: Go to: Room 4: Basement Entrance

Forward: Go to: Room 2: Front Entrance

Right: Go to: Room 3: Window Entrance

Room 2: Front Entrance

Back: Go to: Room 1: Start

Cultist:

Bluff your way past if [Persuasion >= 12]

If [Amaterasu]: That's not good...

Use the persuasion talisman if [Episode 1 Day 3 Persuasion > 0]

[Episode 1 Day 3 Persuasion -1]

Don't

Any:

[Episode 1 Day 3 Intruder Alert +1]

Go to: Room 6: Entrance Hallway

Bluff your way past (-40 Mana) if [Current Mana >= 40]

[Current Mana -40]

That's not good...

Use the persuasion talisman if [Episode 1 Day 3 Persuasion > 0]

[Episode 1 Day 3 Persuasion -1]

Don't

Any:

[Episode 1 Day 3 Intruder Alert +1]

Go to: Room 6: Entrance Hallway
 Use the persuasion talisman if [Episode 1 Day 3 Protection > 0]
 Go to: Room 6: Entrance Hallway
 Back
 Go to: Room 2: Front Entrance

Room 3: Window Entrance

Left: Go to: Room 1: Start
 Right: Go to: Room 4: Basement Entrance
 Decorative fence thing:
 Climb if [Endurance >= 12]
 Go to: Room 10: Common Room
 (Alert) Climb [Episode 1 Day 3 Intruder Alert +1]
 [Endurance XP +200]
 Go to: Room 10: Common Room
 Boost your abilities with magic (-30 Mana) if [Current Mana >= 30] [Current Mana -30]
 Go to: Room 10: Common Room
 Back
 Go to: Room 3: Window Entrance

Room 4: Basement Entrance

Left: Go to: Room 3: Window Entrance
 Right: Go to: Room 1: Start
 Basement cellar door:
 Pry it open if [Strength >= 12]
 Go to: Room 18: Basement
 (Alert) Pry it open [Episode 1 Day 3 Intruder Alert +1]
 [Strength XP +200]
 Go to: Room 18: Basement
 Boost your abilities with magic (-30 Mana) if [Current Mana >= 30] [Current Mana -30]
 Go to: Room 18: Basement
 Back
 Go to: Room 4: Basement Entrance

Room 6: Entrance Hallway

Forward: Go to: Room 7: Corridor A
 Right: Go to:

Room 7: Corridor 1

On first entry: [Persuasion XP +200]
 Left: Go to: Room 11: Corridor 2
 Forward: Go to: Room 10: Common Room
 Right: Go to: Room 9: Room B
 Back: Go to: Room 6: Entrance Hallway

Room 8: Room A

Back: Go to: Room 6: Entrance Hallway
 Documents on bookshelf: [Episode 1 Day 3 Infiltration Cult]

Room 9: Room B

Back: Go to: Room 7: Corridor 1
 Book on bed: <<Lore>>

Room 10: Common RoomBack: [Go to: Room 7: Corridor 1](#)

Rules poster: [Episode 1 Day 3 Infiltration House Rules]

Room 11: Corridor 2Left: [Go to: Room 25: Stairs up](#)Forward: [Go to: Room 13: Corridor 3](#)Right: [Go to: Room 12: Room C](#)Back: [Go to: Room 7: Corridor 1](#)**Room 12:** Room CBack: [Go to: Room 7: Corridor 1](#)

Dilapidated bureau: (One time only)

Move it if [Strength \geq 12]If [Resilience \geq 12]:

Else:

[Go to: Room 12: Room C](#)*Move it (-40 Mana)* if [Current Mana \geq 40]If [Resilience \geq 12]:

Else:

[Go to: Room 12: Room C](#)*(Alert increase) Move it*If [Resilience \geq 12]:

Else:

[Go to: Room 12: Room C](#)*Back*[Go to: Room 12: Room C](#)

Book on mantelpiece:

[Episode 1 Day 3 Infiltration Mirror World]
[Current Health -30][Resilience XP +200][Current Mana -40]
[Episode 1 Day 3 Infiltration Mirror World]
[Current Health -30][Resilience XP +200][Episode 1 Day 3 Intruder Alert +1]
[Episode 1 Day 3 Infiltration Mirror World]
[Current Health -30][Resilience XP +200]

[Episode 1 Day 3 Infiltration Endless]

Room 13: Corridor 3

Left:

If it's the first time going this way:

If [Landon affection \geq 1]:[Go to: Room 17: Landon's Room](#)

Else:

If [Thor] and [Astarte]:

[Go to: Room 17: Landon's Room](#)

Else:

[Go to: Room 14: Corridor 4](#)Forward: [Go to: Room 16: Room D](#)Right: [Go to: Room 15: Soror Obscura's Room](#)Back: [Go to: Room 11: Corridor 2](#)

Cultist:

