

Dead Cells - Tips, Tricks & Guides

V4.5.5: The document is now dark-mode safe! (Last updated: 27.12.2023)

This document currently contains **200+ unique tips, 10 tricks & 10 detailed guides** for people ranging from bloody beginners to even the most skilled players!

A list of all abbreviations, gameplay guides (Cursed Chests, Challenge Rifts & Scroll Manipulation), boss guides (*work-in-progress*), biome guides (*work-in-progress*), how to get every rune, how to farm cells quickly, how to efficiently hunt for blueprints, the Max-Scrolls path, a recommended amount of scrolls for each difficulty, and the set definitions for each colour are also included!

This guide took me a long time to create with the help of quite a few very nice people! Make sure to also read the sections where you think you know everything, I bet that you'll learn something new!

Before you start reading this, be reminded that your **fun** should come before everything else when it comes to video games. You shouldn't feel inclined to apply everything that I mention here. The goal of this document isn't to force you to play in a way that doesn't suit you, but rather to give you some advice that can improve your gameplay. The most fun I experienced while playing Dead Cells was when I just picked up the game, figured out some stuff on my own and only took help when I needed or wanted it!

Use [Custom Mode](#), [Aspects](#), [Assist Mode](#), etc. if you feel like that would increase your enjoyment of the game. *Just know that Custom Mode will disable achievements with certain modifiers or if you disable too many items. Aspects on the other hand will hinder you from unlocking the next difficulty and prevent flawless achievements!*

I would advise you to only read what really helps you the most in the stage you are in as a player (*if you're a beginner only read the beginner tips, if you're an intermediate player then check out both the beginner & intermediate tips, etc.*), vary your playstyle by being more aggressive/tactical and try different builds & paths! This game is meant to have some variety, if you use the same weapons and builds all the time you'll get bored eventually.

I would really appreciate it if you could upvote the guide on [Reddit](#) and like & favourize it on [Steam](#), that way more people can find this guide and make use out of it!

CONTENT TABLE

CONTENT TABLE	2
ABBREVIATIONS	3
TIPS & TRICKS	6
Settings	6
Beginner	7
Intermediate	14
Advanced	20
5BC Tips	27
Tricks (Movement/Mechanics/Secrets)	29
GUIDES	33
Gameplay Guides	33
Cursed Chests	33
Challenge Rifts	36
Scroll-RNG Manipulation	39
Boss Guides	40
Biome Guides	41
The Bank	41
UNLOCKS & FARMING	46
How to get every Rune	46
Cell Farming Guide	47
Blueprints – 5.3k/h	47
Legendary Forge – 2.5k/h	48
Blueprint Hunting Guide	50
Blueprints locked behind higher difficulties	54
Blueprints locked behind lower difficulties	55
TRIVIA	56
Scrolls on each BC	56
Highest Scrolls Path	56
Highest Scrolls Amount	56
Recommended Amount	57
Alternate Ending Routes	57
Definitions of all Colours	58
CREDIT	59
TO-DO LIST	60
VERSION HISTORY	61

ABBREVIATIONS

This is a list of all the abbreviations by the community & my definition. If you want to add or change something, then message me (see [Credit](#) for more info).

Biomes

- PQ = Prisoners' Quarters

- PotC = Promenade of the Condemned (or "Promenade" / "Prom")
- TS = Toxic Sewers (or "Toxic" / "Sewers")
- DA^{TBS} = Dilapidated Arboretum (or "Arboretum" / "Arbo")
- CO^{RIC} = Castle's Outskirts (or "Outskirts")

- PD = Prison Depths (or "Depths")
- CPrison = Corrupted Prison

- Ramp = Ramparts
- Oss = Ossuary
- AS = Ancient Sewers (or "Ancient" / "Sewers")
- MotB^{TBS} = Morass of the Banished (or "Morass")
- DC^{RIC} = Dracula's Castle (or "Early Castle")

