

Innocent Sin DLC quest walkthrough

1. The Truth of the Demon Gentleman

The quest starts in St. Hermelin by the school gates.

Optional NPC dialogue

You can talk to the three students by the gate, another student by the entrance. If you go to the door leading out to the gym there's another student. Don't bother going to the practice building, there's nothing there. If you need to use the Velvet Room it's taken the place of room 1-7 on the first floor near the door out to the gym. Up on the second floor by 2-4 there's another schoolboy. On this floor there's a schoolgirl by the cafeteria. Up on the third floor there's a student talking to a teacher by 3-5. In the northwestern corner of the 3rd floor there's a schoolgirl.

Progress

After you've spoken to everyone you're interested in go back to the beginning, the teachers' lounge is right next to the entrance. A scene will play and move you to the Art room on the third floor.

Once the scenes are over, you'll get transported to the Netherworld version of the school, 3F.

Go along this small segment and you'll end up by some stairs, take them down to 2F area 3.

Take the southern path and enter classroom 2-13.

You will get teleported to room 2-4 in 2F area 2. Go west and walk past the other classrooms until you get to the stairs down to 1F area 1. There's a Velvet Room here if you need it. Continue down the hallway and round the corner to see Trish's Spring. Once you get to the entrance talk to Busujima to initiate the next scene and a battle against a Nisroc.

Nisroc	Level 10	HP 216			
Nulls: Fire	Resist: Light, Dark, Mind, Nerve	Repel: Nuclear	Drain:	Weak: Water	
Skills: Maragi, Confusing Dance					

Gain 33 XP, 700 yen.

Go into the courtyard which has turned into a maze. Ignore all the warp points. There is no loot nor any NPCs in this dungeon so don't bother exploring. You can make a pretty straight line east to get to classroom 1-4, just walk over the traps and keep heading east without touching any teleporters. Enter the classroom. Examine the drawing on the floor and fight Moh Shuvuu.

Moh Shuvuu	Level 12	HP 252			
Nulls:	Resist: Sword, Strike, Havoc, Light, Dark, Mind, Nerve		Repel:	Drain:	Weak: Thrown, Ranged, Earth
Skills: Zan, Magaru, Final Strike, Marin Karin					

Gain 48 XP, 770 yen.

Exit the classroom and examine the drawing on the floor next to the classroom, an Angel will spawn this time.

Angel	Level 18	HP 318			
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Nulls: Light	Resist: Mind, Nerve	Repel:	Drain:	Weak: Dark
Skills: Malaqua, Dia, Hama				

Gain 108 XP, 1230 yen.

Go south down the hallway and examine the drawing in front of the wall of desks. Fight the demon.

Camazotz	Level 28	HP 636		
Nulls:	Resist: Light, Dark, Mind, Nerve	Repel: Ranged, Thrown	Drain:	Weak:
Skills: Life Drain, Venom Needle				

Gain 261 XP, 1860 yen.

Go south, the desks have disappeared, you can get to the door leading to the incinerator area.

You will catch up to Busujima and have a fight scene.

Zaebos	Level 32	HP 789		
Nulls: Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak: Light
Skills: Twin Slash, Malaques, Hypnotic Waves				

Gain 341 XP, 2470 yen.

After the battle you will have the final cutscenes and that's the end of the scenario.

2. Gemaga SOS

You start in front of Karukozaka High.

Progress

Enter the school and go south to loot the chest by the door to the gym. Head north past the blocked stairs and past the corner, turning east. There's a Velvet Room and a healing spring here if you need it. The following room, the computer lab, is our goal but if you walk past it to the southeastern end of the hallway you can loot a treasure chest. The treasure chests contain random loot, but it's always one of these items: medicine, chewing soul, revival bead, antidote, tranquilizer.

After the scene in the computer lab, you enter the netherworld school, 1F area 1.

There are trapped magazine editors littered all over the map if you're interested.

