

# DEMONS OF THE HEARTH, v0.9 P3 – Walkthrough

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By Vashaldias

**Game:** *Demons of the Hearth*, by Konvel

**Game version:** v0.9 P3

**Walkthrough edition:** 6

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**I don't know how often (or whether) I'll be able to update this** – it's probably best not to expect instant updates when new game versions are released. There are probably some errors here.

[TEXT LIKE THIS](#) should work as a clickable link.

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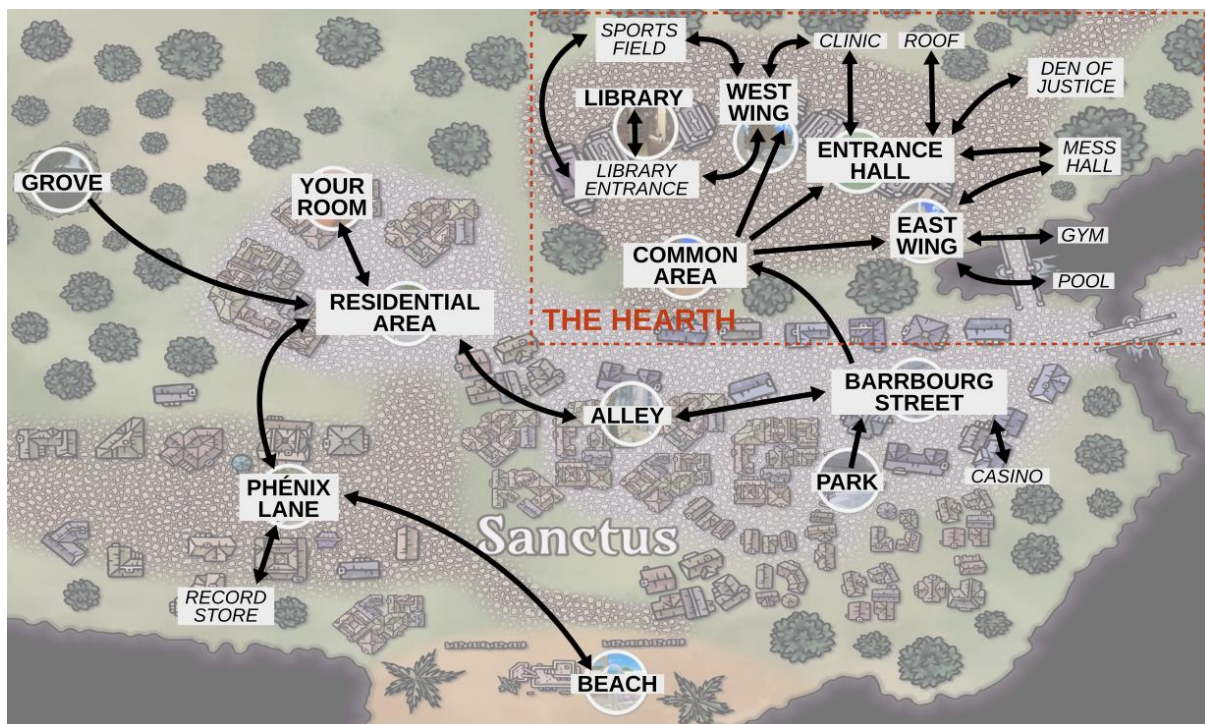
## General notes

- ❖ There are **in-game tips** about how to advance each thread of the plot, so if you're just looking for a step-by-step "what do I do next?" guide through the game, that's probably all you need. The point of this walkthrough is more to set out the consequences of choices you might make along the way, and to point out things that you might miss.
- ❖ Not everything is explicitly listed – **if a choice isn't mentioned, it means I don't think it has any major long-term effects**. However, since the game is still in development, I don't always know what will matter, or how. It's possible that I've misinterpreted what something is doing, and it's possible that something I say doesn't matter will end up mattering.
- ❖ Stats:
  - **AFFECTION** is gained or lost from choices you make, and is also gained automatically in some chats. It changes some events a bit, but nothing drastic so far – it will probably make more difference in future.
  - **TRUST** is gained by chatting to people, and is used to unlock some character story events (especially their early ones).
  - **DISDAIN** is gained by making choices that people really don't like. It doesn't seem to have an effect yet, but it presumably will in future.

- **ALIGNMENT** is only rarely changed, and doesn't yet make any difference – again, it probably will in future. I don't know what the possible alignments are, but it looks like there might be three: power, protection, and freedom, approximately.
- ❖ Events:
  - Events are numbered in this walkthrough according to how they're numbered in the in-game Memories pages. (The labels given for them are just my own, though – don't put too much weight on those.)
  - Each event in a numbered list **requires the previous event**. Other requirements are shown below it in brackets, along with the action to trigger it and the required time of day. A small number of side-events can be missed if you progress the main story too far without having done them.
- ❖ Choices:
  - Early in the game, your choices mainly just affect your personal relationships – you can raise stats (above) and accept/reject certain sex scenes. Later, your choices start having more impact. Ones I think could be important are **MARKED LIKE THIS**.
  - You'll have some manner of romantic/sexual interaction with certain characters whatever you do, but for each major character, there are (or probably will be) choices which let you have a **CLOSER RELATIONSHIP** than you otherwise would. This allows access to repeatable scenes with the character in question, and sometimes causes variations in story events.

## Locations and map

Major locations can be reached via the map (and in some cases, that's the only way to get there). There are also secondary locations which aren't on the map, but which can be accessed by going to a connecting location and selecting the arrow icon. On the map below, **bold text** represents map-accessible locations and *italic text* represents sub-locations. Note that some connections are one-way.



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# Main story

## Chapter 1

### 1. Reintroductions

- You can see some optional historical background.
- Afterwards, ask what questions you like, then visit each room.
  - Nyla: **+1 AFFECTION** if you say that her imbued sword is pretty cool.
  - Mira: **+1 AFFECTION** if you say that you just wanted to see her, and **+1 AFFECTION** if you say that her music isn't for you.

### 2. At home

(Rest once you've visited each room)

- When Lilac tells you the plan, you get **+1 AFFECTION** if you call it interesting.
- After this, you have free roam around the house for three days (with each day having three time periods). Most of the chats are the same as you can have later (see [NYLA](#) and [MIRA](#)), but the two chats you can have in the washroom are an exception – Nyla is in there on the first night (and you get **+1 AFFECTION** if you answer yes to her question), while Mira is in there on the second night.

### 3. Bazrel and Fenriz

(Automatic after the first day of free roam)

### 4. Lilac's return

(Automatic after the second day of free roam)

- If you have sex with her, you'll have a **CLOSER RELATIONSHIP** with Lilac in future. Regardless of that choice, inviting her to share the bed gives **+1 TRUST** and **+1 AFFECTION**.

### 5. Departure · Arrival · Astrid

(Automatic after the third day of free roam)

- This ends free roam for a little while. Telling Lilac to have faith in you gives **+1 AFFECTION**, but telling her to do as you say gives **+1 DISDAIN** (with no change for the other choice).

### 6. New home · Roy · Alley intervention

(Automatic)

- Your reason for intervening in the alley affects your **ALIGNMENT**, but I don't know what that will mean the long term.

### 7. Hunt ordered · Finley

(Automatic)

### 8. Joey and Valerie · Chelsey and Violeta

(Automatic)

### 9. Beatrice and Varsha · Tabitha and Undyne · Duazul

(Automatic)

### 10. Lazaro · Kalista

(Automatic)

### 11. Orientation ceremony

(Automatic)

- After this event, you'll have free roam again – this will be the norm from now on. Travel around using the arrow button or the map button. (Remember that the

map doesn't show every location – e.g. the gym is a sublocation of the East Wing, and is accessed by using the arrow button there.)

- You can now continue the main story (below) or pursue the personal stories of individual characters (with [ASTRID](#), [BEATRICE](#), [LILAC](#), and [NYLA](#) being available for interaction immediately). The stories are linked, so there will probably be times when you can't advance one until you've advanced another. If you can't figure out what you need to do, you can check the in-game tips (use the question mark icon, or use the heart icon and then select a character or the book icon).

## 12. Velvet Horseshoe

(Visit Barrbourg or talk to Lilac)

- At this point, [CHELSEY](#), [FINLEY](#), and [MIRA](#) become available for interactions.

## 13. Fangs meeting

(Talk to Mira/Chelsey)

## 14. Rakshasa bait

(After you've seen at least one event for all eight initial storyline characters; talk to Astrid/Nyla – or go to Hearth roof, which skips the requirement)

## 15. Rakshasa bait again

(After learning that [FINLEY KNOWS ABOUT YOU](#); automatic at day's end)

## 16. Fangs meeting

(Talk to Chelsey; morning)

## 17. Informant · Kalista · Chezerik and Taka

(Talk to Chelsey; night)

## 18. Syrnia investigations

(Talk to Nyla or visit Hearth entrance hall)

## 19. Chasing Vinny

(Talk to Chelsey/Mira; morning/evening)

## 20. Syrnia, Nishizakis, and the Rakshasa

(Talk to Chelsey/Lilac; night)

## 21. Chezerik

(Talk to Chelsey/Beatrice; night)

## 22. Results so far

(Talk to Nyla/Lilac; morning/evening)

- Your answer here doesn't have long-term consequences.
- After this, you can start an event which makes [TABITHA](#) available for interaction.

## Chapter 2

## 23. Mistle theory · Orchis and Arkada

(After you've been [APPROACHED BY IZYA](#) with an offer – and possibly after [ASTRID 3](#), [FINLEY 4](#), and [NYLA 3](#), although I don't *think* they're technically required until later; talk to Chelsey; morning/evening)

## 24. Bazrel's trick · Orchis plans · Syrnia café meeting

(Talk to Finley or visit the park; morning/evening)

## 25. Lilac and Lazaro · Elly and Zoga scouting

(Talk to Lilac)

## 26. Barrier · Attempted arrest · Rakshasa blackmail

(Talk to Nyla; morning/evening)

## 27. Nishizaki approach

(Visit Barrbourg)

## 28. Nishizaki meeting

(Visit Phénix Lane)

- If you **SHAKE HANDS** with Hatsumi, she figures out who you are and will pledge loyalty. If you don't, she still makes a deal, and eventually figures out who you are anyway – but not before setting a private investigator (Elaine) on you. I don't yet know what the long-term consequences of that might be.

29. Lazaro, Roy, and Jale · Duazul's warning

(Visit Barrbourg)

- When you next sleep, you'll notice something about your fridge. (That doesn't count as an event, but the next event isn't available until it has happened.)

30. Varsha's reunion with Elly

(After you've helped [EVICT CHARLOTTE](#); talk to Varsha; morning/evening)

31. Chevalier help · Yulia

(After you've helped Chelsey [SORT REPORTS](#); talk to Chelsey; morning/evening)

32. Zabanas · Hatsumi's place

(Visit Barrbourg; night)

- Your answer to Hatsumi affects your **ALIGNMENT**, but I don't know the long-term consequences of that.

33. Redirecting the Syrnia · Duazul's suspicions

(Talk to Nyla; morning/evening)

34. Rakshasa's hunt · Elly's raid

(Automatic at day's end)

- There's an optional [EXTRA EVENT](#) you can get after this by going to Barrbourg at night. If you don't do it before the next main story event, you'll miss it.

35. Mistle samples · Orchis planning

(Talk to Chelsey; morning/evening)

- An [EXTRA EVENT](#) will probably trigger automatically after this.

36. Tora

(After you've seen an [EMPTY GRAVE](#) and heard about [CHELSEY'S CHILDHOOD](#); visit Barrbourg)

37. Missing Nyla · Pavi · Lazaro's meeting · Asking Astrid

(After you've seen most of the character story events possible at this point – besides ones you'll already have seen to get this far, you need [ASTRID 9](#), [BEATRICE 9](#), [FINLEY 9](#), [NYLA 8](#), and [TABITHA 6](#); talk to Finley/Lilac; morning/evening)

- The outcome with Astrid is the same regardless of choices or alliances, but it may make a difference how you get there.
  - If you're aggressive and then **KISS HER**, it helps unlock a sex scene later at the [BEACH](#), and may have other consequences as well.
  - If you're aggressive but back off, you get **-2 AFFECTION** and **+2 DISDAIN**.
  - If you don't risk aggression, nothing happens.
- At this point, Nyla is no longer available for interaction.

