

Walkthrough.

Here are strategies for Note gain, notable Legacies, and Expeditions. Each milestone is separated by a recommended **Transcription Multiplier**. Go to the menu **Notes** to see your Multiplier.

Society choices.

We use numbers instead of names, and use dashes to group them by tiers (top to bottom). For example, "2-1-3" would be "Solitary - Manor - Ascetic":

- A. Social(1), **Solitary(2)**.
 - B. **Manor(1)**, Sanctum(2).
 - C. Tyrant(1), Prophet(2), **Ascetic(3)**.
-

Early game.

(40) (Note gain) Society 1st tier.

- Society 2.

(2M) (Note gain) Society 2nd tier.

- Society 2-2.

(1e12) (Note gain) Use Library spell.

- Society 2-1.
- Tap followers with Library spell.
- Tap runes with Ritual spell.

(1e14) (Note gain) Use 2 spells.

- Society 2-1.
- 1 Artifact.
- Follower spells: [Read, Library].
- Rune spells: [Read, Ritual].

(1e18) (Note gain) Society 3rd tier.

- Society 2-2-3.
- 1 Artifact.
- Creations: Scrolls, Study, Magical.

- Spells: [Read, Ritual].
-

Mid game.

(1e25) (Legacy) Alchemist.

- Society 2-2-3.
- Creations: 250 Potion Recipes.

(1e25) (Note gain) idle Followers.

- Society 1-1-1.
- 2 Artifacts.
- Creations:
 - 4 Enchantments, 4 Magical Foci.
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Commandment].
- Rune spells:
 - [Ritual, Arcane, Commandment].

(1e35) (Legacy) Enchanter.

- Society 2-2-3.
- Creations: Scrolls, Study.

(1e35) (Note gain) Thaumaturgy spell.

- Society 1-1-1.
- 2 Artifacts.
- Creations:
 - 8 Enchantments, 8 Magical Foci.
 - 2 Potion.
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Thaumaturgy].
- Rune spells:
 - [Arcane, Commandment, Thaumaturgy].

(1e39) (Note gain) 4 spells.

- Society 1-1-1.

- 3 Artifacts.
- Creations:
 - 4 Enchantments, 4 Magical Foci.
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Commandment, Shroud].
- Rune spells:
 - [Ritual, Arcane, Commandment, Shroud].

(1e40) (Expedition) Sundered relic.

1. Society 1-1-1.
2. 2 Artifacts.
3. Buy 10 Enchantments.
4. Spells: [Read, Ritual, Telekinesis].
5. Buy 10 Study Size.

(1e40) (Expedition) Leylines.

1. Society 2-1.
2. Tap with Library spell.
3. Buy 40 Enchantments.
4. Go to the menu Expeditions:
 - Complete (tap on) stages 1 and 2.
5. Unlock Ascetic society.

(1e40) (Note gain) Society 4th tier.

- Society 1-1-1-2.
- 3 Artifacts.
- Creations:
 - 4 Enchantments, 4 Magical Foci.
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Commandment, Shroud].
- Rune spells:
 - [Ritual, Arcane, Commandment, Shroud].

(1e45) (Legacy) Theorist.

- Society 2-2.

(1e45) (Legacy) Stenographer.

- Society 2-2-3-2.
- 2 Artifacts.
- Creations:
 - 10 Potion, 10 Study, 10 Enchantments.
 - Max out Scrolls, Magical Foci.
- Spells: [Read, Thaumaturgy, Shroud].

(1e45) (Expedition) Pull from beyond.

1. 20 taps max
2. Society 2-2-3.
3. 2 Artifacts.
4. Creations:
 - 20 Potions, 20 Enchantments.
 - 40 Magical Foci.
 - Max out Scrolls, Study.
5. Spells:
 - [Read, Ritual, Arcane].
 - Tap and switch **Arcane** for **Thaumaturgy**.
6. Unlock Explore society.

(1e45) (Note gain) Thaumaturgy spell.

- Society 1-1-1-2.
- 3 Artifacts.
- Creations:
 - 8 Enchantments, 8 Magical Foci.
 - 2 Potion.
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Commandment, Thaumaturgy].
- Rune spells:
 - [Ritual, Arcane, Commandment, Thaumaturgy].