Optional NPCs, 11x

Leave the computer room and go east until you hit two closed club rooms, go north to meet NPC 1. Go west through the doors into the small area 2 room where NPC 2 and 3 are standing. Continue west through the door and walk as far west as possible in this hallway, enter the storage room south of you for NPC 4. Continue south in this hallway and look east for NPC 5. After talking to them take the hallway south, past the Velvet Room until you get to the entrance area where NPC 6 is standing. Continue south past Trish's Spring and enter the outdoor area before the gym with NPC 7. There is nothing in the gym, backtrack all the way back to NPC 1 in the northeastern corner of the map. Walk south from here past the two closed club rooms and talk to NPC 8 outside the lab, enter the lab to meet NPC 9. Go back out into the hallway and take the doors south of the lab into area 3. Zigzag south, west, south, west so that you enter the large open space, from here go north to see NPC 10, then turn back south to the main open room, take the southwestern exit and meet the final NPC 11 near some blocked off stairs. Then proceed east, first exit south, then east to progress.

Progress

Head west to the get to a corner and turn south then turn back east until you're directly south of the computer lab. Go south and through the door to area 3. Go south as far as you can and then east to get to some blocked off stairs and an editor. Talk to him to get into a fight scene against a Satyr.

Satyr	Level 36	HP 885		
Nulls:	Resist: Light, Dark, Mind, Nerve	Repel:	Drain: Earth	Weak: Wind
Skills: Mamagnara, Confusing Dance, Pressure Point				

Gain: 432 XP, 2350 yen.

You're transported to 2F area 2. This floor is also filled with NPCs.

Optional NPCs, 9x

In the starting room by the stairs, you'll find NPC 1, take the eastern exit and continue going east until you get to the closed club rooms, talk to NPC 2, then go north and meet NPC 3 next to class 2-A. Head north again and enter classroom 2-B to talk to NPC 4, go back south the way you came to avoid pitfalls. Once you're next to the stairs again take the doors west to area 1. Go straight west to talk to NPC 5, beware the pitfall south of the traffic cone. Continue west, zigzag northwest while hugging the southern wall until you reach a dead end with NPC 6. Go back east until you're in the wider hallway and go north, take the eastern path at the intersection. Go into the large room north of you but beware the pitfalls, hug the western wall until you can see NPC 7 by the eastern wall. Walk straight east to him and then back the way you came, go west into a similar open room on the other side and enter the teachers' lounge for NPC 8. After this it's a straightforward path north and east to the stairs. Enter classroom 2-C next to the stairs for NPC 9 before talking to the person by the stairs.

Progress

To progress go west through the door to area 1, go straight west and be careful of the pitfall hugging the southern wall. Follow the path as it zigzags northwest until you get to a wall. Pick either the left or the right path, beware the pitfalls on the eastern side, and walk north and follow the path as it curves to the northwest until you get past classrooms 2-C and 2-D. Talk to the NPC by the blocked off stairs. You will battle Hoenir.

Hoenir	Level 38	HP 825		
Nulls: Ranged, Thrown	Resist: Light, Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Magarula, Twin Slash, Zionga				

Gain: 481 XP, 2240 yen.

You'll advance to the third floor, area 1.

Optional NPCs, 9x

Start with NPC 1 near the stairs, continue west and enter classroom 1 to talk to NPC 2 and 3. Follow the path all the way west to meet NPC 4. Backtrack east so that you can take the southern exit that's closer to the classroom. Go south and take the third turn west, then the first turn south. Hug the walls and head to the southwestern dead end with NPC 5. Go back to the large open room, hug the wall as you take the eastern exit. Continue east past all the poles until you get to a dead-end, go south from here and take the door to area 2. You'll enter another grid room, take the first south, round the corner, turn north for one block and east for one block turn north and then take the first

exit east to talk to NPC 6. Go north into another grid room, north one block, east one block into the deadend with NPC 7, from here go north and around the corner. Turn north in the intersection and walk north until you get to classroom 2 where NPC 8 and 9 are. Go to the stairs.

Progress

Go west, take the first turn south to avoid the pitfall. Take the third turn west, then turn south and hug the wall once you enter the large area, there are pitfalls. Stick to the edges of the room to get around to the eastern side and follow the path east, after you've walked past three poles take the next turn south and go through the door to area 2. There's a pitfall if you go forward so you have to circle around it by going up or down one block to get to the center of this grid. Then go east one block and then north to get out. Walk east past an NPC and around the corner you'll go north into another grid. This time it's north, east, talk to NPC, north again, west and then north to leave the square. Go straight up and turn west once you get to the classroom and you'll find another NPC standing by the stairs. Talk to the NPC and then battle a Rakshasa.