38. Search for Nyla · New Orchis target

(Talk to Chelsey/Mira; morning/evening)

39. Nedrick · Olga · Sarge · Zoga

(Automatic)

40. Search results · Prison

(Automatic)

41. Monsters

(Automatic)

- At this point, Nyla is available for interaction again, and [KALISTA](#) becomes available for the first time.

## Chapter 3

### 42. Monster aftermath · Dinner invitation

(Talk to Nyla or visit Barrbourg)

- There's a series of [EXTRA EVENTS](#) available after this.

### 43. Checking in with Hatsumi

(Visit Barrbourg; morning/evening)

- Your choice here doesn't have lasting consequences.

### 44. Gloomy Orchis

(Automatic)

### 45. Secret prison · The Captain

(After [ASTRID MEETS ASMUND](#); visit Barrbourg; morning/evening)

### 46. Undyne's home · Plan for Tabitha

(Automatic at day's end)

### 47. Roy's report · Gwen Lomidze's past · Jale and Simurgh

(Visit Barrbourg; morning/evening)

### 48. Regeneration practice

(Automatic at day's end)

### 49. Bazrel's powers · Grazia overhears

(After [GRAZIA HAS UPDATED CHELSEY](#); talk to Chelsey; morning/evening)

- There are [HIDDEN EVENTS](#) available from now.

### 50. Grazia's Rakshasa pressure

(After you've [TOLD MIRA YOUR SECRET](#); talk to Chelsey/Mira; morning/evening)

### 51. Talons prepare to attack

(Automatic at day's end)

### 52. Breakfast at Astrid's · Mistle analysis

(After [TELLING TABITHA WHAT YOU KNOW](#) and [SHOPPING WITH FINLEY AND ZOGA](#); talk to Finley; morning)

### 53. Hatsumi's report · Blue Roses

(Automatic at day's end)

### 54. The Grandmaster and mistle

(Automatic at day's end)

### 55. Nyla meets Hatsumi

(After [ARRANGING A MEETING](#); talk to Nyla; morning)

### 56. Astrid's big show

(After you've seen all the character story events possible at this point; automatic after the previous event if you meet the requirements; otherwise, go anywhere in the Hearth; morning/evening)

- There are variations in this event depending on whether you have an [ALLIANCE WITH ASTRID](#) and whether you accepted [FAUST'S OFFER](#) in the bathhouse.
  - If you have an alliance and/or accepted Faust's offer, [PAVI WILL RECOVER](#) from the injuries she receives in this event. Otherwise, I'm not sure what her long-term fate will be.
  - If you have an alliance, Astrid definitely ends up injured. Otherwise, her condition isn't shown.

- At this point, Astrid and Mira are no longer available for interactions (and the sports field is off-limits). Also, Bazrel will be inactive for a time (which will prevent you from triggering a certain [HIDDEN EVENT](#) if you haven't already).
- 57. Getting help for Pavi  
(Automatic)
- 58. Talons' after-action talk  
(Automatic)
- 59. Healing · Grazia and Tabitha  
(Automatic)
- 60. Finley's update  
(Automatic)
  - If Pavi was [NOT TOO BADLY WOUNDED](#) earlier, she will be awake now and available for certain interactions – see [PAVI](#).
- 61. Elly's weaknesses · Shopping for the beach  
(Automatic at day's end)
  - There's a brief interlude with Finley and Pavi here if Pavi is awake.
  - You'll [HAVE ANOTHER DREAM](#) automatically after this.
- 62. Dinner with Varsha, Zoga, and Elly  
(Talk to Varsha; evening/night)
- 63. Blue Roses · Handoff · Inquisitor  
(Visit the Hearth or Barrbourg; morning/evening)
- 64. Big speech  
(Visit Barrbourg)
- 65. Distrustful allies  
(Automatic)
- 66. Astrid's recovery · Velvet Horseshoe update  
(Visit Barrbourg or Phénix Lane; morning)
  - The Astrid segment of this event only occurs if you're allies with her.
- 67. Beach, Day 1  
(Visit the beach, or automatic if you try to talk to people elsewhere)
  - This is the start of a long series of events; sometimes there will be a pause when you have to select someone to continue, but you won't be able to do other things.
  - You'll see Pavi in some of the beach events [IF SHE'S AWAKE](#); there will also be events for certain other characters that you'll only see depending on past choices.
  - If [ELAINE HASN'T BEEN INVESTIGATING YOU](#), you're introduced to her at this point; otherwise, she only talks to Hatsumi.
- 68. Izya's task at the beach  
(Talk to Izya)
- 69. Finley's gift for and Kalista  
(Automatic)
- 70. Nedrick's reasons  
(Automatic)
- 71. Kalista's offer to Tabitha  
(Automatic)
- 72. Lilac's information on other beachgoers  
(Talk to Lilac)
  - After this, you'll see events (either automatically or by talking to them) for:
    - [MIRA](#).



- [PAVI](#), if she's awake.
- [TABITHA](#).
- [KALISTA](#).
- [NYLA](#).
- [MIRA AGAIN](#), if you have a closer relationship with her.

73. Talking philosophy with Elly · Going after the Grandmaster

(Talk to Elly)

- Whether or not you **TELL ELLY WHAT YOU KNOW ABOUT THE GRANDMASTER** might have consequences, but I don't know exactly what.
- After this, you'll automatically see events for:
  - [PAVI AGAIN](#), if she's awake.
  - [FINLEY](#), if you have a closer relationship. before going on to the next main event.

74. Lilac, Mira, and Izya in the hot tub

(Automatic)

- After this, you'll automatically see events for:
  - [CHELSEY](#).
  - [TABITHA](#), if you have a closer relationship with her.
  - [ASTRID](#), if you saw the above scene with Tabitha *and* you have a closer relationship with Astrid *and* you [KISSED ASTRID](#).

75. Lilac drinking · Beach departure

(Automatic)

76. Beach, Day 2

(Visit the beach, or automatic if you try to talk to people elsewhere)

- As with the previous day, you'll advance through a lot of events automatically, with some pauses where you click on a character to continue.

77. Luzatto discussion

(Automatic)

78. Jale's approach · Swimming lessons · Eating with Varsha

(Talk to Varsha)

79. Lilac confronts Elly

(Automatic)

- After this, you'll automatically see an event for [PAVI](#) if she's awake.

80. Finley and Zoga · Blue Rose confrontation · Adam's invitation

(Talk to Finley)

81. Mira and Izya's sandcastles · Vickrey's mission

(Talk to Lilac)

- You'll automatically see an event for [LILAC](#) before this event.

82. Talking to Astrid · Luzatto information leak

(Automatic)

83. Volleyball

(Talk to Chelsey)

84. Nova, Lotus, Valerie, and Satsu

(Automatic)

- After this, you'll automatically see an event for [BEATRICE](#) if you have a closer relationship with her.

85. Your shorts · Undyne's help



- (Talk to Undyne)
86. Izya and Elly  
(Automatic)
87. Yuri Sabrehagen about his family  
(Automatic)
88. Mira, Tabitha, and Undyne · Meaning of names  
(Automatic)
  - After this, you'll automatically see an event for [PAVI](#) if she's awake.
89. Diego and Kira Sabrehagen · Scarlet and friends  
(Talk to Chelsey)
90. Hatsumi meets the Syrnia  
(Automatic)
91. Lushou · Holy symbols  
(Talk to Lushou)
  - After this, you might automatically see an event for either [FINLEY](#) or [VARSHA](#), depending on your choice when they asked you to [PICK BETWEEN THEM](#).
92. Tora confronts Izya  
(Automatic)
93. Fangs of Justice · Boat race · Varsha and Pavi  
(Talk to Mira)
94. Undyne, Kalista, and Zoga  
(Automatic)
  - After this, you'll see events (when you talk to them) for:
    - [NYLA](#)/[CHELSEY](#) (with Pavi also present if she's awake).
    - [ASTRID](#).
95. Nyla and Hatsumi's bath  
(Automatic)
96. Volleyball winner · Rita's grudge · Beach departure · Izya attacked  
(Talk to Chelsey)
97. Bizen  
(Talk to the figure in the corner)
  - If you cooperate with Bizen (the nighttime intruder), you get a sex scene with her and talk for longer; otherwise she uses a rougher method. I don't know what the long-term consequences may be.
98. Beach Day 3 · About Bizen · Faustine and the Inquisitor · Attack questions · Nyla's cookies  
(Visit the beach, or automatic if you try to talk to people elsewhere)
99. Beachball with Jale  
(Talk to Jale)
  - If she's awake, Pavi will comment on "Jale".
100. Varsha, Hatsumi, Finley, and a starfish  
(Automatic)
101. Phylis · Yuri  
(Automatic)
102. Astrid, Beatrice, and Nyla  
(Talk to Astrid)
103. Yulia, Tabitha, and Nyla  
(Automatic)
104. Kalista approaches Beatrice

- (Automatic)
105. Astrid approaches Elly  
(Automatic)
106. Hatsumi approaches Chelsey and Violeta  
(Automatic)
107. Hatsumi and memories  
(Talk to Hatsumi)
108. Varsha and Elly · Spilled drinks · Zoga's information  
(Automatic)
109. Syrnia table · Differing perspectives on love  
(Automatic)
110. Kalista and Zoga · Kalista the rabbit  
(Talk to Kalista)
- If you accepted [FAUST'S BATHHOUSE OFFER](#), you'll see another event with her after this. You can choose whether or to have sex with her again; I don't know what the long-term consequences of your decision will be.
  - You'll also see an event with [PAVI](#) if she's awake.
111. Cookie aftermath  
(Automatic)
- After this, you'll see an event for [TABITHA](#) (if you have a closer relationship).
112. Elly and Simurgh · Sarge and Olga in trouble  
(Talk to Zoga)
113. Impostor at the beach  
(Automatic)
114. Gwen and Duazul's visitors  
(Automatic)
115. Lueroi's mistle reaction · Jynyr  
(Talk to Lilac)
116. Tora's fate · Simurgh and Jynyr  
(Automatic)
- This is the end of current content.

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## Astrid

You can interact with Astrid as soon as you're free to roam around the city (i.e. immediately after the [ORIENTATION CEREMONY](#)).

### Schedule

	Day 1	Day 2	Day 3
Morning	Phénix Lane Pool	Park Entrance Hall	Beach Library
Evening	Barrbourg Roof	Gym Roof	Roof Alley
Night	Casino Her Room	Common Area Her Room	East Wing Her Room

## Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don't have lasting consequences. Astrid currently has 24 chats (half of which unlock in Chapter 2):
  - Morning: Coffee preferences; unsatisfactory birds; the black goat; you as a clown; discipline in Sanctus; exercise; Mira; Tabitha.
  - Evening: Getting along with animals; missing the circus; the devil dog; Beatrice's possible stumbles; types of clown; Beatrice and her father; the seriousness of clowning; obsession.
  - Night: Chelsey's prying; unicorns; the asmodeian; the moon princess; your magic; Varsha's casino luck; the utility of lying; fetishes.
- If you get a closer relationship with Astrid, you can access repeatable scenes. You can also make repeated unsuccessful attempts to pat her head.

