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Dungeon crawl stone soup strategy

ultraviolet4.com/Guide...Page 2ultraviolet4.com/Guide. I play elf magician, as everything goes perfectly and I break up something with a poisonous cloud and a spelle that is hooked up with a vesity, turning it into a fire on the tenth floor: Ahah, my mother. I play a great elemental, and when Veh gave everyone spelt 9 levels, he was horrified to discover that normal Glaciate had been replaced by a spell called Absolute zero. Has anyone used this curse - especially on pan and hell lords? Is it really vaning out of these guys? . . . Atrocities of many and Asodemons. how to kill Tserebov with such a spell set? (Necromut, Glaciate, Ignite, Crystal Spear have not been found so far and blur vision 2 without mutations, so the pancake rolls to rune fly scary, suddenly killing during this time. That was the feeling when the antennae at the third level grew. . Not so often come out indie games that I would like to recommend. If you are a fan of short bagels game Slay the Spire, I recommend paying attention - Monster Train. The game has an incredible variety - we combine several clans to get a certain backlog on the game (for example, stung 20), we have 3 variations of the main character pumping on each campaign, we have a great variety of objects, cards and variations of monsters and magic. The player has an incredible number of opportunities to show his creativity, making an iMBA assembly or vice versa, creating something indescribably bad)) When you pass the wounds successfully - unlocks a new complexity (and it's 25), and in it the truth is much more complicated. At the same time, your clan turns, new cards open, and new opportunities for creativity emerge. The game for its genre is just gorgeous, the review can look at the link: I would say - 40, because the clan you take 2, but the main one - not the main one - also affects the game. Each class has 2 heroes, so add 20 more) Es gibt derzeit keine Neuigkeiten of Ultraviolet4 Welcome: You can still fight back now So, you've stumbled upon crawl stone dungeon soup. I hope you're ready to die a lot. While Crawl may look a little daunting from the outside, it's a very rich and rewarding game to find if you're willing to give it a go. Even after thousands of through games (albeit many lasting just seconds), I still find myself in new situations all the time. Make no mistake, Crawl is a difficult game. At least some of the hard things come from the sheer number of things you need to learn when it's new. My goal is to help you by gathering all the important information in one place. That way, once you've read this guide, you can sleep well at night, safe in the knowledge that your newest character died all the way to RNG instead of any oversight of yours (Disclaimer, or mine). DCSS Basics Dungeon Crawl Stone Soup is a roguelike with direct roots in game Linley's Dungeon Crawl. If you've never heard the term roguelike before (Warning: last chance to return), you'll usually expect a penalty, turn-based game that has procedurally generated content and permadeath. The Aim Your character travels into the Dungeon to restore the legendary Orb of Zot. We don't know why Orb is important, but you really want it for some reason. You can not only charge to the bottom of the Dungeon and take the orb, however. Before your character can enter The Realm of Zot, you must collect at least 3 runes. There are a total of 17 runes of Zot, but each game has 15 available and only 3 is needed to win. Your character starts as a hovering level 1 character and gets experience from killing monsters up to a maximum level of 27. Along the way you will explore many branches and kingdoms with different hostile types and themes. You can get the favor of a god (or gods), exercise great weapons, find powerful objects, become a master of stealth and cast destructive spells. Maybe you can even do all those things in a single playthr; When you have at least 3 runes and feel strong enough, head to the bottom of the Dungeon and enter the realm zot. If you manage to get your hands/paws/tentacles on Orb, all that remains is the simple task of rising back through the Dungeon. Get to the outside with Orb and you win. Play the game You can play crawl in console mode or tile mode and offline or online. You can also choose between stable release versions and trunk (development) versions. Console mode Console mode gives you the classic ASCII roguelike experience. This mode is incomprehensible to me, but I'm told it's like the Matrix. Finally, all you want to see is Fire Giant, Frost Giant, Hill Giant. With ASCII, it can be difficult to determine which weapons (if any) the enemies you face are wielding and what status effects (if any) affect them. Pay attention to the message history and examination of monsters will tell you, but it is not possible to see in an instant. You will also want to keep an eye on the monster list to the right of the screen to tell how damaged monsters are. The HP line between the glyph and the monster name changes color: green for full HP, yellow for medium HP, and red for low HP. Console mode has no mouse support at all. Tiles Mode Tiles in DCSS are quite attractive. And if you're like me, you'll need pretty pictures to find out what's going on. Enemies appear with any weapons they use. If they switch to a new weapon, the tile will update. In the screenshot above, cobalt has a club in hand. However, please note that the tiles do not show what armor (if any) monsters are wearing. The player's character tile changes for both weapons and armor. Monster tiles also have visual indicators for many statuses (but not all) such as when they are paralyzed, confused, corroded, hasty, powerful and so on. In tile mode, the HP bar and any monsters you have damaged will be under the appropriate tile. The colors change as with the console, but the bar also decreases, making it easier to say how much relative HP is left. Tile mode allows you to use the mouse, but more so in offline tiles than online tiles. Offline You can find the latest stable release in the Downloads section of the Dungeon Crawl Stone Soup Homepage. Previous releases are here. Crawl development is called Trunk. Online You can find the nearest online server to you here. A more thorough description of the servers can be found on the Online Howto page. For the record, everyone knows that the Australian server (CPO) is the best. The default game mode when playing online are tiles (often called WebTiles). Some servers allow console gaming via SSH or Telnet, but this requires software and a key. A guide for SSH/Telnet is also on Howto. Each server is separate and standalone. If you want to play on multiple servers, you must register your name on each one. Games cannot be shared or transferred between servers. Differences between offline and Online when it comes to tile gameplay, the main differences between Offline and Online are playing ghosts, visual inventory/monster lists and mouse support. When most characters die, they leave a ghost for a future adventurer to meet. If you crawl locally, ghosts will be relatively unusual and will always be your own characters. When you play online, and especially if you're playing at a busy time on a popular server, you'll probably come across a lot of ghosts from other people. Ignoring the ability to see funny (and/or offensive) names (shouting to Robert Barachian), ghosts offer excitement, danger and valuable XP if you manage to best them in battle. Both offline and Online tiles have a minimap on the right side of the screen. However, there is a strong difference under the map. Offline displays a visual inventory of items (which can be changed to spells and abilities, among other things). In an instant, you can see what armor you're wearing and what consumables you have available. Instead of a visual inventory, webtiles have a list of all monsters, notice and followers the player can see. Each is named and enemies get a visual estimation of their threat to your character: especially yellow is dangerous and red is very dangerous. Unique has their names displayed above the tiles in the offline client. If you want, you can play most of an offline playthrough with a mouse. You can click places to move, click enemies to attack them, click items in the visual inventory to use them and so on. Webtiles have some mouse support, but you need to use the keyboard more often to get to different menus and inventory. There are some other non-gameplay differences, the most obvious is that the quality of something on the internet: you pay in lags and potential power outages for the ability to access your game from anywhere with a web connection. Each player who plays on online server is given a player page (here's mine) that tracks the games you play. In addition, the morgue files for each of your characters are kept online. This is useful because there are robots that allow you to do all sorts of questions about your playthroughs. The documentation for Sequell commands can be found here. With a little training robots allow you to pull up a certain game. Oh yes, I remember the time I one shot killed myself with my own Firestorm... Just kidding, it would never happen. Offline or online? Your experience may be different from mine, but this is how the two stack up for me. I like to see the ghosts of other players who died in dungeon. And if it is you who died, there is always the possibility that the headache you felt in losing your best character, but will be soothed somewhat when that ghost kills the next poor sod to come together. You can even track your ghost kills. I love that I'm able to watch over the games I've been playing lately. To this end I wish I had spent my entire Crawl career online because my early offline running and very first winner are lost to the ravages of time. I can't even say with 100% confidence which version of the game I first started to learn with. It wasn't very difficult and didn't take long, though. When I was comfortable with the keyboard, the game became much easier and smoother to play. You go from being an MOBA player who manually clicks on all his abilities to one who learns where the QWER keys are :D A very effective teaching tool I've seen for newer players is when some more experienced spectators their game. This is only really possible online. You can even just ask a veterinarian to come and have a look when you're in a sticky situation. With each new version release (about every six months) an online tournament is held for two weeks. Even if you're not trying to win the whole thing, these tournaments are a lot of fun because there are challenge combinations to play and special banners to collect. You don't even need to register to participate: All it takes is to play your games online during the tournament period. Occasionally there are other fun tournaments like the Crawl Sudden Death Challenges Tournament. Of course, if you intend to be at peak performance during a competition, you want to be comfortable with online games. All things considered, if you are able to do so, I would recommend you to play online. What version most online games are played in the development branch. Trunk allows you to manage changes gradually over the version cycle (which is important for tournament practice!) and gives you an insight into the minds of devs when they introduce new species or gods. You can view all trunk updates on the commits page on DCSS GitHub. Once updated, the change history is very convenient. Devs also periodically update post, but these have become rarer in recent times. The downside of playing Trunk is that you can occasionally face mistakes and things that are unbalanced. This may especially be true if a new monster has been added and has not been fine-tuned yet. That alone can discourage you from Trunk if you try to beat the record for the longest streak of games won in a row without dying - 43 of elliptic at the time of writing. For just the deadly the rare death of a new, overpowered feature is not a

big deal. If you play offline, you will probably only choose a stable release, as it can be a big problem to continuously update the game manually. Unless you have a specific reason to play an older stable version (e.g. a removed species, background or Maces and Flails aptitude) you should simply choose the latest release. Crawl often has quality of life changes that will make your gaming experience better. Make Online look like offline it can't be done. They are different customers. Yes, I know you want to see your inventory on the screen. I get it; I was there once too. I promise you, it's not a big deal. Your inventory is always one key away (press). The monster list is very useful as it makes it harder not to notice enemies and gives you a good idea of how dangerous they are. Moreover, as you play more, it will become second nature to keep fixtures in your head without having to look at it at all times. Options/Settings If you are playing offline, the settings file is in the Crawl Version folder, and then settings\init.txt. To change your settings online, some servers have an edit rc hperlink next to each version. On others, you must first click the version you want to use, and then edit the settings file. The settings file, often referred to as an rc file, is evident for each version. Some servers show buggy behavior when trying to change rc for the first time. This is because you are trying to edit a file that does not yet exist. If the edit window does not let you type or drop a text file, click Save and reopen the edit window. Two settings I would strongly recommend you consider are: default_manual_training = true show_more = false The first changes standard skill training mode from automatic to manual. The second sends out the entire message log from each turn at once. This prevents you from having to press Enter 3-4 times per turn to scroll through all the messages when a lot happens. There are many different things you can do with your game with the settings file. You can even write Lua scripts if you have a mind to it. There is a smorgasbord of options in DCSS: for a complete list of descriptions, see the option guide. The RC file of each online player is publicly available. You can plagiarize someone who takes your fancy. Mine's here. Some of my settings file is outdated and bits don't work properly, but there you have it. You can delete everything by # HDA Stuff if you do not care about messing mess the colors of the game. For a high-tech rc file, check out gammatunk's. Select a character Each character has a species and background. In some ways, character selection acts as a difficulty system: some characters are objectively stronger than others. There is a good deal to wrap your head around and some backgrounds that are good for one species are not for another. The game will try to help you when choosing a character. If you choose a species first, the game will suggest some backgrounds to go with it and vice versa. The game's suggestions are decent when you start, but you don't have to rely entirely on them. Some combinations will give you more options as a starting weapon type. To help the decision, you can view the aptitudes table at any time by pressing %. A background in DCSS is more like a starting toolbox than a predetermined path or fate. A background in DCSS is more like a starting toolbox than a predetermined path or fate. A background in DCSS is more like a starting toolbox than a predetermined path or fate. Nothing explicitly prevents an Air Elementalist from picking up a cute, artifact axe, putting on armor and engaging in some axe-to-face combat. Nevertheless, as much as it pains me to do this because I know that some of you will be caught up in the categories, it's a little useful to think when it comes to 5 generic approaches to the game: Melee Ranged Mage / Caster Stabber Hybrid / Warrior-Mage I advise you to start with a melee character because they primarily care about one thing: their health. There is a lot of information to learn when you are new and it is true even if you completely ignore the magic side of the game. You can save yourself the hassle of also having to worry about managing magic points, spell hunger, ammunition, which spells to use in what situations, monster stealth checks and beyond... Since heavier armor obstacles both stealth and spellcasting, melee bruises (along with varied characters) tend to be the most durable. This is important for a new player because the penalty for your inevitable mistakes is less likely to be death. And trust me, you'll make mistakes. Even the most wizened Crawl veterans make mistakes. I would like to take this opportunity to establish a new rule from now on: when I see a /r/DCSS Reddit thread from a new player who disparates to learn with a Minotaur Berserker, I'll downvote it. You might think I'm kidding, but I'm not. I want to down my mind. Beginner Melee Brutes Some of the following species work well as a Berserker or Fighter. Berserkers begins to worship Trog, the god of anger and violence, and can go berserk at will. Fighters have better starting equipment and a shield, but will have no divine help until they find an altar to pray on. Varied characters Ranged weapons do not lose efficiency as enemies get closer to you. As such, varied characters can still use heavy armor and, at least in theory, be as tanky as melee brutes. The added difficulty comes from having to deal with ammunition (a bow will not do anything without arrows, for example) and kiting. Join Hunter for the simplest experience. Beginner Mages Mages is hard to learn DCSS with because the magic system is an extra layer (or 5) of complexity on top of everything else you struggle with. It doesn't help that many of the best magic species have low HP and relatively poor defensive skill skills. Moreover, spellcasting success is hindered by heavy armor. Do you get the glass cannon picture? Keep an eye on the MP at all times and try not to let anything into the melee area so that your fragility becomes all too evident. Remember that the idea of a pure caster is a player invention: nothing stops you from picking up and using weapons. Did you notice the pattern there? The secret to learning Mage is free AC! Beginner Stabbers Stabbers rely on the fact that attacks with a dagger on a sleeping, immobilized, distracted or confused enemy do ridiculous amounts of bonus damage. The idea is to sneak in on monsters and kill them in a single turn by stabbing them. Since it is not possible to sneak up on each monster (some monsters spawn awake and it is inevitable that something will notice you and make a bunch of noise) it is a good idea to use Hexes to set up more stings. As stinging injuries depend on Stealth skill, even the most accomplished hexes will want to train any Stealth. A light armor is recommended because heavy armor elytes your insidious and hexagon casting. Stabbers should have a backup plan for when an enemy wakes up and resists all their hex attempts. Beginner Hybrids If I'm honest, there aren't really some good beginner hybrids. The path of a hybrid is not clear cut and depends on what is in the dungeon. That's true to some extent for each character, but at least other approaches to the game provide some guidance: your blaster caster probably wants to use a combination of spells and elementary damage. A hybrid subset of possible spells is every spell in the game, and until you have some experience under your belt, it's very difficult to judge which spell schools to move in and when and why. Should you wear lighter armor to throw higher level poles and/or make use of a shield? It all depends! The top right corner of the screen is where you will look for a bunch of important information about your character. I move down the left column and then the right column as I describe the items. Your species (just in case you forget who you are), god and/piety level appear at all times. Piety begins at 0 stars and goes up to a maximum of 6 or ***** if you ever ever your god (not recommended, by the way) and is put under the fine, this will turn red. Current health and magic is straightforward enough. Keep HP above 0 for long enough and you can only win the game! AC, EV and SH are your big defensive stats. AC or Armour Class is your ability to reduce incoming damage. Works on most sources, including item damage. EV or Evasion is how well your character can dodge attacks, bolts and projectiles. SH or Shield is how well you block attacks and projectiles. SH will probably be 0 unless you have a shield equipped or an amulet of reflection. XL stands for Experience Level and Next is the progress you've made to the next level. The noise meter gives an indication of noise on the character's location. The bar will turn from white to yellow, red and magenta. Sources of noise include fighting, opening doors, casting sticks, monsters yelling and alarm traps. The top element is the one currently exercised (usually a weapon). The letter on the left, a) in this case, tells you the item track. The second element tells you what you have quivered for throwing (or for firing with a varied weapon). The letter is the item track. The time is how long your game has lasted. It is determined by adding up the duration of each action you have performed so far. 1.0 Time consists of 10 AUTs or arbitrary time units. You will often hear this referred to as a trip, but it is not exactly (please do not ask). A normal speed rating (or some 10-speed monster) takes 10 AUTs to move. The number in parentheses is how long your last action took to perform. This is important because a slow action (swinging with a large weapon you are unskilled with) will give enemies the chance to attack you several times in response. A quick action (to take off a ring) probably won't allow them to respond until you move again. Keys and commands For movement, you can use numpad (if you have one), arrow keys (as long as you will never move diagonally) or we keys. When I don't have a numpad, I personally use an wicked hybrid of arrow keys to move in cardinal directions and we key for diagonals. we keys take some practice. h and l do left and right, j and k do down and up. ybun do the diagonals with their relative positions on a qwerty keyboard indicating which direction they will take you in. Some other very important commands: Tab attacks the nearest enemy or moves toward them if they are out of range. o is for autoexplore. 5 is to rest. Here's how to usually reclaim HP and MP. . or s waiting a turn. z throwing sticks. f fires or throws an element or varied weapon. g is to take or pick up an item you are standing above. < and > are used to walk up and down stairs, respectively x allows you to examine your surroundings. While doing this, we will describe what you highlight. X (Shift + x) enters the exploration view at the level. This is useful if you want to travel to the other side of the floor. Pressing Shift + Orientation moves the cursor multiple tiles at a time. Ctrl + x displays all and items items from your location. Use Ctrl+s to save and exit the game. You can bring up the full list of commands at any time by pressing ?? There are many different menus in DCSS (but don't worry, there aren't as many as in Fortress Fortress!). Some correspond to specific game information, while others are associated with the warehouse and types of items. I'm going to go through those that I think are most crucial. Character overview The character list is available with %. This screen is a hub for almost everything about your character. The top rows have some information missing from the regular game screen, especially: Gold and spell levels. In the list of opponents on the left, protection against fire (rF or rFire), protection against cold (rC or rCold) and protection against negative energy (rN or rNeg) all have 3 levels of resistance. It is possible to be vulnerable to fire and cold damage, but you should try to avoid it if you can! Magic resistance (MRI) is shown on a scale of 5 possible pips. Yes, the players really refer to it as a beep of magical resistance. People will also understand the plus signs. To describe the resistances we have covered in the image above you can say: I have rF ++, no rC, rN + and MR++ For the other resistances on the left you either have them or you do not. They are protection against poison (rPois), protection against electricity (rElec) and protection against corrosion (rCorr). The middle column shows properties your character can have. Some may be inherent to your species as Trolls have gourmand (the ability to eat raw meat at all times) or vampires to be able to see invisible monsters. Others whose faith or reflection must come from an element. Please note that not all of these properties are necessarily desirable. Damage, for example, let you straight out extra damage, but it comes with the very real inconvenience of you taking extra damage in return. Note that the stealth bar does not show the maximum stealth possible. An extremely stealthy character can continue to get stealth even when the bar is full. Overview Dungeon Overview Menu is opened with Ctrl + o. This menu shows all the branches of the Dungeon you have found (or may have found), where they are and how many floors you have explored by each. Each altar you have found is shown here as well. This is very useful in the early game because gods are not guaranteed to be in the temple. Every god, but with the exception of Beogh, Lugonu and Jyva, will be found at Dungeon 9 at the latest. Inventory Your inventory opens with i. This screen gives you access to each item (up to 52 of them) you wear. If you don't want to learn the commands to interact with types of items directly, you can use everything from here with a few more keystrokes. The letters on the left tell you the item track for each one. Taking fixtures above, if you press H it will show you +2 hat of magical resistance. Every (sensible) interaction you can with the hat displayed at the bottom. Item type interaction There are a number of interaction menus that allow you to handle a type of item directly instead of having to go through the warehouse each time. I encourage you to try to use these menus. Although it may seem daunting at first, the menus mostly correspond to a mnemonic, so you will learn them quickly while playing. When faced with a dangerous situation the number of options can be overwhelming if you look at the whole inventory. I think it helps a lot to see through each item menu in turn. What potions do I have? Would reading a scroll help here? What are my choices for evocative? q for quaff. The Quaff menu shows potions, for reading. The reading menu has your scrolls and books. Book reading won't be too useful in an emergency, though. v for vEvoke. Wands and various evocative. The number in parentheses next to each wand is how many costs they have left, w for use. The Usage menu displays all valid weapons. - choose unarmed. P for Touch Jewelry and R for Remove Jewelry. If you add the option equip_unequip = true in your rc file, you just really need to remember the P menu because then putting on a piece of jewelry you already have on will remove it. W for Wear armor and T for Take off armor. Don't change your armor when the monsters are around because it takes more turns to do. As with jewelry, the option equip_unequip = threaten to try to wear the armor you are wearing means take it off. Q for Quiver. This allows you to have projectiles ready to be thrown or fired from a varied weapon. You can chirp things whenever and as often as you want because it doesn't count as an action for your character. The game will remember what you have quered for each weapon. You can also use (and) to browse available types of ammunition. e to eat. About nom nom nom. M for Memorise. This shows you what formulas you can learn from your spelling library. Next to each spell are the magic schools, the error rate and the level. The error rate refers to your cast success after you press the spell - as long as you are not interrupted, memorisation will always work. Level tells you how many spelling levels you need to remember and how much MP is used for each cast. If you press i while looking at this menu you will switch between Memorise, Describe, Hide, and Show. Ctrl + F allows you to search the library by spelling name or school. Hiding a spell takes it off the memorisation screen and displays setting it back. If you want new spellings to be automatically hidden, you can add the auto_hide_spells = true option to the RC file. A spell description explains how it works and tells you the power, range, hunger and noise for the spell. The Opportunity Menu Option menu is available with a. On top you will find innate abilities whose success depends on your XL and evocative abilities (achieved from elements) whose success hinges on your Evocations skills. Inseam calls are given by your god. The success rate of invocations depends on which god you worship, but most will be a combination of Invocation skills and piety. Spelling Overview The spelling overview menu is available with l. Press l again or ! between the view. When you try to throw a spell whose success is shown in yellow or red you are more likely to suffer a harmful miscast effect if it fails. The Religion Overview Religion overview is displayed with ^. This screen explains the god you worship. By pressing ^ again or ! will cycle between overview, powers and wrath sections. Innate abilities, rarity and mutations The innate abilities, rarity and mutations menu are available with A. Blue lines are congenital to your species and are essentially permanent: Minotaurs have horns, Draconians can not use body armor, Trolls have claws, Gargoyles are poison immune, etc. White lines are the ones the game considers good mutations while red is bad. Transient (temporary) mutations are purple. God-given mutations can be a variety of colors. It is possible to build on congenital mutations (Minotaurs can go from level 2 horns to level 3), but they can not be removed. Some forms of evaporation will temporarily curb some mutations. Move, fight and explore when no monsters are in sight you want to explore the level around you. It can be done by moving manually or by pressing o to autoexplore. Manual exploration can technically be optimal because you have absolute control over where your character goes, but for the sake of health (and because the benefit of manual exploration is relatively minimal), I would suggest you go with autoexplore. Autoexplore will stop when you come across a new item or enemy. If there's an item you want, you can move over and take it with g, or if it's an item you don't care about, continue to distribute automatically. If you found an enemy, now is the time to fight. Tab is your autoattack button and pressing it will either shoot a varied weapon, melee attack an adjacent enemy or walk you towards the nearest. Usually it is not so smart to take against a monster because you can reveal more enemies in the unknown. Instead, you can manually return some tiles, use . or s to wait turns as it approaches, threw varied spells with z or fire / throw projectiles with f. If there is a particular monster you want melee (and you do not trust tab), you can do so by moving into it with the direction keys (or using v to evoke the range of a pole arm). When you select targets for spells or varied match, you can move the meter manually with directional keys or scroll through the options with - and =. Remember that you are not stuck in a duel to death: if a fight looks difficult, you can use a consumable (or 2 or 3), magic wand or ability to help you. Escape should always be on the table too. After each match you will rest back to full HP and MP with 5 key. It might be a good idea to back up a little where a struggle took place to rest. This is because new monsters monsters to examine the noise that was made. Don't explore again until you're fully rested. Your character can get hungry as you go. In the latest versions of DCSS, autoexplore will take you to some edible corpses in sight and slaughter them. Rest and autoexplore both automatically eat pieces of meat if you get hungry. Stand over a corpse and press c for chop if you want to manually slaughter it (assume you're about to rest and you don't want the body to rot in the meantime). eat manually, but most species will not consume raw meat unless they are hungry. When a floor is fully explored, it is usually time to move down to the next one. The way to find a downstairs is to press X (Shift + x) and then > to scroll through the available ones. Enter will take you there. If you are stopped the way you can press G (Shift + g) for Go, type Enter to continue traveling to the last selected destination. > take you down the stairs when you get there and < bring you back up. *symbol above a staircase means that the destination is unknown to you. If you know the stairs and want to see where it leads, select it with X and then press [to look up a floor or] to look down a floor. To travel to a branch of Dungeon, you can use C. A list of all the places you have found is displayed. When you select a destination, the game will ask which level of branch you want to go to. 1 will take you just inside the entrance, 0 will go to the entrance (but do not enter) and \$ will take you to the deepest floor you have been in that branch. To find items in Dungeon, press Ctrl+f. Use on the results screen l to switch between travel and view modes and l to sort alphabetically or by distance. You can do quite sophisticated searches with some practice. In the image below, I found all the branded axes in the game by searching for axe & Brand. Some places in the game, especially Abyss and Pandemonium, do not appear on the G-list. To find them, you need to search for the entrances with Abyss or Pan. Skills and training As you gain experience, your character's skills will increase. It is up to you how many skills, which and in what proportions to exercise. One of the first things you should do when starting a new game is to open the Competency menu with m. Unless you have added the default_manual_training = true option to the RC file, the skill training starts in automatic mode. This assigns experience based on what skills you use, and while it works, you can get much better results with even a small amount of input. Press / to enter manual mode and the letter of the skill to turn off the training (symbol), turn on the training (+), or focus it (*). A focused skill receives double XP of an unfocused one. ? then the letter of a skill will give an explanation of what it does. Experience is filtered through the abilities your character has for each trained skill. An ability to 0 is a modifier of 1x. approximately 2.4x, while -5 corresponds to approximately 0.4x. As higher levels require more and more experience to reach, species with a positive ability have a much easier time than those with negative ability. To see your abilities for the full list of skills press *. There are some restrictions on the skills you can train, however. The game will not only allow you to train some skills at any time: To train a weapon skills you must have a weapon of that type in inventory. To train a spell school you need to have a curse of that school memorized. To train Shields skills you need to have a shield in fixtures. To train Evocations you need to have a magic wand or evocative in fixtures. To train the invocation skills, you must worship a god with invocation skills. You can set skill training goals with =. These are very useful for avoiding overtraining, as they automatically stop the skill when the goal is reached. If you are just after a rule of thumb: mostly train offenses (weapons, spell school, etc.) until you are comfortable killing things then mostly train defenses. Each character wants to combat skills because it provides extra HP. For a given weapon, the most important skill level is to reach the point where more training won't make it swing faster (this is called the point of minimum delay or mindelay). Examine monsters and unique assume that you have just encountered a new, frighteningly unique. Are you going to be afraid of that? Usually, yes. But how scared? And what can it do? The best way to find out about a monster is to investigate it. Start investigating by pressing x and then moving the cursor to the enemy you want to include - and = or arrow keys. Just hovering over a monster will tell you some information about it: what weapon it wielding (including the brand), what armor it has on it, some wands carried and other otherwise non-visible buffs that deflect rockets. Note that an enemy may still have some dangerous objects such as potions, and these will not be revealed to you. To see detailed information about the selected monster, press v. This process of investigating is often called xv (ex vee) by Crawl players. As in: Why didn't you xv Ettin to see how much damage it could do, you doIt? In addition to a description, this display provides an indication of HP, AC and MR and an estimate of difficulties that are not always reliable. Any interesting characteristics of the monster will also be listed as their speed (watch out for fast enemies because you probably can't run from them), elementary opponents and vulnerabilities, and the ability to look invisible. For me, the most important pieces of information are usually the potential maximum damage and spells + abilities section. When it comes to damage, don't be fooled by the plus weapon part because it can be extremely important. A very common early game killer is the troll, and if you were to xv it, you would see: It could hit for up to 17 damage plus its giant spiked club. Well, that's the sounds a pity you might think before you discover a giant spiked club doing up to 22 damage. In the hands of an enemy on Dungeon 1, a weapon is effective double damage. And it is with a conventional weapon, let alone one with a dangerous mark like electrocution. Monsters can have spells or abilities with the big difference between the two is that they interact differently with silence and antimagic. If you tap the corresponding letter, it will provide a description. If a spell is a targeted hex, the chance that it affects you will be shown in parentheses. Adding additional MRI will reduce hex chances and vice versa. Some monsters may have several sets of spells that will all be displayed until you see them throw something. The game will automatically limit your chances based on an elimination process with the information you have received. It is possible to find some information about most monsters, spells, items and features of the game. Ingame LookUp To start ingame lookup, press ? then / . This is a very useful way to see what a monster can do even when it's not around for you to investigate. Say you're heading into orc mines, it's not a bad idea to check the odds of an orc wizard paralyzing you before you meet one face to face. Wiki The CrawlWiki can be found here. Please note that the Wiki is unreliable. It is often outdated, misleading or simply wrong. Be especially careful when the Wiki moves from statistics and equations to giving advice and opinions. The person who wrote that 1337 tips to win may never have won. I strongly recommend that you do not trust CrawlWiki if you have a life-or-death question about the game. LearnDB Learn database or learnDb is a repository of crawl knowledge, strategy and jokes maintained in the #crawl IRC channel. While learnDb may also be incorrect and outdated, it tends to be more reliable than CrawlWiki. You can browse throughout learnDb or search the records. Monster entries are especially useful because they tell you how much damage spells are capable of. In the Sigmund entry below, Throw Flame can do 3d5 (3 rolls of a 5-sided door) which is up to 15 injuries. Beem been is a bot designed and hosted by gammafunk. The bot looks at WebTiles players and allows questions for learnDb and the sequel from the comfort of your own game. You can type to it in the chat box in the lower-right corner of the screen. Documentation is available here. To get been to watch your games you have to say /subscribe to it on the server you want. There are 2 easy ways to do this: Look at the list of games in progress and find someone with exactly 1 spectator. That spectator is very likely to be beem. Make it the game yourself and type /subscribe in their chat. Beem will then pop up to any game you start on the server. Start a WebTiles game yourself. Open 3-4 new tabs and use them to watch your game. Beem looks for games that referees to be popular and this will fool it kidding, you really are popular...). When the beem appears, press it with /subscribe. To inquire about a record use ?? If there is more than one record, you can see the other by ending the query with [2, and then [3 and so on. To get the statistics of a monster (such as spell damage values or accurate speed) use @?? . A few illustrative examples follow. Character statistics If you come from role play, you probably think that the character's statistics are crucially important. Statistics matter in Crawl, but not too much; I find new players tend to worry a lot more than they should. The initial statistics of the figure depend on the nature and the background. Each species has its own total and distribution. Backgrounds always add 12 statistics to a related configuration: Wizards are intelligent but not strong, while Berserkers is the opposite. Many things will affect your stats during a game. Artifact elements often have properties that change statistics. Some gods and mutations will also affect them. In addition, your statistics can temporarily (they come back as you gain experience) lowered by, among other things, some monsters, worsening mutation, potions of degeneration and death curses from higher-level mummies. You character will naturally accrue statistics as they gain experience and level up. Every 3 to 5 levels, depending on your species, you will get an additional state. Sometimes the statistics are fixed (Trolls get a point of strength every 3 levels) and other times it's random (Minotaurs get either a point of strength or dexterity every 4 levels). On top of that, each grade gets a statistic you choose when you reach a level that is a multiple of 3 (3, 6, 9, 12, etc.). This state choice gives you some direct control over the development of the character's statistics, but the final result will still relate to the species most of the time: Despite your best efforts, a Troll is much more likely to end up with high strength than high intelligence. Watch out for your stats ever drop close to 0. If you reach 0 you will immediately be paralyzed in 2-4 turns. If you manage to survive it, your character will be left in a state of collapse (strength) or will be brainless (intelligence) or clumsy (dexterity). The effect of each status varies, but knows that everyone is uncomfortable and delays your actions. To determine which statistics you most care about, it helps to know what each is doing. I'm going to list what I think are the most important effects. Strength Most importantly, strength helps to overcome spellcasting, dodging and hitting embrance penalties that come with heavier armor. Note: There is also a stealth punishment from heavy armor, but it can not be lowered by strength. Adds a slight injury boost to all varied and melee attacks. This can become quite significant with large amounts of strength. Increases the odds that auxiliary attacks like catch bites or talon kicks occur. Increases damage from narrowing. Dexterity of all, dexterity increases how much EV EV get out of training dodging skills. Adds a slight accuracy boost to all varied and melee attacks. A little increases stealth. Increases the odds that auxiliary attacks like catch bites or talon kicks occur. Intelligence Intelligence increases your chances of successful casting spells. Raises spell power in most spells in the game (some do not use spelling). Lowers the amount of hunger generated when casting poles. Some that the statistics will be raised will follow. Traps Traps make the game fun and exciting. During your adventures you can be (un)lucky enough to come across a variety of different kinds. Some of the more notable fixed traps are teleport traps (which teleport you somewhere randomly at the level), alarm traps (which make noise and mark you if any step on it), shaft traps (which can cause you to fall up to 3 floors), scattertraps that flash you and all enemies on screen, and Zot traps (which have various effects that include paralysis and rejection to the abyss). All fixed traps will be revealed to your character, so you should be able to avoid them most of the time. But the game will also hit you with trap effects that have a chance to occur when you reveal new tiles. Note that the teleport trap effect does not teleport you randomly on a level, it especially brings you close to enemies. Status effects A status is a buff or malus that can temporarily affect your character. Most people will display a word at the bottom of the game information section in the upper-right corner of the screen. Positive statuses tend to be blue, while negative ones tend to be red or yellow. There are over 9,000 statuses in Crawl. If you see someone you don't know, ask learnDb or ingame lookup (??) about it. Poisoned poison inflicts damage to your character over time. The yellow part of the HP line indicates the health you will eventually fall to. If it's under 0 you're lethally poisoned and you should hope there's an ace up your sleeve. The poison status stacks. If you are further poisoned, you will take more damage per trip longer. The status name changes from yellow to pink and then red to display this. Dealing with poison A potion of hardening immediately removes all poison. Poison is most deadly in early Dungeon, and that's when you might not have any potions of hardening. An elixir of healing wounds can increase your HP enough to take you out of the deadly poison area. You can also live if you can increase your HP regeneration in a way like a potion of ambrosia or Trog hand ability if you are a Berserker. Confused confusion comes with an entire stack of negative effects: You can't throw spells or use most abilities (some god abilities still work through confusion). Any attempt to move or attack can instead move in a random direction. You can't read scrolls. Half the time you will fall down again when you try to climb stairs. Any wands you try to use will shoot in random directions. No blockage with Managing Managing A potion of hardening or potion of cancellation immediately removes confusion. Drained Some monster attacks, weapons with drainage marks and negative energy formulas can drain you. The status color changes from yellow to red and then a very deep purple as you get heavier drained. When you are emptied, your skills are temporarily lowered. If you get badly drained enough, it is possible for all your skills to go back to 0. Good luck fighting something then. The following image shows some drained vs uninhibited skills. Managing drainage Experience is the only way to remove drainage. The skill drain will gradually decrease when you kill enemies. Slowed All actions take 50% longer when you're slow. This can be deceptively dangerous. Dealing with slow A potion of haste has the opposite effect as it quickens your actions by 50%. Quaffing a hurry will make you fast + slow which means, in reality, you move at normal speed. A potion of cancellation immediately removes slowly. Corroded corrosion works in stacks of -4. The number in parentheses is the total corrosion, and that number is a penalty for both AC and homicide (assault damage). Being heavily corroded can lead to a very rapid and brutal death. The murder penalty makes it so you can't kill with guns and any attacks against you will do much more harm than they normally would. Handling corrosion Corrosion Will eventually wear off over time. If you get swarmed, but you can't have that time. Even teleportation away from the source of the corrosion may not necessarily help because you will still be corroded afterwards. A potion of cancellation immediately removes corrosion. Tagged The marked status communicates your presence and location to each alert monster on the current floor. If you are on a relatively unexplored floor, expect enemies to hurry you from all directions. For some extra fun, alarm traps make an extremely loud noise when any step on them to wake everything up then show them your location wombo combo. Dealing with the brand The best way to survive is to get back up to a completely cleared floor. Teleports won't necessarily solve your problems because monsters are informed about your landing position. A potion of cancellation immediately clears the mark. Paralyzed When paralyzed ev is tanked to almost nothing and you can no longer move. Dealing with paralysis You can literally do nothing but hope not to die. Prevention is preferable to cure in this case. Berserked Berserk is a single status that buffs your character with haste (+50% movement speed), can (bonus damage to melee attacks) and a 50% increase to current and maximum HP. The downside is that you are only able to move, melee attack, wait/rest, switch weapons, drop/pick up items, eat and butcher corpses. The red screen is a nice touch. You can only willingly berserk if your hunger level is above Very hungry. Perform actions that do not attack the berserk duration is significantly reduced. Also know that there is a small chance that your character will pass out as the status ends. This will result in paralysis in a few turns. I've never died personally, so I wouldn't worry about it. When a berserk ends you will be left for a period of the statuses Slow and -Berserk (you cannot berserk again while this is active). Please, as a minimum, rest slowly before going autoexploring out into nature. And, for best results, wait out -Berserk status as well. Handle berserk Since your options are severely limited when berserk, you are basically obliged to fight or run away with the bonus speed. Please note that the berserk status will abstain very quickly when driving instead of attacking. If you are still in a dangerous situation after a berserk ends, you can quaff cancellation to remove slowly or drink a potion of haste to return to normal speed. Petrified Some monsters (basilisks, liches, ancient liches and Jorgrun) can petrify you directly if they have a clear line of fire and manage to bypass MRI. You can also be petrified by standing in calcifying dust from a catoblepas. First you will be slowing down or intimidating. This section lasts in 3-4 turns and you will have your EV halved and your actions slowed. When petrified kicks in you will be unable to move. You will take half the damage you normally would from most sources (crush damage is much higher), but you will have 0 SH and almost 0 EV. Dealing petrification You can think of petrification as paralysis with a liquidation time. A potion of cancellation removes petrifying status. If you don't have a cancellation and you're about to be petrified next to something terrifying like a hydra, you have options available to you: Read a scroll for fear of making enemies run away from you. Teleport in the hope that you land a less threatening place. Read a roll of notice so you have some allies to fight on your behalf. Flash away to put some distance between you and the menacing enemy, so it has fewer turns to whale on you. Other potion buffs Many of the potions in the game give your character temporary and stacked buffs. These can be useful for living through difficult situations or taking down threatening unicly. Agility: Provides +5 dexterity, extra EV and stealth. Ambrosia: Increases your HP and MP regeneration at the expense of getting confused. You can use a potion of hardening to end the effect at any time. Berserk rage: Make you berserk. Brilliance: Grants +5 intelligence, lowers the spelling error rate and increases the power of all spells thrown. This potion is a great way to throw a spell that you would otherwise not be able to. Fly: Let's fly. Try not to let it run out while you're still above lava or deep water. While you won't immediately die (as used to be the case in the past), you'll go into emergency flight mode that drains you extremely quickly until you can land. all your actions. Invisibility: Make the character invisible as long as you are not in water (add planes if you are in water and must be invisible). Monsters who are not able to see invisible must guess where you are that will make them miss spells and attacks. You can stab monsters who can't see you. Lignification: Turn your character into a tree. This comes with +50% HP, resistance to poison, negative energy and torment, 20+ XL/2 AC (a very significant AC boost in the early game) and some bonus unarmed combat damage. The disadvantages are that all armor is reported, EV becomes almost 0 and you are not able to move, blink or teleport. Can: Adds +5 strength and provides bonus damage to melee attack. Resistance: Provides resistance to poison, electricity, fire, cold and corrosion. Note: These are all elementary opponents, no MRI is given. Dealing with buffs The only thing to deal with are your enemies. Kill them with your new powers. Monster statuses Hostile statuses are displayed by icons on the tile (do not ask me how to tell in console mode). In the photo below, Rupert, the unique left, is both berserk and corroded. If you ever see a status icon you don't recognize, you can examine the monster with x, and it will list them. It's important to know that player statuses and monster statuses aren't always the same. In particular, mighty monsters get +50% damage. Never ever underestimate a powerful enemy (and remember that berserk enemies are hasty and powerful!). General Tactics, I'm going to let you in on a little secret here. Your tactics are the most important factor in whether you succeed in DCSS. A player who makes enormous mistakes in the overall strategy and macro decisions of their race can still win if they have a solid foundation for tactical play. Conversely, a player who uses a spreadsheet to calculate perfectly optimal skill training and state deployments but has bad tactics when engaging enemies will die over and over again. What follows are some basic tactics you should use at all times. Do not tab into the unknown An extremely good practice while trying to live is to engage as few enemies as possible at once. Ideally, you only fight one enemy at a time, so you can begin each meeting at full HP and MP and only receive about one hostile action in return for every action you take. When you find a new enemy your first reaction may be to shout RAAWWRRRR and Tab against it. You should resist these urges. When you tab against an enemy, the unknown tiles you reveal can contain multiple enemies. This is very likely to be the case because packs of monsters are super common in Crawl. And as you tab against the extra enemies, there may be even more enemies behind them. And when you tab against these enemies... What should you do if not Tab? And yes, I realize that it is an existential question for some players. Best practice, if you are really patient, is to go backwards a handful Heading back to familiar territory to fight helps prevent you from encountering new monsters who may come to investigate noise they have heard from cries, spells or battle. Instead, you can just wait for the monster to approach by pressing . to wait a turn. A wheel or varied character can shoot at the enemy. Even a melee character without throwing skills can still use the opportunity to chuck tomahawks or stones in the hope of landing some bonus injuries. You can shoot wands, quaff some potions to buff up, use your god abilities and so on. Non-Tab possibilities are almost endless! Don't go into a Melee Enemy Crawl is a turn-based game. Once you have made a move, enemies respond by making their moves. Suppose there is a tile of space between you and an angry, melee enemy like a troll who wants to smash you over the head with his club. If you use your turn to enter the troll, the troll begins its turn and finds you next door. SMASH TIME. Instead, press . to wait a turn, the troll will use his turn to close the distance and enter you. In the next turn, you'll have to hit first. This simple trick will save you a

lot of damage. Trolls hate it! Manage Line of Sight Against Ranged Foes Sight is mutual in DCSS: If you can't see an enemy, it can't see you. With very few exceptions (deep troll earth mages to be a remarkable one) monsters will not attack or throw spells when you are not in vision. If you are cognisant of this fact, you can use Dungeon's layout to your advantage. Imagine an early and very threatening varied enemy. Are you thinking of an orc priest? Good. Suppose you come across one of the green nests on the edge of your line of sight. If you use your next turn to walk towards the priest, it can be set and hit you. In fact, it can make all 6 turns you use closing distance. There are up to 6 x 17 (102) non-missing, AC-ignoring forging damage, much more than any early game character can live through. And that is just to get to the orc priest; You still have to fight it! A much better way to engage is to go backwards until you find a dungeon function, usually a corner, that hides vision and waits there. In this way, the priest will be forced to close his distance while he has no line of sight. An ideal corner will force a varied enemy to get into view onfetti when it is next to you, but it is not always possible. In the situation below I have come across a cyclops that a3 tiles away. As cyclops can throw large stones, the 3 tiles represent 3 potential rocks to the face. A step to the left uses the corner to hide vision and puts an end to rock onfetti. Nevertheless, this is not an ideal place because monsters with human intelligence and range can seek to maintain their range. In this situation, cyclops, instead of just going up, can go up-right to get more throws. As a cyclops is a slow-moving monster, I was able to return to a more appropriate This forced cyclops to close within a single which is much preferable to 3. Even if you have range yourself, you will still think of your line of sight against varied enemies. If you start shooting/spelling slinging from a corner, you have the ability to walk around it and block the line of sight if things get hairy. Also, unless a monster has extremely rare master archer flags, it will not be able to use varied attacks when next to you. Instead, it will switch to melee attacks. This is very valuable to know against dangerous varied enemies like centaurs because you'd much rather they try to beat you than pepper you with arrows. Use Dungeon features to combat one enemy at a time Even with the best of care you inevitably are going to attract the attention of more enemies at once. Which is better? Every time you attack, 3 enemies hit you back or every time you attack, an enemy strikes you back. I mean better to survive not better in a more exciting sense. Where possible, you should use corridors and choke points to prevent enemies from surrounding you. The image below is an example of what you should not do. It is better to bring enemies into a corridor so that you can fight them one at once. It is even possible to make your own corridors in stone walls (but not stone, metal, etc.) with a magic wand of digging. If you place 2 corridors at right angles, you have created what is called a killhole. This configuration forces an enemy at a time to get into the vision of a tile located next to you (unless they then flash behind you lol). Stair Dance to Victory Stairs works in an interesting way. If you go up or down a set of stairs when the monsters are around, only those next to you will follow. This means that stairs can be a useful tool for sharing packages or escaping dangerous enemies. If you see a threatening unique and it's not next to you, go back upstairs and it can't follow. When you are stair dancing monsters with you, you usually want to go upstairs because then it is a cleared area instead of the unknown. In a pinch, though, rolling the dice on a downstairs might be worth it. As an added bonus, matches on a previously cleared floor will allow you to rest fully without any new monsters going to investigate the noise. Notice will never use stairs. It applies to yours and a monster. If some hostile callers go off by summoning a million guys, you can cancel them by changing floors. Zombies and skeletons also cannot use stairs. In the situation below there were 6 spiders. Instead of fighting all 6 at once (and how many others were just out of sight), I went back upstairs. Only 2 spiders were pulled up which is a much more manageable match. No enemies are too big for trappadans (but the player's discretion is recommended). Gods Gods is a great part of dcss experience. In fact, god selection is usually considered one of the most defining elements of a race along with species and background. Overview There are more than 20 gods in Crawl, but you are allowed to worship one at a time. To worship a god, you must first find one of their alters. A large number of these will be present in the temple that can spawn from D4 to D7. It is not uncommon that the one god you really wanted is not in the temple, but fear is not. With the exception of the non-temple gods Beogh, Lugonu and Jiyva, each god will have an altar generated by level 10 of the Dungeon. Stand over an altar and press > to pray. You will be shown an overview of the god and then asked if you want to join. Every god works in a unique way, but most people use a system of piety that you can build throughout the game by doing things they appreciate. As piety rises, you get passive and/or abilities (whose power and chance of success may depend on the invocations skill) to help your character. Some gods give gifts at higher levels of piety. Many enforce a form of behavior and will put you under the fined if you do things they don't appreciate. Don't leave your god unless you want to die. Gods are (mostly) there to help you. Don't just stock up piety for fun. For god's love, use your god. Choosing a God First, when you learn the game, you may want to worship some of the more simple gods. I think it's a solid idea as it will help keep the complexity down. I'll introduce some of them soon. Several schools of thought exist when it comes to God choice, and you will find a lot of disagreement among experienced players when it comes to the relative strengths of gods. Some players will say that you should look for a god who covers the weaknesses of your character and not worship one that makes you all-in on a particular strategy. For example, this wisdom goes, if you are a stealthy character who stings enemies, you should not worship Dithmenos (the god of darkness that makes you stealthier). That kind of thinking is not convincing to me: If I play a Deep Elf caster, should I choose a god who helps me cover the weakness of being ill-suited to melee? Covering a weakness can be a very good reason to choose a god, but it should not be an assessment that is restrictive in nature. Some gods are strong enough to carry you through a 3-rune game regardless of what the character's approach is. I would say Yredelemnul, Beogh (look at the picture below so tell me how you can lose with so many orcs and the power of friendship) and Fedhas falls into that category and Hep for short) comes close. Otherwise, it makes sense to choose a god who helps your plan in some way. When you play the game and become more comfortable, I would recommend you just experiment with new gods to see how you like them. With experience, you will come to find there is a lot of value in just getting a god as soon as possible. In fact, this is one of the greatest strengths of a Berserker: you begin the game already worship Trog and have berserk available from turn 1. In almost any game you will find at least a few alters come to the temple. If I was just trying to win a random character, I would ask myself a question every time I found an altar: Does this god work for this character? If the answer is yes, I will worship that god even if it is not the strongest possible choice. Not all gods will accept worship from all signs. Good Gods (The Shining One, Zin and Elyvilon) spurred evil species (Demonspawn, Ghoul, Mummy and Vampire). No gods allow demigod worship. Fedhas does not accept undead species (Ghoul, Mummy and Vampire) and Yred hate Gargoyles. Only Hill Orcs can worship Beogh (and you usually convert by pressing a da Y when you are in sight by an orc priest). Gods for beginners In making these suggestions I consider both the straightforwardness of playing the god and its general level of power. As there are 2 gods that center almost exclusively around casting stakes, I'm going to divide the recommended gods into 2 categories: gods of mages and gods for everyone else. Anyone who is not mages As far as standard belly gods go, Vehumet and Sif Muna are somewhat interchangeable. The two have ways to give you extra mana and both mainly gift more spells. I would say that Vehumet characters tend to be more blaster wheels using magic tricks while Sif characters (or at least my Sif characters) end up more so well rounded mages. Which one you should worship probably comes down to personal preferences: try them both and see which one you prefer. You want me to change gods? No, I don't know why, but new players seem to love the idea of changing gods. My best guess is that they want to choose the absolute best god for what they see as their character plan. So, when that plan changes a little during the game, there is now a new ABSOLUTE BEST god for the updated plan. In most cases, leaving your god will cause your character to become wrath for a time that is relative to your XL (lower level = shorter wrath). Wrath is where the former god tries to kill you with the fury of a jilted ex-lover. If you are crazy enough, it is possible to be under several godwoods at once. Every god shows his displeasure in a clear way, but it should be enough to know that the experience is never pleasant. If you happen to be under the bot (why didn't you listen?!), though, you can check the status with Ctrl+o. Any god who is mad at you appears in red. I often hear newer players say that they want to switch from Trog because he no longer gives them anything useful. Firstly, it is almost certainly not true because Trog's Hand and Brothers in Arms remain useful for an entire 3-rune game. Second, it is not the right way to think about a scheme that has become a kind of hostage situation. Even if you think Trog doesn't contribute directly to your survival, he does so indirectly by promising not to kill you by dropping packets of berserking enemies on your head. There are some exceptions to the blanket ban on godly prey. If leaving one of the good gods (Zin, Elyvilon or Shining One), they will only get angry if you later worship an evil god (Makhleb, Kikubaaqudga (say that 3 times fast), Lugonu, Yredelemnul or Beogh). Zin will also anger you if you leave him to join Jiyva or Xom because they are chaotic. It can be a legitimate tactic to temporarily join a good god from an early altar with the purpose of switching when you later find Temple. Moreover, the good gods will even transfer half of your piety over if you switch between them. If you make a 15 rune game, it may make sense to switch to a god who excels in the extended game, usually Makhleb or Shining One. However, when this switch happens, your character usually has at least 5 runes. It makes them strong enough to deal with God's wrath most of the time (and even then it's still extremely dangerous). If you are just after the minimum 3 runes required to win, there is almost no reason to change god. Just don't do it. Please, please. General Game Route No two games are exactly the same, but in general you will follow roughly the same route: Dungeon levels to 10 or 11 Lair of Beasts Dungeon Level 12 Orcish Mines Dungeon Levels 13-15 First Lair Rune Branch Second Lair Rune Branch Vaults level 1-4 River Halls (optional) Depths 3rd Rune Zot 1-5 Early Dungeon The early Dungeon is when your character is the most fragile and has the fewest tools to survive with. It is a matter of priority to identify your consumables and find a god to worship. At this point you might as well pick up something marginally useful you come across. Stones can be thrown at enemies to alert them to your presence (without having to go straight up to them) and to get some bonus damage before they come to you. Hunting slings are very common in the early game and are extremely powerful even with 0 training in Sling's skill. Don't bother with clubs: they are more an element to give monsters extra damage than one for players to use. You should be aware that even ordinary, clear-looking items can be cursed. There is some danger in swinging, wearing or putting on any item that came from the floor without an extra roll of distant curse to stop it getting stuck to you. If you rely on your weapon to kill enemies, you probably shouldn't try new weapons unless you're willing to get stuck with it. Under no circumstances should you ever use the new hunting sling or blowgun you just found if you have no ammunition for it (stones or sling bullets for sling, needles for blowgun). Jewelry is especially dangerous to put on without removing curse because there are harmful runes and amulets like a cursed amulet of inaccuracy or a cursed ring of teleportation. You can gamble that the next distant curse scroll is just around the corner, but I've had and wifty games where the first distant curse scroll was not found until the middle of Lair. If you multiples of a roll in the first three levels of dungeon there is a good chance identify or remove curse because they are the most generated. I like to read these multiples of rolls on the next new floor while I'm still standing on the stairs to find out what they are. If you're reading a roll of noise or teleportation, just go back upstairs. If you find identify, start identifying your unknown potions with the largest stacks first. You really want to know the potions of hardening and they generate relatively common. Married enemies are much less likely to kill you if you have a potion of hardening at hand. When the temple will spawn somewhere on D4 to D7, I like to read all my unknown scrolls at the beginning of D4. If magical mapping is in the mix, it could potentially reveal the temple location. Some players prefer to keep their rolls until they have at least 2 or they can use a roll of identify on them. There is no right or wrong answer for this kind of thing, but I prefer to have the extra information earlier. You can also come across portals when you get down. The game will announce the presence of these when you enter a level, and as you explore, will give you an indication of how close the entrance is. It is an hour before the entrance closes, so do not spend too long resting if you intend to enter. I would say that portals are generally worth at least looking inside because the early ones like Sewage or Ossuary can give you extra consumables. Do not hesitate to leave at the first sign of trouble. Post-Temple / Pre-Lair When you have a god your goal is to start building piety. Staying alive is still your top priority, though, so don't shy away from using your god's abilities. Keep an eye on a source of rPois because it will make the next parts of the game much more survivable. Also keep an eye on auxiliary armor you haven't covered yet (boots, robes, etc.) The Lair of Beasts will spawn between D8 to D11. If you find an early Lair on D8 I wouldn't recommend you to go in immediately because you'll be somewhat underleveled for some of the threats there. I tend to remove the D11 before Lair, but if you've found one before and it's an extremely threatening unique on D10 or D11, there's no shame in leaving Dungeon for now. If an invisible enemy starts hitting you several times per turn, it is almost certainly an invisible horror. They move and attack extremely quickly, but their movement is random as one. Most of the time, an invisible horror won't follow you between the floors, but if you're far away from stairs or have low ac, you might want to teleport away. Lair Lair is a 6-story branch mostly filled with bloodthirsty animals. It's like being in Australia. Keep an eye on fast, poisonous enemies (spiny frogs and black mambas) and for hydras. Hydras spawn with up to 8 heads and each one has its own attack for 18 damage! It should go without saying that most signs should not let a hydra have many attacks on them if any. Hydras also have a special where they heal and grow two heads for each you chop off with a non-short blade, edged weapon. A firearm is able to chop off heads for good, so if you have one in a type you're skilled with, keep it close. Otherwise, you can use a combination of wands, spells, god abilities and throw projectiles to take them down. Note that while hydras move at normal speed on land, they move faster through water. Lair spawns 2 entrances to run branches between L2 and L4 and an entrance to slime pits on L5 or L6. Don't go into any of these yet! Lair 6 will have a large or more smaller final vault with some loot. These make the floor significantly more dangerous than any of the ones going on, so be careful. If the vaults are too challenging, leave. You can always come back later. Orcish Mines / Finishing Dungeon The Orcish Mines is a 2-storey branch that sings between D9 to D12. You may need to clear another floor or so of the Dungeon to find its entrance. The place is mostly filled with orcs, but very nasty enemies like stone giants can spawn. This is a big part of why Lair is recommended before Orc. Be careful with orc wizards (who can paralyze) and high priests and remember that the enemy summons can not follow you up stairs. Orc has an abundance of gold and a bunch of shops there to use them. Keep an eye on rPois if you still don't have it: the shops can deliver or a chore may have been wearing a magical armor with rPois property. The design of orc often spawns disconnected sections, so make sure you check all the stairs to explore everything. Orc 2 is home to an entrance to the River Halls. After Orc, finish the rest of Dungeon's 15 floors. Be careful with the entrance to vaults that will spawn on D13 or D14 and which may have nasty monsters, and the entrance to depths of D15. Lair Rune Branches Lair branches or S branches (because they all start with the letters) are the first places for you to collect a few runes. They come in mutually exclusive couples: Swamp OR shoals - loose water themed Snake Pit OR Spider's Nest - loosely poisoned themed Lair branches are all 4 floors deep with a rune vault at the bottom. If you haven't already learned under Lair and Orc that the bottom floor of a branch is significantly more dangerous than the previous floors, you're going to learn it now. When it comes to difficulties, snake and spider are similar, but swamps and shoals vary quite a bit. For most character swamps, the simplest S branch is while Shoals are the hardest. If you rolled Swamp, do it only then Spider /Snake. Otherwise, Spider/Snake first then do Shoals. rPois makes Swamp, Spider and Snake much more survivors. Magic Resistance is very useful in Shoals to prevent hypnotization. If one branch turns out to be too difficult, you can always try the other. Some players prefer to do 3 floors in the first branch and then 3 floors of the second, saving the rune floors in the end. As long as you end up 1 of the runes from these 2 cave branches before Vaults, you can save the rest for later. Vaults 1-4 Vaults has a runelock, so you need at least one rune to get in. Please note that at this time in the race, you only make the first 4 floors of Vaults. DO NOT ENTER VAULT 5. That floor is a rune area and should not be attempted until later. Item damage is much more common in Vaults than it has been in the game so far, and you'll probably see fire and frost giants along with fire and ice dragons. MRI is also very important due to paralysis enemies and vault sentinels that can alert monsters on the floor to your position by marking you. Watch out for ironbrand convokers who can summon monsters from other parts of the level and vault guardians who can lock doors and stairs to keep you trapped in place. Teleportation is a solid strategy against both. An entrance to the crypt is present at Vaults 1 or 2. I usually do not recommend you go in there during a 3-rune game because of some very frightening enemies such as curse skulls, old liches and larger mummies. The River Halls (Optional) Elf is a 3-storey, optional branch that does not have rune. I tend to do it on almost every single one of my characters, and I recommend that you at least visit the first 2 levels because there are often stores that generate. If you want to do Elf, don't come in unless you have at least MR+++ (to avoid being banished to the Abyss) and ~120 HP (wipeouts can do up to 102 damage with a single cast of Crystal Spear). The end vault on Elf 3 tends to have high-quality loot, but it is guarded by many dangerous deep elves. The main thing to know is that each of the high-level elves is like a glass cannon: they are capable of cruel amounts of damage very quickly, but they are fragile. As such, you should avoid engaging multiples at the same time. Use lurking, stair dancing and killing holes to split them up and fight one at a time. Note that deep elf elementalists have anti-kill hole technology and will blow them up. Elf 2 always has an area called Hall of Blades that is filled with dancing weapons. I'll only clear this area if I'm still looking for one of the rarer weapons like a quickblade or an executioner'. Depths Depths are 5 floors long. Expect to face large and threatening packs of deep trolls, ugly things and spriggans. Depths tend to have many vaults with extremely nasty monsters like caustic shrikes (but shrikes are so cute in real life! ahhhhhhhh), juggernauts and liches. You should be on high alert when you see stone walls in targeted form. It is common to see giant vaults on the entire floor while in Depths. I am a finisher and personally love to make these huge vaults, but no one would look down on you if you choose to skip them by going down to the next floor. At Depth 5 you will find the entrance vault to Zot. This is usually filled with all sorts of nasty dragons and draconds and should not be underestimated. 3rd Rune once completely cleared depths and only after clearing Depths it is time to get a third rune. There are 3 options that are considered by default: Vaults 5 Slime Pits The Abyss Vaults let you into the middle of an ambush of vault guards. Each staircase is in the middle of the floor, and as noise is made, powerful enemies swarm in from the chambers of 4 corners to say hello. Forget stair dancing too long because vault guardians will inevitably show up and unlock the stairs, catching you at the level. There are several ways to make Vaults: Buff up and fight the entire floor at once in the middle if you have a super tanky character or huge amounts of powerful AoE. Some gods like Makhleb with healing on murder or Yred with Drain Life make this approach much more viable. Read a teleport scroll before you go down so hope it takes you somewhere out of the middle. If it doesn't, keep teleporting until you land in a safe place. If it doesn't, keep teleporting until you land in a safe(s) place. Quaff a haste potion and use some combination of running and flashing to dash to one of the corners of the map. Cause a huge amount of noise in the middle to pull everything in and then teleport away. Rolls of immolation are recommended for this because explosions are! Fun!!! Abyss is a chaotic hellscape that randomly generates when you travel through it. The walls are constantly changing and enemies (a variety that is Abyss specific) spawn over time. Teleports are delayed here, but controlled flashing is possible. The only way to escape Abyss is to find a gateway out. There are 5 levels in the Abyss, but each one is infinite in size, and as you explore, you can be drawn to new regions and deeper floors. Gateways that lead down and out spawn randomly, but will also be generated as a result of killing enemies. As you go down the spawn rate of enemies increases, and this can be a problem because it is usually very difficult to stop and rest. You'll find the run from Abyss 3 onwards. The main trick to know in the Abyss is that you should teleport frequently and early. Teleport at the first sign of problems. Because of the infinite nature of the Abyss, an enemy you teleport away from is not one you ever have to deal with again. Rune vaults generate randomly, but do so with more frequency at later levels. As the enemy spawn rate gets absolutely brutal on Abyss 5, I wouldn't recommend you to go past Abyss 4 unless you know what you're doing and have a very strong character. Don't worry if you miss a rune vault because they will continue to spawn until you collect the run. To help you notice the rune vaults, there is a tile indicating that a rune is nearby. In the photo below there is (aquamarine?)! the tile in the corners of the rune on the left. If you see the tile, you can explore the area around it. Once you've managed to get the rune, gateways out will spawn much more often. Slime Pits is a 5-level branch with a challenging boss battle at the end. Protection against corrosion is an absolute must-have; not even about getting in if you don't have rCorr or a giant stack of resistance potions. It also helps to have at least one pip of rC because azure jelly is capable of huge amounts of cold damage. Stay away from the walls because they're burning. You should consider yourself extremely lucky if you do not end up with bad mutations after a trip into Slime. Shining eyes are monsters that have no kind of attack apart from hitting you with Malmutate, and they will do it with wild leave. The best most characters can do is try to block the fire line and kill them quickly. Since there are never any loot in the first 4 floors and jelly is worth relatively small amounts of XP, you should dive down to Slime 5 instead of clear floors. At Slime 5 you will come across the Royal Jelly in their home. This represents a scary boss battle and you should buff up before it starts. Royal Jelly threatens itself as it is fast, has high HP and malicious attacks. But it has a very interesting mechanic who makes it very tough to fight it. As you damage Royal Jelly other slimes will pour out of it. Try not to be surrounded and consider teleportation or flash away from the remaining jelly when Royal Jelly goes down. After the death of The Royal Jelly, the inner chamber walls will disappear, allowing you to access the run and the loot inside. Different players have their own preferences as the third rune they prefer. Some people, for example, always do Vaults 5. I like to mix it up a great deal depending on my character, but I personally think Abyss is the most consistent. Which one is your character going to do? Here are some considerations: Blaster wheels with high levels of AoE damage have a relatively easy time in Slime. They do an extremely good job of blowing up Royal Jelly and his spawns from range. Quaff hasten and shine to start the fight. Stealthy and fast characters and those with an abundance of teleport rolls fare best in the Abyss. You don't have to fight anything if you don't want and fast and/or stealthy characters excel at avoiding battles. Mages have a harder time than others in the Abyss. They may struggle to hold their MP up because of how hard it is to rest while monsters spawn everywhere around you. Characters who have the ability to snipe vault guardians can step dance enemies in Vaults 5. This may include varied characters with Portal Projectile or god abilities such as Beogh's Smiting or Qazlal's Upheavel. Zot's kingdom Here we go. Take a deep breath. Then make sure you have at least rF+ (although even more is preferable) and rC+. Zot applies a constant Orb status to your character. This delays any teleports (a roll will take about 10 turns before teleporting you), prevents flashes from being controlled (a roll of flashing will cause a random blink) and stops the spell Passage of Globruia from working. It should be obvious that this status adds significantly to the dangers of Zot. There are prize to end the game with rolls of magical mapping in fixtures. You might as well use any reserves you have here. Some players prefer to spend as little time as they can in Zot and dive down floors instead of clearing. You spend less time in Zot collected by doing this, but your orbrun becomes more dangerous. Zot has a lot of packages draconian. Note that they can not look invisible so a potion of invisibility is a very strong game against them. You should also be looking for curse toes that can bother you, but are slowly moving - hiring go away strat. Electric golems flash around and zap you with electricity that is very dangerous if you don't have rElec. On Zot 5, a number of very nasty enemies are common, especially in the lungs. Orb keepers move quickly and hit surprisingly hard in the melee. Under no circumstances do you allow a wrath to berserk a cool guardian. Old liches are never a joke because they can paralyze you, hit with 144 injury Crystal Spears and summon fiends. And then there's the fireball. They are fast, magical immune, resistant to basically everything, relatively elusive, have high HP and do disgusting amounts of burns while ore outating you. Get as much rF as you can, buff up, use you god abilities and don't underestimate them in any way. Many a player's dream of a first win has been burned to a sharp so near the end. A highly effective tool against both bullets of fire and old licher is an antimagic weapon because it will stop them from throwing spells much of the time they otherwise would. Remove the entire outside of the floor before entering the lungs. If the chambers on both sides (or the entrance to the lungs) are blocked by teleport or Zot traps, try to lure as many monsters out as possible by making noise. Once the area around it has been cleared, try flashing over one of the traps. Orbrun You mission is to get Orb by Zot then make it back out of the Dungeon. Rest to full HP and MP before picking up or distributing Orb because orbrun will begin. Under the orbrun enemies will spawn around your character and all over the floor you are on. These can include high-level demons such as fiends that can bother you and panlords. Never mess around with a panlord - they have random properties and spells, which means that the very fast panlord that blocks your path can have both the Symbol of Torment and Firestorm. Run from everything you can and hurry, blink, teleport if you have to! Dig passages through the walls to shorten your way and avoid monsters! Your goal is not to kill everything, it is to escape! Rest is not really something you should do on the orbrun. If you really need to rest, do it while standing on an escalator. That way, if something dangerous appears, you go up and never think about it again. Freedom The audience gets wild! Extended Why are you still reading this section? You have three runes, took Zots orb and escaped. Win. Some crazy people will to collect all 15 runes available in a game. If it's you, this is the path you should take after getting your third rune: Collect the other 2 runes that form the standard 3rd rune options (Vaults 5, Abyss, Slime). This will take you to 5. If you're going to switch to a god for the extended game, it's probably time to do it. I personally like to go to Shining One. Remove the crypt. Not only is this a good place to work by the wrath of your former god, your shiny piety will skyrocket here because everything is undead or evil. If you still have the wrath to work off, you can run around the Abyss for a bit. Remove vestibule of Hell which is the inviting room when you first go down. Either begin to clear the 4 branches of Hell (1 rune in each) guarded by a Hell Lord or head into Pandemonium. As you do first are largely personal preferences. I tend to finish at least some of the hell first because your character will almost certainly be badly mutated in Pan, and I prefer not to get stuck with them if I can help it. Most players just do Pan first. There are 5 runes to be collected in Pan. The demonic Rune can spawn randomly in the middle of the random floors, guarded by a random panlord. The other 4 are found on themed floor that will be announced to you when you arrive. Do not leave a theme floor without collecting the run, otherwise it will be lost forever (the game will ask you if you try to do this). The last run is Tomb. This place is absolutely terrifying because all the stairs are one-way hatches. This means you're stuck on the floor with mom priests and bigger mummies that will smite and torment you. Zot as above. Like Pan, I usually keep at least Zot 5 until as late as possible because the orbs of fire are likely to badly mutate you. Unlike the 3-rune part of the game, negative energy is very important in Extended. rN reduces the amount of damage you take from the torment, and there's certainly a lot of it from all the fiends and bigger mummies you're going to fight. Elementary opponents are crucial in both Hell and Pan. When you meet Cerebrov, fire panlord, you will have rF+++ and when you enter Cocytus, the ice-themed Pour branch, you must have both rC+++ and rElec for Antaeus living there. Choosing what to use a big problem I often see new players grappling with is what weapons, armor and poles to use. The circumstances of each character are different, but I'll try to provide some general guidance to help you make decisions. Weapons The first assessment is the type of weapon. If your character has a background that starts with a weapon, such as Gladiator or Hunter, think about the type right away. If you start without a gun, you have to see what Dungeon gives. Most weapon types have some distinctive characteristics. It helps to know what they are. Axes Axes have column attacks that can hit enemies in all 8 of the tiles next to you. The enemy you are aiming for takes full damage and any cleave attacks make 75%. Polearms Polearms can be forced to reach an extra tile away from you. This can be especially valuable to reach over any summons or trailers you may have. Tab will automatically evoke the range where applicable, but you can also press v to reach on a specific destination. Maces and Flails Maces do not have a special quality as such. Their benefit comes from their reasonable damage, from not being edged and thus unable to cut off heads and in being the most common weapon to find lying around in the Dungeon. Short blades Short knives cause the most stinging injuries and daggers especially so. They are also very common to be found in the early parts of the Dungeon, and they require relatively small amounts of exercise to get to the point of minimum delay. Long leaves Long leaves give you passive ability to riposte. This is a counterattack that can be triggered when you avoid an enemy's melee attack. Riposte has synergy with Evasion and anti-synergy with Shields (you can't dodge an attack you've blocked), but you should really think of it as a nice source of bonus damage and not a mechanic to primarily base your skills and equipment decisions around. Unarmed combat This is not technically a weapon, but it is a means of fighting, and you can always choose to start unarmed instead of with a weapon. Unarmed attacks start relatively weakly because they don't have the damage that a weapon adds. Unarmed Combat only hits his very fast mindelay at 0.5 on 27 skills. This means that an unarmed fighter eventually ends up launching extremely fast and hard-hitting attacks. Stakes Stakes come in two forms: fighting sticks and magic spells. Quarterstaves and Iajatang, fighting spells, do relatively high damage with relatively low skill, but they are two-handed and quite rare to find in the Dungeon. Magic spells are usually used to improve spellpower for mages, but they can act as melee weapons as well. I generally would not bother fighting with a magic staff because they have a low injury base weapon and they require training of 3 separate skills: Spells to attack faster and more accurately, evokes to increase the chance that their magic effect procs and the magic school of the staff to increase the damage of the effect when it does proc. Slings Hunting slings are very common in early dungeons and do impressive damage with very little (or no) Slings Training. A Fustibalus will take down most enemies in the game from range with just 14 skill points. Bows Bows rely on arrows (which is something common in the early game) and are all two-handed. A longbow is more than enough to win a battle with. They require quite a lot of skill training to use and have the problem that bolts can be difficult to get past before the flood of yaktraur packs in Vaults. A hand crossbow can be used with a shield. Throwing projectiles is especially fun if you are able to large rocks (Troll and Troll). The more damage the projectile has, the better. Weapon brands The following brands are mostly always good in a 3-rune game: Electrocutation - Do a flat level of damage then shine (literally) on a fast weapon. Also partially ignores ac that makes it still extremely effective on slower, high damage weapons. Speed - Attacks are 50% faster. Not so good at a low base damage weapon, but absolutely ridiculous on something like a battleaxe. Vampiric - Gives a chance to heal you when attacking uncalled enemies. The effect is resisted by enemies with rN and does not work at all against enemies who are immune from negative energy (demons, the undead, etc.). This is the best brand to have in a 3-rune game because it's like worshipping Makhleb, but from your weapon. As with speed, vamp is kind of mediocre on a low-base-injury weapon. You want it on the biggest axe you can find. Pain - The caveat here is that the injury pain depends on your necromancy skills. With high necromancy skill (and to monsters without rN), painkillers do the most harm of anything. Since there is a flat level of injury, you will have pain on the fastest possible weapon. Drainage - I feel that this brand is often underestimated. Drainage lowers hit dice of monsters that causes all sorts of nerfers to happen with their spells and attacks. The following brands will get the job done: Vorpal - The exact name of this changes depending on the type of weapon (slashing, chopping, etc.) This brand adds about 17% damage to your attacks, and it works on all enemies. Is percentage-based so more impressive on high-casualty weapons. Fiery - 25% bonus damage as fire. Chops of hydra heads so that they remain chopped. Percentage-based. Freezing - 25% bonus damage like cold. Slows cold-blooded enemies. Percentage-based. Poison - Inflicts damage over time that is effective for kiting. Is extremely potent in the early game and in Spider's Nest, but falls off later in the game as more enemies become resistant to it. Works best on a quick weapon to stack poison quickly. The following brands are effective in niche cases: Anti-Magic - Very strong against dangerous spellcasters because it causes them to fail their spells, but worthless against everything else. Holy Wrath - Do 75% bonus damage to demons and the undead that absolutely destroy them. Do nothing with other monsters. Percentage-based. The following brands are quite bad, and you will probably prefer not to use them: Chaos - Can give you free killing by paralyzing or confusing enemies, but can also get you killed by healing or berserking them. Works best on fast weapons to apply as many chaotic effects as possible. Distortion - Can provide free killing by banishing enemies, but can also flash and teleport enemies around that are incredibly annoying (and potentially dangerous if the enemy you're flashing away is varied). Do flat levels of bonus damage so works best on a fast weapon. Protection - Provides a temporary 7 AC after you hit Does not cause any bonus damage. Do not use this mark if you do not need it. Choosing between weapons of a type The main quality of a weapon is its base type, and the main quality of a base type is how much damage it does. While the enchantment assessment makes a big difference to an untrained user, greater is better for a character who is skilled in a gun type. If you have 20 Axes skills, you'd rather have a +0 battleaxe than a +9 handaxe. Unless you have a fast weapon with a brand that doesn't care about weaponbase damage (elec or pain), I'd suggest you just choose the heaviest base weapon you can use, and then choose the best brand, and then choose the best enchantment. Crosstraining Some types of weapons cross trains with others. This means that 40% of the skill experience will be transferred for free. While cross-training isn't usually a big consideration in your weapon selection, it facilitates a transition from Short Leaves in the early game to the Long Blades at the end of the game. It can also allow a character to use another weapon type for free. A heavily invested axe user may be able to use a mace against a hydra so as not to cut off heads. Switch weapon types Do not do it. But I just found an artifact spear and I've only trained 15 points of long leaves! No. Don't do it. In truth, it can sometimes make sense to switch weapons types. It helps a lot where cross-training applies to the switch. I would say that this is a case where you are allowed to break the rules, but only when you know and understand them. The inclination of new players seems to be so strongly in favor of unnecessary switching weapon types that I'd rather just tell you not to do it. Armor If you don't throw sticks or try to sneak around, the armor choice is quite simple. As a nice rule of thumb, I like to add AC and EV together to a combined score and then carry the armor with the highest combined score. In the earlier parts rPois armor is much more valuable than an armor with rF+ that switches towards the end. If you manage to snag a gold dragon scales that will cover many of your resistance requirements on your own. Mages and stabbers still want to have the highest combined total they can get, but there is an additional requirement. You should use the heaviest armor that still allows you to sneak or throw your formulas. I'm not a great advocate for the glass cannon belly wearing robes and I would much rather pilot a belly that has swamp, ice or fire dragon scales. Spells Spelling can be quite difficult and it takes a lot of experience to do well. Part of the decision depends on what you're trying to use spells for: killing things, benefiting or escaping. If you already have spells that cover your goal, you don't really need duplicates. When you think of a spell ask yourself the following question: Does this spell offer me New? Does this spell give me anything I want? Is the curse already in a school or school I know, or am I starting to train from scratch? How quickly can I get spell online? Do I have to ignore my defense for a long time to get the curse online? If you are a blaster caster who struggles to decide between spell schools, you should know that Conjurations is the safe bet. Not only does it bridge the gap between other spell schools, but it's also the most general on killing things because it works on all enemies. Mages also like to have some variety in what their stakes do. It is useful to have easy target damage for powerful unique or enemies like bullets of fire as well as AoE to take on packets of enemies effectively. My main tip is really just to experiment with spells and spell schools and see how you go with them. For some very in-depth information about the individual spells myself, check out duvessas spell guide. Choosing which statistics to raise with every third level comes a choice between strength, intelligence and dexterity. Which one to choose? Your most pressing concern is whether you're going to have enough strength for the armor you intend to wear. As a general rule of thumb, you will have at least as much strength as the encumbrance rating (some players like to have 1 or 2 more). There's no point worrying about intelligence for spell success or dexterity for dodging if you suffer a heavy encumbrance penalty. The penalty will be much more important on spellcasting and dodging than any extra int or dex would ever be. As a stomach it is not so often you will go over a fire or ice dragon scales that have an encumbrance rating of 11. For a melee or varied battle character, you can plan to end up in the heaviest armor in the game which is 23 (gold dragon scales and crystal plate

armor). You can see is of some armor by examining or asking it. When you have (or want) enough strength for your armor, intelligence becomes the most valuable to any character who is going to throw spells. Int has a 3-times effect because it lowers spelling and hunger while at the same time as spell power. If you are going to throw very high level spells or rely on spells that succeed or fail based on spellpower (hexes need to overcome magical resistance, for example), intelligence will be highly desirable. For a non-caster or one who doesn't need more intelligence (maybe you just throw low level spells that don't rely on spellpower like Blink?!) you can go with strength or dexterity. The question is whether you prefer a little more damage to your attacks or higher evasion. There are definitely schools of thought that advocate for strength every time, but I don't think you can go too wrong. To summarize (by meaning): Size to at least ER of your armor. Int if you want to throw spells. Size to increase damage, dex to increase EV. How to become more surviving You will be much more surviving if you every match with full HP. That means you should rest back to full at the end of each skirmish. Wait out bad temporary statuses like Slow and Exhaustion you get from berserking. Keep the house in order. If there is a chance that your hunger level can dip into the very hungry and stop you from going berserk during a dangerous fight, eat in advance. You will lose an extra turn in a potentially critical situation to eat if you wait until you absolutely need it. Paradoxically, better offenses make you more survivable. It makes sense, though; If the monsters are dead, they can't threaten your existence. But don't become a glass cannon because it goes too far. Every single character you play should train fighting skills for the extra HP it provides. In fact, more than 50% of the characters I've ever won have had Fighting as their highest skill at the end of the game. If you look at the image below, Conqueror and Slayer are both Fighting titles. Another obvious way to become more surviving is to increase ac (armor), EV (evasion) and SH (shield) values. AC is undoubtedly the best to have of these 3 (if only because it does not fall to 0 in case of paralysis), but it is still better to have at least some balance. Having a very high AC is great, but it is less impressive in practice if every enemy attack lands. As a guide I like to have a decent and relatively balanced amount 2 of 3 of AC, EV and SH. You can elevate the corresponding defense by training Armour, Dodging and Shields skills. A question that often comes up along these lines is whether you should use your enchanting armor rolls now to raise ac or wait for a better armor to appear. Generally speaking, you should favor here and now over the future. First of all, there is no future for you if you die now. Second, how do you know you'll find a better armor? When using rolls on your armor, it is preferable to enchant your auxiliary tracks, such as boots first, because they tend to be less often replaced than body armor. Elemental opponents are very important for survival as well. rPois is an extremely valuable resistance to having pre-Lair and all the way through the S-branches. Especially Spider's Nest has some highly toxic monsters that will poison you quickly if you are not resistant. Heading into Vaults, rF and rC are becoming increasingly important, and you should have someone from that point to the end of the game. The first point of fire and cold resistance is without a doubt the most important thing because it lowers damage by 50%. The additional 2 points also help, but they provide ever more diminishing returns. From Shoals (if you have it) onwards, mr becomes arguably the most important resistance to have. Suppose a fire giant hits you with Fireball when you don't have any rF: you'll lose a large portion of HP, but then you can take drastic measures to escape. Now you assume that you have low magic resistance and you get There is literally nothing you can do but wait. MRI+++ is the least I feel comfortable walking around with, but it's usually enough to avoid most hexagons unless you're unlucky (old liches will still have a significantly lame chance at you). The other 3 main opponents are rN, rCorr and rElec. rN is usually not that important in a 3-rune game so it's nice if you have some but not a big deal if you don't. rCorr is mandatory in slime pit and useful against the few acid enemies as caustic shrikes but unnecessary otherwise. rElec is quite rare because it is said to be a luxury resistance and the only items it comes on are objects. Unfortunately, enemies with electric attacks are present in almost all branches of the game, and because elec damage partially ignores AC, they are extremely dangerous. In a pinch you can get rElec with a potion of resistance. Finally, never be vulnerable to an item if you can help it. Taking 100% damage is bad enough without the pips of resistance. With a vulnerability, you take 150% of the usual damage. How to live through bad situations The best cure for bad situations is prevention; ideally, you would avoid them all. The earlier you recognize a situation goes bad (and even if you just see the potential for a situation to spiral out of control) and react to it, the better your chances of living. But despite your best and most noble efforts, things will always go wrong. You fall through an axle... When a situation has gone bad, the first and most important thing you can do is slow down. SLLLLLOOOWWWWW DOOOOWWWWWWNNN. Remind yourself that DCSS is a turn-based game. You can think about your next move for as long as you want, and it's even possible to stop and come back later. I can't count how many times I've died in a situation when, 10 minutes later, it struck me how I could have lived. Once you have calmed down and taken some deep breaths, you will be aware of all the options you have. Do the following steps (and note that the common theme is consumables): Review your inventory and see if something jumps out. Look at the quaff menu. Look at the Reading Menu Look at the options menu. Look at your spelling list. Look at the jewelry menu. Look at all the menus again. Yes, everybody. Now you're ready to make some decisions. Ask yourself how permanently bad the situation is. If large amounts of damage come at every turn then trying to live off the quaffing potions of healing wounds is only going to delay the inevitable. If you don't need to escape, and it's just that a max-damage roll from an enemy can kill you then a heal wound can be perfect. Let's say you have to escape from a terrible situation. Rolls of flashing are probably the best way in the game to do it because they can take you right out of the way. You can even chain several together. Flashing rollers can buy you time to retire, read a teleport scroll, summon allies or heal up. If you are threatened by a varied enemy, a wink followed by a fog roller can you away and then hide your sight. Rolls of teleportation are also very useful to escape with, but there is a bit of a delay before the teleport and there is no guarantee that it will not only move you 1 tile from where you are now. This is partly why it is so important to TELEPORT EARLY. Teleport rolls are also less reliable on unexplored floors because you're probably about to make some new friends. If you desperately need to live while waiting for a teleport to go off, it may be a good idea to randomly flash away from the enemy or quaff potions of healing wounds. Other good escape tools include scrolls for fear of getting your enemies running away from you. Note that fear only works on (non-berserked) living enemies, and it must pass an MRI check. Haste potions can give you an eruption of speed to run away or perform other escape actions faster. Many gods give panic buttons that you should not overlook. Wands can also come to the rescue. A hex wand like paralysis or slavery can only get the dangerous enemy away from you. A digging rod can provide a useful corridor that stops 6 enemies from swarming you at once. Dangerous spellcasters like old liches can't throw spells when they're subdued. Note: You can not curb demons, bullets of fire or panlords. Use xv to check if you really need to know if a monster spell or ability can be muted. Having listed all the possible options for dealing with bad situations, I can't stress enough how much better it is to ACT EARLY. If you take evasive action before HP falls low the chances of living are much higher. Don't wait until you have less than 50% HP to teleport because there's a good chance it's too late and you're just going to die. Always remember that it is better to use a relatively common consumable as a potion of agility before or early in a struggle than it is to almost die and be forced to use an extremely valuable one as a roll of flashing. When the next bad situation then rolls around, the scrolling off flashing will not even be an option. In a way, you survive a future bad situation by being proactive about this. The mutation system in Crawl there are both positive and negative mutations that can affect your character. Demonspawns have special mutations as part of their ancestors, but that's not what we're talking about here. Rather, this is about the changes in your body that arise as a result of Dungeon and the monsters in it. There are only 2 real ways in the game to try to give yourself positive mutations. The first is to worship either Xom or Jiya because they will mutate your character and usually (but not always) in a good way. The second is to quaff a potion of mutation. This potion causes the following effects to occur in the following order: Removes 2-4 mutations randomly. Adds 3 mutations Adds a positive mutation. Other causes of is primarily bad. Be contaminated from spamming invisibility or miscasting spells to the point where you glow will result in at least one negative mutation most of the time. Some monsters (neqoxec, cacodemon, shiny eye and cool of fire) have Malmutate which gives you a negative mutation 80% of the time and a random mutation (which can still be negative) the other 20%. As rMut is extremely rare (mostly exists on a couple of predetermined objects), the best way to avoid being reated is to limit the line of fire from the monster and kill it quickly. Some negative mutations are almost run-endingly bad and others significantly add to the fragility of your always-under-threat-of-permadeath life. Teleportite occasionally teleports you to enemies on your floor, and there are 3 levels of the mutation with increasing frequency of teleports. This is much like stepping on a teleport trap except that there will always be enemies where you land. Berserkitis makes your character go berserk against his will when performing melee attacks. The mutation deformed body halves due to AC of body armor. Blurred vision takes longer when reading scrolls. Slow healing stops HP regeneration completely when a monster is visible. Suppose you've ended up with one of the negative mutations mentioned above (or one of the others not listed there). How do you go about removing it? The only way to remove mutations is to quaff potion of mutation outlined above. Of course, there is no guarantee that potion will remove any specific mutation or that it will not add even more bad mutations after removing some. You just have to keep chugging until you either get a mutation set that isn't terrible or you run out of mutation potions. Since potions of mutation are as valuable as the only way to remove negative mutations, I strongly recommend that you do not use them in an active attempt to mutate yourself for positive mutations. Instead, you should save them. I've lost a character before on Zot 5 after a bullet of fire gave me teleportite mutation. It triggered and threw me into one of the lung chambers, surrounded by dangerous Zot 5 enemies. Common mistakes and pitfalls I see these things happen too often (it keeps me up at night): Mindlessly running against every enemy that appears. Fighting several enemies at a time where they can all attack back. Training a big weapon as a battleaxe to 20 skills without defense. Do not use god abilities to stock up piety. Wait far too long and to an overly low HP total before taking drastic measures. Trying to get a third rune before you even enter Depths. To believe that Crawl has a moral imperative that requires you to kill every enemy right now. Being too inflexible about trying to get the perfect god, spell, weapon or armor when something that's just good enough will be enough. Don't train enough fighting skills. Quality of life tips See all experienced players and gameplay will appear much smoother. Here are some of the things they do. Change spell/item/ability letters as you learn spells they will be assigned letters in alphabetical order. Spellcasting can get annoying when the buttons to throw them are over the keyboard. Imagine if you could change the spelling letters to put them closer together and z key ... Well you can! = is the alignment command where you can choose to change the track on an item (i), spell(s), or ability (a). Switching between weapons Single' (apostrophe key) switches between weapons in the a- and b-element slots. This makes it very easy to switch between 2 melee weapons (such as your primary axe and a secondary flaming axe for hydras) or a varied and a melee weapon. If the object in you is one or b-track is not a weapon, you will instead go unarmed. This tip works very well with the previous tip because = allows you to put the weapons you want on the a and b slots. If I routinely wielding more than 2 things I next use w slot so that it can be exercised with ww. After w comes q for wq and so on. Macros Macros are a way to assign a variety of keystrokes to a single input. I honestly do not know how it is possible to play a belly character without macros and not lose your mind. Press ~ (Tilde key that is usually under Escape) or Ctrl + d to begin. s saves the macros you created so that they persist in new games, and m allows you to enter a new macro or remove/redefine a macro you already have. Good keys for macros include the number keys (1 to 9) and function keys (F1, F2, F3). You can also use letter keys that do not have functionality, such as p. If you use a macro to cast a spelling period that requires a goal, you must use . (period) or f in the macro. The period has two potential meanings, and you need to be a little careful with the other if the spell does not require a goal: Enter or wait a turn. For that reason, I would recommend you to use f to confirm the target. Please note that a macro for a targeted spell will select the nearest enemy. If you want to aim for a particular monster that is further away you should throw spell manually. In the image below I have created a macro on the 1 key that throws my spell into the c slot at the nearest target. For gods like Fedhas or Yred who constantly require you to use their abilities, I like to macro aa to the p-key. There was a time when it was so this has nostalgia as a bonus effect. For more detailed coverage of the crawl's macro functionality, see Neil's macro guide. Repeat the previous action' (under Escape) repeats the previous action. This can be useful for firing rods, throwing projectiles or more conveniently using 12 enchanting armor rolls on gold dragon scales. Decide what to pick up and ignore with Autopickup assume that you are a heavy-armor-wearing melee fighter without use for books. Or assume that you already have 3 rings of protection from fire, and you come across Fourth. Conversely, assume that you are a belly and you want to check all all magic spells you come across. Instead of having to retrieve and drop the items you do/don't want manually, you can set rules for what autopickup will address or ignore. Press \ to open the autopickup menu and then turn entire classes of items or specifics. Once you're in the autopickup menu, you can tap - to see which items are still unknown to your character. This can be useful when trying to figure out what the 3 unknown potions you hold can be. Placement and removal of exclusions Exclusions are markups that prevent automatic explosions from entering. You can omit a single tile, an area around a tile (each square that can see that tile), a staircase, or a door. Although you can manually review an excluded area, the game will ask you first to provide for it. Press x or X and move the cursor to the location you want to exclude. e goes through a small exclusion, large exclusion and no exclusion. You can remove all exclusions from a level at once with Shift + x then Ctrl + e. Exceptions can be useful for staying away from a unique or other dangerous enemy who didn't wake up when you first saw it. I also like exclusions to mark dangerous stairs that I should not use, and to exclude the entrances to the branch pipe vault, so that the rest of the floor can be cleared first. Forget and remember the level Assume that you know it's a unique or ghost you want to hunt down somewhere on the floor, but you've already explored it fully. Instead of manually searching the floor again, you can forget about it and then use autoexplore. X (Shift + x) then Ctrl + f forgets the floor. X (Shift + x) then Ctrl + u undoes forget. When you're in a store, press Shift + the letter of the item you're interested in to add it to your shopping list. Read branded items from all stores by pressing \$ which is very apt. The game will even give you a message once you have collected enough gold to purchase an item on your shopping list. Searching for all items nearby A nice tip to review all the items on the current floor is to open find with Ctrl + f then search for .. This is especially useful on loot-heavy branch closures like Elf 3 or Vaults 5. Improve focus on tactics, they are the most important by far. After each death think about why you died and what you can do to prevent it from happening again. If you died for a new enemy because you didn't know what it was doing, remember for the next time. Even better, the next time you see something new, examine it. If you are at a complete loss about why you died, ask a more experienced player. Perhaps mastering DCSS is not your goal and you read this just to learn a few things. Whatever your intentions, you're going to have runs where you never get a single artifact or find the exact spell you want. You will experience deaths that are mainly due to RNG as being axle trapped. And you're going to lose characters in ways that are heartbreaking. If you play enough, you even go die in extremely embarrassing ways (sometimes you can even directly kill yourself). It happens to everyone, just keep going. If you want to see a lot of this put out in practice go take a look at my YouTube channel where there are many DCSS playthroughs. The playlist for a beginner Minotaur Berserker tutorial can be found here. While that game was recorded in the 0.19 version, the basics remain the same. Episode 1 of the tutorial can be seen just below. Below.

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