Rakshasa	Level 39	HP 996		
Nulls:	Resist: Physical	Repel:	Drain:	Weak: Magic
Skills: Icy Fury, Tarukaja, Balzacaia				

Gain: 507 XP, 2700 yen.

You'll move on to the fourth floor, area 2.

Optional NPCs, 5x

There are two NPCs in the area near the stairs. Take the southeastern exit and go south one block, then west, south, and west again to talk to NPC 3. Continue west and fall down the pitfall in the center of the room. Walk straight west from your landing spot to fall down another floor to 2F. Hug the walls and take the western exit into a large open space, there are stairs leading up in the northern corner. Then take the stairs up again to 4F. Go east from the large room into the hallways, follow the path north, then west and eventually it turns south into a four-way intersection. Take the western path and go south around the corner, continue south into a large open room. Take the southeastern exit. Take the turn south and talk to NPC 4 near classroom 1. Beware the pitfall next to the eastern door into the classroom, backtrack up to the intersection. Take the eastern path this time, then the southern corridor, continue east, follow the path as it turns north and then west and talk to NPC 5 next to the blocked off stairs.

Progress

Head southeast Keep going south until you get to classroom 2. Talk to the NPC in the classroom to initiate a fight against Aeshma.

Aeshma	Level 42	HP 951		
Nulls: Light, Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak:
Skills: Agidyne, Freila, Mamudo, Magic Seal				

Gain: 588 XP, 2960 yen.

You will go up to the roof to fight a Lucifuge in the guise of a Maskist.

Lucifuge	Level 46	HP 1056		
Nulls: Magic	Resist:	Repel:	Drain:	Weak: Physical

Skills: Tetrakarn, Makarakarn, Grydyne, Magic Seal

Gain: 705 XP, 7120 yen.

End of scenario.

3. Persona 2 Dark Shadow: Part 1

You start in St. Hermelin by the entrance.

Optional NPCs, 6x

NPC 1 and 2 are right by the entrance. Go north to get to the stairs, walk up to the third floor. Talk to NPC 3 and 4 by the library, just south of the stairs. Go into the northeastern wing and talk to NPC 5 and 6 outside classroom 3-3. These NPCs will continue being available for the whole scenario. All others are met in the classrooms where events occur and aren't missable as such.

Progress

Enter the principal's office next to the entrance. After the scene is over, head straight to the courtyard for the next scene. After the scene you can talk to the three boys in the courtyard, then go upstairs to class 2-6, southern wing. Talk to the two gossiping students and head into the empty classroom next door. Go west to the home ec room near the stairs. Talk to the two girls in the home ec room and head up to the third floor and enter the art room by the stairs. Go down to 2-4 in the north wing. Fight a Nisroc.

Nisroc	Level 10	HP 216		
Nulls: Fire	Resist: Light, Dark, Mind, Nerve	Repel: Nuclear	Drain:	Weak: Water
Skills: Maragi, Confusing Dance				

Gain 33 XP, 700 yen.

End of scenario.

4. Persona 2 Dark Shadow: Part 2

You continue where you left off at classroom 2-4 in St. Hermelin.

Progress

Talk to heeho-kun for guidance. Go down to the first floor and go out to the gym building, head to the club rooms, talk to the three students and enter the fencing room. Battle the demon.

Zaebos	Level 32	HP 789		
Nulls: Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak: Light
Skills: Twin Slash, Malaques, Hypnotic Waves				

Gain 341 XP, 2470 yen, Blue Dragon Blade.

Go back to the main building and talk to jack frost for directions. Go up to the second floor and talk to the students by the cafeteria before entering. After the scene you'll have a combat encounter.

Demon king	Level 34	HP 903		
Nulls: Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak: Light
Skills: Triple Down, Sharpshoot, Gryva				

Gain: 1105 XP, 1560 yen, Brenten.