## Events

1. Street performance  
(Requires 2 trust; talk to Astrid; morning/evening)
2. People-watching  
(Requires 4 trust; talk to Astrid; morning)
3. Luzatto business  
(Requires 5 trust; talk to Astrid; morning/evening)
4. Being hers  
(Requires 7 trust; talk to Astrid; morning/evening)
  - If you say yes, you'll have a **CLOSER RELATIONSHIP** with Astrid from now on.
5. Astrid's tragic backstory  
(Talk to Astrid; morning/evening)
  - Your choice here doesn't have lasting consequences.
6. Astrid's house  
(After you've [VISITED NYLA'S HOME](#) for the first time; talk to Astrid; morning/evening)
  - If you say yes, you'll have a **CLOSER RELATIONSHIP** if you didn't already have one.
  - After this, you can visit Astrid's room at night.
7. Alliance  
(After you've [FOUGHT CHEZERIK](#); talk to Astrid; evening)
  - Making an **ALLIANCE WITH ASTRID** will have an effect in future. So far, the biggest effects are on Astrid's treatment of a [WITNESS](#) and on Pavi's fate during Astrid's [BIG SHOW](#), but there will probably be more.
8. Playing shogi  
(After [VARSHA'S REUNION WITH ELLY](#); talk to Astrid; morning/evening)
  - The event varies based on whether you have an alliance with Astrid or not, but ends the same way.
9. Tempting Beatrice  
(Talk to Astrid; night)
  - You can get **+1 AFFECTION** with Beatrice if you interject.
10. Grandmaster · Asmund Luzatto  
(After [YOUR POST-MONSTER MEETING WITH LAZARO](#); talk to Astrid; morning/evening)
11. Pavi's apology · Rakshasa deal · Witness  
(After [FIRST VISITING THE ATHENAEUM](#); evening/night)

- If you let Pavi continue, you'll have a **CLOSER RELATIONSHIP** with her from now on (although she isn't available around the city yet).
- The Rakshasa-related deal you make with Astrid has somewhat different terms depending on whether you have an **ALLIANCE** or not – if you do, she wants to use the Nishizaki against the Talons; if you don't, she just wants you to stay uninvolved.
- You have the option of letting Astrid feed you. I'm not aware of any long-term consequences, but you never know.
- At the end of the event, you'll be asked to decide the **FATE OF A WITNESS**. If you're allies with Astrid, the captive is an unnamed soldier – you can determine what happens to him, with unknown future consequences. If you're *not* allies, the captive is **VINNY**, and his immediate fate is unchanged by your choice (although there may still be long-term consequences from trying).
- Sex with Astrid in the baths  
(Automatic during the **BEACH PARTY** if you have a closer relationship with both Astrid and Tabitha and you also **KISSED ASTRID**)
- What Astrid knows about you · Elaine, Hatsumi, and Varsha  
(Automatic during the **BEACH PARTY**)

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## Beatrice

You can interact with Beatrice as soon as you're free to roam around the city (i.e. immediately after the **ORIENTATION CEREMONY**), but you have to talk to her twice before you can start chatting normally or see her story events.

### Schedule

	Day 1	Day 2	Day 3
Morning	West Wing Entrance Hall	West Wing Record Store	Sports Field Alley
Evening	Beach Gym	Park Mess Hall	Library Common Area
Night	Barrbourg	Pool	Phénix Lane

### Interactions

- Each (normal) chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don't have lasting consequences. Beatrice currently has 12 chats:
  - Morning: Morning exercise; alertness; preparedness; keeping the gang in line.
  - Evening: Your build; book learning; sport; Astrid's bad influence.
  - Night: Syrnia; comparisons with Varsha; city safety; monotony.
- If you get a closer relationship with Beatrice, you can access repeatable scenes.

### Events

1. Late-night practice  
(After you've talked Beatrice twice, talk to her again; night)
2. Cupcakes  
(Requires 2 trust; talk to Beatrice; evening/night)

- **+1 AFFECTION** if you say that it's not a big deal; **+1 DISDAIN** if you say she doesn't have to eat so much.
- 3. Library study  
(Requires 4 trust; talk to Beatrice; night)
- 4. Sparring with Beatrice  
(Requires 6 trust; talk to Beatrice; morning)
- 5. Beatrice, Varsha, and Finley  
(Requires 8 trust; talk to Beatrice; morning/evening)
- 6. Over-exertion  
(After you've [CHASED VINNY](#); talk to Beatrice; night)
  - If you kiss her, you'll have a **CLOSER RELATIONSHIP** with Beatrice from now on.
- 7. Expectations  
(After you've [FOUGHT CHEZERIK](#); talk to Beatrice; evening/night)
- 8. Relying on others  
(Talk to Beatrice; morning/evening)
- 9. Crashing at your place  
(Talk to Beatrice; night)
  - If you chose to have a closer relationship with Beatrice, you have sex again. Your choice beforehand doesn't change much, but afterwards, you get **+1 DISDAIN** if you say that it remains to be seen how tough she is. (If you don't have a closer relationship, you just talk.)
- 10. Memories of youth · Worth  
(After [PARTY PLANNING](#); talk to Beatrice; evening/night)
- 11. Joint training · Weighing Astrid's offer  
(After [NYLA'S OFFER TO BEATRICE](#); talk to Beatrice; morning/evening)
- 12. Imbuements  
(After [WATCHING WRESTLING WITH NYALA](#); talk to Beatrice or Nyla; morning/evening)
  - This is a joint event with [NYLA](#).
- 13. Nyla's magic refresher course · The Duke  
(Talk to Beatrice or Nyla; morning/evening)
  - This is a joint event with [NYLA](#).
  - Saying yes to Nyla's refresher gives you more information about magic, but doesn't have lasting effects.
- Beatrice as a leader  
(Automatic during the [BEACH PARTY](#) if you have a closer relationship with her)

## Chelsey

You meet Chelsey during your first visit to the Hearth, but she only starts appearing around the city after your [FIRST VISIT](#) to the Velvet Horseshoe.

### Schedule

	Day 1	Day 2	Day 3
Morning	Residential Area Barrbourg	Common Area Alley	Residential Area East Wing
Evening	Phénix Lane Den of Justice	Library Entrance Den of Justice	Beach West Wing
Night	Alley	Alley	Library

	Her Room	Her Room	Her Room
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## Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don't have lasting consequences. Chelsey currently has 24 chats (half of which unlock in Chapter 2):
  - Morning: Oranges; donut conspiracy; cats; trial triumph; monocles; Chezerik; other careers; rafting.
  - Evening: Information-gathering; devil dog smell; father's piratical career; Mira and library books; Mira's reticence; vacations; communal hamsters; her siblings.
  - Night: Having enemies; night hunter; the asmodeian; vampires; worst fates; personal security measures; approaching Nyla; whether people can change.
- If you get a closer relationship with Chelsey, you can access repeatable scenes. You can also pat her head (which gives **+1 TRUST** after the first time).

## Events

1. About the Sabrehagens  
(Requires 1 trust; talk to Chelsey; morning)
2. Watching the Zabana gang  
(Requires 3 trust; talk to Chelsey; morning)
3. Zabanas vs Sabrehagens  
(Requires 5 trust; talk to Chelsey; morning)
4. Asmodeian interest  
(Talk to Chelsey)
5. Sabrehagen meeting  
(Requires 7 trust; talk to Chelsey; morning/evening)
6. Chelsey's love life  
(Requires 9 trust; talk to Chelsey; morning/evening)
7. Confession  
(Automatic at day's end)
  - If you say yes, you'll have a **CLOSER RELATIONSHIP** with Chelsey from now on.
8. Crime in the library  
(After you've reached [CHAPTER 2](#); talk to Chelsey; morning)
  - After this, you might be able to get an extra event with [UNDYNE](#).
9. Hunting Alva  
(After [VIOLETA HAS REPORTED BACK](#); talk to Chelsey; morning/evening)
10. Sorting reports  
(After you've first [VISITED ASTRID'S HOUSE](#); talk to Chelsey)
  - If you're in a relationship with Chelsey, there's an extra sex scene here.
  - After this, you can visit Chelsey's room at night.
11. Family dispute  
(After you've [LEARNED SOME AURA FORTIFICATION](#) and [PLAYED SHOJI](#); talk to Chelsey; night)
12. Rivo and the asmodeian  
(Talk to Chelsey; night)
13. Bomb-making · Sabrehagen activities  
(After [YOUR POST-MONSTER MEETING WITH LAZARO](#); talk to Chelsey; morning/evening)
  - Nighttime swim · Inviting the Sabrehagens  
(Automatic during the [BEACH PARTY](#))

- Disreputable fathers

(Automatic during the [BEACH PARTY](#))

- This is a joint event with [NYLA](#).
- Pavi will be present if she's awake.

## Finley

You meet Finley during your first visit to the Hearth, but she only starts appearing around the city after your [FIRST VISIT](#) to the Velvet Horseshoe.

### Schedule

	Day 1	Day 2	Day 3
Morning	Park Common Area	Library Entrance East Wing	Park Gym
Evening	Library Pool	Phénix Lane Sports Field	Phénix Lane Pool
Night	Residential Area Her Room	Residential Area Her Room	Barrbourg Her Room

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don't have lasting consequences. Finley currently has 24 chats (half of which unlock in Chapter 2):
  - Morning: Animal troubles; Astrid; hodags; Alumbra; scents; her family; your reputation; dreams of the future.
  - Evening: Interest in fashion; rules of gossip; utility of fashion; Nyla's overwork; Mira; your delinquency; Lilac; Varsha and Tabitha.
  - Night: Chelsey and the Syrnia; night watch; depending on Varsha; suspicions about Roy; Kaladrians; romantic experience; underwear and impressions; future prospects.
- If you get a closer relationship with Finley, you can access repeatable scenes. You can also pat her head (which gives **+1 TRUST** after the first time).

### Events

1. Your secret  
(Talk to Finley)
  - **+1 AFFECTION** if you say that you'll keep an eye on her.
2. Vision of the shoal  
(Requires 2 trust; talk to Finley)
3. Life philosophy  
(Requires 4 trust; talk to Finley; morning/evening)
4. Magic lesson  
(Requires 6 trust; talk to Finley; morning/evening)
  - After this, you can visit Finley's room at night.
5. Baths  
(After you've been [RAKSHASA BAIT TWICE](#); talk to Finley)
  - Your choices here don't have lasting consequences.
6. Feeling special  
(Requires 10 trust; talk to Finley)



- If you agree to have some fun, you'll have a **CLOSER RELATIONSHIP** with Finley from now on (although you'll have some sort of relationship either way).
- 7. Aura fortification  
(After you've [FOUGHT CHEZERIK](#); talk to Finley; morning/evening)
- 8. Stimulation  
(After [CHELSEY HAS SOUGHT CHEVALIER HELP](#); talk to Finley; morning/evening)
- 9. Zoga's approach  
(After Finley has [EXPRESSED HER OPINION](#) about Elly; talk to Finley; morning/evening)
- 10. Shopping with Zoga · Future of Mastema  
(After [YOUR POST-MONSTER MEETING WITH LAZARO](#); talk to Finley; morning)
  - There's a minor variation in this event if Hatsumi [SET AN INVESTIGATOR](#) on you.
- Sunscreen · Other girls' interest · Soldiers of interest  
(Automatic during the [BEACH PARTY](#))
- Alone time at the beach  
(Automatic during the [BEACH PARTY](#) if you [PICKED HER OVER VARSHA](#))
  - Mutually exclusive with a [VARSHA EVENT](#).

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## Kalista

You meet Kalista quite early in the game, but she doesn't join the main cast until [CHAPTER 3](#). After that, she starts appearing around the city like other major characters, and has chats and events.

### Schedule

	Day 1	Day 2	Day 3
Morning	Beach East Wing	Library Entrance Common Area	Common Area
Evening	Alley	Grove	Grove
Night	Grove	Library	Park

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Kalista has 12 chats:
  - Morning: Mira's light magic; fashion and confidence; insects; music.
  - Evening: Wine quality; being watched; practical magic; knowledge of Mastema.
  - Night: Mistaken adulation of strength; cats; Astrid; preferred drinks.