Cult's activities if [Persuasion \geq 12][Go to: Room 13: Corridor 3](#)*Cult's activities (-40 Mana)* if [Current Mana \geq 40][Go to: Room 13: Corridor 3](#)*Anything important I should know?*[Go to: Room 13: Corridor 3](#)*Back*[Current Health -25]
[Episode 1 Day 3 Intruder Alert +1]
[Episode 1 Day 3 Protection -1]If first time talked to cultist: [Persuasion XP +200]
[Episode 1 Day 3 Infiltration Cult]

[Current Mana -40][Episode 1 Day 3 Infiltration Cult]

[Episode 1 Day 3 Infiltration House Rules]

Go to: Room 13: Corridor 3

Room 14: Corridor 4

Right: Go to: Room 17: Landon's Room
 Back: Go to: Room 13: Corridor 3

Room 15: Soror Obscura's Room

Back: Go to: Room 13: Corridor 3

Bookshelf:

If [Intuition >= 12] and [Episode 1 Day 3 Infiltration Mirror World]:
 If [Resilience >= 12] or [Endurance >= 12]:
 Else:

[Episode 1 Day 3 Infiltration Mirror World]
 [Current Health -30][Resilience XP +200]

Go to: Room 15: Soror Obscura's Room

Book on nightstand:

[Episode 1 Day 3 Infiltration Obscura]

Go to: Room 15: Soror Obscura's Room

Room 16: Room D

Back: Go to: Room 13: Corridor 3

Book on shelf:

Go to: Room 16: Room D

<<Lore>>

Hidden compartment under bed:

If [Intellect >= 12]:

[Episode 1 Day 3 Infiltration Sorrow]

Go to: Room 16: Room D

Room 17: Landon's Room

Back: Go to: Room 14: Corridor 4

Book on dresser:

If [Episode 1 Day 3 Infiltration Landon Diary]:

[Episode 1 Day 3 Infiltration Doppelgangers]
 [Episode 1 Day 3 Infiltration Landon Diary]

Poster if [Episode 1 Day 3 Infiltration Landon Diary]:

<<Lore>>

Room 18: Basement

On first entry: What do I do?

(Mercy) Just leave

(Severity) Interrogate it

[Player alignment +10]
 [Player alignment -20]
 [Episode 1 Day 3 Intruder Alert +1]
 [Episode 1 Day 3 Infiltration Doppelgangers]
 [Episode 1 Day 3 Infiltration Invictus]
 [Episode 1 Day 3 Infiltration Endless]
 [Episode 1 Day 3 Infiltration House of Hestia]

Stairs: Go to: Room 14: Corridor 4

Room 19: Samael & Stairs Down

Left: Go to: Room 20: Invictus's Room A

Right: Go to: Room 22: Marie's Room

Back: Go to: Room 25: Stairs up

Samael if [Episode 1 Day 3 Infiltration Attic Access]

Answer the riddle

If [Thoth]:

[Episode 1 Day 3 Infiltration Attic Access]
 [Episode 1 Day 3 Infiltration Samael Unbound]
 [Episode 1 Day 3 Infiltration Attic Access]
 [Episode 1 Day 3 Infiltration Samael Unbound]

Else if [Luna]:

Else if [Morrigan]:	[Episode 1 Day 3 Infiltration Attic Access]
Else if [Intellect >= 12]:	[Episode 1 Day 3 Infiltration Attic Access]
Else:	
The answer to the riddle is: <<Kether>>	[Episode 1 Day 3 Infiltration Attic Access]
Don't	
Go to: Room 19: Samael & Stairs Down	
Ladder if [Episode 1 Day 3 Infiltration Attic Access] and [Episode 1 Day 3 Infiltration Room 24.1 Seen]	[Episode 1 Day 3 Infiltration Invictus]
	[Episode 1 Day 3 Infiltration Room 24.1 Seen]
Room 20: Invictus's Room A	
On first entry and [Intuition >= 13]:	[Episode 1 Day 3 Infiltration House of Hestia]
Left: Go to: Room 21: Invictus's Room B	
Back: Go to: Room 19: Samael & Stairs Down	
Room 21: Invictus's Room B	
Right: Go to: Room 20: Invictus's Room A	
Back: Go to: Room 26: Invictus's Room C	
Desk:	
If [Episode 1 Day 3 Infiltration Sorrow Note]:	[Episode 1 Day 3 Infiltration Sorrow]
	[Episode 1 Day 3 Infiltration Sorrow Note]
Filing Cabinet:	<<Lore>>
Room 22: Marie's Room	
Back: Go to: Room 19: Samael & Stairs Down	
Room 23: Library	
On first entry:	[Episode 1 Day 3 Infiltration Eye]
Back: Go to: Room 26: Invictus's Room C	
Room 25: Stairs up	
Right: Go to: Room 19: Samael & Stairs Down	
Back: Go to: Room 11: Corridor 2	
Room 26: Invictus's Room C	
On first entry:	
If [Resilience >= 12]:	
Else:	[Episode 1 Day 3 Intruder Alert +1]
	[Current Health -30][Resilience XP +200]
Left: Go to: Room 23: Library	
Right: Go to: Room 21: Invictus's Room B	
Curtain:	
If at least 6 infiltration information entries obtained: This action will end the infiltration sequence. Proceed?	
Yes	
Go to: Infiltration climax	
No	
Go to: Room 26: Invictus's Room C	
Infiltration climax	
Invictus: ...any last words?	
(Resilience 15) Flip him off	<<No actual check>>
Don't	

