

Star Knightess Aura Max Lewdness

Guide (for V0.43.x)

IMPORTANT NOTE REGARDING PUBLIC RELEASE:

So you might have noticed with 0.13.0 the delay of the public release increased by 3 weeks and yeah it's unfortunate that happened but if you'd like to play the game earlier and support the continued development of the game without wasting a bunch of money on Patreon now you can buy the game In. litch.io for a single payment of 18 USD and get access to all future

Internal Releases or in other words null the 3 weeks delay. Keep in mind the game **WILL** continue to be free in the future but that's just an option you can do now. As for what this means for the guide now, as I did buy the game I'll continue updating it like normal and if the area I'm pointing to says [TO BE IMPLEMENTED] means that you'll just have to wait until the proper public release.

IF YOU NEED HELP WITH MORE SPECIFIC STUFF IN THE GAME YOU MIGHT PREFER TO CHECK THE WIKI [Here](#)

READ THIS TOTALLY NOT INTENTIONAL ALL CAPS PART AS IT EXPLAINS THE MOST IMPORTANT PART OF THE GUIDE BEFORE ANYTHING, LET ME SAY MY GUIDE IS NOT THE ONLY WAY TO PLAY THE GAME NOT TO MENTION THE GUIDE IS OPTIMIZED TO SUCH AN ABSURD DEGREE THAT SOME THINGS MIGHT SEEM EXTREMELY DIFFICULT, SO YOU DON'T HAVE TO FOLLOW EVERYTHING I SAY TO THE WORD OF THE LETTER AND SURE SOME THINGS YOU HAVE TO DO IN ORDER TO GET MAX LEWDNESS, THAT IS EXPLAINED A LITTLE FURTHER DOWN, BUT IT'S NOT LIKE IF YOU SCREW UP IN 1 DAY OR DON'T FOLLOW SOMETHING I SAY MEANS YOU'LL HAVE TO RESTART THE ENTIRE GAME ALL OVER AGAIN YOU JUST MIGHT NEED TO IMPROVISE A LITTLE

There are also 3 less important things, and remember, you don't have to follow these guidelines to the letter, but I mean you should be able to tell if it would make things easier or not.

1: Try to save as many healing items as possible and only heal when it's absolutely necessary as trust me you will need them for a very particular dungeon late in the game even in the easiest difficulty

2: If I say to Back Attack an enemy (Starting a battle by, well, touching them from behind) to get a free turn do so as on those occasions that's normally the only way you'd be able to survive with my strategy

AND 3 AND MOST IMPORTANT OF ALL: If you reeeeeeally want to follow everything I say to the letter make a save at the start of each day don't overwrite it and if you screw something up that day just return to that save instead of having to play through the entire game all over again.

Or you know just save scum

With that all out of the way... Time for another text wall!

So here it is the moment you have all been waiting for (Probably not but go along with it) For the start of the most difficult to optimize Run you can possibly do in the game. So before starting you might be wondering What IS a Max Lewdness Run? Well, ever since 0.5.0 all Lewd scenes have had a Pink version which at first didn't do anything besides adding a few extra lines of dialogue and you could even watch them in the Recollection room even if you didn't see it's Pink variant However after 0.6.2 it changed so it's now the Corruption equivalent to a Purity Run (though thankfully nowhere near as difficult), where if you manage to watch all Pink Scenes, you'll get points for Bonuses for NG+ that will make a Purity Run far easier if you so desire to try that. Unfortunately with 0.13.0 It changed even further so now there is a minimum Lewdness cap it's a bit difficult to explain but basically it means that now you have to see the scenes in a specific order so if you want max lewdness you can see the order in [here](#)

So to watch a Pink Scene, all you have to do is reduce Willpower to 0 sounds easy, right? well yes and no in order to reduce it to 0 you either have to use Vitality Potions or what makes this so difficult to optimize increase Corruption every point of Corruption you currently have (C) or Lewdness (L) equals 1 point of Willpower (W) so if you currently have 19 C and 1 L it will reduce W by 20, another problem of the Pink Scenes is that most of them end the day so if you used 5 Vitality Potions to watch 1 Pink scene that is a massive waste of resources and that's where C, L, and the scenes that don't end the day come in if you watch the scenes that don't end the day they will increase L more so it becomes easier to reduce W to 0 without using Potions however even those scenes have a problem as they will recover W by 20 so you really need to know what you're doing if you plan to see all the pink scenes

The last thing to mention is while it really doesn't matter in which order you do the Mental Changes there IS a clear way to make seeing the scenes as efficiently as possible, for example the Mental Change from day 24 begins a 7 Day timer for another scene and not to mention you also have to wait that amount of time for another Mental Change so I'll be showing what I believe is the most efficient way to do the Mental Changes but feel free to Ignore it if you wish. The Guide will at times assume you were following it though
Also you might have already figured it out but.

Pink are for things related to, well, Pink Scenes, you know the entire point of this guide.

Red are the Mental Changes

Orange are for Bosses, Quests, and Important things that you should always read

Time to start? Nope moar text walls!! Joking aside this last one is the most important one

PLEASE READ BEFORE STARTING

So I've been thinking I originally made this guide to keep track of my own route but after a while I realized my way of playing the game (Super Optimized to the point that it's both difficult to follow and do) might be a little to complicated for the average player of a hentai game not to mention getting

max lewdness should be more of a relaxed way to play rather than worrying about making a mistake that would force you to play through the entire game all over again.

So from here on out I'll write the guide from the Story mode Difficulty which not only makes the enemies way easier but far more importantly is that it removes the corruption limit which if you surpass you'll need to start the game all over again as I mentioned before, not only that but it also allows you to SK (Star Knightess A.K.A Remove Collar) with no repercussions so you could literally SK every single enemy in the game obviously that would take forever but if at any point during the guide you find a boss that is to difficult simply SK it.

The only downside of playing on Story Difficulty is that you won't be able to get any points for NG+ and for the whole 3 of you that probably care about that I apologize but I think this is for the best so people don't get frustrated with the game, however if you still want to play on Normal or want an actual challenge check this [here](#) for my other guide of the game that really shows just how difficult this game can get... No? Nobody? Well I can't say I didn't try.

THIS PART DOWN HERE IS THE ONLY REALLY IMPORTANT ONE

But yeah TL;DR when choosing the difficulty at the start of the game choose Story Mode as that will be the only way most of the Guide will make any sense. One last thing but if you still want Max Lewdness and playing on Normal check [here](#) for the list of lewd scenes in the game you particularly want to prioritize the Hermann scenes as once you see the 5th one it will no longer be difficult to see the pink scenes

Useful In-game commands and how to transfer saves

Transferring Saves between versions

On PC: Download the latest version and copy paste your save folder into it.

On Android: Simply update your app.:

On Mac: Download the latest version and copy paste your save folder in Game.app/Contents/Resources/app.nw/saves into it

In-game Commands

Holding CTRL will speed up the combat and dialogue

Pressing F6 and F9 will bring the save and load menus respectively

Pressing F5 will reset the game

Day 1 to 3

- I won't bother with the intro since it's pretty easy fought at least I'll mention how to defeat the boss and normal enemies.
For the normal enemies use Bite of the Snake then Slash of the Tiger
For the boss. Power of the Horse, Step of the Rat, Bite of the Snake, Attack, Attack
Heal with Energy of the Rabbit whenever you go below 2000 HP

- As you enter the **Abandoned Shrine** you'll automatically learn the Recall Spell which you can use to return to the Shrine from wherever and whenever you want so always remember to use it once you are done in a dungeon or you need to go

somewhere faster, also keep a lookout for the stone murals through the game as you also can use those for fast travel

- Get the 35 Gold from the Skeleton and the Clear Gem in the shiny spot which you can use from the key items to see the lewd scenes through the game, again though you first need to unlock them
- Head to **Trademond** to the right and talk to the Black Priestess in the Church on the top left to start the **(Deliver Medicine) Quest** The farm is directly to the south and to the right in the world map
- To the right of the Church talk to the white haired guy to fight. **Brawler Quentin: Attack**
- **Guard Lorentz:** (Guard standing bottom left corner outside center building) Guard for 10 turns until you see 2 messages then just attack
- In the Boar Hut in the first building to the left fight **Mercenary Reiner:** Attack 2 times, Guard then just keep attacking
- **Talk to the Boar Hut master to begin the (Lack of Flavor) Quest** Go to the forest, defeat all the goblins, collect the 4 purple herbs and help the guy on the bottom right to start the **(Lost Engagement Ring) Quest** but don't bother getting the ring yet.
There are also 4 Apples in shiny spots 5 more on a corpse up from the entrance and a Bomb



- In the Church Buy 1 Blessed Water but **DON'T USE IT**, though fun trivia: if you do use the Blessed Water you'll be able to see a bit of an Easter Egg during the scene in the Mental World after trying to activate the crystal
- Complete the remaining things for **(Getting Started)** by talking to the guard at the entrance and in the Boar Hut and joining the guild to the right

- **Start the 1st Guild Quest (Spider Infestation)** Go to the mine to the north of Trademond and talk to Charlotte there, and oh look she mentions that you could learn a weakness of the Spider Queen from an experienced adventurer, gee if only you talked to one recently, maybe one with a sick daughter or something "Wink Wink"
- Before entering the mine get an Ether on a chest on the cliff by climbing a vine to the right.
Use the Bomb to blow the rock blocking the entrance and inside go right stop at the room south to get 25G on the body. Go all the way up and to the left then follow the first path down to get to the queen try to avoid all other battles as they don't give anything if you run into the group of 8 use Slash with John
- For the queen you can light the torches if you want but you can just use attack with everyone and Heat Up with Charlotte
- **This is also a good moment to remind never to forget to report the quests as sometimes they NEED to be reported in order to unlock other quests like this one for example if you report it, a new quest will appear but if you don't report it it will never appear**

ITEMS PER AREA

- DO NOT SPEND TIME WITH CHARLOTTE AFTERWARDS OTHERWISE YOU WON'T BE ABLE TO WATCH A LEWD SCENE TOMORROW
- In the Bookstore to the right of the Guild buy the book **(Luck is Also A Skill!)** and read it in the Abandoned Shrine
(The book does nothing but it will be necessary for a sidequest much later in the game)
- **Open the Surface Relationships Room**

3-----

- Go back to the Forest and go into the hidden cave on the lower right to the right of here



- Get the vine on the wall and always keep on the lookout for those
Use 1 Blessed Water, that might sound strange since Corruption is at 0 but just trust me on this one. Go down to SK (Star Knightess A.K.A Remove Collar) the Mutated Hydrangea, however, DON'T ATTACK IT, instead just Guard until it uses

Mind Pollination 10 times as each use reduces Willpower by 10 You can also hold CTRL to speed it up it's still pretty tedious but thankfully enough this will be the only time it will be necessary. Afterwards just use Breath of the Dragon to finish it off. It drops a Mutated Spore and get the Star Metal and Ether

- Back in the city sell the Star Metal in the Workshop in the middle left building and all future 9 ones as well
- Go to the Alchemist on the middle right building and ask him for a discount for the first lewd scene
Give him the Mutated Spore and Buy 2 Vitality Potions and 2 Mana Stones
(Use all the Mana Stones you find or buy on Aura)
- Use 1 Vitality Potion then go to the Guild and speak to John and Paul they will tell you Charlotte is in jail, go there to help her(It's the building where Quentin is) and to watch another lewd scene
- Use the other Vitality Potion and talk with the NPC with a heart bubble to the left of the building in the center, this technically doesn't have a pink version but you still get an extra Cheating stat point and speaking of I haven't mentioned what the other stats you get from lewd scenes are for and it's quite simple, they will be necessary to get other lewd scenes and mental changes
- That will be the last lewd scene until day 20 but trust me there is a very good reason why, so If you find any others don't actually see them, equally be sure never to use a Blessed Water
- **Increase Relation with Alicia by moving the lever**

Day 4 to 7

- Buy the Basic Theory of Magic book and gift it... to John by talking to him, yes you heard me right to John, even though that will make virtually no sense for a long time eventually it will
- Learn Fire from Charlotte
- **Put Alicia in the Tutoring Relationship**
This is also the first mental change that will unlock another, obviously I'm not gonna mention all the ones that do but yeah if at any point there is something that didn't get unlocked it means you probably missed a previous mental change

5-----

- Back in the Forest go up and to the right to fight. **Goblin Shaman in Central Forest:**
Fire, Attack then get the semi hidden chest with 4 Bombs behind the tree
- After defeating all the Goblins in the area one of the merchants in front of the building in the center will now restock 2 Apples per day instead of 1 I only mention this because it will be extremely important much later in the game
- Give back the Ring to Albrecht in the Boar Hut
(You can check the ring in the Inventory to get an Ether but not only you won't get the EXP but it will also make a quest later in the game more difficult so it's not even remotely worth it)

- Ask Albrecht about himself to learn a special weakness of wolves for a reward in a moment. Go to the house all the way to the right from there and give the Monstrologist the Info about the wolves to get 100G
- **Complete the 2nd Guild Quest (Spider Cleanup)** in the first area there is an Ether and Pyromantium in the right side and in the second area obviously don't forget the Star Metal
Blow up the wall at the top in the second area to fight. **Slime:** Attack 3 times, Fire, then just keep attacking. It drops a Slimy Fluid. **Remember to report the quest**
- Give the Alchemist 2 Ethers for Mana Stones and buy 6
- Sharpen Sword 2 times in the workshop **(This would normally end the day but that won't happen in Story Mode)** and Enhance Equipment with the Slimy Fluid **(I'll call it Infuse for short)**
- Read the Luck is Also A Skill! book
- **Open the Interests Room**

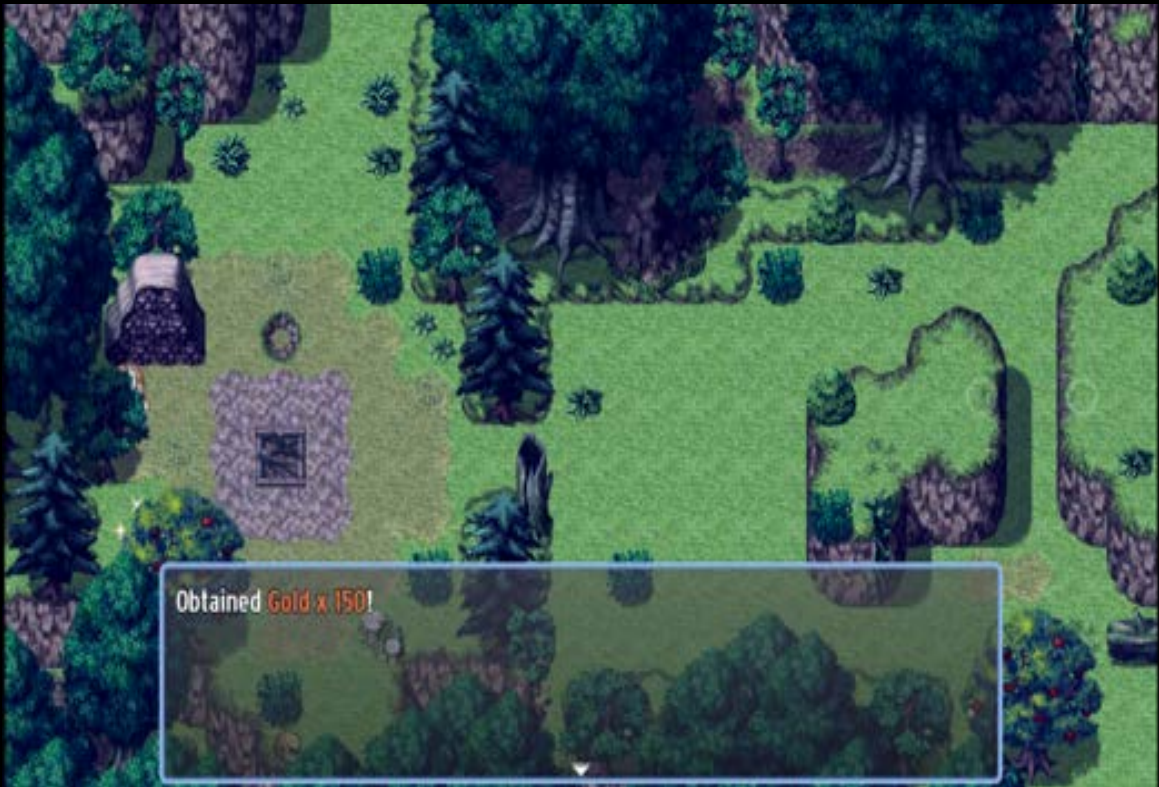
6-----

- Blow up the rock where the Shaman was to enter the **Northern Forest** and defeat all the enemies outside just not the one guarding the 2nd bridge and beyond.
Attack a Goblin use Fire on the other and Attack the Ogre
There are also 18 Apples in shiny spots 50G and a Mana Stone in Skeletons 3 Vine Ropes and 100G in a chest



