

Court Magician WT

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The game has a rather long loading time with a black screen. At the top left, you'll see a spinning circle, indicating that the program is loading. You can switch to full screen by pressing F4.

On your first playthrough, don't skip the intro—it's quite amusing.

There's a PDF from the developer titled *Evil Wizard Academy's Correspondence Course*. You should read it—it will be very helpful. Here's the link to download it:

[PDF Link](#)

In-game, the journal is a very helpful guide. On the right side, you'll see what needs to be done. Scroll down to find boxes, some of which are marked, and others unmarked. You can close the journal by pressing Esc.

Note that names, breast sizes, and other details are random and different with each playthrough (PT).

Day 1

The intro is a dream. Greely (the main character) has a vision where he holds infinite power over everyone in the court who hates and despises him, especially Baroness Melisande. In the most exciting part of the dream, a knock at the door interrupts it.

When you wake up, you find your servant, Weasel, still asleep. Next to his mattress, there are unwashed dishes with flies around them. Order Weasel to clean up, but it doesn't work—he needs some training first to become more obedient. You can train him later.

The baron is calling for you. He's an extremely impatient employer. On your way to see him, pick up the gold crowns from the floor—you'll find more of them later.

Greely is ugly, and most NPCs are extremely rude to him. He's used to this and stays calm. Be polite. Your revenge will come soon enough.

When you meet the baron, he's sitting on his throne. To his right is Captain Larret (the captain of the guard) and to his left is the steward. They discuss a sinkhole and potential treasures, with the baron eager to trade them with the queen for a profit.

On your way out, you meet Baroness Melisande (the baron's wife) and a maid. The mistress needs a new face cream and orders the maid to your lab for cleaning. You get a bad feeling because the maid is only supposed to report to the Baroness, and you're not even allowed to discipline her.

On your way to your room, you might want to take some water from the well—store 5 to 10, as you'll need a lot for potions. There's also a bucket of water in your lab.

Your new maid seems quite cocky in her demeanor, and you'll need to change that. Using Tarot Cards, you can impress her.

With Tarot, you can discover the Flaws, Desires, and Weaknesses of any person you've met.

During the tour, emphasize obedience. Affection (Hatred) and Reputation (Disdain) are low (negative), so you can't change much about that yet. Your best chance is to train her obedience.

Increasing Leverage (which is not easy to get) and Depravity will come later. For now, order her to clean the lab.

When the journal button (on the right) is glowing blue, it indicates a change has happened. Right now, there are 4 available quests and 1 completed quest. If you're unsure what to do next, you can check the journal for hints.

Now it's time to meet the captain. Before leaving, make sure to have Weasel join you—don't forget him, as he's important for your next mission.

Captain Larret is waiting for you outside the castle, making fun of you as usual. Leave the map to the south and follow the blinking star on the overview map.

After reaching the bottom of the sinkhole, head to the right to collect crystals and coins. Follow the wall, and on the left, you'll find a valuable silver necklace. There's also a statue of a lady—what should you do with her? Click "Hint" (red letters) for guidance.

Go to the door. If there's a treasure, the captain won't allow anyone to take anything from it. Your only option is to have Weasel grab something and hide it. This is important!

Now, take a step back and forth again in the direction of the door.

After returning to the castle, you meet Sorceress Morgana, who has been sent by the queen. If you want to impress her, say the loot might not be safe (red!).

When you get back to your lab in the afternoon, there's a lot to do before evening. Put on your best robe. Behind it, you'll find a tub with well water, which could be useful later. Take some ingredients from the closet (located to the right of the tub). Check the closet periodically as well.

Train Weasel in some obedience (5), so you can order him to clean the dishes (if you haven't done that already).

Now, let's see if you can brew the required Communication Potion. Unfortunately, you're missing olive oil.

There should be some olive oil in the kitchen. You can go there in the evening, after the cook has left. In the meantime, sit in your chair to refresh your "willpower" (WP, the blue ball on the right) and "resolve" (red, on the left).

A quick note about money: You'll find enough of it during the game, but be careful not to waste it. Buy only what you really need for the moment. Avoid bribing people (it's expensive!), as there are other ways to "convince" someone. You can get what you want by investing your willpower (the blue ball on the right) to make people obedient, for example. This might take some time, but once it works, you just give commands. That's how the game generally works.

Each NPC in the game has a different personality. You can learn about their flaws, desires, and weaknesses by using Tarot Cards (or later, the truth potion). Once you know these, you'll be able to figure out the best way to get each person to do what you want.

After "borrowing" the olive oil from the kitchen in the evening, you can brew the Communication Potion.

Now, hurry to the castle. Go straight to the red circle to use the potion. What happens next is called "My Big Break" in the journal. The Baron and Baroness's anger toward you will now be bottomless.

When you return home, you meet Moloch, a shamanic demon. This completely changes the course of your life.

It's now nighttime. You can go to bed and sleep until morning, but that would be a waste of time. Instead, you can use the "Night" and "Midnight" time slots for activities (both indoors and outdoors) and still get enough sleep between "Early Morning" and "Morning." Sleeping until morning gives you a full recovery of your stats.

Let's say your stats are low at night. Sit in your chair to replenish some of them. You can use your WP in the library or even jerk off while imagining the Baroness at midnight (you'll need "Human essence" for her face cream).

