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1.0 - Winning Tips

1.1 - About Combat

- In the early to mid-game, attacking with rifles (which are sold after successfully negotiating with the chairman of the weapon's shop) is a reliable option.
- In this game, status ailments are effective against most enemies, including bosses, so in the later stages (when enemy HP increases) it will be easier to fight by equipping abilities that inflict status ailments, such as "Rusty Blade," "Poison Hand," or "Power Hitter." (Power Hitter's effects stack, so equipping three of them is particularly powerful, as it has a high chance of stunning enemies)

1.2 - Money Making

- If you're actively looking for **H-Events**, you can earn both money and ether by working in the entertainment district.
- If you're a **Virgin**, I recommend mining in the mines on days when carriages are coming to the central plaza.

1.3 - Regarding stat allocation:

- Raising all stats evenly will make the battles of the latter half of the game a little tougher.
- Specializing in either Speech or Beauty depending on your playstyle will give you an advantage in negotiations.
- Stamina, Strength, and Skill are directly related to combat, so you'll want to allocate a little more to them.

Comment:

As far as I could see:

- **20~25 Skill is roughly enough for opening every lock (make sure you have Pick Locks for those with a low % of success, the lowest you'll find should be around 52%)**

- 40~45 Speech should be enough to negotiate with everyone (except for Max quest ending that needs 52)
- Other than Speech and Skill (and Beauty if you're going that way), every other stat is combat focused. Adjust considering your own playstyle:
- Stamina seems to be capped, giving only 5HP per lever after a certain point. I didn't notice the range but I think it starts around 40.

1.4 - The Beginning, waking up in the Dungeon:

- If you pass through the area where bubbles are spewing out of the water, you will be damaged by blood-sucking leeches.
You can avoid the leeches by:
- According to an in-game memo, been covered in slime by either using a "small blue glowing vial or combat with a slime
- Or, by my experience, your character has a chance of avoiding the leeches like any other trap. Simply save-scum through it.
- The Hollow Knight, marked with a red symbol, is difficult to defeat at this point, so avoid him and move on.
- If your HP reaches 0 along the way or you are caught in the petrification trap further ahead, you will be transported to the church.
- You will need the Tainted Priestess Statue along the way, so collect it now.

Once you are out of the dungeon and able to move freely, you will need to earn the money needed to stay at an inn.

You can stay at an inn by using the money you earn by completing quests or by using the plunder command on the innkeeper, among other ways.

2.0 - The Dungeon

2.1 - 1st Layer: "Galad's Castle"

- In this game, getting behind the enemy will allow you to strike first and twice, so try to do so as much as possible.
- Taking less turns to end a fight will accumulate less Fatigue by combat.
- Enemy symbols will chase you at a fairly fast speed, so if you try to avoid combat, you'll likely end up getting caught from behind and starting the battle at a disadvantage, so be careful. **Still, it is possible to go past many of them, I recommend combat though, since it will give Ether to level up.**
- If you go east and then go north down the eastern corridor, you can obtain the Citadel Symbol from a treasure chest.
- By pushing the stone statue in Galad's Great Library, you can access a secret passage to where the heretic witch Carmilla is.
 - o By talking to her, you can learn magic.
 - o By further negotiating with Carmilla, you will obtain the "Tome [Ancient Documents]". Using it several times while spending your leisure time at the inn, will make you able to read ancient characters.
- From the location where you obtained the Fortress symbol, go to the kitchen and continue on to the courtyard. Follow the path to the west wing's great hall, then follow the path from the northwest along the west wing's connecting corridor to reach the corridor connecting the east and west wings. If you examine the lever in the corridor connecting the east and west wings, you will be able to enter the bomb storage room along the way. If you interact with the hollow statue inside the bomb storage room, you will enter battle with the remains of the shrine maiden. After winning, you can obtain an "Blasting Bomb" from the treasure chest at the back.

2.1.1 - Confusing Mechanism

- How to Disable the Iron Bars in the 1F Courtyard

From the northwest of the dungeon entrance, head to the west corridor.

Go through the waterway to the sewers, then go northeast through the sewers to the courtyard, where you'll find a switch.

- Beyond the lock in the middle of the west wing's great hall (tutorial area)

Follow the steps above to go to the sewers and head northwest

Leeches can be neutralized with the "Blue Vial," which can be dispensed at Nell's Pharmacy.