- Get the Advanced Theory of Magic book in a corpse behind a tree in the small hill above the transparent circle and gift it to John

- To the left fight. **Goblin Shaman in Northern Forest: Fire, Attack.** Get the 150G



- Go in the cave then up to the 2nd floor to get a Star Metal then take the other exit, go to the right use a rope and head to the bottom right to burn a bush to open a shortcut and get the chests where the blue ogre is
- Buy 4 Blessed Waters and learn Light in the Church
- **Remove the first Interest Book (the red one)**

7-----

- Learn Tailwind from Nadia in the Boar Hut. **This is the first Auto Spell of the game meaning that if you activate it from the menu it will activate before the first turn of the battle obviously only activate it when you actually need it though**
- **Start the 3rd Guild Quest (Winged Pig Thief)** Go talk to Jacob in his farm south of Trademond, then follow the path down from his house to enter the forest. Get the Mana Stone and Energy Potion in the Skeletons to the sides and go down to fight. **Young Avian:** Guard with Aura while Charlotte uses Fire. **(If you want a full bestiary which does nothing mind you, you need to take all the shiny spots before starting the battle the easiest way to do it is just save scumming)**
- Sharpen Sword
- Read the Luck is Also A Skill! book
- **Implant the Fashion Magazine**

Day 8 to 11

- Check the ! in the world map to fight. **Low-Demon Round 1: Light, Attack**
Go to the Congregation (Building in the center) to begin the 4th Guild Quest (Demonic Vaults) (Technically It's not but you still need to report it in the guild and It Is necessary for the Rise to Intermediacy one)

- Buy 2 Ropes from one of the stalls to the right of the Congregation then head back to where the giant hole was in the mine to the north of Trademond, the team should be there.

For the enemies Aura and Paul attack one of the Scorpions, John the Mature Spider and Charlotte the normal one

In the first area go to the left and move a lever to open the door in the middle

In the second area you could walk on the red circle above the teleporter to permanently reduce your Willpower by 1 which will make seeing pink scenes easier but DON'T EVER DO THAT as Willpower will become quite problematic later on in the game and 1 measly point won't really help that much in the long run so whenever you see others in the future don't walk on them

Go to the top right to fight. **Spider Queen in Mine Vault:** Light, Attack and Heat Up the other 2 Guard. Pick the red orb

Go to the left to fight. **Minotaur In Mine Vault:** Heat Up twice while the others Attack.

Sell the Gourmet Meat from the Minotaur to the cook in the Boar Hut and all future ones as well

Go all the way to the left and for the new enemies Fire on the Scorpion and the other 3 Attack the Gnomes

Slime in Mine Vault: Fire with both and Attack with the other 2. Pick the blue orb Put the 2 Orbs to the sides to open the door where the Minotaur was but ignore the domain for now

Get a Mana Stone and 50G in Skeletons and a Vitality Potion on a shelf and another Mana Stone by Moving a Lever behind a stalactite in the cave area and 3 Stasis Bombs in a chest also in the cave area. **Also keep on the lookout for the pages for the (Slimy Oils) Quest one is in a wall Southwest, In the entrance where the teleporter is, in the top right room and in the hidden room**

- Give the Alchemist an Ether to buy 3 Mana Stones
- Read the Luck is Also A Skill! book
- **Remove the second Interest Book**

9-----

- From the central forest go down to enter the **Southern Forest** and go to the bottom right burn the bush and defeat all the Bandits in the camp if they come with Guards Attack them first.
Burn the bush in the camp to open a shortcut and go down to actually unlock it. Go in the house to the left and **SK the Bandit Leader**. Get the basket with 10 Apples they key in the desk, the chests including a Star Metal and the **Vitality Potion on one of the dead bodies**. Go down the stairs where the chests are for more bandits and a chest with 2 Flash Bombs.
Blow up the wall where the 2 cobwebs are to fight. **Young Spider Queen in Bandit Camp:** Attack, Light, Attack.
Save the prisoner in the other house, you need to have defeat all the Bandits outside and open the shortcut to rescue him
- **Report the Leader's defeat in the Barracks second floor to the right of the church to unlock the Refugee Camp to the west of Trademond.** Go down 2 floors and talk to the Demon Worshipper to progress the **(Impostor Refugees) Quest.**

- In the Refugee Camp If you rescued the Prisoner he'll give you a Formula that you can give to the Alchemist to create Stasis Bombs
Talk to the guy with black hair to the left of the entrance
 Talk to the guy training to the left to fight. **Duelist Ray:** Attack.
- Go to the Foodshed in the top left, pick up the flour bags and put them in place to open a hidden passage



- For the enemies take care of the mages first then the Neophytes go all the way up and up the vine then get the Star Metal there if you run into the boss just use a Flash Bomb and run away then sell all the Star Metal in the Workshop which should be enough to get it to level 5 which will make it so the human party members will now get an extra EXP point per day
- Slime Feeding 1: Learn (Summon Slime) in the tent with the symbol by giving her 1000G. Summon the Slime every day and in the Skill menu feed it 2 Living Hearts... That's Metal as F**K, 2 Emerald Leafs, and all Inzectoid Armors. You can see where all the Items are on the link on day 2. However don't worry if you miss some as it's not that big of a deal in Story Mode
- **Increase Relation with Alicia with the lever**

10-----

- In the central forest open the path to the **Eastern Forest** south of where the Shaman was.
 Go down then all the way to the right from where Aura is then again to the right from where the X are, get the 80G on the Skeleton and if you want to fully complete the Bestiary, back attack one of the enemies and use Fire on the Gnome

then attack the Treant while the Slime attacks a Gnome. **SK the Whiteoak**



Go a little up and get the 2 hidden in plain sight Emerald Leafs and now that the enemies are gone get the 55G on another Skeleton and go down into the hidden cave to fight

Fire Slime: Light, Attack, Fire, Guard, Fire, Attack



- Learn Open Domain in the Church
- **Put Alicia in the Evening Chat Relationship. NOT EVENING OUTING**

11-----

- Go all the way to the end of the mine vault and at the end fight
Low-Demon Round 2: Turn 1: Light, Heat Up, Attack
Turn 2: Attack, Heat Up
Turn 3: Attack and Slash with John
- Learn Rampage from Reiner in the Boar Hut
- **Open the Happiness Room**

Day 12 to 20

- Go up from where you SK'ed Whiteoak to get the Patentia Rune (Charged) if you use this in battle you'll get a 25% boost to MATK for 10 turns however keep in mind you can only use it every 21 days so be ABSOLUTELY SURE you know what you're doing before using it otherwise you might screw yourself over if you ever need it
- Continue going up to the top right, get the 120G on a skeleton and at the end wait until the demon teleports around to enter the Domain
Avoid all the enemies by walking on the poison swamp get the Ether at the top then at the end to the south get a Maleficum in the poison swamp. Go up to **SK the Low Demon**
After the battle this should also be the first time you see a new type of shiny spot (Mana Pool) which will increase your MP so feel free to harvest them whenever you want
- Read the Luck is Also A Skill! book
- **Activate the Socializing Generator**

13-----

- Infuse a Slimy Fluid and a Maleficum
- Use a Nasty Oil Coating from the Slimy Oils Quest
- Back in the Southern Forest go to the top right to fight **Whitefang**: Attack. Get 2 50G in Skeletons, a Mana Stone behind the tree to the right a Bomb and there are 2 vine ropes and 5 Apples in the area if you haven't collected them
- In the Northern Forest take care of the remaining Ogres by just attacking **Ogre Commander in Northern Forest**: Fire on the Goblin, attack the Commander then Light, attack, Slime attacks the normal Ogre. Report his defeat in the Barracks to get 500G
- On the first cave to the left fight. **Spider Queen in Northern Forest**: Light, Attack. Get the 2 Ethers in the skeleton
Go into the cave all the way to the left and on the second floor go through the other exit to fight. **Mothercrow In Northern Forest**: Guard until the use Lunge then just Attack.
Again If you want a full Bestiary you need to take all their Gold before the battle
There is also a vine rope in the hill to the right
Explore the rest of the cave, get a Vitality Potion on a Skeleton and Blessed Waters in a chest and fight. **Jellyfish**: Attack, Fire, Attack
- Read the Luck is Also A Skill! book
- **Increase Relation with Alicia with the lever**

14-----

- Back in the Refugee Camp go into the Foodshed and all the way to the left **SK the Alchemist Worshipper**. He drops a Sweet Memorie

- Open the door all the way to the right, go to the right to open a shortcut and go report to Julian in the Barracks. Explore the rest of the cave and get a Bomb+ in a Skeleton

- Read the Luck is Also A Skill! book

- **Open the Appearance Room**

15-----

- Finish the Luck is Also A Skill! book. As I said before you get nothing from it but it will be necessary for a sidequest much later in the game

- **Put Alicia in the Going Home Relationship**

16 to

19-----

- Teleport to the Eastern Forest go up and on the first left **SK the Poisoncloud Gnome**

- Learn Thunderbolt from the Spell Shop above the Guild

- **Smash Aura's glasses in the Appearance Room**

- **Increase Happiness Capacity with the machine in the middle**

- Learn Pierce from Paul

- **Activate the Popularity Generator**

- **Unbraid Aura's hair in the 2nd cubicle up in the Appearance Room**

20-----

- And so if you have been following the guide a lewd scene should immediately happen at the start of the day, the reason why it happens is because the day started with 0 Willpower due to the passive effect of (Womb of Lust) and the amount of Corruption you have thanks to all the SK'ing we have been doing, you can see the effect in the passive skills in the menu, If not just skip a few days without doing anything if you really want to see it but it's really nothing special

- **Implant the Shoes Interest**

Day 21 to 28

- Buy 2 Blessed Waters in the church

- **Venom Scorpio in Refugee Camp:** Defeat the normal ones then Light, Pierce

- **Minotaur In Refugee Camp:** Light, Rampage

- Use a Sweet Memorie and a Vitality Potion and in the Refugee Camp go through the cave to the roof of Robert's house and check the crack in the roof

- Talk to Arwin in his mansion to the right of the Barracks

This is the first scene that slightly changes if you have made a specific mental change, in this case if you removed the second Interest book and after a few days you learned the skill

(But It's so Cute!) which you should have, it will add a few extra lines of dialogue, It's purely flavor text though.

This is also the first scene that will give you your first 2 permanent debuffs and while they are pretty annoying it's nothing compared to some of the debuffs you will get later in the game

- **Remove the first Study Book (the blue one)**

22-----

- Check the ! in the world map to fight. **Demonic Knight Robert:** Aura Attacks the Guard, Ray the Wind Mage and the other 2 the Water Mage, afterwards Guard with everyone while Aura uses Light, Pierce and if he Windsup, Guard with everyone then just use Pierce with Aura and Reiner

- **Check the Shoes Shelf all the way to the right in the Appearance Room**

23-----

- Return to where you fought the Bandit Leader in the Southern Forest and to the left enter the Bandit Passage. For the enemies Aura Attacks the Guard and the Thug and the Slime the Bandits

- **Complete all the things for (Impostor Refugees) and as this is a major thing people get stuck on Liliana is in the Barracks basement**

- **Go talk to Desmond again** then use a Vitality Potion and talk to Arwin again, afterwards check all the shelves to get another Sweet Memorie and progress the story

- **Reduce Relationship with Rose with the lever**

24-----

- **Go talk to Desmond to begin a 3 day cooldown to progress the story**

- Learn Offensive Stance from Ray in the Refugee Camp

- **Reduce Relationship with Rose with the lever**

25-----

- Learn Defensive Stance from Jacob in his farm south of Trademond

- **Check the clothes pile in the Appearance Room in the first cubicle down**

26-----

- Offensive Stance for the rest of the day

- Go back to the Bandit Passage to the left of the Workshop and go all the way to the end to fight. **Darry and Barry:** Thunderbolt Darry then Attack Barry while the Slime attacks Darry then just keep Attacking

- Go to the right to fight. **Twin Slimes:** Fire on the Blue Slime then Attack the Fire Slime, Guard until it uses Rampage then just keep Attacking

- **Remember to deactivate Offensive Stance after battles where it's used unless I say otherwise**

- Buy and read the (How to get Faster Fast) book then gift it to John

- **Activate the Estrangement Happiness Drain**

- **Also at this point this should be the first time a mental change will auto corrupt without you doing anything as if you check the generator to the left you should see that the Indecency generator will be auto corrupted if you**

have 10 or more lewdness so you always want to check everything in case you can do something to auto corrupt it to save some time in the long run

27 and

28-----

- Offensive Stance for the rest of the day
- In the Eastern Forest fight the 2 groups of Mutated Hydrangeas in the entrance and at the end obviously you could use these to make seeing pink lewd scenes easier but it won't be necessary anymore
For the battles just Attack. The one near the entrance has a semi hidden Emerald Leaf and for the one at the end use Auto Tailwind
- Return to Desmond and then go talk to the team in the guild
- Use a Sweet Memorie then talk to the NPC from all the way back from day 3 with a heart bubble to the left of the Congregation, pay attention to where his house is and his name for that matter
- **Uninstall FunMaker in the computer in the Interest Room**
- Be sure you have at least 1 Vitality Potion
- Buy a rope in one of the stalls in front of the Congregation and go back to Hermann's mansion, kinky... Wait! No!
- **Implant the Fashion Magazine 2**

Current Stats

Aura: HP: 124, MP: 46, ATK: 22, DEF: 22, MATK: 10, MDEF: 27, AGI: 19, LUK: 11

Slime: HP: 118, MP: 0, ATK: 12, DEF: 9, MATK: 0, MDEF: 12, AGI: 7, LUK: 6

Day 29: Corrupt Merchants Arc Finale

- Don't summon the Slime today. Offensive Stance for the entire day
- At the party, speak to everyone then return to the entrance to progress
Downstairs go all the way to the left jump over the battle on the way and go down to move the lever
- There is a semi hidden Chest with 200G in the room to the right
- Now that you have the team and can back attack the enemies Aura Attacks the Guard and John and Paul the Mages get the crate with 10 Apples and go in the hole in the wall to fight **Venom Scorpio**: Light, Heat Up, Attack the normal scorpions with the other 2 then Pierce
Get the Pyro and Emerald Leaf
- Continue by using the key on the door there is a hidden treasure with 3 Bombs and obviously don't forget the Sweet Memorie
- **Slime Summoner**: Attack and Fire

- In the next room talk to one of the “Dead Merchants” and give him a Vitality Potion this will not only give you a reward later but this is also for a new Corruption stat you’ll get on day 44

