

Hello everyone!

I am a huge fan of this game. I played the demo a few months(ish) ago and was immediately in love! (As I'm sure many of you were). I decided to make a guide for my own personal pleasure and for anyone who may want to use it. It may not be 100% accurate, so if there are any mistakes, feel free to let me know and I'll correct them! English is also not my first language, so sorry if there are any errors with grammar too.

- ACHIEVEMENT GUIDE -

This segment will be solely focused on achievements. It will also include choices that allow you to meet the requirements to get the achievement. (I hope that made sense). There are 44 achievements in total. There will be spoilers for the entire book, but not too terrible I think.

Blind Rage

In chapter 1, choose these options:

#You have had enough of this.

#And again.

This will result in a broken finger and will decrease your combat by 10 if not mended later.

Juturna's Favor

In chapter 1, choose these options:

#You look around the room.

#[Anything]

#What is life without risk? You go to the altar.

#[Either choice] You try to pry it off. [OR] You don't want to ruin the altar.

This gives you a new dialogue option with the Devil's Guardian and gives you a lot of new choices if you put it in your pocket later in chapter 3.

Don't Smell the Roses

In chapter 1, choose these options:

#You dash through the halls

#[Anything]

#You see a way out, and you run towards it.

This does... nothing really. You just miss a lot of things.

Cracks on the Bridge

In chapter 1 when you explore the tomb with your companions and Alessa confronts you about going off alone, choose these options:

#"No one is blaming anyone," you tell her. "Calm yourself."

#"You should really watch your tongue, Alessa," you advise just as steadily. "Lest you lose it."

As a telltale game would say, "Alessa will remember that." And so will you. You lose a lot of credibility with her.

Trouble Maker

In chapter 2, you need to go through numerous steps to get this achievement.

First, make sure your combat is at least at 28%. You can achieve that by choosing these options in chapter 1...

When asked for your reasoning of getting lost in the tomb:

#You were looking for a suitable place to train away from camp. A few narrow corridors turned into a few more and next thing you knew, you were lost. +10 combat

Choosing that option is enough. To increase the stat further, you can choose this option:

#You never go anywhere without it. +10 combat

This should give you more than enough to meet the quota to win against all the bandits. The next thing you need to do is get the "Cracks on the Bridge" achievement. After that, make sure that you do not intimidate, persuade, or try to reason with the bandits. You NEED to start at a disadvantage for this to work. The safest option is to pick:

#Enough of this. You dive for your weapon.

If your other stats are at 20% you can try to choose the other options (except intimidate) but it has the same effect. The next thing you need to do is kill all the bandits. It doesn't matter if you choose the impulsive options vs. the careful ones. You should have all these choices once the fight starts and pick them accordingly:

#[Anything]

#(ONLY these options) Stab him. [OR] Pierce him. [OR] Slash him [OR] Pierce his neck.

#Kill him.

#No mercy.

#[Anything]

#[Anything]

#(ONLY these options) Impale him. [OR] Slash him open. [OR] Stab his throat.

After this, everyone you fought should be dead, giving you a body count of 4. Alessa will tell you about Garrett, and when deciding his fate, choose this:

#Kill Garrett.

Hadrian will be absolutely appalled, and when he asks you what you've done, tell him this:

#You clench your jaw and step closer to him. "I've killed him, Hadrian," you growl. "And I would do it again."

Congratulations! You have now threatened both your companions. If you were trying to romance Hadrian, forget it.

No Help Needed

All you need for this achievement is to be polite to Lorn. Once you arrive at Tarragona in chapter 3, choose these options for the highest relationship boost with him:

#You relax your grip on the reins and allow him to slow down. +2

#You hasten your step, eager to get closer. +1

#You smile apologetically. "My sincerest apologies, Captain." You pet Billy's mane. "But my horse was on the verge of collapsing." +1

#You bring your left hand to your chest and bow slightly. +2

#You steel your nerves and stare Lorn right in the eyes. +2

#"We've barely missed dusk," you try to reason. "Surely you can let us in." +2

You only need more than 7 points for this, so as long as you don't directly antagonize him, once you meet the quota, you are free to choose what you'd like in terms of conversation. This will allow you to get in Tarragona without your teammates lying to Lorn.

