

# Henteria Chronicles 3 : Walkthrough + Saves

## 1. Save Descriptions

## 2. Walkthrough (obvious spoiler warning)

## 3. Freeroam events + mini-stories (spoiler warning)

## 4. Content of the extra scenes (spoiler warning)

## 1. Save Descriptions

-Transfer the **save** folder provided in the game files into the **www** folder. If there is already a **save** folder in **www**, you can directly copy-paste the saves in there. Don't forget to also copy-paste the **config.rpgsave** and the **global.rpgsave** files as well.

-In case you are wondering, in any save provided, all the choices taken before the start of the save are all choices that lead to the **NTR Ending**.

-Once the end of the game has been developed, proper saves will be added for the beginning of each **Ending**, so you don't have to replay the whole game if you don't want to.

-In case you're using one of the saves, remember to set the POV and colored/non-colored choices according to your playstyle

### Saves:

1. Start of 2<sup>nd</sup> half of the demo version (right after Leto is woken up by Lily and Cyanna)

2. Start of Update 1

3. Start of Update 2

4. Start of Update 3

5. Start of Update 4

6. Start of Update 5

7. Start of Update 6

8. Start of Update 7

9. Start of Update 8

10. Start of Update 9

11. Start of Update 10

- 12.** Start of Update 11
- 13.** Start of Update 12
- 14.** Start of Update 13
- 15.** Start of Update 14
- 16.** Start of Update 15
- 17.** Start of Update 16
- 18.** Start of Update 17
- 100.** End of Update 17 (without Cyanna's last scene)
- 101.** Save taken right before Cyanna's last scene of Update 17

## **2. Walkthrough**

### **Basic controls + info :**

- 1) Arrow keys to move around
- 2) CTRL to skip and SHIFT to bring up a text backlog
- 3) Volume, dash, portraits, POV and color-coded choices can be modified in the in-game menu, either on the first page or by clicking on "options".
- 4) If you're stuck, you can consult the quest journal in your character menu. You'll be able to find useful information on the quest you're doing. You can turn off/on the quest window at the top right corner in the option menu.
- 5) If you're looking for something in particular in this walkthrough, press CTRL+F in Windows or Cmd+F in Mac to open a search bar and type in keywords.

## **Quests (by numerical order)**

**Quests 1&2:** those two quests are extremely straight-forward, and it should never take you more than 30 seconds to find and reach the next objective. If it does, you most likely have run into a bug.

**Quest 3:** Explore the church with Haylen. There are 6 objectives in total. The first three are directly to your right and left, and in front of you. The second 3 are on the second floor, being the second floor itself and the 2 room further away: the dining room/kitchen and the bathroom.

After the cutscene, go back to your room, talk to Cyanna before checking the wardrobe. After Haylen comes knocking on the door, interact with Cyanna again. Once you're able to walk again, head upstairs to the bathroom, then check the dining room. Watch the cutscene, wake up and walk towards the center of the church. Haylen will ask you to go to the 2<sup>nd</sup> floor of the shed (just west of the church). You will find Haylen's ring, see a few cutscenes, then tasked with speaking to Cyanna.

After you're done, you'll need to find the read-haired girl you've met in the shed.

- 1) She'll be in the upper-left corner of the city, above the greenhouse.
- 2) Then, in the lower-right corner of the map, left of the tavern.
- 3) Near the market stall with the yellow cloth (a bit right of where you found her first)

After that, a rather long series of short cutscenes will happen. Once you're free to move, go back to the church and head towards Haylen. This will conclude this quest.

**Quest 4:** Leave the church to check on Haylen and Lily. After that, you'll be tasked with handing five pamphlets around town.

Here's a map of where you can find the people to which they should be given:

1) Near the tavern



2) Near the statue at the center of the map





3) Near the pond left of the map



4) One of the stalls in the open market



5) At the small park right of the map



After the cutscene, head with Rose to the open market to pick up the vegetables, then go to the dining room in the church. You will see a pretty long series of cutscenes, before you're allowed to move again. To end the quest, all you have to do is to speak to Haylen.

**Quest 5:** After you're done talking with your two friends, go check on the recruit to your left, then leave the bordello's premises by stepping on the arrow south. After that, interact with the blue flowers, then head north and put a flower in front of each memorial stone. Watch the cutscene, leave the forest, and go to your new apartment east of the district, right above the casern. Go to sleep, go through the dream sequence, then watch another cutscene with Lily and Cyanna.

After that, you need to meet up with Cyanna outside your apartment. Talk to her until you can move again inside the casern. Pick up a uniform in the chest to the right of the casern, then go to the 2<sup>nd</sup> floor and talk with Sergeant Alys.

Once free to move, you need to visit three locations. First, go to the tavern and talk with the owner inside. After that, you will need to go to the open market and step on the glowing tile, where you will see a cutscene during which you will play your first duel of Triple Trident. Once you're done, go talk to Jazon near the church, then head to the center out the map, south of the statue of King Flavian, and interact with the forest elf standing on the stairs.

Stenia and Cyanna will join your party and ask you to head to the Duke's Manor, which can be accessed through the road leading out of the Harbor District, right above the tavern. There, you'll have your first meeting with this game's main antagonist: Duke van Villian.



After parting with Cyanna and Stenia, go back to the church to talk with Jazon. This will lead to a cutscene, a full scene (if you have Reminiscent POV on), and you will be able to move again in the evening, where you'll be tasked with visiting Haylen inside the church.

