

LABYRINTH

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graph TD; A[LABYRINTH] --> B[It has 5 levels, each with a different monster you can fuck—but only after you defeat it. Beating a monster earns you gold and items.]; B --> C[Level 1 = Goblin]; C --> D[Level 2 = Cow]; D --> E[Level 3 = Succubus]; E --> F[Level 4 = Vampire]; F --> G[Level 5 = Dragon];
```

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Level 1 = Goblin

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Level 3 = Succubus

Level 4 = Vampire

Level 5 = Dragon