2.1.2 - Boss: The Shrine Maiden's Origin

Although she's resistant to ranged attacks, once her HP drops below half and she's reduced to a mass of flesh,

she's weak to ranged attacks, so it's a good idea to equip her with a Black Powder Rifle and plenty of ammo.

When she's preparing a powerful attack, it's easier to fight her by using defense to withstand it.

Remove any locks or other obstacles along the way to open up shortcuts, so you can fight in top condition right after you start exploring, without any fatigue.

2.1.3 - About blasting bombs **IMPORTANT!**

As long as I could see: There are only 2 Blasting Bombs per playthrough but 5 places to blast.

Blasting bombs can only be used in one of three locations in the 1st Layer (at this point you'll only have 1 bomb):

- The Entrance
- The Underground library passage
- or the Courtyard.

We recommend taking the courtyard route, where you can obtain important items you'll need for later progress.

The entrance route is the easiest, so if you're planning on playing multiple times, this is also a good option.

Items Obtained Depending on the Bomb Location

- Entrance: White Cape
- Underground Library Passage: Giant's Catalyst Stone (powerful items for strength users), Circlet
- Courtyard: Vial of Dragon's Blood (for temporarily traversing through lava tiles with very reduced damage), Tainted Priestess Statue
- The last 2 blast locations are in the 4th layer:
 - o One gives you the Magic Stone Kite Shield and Pilgrim's Robe.
 - o The other one gives you the Inscription Glaive and Pilgrim's Wimple.

2.2 - 2nd Layer: "Unclean Catacombs"

- After reaching the second floor, report to Tim, a proponent nobleman in the Senate, that you've cleared the first floor to gain +25 prestige.
- You can obtain the "Gravestone Symbol" at the entrance to the second floor, unlocking new wares at the weapon's shop.

On this floor, you'll need to break the four seals located at the locations marked in the Sacrificial Mausoleum.

Even if you break a seal once, it will revert to its original state after a certain number of days have passed.

You can also pay Subservient Ed, located south of the Sacrificial Mausoleum, to have it broken.

If you successfully rob Ed or follow certain steps, the seal will not be lifted even after a certain number of days have passed.

The specific steps are listed in the "Inside the Dungeon" NPC event.

2.2.1 - The 4 Seal Locations

1. Poisonous Swamp

Located southeast of the Swamp Cave East, across the Poisonous Swamp.

2. Underwater Marsh West

Located west of the Swamp Cave, across the Poisonous Swamp.

Activate the Teleportation Trap beforehand and use it to avoid walking through the Poisonous Swamp.

3. Scarlet Cave

Located north of the central Teleportation Trap in the Swamp Cave East.

4. Impure Underground Temple

Located northeastwest(?) of the Swamp Cave. Avoid the traps as you progress and activate the lever at the back.

Be careful, if you're spotted by the sorcerer along the way, iron balls will fall in front of the lever, increasing the difficulty.

2.2.2 - Boss: The One Who Abandoned His Mission & Beast Idol

- The One Who Abandoned His Mission will be shielded by the Beast Idol, preventing attacks from getting through.
- The Beast Idol is resistant to most elemental attacks, so attack with your preferred weapon.
- Rifle attacks using AP bullets seem to deal relatively good damage.
- The One Who Abandoned His Mission will only heal and reflect magic, and will not attack.
 - After you defeat the Beast Idol, The One Who Abandoned His Mission will be vulnerable for around 2 turns until he revives the Beast Idol with half HP.

Take some medicine before defeating the Beast Idol, and then finish them off in one go with a high-powered skill.

2.2.3 - Hegui Village (2nd Layer)

You can reach it by:

- Proceeding to the second floor from the Courtyard route,
- or by proceeding through the Poisonous Swamp, which can be accessed from south of the eastern bottom marsh (you need to step into the marsh, so it might be easy to miss).

If your HP runs out in the village or the Poisonous Swamp, you will be forcibly returned to Hegui Village, and you will no longer be able to use the Shrine Maiden's Return Stone to teleport to town.