There is also a semi hidden Energy Potion

- **In the Money Domain when you go up during the scene you’ll be given the choice of Removing the Collar to get a weaker permanent debuff so be sure to do it since not only it will let you become stupidly overpowered later on if you want but it will also make it way easier to follow the guide since the stronger version of the debuff will become quite problematic later on**

- Talk to the NPCs Aura saved from Mammon’s curse to pay their debt and get the treasure with 10000 Perika(P) on the lower right Arwin favorite number is 0001
- On the Derby on the top right pay the debt of the 2 cheapest competitors then bet on the last you’ll win and she will be freed
- On the middle left where Desmond is go into the hole to the left for the enemies use Heat Up once and just Attack, the enemies can’t hurt you unless you leave them alive for awhile but you should be able to defeat them before that, you don’t even need to back attack them, just take care of the Egg first as he can lower your Attack get the 7000(P) from the chests.
At the end below the sign that tells you how the Blackjack minigame works, move the hidden lever to the right to win the Blackjack Mini Game there are no consequences for cheating
Play against all 4 Blackjack Shadows to get 8000(P) and pay the debt of the NPC there

- **Intermediate Adventurers on the top left:** Invest: ATK with John then just Attack, start with the Blue Haired Adventurer if you get low on HP heal with Invest: Health
Once again pay the debt of the 2 NPCs there

- Use a Sweet Memorie and buy 1 Emerald Tea in one of the stalls in the bottom right then pay the blonde merchant with the blue haired girl to the left for a lewd scene

- THEN buy 4 more Emerald Teas and talk to the Maid down from where Desmond is for another. You must buy the Emerald Teas AFTER the first scene otherwise it won’t work

Be absolutely sure you remember that’s how the curse we got from Mammon

(Eyes Of Greed) work as from here on out we will be using it a lot, you also can see what the effect actually is on the skills menu

That also should have been the last Abductee for completing (The Price Of Freedom) Quest If you didn’t be sure to check everywhere again as most of them will give you rewards after the festival is over

- **After the scenes don’t bother using the Emerald Teas**
- **Buy the VIP Pass in one of the stalls, go up from the center, after the next scene heal with Invest Health and It’s time for the**

Corrupt Merchants Arc Final Boss

Phase 1: Arwin and Mammon

Activate Offensive Stance and Auto Tailwind before the battle

Turn 1: Attack Mammon with all 3, Charlotte Heat Up twice

Turn 2: Use Fire with Aura on the Slime, Paul Attacks and John Protect

Turn 3: Attack Mammon with Aura, Arwin with John and Paul and Fire on the Silme

Turn 4: Attack and Fire on Arwin

And now you have to defeat them 2 more times but it's not really that bad, you can also save between battles so you don't even need to do it all in a row

Phase 2: Suddenly Poke**n

First off use Invest Purification 2 times and use 2 Blessed Waters (it might seem strange to reduce Corruption by 16 but this is the point of the game where it will become much more important to stay above 60 Willpower for days where you fight enemies)

Heal with Invest Health and deactivate Offensive Stance.

Charlotte against anyone and just Fire away for 3 rounds.

Final Phase: Demon General of Greed: Mammon's True Form

Use Invest: Purification 2 more times then, Step Of The Rat, Power Of The Horse, Light, Attack

- **Implant the Shopping Interest**

Day 30 to 35

- **Checkpoint 1: Keep a save here and never overwrite it as things prior to this shouldn't change anymore... Maybe, you never know with this game**
- Don't Summon the Slime until after the next 3 bosses, also hope you have been feeding it as you'll need it at level 3 for a lewd scene coming up, you still should have time if you feed it a Living Heart. In the Congregation, talk to one of the merchants there to get 500G if you completed the first arc in 29 days or less, anymore and he'll give you 200G until day 50 when after he won't give you anything. Also if you saved the merchant during the previous day he will also be there but again nothing will happen with him until day 49
- Above the Alchemist If you rescued the adventurer abductees they will teach you each a skill for free you could learn in the first arc including a new one called (Assassinate) also keep in mind if you learn (Slash) from them Instead of John he won't get a boost to his defense
- In the Refugee Camp if you managed to complete the first arc in 39 days or less the rescued maid will give you a Vitality Potion and if by some miracle you manage to do it in 19 days or less she'll give 2. The blue-haired girl from the derby on the right side next to a tree will give you 3 Emerald Teas and finally a blue-haired guy in the house to the left of her will give you 200G.
- Go to the yellow castle thingy to the south of Trademond to unlock **Nephelune** To the left of the entrance there is a hidden chest with 100G wee
- Go to the bar in the top right of the city and talk to the girl there to fight.

Star Knighte... Uh, I mean, Knightess Fleura: Attack, Rampage.

Talk to the guy in the top left to fight. **Trickster Ralph:** Rampage.

Back outside, go down and talk to the old man to the right to fight.

Old Man Olaf: Attack 2 times activate Defensive Stance continue Attacking until he transforms then Guard for 10 turns until he transforms again, deactivate Defensive Stance and Attack.

- Go in the tower at the top right and immediately head down and to the right to light up a torch if you don't you'll get a corruption point for each Phantom in a battle which isn't that big of an issue on story mode but still no reason to get that much corruption, especially since battles will get way harder from here on out if you don't know what you're doing, so always be sure to lure the enemies where the screen is brighter even if you can't back attack them.

Go almost all the way down, check all the corpses and skeletons for items on the way and on the first left light up a torch behind one of the pillars and fight.

Lamia: Offensive Stance. Attack, Light, Rampage, Slime Attacks the Phantoms then the Lamia if she is still alive just Attack and use Protect with the Slime.

Back outside go in the tower to the left to get a Mana Stone on a Skeleton and the Art of Fire book in a corpse which you want to gift to Charlotte

- In the Guild in Nephelune (first building to the right) start the **5th Guild Quest (Blue Sugar Menace)** Go to the Mansion in the top left to talk to the Lord, go speak to Liliana in the house to the right of the Guild, then go to the Church in Trademond and outside you should see a Thug all the way to the left, If he isn't, the reason for it is because he only appears every 5th day so on day 5, 10, 15, and so on. For the battle. Offensive Stance. Attack the Earth Mage and the Guard with the Slime then the Magic Fighter and finally the Thug.

Don't do anything with the Formula yet

- Go downstairs in Liliana's House to enter the underground pub. Talk to the first Worshippers to the right 4 times and give him everything he asks for to get 15 Trust and 2 Sweet Memories
- Talk to Anna to work in the pub
- **Remove the second Study Book**

31-----

- Go in the opening where the Lamia was to enter **Nephelune's Vault.** Continue luring the enemies towards the torches, explore the cave and give a Vitality Potion to the red haired girl to the right so you can learn a spell in the guild if you want.
Get a Mana Stone in a skeleton, the 3 chests all the way to the left, the Formula Beta in a corpse and 4 Energy Potions+ and 1 Rope in the ground all the way down and to the right
- Buy the (Encyclopedia Alchemica Volume 1) in the Bookshop in Nephelune, remember that now that we have the (Eyes of Greed) Curse now we can reduce Willpower through buying stuff so If I randomly say to buy stuff before a lewd scene that would be why
- Sharpen Sword once and Infuse 1 Jelly Jam

- Give the Alchemist 2 Ethers for Mana Stones and buy 8 and 2 Bombs+ then buy 1 Apple in one of the stands in front of the Congregation

- In the pub talk to the Worshipper with a heart bubble

- **Implant the Celebrities Interest**

32-----

- Use a Sweet Memorie then ask Anna about the uniform
- Sharpen Sword once and Infuse 1 Pyroplating, 1 Avian Feather and 2 Goblin Teeths
- Buy 12 Mana Stones, 3 Bombs+ 1 Vitality Potion, 1 Nasty Oil Coating+, 1 Apple and 1 Rope

- Talk to the Slime Summoner in the Refugee Camp with your Slime Summoned

- **Install Heel Universe Online in the Computer**

33-----

- Work in the pub
- **Install InstatwatBook™ in the Computer**

34-----

- Offensive Stance for the entire day
- In the pub go all the way down to enter the Underground City and activate the teleporter then up and on the first house to the left talk to the Demonologist to start the **Demon Worshipper 101 Quest**
Begin the test and write (Case sensitive)
1: Slaughter
2: Acolyte
3: Dolus (SPIOLER ALURT)
4: Invidia
5: Richard
- Sell the Blue Sugar+ Formula to the Drug Dealer in the bottom right then give the fake one to the White Priestess in the center of the upper city
- Teleport to the Underground City again but don't disguise as Mary to turn the worshippers into enemies, go all the way up and on the battle blocking the bridge to the west side
Slime attacks the Neophytes while Aura attacks a Magistrate then Thunderbolt attack the other, go take care of the 2 enemies below that you can back attack (You can also talk to them as Mary for a bit of lore)
- Fight the enemy blocking the ladder on the eastern part. Attack the Magistrate while the Slime takes care of the mages and go up to fight. **Slime Worshipper: Attack**
- To the left of there is a Drug Formula that you want to give to the White Priestess to learn an extremely useful skill much later in the game

- Use a Sweet Memorie and buy 1 Apple and 1 Rope and 3 Lascivious Drugs from the Drug Dealer then talk to a Worshipper in the pub
- **Activate the Ugliness Happiness Drain Generator below the machine in the middle**

35-----

- In the Guild in Trademond complete the **6th Quest (Darkness In the Woods)** whe already beat the boss earlier
- Use a Lascivious Drug. **Start the 7th one (Sick Workers)** Talk to Edwin in the Congregation to unlock Riverflow southwest of Trademond. Get the water samples from the buckets from the well and river then go to the Alchemist to unlock the forest inside Riverflow to the left of the village. Use Auto Tailwind when the pink fog starts appearing.
Get the 150G Behind a tree the Blessed Water the Ether in a Skeleton and 5 Apples



- Against the Hydrangeas defeat 1 then attack the other but don't kill it, instead just Guard until it summons more pink fog then wait until it uses Mind Pollination once then just keep using Fire. After the battle a lewd scene will immediately follow but only if you won while the fog was active
- Sharpen Sword. Infuse 3 Slimy Fluids and buy 1 Apple and 1 Rope
- Use a Sweet Memorie and talk to the guy with a heart bubble in the Barracks Basement and get the stuff on the black tent in the world map this scene unlocked, particularly the Slimy Fluid
- Sharpen Sword
- Ask Anna about the Uniform
- In the Underground City western part in the only house with a door talk to the Magistrate

- Buy 28 Mana Stones and Infuse 1 Slimy Fluid
- Check the bridge with the ! in the world map if it doesn't appear for whatever reason talk to the White Priestess in Trademond
- Go down into the red castle to enter the last major city of the game **Verdeaux** and keep in mind you'll enter from a different point depending if you enter from the top or the bottom
- From the entrance from the top go down into the workshop next to the guy in red and from the guy buy the Orb of Light Artifact
- In Trademond from the entrance talk to the guard to the left and up the stairs
- Go all around the perimeter to the bottom right for another Guard
- Use 2 Vitality Potions and 1 Blessed Water then ask John to teach you a Martial
- **Reduce Relationship with Rose with the lever**

Day 36 to 41

- **Go talk to Edwin and ask him about the contract to begin the (Papertrail) Quest**

When trying to enter Rosemond mansion speak to Albrecht in the Boar Hut
Get the white form on the 2nd floor on the bookshelf and give it to the guy in the desk on the right on the 1st floor to get the blue form give it to one of the guys on the 2nd floor to get the green form give it to the other guy in the 1st floor to get the red form and finally give it to the other guy on the 2nd floor to get the form key for the chest to the right...

Or you know, you can just go to the chest directly; it doesn't change anything if you do

There are also a bunch of other forms but they don't do anything besides adding a funny scene at the end

- Back in Riverflow talk to the Artist in the house with the blue door this will be necessary for a lewd scene later on
- Ask the White Priestess in the church about learning magic and learn Bless Item
- **From here on out always Bless Items at the end of the day unless you need to learn a Spell or something, also, DON'T BLESS BOMBS as otherwise you won't be able to use them to break rocks anymore. Do feel free to Bless Vitality Potions and Flash Bombs though. Start with the Energy Potions+ since you will need them coming up**
- **Remove the last Interest Book**
- **Activate the Socializing 2 Generator**

38 and 39-----

- Buy the (A Guide to Focusing Your Mind) and (Offensive Stance 2) books in Nephelune and read the first 2 times
- **Implant the Cheerleading Interest**
- **In the Going Home Relationship click on Rose to swap her for Alicia**

40 and 41-----

- You should have enough quests completed for (Rise to Intermediacy) so ask the Guild Clerk about the rank-up which will make it so you skip the next day
- Learn Slash from John
- In the Interest Room on the lower part rewrite Aura's Club Application
- Next to the Computer smash the Science Beakers

Day 42 Chapter 1 Finale

- Alright so here we are, time to finally finish Chapter 1 once and for all!! So what you want to do is! Read the (A Guide to Focusing Your Mind) book... That... T-that's it... Hey, I said this was the end of Chapter 1, I never said it would be climactic
- Finish Chapter 1 by talking with Rose
- Which will unlock the Vice stat which like the stats you have been getting from Lewd Scenes are necessary to unlock certain scenes down the line plus extra points for NG+ Also this is just a guess but this will also probably be necessary for the Evil Ending These options will be in Purple. Also just like the secondary lewd stats like Cheating, Exhibitionsim, Breasts, Mouth and stuff like that the Vice stat also has secondary stats however most of them don't actually serve any purpose other than Infamy which will be necessary for 2 Quests later in the game and you can see how much you have in the Compendium Moral page

Day 43 to 64 The Fortress from the Depths of Hell Arc

- Use a Lascivious Drug
- After becoming an Intermediary Adventurer upon entering Trademond a scene will happen so go to the second floor of the Congregation and talk to Sardine to start the **(Fortress of Wrath) Quest**
Slime Feeding 2: Feed 2 Living Heart all the Scorpion Claws and all the Inzectoid Armors
- Head to the gray fortress to the west... And oh- boy this place is gonna be complicated.
As the game explained there is a counter here based of your MDEF that will decrease every time you take a step or a turn passes in battle once it reaches zero Aura will be cursed permanently with the Curse: (Arms Of Wrath) which makes it so every time you hit an enemy your Willpower will be reduced by 1 which might sound useful but it's not and it will only make the rest of the game infinitely more difficult so you definitely want to avoid it at all cost
- But now as for how I'm gonna talk about this place, umm, I don't know? I mean obviously I can't say every movement you should do so the best I can probably do is mention checkpoints you should reach every time you come here. Also this should be obvious but be ABSOLUTELY SURE you use the Recall spell to exit the area each time as that will be the only way you'd be able to get out without getting the curse. **Also be absolutely sure never to activate Offensive Stance inside the Fortress otherwise your MDEF will become extremely low**
- 1 Pot: Slash, Attack the Cursed Soldier and Slime attacks the Magic Fighter

- 1 Eye: Slash, Attack the Soldier, Slime Attacks the Fighter
- 2 Cursed Soldiers: Slash 2 times
- 2 Mages: Slash
- 2 Dogs: Slash
- Go up this cliff follow the path to the top to get a rope then go down to the cave. Inside, fight.