Talk to Cyanna in front of the church, try to enter the toilets, then watch the ensuing cutscenes. You can now visit Rose at the castle by leaving the Harbor District through the exit north of the district (there's a mini-scene between Jazon and a barmaid behind the tall house south of the church that you can miss).

Talk to Geoffrey, talk to Rose, and then her mother, listen to what they have to say, then go back to your bedroom to sleep. This will be the end of Quest 5.

**Quest 6:** Leave your apartment. Once you have, Cyanna will join your party, and you will have to once again leave the district through the northern exit to watch a cutscene with Geoffrey. After that, the game will skip three days and show a few cutscenes. Once you're free to move again, check the Scented Letter in your inventory and click on it for your next objective.

Before that (or after), you can also talk to the NPC with a man-bun left of your house to challenge him to a Triple Trident duel. You can also talk to Stenia nearby.

Reading the letter will give you your next objective: for the third time, you will need to leave through the northern exit to meet Rose. After doing so and watching the cutscenes, it will be time to leave the city to go kill some monsters. To do that, go through the eastern exit (above the tavern) on Lundath morning and keep walking right to step on the arrow tile.

After listening to the commander's short speech, talk to him near his tent, then to the blonde soldier north of the map. Exit the map with Eddie and Sergeant Alys, then talk to the red-haired militia in front of the tent. After doing so, head inside your tent on the left and step on the glowing tile to sleep and trigger a relatively long series of cutscenes.

Once you're able to move again, leave the main camp to the militias' camp, listen in on the soldiers' conversation before stepping in front of the leader's tent. After seeing the scene, leave the militias' camp and go back to your tent to sleep.

Once back home, you will meet with Lily, Haylen, and Cyanna, and meeting with them will also mark the beginning of **Quest 7 (Lily)** and **Quest 8 (Haylen)**. Cyanna will ask you to rest up first, then come talk to her the next day, Wedath morning, in her office on the 2<sup>nd</sup> floor of the casern. Quest 6 will be over after you have done so.

**Quest 7(Lily's 1<sup>st</sup> quest)::** First, meet up with Lily on Lundath morning on the 1<sup>st</sup> floor of the tavern. Then, you will have to talk to her in different locations after each cutscene: 1) the docks, near the bridge, 2) in Nezar's greenhouse, north-west of the city, 3) Lundath evening, back on the 1<sup>st</sup> floor of the inn.

After the cutscenes, you'll be able to move again on the next day (Wedath morning), and tasked to find Lily. She will be in the magic shop. After talking to her, you will be tasked with standing guard near the tavern and wait for a package. Once you get it, the timeframe will have changed from morning to evening. Head back to the magic shop, see the cutscenes, and you will be done with this quest.

**Quest 8 (Haylen's 1<sup>st</sup> quest):** Go talk to Haylen on the first floor of the church on Fridath morning. After having watched the cutscene, you'll be told to come back to the church on Soldath evening.

Speak with Jazon near the church, and watch the dinner cutscene, until you find yourself back outside the church. Head to the shed and take a nap on the pile of hay. After waking up, try to exit the church grounds to see another scene. Once the quest is finished, you can go back to the church to catch glimpse of Haylen through the window.

**Quest 9:** Go speak to Nezar, the owner of the Magic Shop, in his store in the north-western part of the city. He will talk about gifting you some of his artifacts. During your conversation, the Duke's men will show up and ask you to go talk with him in his manor.

His manor is accessible through the eastern exit of the city, above the tavern. Talk to the guard, and he will let you through. Then talk to Meredith near the stairs, and go step on the glowing tile in the eastern wing. After a few cutscenes with Rose, go back to the Duke's wing and knock on his door. After you've had a lengthy discussion with him, go back to your house, speak to Nezar in front of your door and let him explain about the Binding Orbs he's set up in your room. Go to sleep and watch the scene (depending on your POV).

Afterwards, head to the north exit of soldath morning and talk to the man on the stage. After that, exit the map and be met with a short cutscene of a militia man telling you to meet with the Duke on Lundath morning.

(You can also go to the Tavern the very same day, on soldath evening, to see an optional events with your guard friends and the fangirls you met at the ceremony).

Go to the manor, watch the cutscenes, and go speak with the Duke in his room on the 2<sup>nd</sup> floor. After the cutscene with him and Rose, you'll be free to move around. Go back to your room, speak with Rose, then go to sleep until Wedath morning, during which you'll need to visit the casern.

Have a talk with Cyanna, watch the cutscenes, then speak with Alys on the 1<sup>st</sup> floor of the casern, after which you'll once again be tasked to speak with Cyanna in her office. Once the casern episode is finished, a new Triple Trident will appear in front of the building (if you have beaten all the other opponents so far).





Make your way back to the casern the next day, and speak with Eddie in front of it. After everything has been said and done, you'll find yourself on a beach, tasked with killing as many snakes as possible (3 in total). Click on the ones with a yellow "?" on their head, and the story will progress automatically to one last cutscene event for this short beach episode.

Once back in the city on Soldath morning, you'll meet up with Cyanna. After a short chat, go back to your room and wait there. A cutscene with Cyanna and Leto will play. After that, try to go to bed. If you play with the Partial PoV on, your last objective will be to read the book on your table (and snoop around the casern, if you're feeling adventurous). With the Omniscient PoV, simply going to bed will be enough for you to finish this quest.