To escape, you can do it several ways:

- Exit the Poisonous Swamp north of the village, which is somewhat difficult upon arrival due to the dangerous monsters and the need for advanced lockpicking skills (as I said: 20~25 Skill and lockpicks should be enough. I considered it the easiest option despite what here is said).
- A relatively easy way to escape is to go west at the fork in the road just after leaving the village and push the stone statues at the end, but you will need to obtain an item within the village that will neutralize the poisonous swamp.
- If you progress through the event by repeatedly eating the stew offered in negotiations with Amanda, a carriage will appear in the village, allowing you to use it to escape.

2.2.4 - How to Obtain Poison Swamp Neutralization Items

1. Magic - Poison Residence

- Purchase "Foul-Smelling Sausage" from the general store and give it to the pig in the pigpen to receive "Dried Straw."
- Head east of the village and use the straw in the fireplace in the southeast building without being seen by the villagers.
- If you take a nap in an empty house, the guards and Amanda will leave, so head to the slaughterhouse from the fireplace in the northwest barn.
- Equip the "Magic - Poison Containment" skill you can obtain here with Chaos 70% or higher and Intelligence 15 or higher, and use it as a skill to nullify Poison Swamp damage.

2. Poisonous Insect Vial:

- If you gave Oscar the notes during the event, you can rescue him in the basement of Amanda's house while the commotion is still happening and receive a "Poisonous Insect Vial."

This can be neutralized simply by using it as a consumable item, so if you meet the conditions, this is an easier way to escape.

2.3 - 3rd Layer: "Secret Forest"

- After reaching the third floor, report your completion of the first floor to Tim, a proponent nobleman in the Senate, to receive +25 prestige.
 - o You can obtain the Owl Symbol at the entrance to the third floor.
- Further ahead, in the Sea of Trees, a man with a slave will appear traveling at night. Following them will lead you to the main gate of the capital.
- Use the communication command with Otto, the teacher in the building northwest of the City of Exiles, to obtain a "City of Exiles Tally." In addition to being able to use the city's facilities, possessing this will also allow you to travel to the City of Exiles by carriage from the backstreets.
 - o Use the communication command on Otto again to complete Amy's event,
 - o Or use the "Cloudy Eye Potion Vial"(Invisibility consumable) to obtain the "Backyard Key" in the room with the guard to the west of the Maiden's Teaching House. You might also successfully guide him away and take advantage of the opportunity when he leaves to enter the room.
- Exit the Maiden's Teaching House through the east door and head towards the Shrine Maiden's Gravestone upstairs.
- Once you have obtained the "Village Exposer's Return Stone" from the gravestone, return to the entrance to the Sea of Trees.
- When you have the "Village Rover's Return Stone", guiding lights will appear, follow them to reach the Abandoned village.
- Interact with the Hollow statue in the building north of the stone monument at the end of the Abandoned village to trigger a boss battle.
- After defeating the boss, go down the stairs that appear outside the building to access the Deep Shrine Maiden's Village.

DO NOT ENTER THE VILLAGE YET!!

Entering now can put an end to the quest of several characters like Hilda and Simon (and other possibly), just make sure you activate the teleporter before the entrance)

2.3.1 - Boss: Sanctuary Guardian

Enemy HP is high, so equipping weapons with abilities that inflict bleeding or lethal poison will help reduce their HP.

Enemies also use magical attacks, so be sure to equip armor with physical and magical mitigation.

2.3.2 - Events with Hilda

Her events will progress by possessing an amaryllis and using the flower selling command (purple option while talking) to Hilda at the church.

If the events are not progressing, you should clear more layers of the dungeon.

Be aware that Hilda will leave the church once you enter the shrine maiden's village. Complete her events before doing so.

At one point through the events, a note will appear at the church. If you head to the Shrine maiden's gravestone at the City of Exiles, you will be able to speak to Hilda.

If you talk to Nell (the town's alchemist), you will be asked to search for a Fragrant Amaryllis and a Purified Seed.

Fragrant Amaryllis can be obtained on the 4th Layer, given by Randel.

2.4 - 4th Layer: "The Cathedral of Oz"

- Placing two "Defiled Shrine Maiden Statue" in the hidden passage of the Demonic Statue on the 1st Layer will open the door.

Any statues not initially placed there can be obtained on the 2nd Layer after using a blasting bomb in the courtyard on the 1st Layer.

If you have used a bomb in a different location, you can also get a "Defiled Shrine Maiden Statue" by using the Cloudy Eye Potion Vial to pass the sniper on B1F of the Unclean Underground Temple.

