

# Star Knightess Aura Walkthrough (for v0.17.x)

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## IMPORTANT NOTE REGARDING PUBLIC RELEASE: PLEASE READ

So you might have noticed with 0.13.0 the delay of the public release increased by 2 weeks and yeah it's unfortunate that happened but if you'd like to play the game earlier and support the continued development of the game without wasting a bunch of money on Patreon now you can buy the game In. [Itch.io](https://itch.io) for a single payment of 18 USD and get access to all future **Internal Releases or in other words null the 2 weeks delay**. Keep in mind the game **WILL** continue to be free in the future but that's just an option you can do now.

As for what this means for the guide now, as I did buy the game I'll continue updating it like normal and if the area I'm pointing to says [TO BE IMPLEMENTED] means that you'll just have to wait until the proper public release. **End Note**.

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**If you want to have an easier time reading the guide double click on the uhh page breaks? (The white line.)**

**and If you need any Help knowing how game Mechanics work check this [Here](#)**

Welcome to my very first Walkthrough so if it's not formatted well or something now you know why. nonetheless hopefully this will help people with corruption issues to stop whini... Ermm to finally be able to get through the game.

## PLEASE READ THIS TOTALLY NOT INTENTIONAL ALL CAPS PART AS IT EXPLAINS THE MOST IMPORTANT PART OF THE GUIDE.

**BEFORE ANYTHING, LET ME SAY MY GUIDE IS NOT THE ONLY WAY TO PLAY THE GAME SURE SOME THINGS YOU HAVE TO DO IN ORDER IN ORDER TO GET MAX LEWDNESS, THAT IS EXPLAINED A LITTLE FURTHER DOWN BUT IT'S NOT LIKE IF YOU SCREW UP IN 1 DAY MEANS YOU'LL HAVE TO RESTART THE ENTIRE GAME ALL OVER AGAIN YOU JUST MIGHT NEED TO IMPROVISE A LITTLE.**

[Notes before Starting **At Least read the blue part here and on Day 2 and 5**]

[1] This game has 2 ways to play a Purity Run where you play through the game without getting any Lewd points And Mental Changes in order to get admittedly minor bonuses for NG+ Thought they can also help to make a Purity Run easier also a thing to note it's that opening the rooms themselves in the mental world **WON'T** count as Mental changes so in other words you have 12 extra free days also keep in mind some of the game will be really luck based and have ninjai moments so unless you are a Masochist and are against Save Scumming I really don't recommend trying it also also the rest of the notes really only apply to a Purity Run. Mostly.

As for the other way to play most people reading this walkthrough probably are already VERY familiar with, A Corruption Run And before going any further. THE MOST IMPORTANT THING TO KNOW ABOUT A CORRUPTION RUN IS THAT YOU DON'T NEED TO USE SK (STAR KNIGHTESS) ON EVERY LITTLE THING IN ORDER TO WATCH ALL THE CONTENT AND IF YOU ARE SOMEBODY THAT IS HERE JUST FOR THE CORRUPTION CONTENT THEN FINE BUT JUST KEEP IN MIND THAT IN ORDER TO WATCH ALL OF IT YOU'LL STILL NEED TO PLAY THROUGH THE GAME AT LEAST A LITTLE HECK YOU CAN EVEN USE SK AGAINST ALMOST EVERY BOSS AND STILL HAVE MORE THAN ENOUGH TIME TO GET TO THE END CONTENT SO BOTTOM LINE DON'T USE SK ON NORMAL ENEMIES! Oof sorry about that I just really needed to get that out of my system. But yeah this will be a bit of a combination of the two ways to play.

[2] Never Buy anything or use healing items unless I say so. Money is very tight at the start of the game and there is no real need to heal at times as you can just leave it for the next day considering how much stuff there is to do at the start.

[3] Talk to every NPC and pay attention to the **orange dialogue**. Most NPC'S in this game will tell you something helpful and in some cases they will even tell you how to defeat a boss.

[4] Check everything: Trees, Barrels, Skeletons, everything. Not only there are some hidden Items around the world but there is A LOT of flavor text that gives world building.

[5] Always back attack everything most of the strategies I'll be using are only possible that way.

With all that out of the way time to start the Walkthrough thought I won't bother with the intro since it's pretty easy thought at least I'll mention how to defeat the boss: Power Of The Horse, Step Of The Rat, Bite Of The Snake, Attack and another Snake, Attack heal whenever you go below 2000 HP.

## Day 1 and 2

- Check the skeleton to get 35G [Note 4.]
  - In Trademond go up to the north part of the city, wait until the guy fighting stops, then talk to one of the spectators to learn how to defeat him [Note 3] though you also want to attack him during the first 2 turns.
  - **Go to the Church in the top right and complete the Quest (Deliver Medicine)**  
**The farm is directly to the South and one step to the right of Trademond**
    - Then you could go and buy some Apples to defeat the Guard BUT [Note 2] so instead **Complete the remaining things for (Getting Started by talking to the guard at the entrance and in the to the right Boar Hut) and join the Guild to end the day.**
-



- **Fight the Guard Lorentz** (guarding the lower door in the building in the center of the City). in order to defeat him just Guard until you see 2 messages then just Attack.
- **Talk to the Boar Hut Master for the (Lack of Flavor) Quest.**  
Proceed to the Forest Don't bother collecting the flowers yet instead just avoid the Goblins and check behind the first tree down and to the right for a Bomb.