**Quest 10:** You'll hear a voice calling you from outside your house on Lundath morning after waking up, so go check it out. Eddie will ask you to meet her at the Peacekeeper tower, south east exit of the map (through the docks). Talk to her and Cyanna there, and watch the cutscenes. Once free to move again on Fridath evening, go to sleep and wait for Eddie outside your house on Soldath morning. She won't be there, and you'll then have to look for her near the tavern. Talk to her, watch the cutscenes, and she will then ask you to look for the blue-hair militia around the tavern. Check inside the guard tower near the tables outside, then go back to speak with Eddie. You'll both be heading to the training grounds now.

After watching the scenes at the training grounds and the commander's office, it'll be Soldath evening. Speak again with Eddie on the training grounds, then go to the tavern and step on the glowing tile on the ground. After that, go back to the casern, specifically the commander's office, to get back your sword you forgot there. Leave the casern, go to sleep, and go meet Rose on Lundath morning in the Duke's manor.

After talking with both her and the Duke, you will be asked to attend a ball taking place on Fridath evening. To do that, go to your room during that timeframe and step on the illuminated tile.

At the ball, you'll first have to speak to three guests, those who have a yellow question mark above their head. After the cutscenes, leave through the right side of the map, move through a few corridors until you run into the Duke and Rose coming out of a nearby room. Once you've spoken with them, visit the room they were in briefly, then go back from where you came, to the ballroom. Once again, step on the nearby illuminated tile to watch a scene between the Duke and Rose. Once you're able to move again, go explore the corridors to your right again, and step on the arrow tile to access the room from which the Duke and Rose came out earlier. Then, after the cutscene, leave the balcony, go down the corridor to your right, enter the room with the half-open door, and the last cutscene of the ball story segment will play.

The next day, on Soldath morning, go have a drink at the tavern, and speak to Lily there. After the cutscene, wait for Rose outside the tavern to see another cutscene + a scene with her and the Duke. On the next day, Lundath morning, go to the casern in the commander's office to watch a cutscene and be transported a few days later to a whole different map.

**The rest of the quest will then take place on a series of small maps between the military camp and the natives' village, and all the objectives will be really straight-forward, so I won't list them here.**

**Quest 11 (Haylen's 2<sup>nd</sup> quest):** Go to the harbor on Wedath morning, and wait on the illuminated tile. After speaking with the newcomer and then Haylen&Jazon, head back to the church on Lundath evening and speak to Haylen outside. Once inside, all will be very straight-forward. After you're back outside the church, go to sleep until Soldath morning and step on the illuminated tile near your home.

After you've arrived at the picnic area, it will once again all be very straight-forward. Speak to Jazon, then try to leave the map through the north exit. Once back on Soldath evening, go to sleep again, and head to the church on Lundath evening, again. After watching the cutscenes, the quest will be over.

**Quest 12(Lily's 2<sup>nd</sup> quest):** Head to the tavern on Fridath morning and step on the illuminated tile. After watching the cutscene, meet up with Lily near the northern gate to go to the library.

At the library, step on the three illuminated tiles to launch the next series of cutscenes. After that, go to the tavern on Fridath evening, and you'll overhear two people speaking about Lily

being at the harbor. Go find her there and have a chat together. Once done, go back to the tavern and wait for Lily there.

(Partial PoV only) When you're free to move again, go to the magic shop's 2<sup>nd</sup> floor and step on the arrow in front of the door.

After the scene with Lily and Nezar, that'll be the end of this quest.

**Quest 13:** Go meet up with Rose in the Duke's manor. After entering the manor, a series of cutscenes will be triggered. Then, leave the manor and sleep until Lundath morning. Step on the illuminated tile in your room to trigger the next cutscenes before you're transported to Victory Park.

There, speak to the man feeding the ducks near the ice cream stand, and Lily to the lower left corner of the map. After that, step on the tile on the lower right corner for another short scene. Finally, head to the bench in the middle of the park to finish this segment.

Upon returning home, you'll stumble on a paper left by Cyanna on your door, which tells you to come to the casern on Wedath morning. There, you'll listen to a speech by Ulrod, then meet up with Cyanna in her office. Once you can move again, go to your house and switch to Lundath morning, then leve the district through the north gate.

Once the drill segment has started, speak to the siege engineer near the ballistas. Then, talk to him again. Then, step on the illuminated tile. It's all very straight-forward, really. Once back in your room, check outside for a conversation with Rose, a few cutscenes and an ensuing scene.

The next day, on Wedath morning, go have a talk with Cyanna at the docks. Take a walk with her by the sea and follow her down the wall for a cutscene followed by a scene.

After you leave, another cutscene will trigger with Cyanna and Ulrod, and you'll then be invited to have a drink at the tavern on Wedath evening.

After that, go to sleep to finish the quest.

**Quest 14 (Haylen's 3<sup>rd</sup> quest):** Meet with Haylen outside the church on Soldath morning. After a brief discussion, go talk with Naevyr at the main square in the center of the city. After the cutscene, head outside the district through the exit on the right of the entrance to the Duke's manor on Wedath evening.

From there on, all the objectives will be very easy to find, until the last cutscene and the end of this quest.

**Quest 15(Lily's 3<sup>rd</sup> quest):** Lily is waiting by the magic shop on Lundath morning, go have chat with her. Then, join Merri in the tavern and speak to her. Once done, head to the magic shop once again. Lily and Nezar will be in the basement. They will ask you to accompany them to an auction. To leave the city, speak with them again near the northern gate.