Talk to frosty for info. Go up to the third floor, the central part. Talk to the gossiping students and enter the open room. Fight the demon.

Satyr	Level 36	HP 885		
Nulls:	Resist: Light, Dark, Mind, Nerve	Repel:	Drain: Earth	Weak: Wind
Skills: Mamagnara, Confusing Dance, Pressure Point				

Gain: 432 XP, 2350 yen, Scramble Case.

Talk to heeho and go next door to the student council room. Then ask Jack for directions once more and head back to the gym. Talk to the students and enter the storage room. You'll have another demon to fight.

Rakshasa	Level 39	HP 996		
Nulls:	Resist: Physical	Repel:	Drain:	Weak: Magic
Skills: Icy Fury, Tarukaja, Balzacaia				

Gain: 507 XP, 2700 yen.

Go back to the main building and check in with Jack and head to the infirmary, first floor near the southwestern corner. Talk to the boy. Go up to the third floor, talk to the students outside the library before going in. After the scene you can talk to the four students in the hallway before entering the Art Room next door. Last combat encounter.

Aeshma	Level 42	HP 951		
Nulls: Light, Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak:
Skills: Agidyne, Freila, Mamudo, Magic Seal				

Gain: 588 exp, 2960 yen

End of quest.

5. Persona 2 Dark Shadow: Part 3

You start in St. Hermelin - other world

Walk down the hallway until you get to classroom 3-2. You'll have a fight after the scene.

Lucifuge	Level 46	HP 1056		
Nulls: Magic	Resist:	Repel:	Drain:	Weak: Physical
Skills: Tetrakarn, Makarakarn, Grydyne, Magic Seal				

Gain: 705 XP, 7120 yen.

Go north past the club rooms.

Optional NPCs, 5x

Enter the westernmost door and talk to NPC 1, go back and pick the central door this time, talk to NPC 2 and pick the warp point furthest to the east, you'll be teleported, go north and talk to NPC 3, go back down where you came from. Head west as far as you can and up into the hallway, pick the warp on the right. You end up next to NPC 4, go east as far as you can and south into a warp takes you to an area with an SP trap. Walk north over the trap, not the warp! You'll see four warp points ahead of you, take one of the two middle ones. You'll end up near NPC 5, talk to him and walk north to Mr Girimehkala.

Progress

Take the eastern most door to the maze, take the eastern most warp point, you get teleported, go north and tank the blue xp trap and enter the one of the two middle warps, get teleported and head east until you hit the wall, go south until you're at the opening and talk to the student, hug the southern edge (there's a pitfall north of the student) and then go north. Talk to the demon.

Girimehkala	Level 55	HP 1305		
Nulls:	Resist:	Repel: Physical	Drain:	Weak: Magic
Skills: Ziodyne, Mafui, Megido, Tackle				

Gain: 1008 XP, 3920 yen.

You end up next to class 3-16, go around the hallway to enter 3-18 for the next scene.

Tzitzimitl	Level 59	HP 1449			
Nulls: Light, Dark	Resist: Mind, Nerve		Repel:	Drain:	Weak:
Skills: Gigantic Fist, Mamagnadyne, Bufudyne, Hypnotic Waves					

1160 XP, 4710 yen.

Walk past the velvet room and healing spring and go into classroom 3-3 around the corner.

Ouroboros	Level 62	HP 1572			
Nulls:	Resist: Magic	Repel:	Drain:	Weak: Strike, Havoc	
Skills: Poison Breath, Skewer					

Gain: 1281 exp, 4260 yen.

You'll get moved to the corridor around 3-7. Go west into 3-9.

Ah Puch	Level 66	HP 1572			
Nulls:	Resist: Mind, Nerve	Repel: Light, Dark	Drain:	Weak:	
Skills: Deathbound, Mudoon, Megidolaon, Earth's Anger, War Cry					

Gain: 1452 exp, 4790 yen

You get put in a new hallway, follow it and take the stairs down. Go into classroom 2-14.

After the scene head west down the stairs to 1F, walk past the velvet room and healing spring and enter the courtyard for another maze. Go as far south as you can, tank the trap, then east through a door, tank the poison trap. Continue east and turn north, enter room 1-4. the maze is huge but there is absolutely nothing there and no reason to explore.