2 Venom Scorpions: Slash 2 times. Continue going up to fight.

Medium Slime: Fire, Attack, Guard 2 times then just keep attacking until it divides into 2, don't attack with your Slime until the boss uses Rampage

Get the items to the right and the Star Metal to the left and and blow up this wall to open a path



outside fight. **Mothercrow:** Slash then continue Guarding until the crows uses Lunge to become vulnerable

- Get the rope on the wall and continue going to the left and use 3 Ropes to create shortcuts and explore as much as you can outside

- Infuse 3 Slimy Fluids
- Invest 2000G with Edwin wich will then give you 3000 after 30 days and will add an extra scene in a lewd scene later in the game
- Talk to the Artist in Riverflow
- In the Workshop in Riverflow in the bottom left give the guy 3 Pyros for a Pyroplating
- Use a Sweet Memorie
- Buy 1 Lascivious Drug. **HOWEVER FROM HERE ON OUT DON'T USE ANY MORE DRUGS OTHERWISE YOU'LL MISS ON SOME LEWD SCENES LATER IN THE GAME**
Talk to the Magistrate in the west side of the Underground City
- **Start the 8th Guild Quest (Save the Crops)**
Talk to the woman in the bottom right in Riveflow, go to the Alchemist and then go to the Formula Peddler in the house all the way down and to the left, then return to the Alchemist, if you don't have an Emerald Leaf you can buy one in one of the stalls to the right in Nephelune and now you have to wait a day. **HOWEVER DON'T COMPLETE THE LAST STEP UNTIL DAY 49**
- Buy the Sweet Memories Drug+ formula from the Formula Peddler (also be sure not to buy all of them otherwise you'll get locked out of 2 lewd scenes later) then sell it to the Drug Dealer

- In the Refugee Camp go in the house to the right of Ray to learn (Seductive Stance) also as you can see this is the first lewd scene that requires a certain amount of points of one of the secondary stats in this case Exhibisonism

- **Open the Instincts Room**

44-----

- In the Underground City In the second house up learn Shadowcloak
- **This is the first Enchantment Spell which just like the Auto Spells and Stances you can activate from the menu, always be sure to deactivate them at the end of a day they are used**
- **With one of the machines in the middle Improve Aura's posture**

45-----

- Activate Shadowcloak
- Use the shortcuts to go inside the Fortress and now that you have Shadowcloak you can just annihilate everything with Slash
- In the first room you can get some bombs on the crates with black stuff on them to the right
- Downstairs and to the left talk to the adventurers in one of the rooms and ask Mira for help, give her a Blessed Energy Potion+ (You can also get more on the right side if you don't have any) then go back outside, go to the domain above (just

walk into the tower) and step on the red circle to prevent the curse, then go all the way down to get a Maleficum in the poison swamp

- Read the Offensive Stance 2 book
- **Implant the Shoes 2 Interest**

46-----

- Shadowcloak
- Get another barrier from Mira and now go all the way to the right and down the stairs to the basement there are also more Bombs in the crates with black stuff, 3 Vitality Potions on a semi hidden chest and 3 Energy Potions+ on a chest right below the entrance to the room before going down in the basement blow up the door to the left to enter the domain but don't bother with the other door since we will find the key later, get a Maleficum in the poison swamp in the middle
- Back in the Underground City Slash the living crud out of everyone, however, **DON'T KILL THE DRUG DEALER**. In the leader's house in the top left from the chair to the right you should be able to sneak behind him as long as you have Shadowcloak activated, go in the room behind him to complete the **Hand of the King** Quest and get the 2 chests
- If you rescued the 2 girls in the bottom left you can talk to them in the Refugee Camp to get the Reading Proficiency book which would increase the speed at which you can read books but if you already removed all the books in the Interest Room it won't do anything so just gift it to John
- Back in the Nephelune Vault go to the left and on the first path up, fight. **Sahaking: Rampage**
- Continue going to the left and on the third path up, fight. **2 Jellyfish: Slash**. Get the Star Metal
- Go down to fight. **Poisoncloud Gnome: Slash, Rampage**. All these battle might have looked mindless but trust me it's just as easy in Normal Mode, Shadowcloak is just that OP
- Read the Offensive Stance 2 book
- **Open the Values Room**

47-----

- Shadowcloak
- Next you only want to do the parts in brackets if you want a full Bestiary you don't get anything for that so it's just really for completion sake
- Use a Nasty Oil Coating not the+ one. Don't summon the Slime until after the bosses
- (Return to the Fortress and blocking the main entrance fight the Chimera and guard until it changes the element of his attacks then just Attack, a way to tell he changed his element is paying attention to the color of his eyes)

- Return to the domain outside and go up to fight
Aamon the Demon of Life and Reproduction: (Guard until it changes into his 4 different elements then Attack, again pay attention to his eyes to tell when he changes his element)
If you don't care about the bestiary just use Rampage
- (Return to Mira for another Barrier and go up the stairs to the left and follow the path to the 3rd Floor, just Attack the boss)
- Go to the Domain in the basement and at the end fight
Kerberos the Guardian Hound of The Underworld: Attack, Slash, Rampage
- Read the Offensive Stance 2 book
- **Start the Incubation of the Selflessness Orb. And, uhh, I've seen some people being confused about thinking that you need 2 Vice in order to do it but that isn't the case.**
IT INCREASES YOUR VICE BY 2... F'ing seriously?! **Cough, Sorry**

48-----

- Shadowcloak
- Buy and use an Anti Magic Coating from the Alchemist, use a Nasty Oil Coating+ and be sure you're above 60 Willpower with Emerald Teas
- (Get another barrier)
- Go to the 3rd floor, get the MP book and gift it to John and at the end fight.
Draknor Fortress Commander: Slash, Attack the Dog then the Adventurer while the Slime attacks the Fire Mage (If the Commander doesn't use Protect in the first turn it's still possible to win but it definitely will be way more complicated)
- (In the 4th floor fight the boss guarding the entrance to the final floor. Attack, and the Slime attacks a Medium Tentacle then use Light on the other and wait until one of the Medium Tentacle transforms)
- In the Domain there are 2 Ethers in the top and bottom left and a Maleficum in the bottom right
head and approach the boss from above to back attack it and fight
Moloch the Demon of Fertility and Sacrifice A.K.A the mythical tentacle monster from an H Game without a lewd scene: Offensive Stance. Attack, Slash, Attack Moloch, Attack both Medium Tentacles with the Slime
- Read the Offensive Stance 2 book
- **And now it's time for 2 of the most useful but slightly annoying mental changes using the machine at the top you can install a Sensitive and Fetish changes that will make it so on scenes where those stats get increased they will reduce Willpower by a whopping 30 points plus increase their respective stats by 1 more point whenever you get them which will especially be extremely important for the Fetish one since there will be a scene later that needs 30 of that stat wick without this mental change you would not be anywhere near close, so as you can imagine in order to keep following this guide you'll have to pick the ones I do, and mind you they**

don't actually have any other effect like adding extra lines of dialogue or anything so you don't have to worry about that so without further ado

- **Install the Vagina Sensitivity with the machine at the top of the Instinct Room**

49 to

54-----

- In the Congregation in Nephelune (first building to the left) Invest 1000G with the blonde merchant. This is also the first scene that will give you an Infamy point which as I said before will be necessary for 2 Quests later in the game and keep in mind you can repeat this every 10 days if by some reason you miss some of the others like for example
- Talk to the rescued Merchant from [Day 29](#) in the Congregation In Trademond to get 1000G and another Infamy point
- Complete the Save the Crops Quest. Keep in mind that if you pick the 50% option you won't be able to learn Assassinate from the Granny in the house, however you can simply learn it in the Underground City so there is no reason not to pick the 50% option especially since that choice gives 2 Infamy rather than just 1
- After you start the Incubation of the Selflessness orb you'll learn the [Theft 1 ability] which allows you to steal a basket of 10 Apples from Jacob's farm south of Trademond, 2 crates of 10 Apples from the Refugee Camp Foodshed, 2 Crates of 10 Apples in Riverflow and 6 Ropes in the ground from the Mine north of Trademond.
Only steal enough items to get to 10 Vice (which you can check in the status menu) as anymore will just increase your Corruption for no reason
- Read and finish the (Art of Light) book from the Underground City
- **Install the Lewd Knowledge Fetish in the Instinct Room**
- **Increase Happiness Capacity**
- **Activate the Popularity 2 Circle**
- **In the Instinct Room flip the lever where the pink haired girl is**
- **Flip the Veronica lever**
- **Change Aura's hair color in the 3rd cubicle up in the Appearance Room**

55-----

- Infuse 3 Maleficums
- Without summoning your Slime talk to the Slime Summoner in the Refugee Camp to learn Morph Fire by giving her 1000G
- **Perm Aura's hair in the 2nd cubicle up**

56 and 57-----

- After you fully corrupt the Selfishness Orb wait 2 days and you have 10 Vice, you'll learn the [Theft 2 ability]
- Using Shadowcloak you can steal 3000G from the chest in the room on the left in the Congregation
- In the Mansion above the Alchemist on the 2nd floor get the key in the desk and open the Chest for 800G

- In the Mansion In the top left of Nephelune go up the stairs then stealth your way to the top left to steal the chest if you don't have 45 ATK or 250HP It's way more complicated as you need to steal 2 keys from the desks 1 is on the first floor that you need to enter from the sewers from the Underground City. The one on the second floor is easy though

- Give the Alchemist an Emerald Leaf for Anti-Magic Coatings and buy 6 and learn Coating Proficiency from Desmond in the guild by giving him 5 Anti-Magics

- **Remove the Cobweb in the 3rd cubicle down**
- **Begin the Incubation of the Temperance Orb**

58 and 59-----

- Learn Water Skin from one of the rescued adventurers from the Festival of Greed above the Alchemist

- **Open the Key Memories Room**
- **Change the Childhood Memory of Alicia (left mirror)**

60-----

- In the underground City in the 2nd house up learn Horror
- **In the Appearance Room change Aura's favorite color to pink with the letter in the middle end of the room**

61-----

- In the Guild in Nephelune learn Morph Wind for the slime by giving her 1500G **(Also if you don't have 9 Corruption SK anything then use Blessed Waters to reduce it as close to 6 on day 63)**
- **In the second cubicle down shorten the skirt size**

62-----

- And once again if you have been following the guide a "lewd scene" should happen at the start of the day due to Womb Of Lust. If not just skip a few days without doing anything, or don't since it's ridiculously short
- **In the first cubicle change to flashy clothes**

63-----

- Buy 3 Sweet Memories+ then ask the Drug Dealer for a free drug for a lewd scene, if the option appears gray that means not enough days have passed since the last used drug, you can check that in the passive skills in the menu. After the scene ask for a Sweet Memorie

- Use a Lascivious Drug

- Ask the Formula Peddler in Trademond for a discount for a lewd scene and a free formula, you want to get the (Web Bomb) one then buy the Efficient Bomb Creation Formula.

Get the free Web Bomb from the Alchemist and buy 1

- Talk to the Artist in Riverflow

- **Start the 9th Guild Quest (What Is With Birds And Stealing)** Go to the cabin thingy in the mountain to the Northwest of Trademond, after talking to the old man, destroy the rock to the right and go up to fight **Empowered Avian:** Use a Web Bomb with Desmond and Light, Rampage As usual if you want a full bestiary you need to take all the shiny spots before the battle

If you have Theft 2 you can steal the Artifact to permanently increase the MP of not only Aura but the entire team by 30. **Don't forget to report this quest in particular**

- In the Congregation in Nephelune give the blonde merchant 1000G again
- Infuse 2 Jelly Jams
- Buy 3 Blessed Waters
- Learn Rock Armor from the Hermit
- **If you have 5 Infamy upon returning to the Guild in Trademond a guard will be waiting for you which will begin a Quest but ignore it for now**
- Talk to Hermann in his mansion above the Alchemist
- **Open the Knowledge Room**

Current Stats:

ATK: 47, DEF: 26, MATK: 29, MDEF: 66, AGI: 47, LUK 14: HP: 286, MP: 215

Slime: ATK: 24, DEF: 29, MATK: 11, MDEF: 29, AGI: 20, LUK: 9, HP: 266, MP: 30

64-----

The Fortress from the Depths of Hell Arc final boss

- Head to the final floor and prepare for the most difficult battle in the game so far if you don't know what you're doing
- Defensive Stance, Rock Armor, Morph Fire with the Slime
Demon General Of Wrath: Sathanas True Form
Immediately use Water Skin, Guard for 3 turns then use a Blessed Flash Bomb with the Slime and just keep Guarding for 7 or 8 turns until he transforms, once he does deactivate Defensive Stance and use Light, Rampage. Keep in mind Sathanas will be impossible without SK if you didn't manage to get here before day 100.
- Now that Sathanas is gone now you can explore anything you might have missed in the Fortress
- In the floor with Sathanas there is a corpse with a Blessed Water+ which reduces Corruption by 8 in the 4th floor there is 201G slightly hidden and a chest with a Gourmet Meat in the room below and in the world map check the castle to the left of the Fortress to get the Caritas Rune and report in the Guild. Refuse Desmond's offer for now



- Use a Lascivious Drug and buy 3 Blessed Waters
- In the Workshop in Riverflow give the guy 3 Pyros for a Pyroplating
- Talk to the sailor all the way down to buy a Scorpion Claw
- Infuse 1 Avian Feather and 2 Pyroplatings
- Buy the 2 cheapest Formulas from the Formula Peddler then ask him for a discount to get the last one for free and another lewd
- In one of the stalls to the right in Nephelune buy 2 Pyros
- Give the Alchemist 3 Pyros for Bombs+ and buy all of them
- Learn Stone Mind from the Hermit
- Talk to Hermann in his mansion
- **Implant the Hedonism Orb**

Day 65 to 73

- **Checkpoint 2: Keep a save here and never overwrite it as things prior to this shouldn't change anymore... Maybe, you never know with this game**
- **Slime Feeding 3: Feed a Maleficum, 2 Living Hearts and all the Scorpion Claws. If you haven't been feeding the Slime for whatever reason be sure to start doing it as you'll need it at level 7 coming up, in the worst case scenario you can feed it an Ancient Wood to give it a lot of EXP but if you have been feeding it properly you shouldn't need to**
- Morph Phys, Auto Tailwind, Offensive Stance, Shadowcloak
- **Begin the 1st Intermediary Quest (What Lurks Within The Mountains)**
Go to the mountain to the right of the hermit for the enemies most are simple the only special one is the Hobgoblin which can survive 2 Attacks that would kill it but it's still not an issue with Slash and the other 2 Attacking

Explore first to the right to get the Bomb Proficiency 2 book on a corpse and gift it to Desmond

Go back to the start, go up, get a Mana Stone in a Skeleton and fight.

