

The Princess And The Tower

Walkthrough / Hints/ V0.7 - Changes in BLUE

- Chose game difficulty and starting point at start. Act I includes training of Irith, Act II starts with payment of guild debt and arrival of Nyx, Act III with arrival of Gwynn and [Act IV with endgame, most training and research done and full on assault by Illiana on your positions.](#)

General Hints for full play through / quick advancement:

- Early stages until day 11, generate and save as much money as you can to quickly pay off the Guild at day 11. Just keep Irith happy enough for the favours. Use value crystals to double payouts, make silver and gold rings, get fast access to lower dungeon level (craft scrying crystal day 3, talk to queen). Go down into the lowest level with the spectral slime every day (always carry a spectral bomb).
On day 11, you should have around 15.000 gold (on normal mode)
Hint: There is a hidden barrel in the cellar that gives a leveled item every day!
- Once Nyx is there, focus on having her earn money and level in the dungeon. Do not enter the portal yet, as **the portal game will burn crystals this early unnecessarily.** Rather use them to generate expensive items and cash in. Pay off the guild around day 15, then focus on generating money to pay off Irith, which should be possible around day 22.
- Bring Gwynn over, have her research the magic plugs and start making cash and gems with Nyx. Then set off to conquer the portal field and fortify your defenses. Research portal magic for more action points and defense.
- Develop all character with finishing SUB / SLU quests you haven't already (optional)
- Once the Queen attacks, keep your defenses up until you have won the endgame and achieved the target (V0.7)

Act VI

Endgame - Defeat The Queen

- In Act IV the game reaches its first ending
- The entire quest system was redesigned for V0.7, so I backtrack a bit here to make sure you get all the necessary quests
- This walkthrough section starts where the new "Act IV" Jump-point at game start puts you
- The portal to the Queen has been opened by attack of the blue zone and you have sent the first toy to the Queen.
- The Queen will attack you every night now, **so shore up your positions in the first few nights or you will get wiped out!**
- Gallery / Achievements up to gallery page 3 / first line filled after completion of Act IV (45 screens in total)

Quest - Working Girl

- Send Nyx to the brothel one final time to complete her working girl education

Quest - Preparation Of The Queen

- Send Illiana one Crystal Plug via the shop. You have received two plugs from Gwynn in the previous act
- Chat with her and instruct her to wear the plug (to ensure it is close to her at all times). She thinks its magic is “only” surveillance to spy on her, missing that the crystal enables you to eventually teleport her way...

Quest - Preparation Of Nyx For The Castle Mission

- contains SIDE QUEST: The Assistant Plug Trainer
- Offer Nyx the Crystal Plug as gift, which she will refuse
- Talk to her once again in the evening and she will refuse again
- You will get the idea to enlist Irith's help
- Talk to Irith for assistance (Belt Combination two must have been completed, Irith needs SLU 20, i.e. finished DT training, to accept that)
- Irith is ecstatic about becoming your “Assistant Plug Trainer” and accepts to train Nyx with her Crystal Plug to accept the offer
- Talk to Nyx and tell her Irith has something to discuss with her
- Do that for three evenings in a row, until Nyx comes back with the Crystal Plug (in her wardrobe)

Quest - Testing Nyx

- Make sure Nyx' brothel skills are “up to par”
- Train with her three times (one time per choice), raising her SLU by +1 each time. For the anal training she needs the achievement “Plugged Explorer”
- If Nyx does not have the achievement “Plugged Explorer”, do that first by sending her five times to explore with plug

Quest - A Cage For The Queen

- Gwynn contacts you in the morning and tells you, that Nyx is now ready for infiltration missions, but that you need to prepare a magical cage for the Queen first to ensure she can be captured
- Procure 10 silver nails, 10 orange gems and 2 ebony wood and once you have all of them, talk to Gwen (she will start to build the cage)
- How to get ebony wood faster: See mini-game hint below

Quest - Infiltration of The Castle

- contains SIDE QUEST: Castle Map
- In the evening, assign Nyx the task Infiltration Mission
- Prepare her with the dancer costume and the crystal plug
- She wants a castle map for that
- Go down to Gwynn and chat with her to get a castle map
- Wait until the evening
- Nyx will return, having explored the cellars and found the Armory entry
- Next evening repeat and Nyx will return, having explored the cellars and found the Royal Level entry
- On her third mission, Nyx will return, declaring, she has found the Royal Chambers