### Events

1. Gossip and reputation  
(After [FIGHTING MONSTERS](#); talk to Kalista; morning/evening)
2. Dreaming of fountains  
(After [YOUR POST-MONSTER MEETING WITH LAZARO](#); talk to Kalista; morning/evening)
  - Whether you have sex in the dream or not doesn't seem to have long-term consequences.
3. Body examination · Witches and Vezkhana  
(Requires 4 trust; talk to Kalista; evening/night)
4. Guilt · Hearing the goddess  
(Talk to Kalista; morning/evening)
5. Mistle test · Running into Seraph  
(After [FIRST VISITING THE ATHENAEUM](#); talk to Kalista; evening/night)

- **+1 AFFECTION** if you caress her face.
- 6. Theology and conspiracy theories  
(After [FIRST VISITING UNDYNE'S HOME](#); talk to Kalista; morning/evening)
- 7. Shared dream · Helping people  
(Automatic at day's end)
  - After this, you'll have a [DREAM WITH SOMEONE ELSE](#), too.
- 8. Potion-making · Izya's memories  
(Talk to Kalista; morning/evening)
- 9. Further dreaming  
(After [SHOPPING WITH ZOGA AND ELLY](#); automatic at day's end)
- 10. Accessing memories · Professor Iverly  
(Talk to Kalista)
  - Holding hands on the beach  
(Automatic during the [BEACH PARTY](#))
    - If you take Kalista's hand, you'll have a **CLOSER RELATIONSHIP** with her in future.

## Lilac

You can interact with Lilac as soon as you're free to roam around the city (i.e. immediately after the [ORIENTATION CEREMONY](#)).

### Schedule

	Day 1	Day 2	Day 3
Morning	Roof Clinic	Grove Mess Hall	Grove Pool
Evening	Sports Field Entrance Hall	Pool Clinic	Barrbourg Clinic
Night	Library	Gym	Residential Area

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Most choices don't have lasting consequences (the exception being her first morning chat, in which you get **+1 AFFECTION** for saying that she's not a waste of time). Lilac currently has 24 chats (half of which unlock in Chapter 2):
  - Morning: Use of your time; relating to others; beauty of the land; dubious purchases; Chevaliers; company at night; Undyne; the cat demon.
  - Evening: Floriography; societal change; Duazul; manuscript restoration; Mira and music; House Luzatto; Kalista; being given flowers.
  - Night: Your health; blessed lands; night flowers; vampires; seventh sense; Syrnia; bodyguarding; Chelsey and Violeta.
- After you reach certain points in the story, you can ask Lilac various questions related to Mastema—the country, her Orchis training, her family, and past Vezkhana. (Asking about the last of those after [BAZREL EXPANDS HIS POWERS](#) could possibly have an impact in future, but I don't know what or whether it's important.)
- If you get a closer relationship with Lilac, you can access repeatable scenes. You can also pat her head (which gives **+1 TRUST** after the first time).

## Events

1. Dog escape  
(Requires 4 trust; talk to Lilac; morning)
2. Orchis allegiances  
(After Mira has [INTERRUPTED AN ASSASSIN](#); talk to Lilac; night)
3. Izyadel and Shemluzu  
(After Finley has [TALKED ABOUT THE SHOAL](#); talk to Lilac; morning/evening)
  - After this, you can talk to Lilac about Mastema instead of chatting normally – to begin, you can ask about the country itself and about her combat training.
4. Tricking the assassins  
(After you've seen Chelsey [USING SIGILS](#); talk to Lilac; morning/evening)
5. Memory of Bazrel  
(Requires 8 trust; talk to Lilac)
  - After this, you can ask Lilac about her family in Mastema.
6. Izya's offer  
(Talk to Lilac; evening/night)
  - Your choice here doesn't have lasting consequences.
7. Izya making friends  
(After you've [DISCUSSED THE ORCHIS](#) with Lilac and Lazaro; talk to Lilac; morning/evening)
8. Burdens  
(Talk to Lilac; morning/evening)
  - If you chose to have a closer relationship with Lilac (which was determined way back in [MAIN EVENT 4](#)), there's an extra sex scene here.
9. Racing  
(Talk to Lilac; evening/night)
10. Empty grave  
(After Mira and Izya have [GONE SHOPPING](#) and you've [TALKED ABOUT CHANGE](#) with Nyla and Mira; talk to Lilac; morning/evening)
11. Massage · Past Vezkhana  
(After [LEARNING THE NATURE OF VEZKHANA](#); talk to Lilac; morning)
  - If you chose to have a closer relationship with Lilac, there's an extra sex scene.
  - After this, you can get a refresher on past Vezkhana by talking to Lilac.
12. Teaching Varsha transformation  
(Talk to Lilac; morning)
  - Sharing ice cream · Volkova to watch  
(Automatic during the [BEACH PARTY](#))

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## Mira

You can interact with Mira at home at the beginning of the game, and then again in the city after you've made your [FIRST VISIT](#) to the Velvet Horseshoe.

## Schedule

	Day 1	Day 2	Day 3
Morning	Library Alley	Library Gym	Den of Justice Record Store
Evening	Residential Area Record Store	Entrance Hall Record Store	Park East Wing

<b>Night</b>	Den of Justice	Mess Hall	Grove
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## Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don't have lasting consequences. Mira currently has 12 chats:
  - Morning: Coffee; mornings; thinking of dinner; morning calm.
  - Evening: Comfort of fiction; meal planning; relationships; music.
  - Night: Horror movies; cozy nights; bedtime reading; dreaming.
- If you get a closer relationship with Mira, you can access repeatable scenes.

## Events

1. Lilac and Ruth  
(Talk to Mira; morning/evening)
2. Thugs  
(Requires 6 trust; talk to Mira; morning/evening)
3. Assassin  
(After Lilac has seen a [THREATENING DOG](#); talk to Mira)
4. Spending the night  
(Automatic at day's end)
  - If you sleep together, you'll have a **CLOSER RELATIONSHIP** with Mira from now on. (Your choice afterwards doesn't affect things.)
5. Church  
(After you've [FOUGHT CHEZERIK](#); talk to Mira; morning/evening)
6. Exercises with Lilac  
(Talk to Mira; morning/evening)
  - Your reply to her question here doesn't have lasting consequences.
  - If you have some fun, you'll have a **CLOSER RELATIONSHIP** with Mira if you didn't already have one.
7. Book signing  
(Talk to Mira; morning/evening)
8. Not feeling comfortable  
(After [VARSHA'S REUNION WITH ELLY](#); talk to Mira; morning/evening)
9. Shopping with Izya  
(After [MIRA MEETS IZYA](#); talk to Mira)
10. Keeping secrets  
(After [VARSHA'S REASSESSMENT OF ELLY](#); talk to Mira; morning/evening)
11. Revealing your secret  
(After you've [ALSO AGREED TO TELL VARSHA YOUR SECRET](#); automatic at day's end)
  - This is a joint event with [VARSHA](#).
12. Covering for Tabitha  
(After [GRAZIA'S RAKSHASA PRESSURE](#) and [PARTY PLANNING](#); talk to Mira; morning/evening)
13. Mira at the Velvet Horseshoe · Discussing the prison · Drowning  
(Talk to Mira; morning/evening)
  - An [EXTRA EVENT](#) will occur sometime after this.
- Mira's popularity  
(Automatic during the [BEACH PARTY](#))
- Staying away from water

(Automatic during the [BEACH PARTY](#) if you have a closer relationship with her)

## Nyla

You can interact with Nyla at home at the beginning of the game, and then again once you're free to roam around the city (i.e. immediately after the [ORIENTATION CEREMONY](#)).

### Schedule

	Day 1	Day 2	Day 3
Morning	Library Entrance Gym	Beach Barrbourg	Beach Mess Hall
Evening	Park Mess Hall	Library Alley	Sports Field Entrance Hall
Night	East Wing Her Room	Barrbourg Her Room	Common Area Her Room

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Nyla currently has 23 chats (12 of which unlock in Chapter 2):
  - Morning: Your health; morning workouts; hodags; snallygasters; memories of the shoal; Tabitha in the Sylvania; the Orchis; Varsha.
  - Evening: Mira and vegetables; you being quiet lately; Mira's reading; fight with Chezerik; making assessments; Hoskvania; clothing and Finley.
  - Night: Sylvania motivations; Sylvania stories; alternative careers; Sylvania burdens; hobbies; making mistakes; Undyne; Chelsey.
- If you get a closer relationship with Nyla, you can access repeatable scenes. You can also pat her head (which gives **+1 TRUST**).

### Events

1. Escape from work  
(Requires 6 trust; talk to Nyla; morning/evening)
2. Astrid's anecdotes  
(After Astrid's [STREET PERFORMANCE](#); talk to Nyla; morning/evening)
  - **+1 AFFECTION** with Nyla if you tell her not to worry.
3. Hostage  
(Requires 8 trust; talk to Nyla; evening/night)
  - **+1 AFFECTION** if you grab her hand.
4. Nyla's house  
(After Finley's [FIRST MAGIC LESSON](#); talk to Nyla; evening/night)
  - Your choice here doesn't have lasting consequences.
  - After this, you can visit Nyla's room at night.
5. Family relationships  
(After you've [FOUGHT CHEZERIK](#); talk to Nyla; evening/night)
  - The reason you give for visiting doesn't have lasting consequences.
  - Your view on your relationship is referenced in at least one future event – so far the difference is minor, but that could change.
  - If you keep going, you'll have a **CLOSER RELATIONSHIP** with Nyla from now on.
6. Fame and change

- (Talk to Nyla; morning/evening)
7. Apology  
(Talk to Nyla; morning/evening)
    - If you're in a close relationship with Nyla, there's a sex scene at the end of this event.
  8. Nyla and Beatrice  
(After you've [CHASED ALVA](#); talk to Nyla; evening/night)
  9. Book club  
(Talk to Nyla; night)
  10. Nyla and Yulia · Syrnia origins · Ramsay  
(After [DINNER WITH THE ILVOG SISTERS](#); talk to Nyla; evening/night)
  11. Mistle reports · Building bridges  
(After [TALKING TO BEATRICE ABOUT HER WORTH](#); talk to Nyla; morning/evening)
  12. Wrestling · Arranging a meeting  
(After [TELLING HATSUMI YOU'LL ARRANGE A MEETING](#); evening/night)
    - There's an extra sex scene here if you chose to have a closer relationship.
    - An [EXTRA EVENT](#) may be available after this.
  13. Imbuements  
(After [BEATRICE HAS TRAINED WITH SYRNIA](#); talk to Nyla or Beatrice; morning/evening)
    - This is a joint event with [BEATRICE](#).
  14. Nyla's magic refresher course · The Duke  
(Talk to Nyla or Beatrice; morning/evening)
    - This is a joint event with [BEATRICE](#).
    - Saying yes to Nyla's refresher gives you more information about magic, but doesn't have lasting effects.
  - Always preparing · Lara  
(Automatic during the [BEACH PARTY](#))
  - Disreputable fathers  
(Automatic during the [BEACH PARTY](#))
    - This is a joint event with [CHELSEY](#).
    - Pavi will be present if she's awake.

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## Pavi

Pavi's interactions become available [IF SHE WAKES UP](#) at your place. At present, she remains in your room instead of appearing around the city (which, by the way, restricts your ability to bring other characters home for repeatable scenes). Her interactions so far work differently to those of other characters.

### Interactions

- Unlike other characters, there are no trust or affection points for Pavi (at least not yet).
- There are (in effect) ten chats you can have with her. You can only chat once a day – she'll be doing something else after that.
  - Chat topics: Broken television; your cooking; Luzatto friends; getting more episodes; your strength; new friends and loneliness; inviting her to the beach party; heroes in stories; the Luzatto manor; what she needs for the beach party.
- Also, there are events which happen when you sleep at night:

- Three of them happen automatically, in sequence.
  - Overnight events: About your fridge being raided; whether you have beer; borrowed shirts and sleeping arrangements.
- Giving Pavi beer when you talk to her (possible after the second overnight event) results in other small overnight events; they repeat depending on which day it is. If you chose to have a [CLOSER RELATIONSHIP WITH PAVI](#), the one on Day 3 is a sex scene – otherwise, it’s the same as on Day 1. (Note that these can sometimes pre-empt other events that might normally trigger when you sleep, including Pavi’s own third sequential event, so don’t give her beer all the time.)
- She also has events at the [BEACH PARTY](#); they trigger automatically if she’s awake.

