

Story Guide

By Day, Edited by Aaron

Introduction

The goal in the Story Mode is to reach different Endings, some of those are “official” and get you a CG in the index, others are unofficial and don’t, regardless of which they are, they will always grant rewards to make the Story Mode easier for you. And this is why this Guide is made, to help you reach those Endings.

Basics

Souls: Unlike in the normal mode, souls are used to invade and to corrupt heroes, invading costs 1 soul per grade(stars) of the monster, you get a base amount of souls every day, you also get souls for heroes that invade you, and die.

Gold: Like in the Normal Mode Gold is a currency, but in this mode, it’s only used to purchase Monsters, purchase Facilities, and enhance Facilities..

Days: Unlike in the Normal Mode, here the days are a Countdown, and once you are at 0 the run ends.

Notoriety: Notoriety, increases the chance of heroes invading, it also increases the strength of the heroes invading, and the amount of heroes invading, which can assist you greatly in getting more Gold/Souls.

Hire Monsters: Here you can buy monsters, the more gold you spend here, the stronger the Monsters you can buy get, resets after every run.

Manage Facility: Here you can buy and enhance facilities, the facilities you can buy do not reset, aka. if you unlocked to buy for example the absolute, you also unlocked it for your future runs.

Successions: Successions work slightly differently here, first of all Monsters keep everything they had in the previous run, including level, elite status, grade increases, skills, aka. you can just grind a monster to a high level and stomp with that through the Story **BUT** you cannot succeed C.Heroes AND you have to unlock this by getting different Endings

Recommendation: Zombies

Also unlike in Normal Mode, Monsters can die permanently, so be careful in case of too strong bases

Guide

First of all we will do the 2 unofficial Endings, because those are the easiest to accomplish

Unofficial Ending 1 - Defeated: This ending is the first one you should do because it's the easiest to do, all you have to do is push your Notoriety slightly, and if you get invaded by heroes **INTENTIONALLY LOSE**

Reward: Succession +1

Unofficial Ending 2 - Timeout: This Ending is also very very easy to complete, you just need to not get any other Ending, the simplest way is to rest 40 times

Reward: Unlock the DL Dark Lord

Recommendation: Farm up 1 succession monster while going for this Ending(either a monster with a good skill set, or otherwise decent monsters for invading early.

E.g. I use zombie, if you can get a zombie with Shield Bash, you basically have one of the strongest successions in that mode), by destroying/pillaging the same place over and over again (preferably town, because it's open at start, and has better C.Heroes for the future, because this will be a general strategy for a few other Endings).

Afterwards I would quickly farm the DL Dark Lord to level 10 in a normal mode run, simplest way is Myth 3, Full crowd, a few challenges, withdraw after 1 day, head back to Story Mode. And we now have a good Foundation to get the other Endings.

Secretary Ending - A Trip For Two

Rest thrice after spending 50k Gold.

Strategy: This is the first Challenge where you actually need a Strategy. We do the same thing as in my Recommendation above, since you now start at level 10 and have a succession you can just permanently invade the same place over and over and keep destroying it, this will increase your Notoriety faster and faster, which is your Goal.

After you gathered 250-1000 Gold i recommend you to set up a couple of Battle Rooms down, especially in front of the DL Entrance, and in front of the altar/prison if they are in their starting positions, and the rest is just a matter of where and when you spend the 50k gold, simplest way is to just do all of it at once, by for example enhancing rooms, or perhaps IF you already unlocked extraction or laboratory, you can place those down to farm your monsters into Elites or Grade 5 (5 Stars).

Keep in mind that you also have to rest 3 times after you spend the 50k gold, so try not to buy any rooms or monsters besides the first initial purchase in between (especially for monsters, otherwise you might not make the 50k gold spend + 3 rests).

Reward:

Succession +1

+40 Days

Shaman Endings

For the first time for doing either, +40 days and dungeon expansion.

Shaman Real Ending - The Bloody Dark Lord 1

Trigger: Invade Mysterious Town

Choices:

Do Dialogues

1) Stop.

Do more Dialogues

2) Feed her well, and let her rest fully.

Do even more Dialogues

3) I will go alone.

4) I must retreat

5) Fine. Help them all.

Invade Bloodied Town.

Dialogues

6) Give her the bracelet

Reward: Succession +1

Shaman 2nd End - The Bloody Dark Lord 2

Trigger: Invade Mysterious Town

Choices:

Do Dialogues

1) Stop.