The Map Mini-game

- A standard shift puzzle to create a path on the map
- There are stones and crates to merge (bring 2 identical ones next to each other and they upgrade). Once they transmute into treasure stacks, click on them
- To get the ebony wood, merge the crates and you get a 50% chance for a ebony wood
- Otherwise, you can also craft the wood from cedar wood you have collected so far

Quest - Capture Of The Queen

- The next morning Gwynn will contact you and tell you, that you are ready to apprehend the Queen (if the cage quest has been done)
- Send Nyx a fourth time to the Castle Infiltration (This will lead to one game ending).
- Nyx returns with Illiana captured
- You all assemble at the portal room and Gwynn secures the Queen and puts her in her cage
- Hint: You are back in your room afterwards, but you can go down the Cellar to visit Illiana

Ending One

- The next morning after the Queen's capture Irith will show up and tell you, that she wants to be Queen now
- After some dialogue, Ending One scene and lead out is shown

CONGRATULATIONS: You have achieved the first ending.

- Two more endings will follow in V0.8

Hints/Bonus/animation updates: Visit Gwynn at 20:00 in the attic, revisit the Belt III combo

Act III

Arrival of Gwynn the Witch

- At the start of Act III, Gwynn is introduced. She mentions, that she wants to research the portals
- At the evening of the next day, Gwynn contacts you through the mirror. She wants into the Tower for research and offers to help you with Irith's belt. As proof, she promises to tell you an unlock code if you bring her the inscription on Irith's belt
- Use a lockpick in Irith's room during the day and investigate the belt. A code will be revealed
- Contact Gwynn through the mirror and inform her of the code. She will tell you the first unlock combination for the belt and the code to summon her to the tower
- At 19:00 in the portal room summon Gwynn with the code. After some welcome discussion, Gwynn is officially a member of your team. She can be found in the portal room from 8:00 to 19:00
- **Research Screen:** You can ask Gwynn to research items you need for advancement. For that, you need to bring her Scrolls of Knowledge (press + sign in Research screen if you

have scrolls). Create the scrolls by stacking 10x Scroll Fragments (can be found in The Archives, see paragraph below) in the magic chest and convert

The Portal Game

- The next day Gwynn informs you, that she has unlocked additional portals. They appear at random and lead to **The Archives**. You can enter, if the portal field is in your possession (select portal, choose enter portal from the left menu). After entering the portal, the portal round is over for the day
- Gwynn can research **Portal Defense** (gives 3x3 field with defense buffs for one day, mark at end of your moves) and **Portal Action** (gives 20 moves instead of 10 permanently and allows to convert Scrolls of Ice to bonus action points). The **Conduit Crystal** skill will kick off the new plan for the Endgame.
- **Portal AI Attack:** Once you attack the Queen's (blue) zone, she will attack you prior to your moves as soon as you enter the portal. Trigger this only when you are ready / properly defended / with buffed action points (see above) or she will go for your portal and wipe you out within 4 or 5 days.

Dress Up / Mission Equip

- Outfit mechanics has been changed (Nyx and Gwynn currently, Irith follows in V0.7).
- NPC now have a wardrobe and you can equip clothes on them **after you have given them the clothes once** and they have accepted them.
- **Example:** After you buy the wench dress, give it to Nyx, then you can send her to the tavern. (dress up screen comes up automatically). Make sure to send her in the right clothes or she will complain. Same for dancer dress and accessories.
- You can dress up Nyx for dungeon scouting. If you give her magic plugs (Gwynn will research those), gold or gem yield will greatly increase

The New Plan - Main Quest

- After Gwynn has researched the Conduit Crystal she mentions, that she wants to consult with Nyx and Irith
- Make sure to not send Irith or Nyx on a mission or use the cage in the evenings, so Gwynn gets a chance to meet them in the evening
- Once you have sent Illiana the ebony toy and had her use it twice (SUB 7), Irith will suddenly call you between 18:00-22:00 to the attic when you enter the hallway
- There, Irith, Gwynn and Nyx inform you of the new plan
- The plan requires you to place a crystal in the Queen's vicinity (send same as with the toy), equip nyx with a similar crystal and send her in to the Keep.
- **[Once there, Gwynn will work her Magic and Nyx and the Queen will reappear in the tower, whereupon you are to capture Illiana (V0.7)]**
- **Getting the Crystal:** Procure the required ingredients (Scroll of Rapture, Gold Nails, Crystal of Sublimation) for Gwynn (she will tell you when you next enter the (Portal Room)
- The Scroll of Rapture is in the Insanitarium level, if you empty the Treasure chest in the Archives vault level you will now find the hidden lever Gwynn told you about. Press it, and a trapdoor is revealed
- **The Insanitarium:** Take about 10 Spectral bombs with you. Lure the Archivists to you and have them run into a bunch of correctly placed bombs, then evade left and up to get to the chest. Use some bombs to cover your retreat after the chest to get out again alive
- Chat with Gwynn, once you have the three items

