

Unholy Maiden [v1.09] [Unit 03]

Strategy Guide for easy progression

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Chapter 1: Character Creation

1.a Knight

Playstyle:

- Easy Tanky meatgrinder
- High Order
- High Chastity
- Strategic Libido Management
- Low Crit Rate, but a lot of juicy damage when it lands

Background:

- In order to make a strong knight Military Family is most optimal
- A noble and pure spirit - Weak to Anal improve your raw damage output, don't worry you will not end with slimes in your ass (i hope)
- Childbearing Hips - another Strength with upside, in this game you will push a lot of things around to solve puzzles and progress, usually just few tiles
- Survival Knowledge or Drunkard - Camping is what you do in most dungeons to recover FT and keep going, however there is Lewd 25 requirement for easy to access Glass bottle and it might be hard to expose yourself to lewds and go back in reasonable time



Attributes (in order of getting bare minimum):

Strength - Start with getting 5 early and push it to 10 soon and 100 much later

- This is your damage
- Strength is also needed to wear cool armors - 60 is for last ones

Beauty - You need at least 5 to take advantage of flower sales dialogue checks

- Beauty 5 print money, 10 let you pass every important dialogue in the game
- More than 10 is waste of points imo
- You need 5 Beauty to enter Costume Shop in noble district

Vigor - getting 10 early will be good idea, you want it at 30 later

- Vigor lower combat fatigue and you need it low, sure bonus HP is bonus HP, but you want Combat Fatigue to stay low
- 30 maximalize the fatigue lowering effect

Intelligence - all you need is early 5 and 10 later (no need anymore)

- This unlock heal poison/burn/bleed and small healing outside of combat
- It also improve your speech a little

Speech - get 10 early

- Strength is not the best dialogue skill because intimidation is almost useless
- Intelligence and Beauty boost persuasion, but we already half-ass them to basic 10s so you will need points there

Dexterity - 10 is all you will ever need, there might be a sword that need 15

- You need to pay attention to what scale your weapon damage
- Most weapons like strength and accept dexterity

Combination of strength, intelligence and Beauty 10 boost all 3 dialogue skills further than 20 in single one of them (this might be related to just raw level scaling)



1.b: Mage

Playstyle:

Theft - you break into places and steal shit, a lot of spells ask for 70% chaos
 Lewd Bunny - not really, you just need lewdness 50 for very good buff, but you don't have to sex anybody or do anything extreme

Lose libido management till 50, strategic after 50 - (i never tried to fall into 70% leads, its possible to drop to 50% and play as virgin whole game)

Tank - You always have a shield and its RPGM game enemies and you trade blows for a while and having HP makes your potions better

No Crits - Spells can not crit, sad...



Background:

Witchblood - obviously

Femme Fatale - double your chaos changes, make it faster to get 30% order and let you do good and honorable choices in quests without getting stuck in poisonous swamp with 69% chaos and spell that need 70% (you can also pay more attention and take something else)

There is a lot of liberty in your choices:

Weak to Anal - let you have physical damage bonus if you consider emergency scenarios

Survival Knowledge - universally good perk without penalties or conditional upsides

Childbearing Hips? or just take whatever you like

I took a Coward for experiment and it can be removed, but there is no benefit

So i would recommend FF + Survival + Hips

Attributes:

Beauty 5 - end at 10

- Most useless and most vital attribute
- There are so many speech checks that only ask for 0, 5 or 10 and unlock good paying jobs or unique bonuses

Intelligence 10 and 100 later

- Intelligence is so good
- It gives you speech 1 per 5 later 1 per 10
- It gives you damage
- It gives you mana
- It unlocks new spells and prayers

Vigor 10 - end at least at 30

- You are still trading blows, using shield and potions
- Its still helps with Fatigue from combat

Dexterity - 0, but 10 later and end at 20 max

- Dexterity is worth it for walking thru spikes and leeches
- It help with lockpicking and using tools
- Some backup damage if you are out of mana (impossible)

Strength - 0

- Its useless
- Most useful intimidates are at 0 - start combat or get jailed (it can be beneficial)
- You might consider getting 5 for tanky gear, but i think its useless

Speech - 0? Maybe 10 if you struggle

- I m sitting at 12/10/10 in chapter 5 - final (not entering the village)
- I saved people in need
- I did a lot of side quests
- Couldn't work with Gustavo and we will see how I rescue Amy. I will give her potion of invisibility (real one) and hope for the best?
- Simon never agreed to be my follower, but i finished his questline with sex
- A lot of persuasion checks are either really low or really high so i enjoy my bare minimum here
- 0 persuasion and seduction can still pass level 5 checks sometimes

1.c: Priest

Playstyle:

- Tank - its still RPGM game and you always wanna wear shield
- High Order
- High Chastity
- Strategic Libido Management, (if your lewd goes 50% you are cooked)
- Often switch loadout to use exploration spells

Background:

- Orphan - PRAYER POWER - (its magic for losers)
- Pure Maiden - PRAYER POWER
- Survival Knowledge?
- Childbearing Hips? - there is no reason to get compassionate heart as your order will often sit at 100% since you have no reason to go evil and even if you break and steal stuffs there is convenient orphan in cathedral that accept 1 food item per day
- Drunkard or Weak to Anal might be useful to consider

Attributes:

I never did priest and i don't consider myself expert, but Tank with 4 holy spells and Mage makes me feel competent to advice things

- Intelligence - Start with 10 end with at least 70 to unlock all the prayers
- Beauty - 5 and end with 10...
- Vigor - 10 and end with 50
- Speech - 10 and end with whatever you will need?
- Dexterity - 10 and end with 10
- Strength - 0? But 15 is needed to use holy spear - Inscribed Grave



All Starting Traits and what they do exactly:

Good - Mostly upside or hard to experience downside

Lewd - Mostly lewd/useless for how i play

Neutral - balanced traits or nothing burgers

1. **Popular Hole** - Increase chance for seduction dialogue to succeed
This trait doesn't do that much, you need to have non 0 chance to sell flower for increase and it remove virginity from you lowering prayer power
2. **Coward** - this trait give you panic attacks at low HP before level 50
And increase chance to escape all the time, it can be removed with experiments
3. **Weak to Anal** - increase physical attack, but anal targeting naked lewd actions will debilitate you more, this trait have no downside unless things go very bad
4. **Pure Maiden** - slower lewdness accumulation and increase prayer power, for a proper build this trait have no downside, lewdness let you earn money as VIP bunny or Dancer, but its only good for witch
5. **Delusional** - Reverse of the previous trait, can be replaced with a held item and upside is not that good for any regular build
6. **Compassionate Heart** - Order Rate increase (can be replaced by item)
7. **Femme Fatale** - Increase Chaos rates, Chaos is needed for some spells and it might be hard to get it low in reasonable time, take it if you wanna be wicked, but do the right things in quests
8. **Masochist** - libido and climax from humiliation and pain, this seems completely useless unless there is a way to defeat enemies as a cumrag or something
9. **Sadist** - Winning and Cruel dialogue options excite you, this is also useless, high libido make character worse in combat and you combat a lot
10. **Exhibitionist** - there is no easy way to get naked in public, so you would have to lose clothes in the dungeon and return to the city with auto-repair off and avoid guards for nothing beneficial?
11. **Big Clit** - Masturbation is easy way to manage libido and recover sanity, however this trait is not very useful for anybody, its very easy to cum from masturbation
12. **Drunkard** - Increase Alcohol lewdness from +5% to +8% otherwise have no use
13. **Childbearing Hips** - you push a lot of objects in this game regardless of your build, this trait lower FT rate of pushing things from 2 to 1.5
14. **Survival Knowledge** - upside with an upside, increase Camp FT recovery from 30 to 38 and you can do camping once per day
15. **Sexy Curves** - it works literally in one optional minigame in a whole game, however it has no downside and decent benefits
16. **Good Cook** - whenever you camp you increase cooking level, this double the leveling rate, however its not hard to level up cooking and this trait have no real upside after level 10 of cooking

17. **Small Bladder** - makes herbal tea recover more FT when you drink it, but let you drink less of any drink, including tea... its 12 instead of 7...
18. **Well-Developed** - you gain more libido whenever lewd situations happens, this include masturbation and watching others fuck or anything lewd

Chapter 2: Getting familiar with the game

Items to take from the dungeon:

You take dog - he's a friend

You go thru canals to the left room to pick up impure seed

Other items:

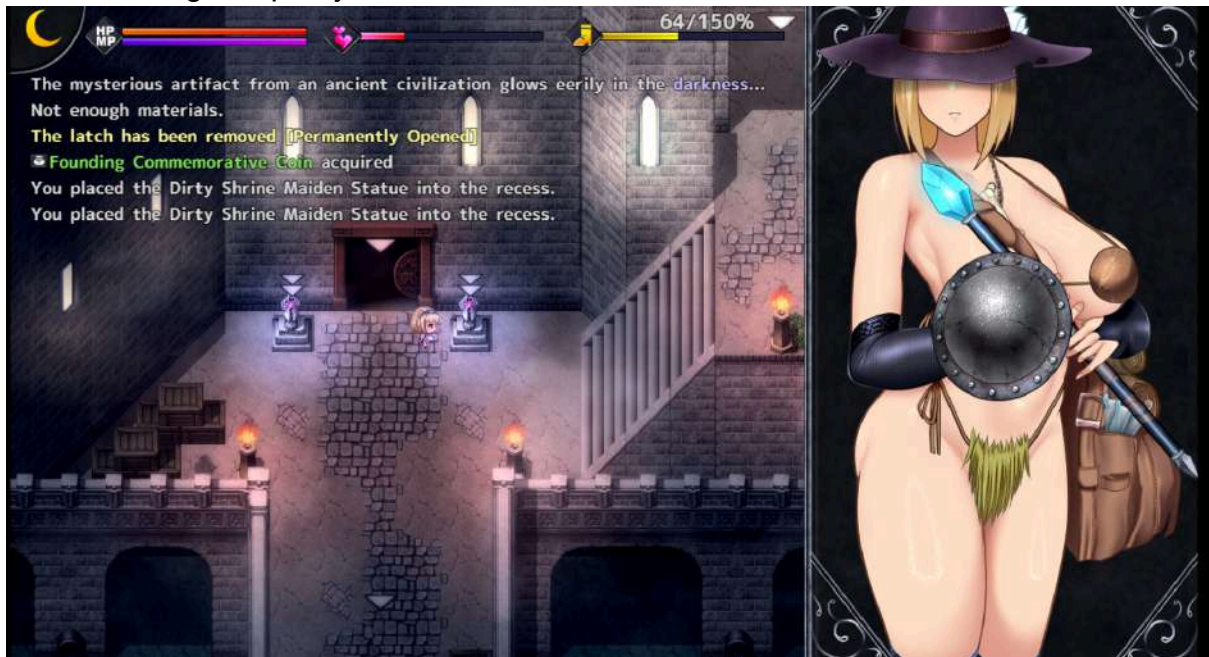
Broken Sword - this will be very good later - its a crafting ingredient

Crude Wooden Board - might be hard to find walking down canal

That's pretty much it?

There is Corrupted Shrine Maiden Stature you can take and carry with you for next 10 hours, but its optional as you will put it back there later

2 of this bad girls open you 2 different doors



Daily Grind:



This is the market square

Lady sell flowers for 100 Gold a piece

0 Beauty lady sells them back for 130 (most of the time)

At 10 Beauty you get 221 Gold

Flowers are key to seduction speech checks

Seduction is often much easier than persuasion to pass

Red Light District:



You can hit the casino and play slots (you know you can save and load in this game right?)

What do you think we're gonna work there? Forget it, let it spin c'mon big money

Getting Bunny Set Early especially on Warrior can be pretty valuable
 With all seriousness working as bunny with reloading is not bad
 300+ Gold in public zone and 600+ in VIP zone (you can work in both as one shift)
 If you start working as bunny, but waste time playing slots there is funny dialogue



Some of the lewd increasing dialogues and jobs stops doing anything after you reach specific % and will no longer change your chastity %
 Girls in BathHouse have some dialogue options that increase lewd%
 Most people should be more than fine with 20% chastity on pure runs with sex
 Mage is very specific case where you wanna drop all the way to 50% for power
 There is no real downside to having 100% lewdness, you can not consent to anything or get raped with lewd 0% or 100% just the same with same dialogue

Quests you might get:

- Herbal Tea Delivery - Company Store connected with Tea Store
- Deliver Flowers - market, flower girl
- Sell Black Powder - Night near Church
- Deliver Silk - Night Red Light District Costume Shop
- Sell coins - Pub inside in the corner
- Clean inn - INN, literally where you sleep
- Clean pub - Pub, you can talk with people and sell coins
- Clean Bathhouse - you can accept it, go to owner and reject it for +1 chastity
- Kill rats - dungeon floor one right from entrance
- Kill slimes - dungeon floor one in fire dagger campfire
- Kill roppers - dungeon floor one in campfire rush area

Thats literally all the quests, max i get like 8 in one day

Shields effectiveness

Each shield have inner chance to Parry and result of the parry

There are 2 best shields in the game:

Flame Buckler

Block Chance 50%

- Physical -15% (effective 7.5%)
- Fire -100%
- Ice - 50% (effective 25%)
- Dark -30% (effective 15%)

Magic Stone Kite Shield

Block Chance 40%

- Physical -20% (effective 8%)
- Fire -50% (effective 20%)
- Ice - 100%
- Dark -50% (effective 20%)

I don't know how Parry rune interact with parry chance exactly, i think its double it on ultimate

For me Flame Buckler works better with parry rune, but i don't care

Good Runes:

Parrying Ultimate - good for everybody from warrior to priest, Shield with 100% protection from frost or fire make this attacks hit 0

Lockpicking Ultimate - i m too lazy to switch so i wear it almost all the time

Skin Care - Prevent Bleeding and Burns (i would be too lazy to bandage)

Stamina Conservation Ultimate - You need FT, later its the only thing

Saintless Blessing - technically not super useful, however often helps

Utility Runes:

Corrupted Heart - if you need to get lewdness up without getting sensitivities

Merciful Heart - if you need to recover your Order after thieving

Archeology - if you reload chest for trap, but will settle for good treasure

Explaining the Time Flow

Entering places and changing areas progress the time, i can't tell how exactly

Day have: Morning, Noon, Afternoon/evening, Night, Late night

Each of these have some hours value assigned to progress them

This is important for quests and NPCs hunting, but irrelevant for new player

You might just be very frustrated if you miss meeting because delivering tea took 5 hours

Actions like taking a bath, cleaning, dancing or performing takes time

Dungeon is massive time skipper, but it does not change the day counter

Blast bombs: where to get one and where to blast

You need to claim the walls of the castle lever on the walls open bomb storage

You can access bomb storage thru canals, i m not sure how to get to castle walls

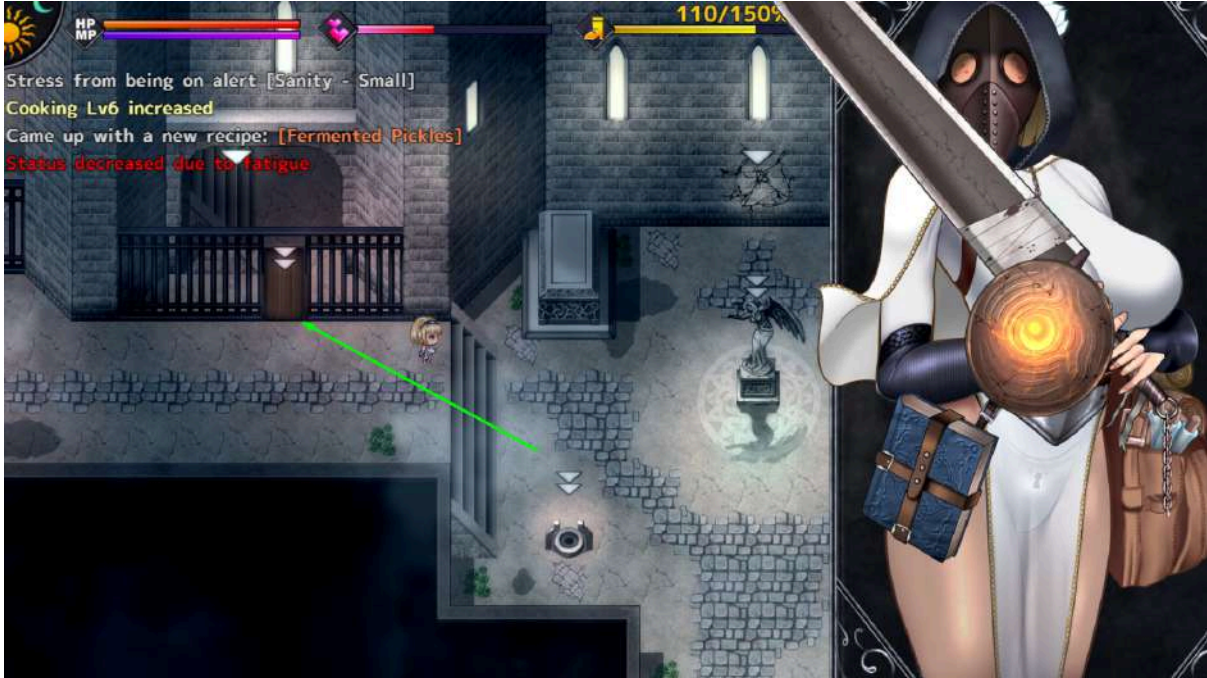
For Blasting your have 3 options:



A) Most simple choice, this option leads you to big toxic lake and south east you go to section that leads to cannibal village maze, however once you unlock teleport this option is meh

B) This unlock path to i forgot, holy shit i literally played it recently, fpr what i remember i was using exit B a lot together with teleporter

C) This leads you to trap infested maze that leads to cannibal village cave upper area, let me tell you don't take C even if you are experienced player
 I would recommend taking B or A, but never C unless you wanna join the cannibals
 Option C unlock you this annoying doors in floor 1 without it, they remain locked forever



Perks player can Gain in the game and what they do

Important note: i don't know all of them...sorry

1. **Virgin** - start as character without sexual experience/background this increase prayer power greatly (mostly heals unless you play as priest)
2. **Order of the Little King** - Side with Prince Regulus
3. **Black Knight of the Serpent** - Side with Gustavo
4. **Slave** - get enslaved - can't use return and faint bring you back to cage
5. **Pregnant** - yeah - im not sure what it does
6. **Mother** - be pregnant long - it unlock new ending where you take care of kid
7. **Archmage** - be challenged to a duel by Witch and win - Bonus magic power
8. **Deadbeat** - Be in debt and Avoid Paying Loan Rate - Lower Fame Gain from Quests, this perk is gone if you pay off debt
9. **Money Grubber** - get potion cost to 1000 and sell potion twice to old lady - Absolutely no effect or tests didn't showed anything
10. **Succubus** - Have Sex with Drunkard Ordo until he fix his Marriage somehow and then chose Red Colored Option - Bonus Magic Power
11. **Cheater** - Have special relationship with 2 people - boost service experience
12. **Corrupted Chastity** - get lewdness to 50% - lewdness no longer goes down -Prayer power, +Magic power
13. **Local Celebrity** - i have no idea how to get it or what it does

14. **Ancient Script analysis** - persuasion 30 on witch and read the book - story things
15. **Stew Addict** - Eat Stew in village 3 times - you can't refuse stew offer
16. **Edge of madness** - low sanity - lower healing efficiency
17. **Insane** - no sanity - lesser healing efficiency and nap removes it...
18. **Ether sickness** - dying too many times in a row - lower max HP, but boost magic
19. **Follower of Maiden Teachings** - Reward for finishing Otto Quest - i have no idea what it does exactly, game describes you as being brainwashed, but effect??
20. Sadist, Masochist, Exhibitionist can be obtained in-game, i only have sadist to confirm this.
21. **Rogue** - use intimidation 10 or more times - no noticeable changes
22. **Masturbation Monkey** - Masturbate 10 times - Masturbation charge libido more
23. **Brain Washed** - get brain wash progression to 100% - you can't act when brainwashed and will lose automatically
24. **Goblin's Bride** - have sex with goblin and get creampie'd - no idea
25. **Cum Dump** - Villagers Stew Sex - idk what it does

No-Perk Perks for Attributes:

- Vigor or Strength: Healthy Body (Lv.10), Chiseled Abs (Lv.40), Muscle Armor (Lv.70), Tough Girl (Lv.100)
- Dexterity: Makeshift Skill, Dexterous Hands, Precise Technique, Technician
- Intelligence: Big Headed, Know-It-All, Diligent Student, Walking Library
- Speech: Chatter Box, Smooth Talker, Errand Runner, Town Celebrity
- Beauty: Masturbation Pet, Sex Appeal, Alluring Gaze, Poster Girl



Chapter 3

Strategies from Veterans:

Take the Loan 1000

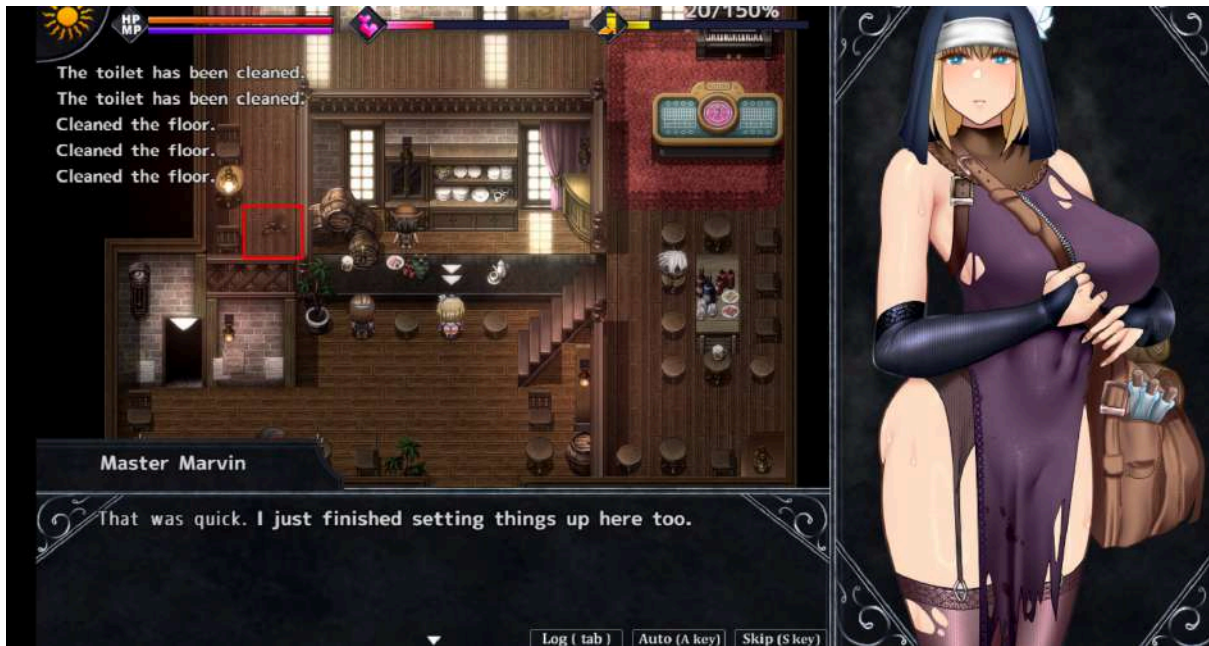
1. Buy apartment for 500
2. Buy Casino Chips for 200
3. Spend rest on Flowers to sell for a profit
4. 1st time loan sharks show up persuade them to not pay 100,
5. but spend the next day getting 1000 to repay the loan with 0% interest!

You can't repay loan at night due to crowded office

Half-ass Cleaning jobs

You should always leave 1 tile untouched to save 2 FT

You will get same reward regardless



This let you clean bathhouse without being molested

Free Chastity & Order & Lewdness Dialogues:

Order:

1. Conveniently placed orphan in church asking for food daily
2. Oldman in market square evening - option "thank you for your concern"
3. No other interaction loop endlessly

Compassionate Heart <Ability> Accelerate order 2x Order %

Chastity:

- Quest BathHouse cleaning - tell owner you can't do it
- 3rd floor of the church Confess your sins
- At night in the pub deny gambling for 1000 Gold stakes

Lewdness:

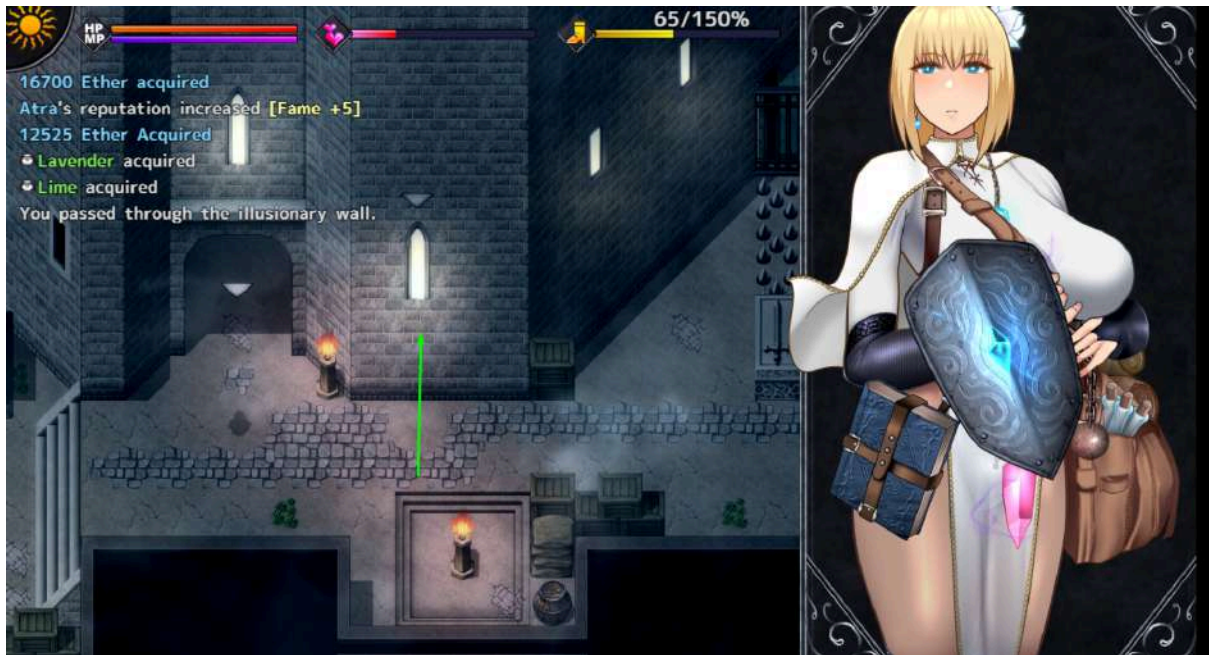
- Work as casino bunny - until you reach 20%
- Sell flower to dance club manager - gives + without dancing
- Sell flower to old man ordo - gives + even if you deny sex
- Get Photo session even repeated one
- Masturbate and read lewd books in the inn
- Orgasm increase lewdness

Breaking into casino at morning to gather coins, returning at evening to buy dried berries and give them to Girl in Noble District gives Corrupted Heart - accelerate lewdness gain (2x lewdness % in most cases)

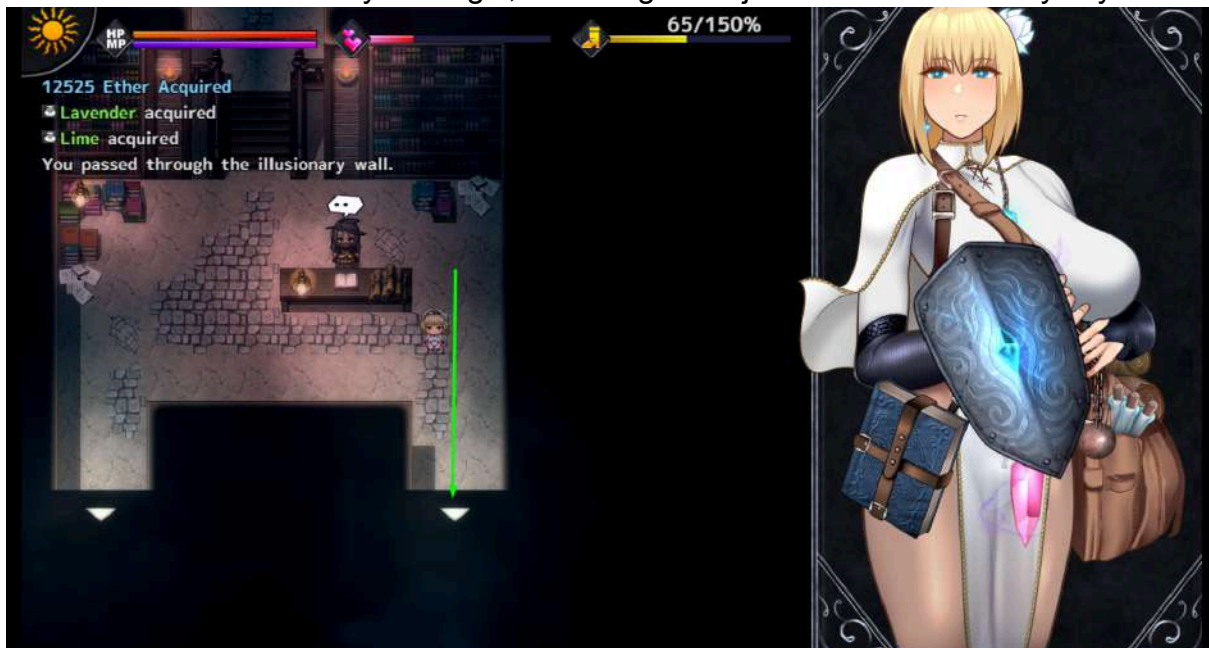
Dagger dive:

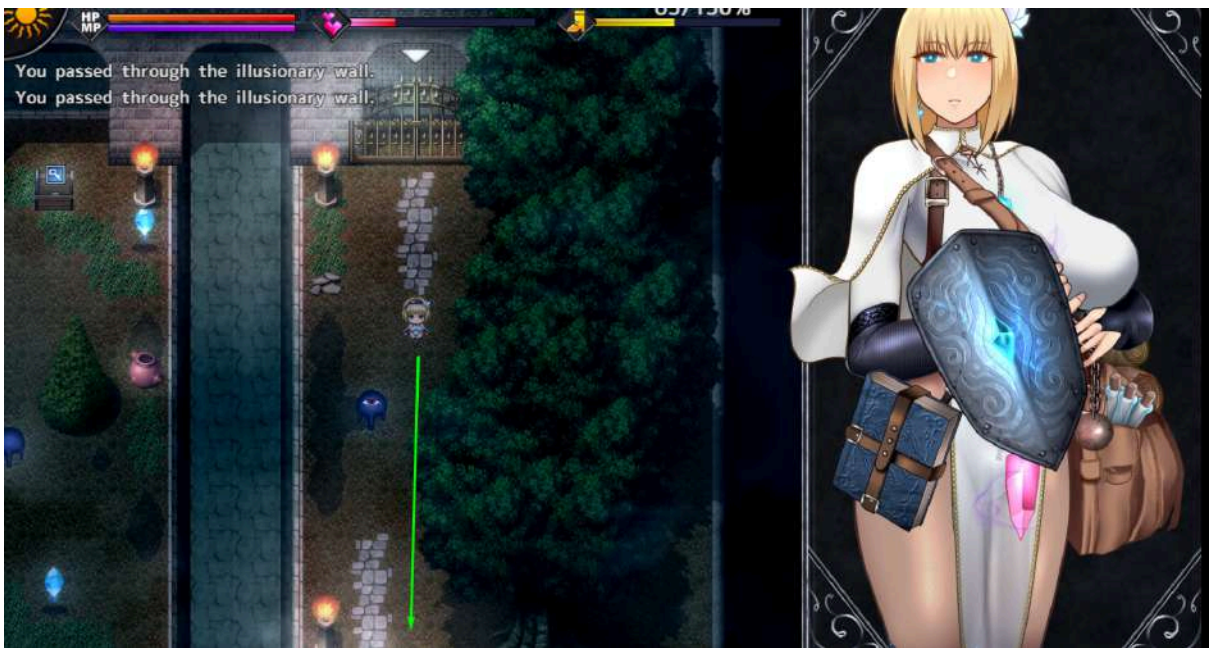
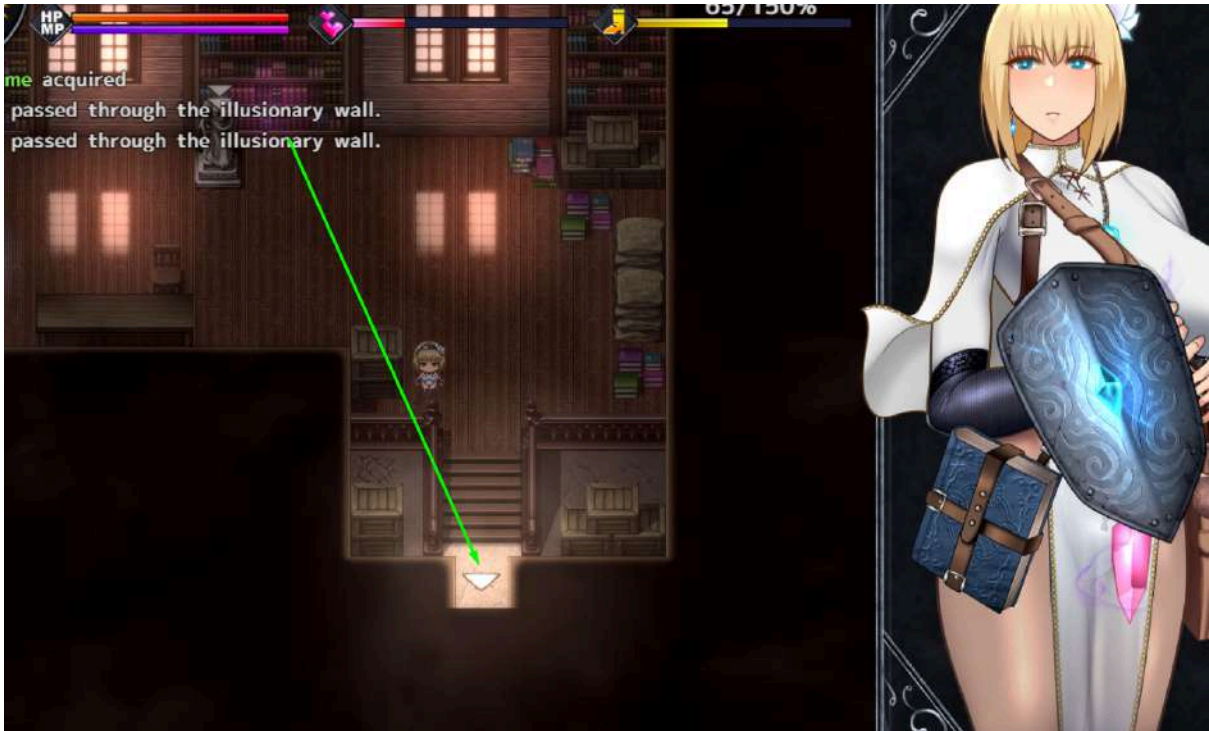
Simple strategy to obtain powerful and magically charged weapon early