One Little Lie

You get this if you are not completely polite to Lorn, but not a complete asshole either, so Alessa steps in to help you. As a general rule of thumb, stoic answers generally get you no points with Lorn, aggressive answers give you -2, sarcastic ones -1. Just reach a number between 4 and 7. Here's a few choices that give you a 5 in total:

#You relax your grip on the reins and allow him to slow down. +2

#You maintain the same rhythm, seemingly unaffected.

#You grin as you take in Alessa's and Hadrian's faces. "I advise my companions to follow lead all the time. Perhaps now they'll listen." -1

#You bring your left hand to your chest and bow slightly. +2

#You smile wide. +1

#"Dangerous roads, huh?" You lift an eyebrow. "We know that well." +1

A Holy Deceit

You get this if you are consistently rude and stoic to Lorn. This causes Hadrian to step up for you and lie about being a templar. Here are all the choices that make your relationship with him abysmal:

#Still, you press forward. -1

(If your combat is too low, Billy will collide against Kroner and you will fall off of him. You'll get a little cute scene where one of your companions will help you up unless they both dislike you enough not to care. Choose anything for that).

#You square your shoulders. "Is there a problem, *Captain*?" You spit the word. "Mind telling us why exactly we're standing here like fools?" -2

#You grin as you look at the fancy trio and bow your head mockingly. They want an introduction? You'll be sure to give them one. -2

#You rest your hand on your weapon. -2

#You cross your arms. "So what do you propose? We wait here all night just to enter in the morning?" You scoff. "Seems measly." -2

Lorn now hates you, and you have garnered a "+1 suspicion stat," although I am not quite sure what that does.

The Title Before the Name

Make sure that you acquire the gauntlet from chapter 1. Then in chapter 3 before supper, choose this:

#The old gauntlet still rests in your satchel. You go to retrieve it.

You can also get this achievement by going to the Devil's Bridge in chapter 4 and asking her about the gauntlet you collected.

#"I have..." You hesitate. "A gauntlet with a face on it. One I've seen before. You wouldn't happen to know it?"

Through the Haze of Embarrassment

Make sure that you are a woman and that you do not respond romantically to any of Hadrian's dialogue and don't flirt with Alessa. When he asks to escort you to your room, choose one of these options.

#[Either choice] You halt your steps. "Of course," you say neutrally. You suppose that is nice of him. [OR] You smile. "I don't mind," you say kindly. "Thank you."

You'll get this when he confesses to you afterwards.

A Tight-Lipped Confession

Make sure that you are a man and that you do not respond romantically to any of Alessa's dialogue and don't flirt with Hadrian. When she asks to escort you to your room, choose one of these options.

#[Either choice] You halt your step. "No problem," you say neutrally. You suppose she wants to talk about something. [OR] You smile. "I don't mind," you say kindly.

You'll get this when she confesses to you afterwards.

The Templar's Heart

To be honest, I'm not 100% sure on how to get this officially, but I think you simply have to show romantic interest in Hadrian at the end of chapter 3. There are different paths depending on if you're a woman or a man, but I'll try my best with this. (By the way,

Hadrian will NOT romance you if you kill Garrett UNLESS you express regret immediately afterwards. I will not even bother with that pathway yet).

Woman who has shown prior interest:

#[Either choice] You feel your cheeks warm. "Not at all, Hadrian," you tell him earnestly.

[OR] You smile widely. "I would love to," you say, voice smooth, and take a step closer.

(If Alessa says goodnight to you, choose anything)

#[Anything]

#[ANYTHING EXCEPT 'You frown. "I—thank you," you say tersely. His words did not sit well with you.'