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## Tabitha

Although you meet Tabitha quite early, she doesn’t join the main cast for a while – her first event isn’t until the start of [CHAPTER 2](#), and she won’t be findable in the city until after you’ve seen it.

### Schedule

	Day 1	Day 2	Day 3
Morning	Grove Beach	Phénix Lane Roof	Barrbourg Common Area
Evening	Library Entrance West Wing	Barrbourg West Wing	Library Entrance Entrance Hall
Night	Park	Beach	Alley

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Any choices don’t have lasting consequences. Tabitha currently has 12 chats:
  - Morning: Not caring what people think; getting around; rap; Astrid’s motives.
  - Evening: Reading choices; your type; musical tastes; snacks and religion.
  - Night: Bedtime reading; Chelsey; Syrnia uniforms; working with Astrid.

### Events

2. Beach talk  
(After the start of [CHAPTER 2](#); visit the beach; morning/evening)
  - At this point, Tabitha becomes available for interactions.
  - This is one of the requirements for a miss-able [EVENT WITH UNDYNE](#).
3. Tiers  
(Requires 3 trust; talk to Tabitha; morning/evening)
4. Bathhouse offer  
(After a [SPECIAL MAGIC LESSON](#); talk to Tabitha)
  - Choosing to “dive in” gives you **+1 AFFECTION** with Tabitha, but doesn’t constitute starting a closer relationship with her. The outcome is the same either way.
5. Tabitha’s home  
(Talk to Tabitha; morning/evening)
6. Plotting against Astrid  
(Talk to Tabitha; morning/evening)
7. Protection  
(After you’ve [FOUGHT TORA](#); automatic at day’s end)



- If you let her stay, you'll have a **CLOSER RELATIONSHIP** with Tabitha from now on.
- 8. Suspicious  
(After [DINNER AT THE ILVOG SISTERS' PLACE](#); talk to Tabitha; morning/evening)
  - The event starts out differently depending on your choice in Tabitha's previous event, but it finishes the same.
- 9. Athenaeum  
(Talk to Tabitha; morning/evening)
  - An [EXTRA EVENT](#) will occur sometime after this.
- 10. Interrogation  
(After you've [ASKED MIRA TO COVER FOR TABITHA](#); talk to Tabitha; morning/evening)
  - This event follows different courses depending on whether you have a close relationship with Tabitha or not, but the eventual outcome is the same.
- 11. What you know · Grazia's plans  
(After the [SYRNIA MISTLE REPORTS](#) and your [RAKSHASA DEAL WITH ASTRID](#); automatic at day's end)
  - If you have a close relationship with Tabitha, she has a long talk with Undyne after you've gone. Otherwise, this is skipped.
  - At this point, Tabitha is no longer available for interaction.
  - Beach talk with Tabitha  
(Automatic during the [BEACH PARTY](#))
    - This event varies based on whether you have a closer relationship with her.
  - Tabitha and Undyne in the hot tub · Hot tub handjob  
(Automatic during the [BEACH PARTY](#) if you have a closer relationship with her)
    - This event is one of the requirements for an [ASTRID](#) event – if you meet the others, you'll go straight to it.
  - Not wanting to talk about Mastema · Your offer of food  
(Automatic during the [BEACH PARTY](#) if you have a closer relationship with her)

## Varsha

You meet Varsha during your first visit to the Hearth, but she only starts appearing around the city after you've seen Finley's [FIRST EVENT](#).

### Schedule

	Day 1	Day 2	Day 3
Morning	Sports Field Mess Hall	Residential Area Sports Field	West Wing Entrance Hall
Evening	Residential Area East Wing	Beach Casino	Casino Pool
Night	Common Area Her Room	Phénix Lane Her Room	Mess Hall Her Room

### Interactions

- Each chat gives **+1 TRUST**, and some give **+1 AFFECTION**. Varsha currently has 24 chats (half of which unlock in Chapter 2):
  - Morning: Tired; racing Lilac; Barbieri gang non-problem; not joining the Syrnia; rain; swimming competition; foreigners' impressions; losing control.

- Evening: Drakes; poppy monsters; Finley's cooking; Astrid; Tabitha; gambling and work; spoon-stealing ghosts; Violeta's secrets.
- Night: Busywork; Mira; Beatrice's intensity; someone to take care of her; being overwhelmed; Beatrice's moods; getting out of the shoal; restaurants.
- If you get a closer relationship with Varsha, you can access repeatable scenes. You can also pat her head (which gives **+1 TRUST**).

## Events

1. Gaming  
(Requires 2 trust; talk to Varsha; morning/evening)
  - You can visit Varsha's room at night after this.
2. Varsha and Beatrice  
(Requires 4 trust; talk to Varsha; morning/evening)
3. Astrid's romance advice  
(Requires 8 trust; talk to Varsha; morning/evening)
4. Plan to impress  
(Requires 9 trust; talk to Varsha; morning/evening)
5. Getting closer  
(Requires 11 trust; talk to Varsha; morning/evening)
  - If you agree to have some fun, you'll have a **CLOSER RELATIONSHIP** with Varsha from now on (although you'll have some sort of relationship either way).
6. Spider  
(After [MEETING SYRNA MEMBERS IN THE CAFÉ](#); talk to Varsha)
  - Your choice here doesn't have lasting consequences.
7. Learning something new  
(Talk to Varsha; morning/evening)
8. Elly's unpopularity  
(After [VARSHA'S REUNION WITH ELLY](#); talk to Varsha; morning/evening)
  - If you tell Varsha to keep Elly away from you, you get **-2 AFFECTION** and **+2 DISDAIN** with Varsha.
9. Reassessing Elly  
(After [FIGHTING MONSTERS](#); talk to Varsha; morning/evening)
10. What to do about Elly · Your secret  
(After [YOUR POST-MONSTER MEETING WITH LAZARO](#); talk to Varsha; morning/evening)
11. Revealing your secret  
(After you've [ALSO AGREED TO TELL MIRA YOUR SECRET](#); automatic at day's end)
  - This is a joint event with [MIRA](#).
  - This is one of the requirements for an [EXTRA EVENT](#) involving Varsha and Finley.
- Alone time at the beach  
(Automatic during the [BEACH PARTY](#) if you picked her over [FINLEY](#))
  - Mutually exclusive with a [FINLEY EVENT](#).

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## Other events

Some of these events are necessary to advance the main story or character stories, but are not part of the normal chain of progression – you can do them in your own time. Others are optional, and can

be permanently missed if you don't see them at the appropriate time. There are also "hidden" events which I *presume* are optional, although I can't be certain about that.

## Chapter 2

- Approaching Undyne  
(After Tabitha [BECOMES A MAJOR CHARACTER](#) and you've seen a [CRIME SCENE IN THE LIBRARY](#), but before you get to [CHAPTER 3](#); visit the library)
- Kalista and the Rakshasa  
(After the Rakshasa has [ATTACKED SOME ARKADA](#), but before the next main story event; visit Barrbourg; night)
- Miss Arkada's class  
(After [LOOKING AT MISTLE SAMPLES](#); probably automatic)
  - This will probably happen automatically, but if it doesn't, you should be able to trigger it by going to the Hearth common area in the evening or at night.

## Chapter 3 – ordered

These extra events become available in a set order (or at least I think so – the 4<sup>th</sup> and 5<sup>th</sup> events actually have the same requirements, but I believe you'll always get the 4<sup>th</sup> event first).

1. Dinner at the Ilvog sisters' place  
(After you've been [TOLD ABOUT DINNER](#); talk to Finley/Nyla; evening/night)
  - If you're in a relationship with Finley, you have some extra conversation with her after the others have left.
2. Yulia and Faust in the bathhouse  
(Visit Barrbourg)
  - Having [SEX WITH FAUSTINE](#) is a trap – but if you didn't make an [ALLIANCE WITH ASTRID](#), it's also the only way you can improve the outcome of Astrid's [BIG SHOW](#) for a certain character, so you might want to do it anyway. Accepting the offer unlocks a [SECOND SCENE](#) later. I don't know what other consequences Faust's trap might have later on.
3. Astrid's pursuit of Beatrice  
(Visit the East Wing; morning)
4. Ilvog sisters' choice · Harem planning  
(After you've [TOLD VARSHA YOUR SECRET](#); talk to Finley/Varsha; morning/evening)
  - You end up choosing both of them regardless of which button you press, but your initial choice still determines which of two sex scenes you'll get later at the [BEACH](#), and possibly other things later.
5. Party planning  
(Talk to Varsha; morning/evening)
  - An [EXTRA EVENT](#) may be available after this.
6. Elly wants an invitation  
(After [FIRST VISITING THE ATHENAEUM](#); automatic at day's end)
7. Mira recovering · Mira and Tabitha  
(After [DINNER WITH VARSHA, ZOGA, AND ELLY](#); automatic at day's end)

## Chapter 3 – miscellaneous

- Visited in a dream  
(After a [SHARED DREAM WITH KALISTA](#); automatic at day's end)

- If you know how to figure out substitution cyphers in real life, you can decode the words here. Even when decoded, it's still pretty cryptic, of course.
- Nyla and Varsha's party preparations  
(After [PARTY PLANNING](#) and [WATCHING WRESTLING](#); talk to Nyla or visit the East Wing; morning/evening)
- Elly and Zoga's party preparations  
(After [TALKING TO MIRA AT THE VELVET HORSESHOE](#); automatic at day's end)

## Hidden events

These events aren't listed in the journal – you encounter them just by wandering around the city. They become available after [MAIN EVENT 49](#), in Chapter 3.

- Simurgh  
(Before [ASTRID'S BIG SHOW](#); visit the park; night)
- Non-exploding dog  
(Visit Phénix Lane; morning/evening)
- Fangs of Justice photo-shoot  
(Visit the library entrance; morning/evening)
  - Your choice here doesn't have lasting consequences.
- Record store charity  
(Visit the record store in Phénix Lane; morning/evening)
- Gambling with Miss Arkada  
(Visit the casino in Barrbourg)

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## List of people, places, and things

### A

- **Adam** – Member of the [WHITE TALONS](#); a [WITCH/WARLOCK](#); claims to be able to pause time (but some doubt that). Encountered at [ASTRID'S BIG SHOW](#).
- **Alaine Thurnsfeld** – A soldier whom Astrid points out while [PEOPLE-WATCHING](#).
- **Alumbra** – Magic-using soldiers; less prestigious than the [ARKADA](#). Grey coats.
- **Alva Hagen** – Treasurer for [YURI SABREHAGEN](#) before going on the run; he seems unstable when [YOU AND CHELSEY CORNER HIM](#).
- **Agyrus** – see [NAZKA AGYRUS](#).
- **Amanda** – One of [ASTRID LUZATTO](#)'s bodyguards. Implied to be a missile mage.
- **Arkada** – Magic-using soldiers; more prestigious than the [ALUMBRA](#). Black coats. Officially treated as a noble family; induction is called adoption. Headed by Miss Arkada; other named members include [ELEANOR HAVELKA](#), [FAUSTINE](#), [YULIA](#), Dario, Ken, and [LARA](#).
- **Arkada, Miss** – Leader of the Arkada. [SIMURGH](#) and [BLAINE](#) call her Mordred. Member of the royal family in some way, but doesn't seem to have much respect for it.
- **Arthur** – Member of the [CHEVALIER](#) gang; [BEATRICE](#)'s cousin and [LANCE](#)'s brother.
- **Asmodeian** – Powerful kind of degmiato said to be able to use hypnosis. [CHELSEY](#)'s brother was taken by one. There's allegedly one in the city.
- **Asmund Luzatto** – The name by which [ROY](#) introduces himself to [ASTRID](#).
- **Astor** – Name by which [ASTRID](#) refers to the occupant of the rabbit suit at the [BEACH](#) (whereas Simone instead uses "Kluck"). Talks [KALISTA](#) into [TAKING OVER HER DUTIES](#). Says she owns a café in Phénix.