The wraiths that appear on this floor are only vulnerable to magical attacks, so you'll want to be prepared (They are weak to holy damage).

In the basement, you'll fight a Shrine Maiden Hunter, and defeating them will give you a Blasting Bomb. In this room there are also 2 blast locations:

- The left one gives you the Magic Stone Kite Shield and Pilgrim's Robe.
- The right one gives you the Inscription Glaive and Pilgrim's Wimple.

Place two "Defiled Shrine Maiden Statues" north of the Hidden Forest Lakeside Camp (3rd Layer) and head to the kitchen.

Move the bookshelf and pass the fireplace to obtain the Chapel Key at the back.

Use this to enter the chapel and speak to Randel to obtain the Fragrant Amaryllis.

If you progress through the events in Stratos the Astrologist and obtain the "Purified Seed," Nell will create an "Amaryllis Vase."

Give this to Hilda to receive "Hilda's Note 2" the next day.

2.5 - 5th Layer: "Great Earth Cave"

First, speak to Hilda, who is in a house in the shrine maiden settlement.

The development here will change if you have progressed to the point where you obtain Hilda's second note:

If you listen to everything Hilda has to say in negotiations, you will be able to obtain the Tainted Shrine Maiden's Ring.

- Even if you have not progressed through Hilda's event, you can obtain the ring from her closet by looting it.

In addition to taking a carriage to the mines in the central plaza on a day when one is available, you can also get to the 5th Layer by heading east through the Underground labor facility (The Prison) from the Auction Hall in the City of Exiles.

This time, we'll take the City of Exiles route, and once we arrive at the 5th Layer, we'll head southeast to the ruins of the Iō people.

To get past the lava zone here, you'll need an item called a "Vial of Dragon's Blood."

You can obtain a Vial of Dragon's Blood by:

- Destroying the courtyard on the 2nd Layer with a Blasting bomb
- or you can also prepare the medicine by giving the Fire and Soot Formula Book to Nell, the alchemist, which you can obtain in the basement on the 4th Layer.

2.5.1 - Boss: Host Statue & Poltergeist

The host statue shields the Poltergeist from attacks.

The Poltergeist will automatically be incapacitated the turn after defeating the host statue.

As with the boss on Floor 3, this battle is easier if you equip yourself with abilities that can inflict bleeding poison or lethal poison.

2.5.2 - Perfect Fifth Element Creation:

After defeating the boss at the end of the lava, if you have the Tainted Shrine Maiden's Ring and you examine the door, you will be able to proceed to the Altar of Io's People.

By using Purified Seeds on the four altars here, you can obtain the "Perfect Fifth Element."

You can also use Impure Seeds, but be aware that this will result in the "Tainted Fifth Element."

The "Fresh Star Droplets" needed to create Purified Seeds can be obtained with a low probability by examining flowers within the dungeon, apart from those that are available initially and are guaranteed to be obtained just before the Shrine Maiden Village.

I've confirmed that there's a low chance of obtaining it from the flowers at the entrance to the City of Exiles.

If you have the money, you can stay at the inn in the City of Exiles and farm it.

2.5.3 - Location of the Artifacts needed to create the seeds (Every artifact has only one use):

Location by Layer:

1st Layer: Underground Library Passage/Hidden Statue Passage/Hall of Imprisonment

2nd Layer: Mausoleum of Sacrifice/Cave of the Scarlet Seal

3rd Layer: Tombstone of the Priestess/Abandoned Village

4th Layer: Chapel of the Cathedral of Oz

3.0 - Secondary Quest Events in Town:

Events with NPCs have many branching elements, so please note that some events are not listed if they are not very important.

3.1 - Back Alleys:

3.1.1 - AI:

- After eating together several times and building trust, an event will occur in which AI disappears.
- An event will occur when you head to the secret garden, accessible from the water source in the southwest of the 1st Layer courtyard.

If you wish, you may use the flower seller command in the Stray Goblin's Lair to progress through the H-events (Not necessary for continuing AI's quests).

AI's True Identity:

The day after you meet Booga, you'll find a girl where AI was, so talk to her. You'll spot AI while walking down the hallway on B2F of the Underground Labor Facility (Prison) in the City of Exiles.

If you follow him into the room, a choice will appear:

- If you "Reject," the event ends here?
- If you "Embrace," a conversation event with the real AI will occur in the secret garden.