Avian and Mothercrow: Turn 1: Slash Protect and Guard

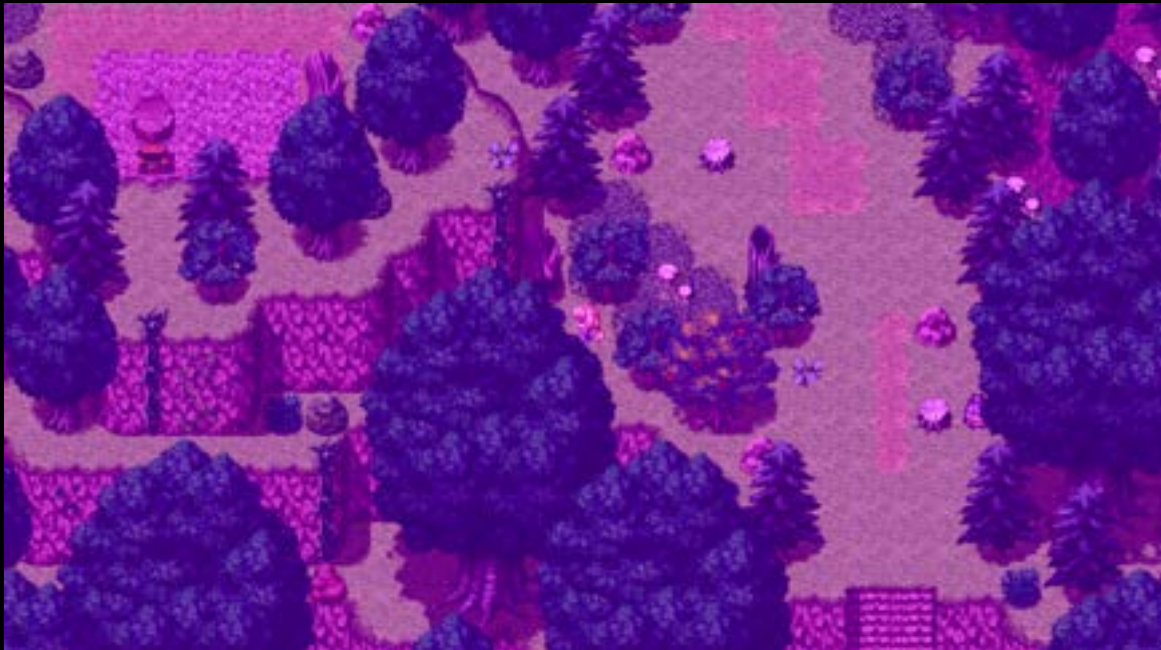
Turn 2: Light and use a Web Bomb then Attack

As usual if you want a full bestiary you need to take all the shiny spots before the battle

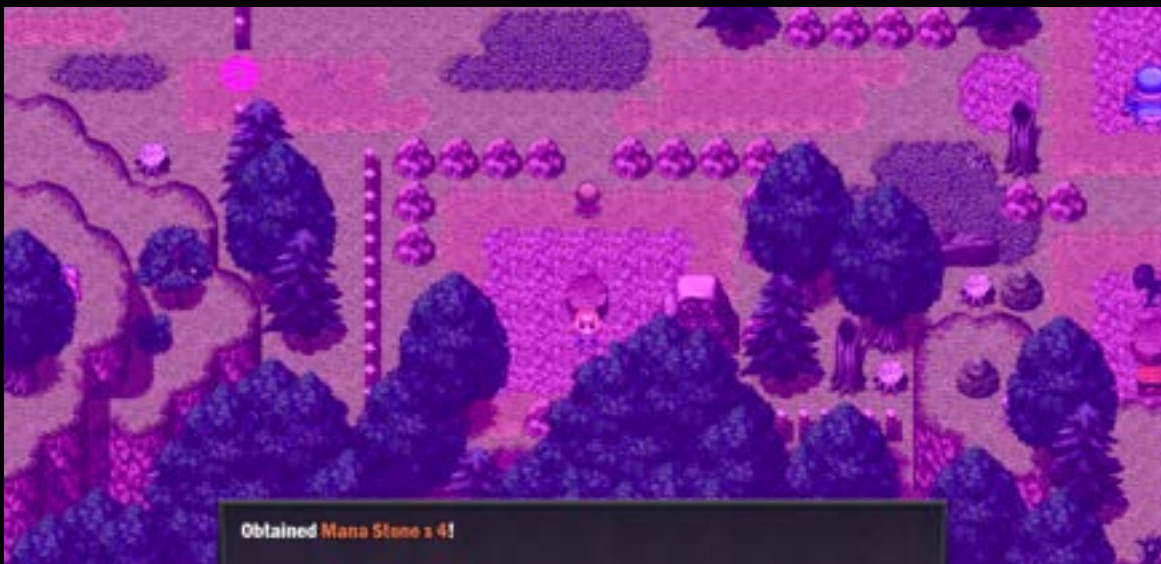
Go all the way to the right and in the middle of the open area fight

Ogre King: Slash, Attack the Commander then Light, Attack

To the right go down, climb the vine and follow the path to get an Ether Plating and at the end fight. **Goblin King:** Slash, Attack



And in here are 4 Mana Stones



- To the right and up go into the cave to fight. **Minotaur and Venom Scorpio:** Slash Get 2 Vitality Potions in the Skeleton. Go to the left and all the way down through the hidden passage to fight. **Mature Spider Queen:** Pierce, then Guard until she summons Eggs and Slash them

Explore the rest of the cave and all the way to the left fight. **Medium Earth Slime:** Attack

Go to the Domain where the Ogre King was, go down to get a Maleficum, in the top right an Ether and in the top left get behind the boss to fight. (Don't worry about healing as you'll defeat the boss before she can hit you)

Lilim the Princess of Succubus: Auto Stone Mind, Morph Fire. Light and fire with the Slime

Up and to the left get a Living Heart now that the cursed circle no longer works and in here get a Blessed Water+



- Infuse the Ether Plating
- Morph Wind. Be sure you have 15 Bombs+ and finish the Offensive Stance 2 book
- **Pump out the Science Orb**
66-----

- Activate Air Bubble with the Slime, keep in mind it needs to be at level 7 for it to learn it
- Go all the way to the end of the Eastern Forest to enter the **Central Lake** and go underwater Like Draknor Fortress this area has a counter that if it reaches 0 you'll get a negative effect but thankfully enough it's nowhere near as bad, nor it's permanent, still you want to optimize your movement as best as you can.
- For now just ignore all of the enemies and go all the way up getting a Emerald Leaf on the way then on the forced battle to the right use Auto Storm with the Slime and just keep using Storm while Aura uses Light on the Undine then Slash. Get a Giant Bone in the skeleton and go to the right to fight.
Kraken Round 1: Auto Stone Mind, Offensive Stance.
Light on the Undine, Attack the Kraken, Light and attack the crab, Attack the Jellyfish and finally the Sagahin
Go up to get 1 more Emerald Leaf and go into the Depths then go down and to the left there is another Emerald Leaf in a little alcove, go to the right and blow up the 3 rocks in the way and for the next forced battle use Shadowcloak, Slash and Storm and there is an absurdly well hidden Mana Stone here



- Go down to the right and on the first path up **SK the Hydra** unlike other SK though this time you have to try at least a little. Light on the Undine and Water Spirit then Light Attack the Hydra Guard with the Slime. Go up to get 2 Star Metals
- Sell Star Metals in the Workshop in Trademond until you get to level 10 and get the message that the human party members will gain extra EXP per day and after that don't sell any more Star Metals there for the rest of the game
- Learn Tenacity from Julian in the Barracks
- **Smash the Science Orb**
- 67 to
69-----
-
- Ask the White Priestess to teach you Light 2, this won't end the day
- Buy and read the book (Channeling Your Erotic Thoughts Into Magic) in Trademond and the MDEF book for John
- **Pump**
- **Smash**
- **Pump**
- 70-----
-
- Infuse 2 Jelly Jams and buy and read the book (How to Distract with your Female Charm) in Trademond
- **Smash**
- 71-----
-
- Work in the pub in Nephelune
- **In the Instinct Room flip the Patricia Lever**
- 72-----
-
- Buy as many Apples as you can and 5 Ropes
- Ask the Drug Dealer for a free drug and once again ask for a Sweet Memorie

- Use a Lascivious Drug and learn the last spell from the Hermit
- Talk to a Worshipper in the pub
- **Add the Hoop Earrings in the mannequin in the Appearance Room**

73-----

- If you don't have 7 Energy Potions give the Alchemist 1 Ether to buy them and bless them and buy 2 Pyros if you don't have 2 in one of the stalls in Nephelune
- Go to the village next to the volcano and speak to Elaine in the church
- Go to the building in the top left to enter the Magic Academy talk to the headmaster and accept the special study none of these scenes have a pink version
- **Also keep in mind this scenes while they will give you a lot of MATK they are also the first scenes that will give you a major permanent debuff so if you're playing on the higher difficulties you might want to think if you really want to do them**
- **Implant the Shopping 2 Interest**

Day 74 to 79: The Eternal Repeat Arc

- In Mountainreach give the Alchemist on the first house to the right 2 Pyros for normal Bombs but only buy 3 though do be sure she has 10 on stock, all of the Flash Bombs, all the Emerald Teas and **ESPECIALLY DON'T FORGET TO BUY THE FORMULA**. Why? Oh no reason, after all there is no possible way anything horrible could possibly happen that would prevent you from buying it after all, yep, absolutely.
- Give the Formula to the White Priestess in Nephelune
- And now before learning Open Domain 2 from Elaine be absolutely sure you're prepared as once you learn it, every day from now on you spend on Mountainreach you will lose 3MP at the end of each day and if 10 days pass you'll be permanently cursed with (Legs of Sloth) which isn't as bad as the other Demon General Curses but it will still make things infinitely more difficult in the long run
- **Start the Incubation of the Diligence Orb**

75-----

- Don't summon the Slime today. Use an Emerald Tea and a Nasty Oil Coating not a + one
- Use Open Domain on the Alchemist, get the Ether and destroy the ball of darkness and once you're done in any of these areas use Recall. For the enemies just use Slash but try to ignore them
- Enter the woman in the house above
- In front of the church enter the kid and in this one there are 2 balls of darkness and a Maleficum, don't bother with the blue domain
- In the house on the lower left enter the woman and get another Maleficum

- Use 6 Blessed Energy Potions not the+ ones though. In the house above enter the old man
- Up and up the first ladder enter a miner
- Up the other ladder If you gave the Alchemist the 2 Pyros and she had at least 10 bombs a guy should be there, enter the blue domain, in this area you'll encounter Belphegor but don't fight him as if you do the day will immediately end but do enter the battle and use a Flash Bomb for the Bestiary, get 2 more Maleficums at the top
- 1 More Energy Potion and enter Charles in the Inn in the top right
- Talk to the Merchants in the 2nd floor of the inn for a reward tomorrow

The Eternal Repeat Arc... Only boss, y-yeah pretty short arc

- Use the Caritas Rune in the Key Items to fully heal, activate Shadowcloak, Offensive Stance, and finally enter Sophie to fight
- **Demon General Of Sloth: Belphegor's True Form and Luciela Memory**
If you didn't destroy all the balls of darkness you will be forced to use SK JUST to destroy the Barrier around Belphegor meaning you won't be able to cheese the battle that way, if you did you can just SK them for an easy fight of course, also just like with Sathanas if you didn't manage to get here before day 100 the battle will be Impossible without SK
Turn 1: Attack Luciela
Turn 2: Attack the normal enemy then just continue Light, Attacking Belphegor and the normal enemies when they are summoned

- **Add bangles in the Mannequin**

76 and

77-----

- **Slime Feeding 4: Feed 3 Maleficums, 1 Dragonic Scale, 1 Living Heart and 2 Inzectoid Armors. Water Skin**
- If you managed to defeat Belphegor before day 80 a merchant in the Boar Hut will give you 500G
- Return to Mountainreach to harvest the Mana Pool then go to the top left to enter a new dungeon but ignore it for now and just go up to get a Mana Stone in a skeleton and a Pyro above in the lava then to the right for a skeleton and up the stairs to the right 1 more Pyro

- In the bookstore in Nephelune buy and read the 2 lewd books
- **Implant the Advanced Makeup Orb in the Knowledge Room**
- **In the Appearance Room In the 3rd cubicle down add Nail Polish**

78-----

- Talk to the Headmaster of the Academy for another session
- **In the TV in the Interests Room change the channel**

- In the workshop in Verdeaux give the woman 1 Star Metal give the ingredients to the guy and buy the Magic Enhancer Artifact

79-----

- Talk to the guard with a heart bubble in the 2nd floor of the barracks in Trademond.
- This is actually one of the very first “lewd scenes” you could have seen in the game but as you will see it really isn’t anything special and is just more of a waste of time more than anything
- **In the Instincts Room with the machine in the top left install the Vulgar Language**

Day 80 and 81: The day everyone has been looking forward to

- You’ll automatically go to the Drug Dealer for the first sex scene of the game. As usual ask for a Sweet Memorie
- Learn Radiance from Elaine in the Church in Trademond
- **Activate the Estrangement 2 Happiness Drain generator**
- **Implant the Delinquency Orb**

Day 82 to 101: The Training Arc... Arc

- Radiance
- In the Guild in Nephelune start the **2nd Intermediary Quest (The Lord of Phantoms)**
- Return to the Nephelune’s Vault go up the first path put the 2 orbs from the area and enter the Domain, be sure Radiance is activated otherwise all the enemies in here will increase your Corruption if it isn’t, go to the top right to get a Maleficum then all the way to the top left for 2 Ethers, to the right go down the rope point to fight. **Phantom Lord**: Offensive Stance, Attack
- For defeating him you’ll get the Humanitas Rune which will increase both your Defenses by 25% every 21 days
- From the south entrance of Verdeaux go to the left into the bookstore and buy the 2 books you can actually read and read 1
- **Rewrite the left memory of Alicia in the Key Memories Room**

83-----

- In the Underground City go in the leader’s house in the top left while in disguise and talk to the leader, ask him everything and eventually it will give you a choice to give him the Humanitas Rune wich if you do, after defeating him you’ll get a corrupted version that increases all the stats of Aura by 25% and heal her HP at the cost of all the HP of one of your party members so it is totally worth it
- Return without the disguise to fight **Demon Worshipper Cult Leader: James**: Radiance, Offensive Stance, Auto Stone Mind. Thunderbolt, Attack then Slash the Phantoms if he summoned them And wherever or not you gave him the rune you’ll get the Lifeshaper Artifact that increases the HP of everyone by the current amount of Willpower you have

- From the entrance from the bottom of Verdeaux go to the right into the Knight's Keep and talk to the unique soldier outside to start the **(Duelists of Verdeaux) Quest**
- Go to the Building all the way to the left and talk to the purple haired girl to fight **Fire Duelist Lara**: Stone Mind. Thunderbolt
- To the south of the magic academy talk to the guy in red to fight. **Item Duelist Clement**: Use 2 Bombs+
- In the building below talk to the blonde guy sitting to the left to fight **Thunder Duelist Rene**: Offensive Stance. Attack
- Talk to the guy that started the Quest to fight **Knight-Duelist Francis**: Stone Mind. Thunderbolt 4 times
- Read a lewd book
- **Pump the Humanities Orb**

84-----

- **At this point you can return to see the last scene in the Academy but DON'T since if you do you'll get a massive debuff plus you might not be able to see some scenes later in the game including 2 scenes coming up with John. You'll lose 200G per day but not like that's a big deal.** However if you do see the scene today it will slightly change the lewd scene today in the real world so if you want to see that feel free just be sure to reload a save afterwards
- Infuse 4 Maleficums and 3 Goblin Teeths
- Go all the way to the left from the bookstore to go into the Brothel, talk to the proprietress and pick whatever you want tough I recommend starting with the Soap service you'll see why in a while
- **Smash**

85-----

- In the Bookstore in Verdeaux talk to the redhead
- **Pump**

86 and

87-----

- Learn Storm in the Spell Shop in Nephelune
- **Smash**
- **In the Instincts room with one of the machines in the middle, change Aura's expression to Bi**h mode. And boy will she start acting like a Bi**h after the next few scenes**
You could actually have done this mental change way earlier if you prefer this face but I think it only really starts being fitting from this point onwards

88 to

91-----

- The day will automatically start with a new scene with the Drug Dealer and you know the drill by now, so from here on out I won't mention anymore what to ask for

- Learn Brittle in the Spell Shop in Trademond and Brittle 2 in the Magic Academy
- **Pump**
- **Smash**
- **Remove the Injustice Happiness Drain Generator**
- **Begin the incubation of the Kindness Orb**

92 and

93-----

- Auto Storm with Aura, Offensive Stance, Shadowcloak, Morph Wind
- **Start the 3rd Intermediary Guild Quest (Poison Swamp)** Talk to the Alchemist then head to the dead forest to the north of Mountainreach, head all the way to the left and talk to the yellow flower for a fight. Just attack and use Storm with the Slime if the scorpions survived.
Go to where the vines are above to enter a hidden cave then from the other exit fight another flower, go all the way to the right then all the way up for another and get the skeleton with a Mana Stone go back down to the left and up again and fight another, **go to the left and down to talk to the apprentice** then continue going left to fight.
Mutated Serpent: Attack. Afterwards go report

- Learn Stone Mind 2 in the Academy
- **In the Interes Room lower part change to being competitive about Appearance**
- **Activate the Ugliness 2 Happiness Drain**