- BB = Black Bridge (Concierge / "Conci")
- IC = Insufferable Crypt (Conjunctivius / "Conji" / "Conju")
- TN^{TBS} = The Nest (Mama Tick / "MT")

- SV = Stilt Village (or "Stilt")
- SS = Slumbering Sanctuary (or "Sanctuary" / "Sanc")
- GY = Graveyard
- FS^{FF} = Fractured Shrines (or "Shrines")

- CT = Clock Tower
- FS = Forgotten Sepulcher (or "Sepulcher" / "Sep")
- Ca^{RotG} = Cavern
- US^{FF} = Undying Shores (or "Shores")

- CR = Clock Room (Timekeeper / "TK")
- GH^{RotG} = Guardian's Haven (Giant)

- Mau^{FF} = Mausoleum (Scarecrow)
- HPC = High Peak Castle (or “High Peak” / “Castle”)
- Dist = Derelict Distillery (or “Distillery”)
- IS^{TQatS} = Infested Shipwreck (or “Shipwreck”)
- DC^{RtC} = Dracula’s Castle (or “Late Castle”)
- TR = Throne Room (Hand of the King / “HotK”)
- LH^{TQatS} = Lighthouse (Servants)
- MK^{RtC} = Master’s Keep (Dracula / “Drac”)
- TC^{TQatS} = The Crown (Queen)
- *Spoiler related abbreviations located in a separate document found here (missing link).*

Gameplay Terms

- HP = Health Points
- I-Frames = Invincibility Frames (*frames where you (or an enemy) can't take any damage*)
- RNG = Random-Number-Generation (*aka. chance/luck*)
- Main-Stat = Your primary “colour” stat (*either Brutality, Tactics, or Survival; also referred to as Brut/Tact/Surv or Red/Purple/Green*)
- Off-Stat = The other two colour stats besides your main-stat
- “Take [...] off-colour” = As in, taking a mutation/item that doesn't scale with your primary colour (*e.g. taking the Gastronomy mutation while running Brutality*)
- Status Effects:
 - DoT = Damage over Time (*bleed, poison, fire, burning oil, shock, etc.*)
 - CC = Crowd Control (*root, stun, slow, freeze, etc.*)
- Gear Power = Total item level (a combination of Gear **Level** and Gear **Quality** (e.g. Vorpan **IV-S**))
 - Gear Level = Base Item Level (The roman number after an item's name (e.g. Vorpan **IV-S**))
 - Gear Quality = Item level bonus (The added symbol at the end of an item's name (e.g. Vorpan **IV-S**). The current gear qualities are: +, ++, S, L)
- Affixes = Attributes on an item (*can cause status effects, add projectiles attacks, improve the damage either directly after certain conditions have been fulfilled. The higher the Gear Power of an item, the more affixes it will have*)
- AoE = Area of Effect (*items, usually skills, that can damage enemies in a wider area instead of being directed at a single target*)

- CDR = Cooldown Reduction (*reduction of the cooldown that a skill has; usually done with the help of mutations*)
- BC/BSC = Boss Cell / Boss Stem Cell (*unlocked after finishing the run without using Aspects; Similar to New Game+*)
- Z-Door = Any door that you can enter (*the "Z" stands for the Z-axis*)
- *Other gameplay related abbreviations are explained in this document, we only listed the most common abbreviations and abbreviations that will appear in multiple tips!*