Alice	Level 80	HP 4500			
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical		Repel:	Drain:	Weak:
Skills: Megidolaon, Omega Cluster, Another Dimension					

Gain: 60.000 XP, 5600 yen.

Gain: 777-Pronged Sword, Quasar Launcher, High Jet Knuckle, Super Nambu 100, Fury Flora.

End of scenario.

6. Hanako of the toilet

You begin in front of Karukozaka High.

Talk to all students in front of the school, the boy furthest to the left will advance the plot. You can talk to everyone again afterwards if you like. Enter the building. The scene concludes with a battle against Hoenir.

Hoenir	Level 38	HP 825			
Nulls: Ranged, Thrown	Resist: Light, Dark, Mind, Nerve	Repel:	Drain:	Weak:	
Skills: Magarula, Twin Slash, Zionga					

Gain: 481 XP, 2240 yen.

You're now on the first floor of Karu High, you need to go to the computer lab up north to advance the plot. You'll walk past a velvet room, turn east and follow the corridor as it turns north until you get to a door. Walk through it to area 2. Talk to the schoolgirl and go through the eastern door to the other part of area 1. Follow the corridor south and take the first turn west and go northwest to get to the computer lab. You'll have an argument with a nerd who turns into a Takshaka.

Takshaka	Level 43	HP 1068			
Nulls: Light, Dark, Mind, Nerve	Resist: Physical, Magic	Repel:	Drain:	Weak: Elec	
Skills: Venom Bite, Photon Cannon, Dust Cloud					

Gain: 616 XP, 2940 yen.

Your next destination is the drama club on the second floor. Go around the pc lab so you're directly south of it and head south through the door to area 3. Go as far south as you can and then a bit east to find the stairs up to the second floor. After climbing the stairs talk to the schoolgirl. Go east and then turn north to enter the drama room. You will have a confrontation with a girl transforming into Melchizedek.

Melchizedek	Level 43	HP 1053			
Nulls:	Resist: Mind, Nerve	Repel:	Drain:	Weak: Dark	
Skills: Garudyne, Double Pierce, Media, Mahama					

Gain: 616 XP, 3130 yen.

Next go up to the third floor, classroom 1. Backtrack to the stairs and head west through the door to area 1 this time. Walk straight west, be careful of the pitfall on the southern side of the wall. Keep going northwest until you get to an intersection where you pick the left path and go north. Continue northeast to the stairs. Talk to the girl. Enter the first classroom to the west. Talk to the boy who turns into Ares.

Ares	Level 50	HP 1278			
Nulls:	Resist: Fire, Light, Dark, Mind, Nerve	Repel:	Drain:	Weak: Water	
Skills: Twin Slash, Agidyne, Balzac					

Gain: 833 exp, 3530 yen.

You need to go to classroom 2 on 4F. You have to go through all of 3F to get there. Go west and take the first turn south, third right/west. first south, hug the wall and go east, fourth turn south and go through the door to area 2. First left up north, around the corner, then south for one block, the east

one block then north as far as you can. East as far as you can, north around the corner, first turn right to go further north, go west at the end to the stairs. Go up to the fourth floor, talk to the student and take the path as far south as possible to classroom 2. Talk to the student who turns into a Cerberus.

Cerberus	Level 51	HP 1293			
Nulls: Earth	Resist: Light, Dark, Mind, Nerve	Repel: Ice, Elec, Nuclear	Drain:	Weak: Wind	
Skills: Feral Bite, Fire Breath, High Pressure					

Gain: 867 XP, 3720 yen.

Next is classroom 1 on the fourth floor. Take the northwestern path up to get to the pitfall to get down faster. You fall down to 3F, go west to fall again to 2F. Hug the walls and take the western exit, then go up the stairs. Then up again to 4F. Take the easter path, follow it as it turns north and then west. At the crossing take the western turn and go south. In the big chamber take the southeastern path and go southeast until you get to the classroom. The teacher tells you to find the science room, it's on the first floor. Go east and down the hole, go northeast into the grid room and fall down the hole. Take a couple steps to the side to fall down to the first floor. You'll be in area 3. Go all the way east, then north through the door and into the science room. You'll meet Hanako who turns into Tzitsimitl.