94-----

- Shadowcloak
- **Talk to Desmond about the Warehouse to start the (A Just Reward) Quest buy an Anti Magic Coating from the Alchemist if you don't have one, give it to him and steal all the items, which include**
3 Slimy Fluids
2 Mutated Spores
3 Poison Coatings
5 Mana Stones
2 Scorpion Claws
5 Bombs+
4 Blessed Vitality Potions
5 Blessed Web Bombs
1 Pyro Plating
And 1 Giant Bone
If you get caught you won't get a 2nd chance
- **Activate the Popularity 3 circle**

95 to

97-----

- If your Willpower is 0 at the start of the day a new sex scene should automatically start with John
- Auto Storm with Aura, Air Bubble, Offensive Stance, Radiance

- Back in the Central Lake now Aura can easily take care of the enemies with Auto Storm for the Undines and Mermaids Attack
 - Go to the bottom right then up to fight. **Kappa Round 1:** Slash, Storm
 - Go all the way to the top then to the right, down, right to enter the Vault and go up to fight **Mutated Rafflesia:** Auto Storm with both. Attack the Mermaid and the Rafflesia with the Slime then Attack the Rafflesia. Get the orb and a Skeleton with 3 Acid Bombs
 - Use the Ascend to recover your air then go all the way up into the depths and activate Radiance for this area go all the way to the right to get a Blessed Water+ in a chest and for the enemies just use Slash then go to the bottom left to fight **Evolved Saha Kraken:** Attack the Kraken then Storm Attack the Sahaking, Slime Guards
 - Get the orb and 2 Jelly Jams then go to the top right to fight **Underwater Lamia? That's random:** Auto Storm with both. Slash and Storm with the Slime
 - Go up to fight. **Kappa Round 2:** Auto Storm with both, Slash
 - Go down and to the left to fight. **Siren:** Auto Storm with both. Attack the Siren then the Mermaid
 - To the left there's a skeleton with a Nasty Oil Coating and to the right there is the Formula Gamma an Emerald Plating and 700G
 - Use a Sweet Memorie+ from here on out you will want to use one whenever the Addicted effect is about to run out
 - In the Guild in Nephelune start the **4th Intermediary Quest (John Rising)** and teach him Light then gift him the Art of Light book, Stone Mind and Brittle
 - **In the Appearance Room 3rd cubicle up change Aura's hair color to blonde**
 - **Implant the Assertiveness Orb**
 - **Implant the Celebrities 2 interest**
- 98 and
99-----
-
- Learn Heat Up from Charlotte
 - **Begin the Incubation of the Character Orb**
 - **In the Happiness Room with the Generator all the way to the left remove the first Self Acknowledgement Circle**
- Day 100
w00t-----
-
- Learn Fire 2 in the academy you also can learn it from Charlotte for a funny scene and for free but it would take 2 days instead of 1
 - **With the computer in the Interest Room Install the Model Dream Job**
- 101-----
-
- Learn Morph Thunder in the Guild in Nephelune by giving her 1500G

- If you don't have 36 Corruption SK anything then use 2 Blessed Waters tomorrow
- In the Instincts Room with the machine in the top right trade 3 MDEF for Lewd Knowledge

Day 102 to 113

- If your Willpower is 0 at the start of the day the day will automatically start with a new scene with John again
- Ask John about the Rare Material
- Shadowcloak
- Back in the Flooded Vault open the door with the 2 orbs of the area to get the Castitas Rune and go up to enter the **Far Eastern Caves**. For the enemies just use Slash. Collect the shiny spot to the left to start the **Journey of a Hero Quest**. Go to the right and blow the first 2 rocks to the right and go all the way to the end to fight. **Mature Spider Queen**: Offensive Stance. Attack
- Go back and blow 2 white rocks, go down and to the left to collect another page and from there go down to go into a hidden passage with another page and 2 Ethers
- Back in the main path go down, blow the black rock all the way to the right and the 2 white ones below go down to fight. **2 Medium Slimes**: Auto Storm with both. Slash and Storm then Storm again with both
- Go to the top right, get a skeleton with a Vitality Potion and fight. **Behemot**: Auto Stone Mind. Fire away
Get the last page to get the Chronicle Recording Crystal for some lore and you can sell it for 2500G not that you need it. Go to the right to exit and get an Emerald Leaf
- In the Nephelune Vault go to the left into the underwater area and to the left there is a skeleton with a Vitality Potion then around the middle area to the left there is a chest with 400G and to the right an Ether and go all the way up to fight. **Kraken Round 2**: Offensive Stance.
Attack the Kraken then the Crabs. Get the Drug Formula from the chest and give it to the Drug Dealer or the White Priestess if you haven't given her at least 3 Thought this formula is ridiculously good to sell to the Drug Dealer regardless in the higher difficulties as this will turn the Bloodshot Eyes Drugs into soft SK's for only 1 Corruption
- From the Brothel go all the way to the right and into the Knight's Keep for a scene with Roland if you can't pick the Leave option use an Emerald Tea before entering and star the **Rampaging Golem Quest** Talk to the Headmaster in the Academy and now there are a bunch of people in Trademond you can talk to, to continue the quest but the easiest one by far is just talking to the Headmaster again to join the caravan tomorrow
- In the shop above the brothel, talk to the blue haired guy at the bottom and talk about the Luck Theory to start the Luck Turnbau, ah, no sorry that's not it I meant

- the **(Luck is Also A Skill) Quest** Yeah, remember that book from the start of the game? Finally it is time to see what it was for. Use an Emerald Tea if you can't pick the debate option... (Or not, keep reading) start the debate and
- 1: Object that it doesn't help with Critical Hits
 - 2: You need to have read the book from the start of the game
 - 3: Object. Choose Monster Material and write Avian or Siren whatever you actually have the material for (Avian Feather) (Rainbow Scales) it's no issue if you don't, if you do everything else right
 - 4: Just let him continue
 - 5: Again you need to have read the book
 - 6: Let him continue
 - 7: Needs the book

This will reduce Roland's Popularity

Alternatively you can sell some items for him to get some gold, 4 Infamy points and increase Roland's Popularity

Roland's Popularity will affect 2 things. 1 and less important is how difficult the battle against him will be, but 2 and far more important is that it will affect if you can kill him during one of the next Arcs, so if you hate Roland as a character you will definitely want to pick the debate option, however since this is a corruption run I will just assume you picked the Vice options for all things Roland related.

THAT BEING SAID if you don't want to follow the guide to the word of the letter I'd hardly recommend killing Roland as the reward you get for killing him is infinitely better

- Buy 50 Lumerian Breads and start blessing them and buy the willpower book
- Go to the underground pub in Nephelune talk to Anna about the Celebration and just walk around until your Willpower reaches 0 for a lewd scene
- **Implant the Lewd Knowledge Orb in the Knowledge Room**

103-----

- Activate Rock Armor and use a Blessed Emerald Tea if you want to reduce Roland's Popularity
- Head outside to fight. **Rogue Mage:** Brittle then guard until he transforms, use Brittle again, wait until he transforms again, use Brittle one last time and finish him off using Light 2 times and Rampage
- Afterwards if you tell the truth Roland will lose Popularity **otherwise say that the threat still remains to increase his Popularity**
- **Change the left memory of Rose in the Key Memories Room**

104-----

- Go meet John in the top left of the Northern Forest to fight. **Garuda:** Shadowcloak. Rampage



- Talk to the ship captain in the top right in Nephelune to start **The Disbanded Crew Quest**
- Talk to the Nephelune Lord to reduce the fine to 5000 if you completed the Blue Sugar Menace Quest then go pay the captain
- In the bar talk to the sailor to play a minigame where you need to find the cheater in order to do it continuously bet 50G until the blue haired guy in the bottom left starts the round, bet 500 and accuse him. Alternatively you can just pay the 5000 you certainly should have the money if you're playing on story mode
- Talk to the sailor in the 2nd floor in the building below then talk to the magistrate in one of the houses in the western part of the Underground City
- In the left part of the upper city on a house with a green roof in the 2nd floor steal the chest with 750G and teach the wife of the sailor a lewd skill it doesn't matter which

- **Implant the Appearance Orb**

105-----

- **Enter the Guild in Trademond and if you have 10 Infamy a Quest will start but ignore it for now**
- Buy and read the Master Class Techniques to Make Males Cum book in the bookstore in Verdeaux (with this sex scenes will no longer end the day)
- **Start the Incubation of the Hardworking Orb**

106-----

- Use the Full Service option in the Brothel (Pick Regular Sex 2 times then Anal Sex 2 times and Regular Sex again after working 4 times and completing the quest on day 107 for different scenes)
- Use an Emerald Tea if needed and talk to Roland to begin the **Poisoned Elixirs Quest**
Talk to the Elixir Alchemist in the shop below the Academy
Talk to the Alchemist in Trademond
From the center of Verdeaux go all the way to the right to activate the teleporter then go up, talk to the black haired guy in the bench and threaten him to tell you of a Hidden Room

Head to this building and go inside to fight a battle, just Slash them



Afterwards the **Something Fishy Quest** will begin which you can only complete if you threaten the Vagrant, paid his debt then gave him a Lumerian Bread or talked to the Alchemist in Trademond then after starting this quest you talked to the Elixir Alchemist

Check the papers in the hidden room

Talk to the Elixir Alchemist

Talk to Francis outside the Knight's Keep or the fangirls inside

- Read and finish the A Guide to Focusing Your Mind book that you should still have from day 43

- **Change the right memory of George**

107-----

- Work in the Brothel we will be working in the brothel for a bit since you need to do it 6 times to learn 2 skills
- Use an Emerald Tea if needed and finally confront the Elixir Alchemist and either **blackmail him for free Elixirs** or make him confess to reduce Roland's Popularity
- Give the Elixir Alchemist 15 Ethers for Elixirs to increase Aura's stats
- Report to Roland and start the **Nothing but the Truth Turnabao...** Uh I mean... No, actually, yeah, this quest is pretty much just a straight up parody of Phoenix Wright and easily the most complex Quest in the game
- From the Elixir Alchemist talk to the guard to the left
- Talk to Roland and ask him everything then go up and talk to everyone
- Ask Anthelme about his Alibi then to Lorraine about Anthelme's Memories
- Go to the second floor and in the room to the right check the door, the table, the fireplace, the window and the body. (Aura will say if you missed something)
- In the room to the left check the desk then check every drawer. You can just force open each drawer. It doesn't change anything if you do but if you want to solve the riddles the answers from top to bottom are. Red. Green. Blue
- Ask Lorraine about the Murder Weapon
- And finally ask the Maid Camille about the Missing Will
- **Good Path: Talk to the Judge to start the trial**

- Begin the cross examination and press the first 3 lines
- On the 2nd cross examination present the Laval's Affair with Marie Evidence on the 2nd line
- On the 3rd present the Sleeping Formula on the 3rd line
- On Mary's testimony press everything
- After this the day will end

- **Evil Path: Up until collecting all the Evidence it's the same but now talk to Mary to blackmail her and in the 2nd floor on the room to the right check the table to tamper with evidence and begin the trial**
- **Once the trial begins just back down**
- **On Lorraine's 4th line present the Letter to Lorraine then Lorraine's Memories**
- **On the 2nd line present the Marked Article**
- **And finally take all the Vice options that come up**

- If you did the evil path learn Slash 2 from Mathias in the guild

- **Change the right memory of Alicia**

108 to 110-----

- On Lorraine's first testimony press the 3rd one and say yes to add a new line
- On the new one present the Letter to Lorraine then Laval's Diary
- On Francois 3rd line present Laval's Diary then the Closed Room
- On the 2nd line present the Missing Will to complete the trial
- And finally go down to get 1000G from Lorraine

- **This path will reduce Roland's Popularity and if you made all the Popularity reduction options in the other quests you will be able to kill him in a while**

- Work in the Brothel 3 times and read the other Willpower book we bought back on day 102

3 times

- **In the Surface Relationship Room put Alicia in the Evening Outing Relationship**

This will give you a major debuff every 5 days but you need to do this mental change as soon as possible otherwise you'll be stuck for a long time

- **Activate the Socializing 3 Generator**
- **Check the Shoes Shelf in the Appearance Room**

111 and

112-----

- Use 1 Blessed Water+ 1 Sweet Memorie+ and learn Seductive Stance 2 from the redhead girl to the left in the brothel then the other skill

- **Again**

- **Implant the Influential Orb**

113-----

- Read the willpower book

- **In the Instincts Room with one of the machines in the middle Install Perverted Fulfillment. And while in the subject of important Mental Changes do not and I repeat DO NOT ever install Orgasm Afterglow as that mental change is not necessary for any scene and will only give you a debuff that will make the rest of the game infinitely more difficult**

Day 114 to 126: The Madness of Lust Arc

- **Checkpoint 5: Keep a save here and never overwrite it as things prior to this shouldn't change anymore... Maybe, you never know with this game**
- Be sure you have 10 Bombs+ and 1 Rope
- Ask Mira about Richard's Barrier in the guild in Trademond to start the **(Mansion of Lust) Quest** then head to the blue mansion to the north of Verdeaux in the world map

- Enter then talk to the guy sitting at the table then to the guy in the sofa to enlist with Paul...ina

- **Upgrade Perverted Fulfillment**

115-----

- **Return to the mansion and in the room to the left check the tea in the table to drug it**

- Talk to Paulina then to Claude next to her and Paulina again

- In the room to the right talk to the maid with the heart bubble

- **Change the left memory of George**

116-----

- **Talk to guy in the table to get 20 Maid Score if you drugged the tea the previous day**

- Talk to the maid with the heart bubble in the room to the left

- **Reduce George Relation with the lever in the Surface Relationships Room**

117-----

- Talk to another maid in the room to the right

- **Again**

118-----

- Use a Sweet Memorie then talk to Paulina then to Claude

- **Again**

119 and

120-----

- Learn Water Skin 2 in the Academy

- **Change the right memory of Aura**

- **Change the right memory of George**

121-----

- Radiance, Offensive Stance, Nasty Oil Coating not a + one

- Buy 2 Sweet Memories+ and work in the Brothel

- Go all the way up from the room to the right in the mansion then check the bookshelf with a shield above to enter a hidden room, purify the balls of darkness

then go down the stairs to fight. **Thrall Expert Adventurer:** Auto Storm. Slash, Attack. Get the chests but don't bother with the rock

- Go back to the East Wing then go to the left and then in here enter the Catacombs to the left



- For the enemies use Fire on the Samurais or Attack the Attachments then Slash and use 1 Blessed Emerald Tea once you go below 60 Willpower
- Check the skeletons for items including a Blessed Water+ a Mana Stone and a Liquify Weapon Coating which will be extremely important for the next dungeon
- All the way to the left fight. **Slime Queen:** Stone Mind. Fire, Attack, Storm, Slash
- All the way to the right fight. **Spirit Fox:** Stone Mind deactivate Offensive Stance for this battle. Fire on the boss, Slash, Fire on the Samurai, Stone Mind, Fire
- Deactivate Radiance and back in the mansion go all the way up again sneak past the guards to the top and take the jump points to reach the upper floor then activate Radiance again and for this part activate Auto Storm and defeat all the remaining enemies in the way there is also a chest with 2 Magic Threads and to the left behind the wine shelf there is a lever to open up a shortcut in the hidden room behind the bookshelf
- Be sure you have at least 50 Blessed Lumerian Breads, 15 Bombs+ and 7 Ropes
- Finish the willpower book
- **Pump out a Novels Knowledge Orb**

122-----

- Water Skin, Offensive Stance, Liquify Weapon Coating and use a Emerald Tea if you're below 60 Willpower
- Back in Mountainreach go all the way to the top left to enter **Mount Firestorm** and surprise surprise another dungeon where you need to optimize your movement, not gonna lie these are getting kinda old. For the enemies use Slash on the small ones Fire on the Gryphons and Attack on the Pyroflowers