Interact with the people with a yellow “?” above their heads in the room, until you’re tasked with finding the missing maids. Ask Lily, the white-haired maid, and the guard, then take the door in the lower right corner of the room to the backroom. The rest is pretty straight-forward.

Once back in the city on Lundath evening, go to public bath on the 2<sup>nd</sup> floor of the tavern and have a talk with Lily. After the cutscene, exit the tavern, see yet another cutscene, and the quest is over.

**Quest 16:** Meet your colleagues at the casern on Fridath morning. After several cutscenes, you’ll find yourself in a camp atop a mountain. First of all, start patrolling the camp by talking to the soldiers with a yellow “?” atop their head (2 in total).

Once you’re done, a scene will be triggered. After watching it, go to your tent in the south of the camp and wait for Alys to arrive. The next day, talk with her again near Ulrod’s tent. This will start a series of cutscene. Once you can move again, go attend guard duties outside the camp map (south-west). After some cutscenes again, go look for Cyanna on the edge of the cliff to the east of the camp, and speak to her. She will then be waiting in your tent while you have a talk with the militias in front of their tent (north-east). You can then join Cyanna in your tent.

The next part is going to be a rather long-ish succession of cutscenes and sex scenes, until you’re free to move again. Go back to the east of the camp, watch the cutscene, then head back to your tent to end this quest.

**Quest 17:** After meeting with Haylen and Lily again, head to your room on Wedath morning to change your outfit and go to the Duke’s manor (**Warning: you won’t be able to leave until the end of this segment**).

Once at the manor, everything should be pretty straight-forward, enough not to have to rely on the walkthrough.

**Quest 18 (Lily’s 4<sup>th</sup> quest):** Head to the Magic Shop on Fridath morning, and then look for Lily in Nezar’s study. After the cutscene, go to the tavern on Fridath evening and talk with Lily there.

After you’ve left the inn, go after Lily by leaving the Harbor District through the northern exit, still on Fridath evening. Follow her through the streets after that, pretty straight-forward.

The next day (Soldath morning), patrol near the main square in the middle of the map and speak with the blonde woman and her son. During the conversation, you will be invited along Lily to a charity event with children. To attend, step on the illuminated tile in your room on Fridath morning. Once at the event, speak with 5 different people/listen in on 5 different conversations, and a cutscene will be triggered automatically. Once done, Nezar will ask you to look for the blonde woman. Head north of the room, then interact with the



left door at the end of the corridor. After witnessing the small scene, go back to talk to Nezar in the main room.

For the last part of this quest, head into the same room you found the blonde woman in and step on the illuminated tile. If you're on Partial PoV mode, you will need to go to the room in front of yours to have a chat with Lily. Otherwise, after a few more cutscenes and a sex scene with Lily and Nezar, this quest will be complete.

**Quest 19(Haylen's 4<sup>th</sup> quest):** Go to the casern on Lundath morning, then enter the first booth on the right of the stairs to the 2<sup>nd</sup> floor. After that, meet up with Haylen and Jazon in the tavern on Lundath evening. Get ready to leave for your trip by talking to Naevyr on Soldath morning to the right of the entrance to the Duke's manor.

Once at the inn, go to your room to change, then meet everyone in the lobby on the 1<sup>st</sup> floor. After a series of cutscenes, on the next morning, it will be time to leave the inn, south of the lobby. After walking to the other side of the road, you will meet with a girl, Tita, who will become your guide. At the end of the day, go back to the inn, then go to Haylen's room for a small cutscene.

After going to bed and waking the next morning, join Tita again outside the inn for another day of exploration. After an eventful day, get some rest in your room, and this will be the end of your quest (+a sex scene if you're on Omniscient PoV).

**Quest 20(Lily's 5<sup>th</sup> quest):** Read a book in your room on Fridath evening,. After being woken up, look for Lily outside your room on Soldath morning, then join her at the tavern. After the cutscene, talk to Lily outside the tavern.

Once you're free to move again, visit Lily at the magic shop on Wedath morning. Leave once the cutscene is finished. After a series of small cutscenes, patrol near the magic shop again on Wedath morning. After a few new cutscenes, meet up with Lily at the tavern and spend some time with her. After waking up, meet up with Lily once again at the shop on fridath morning, and that'll be the end of this quest.

**Quest 21:** After hearing a knock on your door on Fridath morning, go talk to the militia man outside your apartment. After that, go to the Duke's manor. After a series of cutscenes, you'll find yourself in your room on Fridath evening. Step on the illuminated tile in your room to advance to the next, then step on another tile in the same room on Soldath morning to trigger a series of cutscenes that'll lead you outside of the Harbor District and inside the slums of Luminia.

Seeing that most of the actions will take place in a relatively confined space, most of the objective from here on will be pretty straightforward, and some will be skipped in this walkthrough as a result.

At some point, after arriving in the slums and starting to work at the tavern, Cyanna will be missing. Find her outside, to the upper right of the map, and go talk to her. Later, you'll have to go out again and step on the illuminated tile to trigger the subsequent cutscenes and sex

scenes. After that, go to the second floor and visit 1) the break room, then 2) the boss' room, on the right after climbing the stairs. After talking with the boss, go back down and talk to the barman, then go back upstairs.

