

N0/N1/N2 etc is nail upgrades. I want to try every single nail upgrade on every one, but i will assume that in act 2 you have met pin master plenny and gotten a nail upgrade, and in act 3 you have gotten the oil from 'the great taste of pharloom'. N0 is no nail upgrades. I use the wanderers crest. I will show the charms if they are relevant. I will try wanderers crest and hunters crest on every farm, and maybe some others.

I always have [REDACTED] and rosary brooch on.

[REDACTED] is referred to as SD

The bench where you ascend to [REDACTED] is the HH rise bench

So here are the results:

ACT 1 page 1

ACT 2 page 2

ACT 3 page 3

ACT 1

## ACT 2

silkspeed anklets, 6 masks, rosary brooch, wanderer crest

N1 Grand bellway, to the left. 470 / 5 min  
easy for people who aren't as skilled and still a good quantity.  
I found out that if you have 6 masks, you can just run in and spam nail, then you get enough silk so next time you just do 2 silkspears

Or use 1 SD them nail the rest down for like 480 / 5 min

N3 with 1 SD is 560 / 5 min

N1 First shrine, first grand reed. 370 / 5 min  
Ok, but not the best quantity wise, but pretty easy

- N1 First shrine, first 2 grand reeds. 770 / 5 min  
Really good, but sometimes too many clawmaidens [REDACTED]
- N1 Cogwork core, to the right, first grand reed. 330 / 5 min  
as long as you don't go too right, there are no clawmaidens (very rarely there is one, but just go back and try again) [REDACTED]
- N2 Cogwork core, to the left, first 2 grand reeds. 580 / 5 min  
I use 1 SD per grand reed
- N1 HH rise to the first room on the right, kill the three guys. 620 / 5 min  
Use one silkspear per trip
- Or use one SD per trip. 640 / 5 min
- N2 and theifs mark is 720 / 5 min

TO DO:

If you start from the first shrine, go up, kill all 3 grand reeds, then go to the bench in cogwork core, and then reverse. I think it will give about 1000 / 5 min

First shrine to high halls bench where you ascend to high halls