Afterwards, if you talk to Booga in the Stray Goblin Lair, you will receive a "Fresh Stardrop Flower," an "Ether Rose," and a "Compassionate Heart."

- If you defeat Booga by looting him, will the event end with a conversation with the real AI??? (I don't think so but it needs confirmation to see if something happens, probably nothing)

If you defeat Booga by looting him, you'll receive a powerful piece of equipment called the "Demi-Human Loincloth," so if you want to make the battle easier, it might be a good idea to defeat him.

3.1.2 - Bordo, the Back Alley General Goods Shopkeeper:

By negotiating with him, you can work part-time at his general goods store.

If you enter the store the next day or later, an event will occur and you will have to choose an option.

- If you handed over the package you received at the Inquisition before this event triggers, you will receive money and the event will change. From this point on, Bordo's store will no longer be available.

If you choose "Refuse" ⇒ "I'm prepared" you'll be sent to a slave cell.

If you "Seal in Blood" and an H event follows, you'll learn "Loss of Citizenship."

From then on, if you sleep in the bed in the backyard at night an H event will occur.

3.1.3 - Stargazer Stratos:

On the second floor of the church, hand over the Impure Seeds obtained in the dungeon to progress the event.

After handing over the Impure Seeds several times, you can examine the letter lying on the ground in the room and pick up the Stargazer's Scribble.

If you speak to Stratos during your visit at the Inquisition, you will be able to refine the seeds in the Aether Purification Device.

By using the device at the Stargazing Tower at night, you can create a "Purified Seed". (I'm not sure what "Stargazing Tower" refers to, I suppose it refers to the 2nd floor of the Church (Stratos Observatory), but that artifact its useless for creating Purified Seeds)

If you gift this to Stratos the next day or later, you will obtain the "Element of Light."

Once an artifact has been used, it can no longer be used again, but you can create a similar Purified Seed by examining the other artifacts in the dungeon.

If you keep a Purified Seed after reaching the ending, you will be able to inherit all of your character into New Game+

3.1.4 - Church Lady:

Sell a healing potion to the church lady for 1000G (by not delivering Chamomile at the dungeon entrance, causing the prices to skyrocket)

If you sell it twice, the next day you'll receive a conversation with a man who appears in the old lady's place.

You'll acquire "Herring in Oil" and the "Money-Grubber" status effect.

On the other hand, if you sell it four times at a low price, you'll receive a recipe for Happy Candy the next day.

3.2 - Central Plaza

3.2.1 - Professor Elmer:

Talk to the professor in Elmer's Schoolhouse, southwest of the Central Plaza, to negotiate and trigger an H-Event.

From the second time onwards, you can extract Ether and restore Sanity by handing over the "Seed of Impurity."

If you choose "It's Time to Stop and Think" and proceed with the event along the way, Elmer will be imprisoned.

If you choose "It's Time to Stop and Think" but don't proceed with the event, and proceed to the end of Regulus' event and imprison Gustave, you can receive "Archaeology Masterpiece" and "Fresh Starry Droplet Flower" by talking to him in the room on the left on the second floor of the Red Light District Apartment.

3.2.2 - Peter the Archaeological Surveyor:

- Speak with Peter in the Central Plaza Pub and select "Offer to Help."
- Meet him at the dungeon entrance to have him join your party.
- Open the western iron bars and proceed down the western corridor.
- Place the iron statue in the depression in the floor to open a mechanical door, allowing you to proceed further.

- Proceed to the goblin's den at the back, explore further inside as Peter suggests, and return to face off in battle with a goblin.
 - o If you lose the battle, a defeat H-scene will occur, and if you examine the camera after the event, you'll obtain a "Racy Photo."

 - o If you win, the event will end without any defeat H-scenes.

In addition to selling Racy photos at the store for cash, you can also give them as gifts to the unemployed priest at the general store to receive the "Saint's Blessing."

After the event ends, talk to Peter in the night shelter and you can choose whether to forgive him or not.

If you forgive him, he will appear as a dungeon mate in the multi-tenant building and you can receive an item through conversation.