There, you will have a choice to make with three different options. The story will vary slightly depending on what you choose, so I'll briefly describe the outcomes here:

- Decide to poison the Boss (Revenge): he'll end up in the toilets with a very bad indigestion, but nothing life-threatening

- Try to do something else (Happy): you'll knock the Boss out using the handle of a sword you found and lock the door behind you

- Do nothing (NTR): you'll just leave and the Boss will be too focused on analyzing his TT loss and will be late to the meeting anyway

The rest of the quest until you leave the slums is pretty forward, and probably doesn't need to be explained here.

Once you're back to the city, sleep first, then go see Cyanna in her office at the casern on Lundath morning, then again on Wedath morning. After that, leave the city on the same day by stepping on the illuminated tile in front of the Duke's Estate, and that'll conclude this quest.

**Quest 22(Haylen's 5<sup>th</sup> quest):** Talk to the woman in a blue dress near the church on Fridath morning to trigger a cutscene. After that, Haylen will task you with delivering a letter to a messenger near the tavern on the same day.

After a series of cutscene, go to the church (near the stairs to the 2<sup>nd</sup> floor) and talk to Haylen on Wedath morning . After you're free to move again on Wedath evening, go to the church once again and talk to Izinya (the forest elf in a blue dress). After that, go pick up the bags in the kitchen on the church's 2<sup>nd</sup> floor and leave the church.

The next day, on Fridath morning, interact with Haylen in front of your house. She will tell you to meet up with her again on Fridath evening near the gate in the north part of the Harbor District. Once you're able to walk freely, head upstairs in Jazon's manor and look up all the highlighted spots in the room. Then, leave the room and step on the illuminated tile when you can.

On Soldath morning, talk with the messenger right next to your apartment, then enter the church. Go to the church again on the same day, in the evening, and after a series of cutscenes, that will conclude this quest.

**Quest 23 (Lily's 6<sup>th</sup> quest):** First off, visit the tavern on Fridath evening to talk with Lily. After a long talk with your friends, you'll wake up one evening and will have to go through the district's northern gate on Lundath evening for another cutscenes sequence (actually, just step on the illuminated tile next to the gate).

After that, you'll be transported to Wedath morning and tasked with visiting Lily in the magic shop, but will run into Nezar first. After talking with him, go to the study to finally meet up with Lily. Once you can move again, you'll be controlling Lily. For now, simply exit the magic shop. The next part is pretty straight-forward and shouldn't need any explanation.

On Fridath morning, you'll wake up on Fridath morning, back in Leto's body. Have a talk with Lily standing outside your room. Once again, after the cutscenes sequence, the rest will be pretty straight-forward. Visit the house in the woods, then visit it once again later on. Both times, try to enter the kitchen, on the right side of the corridor.

After the sequence beyond the mirror, you'll control Leto again. When you do, go visit Lily at the magic shop on Wedath morning (but talk to Nezar on the 1<sup>st</sup> floor first).

Once the cutscenes are over, look for Lily at the tavern on Fridath evening. First talk with Julie on the 1<sup>st</sup> floor, then go knock on the door of Lily's room. Once free to move again a few days later, on Fridath morning, step on the illuminated tile near the northern gate of the Harbor District.

The next morning (Soldath morning), go to Nezar's study to pick up his present for Lily, then head to the tavern to talk to the barmaid on the first floor.

Afterwards, there'll be another sequence at the house in the woods at night, and another one after that. Straight-forward again (go on the 2<sup>nd</sup> floor of the house during your second visit).

Back to Leto now. Talk to Maylin the barmaid outside your room on Lundath morning, then visit Nezar in the magic shop. After that, step on the illuminated tile by the northern gate. After some more straight-forward stuff, that'll be the end of this long quest.

### Quest 24(Haylen's 6<sup>th</sup> quest):

First thing first, go to the main square on Lundath morning and step on the illuminated tile near the statue to trigger a series of cutscenes. Once you're free to move again, go back to your apartment and step on another illuminated tile, near the table, to end the day and proceed to the next objective.

The next day, on Wedath morning, you'll be tasked with going to the bench on the left of the church and, once again, step on the illuminated tile nearby. After having a talk with Haylen, sleep until Soldath morning a go speak with her near the western gate by your apartment.

Once you're able to move again, go check on Haylen at the church on Lundath morning. For that, first speak to Jazon in front of the church.

On Wedath morning, step on the illuminated tile outside the casern to wait for Jazon. In the evening, go to the church to meet up with Haylen and talk to her about Jazon's proposition.

On Soldath morning, hear Jazon's request and leave the district through the northern gate, then talk with the guy in front of the big building. After you're back, meet up with Haylen near your apartment on the same day.

After the picnic, on Soldath evening, go back to your room and step on the shiny tile on the ground near the table to see a scene (or not, depending on your PoV), and that'll be the end of Haylen's 6<sup>th</sup> quest.

**Quest 25:** This section will for the most part take place outside Luminia and should be pretty straight-forward. After leaving, you'll see a long series of cutscenes until you're free to move again at the campsite. Just step on the arrow tile to leave and start the next series of cutscenes.

After that, you'll be tasked with setting up the tent. Nothing easier, just step on the illuminated tile. After several cutscenes, you'll find yourself standing in front of a wooden cabin. Enter, then step on the arrow tile on your right. You'll also have to step onto another tile when playing as Justine later in the story.

Later on, after the Kind is done speaking, join him in the next room and speak to him. After that, leave the cabin and step on the arrows to call for Shani. Once you're back with her at the tent, try to look for Jazon inside. Once you have done that, interact with the panties on the tent's floor, and you'll eventually be transported back to the city. Once back, visit Rose at the Duke's manor on Soldath morning and leave the manor to finish this quest.