Here is the secret, not secret passage

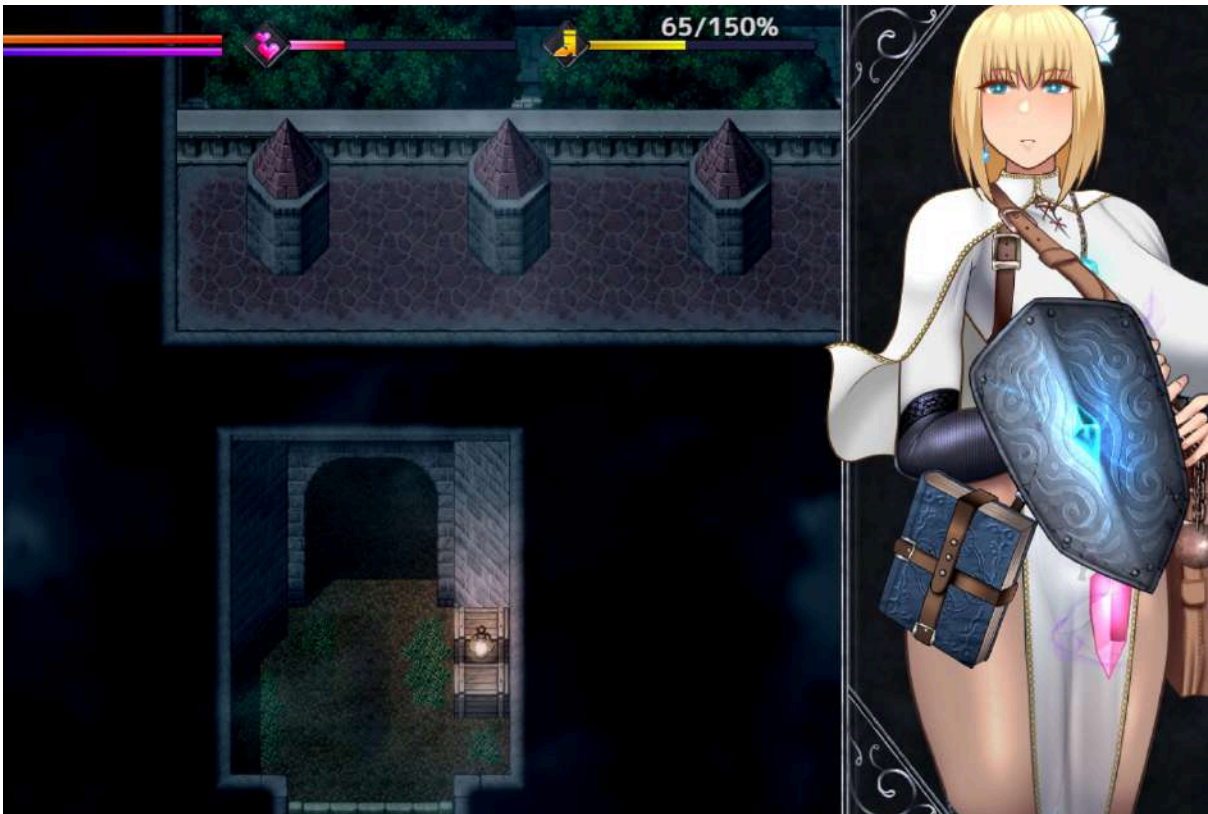


You can ask her to teach you magic, loot things and just move forward anyways





Ignore him, you will run thru without being seen in time





If you run you will take damage only once, it deals -33% per second/step?
 I wasn't sure if i can get it and walked there instead of Down + Right from 2 steps



This entire road have 1 enemy who will not see you in time if you run right pass him
 And minor risk of lava damage if you are clicking a mouse to move there idk...