- Go all the way to the left for a Pyro then on the plants on the wall to the left there is a hidden cave with another Pyro, up the stairs and to the right for another all the way to the left for another and go up to fight. **Cockatrice:** Slash, Light, Fire. Go up for a Pyro, use the rope point to the left to get another Pyro and teleport out
- Re enter and this time go all the way up, burn the bush to the left then go down and down the stairs to fight. **Great Salamander:** Slash, Attack
- Continue all the way to the left and down for another Pyro then return up the stairs and go over the jump point go down the stairs then go up for another Pyro, go back up the stairs and go down for a Vitality Potion in a skeleton
- Go up and to the left and for the new enemy use Slash, Attack, all the way to the left get a Pyro and go in the cave
- Go all the way up for a Pyro then to the left, go over the jump point, go up, and fight
2 Great Salamanders: Attack, Slash
- Get the Blessed Water in the skeleton then down and to the right for another Pyro and an Acid Bomb in a skeleton. All the way to the left blow a wall for another Pyro then go back up. Continue until you get to the jump point summon the Slime in Fire Form and give it a Nasty Oil Coating not a + one and don't bother healing it, go all the way to the right to get a chest with 400G and 1 more Pyro ignore the rope point
- Go back to the jump point and go down and to the left fight. **Hi Aethon:** Offensive Stance Attack
- Go in the cave and this next area, yeah I'm not gonna even try to explain this one with how huge it is, so I'll just mention that there are 6 Pyros, 4 Blessed Lumerian Bread and some gold in skeletons
- For the new enemies use Attack Slash, around the middle area there is a skeleton with the Hyper Reaction Drug Formula
- In the top left fight. **Phoenix:** Attack, Slash
- And what you thought we were done? How adorable, go into the cave behind where the Phoenix was to thankfully enter the last area of this literal hell hole
- To the left there is a Pyro and a skeleton with Stasis Bombs and another with a Poison Coating then go to the top right then to the left there is one last hidden Pyro on the lower part of where the boss is and finally approach the last boss of this nightmare of a dungeon
Dragon Firestorm: Stone Mind, Radiance. Light on repeat
And for defeating him you get!!! 1 Star Metal and 14000G... wee. Let- let's never talk about this place again
- Give the Alchemist a Pyro for Bombs+ and buy all of them, 1 Ether for Energy Potions+ and buy all of them, enough Apples to get to 99 and bless them and 5 Ropes

- Give the Drug Formula to the White Priestess in Nephelune and if you gave her 4 you'll get a Blessed Water+ but more importantly this will let you learn an extremely useful skill tomorrow
 - Talk to Paulina then to Claude. **Also keep in mind that after this you will be on a 4 day time limit to defeat the general otherwise Paulina will leave the team permanently**
 - **In the top left of the Instincts Room add a Derogatory Nickname for George**
- 123-----

- Slime Feeding 5: Feed 1 Dragonic Scale and 1 Garuda Wing which should be enough to get it to level 10
 - Talk to Paulina
 - In the building to the left of where the White Priestess was talk to her to learn Peaceful Mind which will reduce the Willpower lost per day by 10
If you don't have enough Emerald Teas give the Alchemist Emerald Leafs
 - **Reduce the Compatibility with George with the flame in the Instincts Room**
- 124-----

- In the top room of the mansion talk to one more maid with a heart bubble
 - **This is yet another scene that will give you a permanent debuff so be sure you really want to do it especially since this one doesn't even gives anything useful**
 - **In the computer in the Interest Room install the Lewd Streaming**
- 125-----

- Use a Sweet Memory and buy and read the 101 Prostitution Tips book in Verdeaux
 - **Smash a Novels Knowledge Orb**
- 126-----

The Madness of Lust Arc Final Boss

- Sharpen Sword 1 time, buy 1 Sweet Memorie and work in the Brothel

Current Stats:

ATK: 74, DEF: 46, MATK: 137, MDEF: 125, AGI: 47, LUK 17: HP: 700, MP: 294

Slime: ATK: 30, DEF: 59, MATK: 47, MDEF: 49, AGI: 41, LUK: 9, HP: 394, MP: 77

- So now at this point if you want you can just end the day for a lewd scene with Paulina but as I said she will leave the team permanently if you do
- Talk to the maid behind the counter and ask her about the graduation reward to get 5 Magic Threads
- Go all the way to the end of the Maid Academy on the upper floor and before reaching the boss activate Radiance, Auto Stone Mind and Morph Wind and Auto Storm with the slime.

Demon General of Lust: Asmodeus True Form and Lilim the Princess of Succubus:

Fire and Storm on Lilim then just keep using Light

- Talk to the Headmaster in the Academy for the last Special Study Session
- **Remember that after this you will get an extremely crippling permanent debuff plus you will not be able to see a few scenes anymore, that being said if you're planning to kill Roland you won't have to worry about that for very long so don't worry about it.**
If not be absolutely sure you really want to do it, you'll miss on quite a few other scenes if you don't but you might not be able to complete the rest of the game if you do
- **Reduce the Compatibility with George with the flame in the Instincts Room**

Day 127 to 132

- Talk to Roland 5 times if you completed the Special Studies you'll get new scenes otherwise there is no point. **If you're planning on killing Roland be sure not to see his lewd scenes past the second one otherwise you won't be able to**
- **Pump**
- **Change the left Memory of Aura**
- **With both of the machines in the bottom right in the Interests Room install both changes it honestly doesn't matter which you pick at this point**
- **Remove the second Self-Acknowledgement Happiness Generator**

132-----

- Use 1 Sweet Memorie and talk to Hermann in his mansion in Trademond above the Alchemist
This is yet another scene that will give you a permanent debuff

- Talk to Roland
- **Remove the second Injustice Happiness Drain Generator**

Day 133 to 140: The Birth of a True Hero Arc and Chapter 2 Finale

- Hope you're ready for lots of plot, both in the real world and in Roya
- Talk to Roland 1 more time
- **Smash**
- **And with this the NTR officially starts in the real world**

134-----

- From the teleporter in Verdeaux talk to the Exorcist above to gain access to the Main Cathedral
- **Finish Chapter 2 by talking with George**

135-----

- In the Cathedral check the shiny thing in the top right for plot then to Cardinal Gabriel for more plot
- **Remove the last Self-Acknowledgement Happiness Generator**

136-----

- Use a Blessed Water+

- **Start the 5th Intermediary Quest (Rotten Love)** talk to Elaine in the church and by this point the quest will just end here
(If you want to fight the boss for whatever reason you can just use a Blessed Emerald Tea check the cross on Jacob's Farm, open the domain and go all the way to the left to fight **Persephone the Queen of the Underworld**: Auto Brittle. Fire on the Chest, Attack the Gazer, Guard, Acid Bomb, Attack, Light)

- Talk to Gabriel then enter where Dolus and the others are
- **Start the Incubation of the second Hardworking Orb in the Values Room**

137-----

- Talk to the team in the guild
- **On the 2nd cubicle up in the Appearance Room change to the side-tail hairstyle**

138-----

- Shadowcloak, Auto Storm
- From the entrance from the bottom go up to talk to Desmond and say that you're with Roland
- Talk to the Entertainment Mage and accept the Entertainment Battle. As he explained this is a bit more unique than a regular battle but it's pretty much meaningless
Battle 1: Slash and Attack
Battle 2: Slash
Battle 3: Slash
Battle 4: Slash and Attack the Garuda then Light on the Jellyfish

- Learn Mana Control in the Spell Shop in Trademond
- **Implant the Influential Orb**

139-----

- Have sex with Hermann
- Give the Elixir Alchemist in Verdeaux 20 Pyros and use the Elixirs
- Use a Sweet Memorie
- Be sure you have enough healing items 1 Nasty Oil Coating+ and at least 1 Emerald Tea and talk to Dolus to start the Ritual
- **Start the Incubation of the second Diligence Orb**

140-----

- Blessed Water not a + one. Use a Emerald Tea if below 60 Willpower and a Nasty Oil Coating+
- Shadowcloak, Auto Storm
- Get the 2 Ethers and check all the corpses in the dungeon, go up to fight. **Darry and Barry**: Slash, Attack
- **Talk to the blue flames to absorb them for 3MP**

- **Talk to the Red Flame to increase one of your stats by 3 you want to pick LUCK**

Wich by the way I never mentioned but the reason why LUCK is so good and that you want to pick it here and that's because LUCK increases your chances of dodging Physical attacks when you have Tactical Advantage and if you have 20 or more LUCK than the enemy you are guaranteed to dodge their attacks

- In the bottom left fight. **Misfortune Round 1:** Light. Get the 2 Ethers and head to the next area
- **Talk to the red flames again to increase your LUCK**
- Go all the way to the left to talk to Dolus then up take the 2nd jump point to the right and approach the boss from above to fight. **Misfortune Round 2:** Light, Attack
- Go all the way up to fight. **Bandit King Lysander:** You can utterly annihilate him with Offensive Stance, Attack but where's the fun in that... None either way but still the battle is at least more plot heavy'i if you take the fight slowly
 Turn 1: Attack Darry and Attack and Fire on Lysander with John Charlotte and Desmond
 Turn 2: Thunderbolt, Heat Up and Brittle with John
 Turn 3: Guard
 Turn 4: Defensive Stance with Aura and Heat Up
 Turn 5: Attack with John
 Turn 6: Guard until Liberation Space runs out and Protect with John if either Charlotte or Desmond got hit during it, then Fire and Attack while Aura Guards, watch plot happen and finish him off with Thunderbolt
 Absolutely nothing is different after the battle if you take the fight slowly so if you don't want to waste a bunch of healing items after the battle just use Offensive Stance Attack on Lysander to one shot him
- Pick up the Orb then talk to the red flame in the bottom right and give the Brighten skill to Desmond and activate it, head to the top right to fight. **Knight-Commander Roland:** Slash, Heat Up and Brittle then Attack. Roland also has some unique moves if you take the fight slowly but it's not really as plot relevant as Lysander's where
- After the battle if Roland's Popularity is 40 and didn't progress far enough into his lewd scenes you will be given a choice to kill him and since not only that would make a boss later in the game easier but far more importantly it would massively reduce the debuff from completing the Special Study there is virtually no reason not to do it.
- Either way afterwards pick the orb fix the bridge in the center, talk to the red flame for an unknown effect and head to the next area
- Enter the Domain and check the blue orb to fully heal and go all the way up for a battle, just Slash them
- Continue going up and the next scenes will change depending on how many mental changes you have done, if you have done them up to day 30 you'll get a

scene anymore and you will get a different scene, it obviously goes without a saying that you must ignore most of the Corruption and Lewd content if you want to see the other scene

- Talk to everyone in the benches then to Claire
- Continue following the path and before reaching the end activate Radiance Auto Stone Mind and Offensive Stance, then after the next scene activate them again (it will make sense once you get here) and go up to fight. **Crown Princess Claire and Demon King Dolus**: Light 3 times then Attack. Then right after
- **Crown Princess Claire and Demon King Dolus Round 2**: Light Attack then just keep attacking with everyone until they finally go down. And with that that is at long last the end of this plot heavy Arc
- **Increase the Relationship with Richard with the lever in the Surface Relationships Room**

Day 141 to 144: The Freezing City of Insatiable Hunger and Envious Desires Arc

- Talk to the captain in the top right of Nephelune to head to Winterfall
- For the enemies Shadowcloak, Slash. Also use an Acid Bomb on the Idealized Woman 1 and 2 for extra entries in the bestiary
- Also obviously don't consume the Cursed Gourmet Meats otherwise you'll be permanently cursed with the Stomach of Gluttony Curse
- Finally be extremely careful about the Flesh Puppets as if you don't defeat them in 3 turns they will use a skill that will force you to consume a Cursed Gourmet Meat or a drug
- As you arrive, get 2 corpses with items then go up the stairs and explore the outer part, get a book on a corpse and gift it to John. At the end go down the stairs and go into the first house, get a Blessed Water+ in a slightly hidden corpse then go down the stairs to get 3 Blessed Emerald Teas and a Blessed Lighting Jam Coating and 5 Blessed Bombs+ to the right and left of where the black lines are
- Back outside go all the way to the right and into the hole in the roof
- From the center explore the northern part and don't bother helping any of the sacrifices especially the cursed women as you'll be cursed with the Tongue of Envy Curse if you do
(you will be able to save all of them without worrying about the Curse after the General fight)
- In the top right fight. **Demonic Mage of Gluttony**: Stone Mind. Light, Storm
- At the entrance of the city fight. **Demonic Knightess of Envy**: Slash.
- Take care of the remaining enemies and in the entrance go to the right to get an Emerald Leaf then go all the way to the top right into a cave In the cave go down the first rope point and after the jump point there is a hidden Mana Stone in a

Skeleton to the right. If you go down and if you check the soup you could poison all the human enemies in the area but it's not even remotely worth it
Go all the way to the left from the entrance to get a Star Metal and go down the second rope point to fight **Poisoncloud Gnomes**: Slash twice
Go all the way down to fight. **Medium Slime**: Guard, Fire, Slash

- In the Guild in Trademond give Mira a Blessed Energy Potion+ for a barrier then back in Winterfall enter the first house to the right, fight the Demon, get the basket with 10 Apples and enter the Domain. For the enemies in the domains use Auto Storm
Go up to get an Ether then take the jump point to get a Maleficum, go all the way to the top right, take the 2 jump points to back attack the boss and fight **Astaroth of the Evil Trinity (the other 2 are Beelzebub and Lucifer in case you're curious)**: Offensive Stance, Attack

- Buy 2 Sweet Memories

- **Back on day 63 upon entering the guild in Trademond a Quest should have unlocked so go speak to Rosemond in his mansion in the top right to start the (Homewrecking) Quest.** This Quest is a bit unique in that it actually has 2 ways to complete it either by a **Lewd Path** or a **Vice Path** the end result will be the same on both but the way you get to that is obviously different and of course I will be showing both paths but I will just assume you did the lewd path

- **Lewd Path**: Choose the 1st option
Give him a Sweet Memorie
Talk to Albrecht in the Boar Hut

- **Pump a Novels Knowledge Orb**

- **Vice Path**: Choose the 2nd option
Speak to the guild clerk
Speak to Nadia and Albrecht in the Boar Hut
Return to Rosemond
Speak to the purple merchant in the Congregation
Speak to Nadia again
Go back to Rosemond
Speak to Albrecht
Finally return to the mansion to see how everyone is doing

142-----

- Get another Barrier from Mira then in the first house to the left fight the Demon, use Brittle if you want the info for the bestiary otherwise just use Light
- In the domain go up to get an Ether then to the top right and there is a Maleficum to the left of the boss. **Eligos, Commander of Beelzebub's Armies**: Stone Mind. Brittle, Storm, Light

- Speak to Nadia then Albrecht
- **Smash**

143-----

- Get another barrier and go in the house all the way up, fight the demon and enter the domain

- Use Auto Storm with both Aura and the Slime for the normal enemies and go to the left to get a Maleficum and all the way up for an Ether, to the right fight **Balor the Demon of Drought and Blight**: Auto Storm with both. Light 2 times
- Buy 50 Ropes and 2 Nasty Oil Coating+
- Speak to Nadia then Albrecht in the 2nd floor of the mansion and finally return to the mansion to see how Nadia is doing and the guild for Albrecht
- **Implant the Advanced Modeling Knowledge Orb**

144-----

- Have Sex with Roland and be sure you're above 60 Willpower afterwards

The Freezing City of Insatiable Hunger and Envious Desires Arc Final Boss

- Auto Stone Mind, Radiance, Nasty Oil Coating+

Current Stats:

Aura: ATK: 156, DEF: 72, MATK: 202, MDEF: 168, AGI: 91, LUK 36: HP: 835, MP: 344

Head to the building in the top right of Winterfall to fight

- **Demon General of Envy: Leviathan**
Like the previous Generals if you managed to get here before day 100 his stats would have been reduced by 75% however by now getting here before day 100 would have made the battle far more difficult
Storm then Light on Leviathan which will make it so the real battle begins against
- **Demon General of Gluttony: Beelzebub's True Form**
Light 2 times then Storm
- Get the 2 items in the Skeletons and the chest and use the Elixir then take the rope point to enter the **Crystal Caverns** get the 2 Ethers and go down to activate the teleporter
- For the enemies use Auto Storm and Offensive Stance Attack the Yetis
- Go to the top left to fight. **Crystal Ogre**: Auto Brittle, Offensive Stance. Storm then just keep Attacking
- Go all the way to the right to fight. **Brightmane**: Auto Storm, Rock Armor, Offensive Stance. Light on a Yeti, Attack Brightmane, Light the Yeti, Attack Brightmane then Attack the other Yeti
And finally get the camouflaged Star Metal in the top right
- Rescue all the citizens through the houses to get 100 EXP now that you don't have to worry about Leviathan's Curse, you need to start with the sailors in the house in the bottom right
- But with that, that is another arc done... HA did you really think that would be the case?