#[Anything]

#[ANYTHING EXCEPT 'You shake your head. This is wrong. You need to stop it.'

Woman who has shown no interest:

#(Either choice) You halt your steps. "Of course," you say neutrally. You suppose that is nice of him. [OR] You smile. "I don't mind," you say kindly. "Thank you."

(If Alessa says goodnight to you, choose anything)

(If Alessa says goodnight to you, choose anything)

#[Anything]

#[ANYTHING EXCEPT 'Your eyes harden. "Don't," you say firmly. You don't want this.']

#[Anything]

Man who has shown interest:

#You brush your knuckles with his.

#[ANYTHING EXCEPT 'You gently take your hand away from his. "I'm tired, actually."]

(If Alessa says goodnight to you, choose anything)

#[ANYTHING EXCEPT 'You frown. "I—thank you," you say tersely. His words did not sit well with you.']

#[Anything]

#[Anything]

If I missed anything here or made a mistake, please let me know so I can correct it.

The Flame Beneath the Ice

This one is essentially the same as "*The Templar's Heart*" achievement. Simply express romantic interest in Alessa at the end of chapter 3. (Make sure you did not threaten her in chapter 1 because you will not be able to romance her). Choose these options when she has asked to accompany you to your bedchamber.

Man who has shown interest:

#[Either choice] You swallow. "Of course, Alessa," you say and hope your voice does not waver. [OR] Your lips curl into a grin. "I'd love to," you tell her.

(If Hadrian says goodnight to you, choose anything)

#[Anything]

#[ANYTHING EXCEPT 'You frown. "I—thank you," you say tersely. Her words did not sit well with you.']

#[Anything]

#[Anything]

#[ANYTHING EXCEPT 'You shake your head. This is wrong. You need to stop it.']

Man who has shown no interest:

#[Either choice] You halt your step. "No problem," you say neutrally. You suppose she wants to talk about something. [OR] You smile. "I don't mind," you say kindly.

(If Hadrian says goodnight to you, choose anything)

#[Anything]

#[ANYTHING EXCEPT 'Your eyes harden. "Don't," you say firmly. You don't want this.']

#[Anything]

Woman who has shown interest:

#You brush your fingers with hers.

#[ANYTHING EXCEPT 'You gently disentangle your finger from her hold. "I think you can find your own way, Alessa."']

(If Hadrian says goodnight to you, choose anything)

#[ANYTHING EXCEPT 'You frown. "I—I cannot do this," you say and take a step back. Away from her touch.']

#[Anything]

That's it! You will have an opportunity to break off your relationship with them near the end of chapter 6 if you want to.

Friends in Low Places

During chapter 4 after leaving the inn, you will get robbed. (Also, it doesn't matter if you call the guards or not). After chasing the thief, you will realize that they're a street rat (Beka) and if you make the right choices, you can have an adorable new informant. Here are the choices that let you do this:

#[ANYTHING EXCEPT 'You look at the vegetable, then back at her. Then you sigh and wordlessly turn your back. You don't have time for this.']

#You stop her. She may be useful.

Here you need to play on your strengths (28% should be enough)

IF HIGHER COMBAT:

#Fear. You can work with that. You think you can intimidate her.

IF HIGHER INFLUENCE:

#She's a thief, and one thing thieves can't refuse is gold. You may be able to persuade her.

IF HIGHER REASON:

#You quell her fears. You want information, nothing more, surely she can be reasoned with.

Choose anything until Beka asks for more info.

#Tell her.

#[Anything]

After this, you can ask Beka questions about Aurelius and Mist. You can choose anything here BUT DO NOT push Beka for answers about Aurelius.

#[Anything]

#[Either choice] "Rafael," you say in a hushed whisper. "I'm looking for Rafael Borja."

[OR] "He stole something from me," you say in a hushed whisper. "Something I must get back."