3.2.3 - Explorer Oscar:

- Talk to Oscar in the Central Plaza Pub during the day and select "No problem."
- Investigate the journal found in the West Wing Laboratory and report back.
- Afterwards, you can find and rescue Oscar at Hegui Village, inside the basement at Amanda's house. You can save him by:
 - o by causing a commotion by burning the house at the southeast of the village
 - o Or by using a "Cloudy Eye Potion Vial" to access the basement.
- Then you can meet him at the bar in town to receive a "Treasure Map."
- If you stay in the village for too long, you will no longer be able to rescue Oscar.

For more information on Hegui Village, please refer to the 2nd Layer walkthrough.

3.2.4 - Simon:

WARNING! THIS CHARACTER CAN DIE OR DISAPPEAR, ENDING HIS QUEST PREMATURELY, IF CERTAIN STEPS ARE NOT TAKEN, CONTINUE TO READ BELOW.

- After clearing Peter's event, talk to the gossipy raider in the casino at night to get more information.
- Head to the camp east of the 1st layer outside the walls and, after spotting a ghost, report it to Simon in the tavern.
- Return to the camp again and choose "Offer to Help" to Simon to enter a battle with two High Skeletons.
- After your victory, spot a ghost at the Underwater Swamp camp (2nd Layer) and report it to Simon.
- Return to the camp and warm it with body heat to trigger an H-event.
- Return to town and talk to the informant where Simon was.
 - o You can either buy the information for 2000G or use the flower sell command to see an H-event.
- Go to the entrance of the Sea of Trees and go:
 - o North ⇒ South ⇒ West ⇒ South (On my playthrough it said only South ⇒ West ⇒ Shout. It might be a mistake of this guide by adding 1 extra step or

it might be different by playthrough) until you reach an abandoned house in the forest.

- Examine the building inside and you will fight a Wraith.
- After winning, you can select "Please warm me up" to trigger an H-scene.

WARNING! I took too long to make the next step, and when I arrived Simon was dead and there was no Boss battle, so take caution.

- Afterwards, head to the Chapel of the Cathedral of Oz (north side, using carriage that takes you to the mines) to fight Elena.
 - o If you have a Purified seed, you can use it after victory.
- After the event, talk to him in the tavern to obtain Simon's hunting rifle.

If you have entered the Shrine maiden's village, Simon will disappear and you will not be able to progress with the event.

3.3 - Entertainment District

3.3.1 - Dancer Momo:

- Talk to Momo in the Rosehill Entertainment district and give her some food to obtain the "Monthly Dance Ero Sonkyo" magazine, allowing you to perform on the dance stage. Boiled eggs are not eligible for this food item; instead, items like dried meat and happy candies are eligible.

3.3.2 - Higgs:

- Speak with Higgs, the hired manager of the Red Light District Saloon, and select "Looking for Work."
- Then speak with Rubin in the Casino to learn how to obtain it.
- Speak with Vex in the Raiders' Community east of the Marsh at the Bottom of the Water on the Second Floor.
- Hand over Fine Wine to him (which you can obtain by trading chips at the Casino) to receive a VIP Card.
- Once you successfully communicate with Nedly in the Casino VIP Room, you'll be able to work at the beauty salon.

- You can also enter the VIP Room without obtaining a VIP card by completing Bunny jobs at the Casino (You will need a certain amount of Lewdness to work at the VIP room, 40 I think).

3.4 - Senate Plaza:

3.4.1- Regulus:

WARNING! THIS CHARACTER CAN DIE OR DISAPPEAR, ENDING HIS QUEST PREMATURELY, IF CERTAIN STEPS ARE NOT TAKEN, CONTINUE TO READ BELOW.

- Speak with the noble-looking boy(Regulus) in the Senate Plaza and pick up the letter.
- Speak with him again in the Senate and exchange the letter to receive a Ruby.
- If negotiations are successful after that, you will receive the Master Key to the Commerce Guild.
- Speak with Regulus in the Sewer shelter, entering from the Commerce Guild in the central plaza at night.
 - If you "agree with Regulus," you will head to the office deep inside the Senate.
 - If you "insist on developing the ruins," you will become enemies with Regulus.
- If you succeed in negotiating with Regulus again, you will obtain the "Cloudy Eye Potion Vial". Use this to obtain the "Senate Archive Key" in the offices.
- Then leave the room and obtain the "Unsealed Wine" in the eastern archives. Give it to Regulus to temporarily complete the quest.

Rescuing Regulus

- Speak with Regulus again the following night and he will set off to explore the dungeon.

