

## SPOILERS AHEAD. FOR VERSION 1.11 RELEASED IN OCT 22

Important things in each floor:

1F: bonfire, 1 ogre (key bearer)/ 1 green door

2F: Nanny is here (day 1), 2 oak/2 green door, 2 chest

3F: bonfire, H with zombie, 2 oak/2 green door, 2 chest

4F: 1 zombie, 1 fallen adv

5F: bonfire, 3 f zombie, 2 green door, 2 chest, 1 black chest (witch shield)

Sacrifice room: boss

Former Garrison of Knights of Silver Order: bonfire, chest, Nanny trapped. Day 1~2: alive, Day 3~4: half dead (rescue and find in brothel), day 5~6: slave market, day 7: zombie.

6F: 1 chest, 2 ogre/2 yellow door

7F: 1 jailed slave, 1 fallen adv, 1 mimic ass, 1 trap floor (to 8f), 1 yellow door

8F: bonfire, magic bridge (yellow key), chest, 1 adv (change teleport scroll for bow)

9F: yellow door, 4 allaune, 1 fallen adv, 1 black chest (witch bow), chest

10F: bonfire, chest, 4 allaune, 2 yellow door

Devil nest: boss, use arrow

Forgotten prison: bonfire, trap chest, Sieve (adventurer). Day 1~4: alive, you can save; Day 5~6: brothel; Day 7~8: half dead, slave market; Day 9: zombie.

11F: 1 fallen female adv, 1 rogue (blue key)

12F: 1<sup>st</sup> encounter with Esther (mage), 1 rogue, 1 trap chest, chest, trap floor to hideout entrance (13F).

13F: bonfire, hideout entrance (access to 14F), 2 female zombie, 1 rogue.

14F: 2 rogue, chest. Hideout: Shestin. Day 1~6: alive; Day 7~8: blindfolded (brothel); Day 9~10: faint/hollow (slave market); Day 11~12: half dead (slave market); Day 13: zombie.

15F: bonfire, 1 fallen adv, 1 wall ass, 1 rogue, 2 zombie, 1 female rogue, 1 black chest (witch armor)

Dark botton: boss, shoot with arrows. Get the hideout key as reward.

Underground Hot Springs: bonfire, H event

16F: 1 cerberus (red key)

17F: 1 Cerberus, fallen adv, chests

18F: bonfire, 1 cerberus, 1 harpy, 1 mimic, chest

19F: 1 fallen adv, black chest (witch sword), chest (flamberger)/blow the crack, harpy, Cerberus

20F: bonfire, 9 adv (5 man, 4 woman, enemies in rogue route), Cerberus, wall ass, 1 fallen female adv

Dragon nest: boss, use dragon slayer sword (find in southwest), bombs, or just kill it if the character is overpowered. HP: ~4000

Stone room: bonfire, Esther (wont appear in rogue route), DON'T approach tentacles (remove your gear). Esther: Day 1~9: alive; Day 10~11: mind lost (brothel); Day 12~13: half dead (slave market); Day 114: zombie.

21F: 1 golem (purple key)

22F: 3 golem (3 door), chest, portal de treasure/puzzle room (the pillars are the key) 4 black chest (fortune ring, holy ring, G replica, excalibur replica), access to breeding room in 23F, get the pregnancy pill

23F: bonfire, succubus, frozen rogue, 1 golem, 2 zombie (rogue, female adv)

24F: bonfire, 3 lamia, 3 black chest (witch ring, world fruit, creikin), 2 golem, 2 succubus, trap chest, 1 petrified slave

Ancestral Flame: bonfire. boss. Captain in Normal end (without help)/True end (with help). In Rogue route, will fight 4 girls

Abyss: Anne location. Cross the bridge: boss (witch replica, defeat the 3 orbs and attack the body). Anne: Day 1~12: alive (normal route/brothel); Day 13~14: half dead (slave market); Day 15: zombie

Options: (couldn't translate)

Select the genital display opacity for the H-scene: Adjustable from 0 to 10. 0 is completely transparent, 10 is completely opaque.