(After this, Beka will ask you for a coin. Doesn't matter what you choose as long as you give it to her)

#(ONLY these options) You chuckle and hand her (a)nother coin. "Good enough reminder?" [OR] You happily give her a coin. "Here, Beka," you say, even slipping in an extra silver. She needs it. [OR] You scowl. Damn thief. "Take it," you say, slapping a coin on her palm. [OR] "Give not by greed," you say while handing her one. "But duty. But kindness. But Divine Favor from our Lord."

#[Anything]

(A guard will interrupt your moment. You can choose anything you want here, and if you did everything right, Beka should still be there "clutching a gold coin in her tiny hands." The captain will try to arrest her. Protect her by choosing):

#And you step in front of her. "No," you say, voice hard and unquestionable.

Congrats! You have now adopted a child. It doesn't matter what you do with the guard since you now have Beka's undying loyalty. If you don't want her to get chased though...

IF HIGH COMBAT:

#You stare her down. "Leave the kid be."

IF HIGH INFLUENCE:

#You smile widely. "She's a retired thief." You show her the carrot. "She saw the error of her ways and changed."

IF HIGH REASON:

#You shake your head. "What are you doing?" you reason. "Chasing a starving child."

IF HIGH PIOUS (60/40):

#"Those who inflict terror on others," you speak quietly. But your voice booms. "Need our prayers. For no heart is blacker than the one who hurt the weak."

Friends in High Places

You get this achievement automatically if Beka (the street rat) flees from you or if you betray her. This gets you the favor of a feral guard. The way to do this with the least amount of choices is to simply let her leave, or to fail the check to make her stay. You can press her on the Aurelius topic when asking her questions if you still want to learn about him and Mist from her while also getting this achievement. I'm unsure if there are benefits to this favor she offers yet in book 1.

Guardian no More

In chapter 4, you get the option to go to the Devil's Bridge. When you do eventually get there, you will meet a woman in a secret area there. She will talk to you and eventually confront you about "not being blind to the truth" like the church is. What you choose beforehand doesn't matter so long as you choose:

#Your weapon is out in a heartbeat. "Take it back," you snarl, pressing the (sharp) blade/tip to her throat.

#[Anything]

#Strike!

Now you've killed her. It increases your corruption and you watch the Inquisitors drag her dead instead of alive. You've probably saved her from a worse fate killing her here though.

A Sight from the Deep

In chapter 4 choose to go to the market. After you meet the fishwoman, a man will appear claiming to 'hold the creature of darkness.' Choose this option.

#You walk closer to the man and his wonder.

You'll then get this achievement when he reveals the creature to you.

Eyes of Madness

In chapter 4, go to the market. Eventually you will run into a man who is preaching God but is neither a monk nor a priest. Make sure you stay when given the chance. As long as you don't leave initially, you will be forced to go to the stage, and you will get this achievement when you're done talking to him. (It's more of a one-sided conversation than anything).

Fearless

In chapter 4, you'll have to go to both the Devil's Bridge and the market. At the market, you'll have to get the 'A Sight from the Deep' achievement. Eventually when you get the choice to help the man or to observe the siren more closely, choose this:

#Take advantage and approach the siren.

Then after choosing your feelings about the monster, choose to touch it.

#Touch it.

At the Devil's Bridge, you'll eventually come across Vulcan's statue. have to choose to believe in the 'sinful' gods. Choose this:

#And so do you.

Then you have to touch this too.

#Your hand extends and you touch the statue.

A New Champion

To get this achievement, you'll have to win against the Goliath at the Harbor in chapter 4. On your journey to the Harbor Chancery, you will come across a square full of people. Choose this option:

#You have a bit of time. You decide to take a look around. (Or ask your cat and choose to stay as well)

Then, choose whatever options you want, but eventually the ringmaster will come up and talk to you. You'll then get the option to bet, fight, leave, or study the monument. Choose this:

#You want to fight him yourself.