TAKING TOO LONG BY RESTING AT THE INN OR OTHERWISE WILL CAUSE REGULUS TO BE BRAINSHAWED AND FAILED HIS QUEST, PROCEED WITH CAUTION!

- Speak with the wounded mercenary in the Poisonous Swamp, accessible south of the eastern Underwater Swamp.
- Head to Hegui Village, located through a locked door in the southeast.
- Purchase a Rotten Sausage from the general store and give it to the pig in the pigpen to obtain Dried Straw.
- Head east of the village and use the straw in the fireplace in the southeastern building without being seen by the villagers.
- Afterwards, if you take a nap in the empty house, the guard will leave, so head to the butcher's yard from the fireplace in the northwest barn.
- Talk to Regulus in his cell and you'll have to escape without being found.
 - o If you're found and your sanity is below 50%, you can choose "Rape Regulus" to trigger an H-scene.

If you choose "Leave it behind" after escaping, talk to him at the scrapyard to obtain the "Seed of Impurity" and the quest will end.

If you choose "Don't abandon him" after escaping, talk to him at the shelter after returning.

If you choose to accept the ring, you will obtain the "Praying Maiden's Ring" and the quest will end.

Imprisoned Regulus

- After a certain number of days have passed, head to the Senate to find Regulus imprisoned.
- Meet Regulus at the Inquisition and obtain the indictment.
- Negotiate with Duke Pesman at the ball and guess his favorite drink to hand over the indictment.
 - o Preferences are random, but you can find out by successfully negotiating with his aide, Nash.
- If you talk to Regulus after he has been released at the Senate, he will propose to you.

From then on, you can receive an item once a day by talking to Regulus in the Senate Plaza.

A different outcome will occur if you give the Cloudy Eye Potion Vial to the imprisoned Regulus.

3.4.2 - Berg:

Speak to Berg in the depths of the Inquisition Prison.

Give him a Fine Wine to receive the "Master Key to the Commerce Guild."

After that, you can buy information by speaking with him at the Sewers shelter.

3.4.3 - Gustave 1:

- Once your reputation reaches a certain level, you'll be able to access his office from the Senate Corridor.
- Negotiate with Gustave and agree to accept his request.
- Deliver the "unsealed wine" to Pierre in the Inquisition's dungeon.
- Report back afterwards to receive the money and complete the mission.

Gustave 2:

- If the negotiations are successful, you'll be tasked with searching for the traitor.
- The suspects are Miranda at the jewelry store in the upper residential area, Thomas in the men's sauna, and Wayne in the casino's VIP room.
- If the negotiations are successful, you'll discover Wayne is the traitor, and if you let him go, you'll receive a diamond.
- If you sell flowers to Thomas, an H-Event will occur.

Gustave 3:

If the negotiation is successful, you will receive a "Dinner Party Invitation."

You can purchase a "Party Dress" and a "Masquerade Mask" from a shop in the Upper Residential District or by breaking into Pesman Mansion during the day.

Equip them and head to the dinner party.

Use communication commands with the NPC at the party venue several times to exchange gifts, so give the alcohol to the knight Bernhard to the northeast.

Report back to Gustave the next day and you'll be able to choose your reward.

If you choose "I want to regain my memories," you'll receive 4 Impure Seeds.

3.5 - City of Exiles

3.5.1 - Noble Geisel:

Speak with Misty at the Maiden's Teaching House in the City of Exiles.

You can report this to Geisel at Duke Pesman's mansion, but further developments are unknown.

I also tried various scenarios, such as successfully rescuing Amy, but no particular events occurred.

4.0 – Secondary Quest Events Inside the Dungeon

4.1 - Max's Treasure 1:

WARNING! THIS CHARACTER CAN DIE OR DISAPPEAR, ENDING HIS QUEST PREMATURELY, IF CERTAIN STEPS ARE NOT TAKEN, CONTINUE TO READ BELOW.

- You can find Max, who is lying on the ground in the east wing of the 1st Layer.

This event will disappear as the story progresses.

- After rescuing him, talk to Max in front of the trading company to obtain the "Max's Treasure" note.
- If you choose "Yes, please" during the conversation, you'll be able to form a party with Max at the dungeon entrance.
 - o Whether Max is present is random, but if you are accompanied by him and investigate the glowing spot in the Forsaken Cemetery at the 1st Layer, you will obtain the "Max's Treasure 2" note.