**Quest 26:** Once you've spoken with Rose, you need to head to the casern to invite Cyanna on a vacation. There'll be a few cutscenes after that of you inviting Lily and Haylen as well. Then, step on the illuminated tile in your room on Fridath morning to leave the city for a while.

*--The following part will have some content with Haylen and Lily, but mostly freeroam events that cannot be interacted with. However, for them to happen, you will have to finish Haylen's 6<sup>th</sup> quest (SQ24) for Haylen's content and Lily's 6<sup>th</sup> quest (SQ23) for Lily's content.--*

When you're at the beachside mansion, you will be required to speak to everyone. Rose will be in her room on the ground floor, Haylen on the 1<sup>st</sup> floor and Lily in her room on the same floor, and Cyanna in her room on the 2<sup>nd</sup> floor. After that, leave the mansion and step on the illuminated tile to go to the beach.

After some cutscenes, you'll be stranded in the middle of the sea. Head towards the arrow tile then reach the beach to have a scene play out (or not, if you have the partial PoV on). Once back to the main beach, go to your room in the mansion to read a book. You'll be visited by Rose later on who will ask you to go to the beach with her. Do so for another cutscene with her before the day ends.

On the next morning, leave the mansion again and speak to Therese by the well. Later, at the beach, step on the nearby arrow tile and, after another time skip, speak with Cyanna near the rocks. Once free to move again, head to the right of the map and step near the small wooden shack for a RosexDuke scene and a time skip to the evening.

Go north of the beach, step on the arrow tile, watch the cutscenes, then head to your room for another series of cutscene and the last scene of Update 17. This will be the end of the update, but not of the quest, which will continue in the next one.



### **3. Freeroam events + mini-stories (be aware of potential spoilers!!!)**

**Freeroam events (from the start of Leto's adulthood, some may not be accessible right away):**

**NPCs:**

1. After being woken up by Lily and Cyanna, the toilets outside the tavern, Soldath evening
2. After starting as a city guard, on the docks, on Lundath morning
3. After starting as a city guard, in the house left of the northern exit, on Soldath evening
4. After coming back from the monster pacifying campaign, right of the tavern, on Wedath morning (disappears at the start of quest 11, Haylen's 2<sup>nd</sup> quest)
5. After the first discussion between Leto and Duke van Villian, in the Duke's room on Fridath morning (disappears after completing MQ10)
6. After the first scene between Rose and the Duke, in Leto and Cyanna's backyard on Wedath evening.
7. After returning from the medal ceremony, outside the Duke's manor (window), Soldath evening (disappears completing obj. 17 of MQ10)
8. After having a drink at the tavern with Beni and Vanen, outside the inn (window), Soldath evening (disappears after completing objective 11 of MQ9)
9. Before and after visiting the Duke (after coming back from the medal ceremony), outside of the manor (office window), Lundath morning (Disappears after finishing obj. 9 of MQ10, after fetching your sword in the commander office)
10. After finishing Haylen's first quest, right above the forge, Soldath morning. (disappears after SQ11, Haylen's 2<sup>nd</sup> quest)
11. After Eddie (blonde elven girl) threatened to arrest the militia for hiring a prostitute, Fridath evening (disappears after completing objective 9 of MQ10, after seeing the scene between Eddie and the militias in the casern's armory)
12. After the episode with Eddie and the blue-haired militia in the casern's armory, one of the beds on the 1<sup>st</sup> floor of the casern, Lundath evening
13. After the episode with Eddie and the blue-haired militia in the casern's armory, in the shed near the church, Fridath morning

14. After completing obj. 10 of MQ10, Duke's Estate (Maids' windows), Lundath morning (disappears after completing obj.17 of MQ10)
15. After completing obj. 17 of MQ10, right after talking with maid Meredith in front of the casern, Duke's Estate (Princess room's window), Lundath morning (disappears after starting MQ17)
15. After completing obj. 3 of SQ18 (Lily's 4<sup>th</sup> quest), Inn's storage room, Fridath evening
16. After completing SQ22 (Haylen's 5<sup>th</sup> quest), Church 1<sup>st</sup> floor (eavesdrop on Naevyr and Haylen's conversation), Soldath morning
17. After completing SQ22 (Haylen's 5<sup>th</sup> quest), Church 1<sup>st</sup> floor(talk to Haylen), Fridath morning

### **Side+Main Characters:**

#### **Rose**

1. After completing obj. 9 of MQ10, Duke's Estate (Rose's window), Wedath evening (disappears after completing obj. 17 of MQ13)
2. After completing obj. 15 of MQ10, Duke's Room, Wedath morning (disappears after completing obj. 14 of MQ13)
3. After completing obj. 17 of MQ10, Duke's Estate (Duke's window), Soldath evening (disappears after completing obj. 2 of MQ13, replaced by event 6)
4. After completing obj. 17 of MQ10, Duke's Estate (Rose's window), Lundath evening (disappears after completing obj. 6 of MQ13)
5. After completing MQ10, Duke's Estate (Duke's window), Fridath morning (disappears after completing MQ16)
6. After completing obj. 3 of MQ13, Duke's Estate (Duke's window), Soldath evening
7. After completing obj. 3 of MQ13, Duke's Estate (Rose's window), Soldath morning (disappears after completing MQ17)
8. After completing obj. 6 of MQ13, Tavern's Bath (talk to the barmaid outside the changing room), Lundath morning (disappears after completing obj.1 of MQ17)
9. After completing obj. 14 of MQ13, Duke's Estate (Duke's window), Wedath morning (disappears after completing obj. 14 of MQ 21)
10. After completing MQ 16, Duke's Estate (Duke's window), Fridath morning (w. Stenia) (disappears after completing obj. 13 of MQ 21)