As a woman, you don't even need a high combat skill to fight the Goliath, so long as you choose the right option (using his hesitance as an advantage). As a man, you will need at least 30 combat skills to fight him if you choose to fight dirty. Otherwise, your combat skill needs to be at 40 in order to stand a chance. For this guide, I'll simply show you the simplest way to get the achievement.

As a woman:

You will realize during a lull in battle that the Goliath is taking it easy on you. Choose this option if you want smooth sailing (the other to require a 40+ combat skill)

#A slow smile takes over your face. He wants to make your life easy? Well, you're more than happy to take advantage.

As a man:

You will realize during a lull in battle that you will have to end it quickly. Choose this option to make it easier (30 combat). The rest require 40.

#You're done being fair. Time for some good old dirty-fighting.

Walls Closing Down

To get this achievement, you need to go to both the gates and the harbor and then discover that both the gates and the harbor aren't allowing exit or entry. You don't need to make any special choices or anything since you eventually discover this automatically.

A Sweet Treat

To get this, you need to get the pirate at the harbor to like you enough to give you a peach. You also MUST be a woman, or else he won't flirt with you. Here are all the choices that get him to like you in order.

#(ONLY these options) Your lips twitch into a smile. "How considerate of you," you tell him. [OR] You stay quiet, eyes on him.

#(ONLY these options) You quirk an eyebrow. "So 'poles upwards their collective asses' is a fair assessment of who you are?" [OR] You laugh. "I shall try to remember it." [OR] "That's a load of horse shit," you tell him flatly. [OR] You nod. "What you say matters," you agree.

If you agree with him:

#You let out a quiet chuckle. "And what is it you choose not to say?" [OR] "Maybe words do matter," you say. "But not yours, my friend."

If you tell him that's "horse shit":

#"Both," you gruff. [OR] You laugh. "Do you enjoy this?" you ask him. "Speaking in circles?"

If you say you'll try to remember it:

#"There is no winning with you, is there?" you ask, smiling. [OR] "Is this something you always do?" you ask him. "Saying things under the pretext of not saying them?"

If you choose the 'poles' option:

#You laugh quietly. [OR] You glare at him.

#(ONLY these options) "And as annoying as seagulls," you say. [OR] Your eyes follow the patrol. "And dangerous too." [OR] You grunt.

#[Anything]

#[Anything]

#[Either choice] You can't leave just yet. "How do you know all this?" you find yourself asking. [OR] "I'm to assume the wind whispered its secrets?" you say doubtfully.

#[Anything]

#You open your mouth slowly. "Who are you?"

#[Either choice] You smirk. "I can try." [OR] You cross your arms. "I asked a straight question."

#[Either choice] You eye him up and down. "A sailor?" [OR] You smirk. "Someone I'd like to know the face of."

#"Fine," you say. You'll indulge him.

(Choose anything for the guesses, but lawless, sailor, thief, and informer let you guess faster while saying he's a guard boosts up your relationship with him).

#[Either choice] You grin. "All pirates say the same." [OR] Your stomach twists. "You're a Captain?"

(You don't have to give your name, but it gives a 10% relationship boost as opposed to the 5% you get from normal responses).

#(ONLY these options) "[Name]," you say quietly. "I'm [Name]." [OR] You smile charmingly. "Will you give me yours?" you ask. "It's only fair." [OR] All you give him is a flat stare. [OR] You cross your arms firmly. "No."

When he leaves, choose anything but then you HAVE to choose this.

#You feel your cheeks heat at his parting words.

That's it! Again, make sure that you are a woman when completing this achievement because the pirate will not flirt with you otherwise.

A Bit of History

First, you have to go to the gates in chapter 4. Whilst talking to Rudolf, he will tell you about how he watched Lorn because of his remarkableness until 'Cornhall happened.' Choose this:

#"Cornhall?" you ask. The name is not unfamiliar.

That's it!