Do more Dialogues

2) Feed her well, and let her rest fully.

Do even more Dialogues

3) I will go alone.

4) I must retreat

5) Fine. Help them all.

Invade Bloodied Town.

Dialogues

6) Tell her to get some rest.

Reward: Succession +1

Luna Endings

If you get either Ending for the first time, Dungeon expansion and +40 Days

Trigger: Invade and destroy the City, until you got 2 Events with Luna, this will cause Luna to invade your Dungeon, afterwards, just destroy a few other things, get invaded, destroy other things, get invaded, eventually you will capture Luna and unlock the Dialogue option

Luna Real Ending - Devil Stone Activation 1

Guide: Choices only matter if you get actual Choices, so i will only include the actual Choices that matter.

1) Fine. Let us go together.

Invade the Shadow guild once you can no longer do Dialogues with Luna

2) We confirmed the Devil Stone's existence. It is no matter.

3) Fine. But only on the condition that you find the Devil Stone.

4) Watch.

Invade Shadow Border once you can longer do Dialogues with Luna.

5) Luna.

Reward:

Awakened Dark Lord

Succession +1

Luna 2nd End - Devil Stone Activation 2

Guide:

1) Fine. Let us go together.

Invade the Shadow guild once you can no longer do Dialogues with Luna

2) We confirmed the Devil Stone's existence. It is no matter.

3) Fine. But only on the condition that you find the Devil Stone.

4) Watch.

Invade Shadow Border once you can longer do Dialogues with Luna

5) Devil Stone.

Reward: Succession +1

Queen Endings

Trigger: Invade the Castle multiple times, until you unlock Royal Palace, invade Royal Palace multiple times, until you get 3 Choices.

Queen Ending 1 - A New Beginning

Choices

1) Enough of this nonsense! Capture Her.

Invade Corrupted Town repeatedly until

2) Inform her and tell her to join the attack.

Invade Rebel Base afterwards do random invades until you get the Cutscene A New Clue

Afterwards, invade Corrupted Test Town repeatedly until you get a unexpected Ally

BEWARE YOU WILL UNLOCK DIALOGUE WITH THE QUEEN, DO NOT DO THEM, THIS WILL CHANGE YOUR PATH

Instead invade Corrupted Fortress repeatedly

Invade Corrupted Lab Outside

Invade Corrupted Lab Inside

Invade Corrupted Lab

Invade Invaded Royal Palace

Edit: Apparently this part was finally fixed, you do not have to do the Dialogue options at all

Afterwards, do the Dialogue Options with Queen (don't ask me how that works)

This will unlock another new Dialogue with Queen which will lead you to the End

Reward:

Transcended Dark Lord

Succession +1

Queen Ending 2 - Another Life

Choices

1) Enough of this nonsense! Capture Her.

Invalidate Corrupted Town repeatedly until

2) Inform her and tell her to join the attack.

Invalidate Rebel Base afterwards do random invades until you get the Cutscene A New Clue

Afterwards, invalidate Corrupted Test Town repeatedly until you get a unexpected Ally

This time, do the Dialogues.

Invalidate Corrupted Fortress Once to unlock Small Imperial Town, then invalidate it.

Invalidate Corrupted Fortress repeatedly

Invalidate Corrupted Lab Outside

Invalidate Corrupted Lab Inside

Invalidate Corrupted Lab

Invalidate Invaded Royal Palace

Dialogue with Queen

3) Revive the queen

Reward: Succession +1

Queen Ending 3 - Charge Toward the Empire

1) Enough of this nonsense! Capture Her.

Invalidate Corrupted Town repeatedly until

2) Inform her and tell her to join the attack.

Invalidate Rebel Base afterwards do random invades until you get the Cutscene A New Clue

Afterwards, invalidate Corrupted Test Town repeatedly until you get a unexpected Ally

This time, do the Dialogues.

Invalidate Corrupted Fortress Once to unlock Small Imperial Town, then invalidate it.

Invalidate Corrupted Fortress repeatedly

Invalidate Corrupted Lab Outside

Invalidate Invaded Royal Palace

Dialogue with Queen

3) Collaborate with the Queen (I don't remember what the option says)

Reward: Days +40

Dark Lord Ending - Revenge, and...

Goal: Survive more than 120 days

Strategy: Just spam rest