Return and Level up abuse



You can use it almost everywhere in dungeon



This will restore your HP and Mana to 100%, you can use it a lot

Campfire run

Once you know your way around level 1 or level 2 you can simply

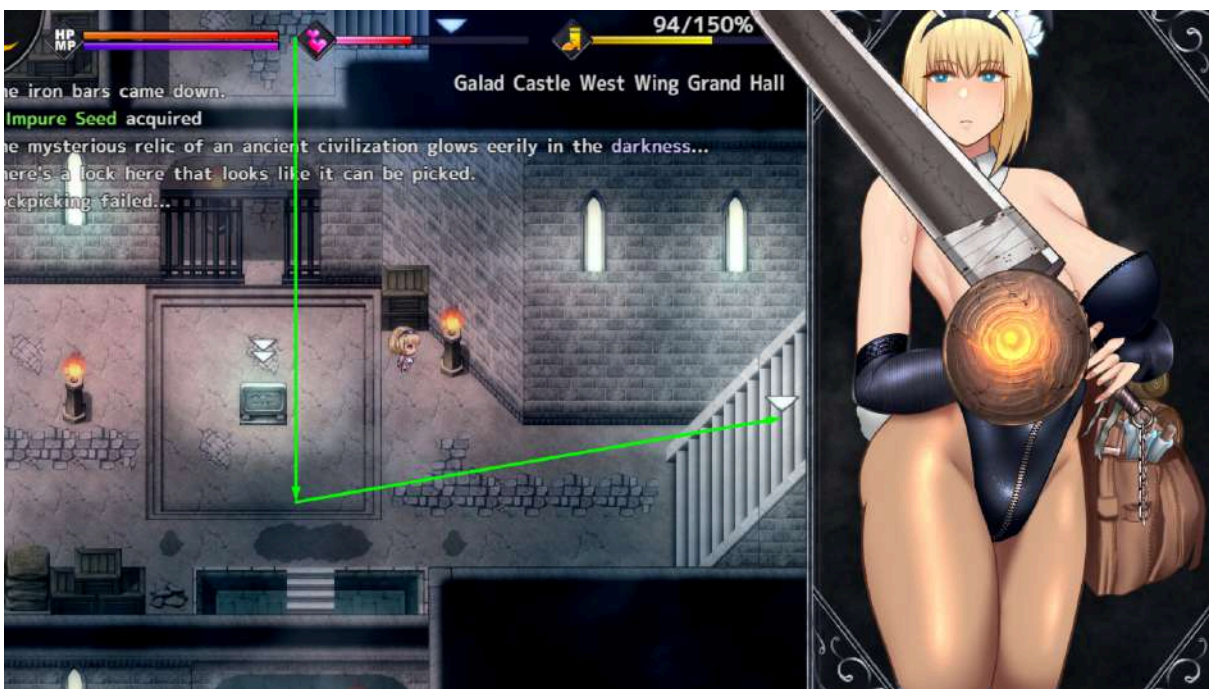
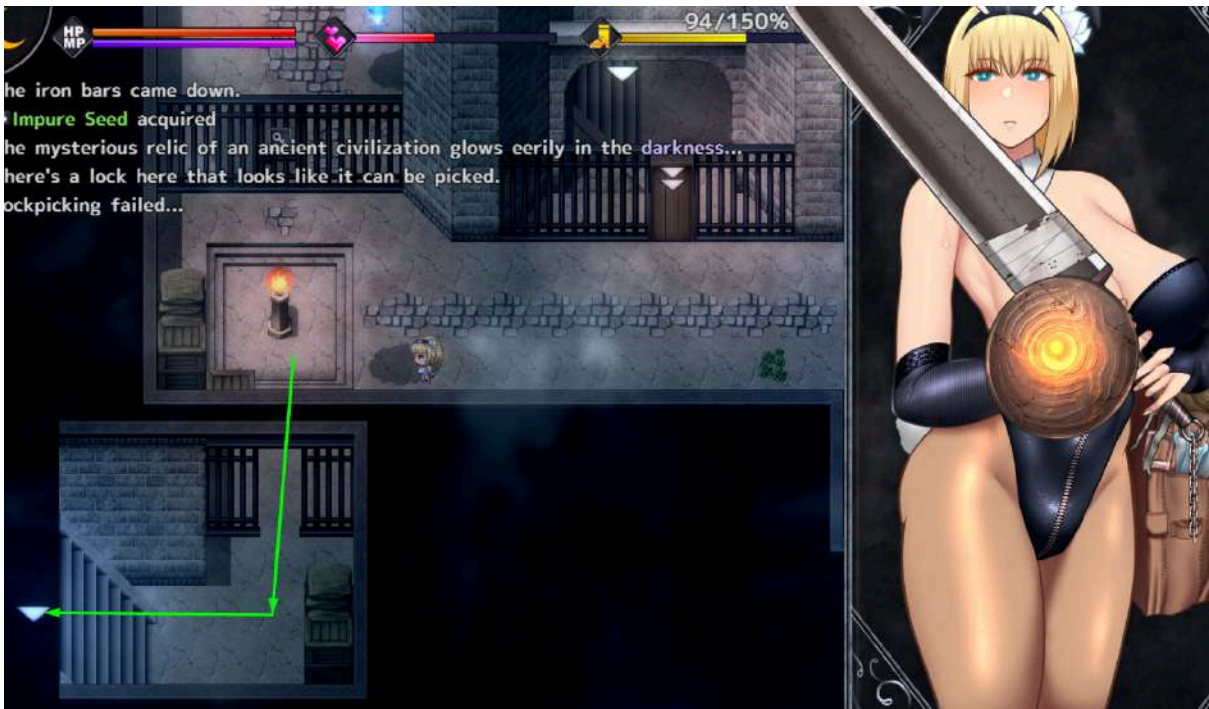
Use your familiarity with the maps to camp to restore Fatigue

You restore 30 Fatigue during camp 50 with perk i mentioned

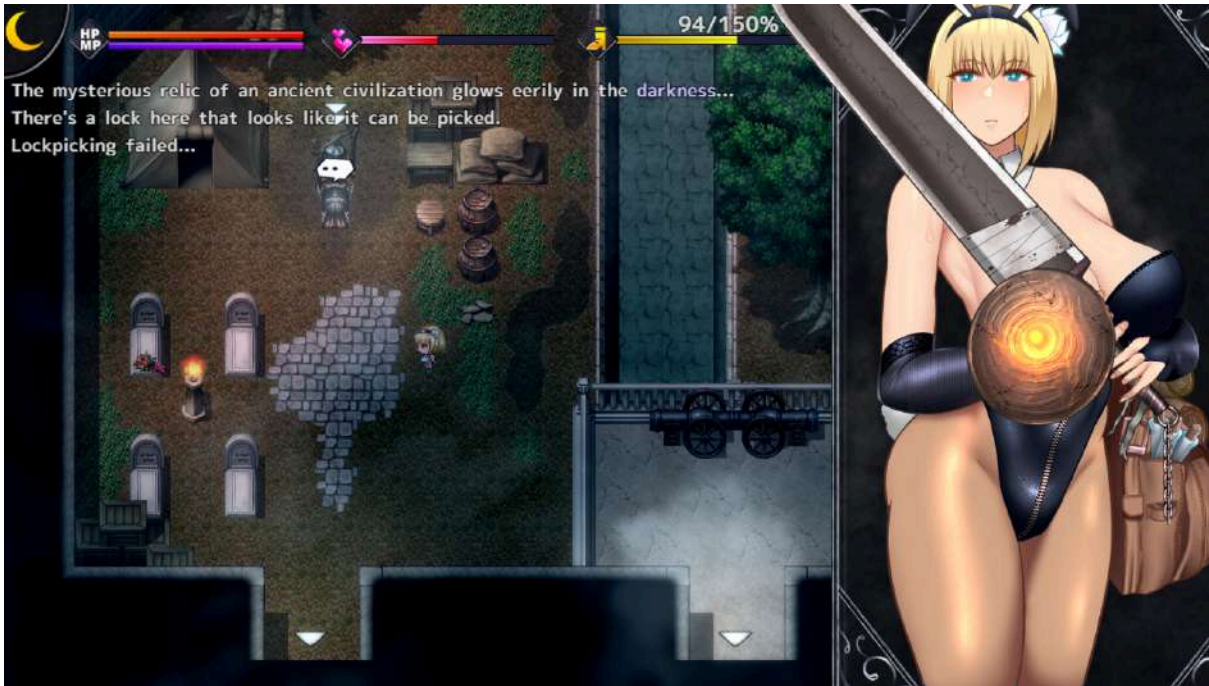
Lets say you explore level 2 but you don't wanna risk running thru enemies