- **Astrid Luzatto** – Part of the main cast. Member of [HOUSE LUZATTO](#) and lieutenant of the [SYRNIA](#); also a clown.
- **Athenaeum** – Private library belonging to [HOUSE LUZATTO](#); you [GO THERE WITH TABITHA](#) and encounter the [GRANDMASTER](#).
- **Azami** – Employee of [HOUSE LUZATTO](#); seen at the [BEACH PARTY](#).
- **Azulosis** – Degenerative disease; your human half's biological mother had it.

## B

- **Balan Walker** – A soldier whose corpse is puppeted by [IZYA](#) when [TORA ATTACKS YOU](#). His brother Dolph [TRIES TO GET REVENGE](#).
- **Barbieri** – Gang which [CHELSEY](#) and [VARSHA](#) mention; they don't seem to be around much anymore, probably because Varsha kept beating them up.
- **Barrbourg** – Part of the city of Sanctus (which surrounds the Hearth).
- **Bart** – A soldier and friend of [LUEROI](#); killed by [JYNYR](#) shortly after her [APPEARANCE](#).
- **Bartholomew Weston** – Member of an old-money family; [POINTED OUT](#) to you at the beach party.
- **Bathsheba Zimotri** – An author; [MIRA](#) takes you to her [BOOK SIGNING](#); [KALISTA](#) and the [GRANDMASTER](#) also mention her.
- **Bazrel** – Seventh Vezkhana (ruler) of Mastema; invaded Rhukane but was apparently defeated. One of the two people whose souls fused together to become you.
- **Berzemia** – see [FENRIZ BERZEMIA](#).
- **Bizen** – see [FAFNIR LOBELIA BIZEN](#).
- **Blaine Gynfrey** – Duke of Nirnay; seems religiously-minded. Features in [ROY'S REPORT](#) about what [GWEN](#) is up to.
- **Blue Rose Company** – A gang which runs a lending business; first mentioned [BY HATSUMI](#); you later [MEET SOME](#) yourself. Named members are Falkan, Senan, and Stanis.
- **Bonnie / Bon Bon** – A member of the [ZABANA](#) gang; present at [YOUR SPEECH](#) and also at the [BEACH PARTY](#); owes money to the [BLUE ROSES](#).
- **Beatrice Chevalier** – Part of the main cast. Member of the [CHEVALIER](#) knightly family and leader of a gang with the same name.
- **Bloodstone, The** – see [FENRIZ BERZEMIA](#).
- **Boa** – Mentioned by Lotus and Nova at the [BEACH](#) in connection with impostors.
- **Bron** – A subordinate of the Sabrehagens whom you potentially have a [CONFRONTATION](#) with at the beach party.

## C

- **Carver** – see [ELAINE CARVER](#).
- **Casillas** – see [ELISANNE CASILLAS](#).
- **Caskeycia** – Country to the east. The [HANABUSA](#) clan, among others, are from here.
- **Chevalier** – Knightly family from which [BEATRICE](#) comes; also refers to the gang which Beatrice has formed at the Hearth. Named members of the latter include [VARSHA](#), Arthur, Lance, and Ricardo.
- **Chelsey Sabrehagen** – Part of the main cast. Member of the [SABREHAGEN](#) crime family, but wants to reform them and runs a detective group.

- **Chezerik Mac Philbin** – A particularly strong soldier with links to the [NISHIZAKI](#) gang; you end up [FIGHTING HIM](#).
- **Colombos** – Group mentioned by [YURI SABREHAGEN](#) at the [BEACH](#), probably as a recipient of Sabrehagen weapons.

## D

- **Dalziel Gynfrey** – King of Rhukane; your human half wants to kill him, but he leaves the Hearth early on and hasn't played much of a role yet.
- **Dantalyon** – Mentioned by [JOEY](#); possibly a teacher?
- **Dario** – A member of the [ARKADA](#); seen with [FAUST](#) sometimes.
- **de Felice** – see [VINNY DE FELICE](#).
- **Degmiato** – “Demons”. Most live in [MASTEMA](#) or [THE SHOAL](#).
- **Degmiato Diva, The** – A degmiato entertainer mentioned by [FINLEY](#); she has disappeared from public view lately.
- **Devil Dog, The** – A creature being hunted by [CHELSEY](#)'s detective group when you meet her. It seems to have vanished; [VARSHA](#) eventually mentions why.
- **Devil's Respite, The** – see [SELENE ISLES](#).
- **Diego Sabrehagen** – One of the [SABREHAGEN](#) siblings. Described as “lazy, dumb, and violent”, but loyal and protective of [KIRA](#).
- **Dolph** – Believes that you killed his brother, [BALAN](#). He [TRIES TO GET REVENGE](#) but is killed.
- **Duazul Lomidze** – The Hearth's only doctor. Has some unexplained connection to [BAZREL](#), and has the same family name as [GWEN](#). Seems to like [LILAC](#), who helps in the clinic.
- **Duke, The** – see [BLAINE GYNFREY](#).

## E

- **East Front Mercenary Company** – Group which [JALE](#) used to belong to; [SIMONE](#) looks exactly like, and has the same magical ability as, its captain.
- **Edyth Muniz** (or Edith Muniz) – A [SABREHAGEN](#) associate; [KILLED](#) by her boyfriend [ALVA HAGEN](#) in the library.
- **Elaine Carver** – Private eye. Set on you by [HATSUMI](#) if you don't [SHAKE HER HAND](#). Introduced to you at the [BEACH PARTY](#) otherwise. Some connection to [JALE](#) and [LUSHOU](#).
- **Eleanor Havelka** – Mother of [NYLA](#); adoptive mother of your human half and of [MIRA](#). A member of the [ARKADA](#) who serves as the “right hand” of the [NUMINALS](#); widely feared. Called the Red Raven. Supposedly a [WITCH](#).
- **Elikapeka (Elly)** – Leader of the [ORCHIS](#); childhood friend of [VARSHA](#). Her vim lets her become intangible.
- **Elisanne Casillas** – A soldier whom Astrid points out while [PEOPLE-WATCHING](#).
- **Eufernia cyalatum** – see [MISTLE](#).

## F

- **Fafnir Lobelia Bizen** – Someone who seems to know a lot about you and wants to collect a “harvest” from you [AFTER THE SECOND DAY THE BEACH](#). Has some connection to [SIMURGH](#). You're told by [LILAC](#) that she's an ambitious member of the [KONIUM](#); [SHENLY](#) later [REVEALS ONE OF HER PLANS](#) to [GWEN](#) and friends.
- **Falkan** – Member of the [BLUE ROSES](#); met during your [ENCOUNTER](#) with them.

- **Faustine (Faust) Firenzo** – An [ARKADA](#); sets a [TRAP](#) for you in the bathhouse.
- **Fangs of Justice** – [CHELSEY](#)'s detective group. [VIOLETA](#) and [MIRA](#) are members; other people (including you) are recruited as the story goes on.
- **Fangs of Sabrehagen** – see [SABREHAGEN](#).
- **Felice, de** – see [VINNY DE FELICE](#).
- **Fenriz** – Formerly a name/title used by [BAZREL](#) before he became Vezkhana; later adopted by the memory (?) of the person whose body you're occupying. Also used by Bazrel's father [BERZEMIA](#) (so perhaps it's a family name).
- **Fenriz Berzemia** – Fifth Vezkhana (ruler) of Mastema; father of [BAZREL](#). Called "the Bloodstone"; claimed to be able to raise the dead.
- **Finley** – see [ILVOG FINLEY](#).
- **Firedogs** – Mentioned by [DUAZUL](#) in context of staffing; meaning unclear.
- **Fountain, The** – A supposed plane of existence from which all magic flows.

## G

- **Ghost** – Someone who provided intel to [NOVA](#) and [LOTUS](#).
- **Graham** – A member of the [WHITE TALONS](#); he [REPORTS ON](#) the failed attack on the [LUZATTO](#) manor which coincided with [ASTRID'S BIG SHOW](#).
- **Grandmaster, The** – A [WITCH](#) of [HOUSE LUZATTO](#); Apparently [SIMONE](#)'s mother, but [ASTRID](#) sometimes addresses the Grandmaster as "Simone" too. Connected somehow to [SEKHIEL](#). She threatens you when you visit the [ATHENAEUM WITH TABITHA](#).
- **Grazia Sabrehagen** – One of the [SABREHAGEN](#) siblings; takes an interest in the [RAKSHASA](#).
- **Gretel(ski)** – see [YULIA GRETELSKI](#).
- **Grimvale** – A town where the [ILVOG SISTERS](#) were taken during their recruitment to the Hearth.
- **Gwendolyn Lomidze (Gwen)** – Daughter of King [DALZIEL GYNFREY](#); the general in charge of the Hearth. Has the same surname as [DUAZUL](#), and they both have some unexplained connection to [BAZREL](#).
- **Gynfrey** – see [DALZIEL GYNFREY](#).

## H

- **Hagen** – see [ALVA HAGEN](#).
- **Hamlet, The** – A "community" in the northwest of Rhukane, consisting of criminal or otherwise shady groups. The [SABREHAGENS](#) are considered to lead it; the [VOLKOVA](#) are also well-known.
- **Hanabusa** – A prominent clan in [CASKEYCIA](#); the [NISHIZAKI](#) (particularly [HATSUMI](#) and [SATSU](#)) are linked to it.
- **Hanabusa Hatsumi** – Leader of the [NISHIZAKI](#) gang, having inherited it from her late brother. Can read and transmit memories by touch.
- **Hanabusa Satsu** – A de facto member of the [NISHIZAKI](#) gang (due to it being led by her sister). Shown to be very quick with a sword when she [DEFEATS SARGE](#).
- **Happy** – see [VALERIE](#).
- **Haravel Xanthus** – Sixth Vezkhana (ruler) of Mastema; mentioned by [LILAC](#) and [BAZREL](#). Supposedly killed by Bazrel, but actually just retired, and later helped perform the death rite which resulted in your creation.



- **Hatsumi** – see [HANABUSA HATSUMI](#).
- **Hazorus** – First Vezkhana (ruler) of Mastema, mentioned by [LILAC](#), who says he was overthrown for deceiving the population.
- **Havelka** – Your adoptive family; descended from [HAVELYN](#) the Great Magus. Currently consists of your adoptive mother [ELEANOR](#), her daughter [NYLA](#), her adoptive daughter [MIRA](#), and you.
- **Havelyn** – The “Great Magus”; pioneer in the world of magic.
- **Hearth, The** (fully, the Gran Hearth, to distinguish it from the [LUX HEARTH](#)) – School/fortress which trains magic-using soldiers of the kingdom of Rhukane.
- **Heffield** – One of [CHELSEY](#)’s clients with regard to the [DEVIL DOG](#); he’s briefly seen when he brings [PAYMENT](#) for its disappearance.
- **Hestia-Metal** – An idol singer; Professor [IVERLY](#) claims to base her blood magic processes on her songs.
- **Heszmori** – see [TABITHA HESZMORI](#).
- **Hodag** – Wild animal; they occasionally wander into the city, making work for the [SYRNIA](#).
- **Horace** – Head Janitor of the Hearth; part of [GWEN](#)’s group. Works with illusions; also collects corpses of people killed in the Hearth. Has reactions to mistle.
- **Hortulus** – A city; mentioned by Lilac as the site of a battle between the [SYRNIA](#) and a self-proclaimed [WITCH](#).
- **Hoskvania** – Country to the west. There are vampires in it.