- **Sending Crystal I:** Send it to Illiana after she is accustomed to the other toy (SUB7)
- **Giving Nyx Crystal 2:** Hand it over to Nyx, once she accepts it (SUB5)

Nyx

- **SLU training:** After Nyx has danced a few times at the tavern, she will report that a client offered her money for “services”
- She agrees to do that, if you get her a whore outfit and bring her to the Madame
- After she has been at the madame once, you can “train” Nyx in your room if you want
- Note: Not main quest relevant at the moment
- **SUB training:** In order to get Nyx cooperation for the new plan, you need to increase her SUB to 5 or she won’t agree to smuggle the crystal plug into the Keep
- First, buy a steel plug at the shop and discipline Nyx. You have now the option to use the steel plug. Do this 2 days, until her SUB is 4.
- Send her to scout the dungeons for 5 days using one of the magic plugs (Gwynn will make those for you)

Gwynn

- To have Gwynn research the plugs and new belt combinations, you need to increase her SLU to 2. Talk to Irith after a research dialogue triggers and send Gwynn there for two evenings for “chambermaid training” (SLU: 2)

Irith

- You can access combination 2 (short) and 3 (long) for Irith’s belt, once Gwynn has researched the codes.

Illiana

- Send Illiana the crystal plug (bring her SUB up to 7 before with the ebony toy if you haven’t already) and have her wear the crystal toy from now on (lie regarding the magic signature/ purpose) to prepare for Nyx’ mission

Act I & II

1. Day 1 & Getting started

- Wake up Irith, take note of the bath requests and prepare her bath (1FP)
- If you go to your room at 9:00, Irith calls on you for an errand to fetch 3 bath items (2FP)
- After fetching her the 3 bath items, you can go back to her room, „Make Up Room“ to spend time until she gets out from bath at 10:00
- “Talk About Plan“, she then explains her plan and gives you the key to the cellar
- Go to the cellar, check out training room and magic room. The mysterious room will not open at this point.
- Go into the dungeon. If you need lamp oil, search cellar or your room above und you will find at least one
Note: Search activities of most rooms have now been combined into “supply chest” at MCs room, only 2 cellar rooms retain search option for now.

- Go into dungeons and get some loot (Level 2 Trapdoor is still shut)
- When you ascend to the upper floor, Irith will come and take your money away (if you have more than 20)
- Enter her room, she apologizes (sort of) and offers you favour points for gold (~1FP / 10 Gold)
- Now you can start the training with the favours

Don't dump all your money on Irith, save some; from day 11 you will be happy if you have.

Note: The ill-advised "wait and do nothing" trigger mechanics have been removed from the game! Chat with Irith in bath etc. to trigger scenes now.

No save game compatibility with V0.4.x. Start a new game and use "Skip To Act II" if you want to play one new content to avoid redoing the starting grind. There are only minor changes to Act I (= content up to V0.4.1) so you could safely skip that. Game balancing changes were done, so Act I now is easier if you want to replay.

2. Sluttiness favours (SLU)

- **Dance:** Use it to get up to 5 SLU, after which handjob becomes available
- **Handjob:** You need to be allowed to stay with her in the bathroom for the favour to become available. She will let you stay if her mood is >80. Just wait in the bathroom until she acts (10-30 sec). Increase mood: see below
- **Night Visit:** you need to visit Irith at night to advance in the HJ path. Give her a bottle of wine during day, then she will sleep deep enough at night for the story to progress. Repeat night visit 2-3 times.
- **Blowjob:** You need some items to convince her to do it (Novel, Fruit) and be able to do it properly. She will tell you, resp. MC will have ideas when leaving her room after a not so successful favour or rejection. Give her the odd fruit during the day (it will be consumed over night), then visit her _on the same day_ at 18:00 and surprise her while she is training to advance to the DT blowjob stage

3. Submission favours (SUB)

3.1. Pet game

- After doing the pet favour 2-3 times with SUB2 or better, Irith will get the achievement "Well Trained Pet"
- From this point you can ask her to come into the training room in the morning (10:00-12:00)
- Finish the training room renovation to 100% or you won't see the option, obviously.
- After you have taken Nyx to the Brothel and Irith finds out and confronts, you can "take her on a walk" in the evening to the brothel. You need a leash for that (buy at the shop) and Irith needs 10+ SUB

3.2.Cage

- To train Irith's SUB (up to 10) lock her up early in the day and release her late. Don't forget to bring her food at 18:00 or her mood for the day takes a massive hit
- Achievement: "Caged Pet" if you lock her up during the day for five days and she gets up to 10 SUB.