Or you looped around back to the same spot, just run to camp you know

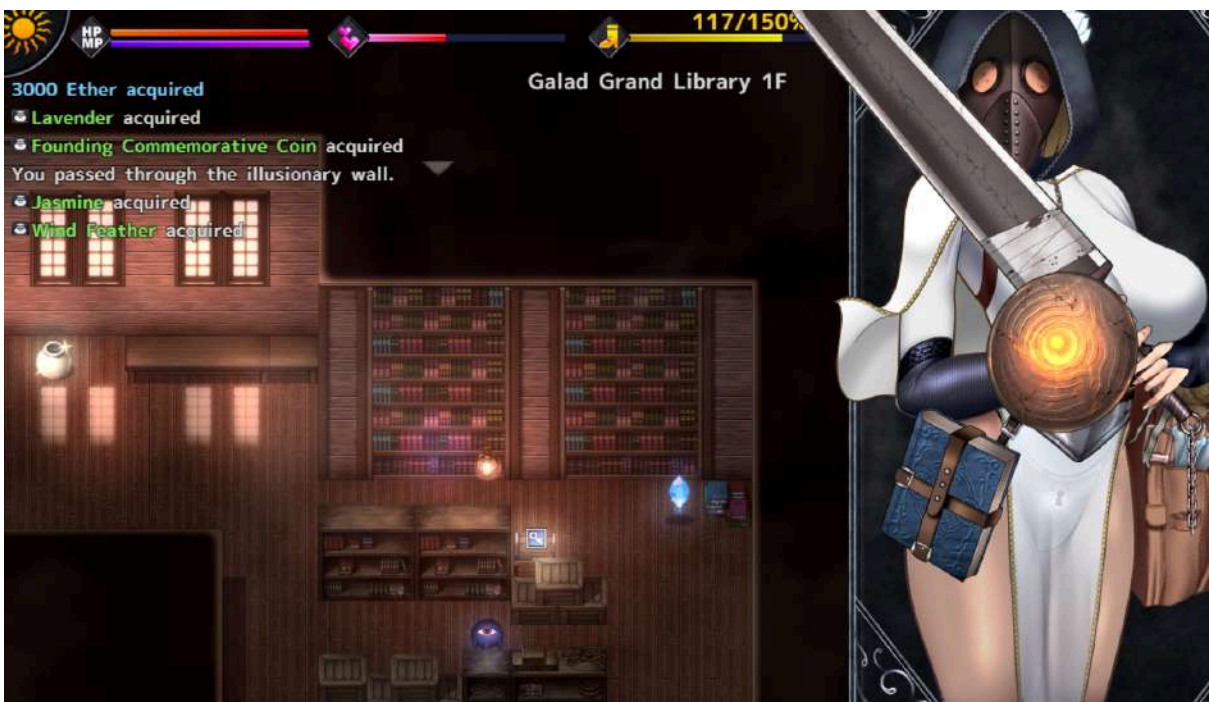
And get yourself restored FT for free

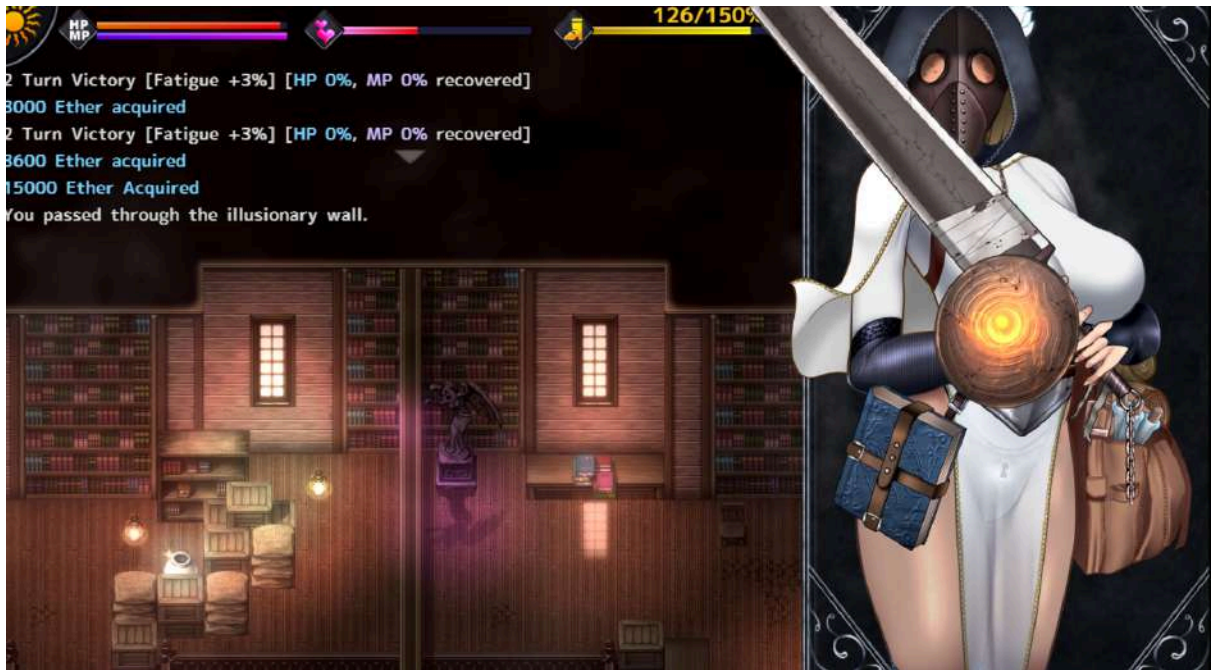


Here you will need to unlock the path, but Dagger path also have campfire without need to unlock anything



Secret Passages in Library:





I wanted to put it there, its not super useful, but its nice, slime potion is kind of okey

Affordable Self-Care Healthcare

If you keep spending money on weird armors and runes, you can finally make use of it

Enemy Poisoned you? You step on the trap or fire and bleed or burn?

If you put on Rune/Armor with immunity for 1 step you will be cured and can swap back

There is:

Lethal poison immunity - cure poison outside of combat worn for a second...

Burn immunity - cure burn

Bleed immunity - cure bleed

Curse Resistance - does not cure Petrification, but cure spell/prayer curse



Cheesy strategies:

Characters who will buy flower from you if you have 0 flowers:

Important note: this are Flower sales, you can Click ESCAPE or leave immediately, no need to engage with event triggered by the sales and they will not get you raped

- Dance Parlor manager in red light - level 0
- Duke Pesman during night party event - level 0
- Oldman in market square at evening - level 5
- Professor Elmer in his study - level 10 (he pays 15 gold)
- Photo Studio Manager - level 10
- Gustave - level 20, but Regulus will disappear

Oldman in Market triggers a mandatory event the 1st time you flower him, where your character imagines getting hugged by old-man in bed?? She can cum from it, but every other time you can simply thank him for concern and gain +1 Order and cash from sale

Low difficulty Flower buyers (who need flower)

- Hilda - level 0
- Drunkard Ordo in red light bench at night - level 0
- Borge - Grocery Shop owner bad guy - level 0
- Unremarkable middle-aged man Orba - at night in pub - level 0
- Bunny Leader - level 3
- Waitress Mary - level 1
- Alchemist - level 5 (he give item and blessing)

- All the kid - level 10 at the morning and 5 at night
- Noble Lady with kid after you find kid - level 10

Which in dungeon will buy flower for 0 gold and give you artisan item, it is better to talk to her 30 negotiation for the same 0 gold and item, but keep flower in pockets



you can Click ESCAPE or leave immediately he already paid for flower!

Spawn Otto Early:

This might be easiest thing, at night under red light district



There is a slaver that will try to capture you, 1st time this happen (at any time)
 Otto will save you from slavery and join Church of Forsaken



Otto Give you a Gift everyday for around as long until you unlock layer 3?
 You can simply spawn him early and get presents whenever you visit church
IF you walk to this man again otto will not save you and you might ruin your game

IF i can Spoiler:

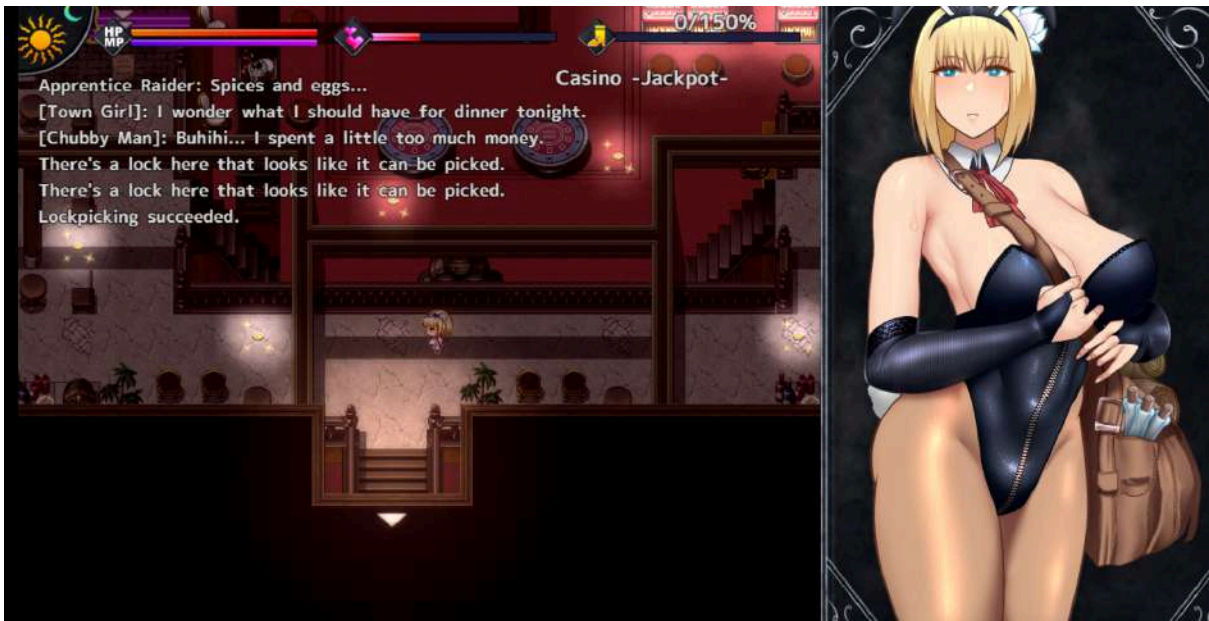
FBI Epstein

highlighter



Lawful Breaking and theft

Some of the stores have items worth picking up without penalty
Massage Parlor have used condoms and wase to break
Casino have Chips up to 200 Casino Coins a visit at the morning
Rooms in the Inn have wases with basic goods
NEVER STEAL FROM ALCHEMIST - he will know