Please choose the zombies skin color: Dead (blue skin) default, Sleeping style (normal skin color), Early Deceased (pale skin)

The brightness of the player's lantern in the dungeon: 0 for none, 1 for dim, 2 for normal, 3 for bright.

Graphics quality: 0 for none, 1 for low, 2 for medium, 3 for high

Do you want to display a sectional view of the H-Scene?

During H-scene, do you want to display the zoom of the insertion zone?

Choose a male genital type for the H scene: real type (off), Black silhouette type (ON)

In some H scenes of 5 main heroines: Do you want to play naughty sounds?

Display correction

Extra:

Get the hideout key by defeating kraken (after 15F)

Magic door (gold) only can be opened if you equip witch ring

Get Kuon Ice beating the Frost (rare monster) in 23F, where you find a frozen prisoner

Get Cockatrice egg by killing Cockatrice (rare monster) in 24F, where you find a petrified prisoner

Get pregnancy pill in 23F (access by 22F)

Carbuncle (rare monster): MIGHT appear in 4F, 8F, 15F, 20F, 22F. Its like a small cat. Harmless. Kill to insta level up.

Slave market: 08:00 ~12:00.

Punish captives: 08:00~12:00. After that, will be gangbanged by the npc until 17:00

To register in memories: watch the EV and save it.

Rogue and Female Adv WILL NOT turn undead. You can find their zombies in 23F.

Nanny: Day 1~2: alive, Day 3~4: half dead (rescue and find in brothel), day 5~6: slave market, day 7: zombie.

Sieve (adventurer). Day 1~4: alive, you can save; Day 5~6: brothel; Day 7~8: half dead, slave market; Day 9: zombie.

Shestin. Day 1~6: alive; Day 7~8: blindfolded (brothel); Day 9~10: faint/hollow (slave market); Day 11~12: half dead (slave market); Day 13: zombie.

Esther: Day 1~8: alive; Day 9~10: mind lost (brothel); Day 11~12: half dead (slave market); Day 13: zombie.

Anne: Day 1~12: alive (normal route/brothel); Day 13~14: half dead (slave market); Day 15: zombie

In Underground Hot Springs: 7 jail available, Allaune and Brown slave zombie will be here by default. Defeat and sell succubus, lamia, harpy, rogue zombie, mob female adv zombie to fill the rooms. DLC: yuki onna, zombie little girl, marionette, cat girl

Ending:

Rogue route: rape first 2 main heroine, rob/rape fallen adventurer until 15F (4F, 7F, 9F, 11F, 15F) before Kraken fight, leave the dungeon...

Why choose rogue route: ALL five heroine in the dungeon, jailed plus heroines punishment

True end: Save all 5 main heroine

Why choose True end: ALL five heroine consensual sex, plus homunculus and witch punishment

Bad end: lose the battle in the Abyss

Normal: let some main heroine to die

Why choose Normal end: ALL five heroine in brothel/slave market

Unsolved mysteries:

How to get a bigger bottle

DLC:

True ending: Get 4 loli + 1 shota: Nanasee, Melta, Beth, Ronnie, Loris.

Rogue ending: For status like petrified, frozen, pregnant, get in rogue ending, by have Ronnie, Loris imprisoned in the hideout

Nanasee + Melta: For the first too, donate 100k to the orphanage, they will ask if you want to adopt for 10k each one. Nanasee is in the Rogue boss room. Nanasee day 1 ~ 7 "normal", day 8 ~ 9 after raped, day 10 dead chained

Beth: wait the nighttime, will find her selling "flower" near to your house. Do a couple times and invite to live together

Ronnie and Loris (twins): in the underwater tunnel

Abandoned stone road: access by stone room (pay the fee to build a ladder). Little zombie girl

Endless maze: cat girl

Graveyard of marionette: boss room, marionettes

Underwater tunnel: Ronnie, Loris. Day 1 ~ 10 alive, Day 11 ~ 13 dead (in the slime), day 14 zombie