3.3.Minigames

- **Dancing (1-5 SLU)**
- Can be skipped with "b", gives still 1 SLU
- Use "b" also when unlucky in the very end to get at least 1 SLU
- **Prepare bath (1 to 75 FP)**
- Pick the three items she requested (1 FP)
- You can substitute fragrance with correct glitter fragrance (crafted or found) (25-75 FP)
- **Bath items (2 FP)**
- Optional, but if you get the request (she rings for you), you should complete it otherwise she gets a mood penalty. Tip: Avoid going into your room at 9:00 when you do not want this errand.
- **Dungeons (Loot):**
- Early on, only Level 1 is accessible. If there is a guardian slime (appears from MC level 3 or so), there is a treasure room below.
The slimes will, depending on their IQ, head directly for you if they have line of sight. You can lure them out of tight spots rather than bombing them. The stupid (green) ones may take 10+/- "sightings" until they head for you. Green slimes will no longer reverse direction mid-way.
Once level 2 is accessible, you can find CoSc and CoSu crystals. It makes sense to go to level 2 even without spectral bomb just to get the two accessible crystals before the lower treasure level and then return
Loot gold in chests and amount of items in ornate chests is now scaling with MC level.
- **Portal (Locations, Gold)**
- Expand your portals reach and find new locations by taking over fields adjacent to your own.
- You must reinforce your field(s) to 2+ units before you are able to attack (recommended: 4 for optimum benefit).
- Moving of units and reinforcing units cost action points. refilling energy from inventory and attacking do not
- If you lack energy, refill energy by converting gems from your inventory (Note: gem types fill energy depending on gem worth, blue worst, green best)
- Fighting is done with "risk-like" logic (6 sided rolls, units rolls are ordered and paired up, in case of equal results defending unit wins). At maximum 3 units per side are arrayed against each other.
- **Portal Board Example fighting setup:**
Attackers (max 3) and defenders (max 3 roll, results are sorted by value, pairs of combatants are assessed and decided
Example: You attack 2 units with a force of 3
You: 6,3,1 -> Loses 1st unit, wins with 2nd unit, 3rd unit not involved in fight
Defender: 6,1 -> Wins with 1st unit, Loses second unit

- A gem tally of wins vs losses is displayed in the bottom line
- **Note: In normal game mode “back” and “save/load” does not work to change roll results at the portal game.** I found re-rolls would defy purpose of the portal game and get way too easy. Pls msg me if you find this massively annoying, I find it works well to give a reasonable challenge.
- This is a game of attrition, so be prepared to lose units / gems to overcome the enemy
- Chest squares give gold rewards, empty fields a random gem
- You will run out of gems eventually. Purchase gems at the Store (once Store Portal has been found, leftmost at bottom) if you have gold. Make sure to have Nyx explore during the day to get a steady influx of gems
- Enemy forces increase 2 per night (for whole board), placed somewhere at the frontline. If you eliminate more than 2 enemy gems per day or add more than 2 gems per day, you will stay “ahead”, otherwise you will fall behind.
- Blue zone (The Keep perimeter) is not conquerable in V0.5 and is for endgame. Zero chance to win against a spectral gem with other gems. Try only once for first contact (see Illiana toy topic)
- **Random Portals (The Archives):**
 - Gwynn will activate locating of random portals, which lead to The Archives, where you can collect scroll fragments
 - The Archives portal location changes every day
 - The Archives can be entered (button on left side), if the portal appears on one of your fields, so it makes sense to expand your portal area in all directions
 - The Archives are inhabited by three types of undead archivist mobs, a simple Archivist, a Diabolical Archivist and a Hypnotic Archivist
 - The Hypnotic Archivist homes in on you with 100% tenacity and projects a hypnotic field in direction of view. Should you get caught, you cannot deploy bombs while under hypnosis. Try to shake him off temporarily by a sharp turn, then immediately deploy a bomb
 - The Diabolical Archivist has a 3x3 aura that damages you and also prevents you from deploying bombs, but he will only home in on you with 70% probability, so you can shake him off sometimes
 - **Note 1:** If caught in the hypnotic or flame field, you take damage, after ten hits you get thrown out of the level
 - **Note 2:** Bombs do not kill these mobs, they only stun them (normal 4, spectral 8 moves)
 - **Hint:** Try to lure the mobs into one side of the maze, stun the boss mob and head for the treasure room around the other side