A Promise of a Date

You have to go to the gates in chapter 4. Then you need to talk to Vallen. See I would include that entire conversation, but it takes up about half a chapter of dialogue. But either way, all you need to do is accept Vallens proposal of going to the eastern garden in two days, where she tells you that's when she has free time near the end of the conversation. Just make sure you keep actively talking to her and to not leave the conversation until she invites you.

Golden Handkerchief

At some point during chapter 4, you will encounter the royal twins that you encountered at the inn. This will happen after you've nearly been run over by a carriage. To get the achievement specifically, you need to get a handkerchief from Alain, NOT Ysabella. And you also MUST accept their invitation to the ball. You will not get this otherwise. There are various ways to get this. Either...

- A) Be a woman, don't show romantic interest in Alessa (you can show interest in Hadrian if you'd like) and DON'T show romantic interest in Ysabella when you meet her.
- B) Be a man, show romantic interest in Hadrian before you get to the Inn (not Alessa) and DON'T show romantic interest in Ysabella when you meet her.
- C) Be a man & show romantic interest in Alain when you meet him.

Green Handkerchief

At some point during chapter 4, you will encounter the royal twins that you encountered at the inn. This will happen after you've nearly been run over by a carriage. To get the achievement specifically, you need to get a handkerchief from Ysabella, NOT Alain. And you also MUST accept their invitation to the ball. You will not get this otherwise. There are various ways to get this. Either...

- A) Be a man, don't show romantic interest in Hadrian (you can show interest in Alessa if you'd like) and DON'T show romantic interest in Alain when you meet him.
- B) Be a woman, show romantic interest in Alessa before you get to the Inn (not Hadrian) and DON'T show romantic interest in Alain when you meet him.
- C) Be a woman & show romantic interest in Ysabella when you meet her.

You'd Rather Not

At some point during chapter 4, you will encounter the royal twins that you encountered at the inn. This will happen after you've nearly been run over by a

carriage. To get this, simply reject the twin's invitation to the ball. When they invite you, reject it by choosing these options:

#You frown. You have no wish to be involved in some noble's petty game. [OR] You don't have the time nor the desire for silly balls.

Alternatively, you can choose:

#"Should I bring a jester outfit?" you ask them lightly, a wide grin on your lips. "Since you intend to use me as a fool."

Then...

#But you don't buy a single word.

Faith in Delivery

You get this achievement once you send a message to your teammates in chapter 5 before going to the Ministry Building, whether through Vaughn or through the boys.

Weary Feet

You get this achievement if you choose to bring Billy along with you to the Ministry Building. If you gathered enough clues, after visiting the third area, you will be presented with the option to go straight to the Ministry Building or to linger for a little longer. Choose this:

#You go to the Ministry Building.

After delivering a message, you will be asked if you want to get Billy from the stables.

Either choose:

#You go fetch Billy. You want to bring him along.

Or:

#You make a quick detour towards it. You want to know if the stubborn horse is faring better.

And when Sarah tells you his condition later, choose:

#You open your mouth to correct her...but then think better. She deemed him fit. Perhaps you can take Billy with you after all. "If you think he's healthy," you say. "That is good enough for me."

Not Prey After All

This gives you Neia's respect and Aurelius' useless rapier. It breaks after one hit, but at least it looks cool! But anyways, we all know the real goodie is her respect. There are two ways to get this achievement. The first way is to gain her respect the old-fashioned way: raising relationship points. For simplicity, Neia likes it if you are very bold and challenge or fight her. She doesn't like it if you act meek or cowardly. For details, here are all the choices that raise your relationship with her:

#(ONLY these options) "Who are you?" you ask instead, your voice as strong as you can make it. [OR] You smirk. "I'm someone who had business with that one," you say, pointing at Aurelius, and hope your smirk doesn't look as strained as your voice sounds. "But it seems those are concluded. [OR] Your body is taut. "Funny that," you growl. Fury eating fear. "Because neither am I." [OR] But you clench your jaw and simply stare. Prolonging the silence. (All +1)