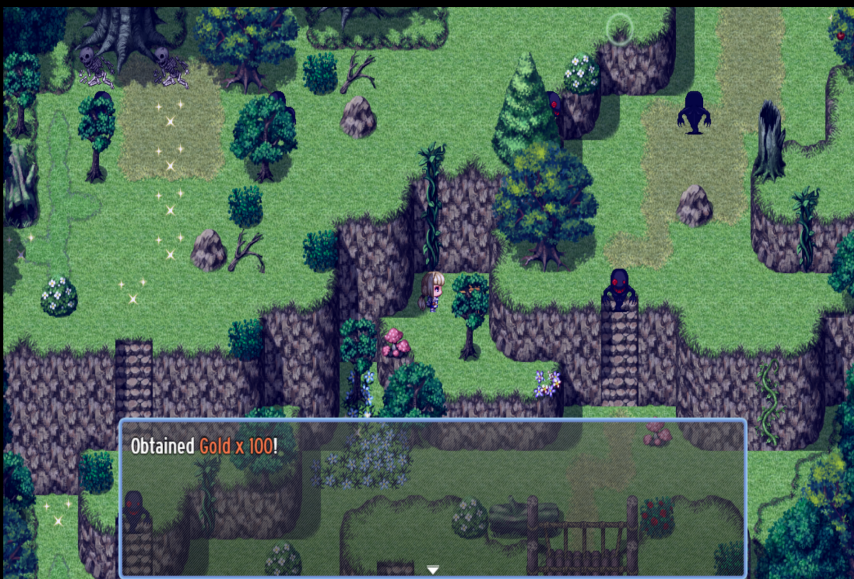
- **Accept the first Guild Quest (Spider Infestation)** Go to the Mine north of the City and Talk to Charlotte at the entrance of the mine.
- Return to Jacob House in there Aura and Luciela have a conversation that pretty much shows the importance of [Note 3] and that some bosses you just have to pay attention to their moves in order to figure out how to defeat them.
- Enter the mines to find the spider queen (path: all the way up>left>down) try to avoid all the spiders as they don't give anything and don't worry about your HP as even if Aura dies the other 3 can more than easily take care of the Queen.
- Something annoying is that if you want to see all the flavor text you pretty much have to explore the entire mine so in that case you might want to save heal and after seeing all of it just reload.
- Check a dead body for 25G in the room at the right inside the mine and outside above the mine entrance for an Ether.
- So this is where the routes slightly diverge so from here on out i'll say do this for a **P** Run or do this For a **C** Run. Also while being at the subject of Colors.
- **Orange is for Bosses and Important things that you should always read.**
- **Buy all the Blessed Waters in the Church as each day they increase in cost by 5 so the earlier you buy them the better.**
- **Also Don't use Blessed Waters unless I say so as you'll need them for Womb of Lust.**
- **Talk to Charlotte in the Boar Hut to end the day. DON'T talk to Charlotte as otherwise you won't be able to watch a Lewd Scene tomorrow.**

## Day 3 to 5

- Go to the forest and defeat as many Goblins as you can, collecting the flowers along the way. There are also 4 Apples in shiny spots 5 on a dead body near the top and 4 Bombs where the Shaman is.
- Go to the hidden cave at the bottom right of the forest, get the Vine on the wall, always keep a lookout for those and get the other stuff.



- On a **C** run **DON'T FIGHT** the Mutated Hydrangeas as they have an attack that reduces Willpower by 5 not permanently but you can use it multiple times to get Willpower down to 0 which is necessary to watch certain Lewd scenes that's explained more in depth in the Max Lewdness Guide [Her](#)  
Go to the northern forest and get the hidden 100 G Behind a Tree up and to the left while avoiding the enemies of course.

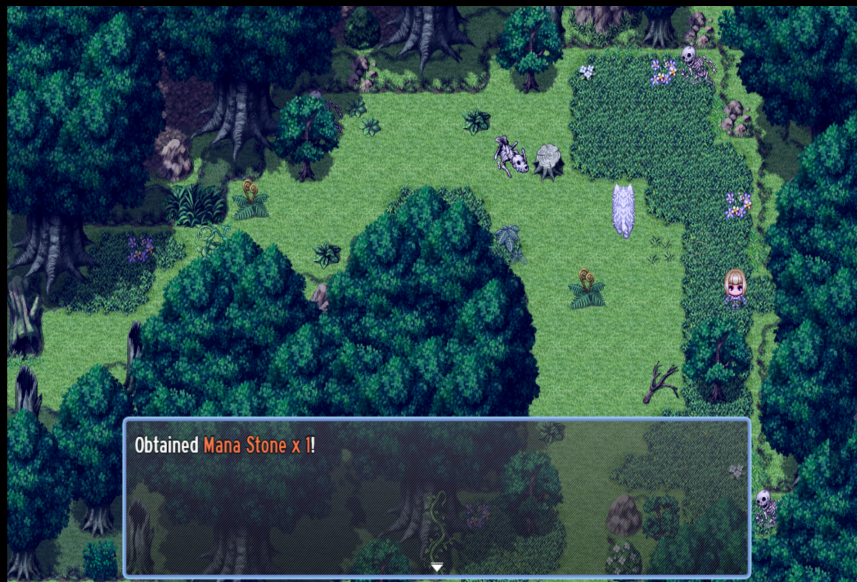


- Go to the Alchemist and give him an Ether for Mana Stones and Buy 2  
On a **C** run you can ask him for a discount to permanently get a 40% discount also keep in mind even with the discount the extra 10% still applies
  - Sharpen Sword.
- 4-----
- Continue defeating Goblins.
  - Learn Fire from Charlotte.



5-----

- So this is where the real ninjai moments begin so remember if it seems difficult it's probably only necessary on a Purity Run.
- **Complete the Second Guild Quest (Spider Cleanup)** in the battle against the 2 Mature Spiders, use Fire on one of them then attack the other one.
- **This is also a good moment to remind never to forget to report the quests as sometimes they NEED to be reported in order to unlock other quests like this one for example if you report it the next day a ! will appear in the world map but if you don't report it it will never appear.**
- **Begin the Third Guild Quest (Winged Pig Thief)** but don't bother with it yet. Instead just get the Mana Stone and Energy Potion in Skeletons and the Gold.
- Burn the plant on the south side of the Forest then on the first right another and get the Mana Stone behind a tree a Bomb and 2 50G In Skeletons.



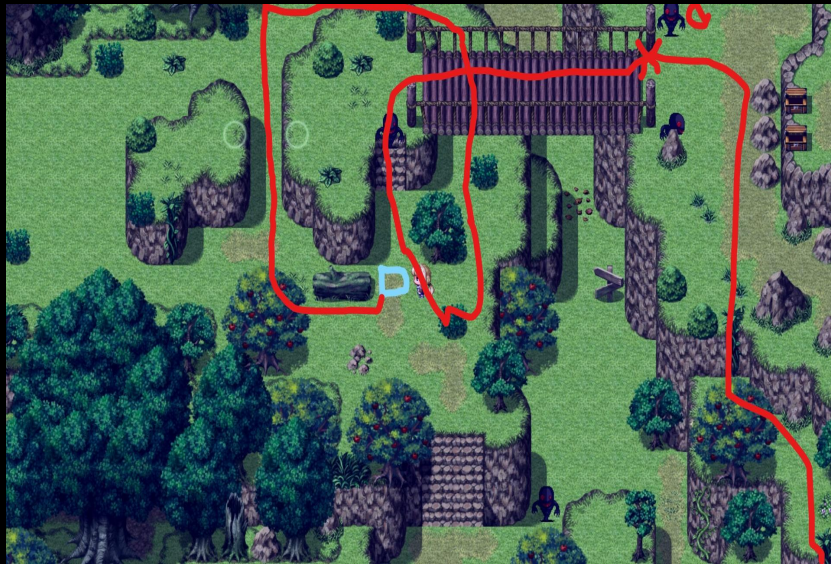
- Sharpen Sword.

## Day 6 to 8

- **Fight Reiner in the Boar Hut:** Defend, Attack, Defend, then just Attack.
- Learn Light from the Church.

7-----

- Go back to the northern forest and back attack the Ogres guarding the Skeletons and the one between the 2 with the circles near the top. Defeat the Goblins then, Attack, Defend, Defend, Attack, Attack.
- Get the Mana Stone and 50G on the Skeletons, Get the Star Metal in the cave on the top left on the 2 floor as usual while avoiding the enemies.
- There are also 3 Vine Ropes and 11 Apples in shiny points.



## Star Ninja Aura

And now this next part will probably look extremely confusing but as I said before I can't stress enough that this is only necessary on a P run and heck even there this really is not necessary but if you master this it will make many many areas later in the game MUCH easier.

Okay, so first thing first put Aura on the blue square to aggro the Ogre then lead him all the way to the top of the bridge where he'll get stuck go below and up to where the X is, save there then wait until the Ogre above turn to the right, immediately run to the right and try to get the Ogre that follows you to get stuck and finally go all the way to the right and burn the bush at the end to unlock a shortcut then return through the shortcut go up and there is one last Ogre that you must stealth thought but if you managed to go through everything else that should be no problem, and finally get the 2 treasures where the blue Ogre is.

All of that might sound ridiculously difficult but it's much easier than you might think, if you really can't do it though then feel free to ignore any future instances from where I'll do something like this.

- Sharpen Sword.

8-----

- **Goblin Shaman's in Central and Northern Forest:** Use Fire then Attack sometimes he'll survive but it's pretty rare if he does though just reset. Get the 150G where the Shaman is, it's behind a tree where the wood pile is.

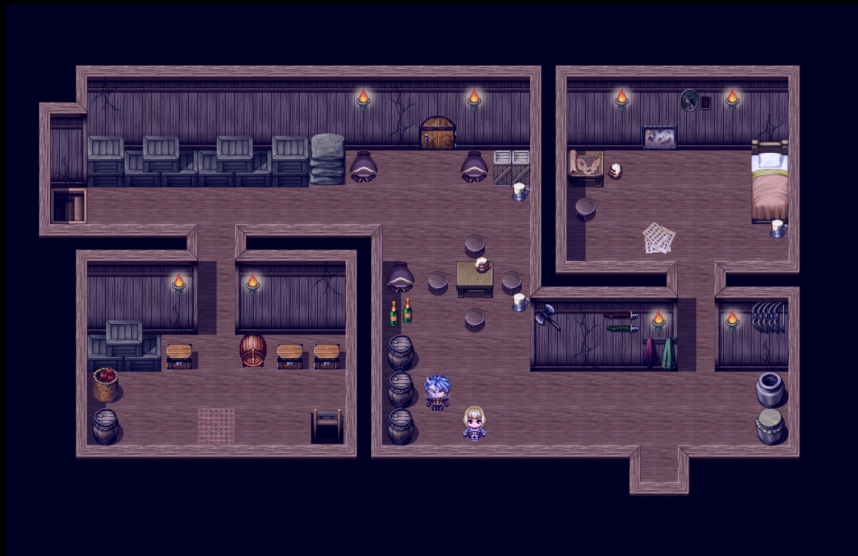


- Give back the Ring to Albrecht in the Boar Hut then talk to him again and ask him about himself to learn a special weakness of wolves for a reward in a moment
- Learn Tailwind from Nadia.
- Go to the second house to the right from there and tell the old man about the Ogres and Wolves to get 200G
- Learn Mana Capacity From the Spell Shop.

## Day 9 and 10

- **Use 1 Blessed Water.** Check The ! on the world map.  
**Low Demon Round 1:** Light Attack Twice Edwin always attacks, again sometimes he might survive but again it's pretty rare.
  - **Go to the Congregation in the middle of the City to begin the(Demonic Vaults) Quest** then head back to the Northern Mine Cave-in the team should be there, in the Vault avoid all the enemies until you defeat the bosses. Go to the top right to fight.
  - **Spider Queen In Mine Vault:** Turn 1 Auto Tailwind, Tailwind, Heat Up, Protect, Pierce Turn 2 Light, Heat Up, Protect, Pierce Turn 3 Attack with everyone. Going all the way to the right, fight the two enemy groups. Charlotte uses Fire on the Scorpion and the rest just Attacks the Gnomes, then fight.
  - **Slime In Mine Vault:** First 2 Turns Attack with Aura and Paul and Fire with Charlotte Turn 3 Fire with Aura and Charlotte then just Attack with everyone.
  - Get a Mana Stone and 50 G in Skeletons and a Vitality Potion on a shelf another Mana Stone by moving a lever behind a Stalactite in the first area and the Stasis Bombs also in the first area to the left.
  - **Also keep on the lookout for the pages for the (Slimy Oils) Quest one is in a wall Southwest In the Entrance in the top right corner and in the Hidden Room**
  - Enhance Equipment with the Slimy Fluid. **(I call it Infuse for short)**
- 10-----
- Go to the southern Forest while avoiding the wolves by going Down, Right, Down Ignore the Rock on the way but remember it for later if you don't want to do another stealth mission. Fight as many Bandits as you can without healing.
  - Activate Auto Tailwind keep in mind though that even at 12 AGI very rarely they might still outspeed you so I recommend just saving before each battle and if they kill you just reset, the one that comes with a guard they will defend the Bandits but with 17 ATK they will only be able to do that once.
  - Go in the house to the left, get a Vitality Potion in one of the dead bodies and it's time for another stealth mission.





Aggro, the leader and go around him, again it's way easier than it sounds. Get the basket with 10 Apples, wait until he is where the bottom barrel is and hurry up out of there and go through the north door. In this Instance you can simply blow the rock you passed on the way.

Burn the bush at the bottom to unlock a Shortcut and Buy 5 Mana Stones.

- Heal With a Vitality Potion and Learn Rampage from Reiner in the Boar Hut.

## Day 11 to 15

- Defeat the remaining Bandits and rescue the prisoner. You have to defeat all the bandits except the Leader and go through the exit to the south to do it.
- **Minotaur in Mine Vault:** First 2 Turns: Attack, Heat Up, Protect, Pierce, Turn 3: Attack, Fire. Turn 4: Light, Attack, Fire Turn: 5 Rampage.

**Sell all Gourmet Meats you come across in The Boar Hut.**

- Sharpen Sword.

12-----

- Return to the Northern Forest and head to where the blue Ogre is to fight.  
**Ogre Commander:** Use Fire on the Goblin Attack the normal Ogre use Fire on the Goblin again then, Attack, Light, Attack, use a Stasis Bomb, Attack, Heal with an Apple, Guard, Heal with an Apple if you are below 18 HP otherwise just finish him of with Light, Rampage.
- Go to the mansion on northern Trademond and talk to the Black-Haired maid on the 2 floor. This is irrelevant to anything but her dialogue does in fact change the other 2 changes happen on Day 21 and 41.
- **To the left from there report the Commander's defeat in the Barracks to unlock the Refugee Camp to the left of Trademond and go down 2 floors to talk to the Demon Worshiper.** This is also the first lewd scene that has a minimum lewdness requirement in this case 5 again explained more in depth not very well mind you in the **Max Lewdness Guide Appendix [Here](#)**. In the camp talk to the NPC you saved in the Bandit Camp on the previous day to get an Item that you can give to the Alchemist to create Stasis Bombs.
- Buy 3 Mana Stones. Learn Open Domain from the Church.

13-----

- **Duelist Ray In Refugee Camp:** Attack, Rampage.
- Learn the Slime Summon in the Refugee Camp in the tents with the symbol by giving her 3 Ethers.
- On a **C** run you can also talk to her with the Slime summoned to give a Massive boost to it's stats.

14-----

- Summon the Slime and feed it a Living Heart.
- **Slime in Mines cave-In:** Turn 1: Fire with Aura, Slime defends all the time Turn 2: Attack. Turn 3: Fire. Turn 4: Defend with both. Turn 5 to 8: Fire, Attack twice, Turn:9 and 10: Defend twice or heal with an Apple if Aura is low on HP. Turn 11 and 12: Fire, Attack, and just Attack with both afterwards, if the Slime died, Attack, Rampage.

- Infuse the Slimy Fluid.

15-----

- **Summon Feed a Goblin Teeth.** Go back to the Northern Forest and fight the remaining Ogres, just Attack with both.
- In the Refugee Camp Foodshed, pick the flour bags and put them in the 2 tiles all the way to the left and right to open a passage.
- Fight the Neophytes. Auto Tailwind, Aura attacks the Mages the Slime attacks the Neophytes each once then Guards and Aura just takes care of the rest, if they get Tactical Advantage just Guard ignore the battle you can't back attack.
- In the Refugee Camp jump from the Watchtower and get the Apples there and ignore the wall crack.
- Learn Offensive Stance from Ray in the Refugee Camp.

## Day 16 to 18

- **Feed a Goblin Teeth** and activate Offensive Stance.
- **Low-Demon Round 2:** Turn 1: Auto Tailwind, Light, Heat Up, Protect, Pierce. Turn 2: Attack, Heat Up if John or Paul didn't get hit, Attack otherwise Defend. Turn 3: Light, Heat Up, Attack, Pierce Turn 4: Attack, Slash, Fire, Pierce Sometimes John might outspeed Aura if that happens Just Reset as The copies will kill you alternatively you can just use a Stasis Bomb with Charlotte, just Attack afterwards.
- **Whitefang in Southern Forest:**Auto Tailwind Protect with the Slime, Light,Rampage.
- Sharpen Sword.

17-----

- **Feed a Pyromantium.**  
Return to the Cave in the Refugee Camp and fight the battle you can't back attack it a little luck based. Go through the exit right above to get a Star Metal it's a bit annoying to get in such an enclosed area but as usual it's only necessary on a P run go through the exit to the southwest to unlock a shortcut and go through the exit at the top right and then down to get 200G.
- **Avian Guild Quest 3 (Winged Pig Thief):** Auto Tailwind, Heat Up, Light, Rampage.

- Sharpen Sword.

18-----



- [Feed a Pyro.](#)
- **Begin the Fourth Guild Quest (Sick Workers)** Talk to Edwin in the congregation to unlock Riverflow southwest of trademond, and get the water samples from the buckets from the well and river then go to the Alchemist to unlock the Forest inside Riverflow, there use Auto Tailwind when the Pink Mist starts appearing and get the 150G Behind a Tree the Blessed Waters the Ether in a Skeleton and 5 Apples.



- **2 Mutated Hydrangeas:** Offensive Stance, John and the Slime always Attacks, Fire, Attack, Fire, Attack
- **Go talk to Edwin to begin the (Papertrail) Quest.** When entering Rosemond Mansion, go back to speak to Albrecht in the Boar Hut. Get the White Form on the 2 floor on the Bookshelf and give it to the guy in the desk on the right on the 1 floor to get the Blue Form give it to one of the guys on the 2 floor to get the Green Form give it to the other guy in the 1 floor to get the Red Form and finally give it to the other guy on the 2 floor to get the Form Key for the chest to the right, there are also a bunch of other forms but they don't do anything besides adding a funny scene at the end.
- **Mothercrow In Northern Forest:** Take all the Gold to Enrage them. Light, Attack. 4 more Apples and a Vine Rope. Also don't use the Rope to make the shortcut on the cliff. Get the 2 Pyros in the cave
- Learn Mana Control from the Spell Shop 2 houses down from the Alchemist.

## Day 19 to 23

[Feed the Living Heart.](#)

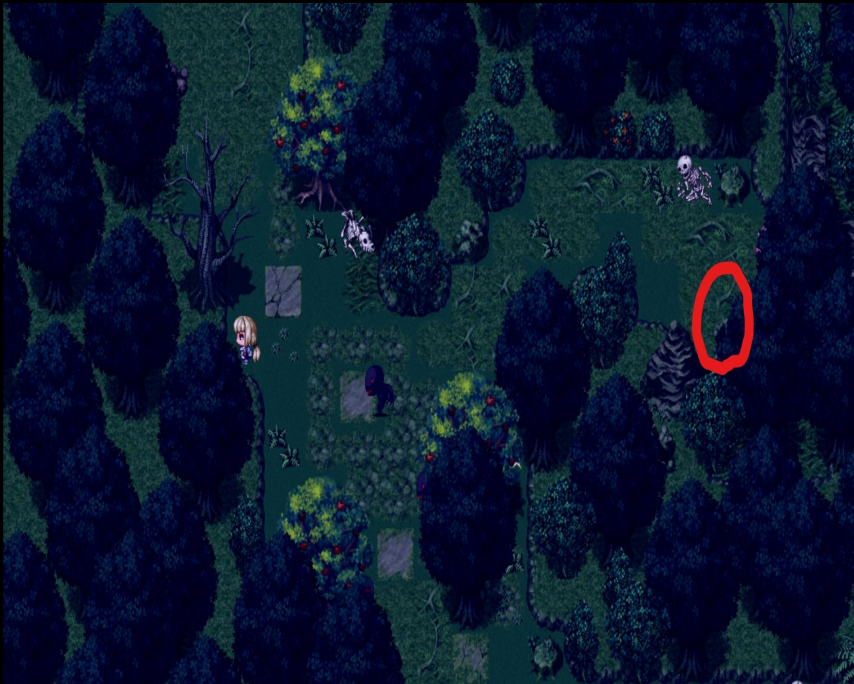
- **Minotaur In Refugee Camp:** Offensive Stance, Light, Attack, Light, Attack, use a Stasis Bomb and just Attack. There are 3 Stasis Bombs behind one of the trees.
- **Mutated Hydrangea In Central Forest:** Offensive Stance, Fire, Attack.
- Learn Thunderbolt from the Spell Shop

- **Use 1 Blessed Water. Feed a Pyro.** Return to the Bandit Camp from Day 10 do the sneaking around the leader go downstairs and then return to fight.
- **Bandit Leader in Southern Forest:** Offensive Stance, Take care of the normal Bandits and the Guard then Thunderbolt, Attack until you defeat him whenever he prepares a Bomb Guard with both. Report his defeat in the Barracks to get 250G.
- **Buy 2 Blessed Waters in the Church**

- Learn Pierce from Paul.

23-----

- **Feed a Pyro. Alchemist in Refugee Camp:** This battle can be really easy or really difficult depending on how lucky you are. Slime and Aura Attack 2 different Neophytes once they are gone Attack once and Thunderbolt, Rampage. Whenever the Alchemist prepares a Bomb Defend with both.
- **He also drops a Sweet Memories sell all of them in a P run that is.**
- Defeat the last Neophyte behind the door and complete the **(Stolen Food) Quest.**
- Go to the Eastern Forest of Runes the entrance is a little south of where you fought the first Goblin Shaman on Day 8 and this place is extremely confusing not only to traverse but also to avoid the enemies and honestly there's really not much I can say just pay very close attention and you should be able to avoid or preemptively attack most stuff. Go down and.



- See the enemy here, after you aggro it he will move extremely slowly so you can very easily move around him to go into the hidden cave without fighting him, there is also 55G on the skeleton. This one is really easy and you'll pretty much have to for a boss later in the game. In the cave fight. **Fire Slime:** Offensive Stance, Thunderbolt, Attack.
- Go through the other exit and go to the north to get the Patentia Rune (Charged) with this now you can return to the Abandoned Shrine from wherever and whenever you want. Also there are 2 hidden Emerald Leafs directly to the right of the cave exit.
- Go up again, avoid every enemy and get the Star Metal on the first left. Go to the right and up get the 120G on a Skeleton

- At the end ignore the Demon and just enter his domain. Activate Offensive Stance be sure to always Preemptively Attack them, defeat the Pots then the Egg. Near the end go in the poison swamp to the south to get a Maleficum and use the Rune in the Key Items to get out of there.
- Infuse the Maleficum.

## Day 24 to 29

- **Feed a Pyro. Venom Scorpio in Refugee Camp:** Defeat the Normal Scorpions and just Thunderbolt, Pierce.
- **Jellyfish in Northern Forest Cave:** Attack, Fire, Rampage.
- Get the Vitality Potion in a Skeleton in the area with the scorpions.

- Go to the Roof of Robert's house and after the next scene... Lose against the Boss, yes you heard me right you actually want to intentionally lose this battle as this will make the next boss way easier not to mention you'll get an extra Sweet Memories.

25-----

**Feed an Inzectoid Armor then unsummon it.**

- Go back to his house and get the 800G then check the ! in the world map to fight. **Demon Knight Robert:** Defeat the Water Mage Wind and Guard then once they are gone use Wind up Pierce with Reiner once then just Guard with everyone while Aura uses Thunderbolt, Pierce.

26-----

- Meet with Desmond In the Boar Hut go see Liliana in the Barracks downstairs and then go back to Desmond again.
- **Talk to one of the maids on the second floor of Arwin's mansion and now you have a choice you can either, buy the (Luck Is Also A Skill Book) to the left of the guild or you can give her the Avian Feather from Day 17 and It's highly debatable which is better. On one hand 1000G saved could help a lot in the long run but AGI is the most Important stat in the game and while it's possible that the extra 2 AGI won't matter in the long run it's not really possible to know that yet so yeah there is probably no correct choice here so just do whichever you prefer just don't blame me if you get stuck. Personally, I just like to give her the feather.**
- On a **C** run you can just work for Arwin twice to get the same result.
- **Check the potions shelve for a Sweet Memories and sell it.**
- Talk to the Maid to get back the Book if you gave it to her.
- **Talk to Desmond to begin a 3 Day cooldown to progress the main story.** In the meantime return to where you fought the Bandit Leader on Day 21 and the entrance to the new area is to the left before that though, go downstairs and blow up a wall it's a bit difficult to see and fight.  
**Spider Queen in Bandit Camp Cave:** **Summon feed a Emerald Leaf** just Defend with it. Pierce, Light, Pierce.
- For the new normal enemies Don't bother with Auto Tailwind anymore Defeat the Forest Bandits then the Guard after he uses the Smoke bomb use Tailwind and finish

him off. In the second battle don't bother blowing the rock and just go past him. It's really easy.

- **Spider Queen In Northern Forest:** Pierce, Light, Pierce. Get the 2 Ethers in the Skeleton.
- Infuse a Mutated Spore.

27-----

- **Feed a Mutated Spore. Darry and Barry:** Offensive Stance Auto Tailwind. Thunderbolt once then just Attack Barry with both until you defeat her, when Aura gets low on HP use Protect with the Slime, after Darry uses the Smoke Bomb use Tailwind, then when prepares to use Rampage keep Attacking with Aura while the Slime Guards and just let it take care of the rest.
- **Unsummon the Slime and talk to the Slime Summoner in the Refugee Camp to learn Morph: Fire by giving her 3 Ethers.**

28-----

- In Riverflow from Day 19 Talk to the Pink haired NPC in the house with the blue door to get 200G.
- Talk to the NPC next to the Crops to start the (Save the Crops) Quest. Go to the Alchemist and go to the house directly below on a **P** Run don't bother with this yet on a **C** Run you can just watch a Lewd Scene though. There is also a bit of extra corruption dialogue after removing the last Interest book; it's purely aesthetic thought, go back to the Alchemist and now you have to wait a day to complete the quest, however.
- **DO NOT COMPLETE THE QUEST UNTIL YOU UNLOCK THE VICE STAT BY COMPLETING CHAPTER 1 AS IF YOU COMPLETE IT RIGHT YOU WON'T GET ANY REWARD.**
- **Feed a Emerald Leaf and use Morph Fire. From here on out leave it as a Fire Slime until I say so.**

- Infuse a Slimy Fluid.

29-----

**Feed a Insectoid Armor** and buy a rope in one of the stalls in front of the congregation.

- **Twin Slimes in Bandit Passage:** Offensive Stance, Turn 1: Fire with Both on the Blue Slime. Turn 2 and 3: Attack and Fire on the Red Slime. Turn 4: Thunderbolt and Fire. Turn 5: Defend with Aura and Fire. then just Attack.
- **Give Edwin 2000G and talk to him again to continue the Story.**
- **Watch 2 Lewd Scenes with a NPC In front of the Congregation then go back to his house to continue the Story.**  
**You actually still want to give Edwin 2000G as he'll give you 3000 later.**

Current Stats:

Aura: HP: 79 ,MP: 59 , ATK: 26 ,DEF: 18,MATK: 11,MDEF: 22,AGI: 19 ,LUCK: 4

Slime: HP: 73 ,MP: 34 , ATK: 11 ,DEF: 7,MATK: 16,MDEF: 15,AGI: 5 ,LUCK: 7



## Day 30: First Roya Arc Finale

- On The Party speak to everyone then return to the entrance to progress. **Summon and feed a Insectoid Armor** on the first battle aggro it then lead him around the table and when you're on the other side go in the crack in the wall to reset his possisison jump over the second battle and go down to move the lever.
- There is a semi hidden Chest with 200G where the 3 Mages were also now that you have the team Aura Attacks one of the Fire Mages John and Paul the other and Charlotte just Defends all the time. Get the 10 Apples in a crate. Go back to the cave to fight.
- **Venom Scorpio:** Turn 1: Attack one normal Scorpion with Aura and the other with Paul's Pierce, Heat Up.  
Turn 2: Thunderbolt, Heat Up, Pierce.  
Turn 3: Pierce.
- Continue by using the key on the door, there is a hidden treasure with 3 Bombs and obviously don't forget the Sweet Memories.
- **Slime Summoner:** Swap John for the Slime. Turn 1: Just Attack and use Heat Up  
Turn 2: Use Fire with both on the Blue Slime Heat Up and Attack.  
Turn 3: Aura and Paul Attacks the Summoner and Charlotte and the Slime uses Fire on the Blue Slime.  
Turn 4: Now at this Point he might have Summoned a Red or Yellow Slime both are pretty much the same strategy though. Attack the Blue Slime, Heat Up, and finish the other with Light or Fire Rampage.  
Don't heal anyone after the Battle as you'll get a "Free" heal coming up.
- In the next talk to one of the "Dead Merchants" on a **P** Run just let him die as there is no reward for helping him however ironically enough on a **C** Run you definitely want to help him as you'll get a reward when you get a new corruption stat at the end of the chapter. There is also a semi-hidden Energy Potion.
- In the Money Domain talk to the NPCs Aura saved from Mammon's curse to pay their debt and get the Treasure with 10000 Perika(**P**) on the lower right Arwin favorite number is. drum rolls please... 0001
- On the Derby on the top right pay the debt of the 2 Cheapest competitors then bet on the last you'll win and she will be freed.
- On the top left where Desmond is go into the hole to the Left for the enemies Activate Offensive Stance, Heat Up once and just Attack, the enemies can't hurt you unless you leave them alive for awhile but you should be able to defeat them before that, you don't even need to Back Attack them, just take care of the Egg first as he can lower your Attack get 6000(**P**) Ignore one of the chests behind the rocks.
- Heal with Invest: Health and behind the Bush at the end move the Lever to the Right to win the Blackjack Mini Game there are no consequences for cheating. Play against all 4 Blackjack Shadows to get 8000(**P**) and pay the debt of the NPC there.

- **Intermediate Adventurers on the top left:** Use Invest: Counter III and Invest: ATK twice then just Attack start with the blue haired one.
- On a **C** Run Talk to the maid where Desmond is and the Blonde merchant to the left of the Stall on the lower right and try to pay him for Lewd Scenes.

## First Roya Arc Final Boss

Buy the VIP Pass on one of the stalls.

**Heal with Invest: Health (watch the next scene first though as it will reduce Aura HP to 1) Activate Offensive Stance and Auto Tailwind.**

### Phase 1: Arwin and Mammon.

Turn 1: Attack with Aura and John, Paul uses Pierce, Charlotte Heat Up twice.

Turn 2: Use Fire with Aura on the Slime, Paul uses Wind Up and John Protect.

Turn 3: Attack, Fire and Pierce on Mammon.

Turn 4: Use Thunderbolt on the Slime, Heat Up, Attack and Pierce Arwin or just keep Attacking Mammon if she is still alive.

Turn 5: Fire with Charlotte on the Slime and the other 3 just Attack Arwin to defeat him however he always has a chance to defend so it's just luck if he did survive, just keep trying then defeat the Slime with normal Attacks.

### Phase 2 and 3: The same thing.

Yep, that's right you have to defeat Arwin and Mammon 2 more times.

It's really not that bad though, just use Invest: Health with John on the first turn. Also if you lose simply load the Auto Save and it'll put you on the current battle you were in so you don't even need to do it all in a row.

... On a **C** Run though you can just SK them you just have to use Invest: Purification after each battle.

### Phase 4: Tournament of Greed. Get it? it's like the Tournament of Power just... nevermind.

I'm really not sure how to explain this but basically you pick somebody decide if you want to fight for 2 to 5 Rounds then he decides and it continues until you defeat the 3 enemies. Also, which one is chosen is random, however on his turn you can see who is gonna fight. You can easily cheese it by save scumming thought.

Pick Charlotte and continue resetting until you go against Avian or Jellyfish for 4 Rounds and just Fire away if he picks the Jellyfish just use Fire 3 times and defend the 4th then if he picks Avian again just finish it with 2 Fires any other Pick Paul or John and just Attack.

### Final Phase: Demon General of Greed: Mammon at Full Power.

Begin by using Invest: Purification twice to reduce Corruption by 8 then

Bite Of The Snake, Power Of The Horse, Step Of The Rat, Energy Of The Rabbit twice and finish her off with another Snake, Attack, Attack.

## Day 31 to 37

Feed a Pyro and use Morph: Phys.

- In the Congregation talk to Edwin to get 3000G Only on a **C** run though. Also if you managed to complete the first arc in 30 Days or less talk to the Uncursed merchant to get 500G. Also if you saved the Merchant during the previous day he will also be there but nothing will happen with him until you complete Chapter 1 and unlock the Vice Stat he'll give you 1000G after.
- **Talk to Sardine on the second floor to begin the (Fortress Of Wrath) Quest.**
- To the Right of the Congregation and up the stairs If you rescued the abductees where the Adventurers where they will teach for free some of the Skills you could learn in the first Arc including a new one called (Assassinate) also keep in mind if you learn (Slash) from them Instead of John he won't get a boost to his defense.
- In the Refugee Camp if you managed to complete the first arc in less than 41 Days the rescued maid will give you a Vitality Potion and if by some miracle you manage to complete it in 20 days or less you'll get 2.
- The blue haired girl from the Derby will give you 3 Emerald Teas.
- And finally a blue haired guy in one of the houses will give you 200G.
- Head to the gray fortress to the west... And oh- boy this place is gonna be complicated, as the game explained there is a counter here that will decrease every time you take a step or a turn passes in battle once it reaches zero Aura will be cursed permanently with the Curse: (Arms Of Wrath) which makes it so every time you hit an enemy your Willpower will be reduced by 1. Which will make the rest of the game infinitely more difficult.
- But now as for how I'm gonna talk about this place, umm I don't know? I mean obviously I can't say every movement you should do so the best I can probably do is mention checkpoints you should reach every time you come here also It's pretty obvious but be **ABSOLUTELY SURE** you have the (Patentia Rune Charged) from day 25 as that will be the only way you'd be able to escape from this place without getting the curse.



- Avoid all the enemies for now and just go up this cliff, follow the path to the top to get a Rope then go down to the cave. Inside, fight. 2 **Venom Scorpions**: Attack with both the Pot then then the Egg with the Slime Pierce on the Scorpion and just Thunderbolt, Pierce the Scorpions while the Slime uses Protect.



- Learn Water Skin from the Adventurer.

33-----

- **Feed a Insectoid Armor.** Return to the Fortress to start fighting the normal enemies.
- Activate Offensive Stance for all of them.

The ones that come with Pots: Aura Attacks the Pot then the Cursed Magic Fighter Earth Mage and Thunderbolt, Attack the Cursed Soldier the Slime Attacks the Earth mage once then Protect.

The ones that come with the Flying Eyes: This is by far the most difficult one. Aura Attacks the Fire Mage, Thunderbolt on the Soldier, Attack the Fighter the Eye with both and finish the Soldier, Slime Attacks then Fighter then Protect.

2 Cursed Soldiers: Both Attack the Dog then Aura Attacks the Fighter and Thunderbolt one of the Soldiers then both Attack the other don't worry about Aura's HP as it's actually better for it to be low if the soldier used Defensive Stance it'll take a while to defeat it.

2 Mages: Aura Attacks the Dog then the Fire Mage Slime the Earth Mage.

2 Dogs: Honestly this one is better to avoid as you don't get anything but it's not really difficult so. Aura Attacks both Dogs and the Slime the Pot.

Go all the way to the Entrance of the Fortress and just leave or you can just do half as we have plenty of time and also get a Rope on a wall on the way.

- Learn Mana Control 2.

34-----

- **Feed a Pyro.** Activate Water Skin.  
Return to where you fought the Scorpions and go all the way up, blow the wall at the end and go back outside to fight.  
**Mothercrow:** Attack the Egg with both then wait until they use Lunge to become vulnerable and just Attack. Go to the left.

- Go inside the Fortress and the new battle is ridiculously difficult. Don't activate Offensive Stance for this one. Auto Tailwind. Both Attack the Egg then Aura the Magic Fighter then Thunderbolt, Attack the Fighter and the Slime the Earth Mage finish the Egg and the Fire Mage try to win the first 2 Battles you can also get 5 Blessed Bomb and 3 Bombs+ on the crates with the black stuff. Go back outside and use 2 more Ropes.
- Deactivate Water Skin, Infuse a Slimy Fluid.

35 and 36-----

- Learn Bless Item from the Whithe Priestess in the Church and from here on out at the end of each day Bless as many items as you can unless you need to learn a Spell obviously.

37-----

- **Feed a Pyro. Use 1 Blessed Water** Activate Water Skin Return Inside and take care of more enemies particularly the ones in the lower left. Be sure to keep 25 MP to Bless an Energy Potion+ at the end.

On the lower right you can get 2 more crates with 3 Bombs+ 5 Bombs and 3 Vitality Potions and 3 Energy Potions+ on hidden Chests. Deactivate Water Skin.

- Infuse a Slimy Fluid.

## Day 38 to 47

- **Feed a Pyro.** Activate Water Skin. Go all the way to the left of the Fortress and talk to the Adventurers ask Mira for help then return to the Demon Domain outside and Inside take one step down then go all the way to the right and left ignoring the fact that you're walking on the Poison Swamp and use Light on the balls of darkness then go all the way down to get a Maleficum in the Poison Swamp.

- Buy the Basic Theory Of Magic Book on the shop to the left of the Guild.

39-----

- **Feed a Living Hearth.** Return to Mira and give her another Energy Potion then go to the right and downstairs and take care of the enemies.

- Finish the Book and sell it.

40 and 41-----

- **Feed a Scorpion Claw.** Return to the Domain downstairs and destroy the balls of darkness and get another Maleficum on the Poison Swamp in the Middle, again avoid all the enemies and don't worry about the damage.

- Go to the Yellow castle thingy to the south of Trademond to unlock Nephelune and in the Spell Shop learn Pacify.

42-----

- **Feed a Scorpion Claw.**

Go to the Demon Domain outside and go up to fight.

**Aamon the Demon of Life:** Offensive Stance and Water Skin.

Use Pacify on the first 2 turns then Defend with both until it uses Lunge to become vulnerable if he doesn't use it on the third turn just reset as otherwise he won't use it after he uses just Attack this will probably take many tries but it's really the only way to defeat it. **After the Battle change to Fire Form.**

- Go to the other Domain, and at the end fight.
- **Kerberos the Guardian Hound Of The Underworld:...** **SK it**, yeah you heard me right both on a P or C run you want to SK it as there is virtually no other way to defeat it right now. Obviously if you don't care about the point for NG+ you can just leave it for later once there is a way to defeat it.

- **Buy 3 Blessed Waters.** Get the Advanced Theory Of Magic Book in the Northern Forest on a Cliff you should see something blue around.

43-----

- **Feed an Insectoid Armor.** Teleport to the Eastern Forest and go down to fight the first.

**Superboss: Whiteoak:** As you can imagine from a superboss this battle is extremely difficult, well not so much difficult as is Inconsistent if the battle goes well it's really easy if not, well.

Turn 1: Use Fire with Aura on Whiteoak and Slime Fire on a Sapling

Turn 2: Attack the same Sapling with the Slime and another with Aura to defeat them  
Turn 3: Once again use Fire, Attack with both on the Saplings and that's where things go completely downhill as not only can they defend but also if they Attack the Slime they'll get Tactical Advantage so they also have a high chance of avoiding your Attacks so yeah this is by far the hardest part of the fight, so just keep trying to defeat them and once they are gone the worst is definitely over but far far from done as Whiteoak can do 1 of 5 things, 2 of which makes this really annoying.

1: He can use Stone Mind to make his next Attack extremely powerful, Defend with Aura and Attack with the Slime to cancel it. If he uses it while the Saplings are alive and your defences are lowered you are pretty much dead.

2: He can revive the Saplings if that happens just use Fire with the Slime or Fire with Aura and Attack with the Slime if she doesn't have Tactical Advantage.

3: Use Cycle of Life when it's low on HP to absorb the HP of the Saplings, though as long as you keep killing them he will just waste his turn.

4: It can Defend really not much you can do about that but that leads into 5 and worst of all.

5: It can use Hypergrowth to regen 150HP for 3 Turns combined with It's chance of defending it could recover it's damage faster than you can hurt it so you guessed it this is another luck-based battle.

As for how to damage it just use Fire, Pierce over and over again and eventually you'll bring him down and if you need to heal with an Energy Potion or Vitality Potion only once each thought.

And as you can probably imagine from the last 2 things he can do, it really will not matter if you come back to fight him with higher stats so it's just better to take care of him now and obviously keep in mind this will probably take many many tries.

- Finish the Book

44-----

- **Feed an Insectoid Armor. Medium Slime:** Fire, Attack, Fire with Aura and Slime Fire 3 times, Guard, Fire Attack once he turns into 2 Attack the one above to turn it into a Fire Slime and then Fire, Attack the one below.

- Bless an Energy Potion+. Infuse a Slimy Fluid.

45-----

- **Use a Blessed Water**

- Go back to the Eastern Forest and where you got the Star Metal on day 25 to fight. **PoisonCloud Gnome:** Fire one Gnome then, Attack the other 2 Tailwind and finish the last Gnome with another Fire then Fire, Attack until you defeat the Leader. Return to the Entrance and go up to fight.

- **Feed a Scorpion Claw and Use Morph Phys.** Infuse a Slimy Fluid.

46-----

- **Feed a Scorpion Claw.** Return to the Domain in the Eastern Forest to fight. **Low- Demon Round 3:** Activate Offensive Stance, Attack one of the Fragments with both then the Aura Attacks the Other and the Slime Attacks the Demon once and

afterwards just Protects, deactivate Offensive Stance then Pacify, Light, Pierce, twice, when you are about to use Pierce a second time also use a Stasis Bomb with the Slime to Immediately defeat the copies and just continue. [After the battle change to Fire Form](#)

- Infuse a Slimy Fluid

47-----

- [Feed a Emerald Leaf](#)
- **Mutated Hydrangea In Eastern Forest Round 1:** ... Well I don't think I need to say anything by this point. There is a hidden Emerald Leaf there too.
- Go to the right from where you fought the Poisoncloud Gnome to fight.  
**Mutated Hydrangea In Eastern Forest Round 2:** Auto Tailwind, Fire, Attack.  
Get the 120G on the Skeleton.

## Day 48 and 49

- **Start the 5th Guild Quest (What Is With Birds And Stealing)** Go to the cabin thingy in the mountain to the Northwest of Trademond, after talking to the old man, go up the vine to the left and... ermm, go to where the Avian is? \*Smiley Face\*? Umm, I really have virtually no idea how to explain this quest the most I can say is you want to be careful where the cliffs are when the wind has 2 Arrows in that direction as if that happens it will push you back at the start but there are no enemies or obstacles so you should eventually be able to reach the Avian once there take his Gold it's pretty difficult but well you should be used to that by now.
- **Empowered Avian:** On the Plus side at least the battle is easy, Light, Rampage, Attack, Protect with the Slime.

- Learn Slash from the Adventurer to the right of the Congregation

49-----

[Feed an Emerald Lead](#). Activate Water Skin and go to the Bridge to the south of Trademond to fight.

**Toll Bandit Brigade:** For the First 2 Battles use Thunderbolt on the City Thug then Slash and finish last with a normal Attack, Slime always Protects on the last battle after the first turn use Morph Fire, and just continue to Thunderbolt, Attack. Report to Julian in the Barracks to get 700G

## Day 50

**So you might have noticed that I have mentioned before that you'll get some rewards after completing Chapter 1 and this would be the point where you would complete it or well keep in mind day 51 is the minimum amount of time it takes to complete chapter 1 but obviously if you don't do the mental changes in a specific order it could take much longer luckily for you my [Max lewdness](#) guide covers those too so if you are interested on the fastest way to complete it check that, anyways self gloating aside, completing chapter 1 gives.**

**The Vice Stat which gives you a bunch of really useful rewards while also making Aura more evil. These options will be in Purple.**

- **Complete the (Save the Crops) Quest from day 27 to get the first Vice option.**

- Talk to the rescued Merchant from Day 30 in the Congregation for another.
- After doing the 2 mental changes of the Values Room you'll Learn the [Theft 1 Passive ability] which allows you to steal 10 Apples from Jacob's farm from all the way back from day 1, 20 from the Refugee camp Foodshed 20 more from Riverflow and 6 Ropes from the Northern Mine from day 2.
- After you corrupt the Selfishness orb and wait a day, you'll learn the [Theft 2 Passive ability] Then using (Shadowcloak) from the Black priestess on the Church you can steal 1500G from the chest in the room on the left in the Congregation. And if you go back to the Young Merchant house on the second floor you can take a Key from his desk and open the Chest for 800G.

Appendix, I think that's the correct word

(SK) Star Knightess:

A.K.A. Remove Collar will pretty much make you invincible for 1 battle per day and fully recover your HP and MP but will increase Corruption by 4.

Tactical Advantage:

Whenever you hit an enemy weakness you'll get a Cog Symbol that will make your next physical Attack a guaranteed Critical Hit and make you or the enemy depending of who got it have a 50% of avoiding the next Physical Attack so if at some times I say to use a seemingly weak attack just now that the real point is to get the tactical advantage.

Enhance Equipment:

On the Blacksmith you can increase your Stats with items you find across the Game the cost starts at 100G and increases by 25 for each upgrade. **I call it Infuse for short.**

Sharpen Sword:

On the Blacksmith Sharpening will Increase your ATK by 2 the cost starts at 300 and Increases by 300 per Sharp also you need to sell them a Star Metal per Sharp.

Alchemist:

You can give an Alchemy Item to get a 10% Discount and you always want to do that also if I don't mention which Item always assume an Ether.

Colors:

Well **Blue** and **Red** are Obvious.

**Orange is for Bosses and Important things that you should always read.**

**Pink** is just for reference to the Max Lewdness guide.