3.4.Crafting

- **Crystal of Value:** Blue. Improves payout for an item 2x-3x. Best used with high priced items.
- **Crystal of Exchange:** Purple. If there is a recipe it will execute it and transmute the item
- **Crystal of Sublimation:** Green. Can upgrade to certain high level items (rings)
- **Crystal of Scrying:** Amber. Used to communicate with the Queen through the mirror. Will not be used up for that, you only have to carry one. Also used for higher level crafting. Keep a purple glitter fragrance, as this is instrumental for making these crystals early on.
(Hint: CoE + Purple Glitter = CoSc, CoE + Green Glitter = Purple Glitter)

- **Spectral Crystal:** Defender in blue portal game zone. Not yet obtainable in-game. The CoSu and CoSc can be occasionally found in Dungeon Level 2
- You will find recipes by researching in the arcane room (twice per day)
- Some recipes may only be accessible at higher levels (max Lvl 6 currently)
- If you have a bunch of CoSc, just pair them up with a random item and you get their value paid out (300+ Gold)
- All recipes also can be discovered accidentally
- All items are now stackable for batch crafting / conversion. Chest tries to match gem and item numbers automatically, so watch out for the “x” multiplier.
- You can upgrade build items if you convert 10 of them at the same time. Gives Value bonus

4. Tips

- **Guild:** Once the Guild has contacted you later in the game, make sure from that point to pay at least enough to keep your debt from rising (2600+ per week in the beginning). If your debt goes above 26k it's Game Over. If you pay off the guild, they will send you Nyx and Act II begins.
- **The Portal:** To see the “Activate Portal” option, you need to talk to the Queen after having found the portal room key. For a hint of the gem colors required look closely in the room or use trial and error. Will be used from 0.5 to access other locations, to send Irith on missions, etc. You will also need to defend the portal from the queen's incursions (possible mini-game in V0.5). Look at the blue lights. When they reach 0, Queen invades at night and Game Over. You will get a warning, when the energy is low and have one day to fix it! The “Defend Portal” option comes up after you read in the arcane room about it. It may not come up immediately when you read if you have a bunch of other unread info in the reading queue before it, so try a few days in a row.
Caution: Irith's mood takes a massive hit once you open the portal. Don't do that if you plan to do some SLU favours with her and have not enough cash to buy her mood up again
- **Bombs:** Always carry a few, or you won't be able to bypass the guardian slime protecting the treasure rooms. Nuke a spawning slime right away, or he will multiply! Also, Level 2 dungeons are difficult without nuking some slimes. Normal slimes can also be lured (depending on their IQ), so you don't need to always use a bomb to get them away from their routes. *Spectral bomb* you have to craft with CoSu + Bomb and you have to talk to the Queen after finding the lower dungeon keys to have the recipe ‘activate’!
- **Make Money:** Craft silver ring from iron, upgrade to gold, upgrade to diamond, combine with crystal of value and sell: ca. **2000-3000** gold payout. You can also do only part of this sequence as necessary. From day 10 or so onward, when lower dungeon levels are unlocked, you should be able to make 1000-2000 gold per day if you hold enough bombs. Upgrade building materials if you have enough and finally sell with CoV,
- **Gifts/Mood Irith:** Irith will accept money or item gifts, based on certain conditions. They may raise mood (wine, jewelry, gold) or give FP. If you want to give her gold presents, bring up the gold at 9:00 while she is in the bathroom, and she won't ambush you at the ladder.
- **Quest Items:** You will find the *Odd Fruit* randomly in your room or the hallway. The *Erotic Novel* will pop up triggered at search in the lower level hallway once you get the idea to look for one. *Lower Dungeon Key* you will get from Illiana, so talk to her as soon as possible. **Pet items** you will find when renovating the training room, gift them to Irith. Convert **odd fruits** to wine to progress in the SLU path for the night visits.

