

Pseudoregalia 100% Checklist				Updated By: VoltronAWK
				Originally By: Raxyz
0.00%	Type	Subtype	Location	Notes
<input type="checkbox"/>	Aspect	Clear Mind	Castle Sansa	Near the main entrance of Twilight Theatre ("West"), the one which you're greeted by a goat saying the theatre is locked off.
<input type="checkbox"/>	Aspect	Good Graces	Castle Sansa	In a jumping puzzle way high up in the open area.
<input type="checkbox"/>	Aspect	Pilgrimage	Castle Sansa	In the big open area, way up there; I always have trouble with this one. >:(
<input type="checkbox"/>	Attire / Time Trial	Professionalism (Professional)	Castle Sansa	Behind a locked door in the crossroads.
<input type="checkbox"/>	Health Upgrade		Castle Sansa	Near one of the entrances to Sansa Keep (very small and "North" room), with the spinning eyeball things spiked spinning eyeball things.
<input type="checkbox"/>	Health Upgrade		Castle Sansa	On the path to the Theatre, when you're near the Dilapidated Entrance.
<input type="checkbox"/>	Health Upgrade		Castle Sansa	In a balcony near the transitions to Bailey and Keep.
<input type="checkbox"/>	Health Upgrade		Castle Sansa	In the crossroads, turn left at the hand enemy. There's an empty space to the right on the room there; prob possible without wall ride but I can't do it lol.
<input type="checkbox"/>	Health Upgrade		Castle Sansa	After you go through the long corridor with the bubbles and lava haze ground and axes. In an alcove way up in the room near the save point.
<input type="checkbox"/>	Locked Door		Castle Sansa	In the crossroads, the one that has a pole. On the left is an Aspect.
<input type="checkbox"/>	Locked Door		Castle Sansa	In the crossroads, the one that has a pole. On the right, it's a shortcut to Salsa (yum) Keep.
<input type="checkbox"/>	Powerup	Memento	Castle Sansa	Right at the start in the room to the right of the save room.
<input type="checkbox"/>	Powerup	Indignation	Castle Sansa	Right in the middle of the crossroads. I'm gonna go out on a limb and also say you can't miss it.
<input type="checkbox"/>	Small Key		Castle Sansa	In the jumping puzzle room, inside a small room
<input type="checkbox"/>	Small Key		Castle Sansa	In the crossroads, hiding in plain sight.
<input type="checkbox"/>	Aspect	Good Graces	Dilapidated Dungeon	In the dark caverns leading to Underbelly; follow the black orb thingies. Needs Ascension . Needs Shenanigans.
<input type="checkbox"/>	Attire / Time Trial	Devotion (Sol Sister)	Dilapidated Dungeon	In the spawn room inside one of the cages; you prob need all but ascendant light to get it.
<input type="checkbox"/>	Health Upgrade		Dilapidated Dungeon	Remember that branching path early on you felt like you needed a double jump to get there? The room is a big loop on the "North" of the map and prob need wall ride.
<input type="checkbox"/>	Health Upgrade		Dilapidated Dungeon	The very first one you can see (but can't reach).
<input type="checkbox"/>	Locked Door		Dilapidated Dungeon	Story related. Right aside this clueless goat that never acknowledges Strong Eyes is d e a d.
<input type="checkbox"/>	Powerup	Dream Breaker	Dilapidated Dungeon	Story related, can't miss. If you do somehow, you get a cookie.
<input type="checkbox"/>	Powerup	Slide	Dilapidated Dungeon	Story related, can't miss. If you do somehow, you get a cookie.
<input type="checkbox"/>	Small Key		Dilapidated Dungeon	Story related, can't miss. If you do somehow, you get a cookie.
<input type="checkbox"/>	Small Key		Dilapidated Dungeon	In the room with lots of locked goats, hidden in the ceiling beams above. This one is kinda challenging to reach . Epz!?
<input type="checkbox"/>	Aspect	Empathy	Empty Bailey	Near the health upgrade in the open area. Correct way requires the Cling Gem, but you can do it without.
<input type="checkbox"/>	Attire / Time Trial	Chivalry (Soldier)	Empty Bailey	Behind the gate unlocked by the lever found when getting the Empathy aspect; you can see it from the towers.
<input type="checkbox"/>	Health Upgrade		Empty Bailey	Up in a tower in the open area. Easier with Sunsetter/high jump.
<input type="checkbox"/>	Major Key		Empty Bailey	Guarded by a lot of enemies. You can snatch the key from above and leave without a fight though.
<input type="checkbox"/>	Powerup	Solar Wind	Empty Bailey	Atop one of the houses, there's a hole you can slide into.
<input type="checkbox"/>	Small Key		Empty Bailey	After entering the door in the beginning, stick to the right. There'll be a way to slide under the house.
<input type="checkbox"/>	Aspect	Clear Mind	Listless Library	In the locked door; easier to access.
<input type="checkbox"/>	Attire / Time Trial	Sweater (Sleepytime)	Listless Library	Go through the Sun Greaves path again and it's high up in the room before the Greaves room; it's p easy if you have all the movement options.
<input type="checkbox"/>	Health Upgrade		Listless Library	After you complete the Sun Greaves path, on the breakable door to the side. Hard to do with Greaves and Slide only.
<input type="checkbox"/>	Health Upgrade		Listless Library	In the locked door; in a place supposedly accessible through Cling Gem (you can get creative though).
<input type="checkbox"/>	Locked Door		Listless Library	Near the entrance, to the right.
<input type="checkbox"/>	Powerup	Sun Greaves	Listless Library	After climbing through the bookshelves. Possible with no powerups and special techniques. Break the glass, despite the dull sounding thud it does.
<input type="checkbox"/>	Attire / Time Trial	Big Pants	Menu	"Give Sybil Pants" option in the game settings menu. (No time trial)
<input type="checkbox"/>	Aspect	Clear Mind	Sansa Keep	Right near an entrance to theatre. Have to climb some odd steps.
<input type="checkbox"/>	Attire / Time Trial	A Guardian (Guardian)	Sansa Keep	In the throne room behind the chairs; get the orbs up high first since they are the hardest.
<input type="checkbox"/>	Health Upgrade		Sansa Keep	Hiding in plain sight, behind the locked door. You don't actually need to come through the door though.
<input type="checkbox"/>	Locked Door		Sansa Keep	In the big corridor, near the save point. The most useless door in the game, do not waste a key here . Do it; it's funny hehe.
<input type="checkbox"/>	Major Key		Sansa Keep	In the big corridor, the door on the left that has those black hole thingies.
<input type="checkbox"/>	Powerup	Strikebreak	Sansa Keep	In one of the save rooms; the door up high.
<input type="checkbox"/>	Powerup	Sunsetter	Sansa Keep	After the room with the iron gate you have to lower.