Defeating Leviathan in the first 3 turns may seem easy and the most efficient way to go about things, however if you DON'T use Radiance and wait 4 turns he will

also show his true form... Which then will immediately die by you using Light on Beelzebub, so if you want to see his true form feel free but you don't get anything from it and in fact not only you would get 2 extra Corruption and lose the 100 EXP from saving all the citizens but also without Radiance you wouldn't stand a chance against Beelzebub maybe even WITH SK
But with that, for realsies this time the arc is over

- Give the woman in the Workshop in Verdeaux 1 Star Metal and give the ingredients to the guy to buy the Coating Enhancer if you don't have something you can buy it in the stall to the left of the cathedral
- Sharpen Sword and infuse an Avian Feather and Rainbow Scales
- Use the Soap Service in the brothel
- **Implant the Delinquency Orb.**
And warning, the scene this unlocks is easily the most brutal scene in the game so watch it at your own risk

Day 145 to 147

- Talk to the Guard between the 2 mansions in northern Trademond to enter Lord Trademond Mansion then talk to him in the room to the left and talk to him again to obtain the Humilitas Rune which is required to enter the final dungeon without using SK
- **Increase the Relationship with Richard with the lever in the Surface Relationships Room**

147-----

0.43.x

This update didn't add anything to Roya but it added a ridiculous amount of Corruption and earth lewd scenes

- **Start the Incubation of the Character Orb**
- **Activate the Weakness Happiness Drain**
- **Increase the Relationship with Richard with the lever in the Surface Relationships Room**
- **Erase the right memory of Rose in the Key Memories Room**
- **Open the Identity Room**
- **Implant the Appearance Orb**
- **Open the Skill Room**
- **In the Appearance Room first cubicle down change clothes**
- **Activate the Superiority Happiness Generator**
- **Extract the use of Protect**
- **Learn Flashing Crotch Kick 3**
- **Extract the use of Pierce**
- **Activate the 2nd Weakness Happiness Drain**
- **Learn Seductive Stance 3**
- **Activate the leftmost purple crystal in the middle room**
- **Activate the other crystal to the left**
- **Activate the first crystal to the right**
- **Start the Incubation of the last orb in the Values Room**
- **Answer the top left question in the Identity Room**

- **Activate the last purple crystal**

Ignore this, or don't

The Humility Oneself Needs to Face Their Shortcomings Arc

Very Special Thanks to Rayven up in Discord For Helping with a bunch of stuff

Items Per Area

This is a list of each unique item for each area... Yeah, you don't say me. However keep in mind that even though you might be able to get all the items in 1 go you SHOULD'N'T you will pretty much have to use your own deduction on when to get the items for example if there is an item behind a wall that

needs a bomb and you don't have one, don't actually buy one as unless I mention otherwise, eventually you'll return to the area when it will be more efficient to get the item. Also keep in mind only very basic information will be here if you need more specific directions for the obscure items you'll find that in the main guide.

Abbreviations for items

If a boss drops an item I'll say B.

If it's a Harvestable item H.

If it's a Chest C.

If it's on a Corpse or Skeleton S.

Central Forest of Runes.

4 Apples, which appear on the map as sparkles.

H: 1 Star Metal

H: 1 Ether

H: 1 Rope Vine

B: 1 Mutated Spore

B: 1 Goblin Teeth

Northern Mine.

H: 2 Pyromantiums

H: 1 Star Metal

H: 1 Ether

B: 1 Inzectoid Armor

B: 1 Slimy Fluid

Northern Forest of Runes.

17 Apples, which appear on the map as sparkles

S: 2 Ethers

C: 1 Living Heart

H: 3 Vine Ropes

H: 2 Pyros

H: 2 Ethers

H: 1 Emerald Leaf

H: 1 Star Metal

B: 1 Inzectoid Armor

B: 1 Living Heart

B: 1 Jelly Jam

B: 1 Ogre Bone

B: 1 Goblin Teeth

Southern Forest of Runes.

5 Apples, which appear on the map as sparkles. Basket with 10 Apples

C: 1 Star Metal

H: 2 Vine Ropes

H: 1 Pyro

B: 1 Gourmet Meat

B: 1 Inzectoid Armors

Mine Vault

B: 1 Inzectoid Armor

B: 1 Slimy Fluid
B: 1 Gourmet Meat
H: 6 Ethers

Refugee Camp.

C: 3 Mutated Spores
H: 1 Pyro
H: 1 Star Metal
H: 1 Ether
B: 1 Gourmet Meat
B: 1 Scorpion Claw
B: 1 Sweet Memorie

Riverflow Forest

5 Apples, which appear on the map as sparkles.
S: 1 Ether
B: 2 Mutated Spores

Jacob's Farm Forest

B: 1 Avian Feather

Eastern Forest of Runes

8 Apples, which appear on the map as sparkles
H: 2 Ethers
H: 3 Emerald Leafs
H: 1 Pyro
H: 1 Star Metal
H: 1 Maleficum
B: 4 Mutated Spores
B: 1 Ancient Wood
B: 1 Slimy Fluid

Bandit Passage

H: 1 Ether
B: 2 Slimy Fluids

Arwin's Manor

Basket with 10 Apples
C: 1 Sweet Memorie
H: 1 Emerald Leaf
H: 1 Pyro
B: 1 Scorpion Claw
B: 1 Ether

Nephelune's Underground

2 Ropes on the ground
C: Pyro Plating
S: Formula Beta
S: The Art of Fire Book
H: 4 Ethers
H: 2 Emeralds Leafs
H: 1 Star Metal
B: 2 Gourmet Meats

B: 2 Jelly Jams
B: 1 Mutated Spore
B: 1 Ether

Nephelune's Underground City

The Art of Thunderbolt and Light in a bookshelf
C: 3 Mutated Spores
C: 1 Living Heart
C: 1 Ancient Wood

Draknor Fortress

Tenacity 2, The Art of Assassination and Mana And a Healthy Diet to Promote Its
Production Books
C: 1 Scorpion Claw
C: 2 Pyros
C: 1 Gourmet Meat
H: 5 Ethers
H: 1 Pyro
H: 3 Maleficums
H: 1 Star Metal
B: 2 Scorpion Claw
B: 3 Slimy Fluids
B: 1 Living Heart

Northern Mountain Range

C: Acid Bomb Formula
S: Bomb Proficiency 2 Book
H: 2 Ethers
H: 1 Pyro
H: 1 Emerald Leaf
H: 1 Maleficum
H: 1 Star Metal
B: 2 Ogre Bones
B: 1 Living Heart
B: 1 Avian Feather
B: 1 Scorpion Claw
B: 1 Gourmet Meat
B: 2 Insectoid Armors
B: 3 Slimy Fluids
B: 3 Goblin Teeth

Mountainreach

H: 5 Ethers
H: 6 Maleficums

Mental changes

Lewd Scenes

So I said before that you have to see all scenes in order but that's not quite how it works... How does it work then you ask? Umm, yeah I wish I could explain it myself the best I can do is put in brackets which scenes you must NOT watch the Pink Version of the scene but obviously still watch the scene just without reducing willpower to 0.

Show Panties to the Alchemist: Ask the Alchemist for a Discount.

Guard Ass Grope: After the (Spider Infestation) Quest don't talk to Charlotte in the Boar Hut and the next day go back to the Guild to talk to John and Paul.

[Hermann's Date 1]: Talk to an NPC with a heart bubble around the middle of Trademond.

[Hermann's Date 2]: Talk to Hermann during the (Festival of Greed) Quest.

[Hermann's Date 3 and 4]: Talk to him in his Mansion after unlocking the Vice stat.

Sex with Hermann 1 and 2: After 9 days talk to him in his Mansion and after this point it will no longer be difficult to see the pink scenes as thanks to the massive discount you get from the shops you can now buy Ropes from one of the stalls in front of the Congregation for 25 Gold and you can sell them back to him for... 25 Gold... I think you can see where I'm going with this, you can

just buy 99 Ropes to reduce Willpower to 0 then just resell them and you won't lose even 1 gold piece

Kissing John: During the (Sick Workers) Quest don't blow away the Pink Fog when fighting the Hydrangeas

John Breast Grope: Ask John to teach you a Martial.

[John Blowjob]: During the second part of the John Rising Quest in the bar in Nephelune talk to Anna and in the Celebration wait until your Willpower reaches 0

Lewd Dance For Formula Peddler: Part of the (Save the Crops) Quest in Riverflow.

Fingered By Doll Aura: After the Lewd Dance for the formula peddler wait 5 days and ask him for a discount.

Blowjob with Doll Aura: Talk to the Formula Peddler 1 Day after the Fingered By Doll Aura Scene.

Demon Worshipper Handjob: After Defeating the Bandit Leader or the Ogre Commander. Report their defeat in the Barracks in Trademond and then go down to the Prison.

[Listening on Liliana]: After completing the (Stolen Food) Quest go to the roof of Robert house in the Refugee Camp

[Maid Job 1]: After starting the (Demonic Vaults) Quest Go to one of the Mansions in Northern Trademond and talk to Arwin.

[Maid Job 2]: Last thing for the (Impostor Refugees) Quest.

[Asking for Ass Grope by Slave Owner]: During the festival of Greed Quest in the Money Domain Talk to a blonde merchant on the lower right and try to pay the debt.

[Feeding Slave Owner Mouth to Mouth]: In the Money Domain talk to a Maid in the middle left area.

[Customer Service 1]: In Nephelune, work at the underground Bar once then talk to the Worshipers with a hearth above him.

[Customer Service 2]: After upgrading the clothes once, work at the bar and talk to a Worshipper again.

Customer Service 3: Ditto

[Slime Bonding]: In the Refugee Camp Talk to the Summoner with your Slime

[Modeling Job 1]: This is not a lewd scene but you still have to see it anyways. After completing the (Sick workers) Quest, wait a day and talk to the pink haired NPC in the house with the blue door.

[Modeling Job 2]: Talk to her the next Day.

[Modeling Job 3]: Ditto.

[Learning Seductive Stance 1]: In the Refugee Camp talk to an NPC in one of the houses on the left.

[How To Distract With Your Female Charm Book]: Buy in Trademond.

[How To Channel Erotic Thoughts Into Magic book]: Buy in Trademond.

[Skillbook: Flashing Crotch Kick]: Buy in Nephelune.

[The Art Of Seduction book]: Buy in Nephelune.

Fingered By Hermit: After the What Is With Birds and Stealing Guild Quest Learn a Spell from the Hermit.

Titjob for Hermit: Next day learn another Spell.

Ass being Eaten Out By Hermit: Ditto.

Giving Toll Bandit Blowjob for Passage: Talk to the White Priestess in the Church in Trademond then check the ! in the world map.

[Masturbating At Shrine 1 and 2]: Do nothing, seriously, just keep on skipping days and eventually it will happen automatically after 20 days.

Giving Blowjob for Drugs 1 and 2: After getting 20 Trust in the bar in Nephelune go through the exit to the south, talk to the Drug Dealer in the bottom right, use a Drug, wait until you have the Whitradwal passive ability and ask him for a free drug.

[Bunny Suit Loving Magistrate 1 and 2]: After getting 60 Trust and upgrading to the bunny costume go to the left area of the underground city and in one of the houses talk to a worshipper.

Sex with the Drug Dealer 1 and 2: After the Giving Blowjob for Drugs scenes it will happen after 9 days as long as you don't use a drug on those 9 days.

Sex with John 1 and 2: After installing the Masturbation is not Enough mental change wait 20 days without doing anything

Vice Actions

0 to 10:

- In the Congregation in Nephelune (first building to the left) Invest 1000 G with the blonde Merchant
- If you rescued one of the injured merchants in the Festival of Greed you can talk to him in the Congregation In Trademond to get 1000G
- Complete the last step of the Save the Crops Quest after unlocking Vice
- After you start the Incubation of the Selflessness orb you'll learn the [Theft 1 ability] which allows you to steal a basket of 10 Apples from Jacob's farm south of Trademond, 2 crates of 10 Apples from the Refugee Camp Foodshed, 2 Crates of 10 Apples in Riverflow and 6 Ropes in the ground from the Mine north of Trademond

11 to 15:

- After you fully corrupt the Selfishness Orb wait a day and you have 10 Vice, you'll learn the [Theft 2 ability]
- Using Shadowcloak you can steal 3000G from the chest in the room on the left in the Congregation in Trademond
- Steal a chest in the second floor of Hermann's Mansion in Trademond
- Steal a chest in the second Floor of Nephelune's Lord Mansion
- In the 3rd building down in Verdeaux talk to the blue haired guy at the bottom and sell some items for him
- Option during the Rampaging Golems Quest
- Option during the Poisoned Elixirs and Something Fishy Quests
- Steal the Mana Catalyst in the What's with Birds and Stealing Quest
- After completing the previous Quest after 1 day talk to Desmond in the Guild to Start the A Just Reward Quest

16 to 21:

- After obtaining 5 Infamy enter the Guild in Trademond to start the Homewrecking Quest and pick the 2nd option
- After completing the Special Study in Verdeaux talk to Roland on 9 different days while having less than 40 Willpower

22 to 24:

- Absorb the Red Flames in the Reverse Summoning Ritual

Enemy Traits

Every enemy in this game has Traits you can check in the Compendium Bestiary and some of them have special effects

Male: Skills like Seductive Stance or Flashing Crotch Kick will have extra effects

Demonic: Immune to Poison, Light II and III will deal double damage

Plantoid: Fire II and III will deal double damage

Heavy armored: 10 turns after combat begins will give the enemy the Defense Broken debuff
(-75%DEF and MDEF)

Refined nose: If you use a Coating with a description of **nasty smelling** will give the enemy the Exhausted debuff (Prevents them from using certain skills)

Sluggish: If you back attack an enemy with this trait it will stun it for 2 turns (prevents them from doing anything)

Gold hoarder: If you take all the shiny spots in the ground next to an enemy with this trait it will give it the Enraged debuff (+50% ATK but prevents them from using skills)

Pack leader: When defeating an enemy with this trait all other enemies of that type will disappear from that dungeon. E.G defeating a wolf boss will make all the minor wolves to disappear

Gluttonous: An enemy with this trait will heal double HP from healing skills

Rigid: Will have massive DEF and MDEF until you use Brittle II or Brittle III

Light sensitive: If you fight an enemy where the screen is brighter or using Radiance it will make the enemy Exhausted

Corruptive: When defeating an enemy with this trait it will give the player Corruption at the end of the battle but it negates it if you activate their Light sensitive trait which come hand in hand

Transformed: Using an Acid Bomb on an enemy with this trait will massively reduce all their stats

All other traits do nothing

Human: