

# E11 - The Dead's Lament Stratum

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[00:02] Lammis**

The Dead's Lament stratum?!

**[00:06] crow**

Fools! Fools!

**[00:06] Kerioyl**

Yeah. We're planning a campaign there,  
so would you guys like to take part?

**[00:12] Hulemy**

I think that stratum is filled with creepy  
things like corpse fiends and skeleton fiends.

**[00:19] Lammis**

Are you really going there?

**[00:21] Kerioyl**

That's the plan. You wouldn't have time?

**[00:24] Lammis**

No, it's not that...

**[00:28] Hulemy**

Lammis, you've always been bad  
with scary stories and such.

**[00:32] Hulemy**

You're afraid, aren't you?

**[00:33] Lammis**

N-No I'm not!

**[00:34] Lammis**

I'm not a child anymore, so it's fine!

**[00:38] Kerioyl**

Oh, you can't handle scary stuff.

**[00:40] Kerioyl**

But the enemies there are just moving  
corpses, skeletons, and ghosts.

**[00:46] Kerioyl**

No sweat!

**[00:47] Filmina**

Captain, it's typical for those to be scary.

**[00:51] Filmina**

Not everyone has your nerves of steel.

**[00:57] Hulemy**

Everything I know, I've heard secondhand,

**[01:01] Hulemy**

but what kind of place *is*  
the Dead's Lament stratum?

**[01:04] Filmina**

Let's see.

**[01:06] Filmina**

The sky is constantly covered in thick  
cloud, lightning flashes, it's chilly,

**[01:12] Filmina**

and there are gravestones all over the  
place that look ready to fall apart.

**[01:17] protagonist**

*I didn't know Lammis had this  
much trouble with scary things.*

**SIGN** Reborn as a Vending Machine, I Now Wander the Dungeon

**SIGN** The Dead's Lament Stratum

**[02:55] crows**

Fools! Fools!

**[02:58] Kerioyl**

Lammis, are you scared for real?

**[03:01] Lammis**

O-O-Of course I'm not!

**[03:04] Lammis**

I'm not some child who's afraid of ghosts!

**[03:07] Hulemy**

Take it easy.

**[03:08] Hulemy**

When you were a kid,  
all it took was a scary story,

**[03:11] Hulemy**

and you couldn't venture  
to the bathroom all night.

**[03:13] Lammis**

Hulemy!

**[03:15] Lammis**

You don't have to bring  
up the ancient past.

**[03:18] Kerioyl**

But if Lammis can't go, the question  
becomes, "Who's going to carry Boxxo?"

**[03:24] Kerioyl**

Nobody in our current group  
has that kind of strength.

**[03:28] Filmina**

That is true.

**[03:29] Filmina**

If Boxxo does not accompany us,

**[03:32] Filmina**

a long-term campaign becomes  
impossible due to food issues.

**[03:36] Kerioyl**

The stratum lord there isn't  
just going to sit in one place,

**[03:40] Kerioyl**

so searching for it won't be easy.

**[03:43] Kerioyl**

Besides...

**[03:45] Lammis**

W-Wait a minute!

**[03:46] Lammis**

I never said I wouldn't go!

**[03:49] Lammis**

I'll be totally fine!

**[03:51] Lammis**

In fact, I'm *good* with scary stuff!

**[03:54] Hulemy**

Then you should be fine going  
to the Dead's Lament stratum.

**[03:58] Lammis**

S-Sure...

**[04:00] Kerioyl**

Cool, that decides things!

**[04:03] Kerioyl**

Okay, we'll go on ahead.

**[04:05] Aka**

We'll be along as soon as things are ready.

**[04:09] Lammis**

What about Filmina?

**[04:11] Kerioyl**

She's not going this time.

**[04:13] Shui**

The vice captain's easily frightened.

**[04:16] Aka/Shiro**

Yep, yep.

**SIGN** ho ho ho ho

**[04:20] Lammis**

No fair.

**[04:34] Kerioyl**

Here we are.

**[04:36] Kerioyl**

And here we'll stay for a while.

**[04:38] Lammis**

W-W-W-W-We're going to camp here?!

**[04:41] protagonist**

*She's such a chicken,  
she's practically clucking.*

**[04:44] Kerioyl**

Say the word anytime if  
you can't take anymore.

**[04:47] Kerioyl**

We'll go back to Clearflow Lake stratum.

**[04:50] Lammis**

Wh-Wh-Whatcha talkin' 'bout?!

**[04:53] Lammis**

Ah'm fine!

**[04:55] Kerioyl**

Okay, in we go.

**[05:07] hostess**

Welcome.

**[05:09] hostess**

I've been waiting for you.

**[05:16] hostess**

Oh?

**[05:17] Kerioyl**

Oh, man.

**[05:19] Kerioyl**

It's *that* big a problem for her?

**[05:21] Hulemy**

Believe it or not, it was  
worse when we were kids.

**[05:25] Hulemy**

We can carry Lammis to  
her room, but what about Boxxo?

**[05:33] Kerioyl**

Oh! Thanks, Boxxo!

**[05:35] Kerioyl**

Ma'am, do you mind if we set  
Boxxo up in front of the inn?

**[05:40] hostess**

No.

**[05:41] hostess**

He must be the much-talked-about  
magic item with a mind of its own.

**[05:48] hostess**

What a mystery.

**[05:52] Hulemy**

You know, Lammis has always been like that.

**[05:56] Hulemy**

Tell a scary story, and she'd cover  
her ears and start shouting.

**[06:02] Hulemy**

It takes me back.

**[06:04] protagonist**

*She's grumbling about her,  
but these two are quite close.*

**[06:08] protagonist**

*At times, they're like sisters.*

**[06:11] Hulemy**

Usually she'd have run for it by now,

**[06:14] Hulemy**

but it looks like she can't  
bear to leave this time.

**[06:17] protagonist**

*I wonder if she's trying to put up with it*

**[06:19] protagonist**

*because she thinks there'd  
be nobody left to carry me.*

**[06:22] Hulemy**

Don't tell me you're misreading  
the situation, Boxxo.

**[06:26] Hulemy**

When it comes to why Lammis is stubbornly  
trying to control her fear...

**[06:30] Hulemy**

Wait, it'll hurt her feelings if I tell you.

**[06:33] Boxxo**

*Too bad.*

**[06:35] Hulemy**

Well, take your time thinking it over.

**[06:42] protagonist**

*What could it be?*

**[06:58] protagonist**

*Is that a...*

**[07:02] protagonist**

*Those are flame scrolls!*

**[07:06] protagonist**

*But they're just wandering around.*

**[07:09] protagonist**

*What're they trying to do?*

**[07:14] protagonist**

*This is like an outdoor haunted house.*

**[07:17] protagonist**

*Might as well play it safe  
and put up a barrier.*

**[07:21] protagonist**

*It also wouldn't hurt to try out  
a number of anti-undead goods.*

**[07:26] protagonist**

*Well, salt is the old standard.*

**SIGN** Natural Rock Salt

**[07:30] Boxxo**

*I'll give rock salt a try.*

**[07:37] Boxxo**

*No good.*

**[07:38] Boxxo**

*What else might have an effect?*

**[07:41] Boxxo**

*Oh, how about that?!*

**[07:46] Boxxo**

*If they're ghosts, maybe these will work!*

**[07:49] Boxxo**

*Here! Here! How's this?!*

**[07:55] Boxxo**

*Nothing happened.*

**[07:57] Boxxo**

*Maybe it takes more of them!*

**[08:02] Hulemy**

*Hey, Boxxo. You get any sleep last night?*

**[08:06] Hulemy**

*What's all this?!*

**[08:09] protagonist**

*I tried things all night, but they had no effect  
whatsoever on these otherworldly monsters.*

**[08:16] protagonist**

*As soon as Shui and the  
others arrived belatedly,*

**[08:20] protagonist**

*Captain Kerioyl ordered them to go explore.*

**[08:22] protagonist**

*The captain himself said he would bring  
back some help for tackling this stratum,*

**[08:27] protagonist**

*and then he went off somewhere.*

**[08:32] hostess**

*Mister Boxxo.*

**[08:37] hostess**

*Did you enjoy last night?*

**[08:40] protagonist**

*When did she get here?!*

**[08:42] protagonist**

*She's like a ghost.*

**[08:44] hostess**

When night falls here, monsters appear  
even in the middle of the village.

**[08:50] hostess**

So only those with confidence in their  
skills are allowed to venture out.

**[08:55] protagonist**

*Wish you had told me that ahead of time.*

**[08:58] hostess**

The monsters here envy the living.

**[09:02] hostess**

And so to you, they are harmless.

**[09:05] hostess**

I suspect you were never attacked.

**[09:08] protagonist**

*So that's why they didn't crowd me,  
and they were just peering into buildings.*

**[09:14] hostess**

You are more akin to them  
than you are to us.

**[09:19] hostess**

Ah, I beg your pardon.

**[09:22] protagonist**

*Well, I'm basically a vending machine  
possessed by a soul, so you're not wrong.*

**[09:29] protagonist**

*But I'm not so sure I'm more  
akin to a ghost than you are.*

**[09:36] Lammis**

Sorry about yesterday, Boxxo.

**[09:39] Boxxo**

*Hello there.*

**[09:46] Lammis**

Things can't keep going like this.

**[09:50] Boxxo**

*Too bad.*

**[09:51] Lammis**

It really is too bad.

**[09:54] protagonist**

*Uh-oh. She's in negative mode,  
and she's taking me literally.*

**[10:00] Hulemy**

This isn't like you, y'know.

**[10:02] Hulemy**

If it's a weakness, just overcome it.

**[10:05] Hulemy**

Isn't that right?

**[10:07] Lammis**

R-Right!

**[10:08] Lammis**

Yeah, all I have to do is get used to it!

**[10:11] Hulemy**

Well said.

**[10:12] Hulemy**

Now, I'm going to give you a crash course in overcoming your fear.

**[10:15] Lammis**

Crash course?

**[10:18] Lammis**

Please do, Instructor!

**[10:21] Hulemy**

Then let's start with you strolling through this village.

**[10:25] Lammis**

Strolling?!

**[10:28] Lammis**

Doesn't seem possible!

**[10:29] Hulemy**

You gave in too soon!

**[10:31] Hulemy**

It's just a little gloomy over there, so it shouldn't be too scary.

**[10:35] Lammis**

Yes, but the mood is different here!

**[10:38] Lammis**

If Clearflow Lake stratum is a frog fiend, this place is a king frog fiend!

**[10:43] protagonist**

*That sort of makes sense,  
and sort of doesn't.*

**[10:46] Hulemy**

Then will you give up and go back to Clearflow Lake stratum alone?

**[10:50] Lammis**

I don't want to!

**[10:51] Hulemy**

Then all you can do is tough it out.

**[10:54] Lammis**

Y-Yeah, but...

**[10:56] Hulemy**

Okay, at the village entrance is a general store.

**[11:00] Hulemy**

First, go buy some restorative potions there.

**[11:02] Lammis**

Fine.

**[11:04] Lammis**

Let's go, Boxxo.

**[11:07] Hulemy**

By yourself.

**[11:09] Lammis**

You kidding?

**[11:11] Hulemy**

I'm serious.

**[11:14] Lammis**

I-I'll do it!

**[11:16] Lammis**

J-Just you watch. I'm not a child!

This'll be easy!

**[11:21] Lammis**

I can do this.

**[11:23] Lammis**

It'll work.

**[11:24] Lammis**

I won't lose!

**[11:25] protagonist**

*I wonder if this is how a parent feels while watching their child go on their first errand.*

**[11:33] Lammis**

Screw that!

**[11:41] protagonist**

*There, there. That sure was scary.*

**[11:43] protagonist**

*Have some warm corn soup or something, and settle down.*

**[11:46] protagonist**

*Maybe something sweet to drink would be better.*

**[11:49] Hulemy**

Don't coddle her.

**[11:50] protagonist**

*Sorry, Lammis. Looks like that's a no-go.*

**[11:56] Lammis**

Y-You know, my job is to carry Boxxo, so I think it's no use if I don't have him.

**[12:02] Hulemy**

Okay, fine. Go ahead and do it that way.

**[12:06] Lammis**

Yeah! With Boxxo, I'll be fine!

**[12:09] protagonist**

*It's true.*

**[12:10] protagonist**

*Even in a haunted house, it's a world of  
difference between going through alone,*

**[12:13] protagonist**

*and doing it with a vending  
machine on your...*

**[12:15] protagonist**

*I guess I've never seen anyone like that.*

**[12:18] Lammis**

Boxxo, you still there?!

**[12:20] Lammis**

You're on my back?!

**[12:21] Boxxo**

*Hello there.*

**[12:23] Lammis**

Really?

**[12:24] Lammis**

You're really there?

**[12:25] Boxxo**

*Hello there.*

**[12:27] Lammis**

Don't you fall off my back. You had better not!

**[12:31] protagonist**

*She's like a kid learning  
how to ride a bike.*

**[12:34] Lammis**

I'll try.

**[12:37] Lammis**

I'll do my best.

**[12:40] Lammis**

So let's go exploring together.

**[12:46] protagonist**

*I see, Lammis is desperately trying to  
overcome her fear so she and I can be together.*

**[12:53] protagonist**

*Then I should help her any way I can!*

**SIGN** Change Paint Color

**SIGN** Add Markings

**SIGN** Switch Design

**SIGN** Electric Bulletin Board

**SIGN** Aroma Diffuser

**[12:58] protagonist**

*This device uses the scent of the  
merchandise to draw people to a vending machine.*

**[13:03] protagonist**

*Let's go ahead and try some coffee aroma.*

**[13:08] Lammis**

What's that?

**[13:09] Lammis**

Something smells good.

**[13:11] protagonist**

*Now, step two!*

**[13:18] Lammis**

Huh? Now I can hear some nice music!

**[13:22] protagonist**

*Good! Looks like it worked.*

**[13:25] protagonist**

*Maybe I'm too generous?*

**[13:31] Lammis**

Guys!

**[13:32] Lammis**

Look, look! I've got this down pat now!

**[13:35] Lammis**

I'm not afraid anymore!

**[13:37] Aka**

Oh!

**[13:38] Shiro**

Wow!

**[13:39] Shui**

You did it!

**[13:40] Hulemy**

Okay, time to move on to the next step.

**[13:43] Lammis**

Whatever it is, bring it on!

**[13:45] Hulemy**

Listen to you. Next, remove  
Boxxo and go around the—

**[13:50] Lammis**

Not happening.

**[13:51] Lammis**

That, I won't do.

**[13:52] protagonist**

*Talk about firm resolve.*

**[13:54] protagonist**

*That's impressive! And admirable!*

**[13:57] Kerioyl**

Ah, here you are!

**[13:59] Kerioyl**

I brought back more explorers!

**[14:02] Hulemy**

Oh, the Band of Gluttons!

They're dependable!

**[14:06] Lammis**

Mishuel!

**[14:08] Mishuel**

Hello again.

**[14:09] Suco/Pell**

Thanks for having us!

**[14:11] protagonist**

*So, he really did contact  
the Menagerie of Fools.*

**[14:15] protagonist**

*I don't doubt his fighting power.*

**[14:17] protagonist**

*But will he be able to  
communicate in a group this big?*

**[14:21] Kerioyl**

You guys know Mishuel, don't you?

**[14:24] Kerioyl**

He's joined the Menagerie  
of Fools on a trial basis.

**[14:28] Kerioyl**

This campaign will let  
him be sure about us.

**[14:31] Kerioyl**

Right?

**[14:32] Mishuel**

Not at all. I just want to make  
sure I don't slow everyone down,

**[14:37] Mishuel**

and see whether I can smoothly handle teamwork.

**[14:39] protagonist**

*He seems like he's being modest, but I know  
it's that latter part that's important.*

**[14:46] Kerioyl**

Well, I'll say it again.

**[14:48] Kerioyl**

Our goal in coming to the  
Dead's Lament stratum

**[14:51] Kerioyl**

is to find the stratum lord,  
the King of Souls, and defeat him.

**[14:55] Kerioyl**

There are lots of difficult monsters here,  
but you guys'll have no problem.

**[14:59] Mikenne**

I don't really get it myself,

**[15:01] Mikenne**

but I hear humans have trouble with dark  
places and monsters like corpse fiends.

**[15:05] Suco**

Oh, they do?

**[15:07] Short**

I know I don't like corpse fiends.  
They smell like rotten meat.

**[15:11] Pell**

That smell will kill your appetite.

**[15:15] protagonist**

*Looks like humans and beast people  
perceive horror differently.*

**[15:19] Kerioyl**

The plan is to start by  
way of one-day searches.

**[15:22] Kerioyl**

Everybody get prepared.

**[15:24] Menagerie of Fools/Band of Gluttons**

Okay!

**[15:26] protagonist**

*Lammis, that's not a good sound to hear.*

**[15:33] Mikenne**

Why did they put graves outside the village?

**[15:36] Short**

You know, Mikenne, reasons.

**[15:38] Short**

Why, though?

**[15:39] Suco**

Neither Mikenne nor Short know why.  
For the heck of it, I bet.

**[15:43] Pell**

I don't know...

**[15:44] Pell**

But if you left an offering,  
monsters could eat it. What a waste.

**[15:49] Kerioyl**

Everyone, stop!

**[15:52] Kerioyl**

Just like I figured.

**[15:59] Shui**

Now it's our turn!

**[16:01] Aka**

You ready, Shiro?

**[16:02] Shiro**

I was born ready, Aka.

**[16:04] Mishuel**

We're ready anytime.

**[16:06] Kerioyl**

Good.

**[16:08] Kerioyl**

Let's go!

**[16:14] Lammis**

Wow.

**[16:16] protagonist**

*Hey, it's no contest.*

**[16:22] protagonist**

*After watching for several days,*

**[16:25] protagonist**

*it occurred to me that the monsters look  
like they're peering into the windows with envy.*

**[16:29] protagonist**

*Maybe the rumors are true that,  
unlike typical monsters,*

**[16:34] protagonist**

*the ones here are based on dead humans.*

**[16:37] protagonist**

*That made me scream!*

**[16:39] Boxxo**

*Please insert coins.*

**[16:41] protagonist**

*Or not.*

**[16:42] protagonist**

*Curse this body that only uses canned  
phrases even at times like this.*

**[16:49] protagonist**

*If he doesn't mean me harm, but is only  
looking at me with a child's curiosity,*

**[16:55] protagonist**

*I guess it'd be sad to be unkind to him.*

**[16:58] Boxxo**

*Hello there.*

**[17:01] protagonist**

*Huh?*

**[17:02] protagonist**

*H-Hey, stop!*

**[17:05] protagonist**

*Come on, don't paw at me!*

**[17:07] protagonist**

*I'll give you this.*

**[17:15] protagonist**

*There, drink up.*

**[17:19] protagonist**

*That's right.*

**[17:36] protagonist**

*Looks like the monsters have  
come to loiter again tonight.*

**[17:43] protagonist**

*Is that the same one from yesterday?*

**[17:45] protagonist**

*In that case...*

**[17:52] protagonist**

*Huh?*

**[17:53] protagonist**

*Does he like me or something?*

**[17:55] protagonist**

*No way.*

**[17:58] protagonist**

*He's probably just a kid expecting a treat.*

**[18:01] protagonist**

*He came by night after night.*

**[18:04] protagonist**

*This surprises even me, but I'm starting to enjoy this late-night interaction.*

**[18:11] protagonist**

*Exploration is going smoothly,*

**[18:12] protagonist**

*and this is the first night we're spending outside the village.*

**[18:17] protagonist**

*I guess I can't give orange juice to the corpse fiend child today.*

**[18:21] protagonist**

*Well, we'll return tomorrow, so he can go without for a day.*

**[18:27] protagonist**

*A corpse fiend!*

**[18:29] protagonist**

*There's just one, but it seems to be headed this way.*

**[18:34] Shiro**

*Aka, want to wake the others?*

**[18:36] Aka**

*We'll be fine if it's just one, Shiro.*

**[18:39] protagonist**

*Okay, I'll help, too.*

**[18:46] protagonist**

*Huh? Is that him?!*

**[18:48] Shiro**

*A child. I feel bad, but...*

**[18:51] Aka**

*...rest in peace!*

**[18:52] Boxxo**

*Too bad!*

**[19:01] Aka**

What's with the shouting, Boxxo?

**[19:04] protagonist**

*Could that corpse fiend child  
be the same one who's been...*

**[19:09] Aka**

This is from one of your drinks, Boxxo.

**[19:12] Aka**

Where did he get it?

**[19:14] protagonist**

*I know it's wrong to get mad at Aka.*

**[19:17] protagonist**

*I know that, but...*

**[19:20] protagonist**

*My wiring feels like it's gonna short out.*

**[19:23] Shiro**

He also dropped a copper coin.

**[19:24] Aka**

Don't tell me he was  
trying to buy something?

**[19:27] Aka**

No, that can't be.

**[19:29] Mikenne**

I don't know if it was *that* corpse fiend,

**[19:32] Mikenne**

but there was one staring  
this way from a distance.

**[19:34] Mikenne**

It didn't try anything,  
so I was ignoring it.

**[19:37] protagonist**

*So in other words, he was trying to put a  
coin in me after seeing others buy things.*

**[19:46] protagonist**

*What a fool.*

**[19:47] protagonist**

*Children don't need to  
worry about such things.*

**[19:50] protagonist**

*Besides, all he had was one copper coin.*

**[19:53] protagonist**

*That wouldn't be enough.*

**[19:56] Boxxo**

*Please insert coins.*

**[20:02] protagonist**

*You want the usual?*

**[20:08] Kerioyl**

Okay, good job everyone.

**[20:11] Kerioyl**

We have a good idea where  
the King of Souls is.

**[20:14] Hulemy**

You've thought of a way  
to deal with him, right?

**[20:17] Kerioyl**

Well, I was going to compare notes with you.

**[20:21] Kerioyl**

Do you know what kind of  
monster the King of Souls is?

**[20:24] Hulemy**

I believe it's said he's something  
of a great magic user.

**[20:29] Kerioyl**

Yeah, that's quite right.

**[20:31] Kerioyl**

He uses many different elemental spells,

**[20:33] Kerioyl**

and his magic power is apparently vast,  
which lets him fire them off quickly.

**[20:36] Hulemy**

Right, so what will you do about his magic?

**[20:39] Kerioyl**

Don't we have someone we can depend on  
to defend against any sort of attack?

**[20:45] Lammis**

Huh? Do you mean Boxxo?

**[20:47] Kerioyl**

Correct, Lammis.

**[20:49] Kerioyl**

Boxxo's barrier is an all-purpose  
shield that can block magic as well.

**[20:53] Kerioyl**

It's fine if you rush the enemy and take  
him down or just keep him distracted.

**[21:00] protagonist**

*Ah, so that's how it is.*

**[21:02] protagonist**

*This was the real reason he  
wanted to bring me along.*

**[21:06] Hulemy**

True.

**[21:07] Hulemy**

Word is, he also blocked the spells cast  
by those guys who were after Mishuel.

**[21:11] Kerioyl**

How about it, Boxxo?

**[21:13] Kerioyl**

I'll redo the plan if you don't think it'll work, but will it?

**[21:17] Boxxo**

*Hello there.*

**[21:18] Boxxo**

*That's our Boxxo! You're the man!*

**[21:22] Lammis**

If Boxxo says okay, I'm fine with it too.

**[21:24] Kerioyl**

That settles it.

**[21:26] Kerioyl**

As the name suggests, the *King of Souls* has a number of monsters serving him.

**[21:31] Kerioyl**

Let us handle those little guys.

**[21:34] Lammis**

Okay!

**[21:35] Hulemy**

Lammis, don't get too worked up.

**[21:37] Lammis**

I know!

**[21:38] Kerioyl**

Don't forget that everyone's agreed to be here.

**[21:42] Kerioyl**

Well, the rest depends on what happens when we reach the King of Souls.

**[21:46] Kerioyl**

For now, let's drink to lift our spirits!

**[21:48] everyone**

Cheers!

**[21:53] Lammis**

Boxxo, let's make 'em proud!

**[21:55] Boxxo**

*Hello there.*

**[21:57] protagonist**

*Once this quest ends safely, I wouldn't mind us having another toast!*

**SIGN** Next Time

**SIGN** What Can Be Done as a Vending Machine

**[23:35] Boxxo**

*Thank you very much.*

**[23:37] Boxxo**

*I look forward to your next use.*

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