## I

- **Ilvog Finley** – Part of the main cast. Sister of [VARSHA](#). A member of the [SYRNIA](#). Gives you magic lessons. Gets on well with numerous people, including [PAVI](#) and [ZOGA](#).
- **Ilvog Varsha** – Part of the main cast. Sister of [FINLEY](#). Notably strong. Part of the [CHEVALIER](#) gang and friends with [BEATRICE](#); childhood friend of [ELLY](#).
- **Indigo** – Sells enchanted clothing; more quietly sells [VOLKOVA](#) pharmaceuticals. [POINTED OUT](#) to you at the beach party.
- **Ishmael Jimenez (Jim)** -- A member of the [NISHIZAKI](#) gang; introduced to you after your [BIG SPEECH](#).
- **Ivalo Volkova** – A hitman for the [VOLKOVA](#) who later supposedly joins the [NISHIZAKI](#). [POINTED OUT](#) to you at the beach party.
- **Iverly (Ivy)** – An eccentric professor at the Hearth; knowledgeable about blood magic. [UNDYNE](#) thinks that Iverly could help you access the memories of the people who merged to create you, and [INTRODUCES](#) you to her. [VIOLETA](#) seems to know her too.
- **Izyadel** – A member of the [ORCHIS](#). Can track people who she touches; also knows how to use corpses as puppets. Helps [SHEMLU’S ATTACK](#) on you, but [SWITCHES SIDES](#) after that doesn’t work out.

## J

- **Jahani** – Surname of both [KALISTA](#) and [LAZARO](#) (whose connection, assuming there is one, is not yet revealed).
- **Jale** – A member of the [WHITE TALONS](#), who also liaises with the [NISHIZAKI](#) gang. Apparently [ABDUCTED](#) by [SIMURGH](#) and replaced with an imposter who reports to [GWEN](#) (not revealed to you in-story yet).

- **Jaya** – see [NAGARANTHA JAYA](#).
- **Jim** – see [ISHMAEL JIMENEZ](#).
- **Joseph Vauqelin (Joey)** – An old friend of the protagonist’s human half; a soldier at the Hearth. [VALERIE](#)’s boyfriend; knows [ROY](#) and [PHYLIS ZABANA](#); tries to befriend [SARGE](#).
- **Jynyr** – What [SIMURGH](#) calls the person who [APPEARS ON THE BEACH](#) as a result of someone using mistle.

## K

- **Kaladria** – Country to the south; [KALISTA](#) and [LAZARO](#) are from it.
- **Kalista Jahani** – Part of the main cast from Chapter 2. The “[WITCH](#) of [KALADRIA](#)”; studied under an unnamed master. Her sisters are [NATASCIA](#) and [YAGMIR](#).
- **Karazel** – Someone mentioned by [GWEN](#) and [BLAINE](#); seems to have something to do with what’s being done to all the corpses being collected.
- **Kazimir Sabrehagen** – Uncle of [CHELSEY](#) and the other [SABREHAGEN](#) siblings; leader of the Fangs of Sabrehagen. Gave Chelsey a magic insignia to invoke the Will of Kazimir, which would compel her siblings to obey her.
- **Ken** – An [ARKADA](#) sometimes present with others.
- **Kira Sabrehagen** – One of the [SABREHAGEN](#) siblings; less aggressive than the others.
- **Klara** – A [HOUSE LUZATTO](#) guard.
- **Kluck** – see [ASTOR](#).
- **Konium, The** – A group of the “oldest and most influential tribe leaders” in [MASTEMA](#). Mentioned by [IZYA](#) and later [LILAC](#); implied to play dirty political games. [BIZEN](#) is a member.
- **Krowe, Lady** – Leader of the [WHITE TALONS](#). Seraph is addressed by this title when you [RUN INTO HER](#); but Severa is addressed the same way during [ASTRID’S BIG SHOW](#) and the subsequent [TALON DISCUSSION](#) – the relationship between the two isn’t yet explicit.

## L

- **Lance** – A member of the [CHEVALIER](#) gang; brother of [ARTHUR](#).
- **Lady Krowe** – see [KROWE](#).
- **Lara** – An [ARKADA](#) who [NYLA](#) mentions [AT THE BEACH](#) as having watched over you all when your adoptive mother [ELEANOR HAVELKA](#) was absent (but whom you apparently didn’t like).
- **Lazaro Jahani** – Spymaster who owes [BAZREL](#) a great debt for unspecified reasons and works for him/you as a consequence. Owns the Velvet Horseshoe lounge, which he uses as base of operations.
- **Leonis Salvaggi** – Chief of [ASTRID LUZATTO](#)’s bodyguards.
- **Levski** – see [ROY LEVSKI](#).
- **Liedrada** – A newcomer to the [NISHIZAKI](#); apparently knows [VIOLETA](#). [POINTED OUT](#) to you at the beach party.
- **Lilakuno (Lilac)** – Part of the main cast. A member of the [ORCHIS](#) who (unlike the rest) is loyal to [BAZREL](#) and who wants to help him/you with his plan.
- **Lilya** – see [VASHTI LILYA](#).
- **Lomidze** – Surname of both [DUAZUL](#) and [GWEN](#) (the exact connection between whom hasn’t been revealed yet).
- **Lotus** – Present at the [BEACH](#) (along with Nova); after the [RAKSHASA](#). Also connected to [SCARLET](#) somehow, and maybe also the [CAPTAIN](#).

- **Luciano Sabrehagen** – Oldest of the [SABREHAGEN](#) siblings; didn't accompany them to Sanctus. Unnamed until [YURI](#) tells you something about him at the [BEACH](#); considered "unsavory" and "insane".
- **Ludovika Volkova** – Duchess; member of the royal family; High Inquisitor; presumably a [VOLKOVA](#) too. First seen at a suspicious [HANDOFF](#).
- **Lueroi** – A new Nishizaki who talks to [KIRA SABREHAGEN](#) at the [BEACH](#). Ordered to take mistle by someone who [LOOKS LIKE YOU](#), resulting in [JYNYR APPEARING](#).
- **Lushou** – [INTRODUCES HERSELF](#) to you at the beach. From [HOSKVANIA](#); talks about hunting vampires and the like. Knows [ELAINE](#).
- **Lux Hearth** – Another training place for magic-using soldiers; distinguished from the Gran Hearth (which you're at). The [NISHIZAKI](#) once tried to take it over but were suppressed by the [NUMINALS](#).
- **Luzatto** – Powerful house with shady operations; descended from royal jesters; [ASTRID](#)'s family. Other named members or employees include [SIMONE](#), the [GRANDMASTER](#), [PAVI](#), Amanda, Azami, Leonis, Klara, and Pharis. "[ASMUND](#)" claims connection but Astrid has never heard of him.

## M

- **Mac Philbin** – see [CHEZERIK MAC PHILBIN](#).
- **Machairo** – A name [DIEGO SABREHAGEN](#) tells you to drop at one of his family's safehouses.
- **Mahri** – An associate of [GWEN](#) and [DUAZUL](#); first seen [COMPLAINING](#) about the work they want her to do. Also apparently a teacher at the Hearth. Has a "pet shapeshifter".
- **Maki** – A delivery girl whom [VARSHA](#) mentions chasing for free meals.
- **Mastema** – Country to the north; home of degmiato/"demons".
- **Medrano** – see [MITCH MEDRANO](#).
- **Mistle** – Flower (*eufernia cyalatum*) used as a drug. Mostly mild effects, but an apparent variant (later revealed to be completely synthetic) has worse effects.
- **Mira** (short for **Tirzamira**) – Part of the main cast. One of your [ADOPTIVE SISTERS](#). Can detect lies with her [VIM](#).
- **Miss Arkada** – see [ARKADA, MISS](#).
- **Mitch Medrano** – Mentioned by [CHELSEY](#); a violent soldier who ended up getting executed.
- **Mordred** – see [ARKADA, MISS](#).
- **Muniz** – see [EDYTH MUNIZ](#).

## N

- **Nagarantha Jaya** – Eighth Vezkhana (ruler) of Mastema; said to have been installed by foreign influence, then to have abdicated willingly. Mentioned by [LILAC](#).
- **Natascia** – [KALISTA](#)'s sister; a vampire, but apparently cured of the effects of it by Kalista's master.
- **Nazka Agyrus** – Second Vezkhana (ruler) of Mastema. Mentioned by [LILAC](#) and [IZYA](#); supposedly assassinated with the help of exploding wildlife. Could teleport.
- **Nedrick** – A journalist; you meet him several times but don't learn his name until you [SAVE HIM](#) from some [HOUSE LUZATTO](#) attackers. He came to the Hearth to search for a missing family member.

- **Nirnay** – A city. [BAZREL](#) and his invasion were defeated there (as seen in the introduction). [BLAINE](#) is duke of it; [BEATRICE](#) and her family are from it.
- **Nishizaki** – Gang; formerly based at the [LUX HEARTH](#), which they unsuccessfully tried to take over. Led by [HANABUSA HATSUMI](#); other members include [TAKA](#), [SATSU](#), [JIM](#), [NOKI](#), and [ZATANI](#). [CHEZERIK](#) was more loosely associated. Brought under [YOUR LEADERSHIP](#).
- **Noki** – A member of the [NISHIZAKI](#) gang (“a cleaner”).
- **Nova** – Present at the [BEACH](#) (along with [LOTUS](#)); after the [RAKSHASA](#). Also connected to [SCARLET](#) somehow, and maybe also the [CAPTAIN](#).
- **Numinals** – The three people who, despite officially being less important than the king, are the ones who really rule the country of Rhukane. One, Samara, has been named.
- **Nyla Havelka** – Part of the main cast. One of your adoptive sisters; daughter of [ELEANOR HAVELKA](#). Leader of the [SYRNIA](#) militia.

## O

- **Olga** – A member of the [ORCHIS](#) assassin squad. She has visions which show her anything that will lead to her death. She unsuccessfully [FIGHTS VARSHA](#).
- **Ograzora Tabarazi** – see [TABITHA](#).
- **Orchis** – Order of warriors/assassins from [MASTEMA](#). [LILAC](#) is the [FIRST](#) and friendliest member you meet. You next [MEET](#) and deal with [SHEMLU](#) and [IZYA](#); after that, a squad consisting of [ELLY](#) (leader of the Orchis), [ZOGA](#), [OLGA](#), [TORA](#), and [SARGE](#) arrive in the city. Mentioned but not met are [SHENLY](#), Salamel (deceased), and Valkomit.

## P

- **Pavizal (Pavi)** – Possibly becoming one of the main cast. One of [ASTRID LUZATTO](#)’s retainers; retrieved from a circus. [ATTACKS YOU](#) due to a deception by [SIMONE](#); later gets hurt at [ASTRID’S BIG SHOW](#) (with her recovery dependent on your previous choices).
- **Pharis** – One of [ASTRID LUZATTO](#)’s bodyguards.
- **Phénix** – Part of the city of Sanctus (which surrounds the Hearth).
- **Philbin** – see [CHEZERIK MAC PHILBIN](#).
- **Phylis Zabana** – Leader of the [ZABANA](#) gang. Friends with [JOEY](#), which helps you [RECRUIT THE ZABANAS](#).
- **Pookie** – see [RUTH](#).
- **Pomaru** – Name given to a succession of pet hamsters by the [SABREHAGEN](#) siblings.

## Q

- **Quetzali** – A member of the [WHITE TALONS](#); participates in their attack at [ASTRID’S BIG EVENT](#).

## R

- **R-Factor** – Something which looks like [MISTLE](#), but has other effects.
- **Rakshasa** – A serial killer preying on people in Sanctus, said to be a man-eating demon. The identity of the Rakshasa can be [REVEALED EARLY IN AN OPTIONAL EVENT](#); if you miss that, it’s revealed somewhat later on.
- **Ramsay** – A member of the [ALUMBRA](#); seen in the introduction; [KILLED IN AN ALLEY](#) shortly after you arrive in Sanctus. The search for the killer is supposedly why the [ARKADA](#) are present in the city.
- **Red Raven, The** – see [ELEANOR HAVELKA](#).