4.1.2 - Max's Treasure 2:

- Investigate the glowing spot near the large tree northeast of the Poisonous Swamp, heading towards Hegui Village.
- Speak to Max in the 3rd room of the inn and hand over 3 Pick Tools, a Cogworking Tool, and a Springworking Tool every other day.
- Selecting "I felt like we were becoming romantically involved" will trigger an H-scene.
- After the chest is emptied, examine it to find a "Locks Blueprint"
- Take out a loan at Dingo Finance southeast of the Red Light District, and you can get some information from the man who comes to collect the loan the next day.
- Speak to Hugo in the Casino VIP Room at night and select "Target."
 - o No matter which option you choose after that, the same outcome will occur.

4.1.3 - Max's Treasure 3:

- Speak to Max and Hugo, located northeast of the City of Exiles.
 - o Select "Please stay put." If the negotiation is successful, you will receive the money and the quest will end.
 - o If you select "I'm going for a walk around the area," you will not be able to hand over the lock blueprints.
 - o If you hand over the lock blueprints, the events at the Shrine Maiden's Village will change slightly.

4.2 - Ruby:

- Feed Ruby in the Raiders' Community east of the Marsh at the bottom of the second layer a vegetable or fruit-based ration (such as dried fruit) to receive the "Monthly Dance Provocation Masturbation".

4.3 - Auction Girl:

If you give "Dried Herring" or other items to the Auction Girl at the Exile City Auction Hall on the 3rd Layer, you will receive "Monthly Dance Air Sex".

4.4 - Otto:

As you progress through Otto's events in the City of Exiles on the 3rd floor, you'll be asked to rescue Amy.

- From the auction site, proceed through the waterway on the 3rd basement floor of the northern section of the mine.
- Speak to Amy, (a slave who will have a speech bubble pop up) and either negotiate successfully or hand over the vial.
- Afterwards, talk to Otto and you'll be given the choice of whether or not to touch the statue.

Be careful, if you have given him the medicine bottle, you'll only be able to choose to touch the statue.

- If you "touch the statue", an H-event will occur.

- If you "pretend to touch it", you'll receive a "Fresh Starry Droplet Flower" from a conversation with the woman who has regained her senses.

4.5 - Blacksmith Garm:

- Talk to him in the treehouse in the Poison Swamp on the way to Hegui Village on the 2nd floor.
- He will create an Enchanted Sword using the broken sword and 15 iron ore.
- Show this to the former swordsmith in the south of the 3rd basement floor of the northern section of the 3rd Layer mine to receive the Swordsmith's Secret Book.
- Give this to Garm to create an Unsigned Sword.
- The required material, broken blunt iron, can be purchased at the shelter after completing Berg's event.

4.6 - Subservient Ed:

THIS EVENT WONT TRIGGER IF YOU PROCEED TO ACTIVATE THE 4 SEALS BEFORE DOING SO!

- Before removing all the seals on the second layer, request the removal of the Seal Stone in the Underwater Marsh.
- After resting at the inn for two days, head to the seal location in the west of the Underwater Marsh and speak to Ed to obtain the Poison Swamp Crossing Formula.

No matter which option you choose, you'll receive the "Key to Ed's Treasure Room."

- o The treasure chest in the room you access using this key is a teleportation trap, and you'll be able to see a wall-ass H event that isn't registered in the flashback room.
- If you escape by repeatedly pressing Enter at the destination, you can obtain a "Blaisful Formula" from a nearby treasure chest.
- Afterwards, you can receive money by "handing over the key to Ed's Treasure Vault" at the town Inquisition.
- Once all seals on the second floor have been removed, Ed will no longer be present, and this event will no longer progress.

4.7 - Ash the Wolfdog (The dog from the beginning):

Ash the Wolfdog appears randomly at the dungeon entrance.

- When he's in your company, your trust level will increase as you part ways with him through battles and other means. Do this six times until Atlas says, "Thank you for everything..." and he will no longer appear.
- Afterwards, Ash will appear in the shrine maiden's village, where the dogs are.
- Speak with him to receive a map, and if you head in that direction through the Sea of Trees, you can obtain items such as the Staff of the People of Io, Black Feather Attire, and Fresh Starry Flowers.