#(ONLY these options) You grin. "I guess what they say is true. Old habits do die hard." [OR] You stay perfectly still. "I'm keener to listen to what drove you to do as you did." [OR] Your eyes are just as cold as you stare at her in silence. (All +1)

#(ONLY these options) You square your shoulders and push right back into her space. "I have nothing to tell you," you spit. [OR] Aurelius lies dead at your feet, and you realize then that you're the only witness. She won't allow you to leave. So you crack your head against hers and launch for/take out your weapon. (All +1)

(If you choose to fight Neia, make sure you pick the option:

#You want to face her. To beat her.) +1

#You take a step forward, right into her path. "We're not done yet." +1

All you need are 3 points to get this achievement. That's method number one. If you are a woman though, you could always choose to flirt with Neia after she calls you pretty and that gets you respect automatically, no matter what you chose before ;)

Starry Night

You can get this in chapter 6. If your love interests are Hadrian or Alessa, you need to choose this:

#You look at the door, your thoughts racing. You need to breathe clean air, need space to think. To think of another name. Another person fills your head.

This will break off your relationship with them. If you aren't dating either of them, choose this:

#But your mind has too many racing thoughts. You need to breathe clean air, need space to think. There is a name on your mind. A person.

You will get this achievement as soon as you step outside.

Hummingbird

You get to flirt with Lance (the bard) here, and who doesn't like Lance? In order to do this, you first need to get the 'Starry Night' achievement. Afterwards, whether you met Lance or not, you have to approach him once you hear his music.

#You approach him.

While you are talking with him, tell him anything you want and eventually you need to choose whether to stay or leave. Choose to stay.

#You remain, letting his song calm your thoughts. And finally, you can focus on the name that has plagued them.

You can think of whoever you want to, but while saying goodbye to Lance, you NEED to choose one of these options.

#[Either choice] You flush. "Goodbye," you whisper. [OR] You grin. "Is that a promise?"

You get some romance points with Lance for this, and he promises to play you a more cheery song the next time you meet.

A Noble Parade

During chapter 7, while you are paying the servant (Miriam), the Theers will pass through the neighborhood. Choose this:

#Miriam may have duties that keep her back, but you have no such chains. You follow the mob.

You will get this after Lord Rowan delivers his speech and the Theers leave.

Record Keeper

You get this during chapter 7 during a rest in the inn. You need the achievement "*The Title Before the Name*" and need to document Nero, as well as Vultan and Juturna in your journal. A simple way to be able to do this is to spot Juturna's statue in the cavern, but *not* getting the Juturna's Favor achievement. Inside the cavern in chapter 1, choose this option:

#You carefully make your way towards the exit and look out.

Alternatively, achieve "*Juturna's Favor*" and go to the Devil's Bridge. Either way, while you're inside the inn during chapter 7, choose these options:

#You think of all you've learned. Emperor Nero. And decide to put it on paper.

#[Anything]

#Write about Juturna and Vulcan too.

It Grew

During chapter 8, you will take off your glove to reveal the black mark underneath. As the title of the achievement suggests, you need the mark to grow. In order to do this,

you need a corruption of at least 2. To put it simply, the way to raise corruption would be to kill innocent people. For the sake of ease though, I'll list every single opportunity to raise your corruption before chapter 8.

Chapter 2: After fighting the bandits, when deciding what to do with Garret, kill him.

#Kill Garret +1

Chapter 4: See the achievement "*Guardian no More.*" +1 Additionally, if you go to the cathedral, you will be confronted by beggars. Choose these options:

#Enough is enough. You reach for your weapon.