- **Magic Mirror:** The Crystal of Scrying cannot be found in upper dungeon levels. It needs to be crafted from CoE + Purple Glitter. You can craft Purple Glitter with CoE + Green Glitter.
- **Magic scrolls:** Will be relevant later for defending the portal. In the early game, sell off for profit. SoFB converts to bombs, you may want to keep those.
- **New Irith Art Cutscenes:** Visit Irith when she is looking out of the window or admiring herself in the mirror. Dialogues may change if SUB > 5. Visit Irith, when she is practicing with the odd fruit at 18:00. Morning wakeup art changes if your level increases (Max 3 random options at level 5+). (1) Achieve Irith 100k and you can ask ask for sleep over favours. (2) Buy a riding crop at the Shop and do the window scene with Irith and then visit her at night for spanking favour. (3) Lock her in the cage and visit at 15:00
- **New Illiana Cutscenes:** Illiana fullscreen scenes now available once portal is open. SUB training starts (remotely). New cutscene on night 15, night 22
- **Stats:** Click on NPC icon on stats screen to cycle through NPC
- **Gallery:** A gallery has been introduced, accessible via book icon, all 20 images can be unlocked in Version 0.5.1 (some require play through from start). If you do not see all 20, you still miss some important content.

Irith

- If you give Irith more than 5000 gold when coming up the ladder, she will reward you in the hallway
- If you buy the steel plug and show it to Irith, she asks you to get a pink one.
- You can get a pink one from the shopkeeper in exchange for gold and a specific item
- **The Belt:**
- Pay off Irith's 100k and she lets you lock pick the belt
- Investigate the belt (use lock pick) and remember the inscription
- If you have combination 1 from Gwynn, open the belt (use lock pick, then complete the lock picking game by selecting lock pick + 4 correct gem colors, rotate squares with space as necessary)
- If you have the pink plug and combination 2, you can activate the second belt cutscene
- **The Bath Massage:**
- Use a honey soap in the bath with Irith for a massage scene. Make sure you massage her enough (until she blushes)
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Nyx

- After receiving the Guild letter go to the portal room at 18:00 and open the portal with combination G+P+G
- Nyx will now appear in your room at certain times to receive assignments
- **Morning assignments:** You can assign Nyx to take care of the bath (7:00) and to scout the dungeon (10:00), giving you time for the portal
- **Dungeon assignments:** Nyx will get all items from supply chest and go for exploration. Her loot results increase with her level (similar to MC). Supply chest no longer visible for MC once Nyx is here.
- **Training Nyx**
- Once you discover the Tavern portal, you can ask Nyx to work at the Tavern. She will refuse, if her SUB is < 2.
- Increase Nyx's Sub by disciplining her for infractions. Cause an infraction by mixing up the bath fragrances before you send Nyx to attend to the princess.
- Once Nyx has worked at the Tavern, different training options (groping, exposure) become available over time.

- Once you have found the Brothel portal, you can take Nyx there
- Send Nyx to the tavern after the brothel visit again until she comes back with dancing offer
- Get a dancing costume for Nyx and send her to the Tavern in the evening (4x for SLU increase)

Gwynn

- Gwynn will notice you once 15 cells in the portal field have been taken
- The following night she proposes via Mirror to come to The Tower for research. As a token of faith, she promises you to help with Irith's belt. Gwynn asks you to investigate the belt (see Irith) in a first step.
- Inform Gwynn of the belt inscription and you will get the first opening combination and the code to summon Gwynn to The Tower
- Summon Gwynn at 19:00 with the code she gave you
- From now on, she will be in the portal room from 10:00 to 19:00
- When you next enter the portal room, she will tell you about the random portals (see mini game dungeon)
- Advance matters with Irith regarding the plug (see Irith) and Gwynn will give you the second belt combination in exchange for a Scroll of Knowledge. (You can craft the scroll from 10 Scroll fragments. The fragments you will find in the Archive Levels / Random Portals)

Illiana

- Bring her SUB up to 5 by talking with her in the mirror, then head to the shopkeeper
- You can buy an ebony toy in the shop, but you will need a piece of ebony wood in exchange (craft from 10x Cedar wood)
- If your portal influence is high enough (at least one contact/fight with a spectral gem field), the shopkeeper will forward the toy to illiana
- Ask Illiana to use it next time you talk to her (2 scenes, random)

Console Cheats (Non-game breaking)

- `irith.fp = 100 / xxx` favour points
- `irith.attr["MOD"] = 100` / raises mood to 100
- `GAME.mc.money += 1000` / adds 1000 to stash
- `GAME.mc.addItem("ITMBomb")` / adds bomb to inventory
- Other item codes: ITMOddFruit, ITMWine, ITMSpectralBomb, [ITMWoodEbony](#)