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<input type="checkbox"/>	Small Key	Sansa Keep	In a puzzle room where you have to hit 2 switches to open the path to it (or 1 if you're a daredevil).	
<input type="checkbox"/>	Attire / Time Trial	A Bleeding Heart (Bleeding Heart)	Tower Remains	Behind a gate opened by the lever at the very top of the tower.
<input type="checkbox"/>	Final Door		Tower Remains	Stand on the podium with all 5 major keys and it will take you to the last area.
<input type="checkbox"/>	Major Key		Tower Remains	Right next to the game's big objective.
<input type="checkbox"/>	Powerup	Cling Gem	Tower Remains	The closest you'll get to a cheat code. Pretty straightforward; path required Greaves, Sunsetter and Solar Wind, but you can ignore Sunsetter if you got shmoves.
<input type="checkbox"/>	Aspect	Aerial Finesse	Twilight Theatre	In the big open area, tucked up way up there in the corner in a ceiling beam.
<input type="checkbox"/>	Aspect	Empathy	Twilight Theatre	In the major key room, near the health upgrade behind a locked door.
<input type="checkbox"/>	Attire / Time Trial	Class (Classy)	Twilight Theatre	In the big open area with the tower; cage unlocked by lever in the very top of one of the corners of the room on a beam. You can see the lever from the cage.
<input type="checkbox"/>	Health Upgrade		Twilight Theatre	In the major key room, in the back of the Theatre on a column; I like to use an ultra slide hop to get up there.
<input type="checkbox"/>	Health Upgrade		Twilight Theatre	Behind some boxes, near the entrance to the major key room.
<input type="checkbox"/>	Locked Door		Twilight Theatre	In the major key room, way back there near the health upgrade.
<input type="checkbox"/>	Major Key		Twilight Theatre	In the center of the theatre, locked behind three switches. The bane of every speedrunner!
<input type="checkbox"/>	Powerup	Soul Cutter	Twilight Theatre	Facing the major key, the door to the left. For a leisure playthrough, I recommend getting this last. The magic cost is actually a nerf to an otherwise good combat tool.
<input type="checkbox"/>	Aspect	Heliacal Power	Underbelly	Behind the locked door.
<input type="checkbox"/>	Aspect	Marital Prowess	Underbelly	Also in the big open area, there's a green door that needs the charge attack and a jumping puzzle that needs Ascension (or a creative mind).
<input type="checkbox"/>	Attire / Time Trial	Nostalgia (XIX)	Underbelly	In the cage on the black castle in the big open room.
<input type="checkbox"/>	Health Upgrade		Underbelly	Near the entrance from the Bailey that requires Sunsetter to enter, get up that building.
<input type="checkbox"/>	Health Upgrade		Underbelly	In the ground path where there's a lot of the spinning eye guys. Behind a pillar in a little cubby.
<input type="checkbox"/>	Health Upgrade		Underbelly	Right as you enter from Sansa Keep, up in some ceiling beams.
<input type="checkbox"/>	Locked Door		Underbelly	Right after the bubbles and poles. Quite the useful aspect hidden here.
<input type="checkbox"/>	Major Key		Underbelly	Coming from the Sansa Keep entrance, keep going until a room with a small door and some enemies. Supposedly, you need the projectile powerup from Theatre too, but you can do without.
<input type="checkbox"/>	Powerup	Ascendant Light	Underbelly	Multiple ways to reach this one, but the intended one is in the big room with lots of enemies and switches to raise a platform.
<input type="checkbox"/>	Small Key		Underbelly	In the big open area, where there's a save point. Tucked away in a platform. I normally find it when doing the time trial lol.

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