11. After completing obj.1 of MQ 17, Duke's Estate (Duke's room, talk with the maid outside of it), Lundath morning (disappears after completing obj.14 of MQ21)
12. After completing MQ 17, Duke's Estate (Guest Room, interact with the panties on the ground outside the room), Lundath evening
13. After completing MQ 17, Peacekeeper Tower (interact with militia men at the docks), Soldath morning (disappears temporarily during obj.4 of MQ21, then reappears after completing obj.11 of the same quest. Disappears indefinitely after completing obj.7 of MQ.25)
14. After completing obj. 13 of MQ21, Tavern, Fridath morning
15. After completing obj. 13 of MQ21, Manor's bathroom (maids' wing), Fridath evening
16. After completing obj. 14 of MQ21, Duke's Manor (Rose's room), Wedath morning
17. After completing obj. 14 of MQ21, Public Bath (Tavern), Lundath morning
18. After completing obj. 8 of MQ25, Reception Room (Duke's Estate – Maids Wing), Soldath morning

## **Cyanna**

1. (Partial PoV only) Right after going to bed after reading with Cyanna (end of MQ9). You'll wake up in the middle of the night, then you can check the casern. (The event will disappear as soon as you proceed with the next objective)
2. After MQ 10 starts, (Cyanna) commander's window + casern 2<sup>nd</sup> floor, Lundath morning (disappears after completing obj. 17 of MQ10)
3. Also after MQ 10 starts, Cyanna's house, Wedath evening (disappears after completing obj. 17 of MQ13)
4. After completing MQ 10, Cyanna's house (bathroom), Lundath evening (disappears after completing obj. 13 of MQ 21)
5. After completing obj. 17 of MQ10, Cyanna's Apartment, Fridath evening (disappears after completing obj. 14 of MQ13)
6. After completing obj. 14 of MQ13, Casern, Fridath evening evening (disappears after completing obj. 7 of MQ25)
7. After completing MQ16, Cyanna's Apartment, Wedath morning (disappears after completing obj. 13 of MQ21)
8. After completing MQ17, Casern 1<sup>st</sup> floor (step on the tile), Fridath morning
9. After completing MQ17, at the docks, Lundath morning (disappears temporarily after finishing obj. 12 of MQ 21, reappears after completing obj.14 of MQ 21)

10. After completing obj. 13 of MQ21, Cyanna's house (but can only be seen from the MC's room), Lundath evening
11. After completing obj. 14 of MQ21, Casern 1<sup>st</sup> floor, Lundath morning
12. After completing obj. 14 of MQ21, the docks, Wedath evening
13. After completing obj. 7 of MQ25, western guard towern (by the casern), Soldath morning
14. After completing obj. 1 of MQ26, Cyanna's apartment, Fridath evening

## **Haylen**

1. Right after finishing Haylen's first quest, by the window at the church, Soldath evening (disappears after completing obj.2 of Haylen's SQ3)
2. Right after finishing Haylen's second quest, by the window at the church and inside of the church, Fridath evening (disappears after completing obj. 3 of SQ22)
3. After completing SQ14, Church (Haylen's window), Wedath evening (disappears after completing SQ19)
4. After completing SQ14, Church's shed, Fridath morning (disappears after starting SQ22)
5. After completing SQ14, Church's kitchen window, Soldath morning (disappears after completing SQ19)
6. After completing SQ14, Church Priestess room, Wedath morning (disappears after completing obj. 2 of SQ22)
7. After completing obj. 3 of SQ19, Church Priestess room, Lundath evening (disappears after completing obj.1 SQ24)
8. After completing SQ19, Church 1<sup>st</sup> floor (Talk to Naevyr), Soldath morning (disappears after completing obj.9 SQ22)
9. After completing SQ19, Church 1<sup>st</sup> floor (step in front of Haylen's door), Wedath evening (disappears after completing obj.4 SQ22)
10. After completing SQ22, Church Children room, Wedath morning (disappears after completing SQ24)
11. After completing SQ22, Church's 1<sup>st</sup> floor (talk to Haylen by the altar), Fridath evening
12. After completing SQ24, Shed 2<sup>nd</sup> floor, Wedath evening
13. After completing SQ24, Jazon's room, Lundath morning
14. After completing SQ24, Kitchen (Church 2<sup>nd</sup> floor) Fridath morning

*--After completing obj. 2 of SQ24, all of Haylen's freeroam events will momentarily disappear until objective 10 of the same quest is completed--*



