

DEMONS OF THE HEARTH, v0.8 – Walkthrough

By Vashaldias

Game: *Demons of the Hearth*, by Konvel

Game version: v0.8

Walkthrough edition: 2

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**.
 - You'll have some manner of romantic/sexual interaction with certain characters whatever you do, but for each major character, there are (or likely 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.

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 reappears, you get **+1 AFFECTION** if you tell her that the plan is 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 LILAC 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 heart icon, and then select a character or use the book icon).
 12. Velvet Horseshoe
(Visit Barrbourg)
 - 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 [WHAT FINLEY KNOWS](#); 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](#), you get a strong reaction, but no immediate consequences. It may have some impact in future.
 - 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 end of day)
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. Witches 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.

62. Dinner with Varsha, Zoga, and Elly

(Talk to Varsha; evening/night)

- You'll [HAVE ANOTHER DREAM](#) automatically after this.

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.

This is the end of current content.

Astrid

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

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).

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.

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.

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.

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 SHOGI](#); 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)

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.

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 Sylvania; 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.

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.

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 [DINNER WITH VARSHA, ZOGA, AND ELLY](#); automatic at day's end)
- 10. Accessing memories · Professor Iverly
(Talk to Kalista)

Lilac

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

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; Sylvania; 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 *could* 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)

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.

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.

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](#)).

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 Syrnia; the Orchis; Varsha.
 - Evening: Mira and vegetables; you being quiet lately; Mira's reading; fight with Chezerik; making assessments; Hoskvania; clothing and Finley.
 - Night: Syrnia motivations; Syrnia stories; alternative careers; Syrnia 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.

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.
- Also, there are events which happen when you sleep at night:
 - Three of them happen automatically, in sequence.
 - In addition to the above, giving Pavi beer when you talk to her (possible after the second sequential event) results in small repeating overnight events, with the event 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 the mini-events triggered by giving Pavi beer can sometimes pre-empt other events that might normally trigger when you sleep, including Pavi's own third sequential event, so don't do it all the time.)

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.

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

1. 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](#).
2. Tiers
(Requires 3 trust; talk to Tabitha; morning/evening)
3. 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 relationship with her. The outcome is the same either way.
4. Tabitha's home
(Talk to Tabitha; morning/evening)
5. Plotting against Astrid
(Talk to Tabitha; morning/evening)
6. 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.
7. 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.
- 8. Athenaeum
(Talk to Tabitha; morning/evening)
 - An [EXTRA EVENT](#) will occur sometime after this.
- 9. 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.
- 10. 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.

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](#).

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; things going missing; 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)
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 SYRNIA 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.

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 4th and 5th events actually have the same requirements, but I believe you'll always get the 4th 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. 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 which one you press could still possibly have some impact 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 TO 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)

Walkthrough changelog

- 1st edition:
 - Content up to v0.7.51.
- 2nd edition:
 - Updated to v0.8.

- Minor edits and rephrasings.