#Your palm burns. Kill him. +1

Chapter 7: While you are trying to chase Rafael, a man will punch you, thinking you are trying to steal all the gold spread on the floor. Choose this option:

#Anger bursts like thunder. "Bastard," you snarl and cut him down. +1

Collector

You're a hoarder at heart. To get this achievement means that you collected every possible item you could in the story. (Juturna's coin, the old gauntlet, the red ring, the compass, the owl, and the cross). I'll put everywhere you need to go & everything you need to do in order to do this.

Juturna's coin

See the achievement "*Juturna's Favor*"

The old gauntlet

When in the cavern in chapter 1 and the wall collapses, choose one of these options:

#You'll take the gauntlet so you can analyze better at a later time.

Or...

#"Do you think this armor is worth something?" you wonder.

#Yes, you're confident you can find someone to sell it to.

The compass

In chapter 4, choose to go to the harbor. On your journey to the Harbor Chancery, you will come across a square full of people. Choose these options:

#You have a bit of time. You decide to take a look around. (Or ask your cat and choose to stay as well)

#You approach the broken ship.

#You try to find something to take for yourself.

The red ring

Once you have gone to three areas, you have to choose this option. (This only pops up if you have the necessary 3 clues. If you only have 2, you will be forced to go to another area regardless, so do not worry if it does not pop up).

#And yet...You cannot help but linger one final time.

Afterwards, you will meet a man carrying crates and his son. Make sure you stick around them and help the man with his crates. The choices go as follows:

#[ANYTHING EXCEPT] You don't have any interest in what they say. You've wasted enough time already. [OR] But you sigh and turn to go. You're not in the mood to step into a family dispute.

(You can listen in, but don't leave or keep watching again afterwards)

#[Anything]

#[Either choice] You put your questions aside for the meantime. "Sure," you say, nodding lightly. They really could use a hand. [OR] You nod and move to help.

(When the guards come, do not follow them. Stay with the man and his son)

#(ONLY these options) You rush to help them. "I'm so sorry this happened." [OR] "Ah, what a pitiful sight you two make." You sigh, moving closer. "I suppose I can spare a hand." [OR] You wordlessly kneel and aid them.

#[Anything]

#[Anything]

#[Anything]

Then you can accept the ring from the father.

The owl

While searching for clues about Rafael in Aurelius's office, choose to search the drawers with Alessa. After talking with her, choose this:

#Inspect the cloth in the left drawer.

#[Anything]

#[Anything]

#[Anything]

#Your fingers hover in the air. You can...take one, no?

The cross

While searching for clues about Rafael in Aurelius's office, choose to approach Hadrian near the shelves. While talking with him about the cross, choose this:

#You reach over...and grab it.

Black Heart

You're a damn menace. To get this achievement, you need to kill as many people as you can. If you went to the Cathedral and the Devil's Bridge, your body count should be 12. If you went to one but not the other, it should be 11. If you went to neither, it should be 10. The first handful of people you can kill are the bandits in chapter 2. See the achievement '*Trouble Maker*' in order to figure out how to kill them all. +5

If you go to the Devil's Bridge, see the '*Guardian no More*' achievement. +1

If you go to the Cathedral and you are choosing how to deal with the beggars, choose these options:

#Enough is enough. You reach for your weapon.

#Your palm burns. Kill him. +1

The next opportunity you get to kill people is during chapter 6 when you are escaping from the guards. For the first man:

#Twist his neck. (No weapon) [OR] Deflect it and stab him between the ribs. (Weapon)

(If you have a bow, aim for the neck) +1

And when given the opportunity, choose:

#Your blade(s)/arrows seek the taste of blood. +3

Finally, the last opportunity you have to kill someone is while chasing Rafael in chapter 7. A man will punch you, thinking you are trying to steal all the gold spread on the floor. Choose this option:

#Anger bursts like thunder. "Bastard," you snarl and cut him down. +1

Golden Heart

This one is pretty self-explanatory. Don't kill anyone whatsoever. Choose all the non-lethal options when possible (aiming at the knees, knocking people out rather than killing, etc.), even if the option to kill presents itself. Complete pacifist.