(1e56) (Note gain) 5 spells.

- Society 1-1-1-2.
- 4 Artifacts.
- Don't buy creations before the 4th Artifact.
- Creations:
 - 4 Enchantments, 4 Magical Foci.
 - Max out Scrolls, Study.
- Follower spells:

- [Read, Telekinesis, Arcane, Commandment, Shroud].
- Rune spells:
 - [Read, Ritual, Arcane, Commandment, Shroud].

(1e62) (Expedition) Magnum Opus.

1. Society 2-2-3-1.
2. No spells.
3. Creations: 380 Scrolls, 380 Study.
4. Go to the menu Expeditions:
 - Complete (tap on) stages 1 and 2.
5. Activate Shroud spell.

(1e62) (Legacy) Seer.

- Society 2-2-3-2.
- 1 Artifact.
- Creations: Magical Foci.
- Spells: Read, Ritual.

(1e62) (Legacy) Wanderer.

- Society 2.
- Unlock Shroud spell.

(1e64) (Note gain) Thaumaturgy spell.

- Society 1-1-1-2.
- 4 Artifacts.
- Creations:
 - 8 Enchantments, 8 Magical Foci.
 - 2 Potion
 - Max out Scrolls, Study.
- Follower spells:
 - [Read, Telekinesis, Arcane, Commandment, Thaumaturgy].
- Rune spells:
 - [Read, Ritual, Arcane, Commandment, Thaumaturgy].

(1e68) (Note gain) Society 5th tier.

- Same build as above, but adding Life Extension society (1-1-1-2-2).
 - Idle for longer periods of time.
-

Late game cycle.

Increase Total Followers with Life Extension society, and use them later with Lichdom society.

Creation buying ratio:

When using "Ascetic" society, balance your non-artifacts creations like this:

- 3 / 1 / 1 / 2 / 5.

It means:

- **"3 Scrolls, for every 1 Potion, for every 1 Enchantment, for every 2 Study, for every 5 Magical Foci".**

(1e75) (Expedition) Fantastical inquiry.

1e24 Total Followers.

1. Society 2-1-3-2-3.
2. 4 Artifacts.
3. Creations: 3/1/1/2/5.
4. Spells:
 - a. [Read, Ritual, Arcane, Thaumaturgy, Shroud].
 - b. After unlocking Lichdom society, switch Shroud for Commandment.
5. **Use this same build to reach 1e80 multiplier.**

(1e80) (Note gain).

- Society: 2-1-3-2-3
- 5 Artifacts.
- Creations: 3/1/1/2/5.
- **Buy only 100 creations before buying the 5th artifact.**

(1e90) (Follower gain).

- Only 1 run to reach 1e27 total followers.
- Society: 1-1-1-2-2.
- 5 Artifacts.
- Creations:
 - 1 Scroll, 1 Study, 1 Potion.
 - Max out Enchantments, Magical Foci.

(1e90) (Note gain).

(1e98) (Expedition) Transfusion.

1. Society: 2-2-3-1-1.
2. Creations: Scrolls, Study.
3. Spell: Shroud.

(1e98) (Note gain).

(1e100) (Follower gain).

- Only 1 run to reach 1e30 total followers.

(1e100) (Note gain).

(1e108) (Expedition) Grimoire.

No taps.

1. Society 1-2-3-1-3.
2. Spell: Telekinesis.
 - a. After unlocking Lichdom, switch to Commandment.
3. Creations: 12 Potion, 8 Magical.
 - a. Max out Scrolls.

Alternative late game.

Less active gameplay, but slower.

(1e90) (Follower gain).

- Only 1 run to reach 5e29 total followers.

(1e90) (Note gain).

- Society: 1-2-2-1-3
- 4 Artifacts.
- Creations: 1/5/1/1/5.
- Spells: Read, Telekinesis, Arcane, Commandment, Thaumaturgy.

(1e98) (Expedition) Transfusion.

(1e98) (Note gain).

(1e100) (Follower gain) - Only 1 run to reach 5e31 total followers.

(1e100) (Note gain).