Tzitzimitl	Level 59	HP 1449			
Nulls: Light, Dark	Resist: Mind, Nerve		Repel:	Drain:	Weak:
Skills: Gigantic Fist, Mamagnadyne, Bufudyne, Hypnotic Waves					

1160 XP, 4710 yen.

End of scenario.

7. Mr. Mafia's here for articles

You are dropped outside the teachers' lounge of St. Hermelin.

Optional NPCs, 4x

NPC 1 is right next to the door to the courtyard, go north to talk to NPC 2 by the northwestern staircase. Go east and talk to NPC 3 by class 1-4. Back track and get to the southern wing and talk to NPC 4 outside classroom 1-5 before entering.

Progress

Go south and enter classroom 1-5. You will have some combat after the scene.

Ah Puch	Level 66	HP 1572		
Nulls:	Resist: Mind, Nerve	Repel: Light, Dark	Drain:	Weak:
Skills: Deathbound, Mudoon, Megidolaon, Earth's Anger, War Cry				

Gain: 1452 exp, 4790 yen

Followed by a second battle.

Fenrir	Level 70	HP 1374			
Nulls: Fire, Light, Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak:	

Skills: Firestorm, Stun Bite, Frenzy, Tackle

Gain: 1121 XP, 4120 yen.

Optional NPCs, 5x

Talk to the boy next to 1-5 again. Go up the nearby stairs, go east and talk to NPC2 outside 2-6.

Backtrack and walk north and talk to NPC 3 by the home ec room, continue north and talk to NPC 4 by the cafeteria, go all the way northeast to talk to NPC 5. Backtrack to 2-2 to progress.

Progress

Go up to 2-2 to advance the plot.

Optional NPCs, 4x

Go up to the third floor, and talk to the NPCs in the southern wing. NPC 1 and NPC 2 are next to classroom 3-5. Continue east and talk to NPC 3 outside 3-7. Backtrack and go north up to the library, talk to NPC 4. Enter the library.

Progress

Go up to the library on the third floor.

Alice	Level 80	HP 4500			
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak:	
Skills: Megidolaon, Omega Cluster, Another Dimension					

Gain: 60.000 XP, 5600 yen.

Gain: Tailored Suit, Demand Guard.

End of Scenario.

8. Blossoming rumors and dreams

You begin the quest at the entrance of Karukozaka High.

Optional NPCs, 3x

Talk to Tamaki by the entrance. Go south to loot a treasure chest by the gym entrance. Go north and talk to NPC 2 by the stairs. Use the western stairs to go all the way to the 4th floor and walk down the western wing to talk to NPC 3 by the empty room. Go back down to 2F to enter the teachers' lounge.

Progress

Go north and take the stairs up, enter the teachers' lounge.

Optional NPCs, 5x

Walk over to the eastern wing of 2F to talk to NPC 1 and 2 by open room 2. Go all the way south and loot the treasure chest. Backtrack north and go down the stairs and talk to Tamaki next to the lab. Go up the stairs until you get to the third floor, talk to NPC 4 by the stairs. Walk west to get to class 2-G. Talk to the boy first (NPC5), then the girl.

Progress

Go up to the third floor and enter classroom 2-G. Talk to the girl. You are moved to the netherworld version of the school. Go east and take the stairs down for a flashback. Let yourself be funnelled by the helpful traffic cones until you fall down a hole down to the first floor. Go as far east and north as you can until you get to a door, walk past the lab and the sumo club heading north until you get to a door to initiate the next flashback. You're now in area 2 of 1F. Go west through the door, turn south, go around the corner west until a new southern path opens up. Walk past the velvet room, pick up the treasure by the shoe lockers, walk south past the healing spring and towards the gym for the next scene.

Phoenix	Level 54	HP 1149			
Nulls: Fire, Light, Dark	Resist: Mind, Nerve		Repel:	Drain:	Weak:
Skills: Assault Dive, Fire Breath, Maragion					

Gain: 972 exp, 3640 yen.

End of scenario.