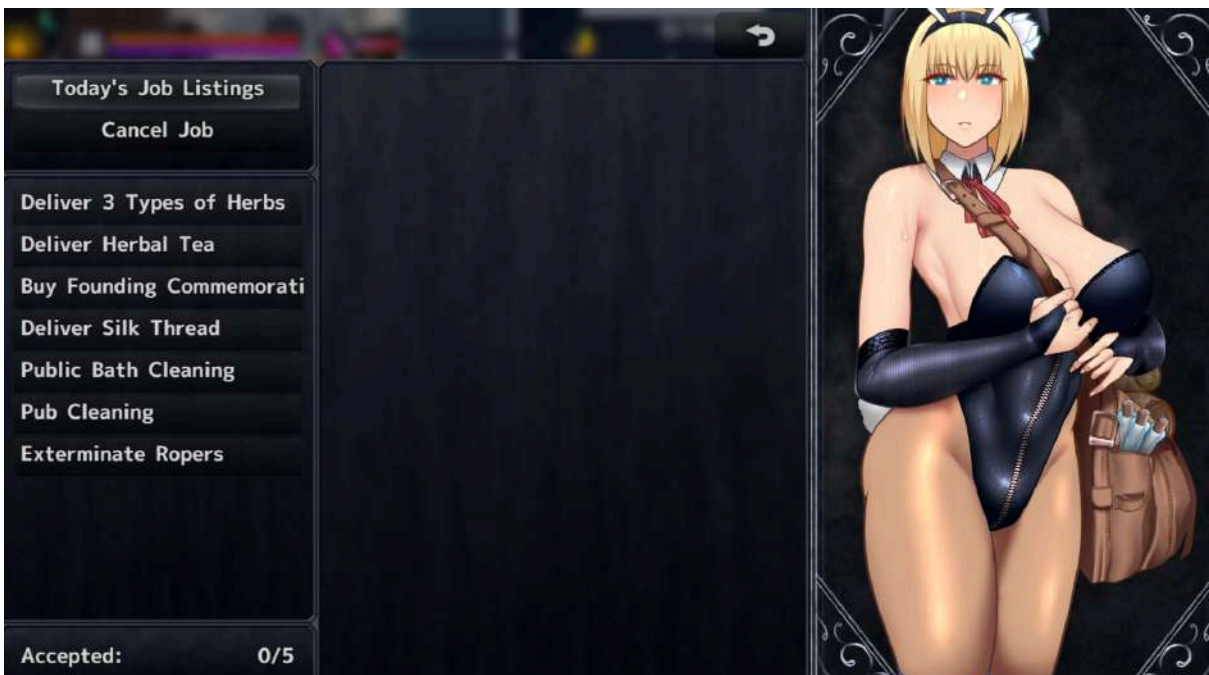
Burner Character to level 75

If you new game plus as level 75 with any ending you get unlock CG item

Simply make some warrior or failed run to level up as soon as you can and leave the city

Item can be also used to boost EXP on new character

Dungeon Time Travel



If you lost a lot of time doing quests and couldn't catch Side Stories or questlines

Just enter the dungeon at night and go to Camping site you can restart the day timer

In dungeon time progress at least during camp, but day counter stay the same

Cheat for more blast bombs

This is outright cheating, but fuck it

Game give you only 2 blast bombs and 5 spots to blast

2 hide great items 3 hide ways to progress the dungeon

There is no downsides to getting all blastbombs you want

With:

```
$gameParty.gainItem($dataItems[428], 1)
```

You need to press F12 in game and switch to Console window

It will return Error, but it will still work

```

> $gameParty.gainItem($dataItems[428], 1)
< undefined
> i hate it, its not awful or even bad, but thats also part of the problem
  there is so many competent RPGs out there, but they are designed by masochists who simply endure way more abuse
• Uncaught SyntaxError: Unexpected identifier
> $gameParty.gainItem($dataItems[428], 1)
< undefined
> $gameParty.gainItem($dataItems[428], 1)
< undefined
> $gameParty.gainItem($dataItems[428], 1)
• Uncaught TypeError: $gamePlayer.gainItem is not a function
  at <anonymous>:1:14
> GainNode($dataItems[428], 1)
• Uncaught TypeError: Failed to construct 'GainNode': Please use the 'new' operator, this DOM object constructor cannot be called as a function.
  at <anonymous>:1:1
  
```



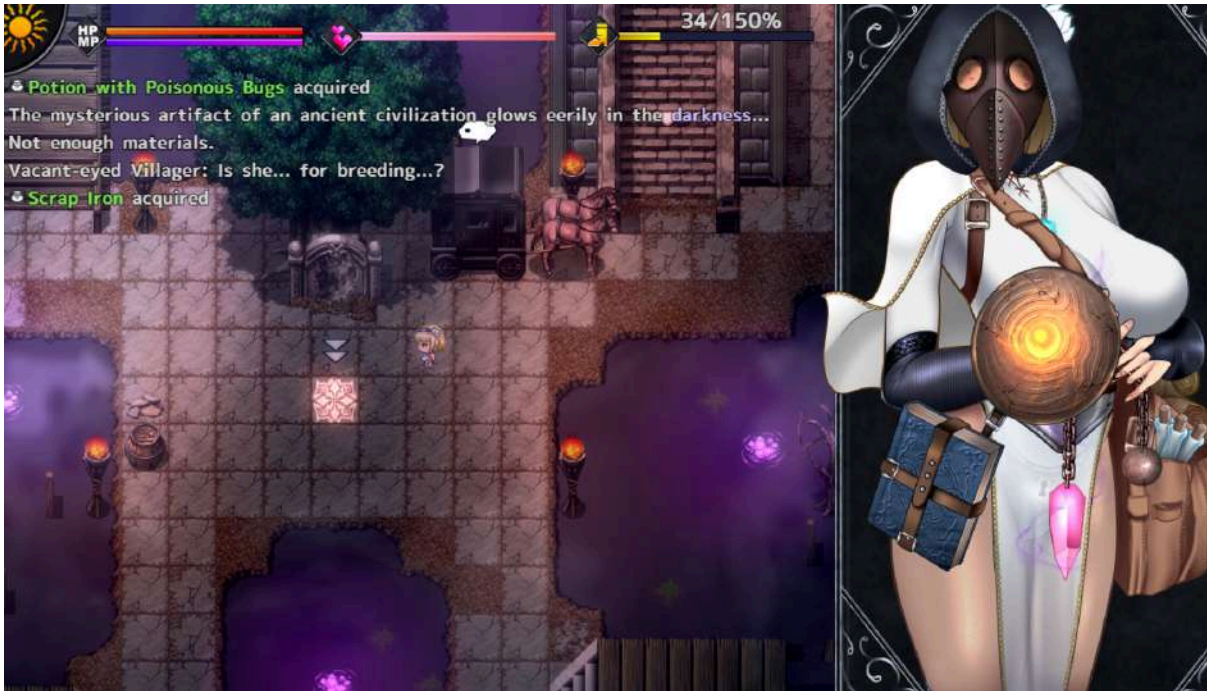
Cannibal Village Cheesy fast travel

If you stay in the village and eat the Stew 4 times you will become indoctrinated

This allow you to enter their weird tree house and loot it

It also let you use carriage to escape and return to the village at any time

Also your character will be VERY HORNY and insane, you can fix both of these with quick night masturbation at Inn - no need to have sex with anybody in the village
 I think game pull a softball on people hard stuck there
 Not such mercy to level 10 slaves tho...
 Stew Addict Trait - only thing it does it makes you unable to refuse to eat the stew
 Having fast travel in and out is very beneficial



Preparing for New Game Plus:

There are 3 types of new game plus that actually give you plus:

- A) Level 75 any ending
 - You get item that let you unlock all CG or boost your early exp
 - No items are preserved between runs
 - Unlocked CG stay unlocked
- B) Purified Seed any ending
 - World is reseted to zero state
 - Your character move to the new world as she was
 - All your items stays as they ware
 - This is great if you failed quests you would like to repeat
- C) Purified 5th element any ending
 - New Character (you get enough exp to match old level)
 - Your items are transferred over
 - Casino Coins reset to 0
 - Story items are taken away
 - You keep unlocked recipes and alchemy levels

Closure:

This is pretty much most i know about this game

I don't want to spoil you the quests or give all the instructions and time limits

Game let you use like 40 save slots, if you remember to save shit gets quite easy