Alternatively, you can think of any other actions you can do at night. You can enter rooms (to find coins), go to the kitchen (for ingredients), or visit the storeroom behind the kitchen. Upstairs, the next two rooms also have some treasures.

You can also go to the steward's office (on the right) to find coins and valuable papers. Outside, there's a little house where the four maids are sleeping. You can steal bread and other things from there. By their beds, in the chests, there are secret journals from the maids. Read them later (click on them in the inventory) when you have time. You might uncover secret information about the girls.

You can even go outside to look for mushrooms, herbs, or coins in tree stumps (!). To the northwest, there's a forest around the lake with plenty of stuff to harvest.

This is also where you'll find two people sitting by the fire. It's safe to meet them after your encounter with Moloch in the fireplace of your lab.

The Goblins are hostile to humans, and your life is in danger. They don't believe you. Choose the option "I can prove it." Moloch will appear in the fire, and they'll have to follow his will (since he's their master). They'll give you a list of materials, which you'll find in the journal. Don't worry, you don't need to memorize everything.

It might be midnight by now. If you've spent all your willpower, you can still study "lores" for free in the library. This will also boost your XP for higher levels.

In the journal, there are four book notes. These aren't quests; they're just reminders about what you've read in the books about lores. Don't worry if these notes don't disappear throughout the game.

Actually, there's no rush in the game. It doesn't matter if you finish it in 10 or 100 days. As far as I know, there's no disadvantage to progressing slowly. Personally, I prefer not to waste any WP points or time slots when I can fill more content into a day, but if you prefer to take it easy, that's fine too.

Day 2

You wake up after a peaceful sleep. Check your journal for what to do next. There are 4 book notes, but these don't count as quests. You have 4 available quests: 2 main quests (goblins) and 2 side quests (maid and facial).

First, see what you still need for the spellbook. We've already found parchment (paper) in the steward's office. We'll take charcoal from the shaman's fire pit on the way to the cave. This means we need 4 more materials. Let's head to the village; the shops are open from morning until afternoon.

Before we go, give the maid a task. She shouldn't be idle. Have her clean the stairs (they're blocked).

Shopping: You'll need some money. Head to your nightstand (on the right side of the bed) and take out 25 coins.

Now, head south on the map. On the overview map, click on the village to enter it. Not far from the bridge, you'll see a big tree stump. Be sure to look inside when you find one—they're great for hiding and finding things, mostly coins.

One of the first buildings you'll come across is the jewelry store (left of the market, with a golden ring at the door). Buy one gold powder.

The jewelry store's shopkeeper is one of the most important men in the game, so we should focus on him.

Train him for Obedience. Berate him. He won't like it, but his Obedience will increase to 5. Now, ask him about the depth (red). We're excited to learn that the Baroness has some dirt on her. We can use this against her when we visit.

To avoid costly bribery with the jeweler, we need to do more Obedience training with him. Come back after you've spoken with the Baroness.

To the south and southeast of the village, there are some shops that are open. First, the blacksmith. Buy powdered iron (you won't need weapons, since you're a mage).

Next, the pig farmer doesn't have a shop, but you can ask him for materials. He'll give you pig blood for free.

The last house is the Tanner, where you can buy pig skin (leather). Also, buy a paddle and a riding crop (you never know when someone might need a little discipline).

There's also a lady caring for the pigs—remember to check in with her later.

Now it's time to tell the Baroness (the "Poor Little Rich Girl," as she's called in the journal) the news. First, you meet her handmaiden. She won't call for her mistress until you "convince" her. Try making her obedient or find another way. Once you succeed, she'll agree to call the Baroness.

The Baroness assures you a favor for not telling the Baron (+12 Leverage). Knock again and demand a favor from her immediately for 6 Leverage. (You'd love to spank her, but you'll need 25 Leverage for that.)

The "Obedient Training" costs you 6 Leverage, as stated earlier. She'll learn to follow commands.

Later in the night (or at midnight), the Baroness will arrive to fulfill her favor.

And that's the end of Day 2.

Next Days

Unlike some other walkthroughs and guides, we can't break the game down into chapters like "Day 3" or "Day XX." The game is really complex and offers a lot of freedom in how you approach quests.

The following sections cover quests, but you can choose the order in which you tackle them. The only thing to keep in mind is that you shouldn't plan two events at the same time. For example, if you expect the honorable Lady Baroness to visit your humble lab, you shouldn't be in the cave with the shamans at the same time. If you want the benefits from the shamans as soon as possible, it might be better to postpone the Obedience training with the Baroness until later. That way, you'll be on the safe side.

About Favorite Food:

Once you know someone's favorite food (asking is free!), and if you have it with you, give it to them. This can save you from attacks that might damage your resolve (the Red Ball). Try to learn the favorite foods of important NPCs who might attack you often. Buy enough of it at the market and use it right away when you meet them.

Ask NPCs about their favorite food. Do this for all the important characters in the game. If you already have it with you, give it to them; if not, buy it at the market later. This simple trick will help protect you from their attacks.

This is a good first step to getting into the game efficiently.

There are a lot of quests to explore. Check your quest log (journal) to keep track and guide you through the game. It's fun to explore all the things the game has to offer.

The game is still in early access, and the developer plans to spend another year finishing it. So, there might still be some bugs. If you have any constructive feedback or suggestions, feel free to share your findings.