- **Rhukane** – The country in which the game takes place.
- **Rhukka** – Goddess; the country of Rhukane is named after her. Might be at [THE FOUNTAIN](#). People have often claimed to hear and be guided by her voice (including [MIRA](#) and [IZYA](#)).
- **Ricardo** – A member of the [CHEVALIER](#) gang; met at the [BEACH BARBECUE](#).
- **Rita** – A new recruit to the [NISHIZAKI](#); a small-time business owner who apparently has a score to settle against [VINNY](#). [POINTED OUT](#) to you at the beach.
- **Rivo Sabrehagen** – One of the [SABREHAGEN](#) siblings; [CHELSEY REVEALS](#) that he was taken by an [ASMODEIAN](#).
- **Roy Levski** – Apparently an old friend of the protagonist’s human half (and [JOEY](#)); [ENCOUNTERED](#) after your arrival at the Hearth, then [REINTRODUCED](#) as a spy working for [LAZARO](#) (and therefore you). Calls himself “Asmund Luzatto” when [INTRODUCED](#) to [ASTRID](#), but she later says she hasn’t heard of him.
- **Ruth** – A childhood friend from your time in [THE SHOAL](#), before you and [MIRA](#) were adopted into the [HAVELKA](#) family. Had a stuffed bear called General Pooki. Mira says she was very good at light magic.

## S

- **Sabrehagen** – Crime family; officially “arms dealers”. Several siblings are in the city: [GRAZIA](#), [YURI](#), [DIEGO](#), [KIRA](#), and [CHELSEY](#). Another sibling, [RIVO](#), was taken by an [ASMODEIAN](#); an older brother, [LUCIANO](#), is elsewhere. Their father (a pirate) is deceased; their (unnamed) mother is still around. The head of the family is the siblings’ uncle [KAZIMIR](#).
- **Salamel** – Former leader of the [ORCHIS](#); killed by [ELLY](#).
- **Sam** – A soldier who [APPROACHES YOU](#) wanting to trade contact information when your reputation starts to spread.
- **Samara** – One of the [NUMINALS](#); [TABITHA](#) has a history with her.
- **Sanctus** – The city in which the game takes place; contains the Hearth.
- **Sargriz (Sarge)** – A member of the [ORCHIS](#) assassin squad. No vim.
- **Satsu** – see [HANABUSA SATSU](#).
- **Sazanki** – A green-skinned [SYRNA](#) member; seen and mentioned in passing from early on, but not matched with her name until the [SECOND DAY AT THE BEACH](#).
- **Scarlet** – Someone following [CHELSEY](#) for unstated reasons; restrained from going after her by [ROY](#) and later by [LOTUS](#) and [NOVA](#).
- **Sekhiel** – An “infamous [WITCH](#)” who put forward theories about [THE FOUNTAIN](#). [ASTRID](#) appears to [ADDRESS](#) the person she otherwise calls [SIMONE](#) as Sekhiel at one point, and on [ANOTHER OCCASION](#) says that the [GRANDMASTER](#) has some sort of relationship with “the Sekhiel”.
- **Selene Isles** – Also known as the Devil’s Respite; a rocky archipelago in Hoskvania. [“JALE”](#) says that she’s from there.
- **Selma** – Someone who [DUAZUL](#) tells [GWEN](#) was [FEELING SICK](#).
- **Senan** – A member of the [BLUE ROSES](#); met during your [ENCOUNTER](#) with them.
- **Seraph** – see [LADY KROWE](#).
- **Severa** – see [LADY KROWE](#).
- **Shadelake Roadhouse** – Business mentioned by Varsha at the [BEACH](#).
- **Shemluzu** – An [ORCHIS](#) assassin; hard to injure. Eventually [KILLED BY LILAC](#), but her grave is later [FOUND EMPTY](#).

- **Shenly** – A member of the [ORCHIS](#); used as a bodyguard by the [NEW VEZKHANA](#). Seen for the first time [DELIVERING A WARNING](#) to [GWEN](#) and company.
- **Shoal, The** – A ruined wasteland area in northeastern Rhukane where a lot of degmiato have no choice but to live. Your human half grew up in it; so did various other characters.
- **Simone** – Name by which [ASTRID LUZATTO](#) usually addresses her assistant, but by which she sometimes also addresses the [GRANDMASTER](#). You first see Simone-the-assistant apparently being [ATTACKED IN AN ALLEY](#) shortly after arriving in the city. Astrid (and potentially others) can see through her eyes. She might be the same person who was once Captain of the [EAST FRONT MERCENARY COMPANY](#), but doesn't react to mention of that title.
- **Simurgh** – Someone working with [GWEN](#); also connected to with [BIZEN](#) and the [KONIUM](#). Can create magical gates, which she uses to confine [NYLA](#) and [MISS ARKADA](#) before the [MONSTER ATTACK](#), and later to abduct [JALE](#). Has a [HIDDEN EVENT](#) in which she talks of having known you (your human half) and Nyla once; claims to be a guardian angel.
- **Skaldera** – The continent you're on.
- **Snallygaster** – Creature mentioned by [NYLA](#); she says that they're half-reptile and half-bird, with steel claws, a beak, and tentacles; they supposedly snatch people into the sky.
- **Stanis (Stan)** – A member of the [BLUE ROSES](#); met during your [ENCOUNTER](#) with them, and [AGAIN](#) during the second day at of the beach party.
- **Syrnia** – Officially-sanctioned militia charged with defending against and hunting down a wide range of threats. [NYLA](#) is its leader; [ASTRID](#), [FINLEY](#), and [TABITHA](#) are also members (and so was [YULIA](#) before she became an [ARKADA](#)).

## T

- **Tabitha Hesztori** – Part of the main cast from Chapter 2. A member of the [SYRNIA](#); close to [UNDYNE](#). Born Ograzora Tabarazi.
- **Taka** – A senior member of the [NISHIZAKI](#) gang. Brother of the former boss, who got killed trying to take over the [LUX HEARTH](#). (This means he's probably a [HANABUSA](#), but I don't think that's been made explicit yet.)
- **Thurnsfeld** – see [ALAINE THURNSFELD](#).
- **Tirzamira** – see [MIRA](#).
- **Toraxil (Tora)** – A member of the [ORCHIS](#) assassin squad. His brother was killed in a war, and he hates [BAZREL](#) for it. Has invisibility powers; tries to [KILL YOU](#).

## U

- **Undyne** – Librarian at the Hearth; provides information and advice about various things, and is particularly involved in [TABITHA](#)'s plotline. Her [VIM](#) seems to let her see/detect things which other people can't, but hasn't been fully elaborated on.

## V

- **Vane** – A member of the same group that [NOVA](#), [LOTUS](#), [SCARLET](#), etc belong to, according to [ZOGA](#).
- **Vashti Lilya** – Third Vezkhana (ruler) of Mastema; properly unified it for the first time, and was known for military success. Mentioned by [LILAC](#), and [FINLEY](#) mentions having met her once as a child.
- **Varsha** – see [ILVOG VARSHA](#).

- **Valerie** – [JOEY](#)'s girlfriend; you meet her after arriving at the Hearth and see her in various places occasionally afterward. Called "Happy" by [LOTUS](#) and [NOVA](#), who talk to her at the [BEACH](#) and seem to know her.
- **Valkomit** – A member of the [ORCHIS](#) seen in a flashback, guarding [BAZREL](#)'s palace.
- **Velvet Horseshoe** – Lounge in Barrbourg; [LAZARO](#)'s base.
- **Vezkhana** – Title of the rulers of [MASTEMA](#); magically [EMPOWERED](#) by the sacrifices of their supporters. There have been nine so far: 1) [HAZORUS](#); 2) [NAZKA AGYRUS](#); 3) [VASHTI LILYA](#); 4) one who was stricken from memory; 5) [FENRIZ BERMEZIA](#); 6) [HARAVEL XANTHUS](#); 7) [BAZREL](#); 8) [NAGARANTHA JAYA](#); 9) [XENA](#).
- **Vickrey** – A "nurse" connected to the mistle variant; [ORDERED](#) to go to Sanctus.
- **Vim** – Special abilities possessed by degmiato with horns; varies between individuals.
- **Violeta Volkova** – Sidekick/bodyguard to [CHELSEY SABREHAGEN](#). Her current relationship, if any, to the rest of the [VOLKOVA](#) isn't explicit.
- **Viktor** – [NYLA](#)'s father; she [TELLS YOU](#) that he was executed for "large-scale climate destruction" in [THE SHOAL](#) after Nyla provided information about it to her [MOTHER](#).
- **Vinny de Felice** – Part of a gang [HELPING THE RAKSHASA](#); might subsequently appear (depending on your choices) as a [PRISONER OF ASTRID](#).
- **Volkova** – Group known for trafficking and other dubious activities; [ROY'S REPORT](#) indicates that they're involved with producing the dangerous [MISTLE](#). [VIOLETA](#), [IVALO](#), and [LUDOVICA](#) have this surname (although they all have other supposed affiliations); [IVERLY](#) also mentions a Doctor Volkova.

## W

- **Weston** – see [BARTHOLOMEW WESTON](#).
- **White Talons** – A group which supposedly fights for justice and equality (although its members in the Hearth are said to have strayed from those principles). Led by [LADY KROWE](#); other members include [JALE](#), [ADAM](#), [QUETZALI](#), and [GRAHAM](#). They have a vendetta with [HOUSE LUZATTO](#) and attack [ASTRID'S BIG SHOW](#). Historically on friendly terms with the [NISHIZAKI](#).
- **Will of Kazimir** – see [KAZIMIR SABREHAGEN](#).
- **Witch** – Someone who has absorbed the souls of others to gain power.
- **Wraith** – A general term for various types of enemies hunted by the [SYRNIA](#).

## X

- **Xanthus** – see [HARAVEL XANTHUS](#).
- **Xena** – Ninth and current Vezkhana (ruler) of Mastema; believed by many to be a puppet for other powers in Mastema. Mentioned by [ZOGA](#) and [LILAC](#).

## Y

- **Yagmir** – A sister of [KALISTA](#); you see a painting of her in a [SHARED DREAM](#).
- **Yulia Gretelski** – A rookie [ARKADA](#), tasked with keeping an eye on you. Tries to make you [ATTEND CLASS](#), and [LATER SUCCEEDS](#). Formerly a member of the [SYRNIA](#) (which her father helped establish), and is still friendly to some of them.
- **Yuri Sabrehagen** – One of the [SABREHAGEN](#) siblings; seems like a voice of reason compared to [GRAZIA](#), although [CHELSEY](#) says he isn't really.



## Z

- **Zabana** – A gang. They wear black and orange stripes. Led by [PHYLIS ZABANA](#); [BONNIE](#) is a member. [CHELSEY](#) gets you to [HELP INVESTIGATE THEM](#); later, you [MAKE PEACE WITH THEM](#).
- **Zatani** – A member of the [NISHIZAKI](#) gang; introduced to you after your [BIG SPEECH](#). Responsible for provisions and management.
- **Zig-Zags** – A nickname for the [ZABANA](#) gang.
- **Zimotri** – see [BATHSHEBA ZIMOTRI](#).
- **Zogarith (Zoga)** – A member of the [ORCHIS](#), but [APPROACHES YOU](#) to do a deal. Can hear things a week before they happen.
- **Zurlene (or zurl)** – Something which is used as payment (it might be a currency, a precious metal, or suchlike).

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## Walkthrough changelog

- 1<sup>st</sup> edition:
  - Content up to v0.7.51.
- 2<sup>nd</sup> edition:
  - Updated to v0.8.
  - Minor edits and rephrasings.
- 3<sup>rd</sup> edition:
  - Updated to v0.9 P1.
  - Added a map.
- 4<sup>th</sup> edition:
  - Added some missing choices at the beach party.
  - Added a list of people, places, and things.
- 5<sup>th</sup> edition:
  - Updated to v0.9 P2.
- 6<sup>th</sup> edition:
  - Updated to v0.9 P3 (including numbering all the scenes which were previously not in the gallery).