[Go to: Day 3 summary](#)

DAY 3 SUMMARY

Day 3 maximum positive player alignment gain

[Player alignment +10; Cumulative +20]

Day 3 maximum negative player alignment gain

[Player alignment -20; Cumulative -40]

Day 3 maximum possible XP gain

[Intuition XP +400; Cumulative +1300]

[Strength XP +600; Cumulative +1160]

[Intellect XP +0; Cumulative +1020]

[Endurance XP +600; Cumulative +1110]

[Seduction XP +400; Cumulative +910]

[Resilience XP +400; Cumulative +1270]

[Persuasion XP +400; Cumulative +1000]

Day 3 maximum possible affection gain

[Alice affection +2; Cumulative +5]

[Brandon affection +2; Cumulative +4]

[Brianna affection +3; Cumulative +6]

[Keira affection +0; Cumulative +7]

[Landon affection +0; Cumulative +2]

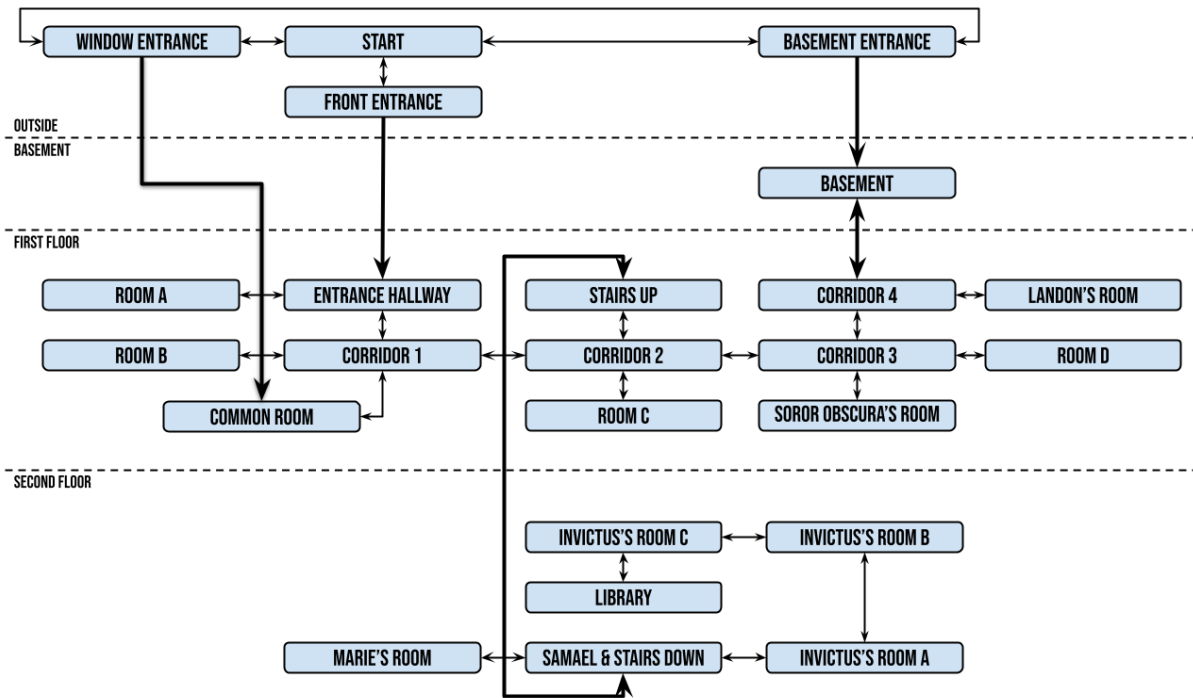
[Marie affection +0; Cumulative +3]

[Rayne affection +2; Cumulative +8]

[Selena affection +2; Cumulative +4]

[Go to:](#)

APPENDIX A: DAY 3 INFILTRATION MAP



APPENDIX B: XP TABLE

Level	Normal attribute		Deity attribute	
	Required XP	Total XP required	Required XP	Total XP required
10 → 11	100	100	N/A	N/A
11 → 12	120	220	N/A	N/A
12 → 13	144	364	N/A	N/A
13 → 14	173	537	207	207
14 → 15	208	745	249	456
15 → 16	249	993	299	754
16 → 17	299	1292	358	1112
17 → 18	359	1650	430	1541
18 → 19	430	2080	516	2056
19 → 20	516	2596	619	2674
20 → 21	620	3216	742	3416
21 → 22	744	3959	891	4306
22 → 23	892	4850	1069	5374
23 → 24	1070	5920	1282	6656
24 → 25	1284	7204	1539	8194