## **Lily**

1. After completing SQ15, Magic Shop, Lundath evening (disappears after SQ18 is completed)
2. After completing SQ15, Magic Shop, Wedath evening (interact with the book in Nezar's study for a little extra) (disappears after completing obj. 5 of SQ20)
3. After completing SQ15, Magic Shop (basement), Wedath morning (disappears after completing obj. 2 of SQ20)
4. After completing SQ15, Tavern (Lily's room), Soldath evening
5. After completing obj. 6 of SQ18, Magic Shop, Fridath evening (disappears after SQ18 is completed)
6. After completing SQ18, Magic Shop (Study, step in front of the door), Lundath evening
7. After completing SQ20, Magic Shop (Study, step in front of the door), Wedath morning (disappears temporarily after finishing obj. 2 of SQ 23, reappears after completing obj. 4 of MQ 23, then disappears definitively after completing obj. 5 of SQ23)
8. After completing SQ20, In front of the Magic Shop (talk with the NPC), Fridath morning (disappears after finishing obj. 4 of SQ 23)
9. After completing obj.5 of SQ23, Open Bath (talk with Nezar in the changing room), Soldath morning
10. After completing SQ23, near the greenhouse (talk to Lily), Fridath morning
11. After completing SQ23, at the tavern, Fridath evening

## **Mini-stories:**

### **1. The guitarist**

- step 1: after the first meeting between Jazon and Haylen, left of the northern exit, Lundath morning
- step 2: after Leto comes back from the monster pacifying campaign, same place and time
- step 3: after Leto comes back from the 2<sup>nd</sup> monster pacifying campaign (sea serpents), same place and time
- step 4: after Leto's segment with the natives, once MQ10 is completed, same place and time
- step 5: after Leto's segment with the pirates, after MQ17 has started, same place and time

## 2. The couple owning the fish shop

- step 1: after the start of Leto's adulthood, left of the tavern
- step 2: after Leto comes back from the monster pacifying campaign, north of the fish shop (behind the houses), Soldath morning
- step 3: after Leto retrieves his sword her forgot in the commander's office, east of the magic shop (in a back alley), Wedath evening
- step 4: after Leto's sequence with the natives, once MQ10 is completed, near the open market, Soldath morning
- step 5: after Leto's segment with the pirates, after MQ17 has started, next to the magic shop, Soldath evening
- step 6: after coming back from the undercover operation with Rose and Cyanna, near the northern gate, Fridath morning

## 3. The two guards

- step 1: after Leto speaks to Cyanna in her office (after the monster pacifying campaign), above the statue of King Flavian (center of the map), Wedath evening
- step 2: after attending the medal ceremony, they'll be north of the inn on Fridath morning
- step 3: after talking with barmaid Rose at the tavern for the 1<sup>st</sup> time, in the casern, Fridath evening
- step 4: after coming back from the military drills, near the northern gate, Lundath evening
- step 5: after coming back from the undercover operation with Rose and Cyanna, near the northern gate, Lundath evening

## 4. The mom and the bully

- step 1: after Leto comes back from killing sea serpents, near the house south of the greenhouse, Soldath morning
- step 2: after attending the Duke's ball, near the house south of the greenhouse, Fridath morning
- step 3: after Leto's sequence with the natives, once MQ10 is completed, near the house south of the greenhouse, Wedath morning
- step 4: after the end of MQ16, near the house south of the greenhouse, Fridath morning
- step 5: after completing obj.2 of MQ21 (dreaming of the natives in your room), near the house south of the greenhouse + near the house on the east side of town, Lundath morning

#### 5. The barmaid, the boyfriend, and the childhood friend

- step 1: after the ball segment with Rose, near the casern, Wedath morning
- step 2: after the park date with Rose, at one of the tavern's table, Wedath morning
- step 3: after the end of MQ13, in the tavern's outside toilets, Lundath evening
- step 4: after the end of MQ17, in front of the tavern, Wedath evening

### **4. Brief descriptions of all the extra scenes contained in the 20\$ version of the game so far (beware of potential spoilers!!!)**

**First Scene:** Stenia, Teresa & Duke van Villian (in the Duke's manor)

**Second Scene:** Leto's 2 fangirls & Leto's 2 recruit friends, Vanen and Benni (in the room 2<sup>nd</sup> floor of the inn)

**Third Scene:** Eddie, Sgt. Alys, and another female guard & a bunch of militia men (in the armory of the casern)

**Fourth Scene:** Barmaid Julie & Jazon (in the kids room of the church)

**Fifth Scene:** Main Meredith & a militia man (in Rose's room in the Duke's manor)

**Sixth Scene:** Sgt. Alys & a militia man, Brent (in Sgt. Alys' military tent)

**Seventh Scene:** Barmaid Merri & Tavern Owner, Tavros (in Tavros' room)

**Eight Scene:** Eddie, Sgt. Alys, and another female guard & a bunch of militia men + Cyanna & Ulrod (in a clearing somewhere)

**Nineth Scene:** Meredith, Stenia, & the Duke (in the Duke's manor)

**Tenth Scene:** Jazon & Naevyr (in her room at the Triene inn)

**Eleventh Scene:** Tavros & Anna-Lisa

**Twelfth Scene:** Maids, Soldiers, & Dancers w/ militias and Leto's friends

**Thirteenth Scene:** Jazon & Izinya

**Fourteenth Scene:** Lumi (Duke's Maid), Ayla (her lover) & a bunch of men

**Fifteenth Scene:** Tavros & Helle (Lily's mother)

**Sixteenth Scene:** Jazon & Naevyr (+some Haylen) (avoidable watersports)

**Seventeenth Scene:** Jazon & Nora (native girl)

**Eighteenth Scene:** Rose, Giselle (carriage driver) & the Duke

*--A huge thanks for playing this game, and I hope you enjoyed yourself. I want to make this an even more pleasant experience for everyone, so consider leaving your feedback -positive or negative- and subscribing to my Patreon if you can.--*