Community Terms

- Skill Issue = *A term usually used by the community as a response to someone getting mad about an unlucky situation (usually resulting in dying in-game), when someone complains about certain mechanics/items, or when someone doesn't like a certain (often underrated) item that's a bit harder to use. It's used even if the player knows that the mechanic/situation/RNG is just utter bullshit, most of the time to hide the pain.*
- Git Gud = *Another term similar to "Skill Issue" that's used in interchangeable situations. Also used as a lazy/meme response by some veteran players as a response to (sometimes genuine) questions by (often new) players. In that context it's simply toxic while in other (usually friendly) environments it can be viewed as a tease.*
- DC = Dead Cells (*This game, lol*)
- MT = [Motion Twin](#) (*The creators of Dead Cells, not to be confused with MT for Mama Tick*)
- EE = [Evil Empire](#) (*The current developer team of Dead Cells, which consists of old MT devs that wanted to continue working on DC and a lot of other people. They have been working on Dead Cells since the 1.4 version.*)

Footnotes

RotG = [Rise of the Giant DLC](#) (*free DLC*)

TBS = [The Bad Seed DLC](#)

FF = [Fatal Falls DLC](#)

TQatS = [The Queen and the Sea DLC](#)

RtC = [Return to Castlevania DLC](#)



TIPS & TRICKS

Settings

Having the correct settings can instantly improve your runs! The “outline” settings aren't included here, but those can also be helpful (located in the accessibility section)!

Enable these in your settings:

- “Disable the curse popup”
 - Video (At the top)
 - ***Optional**, but there already is a sound cue and the curse symbol above your head when you get cursed, there is no need for an extra pop-up every time you're cursed.*
- “Display the percentage of life left”
 - Video (At the bottom)
 - *Helps with health management and risk assessment.*
- “Display the number of enemies killed without being hit”
 - Video (At the bottom)
 - *Helps with Killstreak Doors (this should be enabled by default since 2.9).*
- “Display Seed ID”
 - Video (At the bottom)
 - *Very helpful for bug reports or when you find a good seed to share.*
- “Roll ready”
 - Gameplay (In the middle)
 - *Rolling is essential, this helps you to play around the roll cooldown.*
- “Disable Gameplay Slow Motion”
 - Gameplay (At the bottom)
 - *This definitely should be enabled, or else it can mess with your parry/dodge/etc. timings, especially on higher difficulties (because of all the elite enemies).*

Disable these in your settings (*Very optional! The game will feel less visually stimulating with less visual feedback*):

- “Enable Bright Flashes”
 - Accessibility Settings (At the top)
 - *Maybe you don't want to get flashbanged every half a second.*
- “Enable Screen Shake”
 - Accessibility Settings (At the top)
 - *Maybe you don't want to experience a small earthquake every half a second.*

Beginner

This Beginner section contains a total of ~60 tips! These tips are useful for both very new players and players with intermediate-level knowledge. Even returning players can take a look at this section to remind themselves of the basics. These are tips for 0-2BC for players with around 0-50 hours of playtime (but make sure to check out the tips even if you're above 2BC or have more than 50 hours). Unlocks, which are a major part of the game, are also discussed.

Gameplay

- **Explore the whole biome**, you will find more scrolls, money, cells, food, items, blueprints, and more!
 - There are rooms called “**lore-rooms**” (*usually indicated by a light-blue colour on the map*), interacting with those can give you money, food, weapons, amulets or blueprints.
 - **Look for leaves in the walls** while exploring! These are often a hint for secret zones. You can roll through one-tile-tall gaps and the leaves are used to hide these one-tile-tall pathways.
 - You might find a [Legendary Altar](#) while traversing through a biome (*it looks like a golden bubble with lines that connect to enemies*). Upon killing the nearby enemies that it is protecting, you'll be able to pick up the (usually strong) legendary item on top of the altar!
 - **Switch up your biome choices!** You might come across something you've missed before (like [Runes](#) or blueprints) and at the same time get to enjoy more biomes. *They all have great music too!*
 - *This might prevent burnout & boredom that originates from taking the same path every single time, which is especially common in players that try to min-max by taking only the "best route" (which doesn't really exist either as it really depends on your build, your personal preference and your situation).*
 - *If you want to prevent burnout and think Dead Cells is worth the money, then go ahead and buy some DLCs. They're worth it and add quite the variety.*
- **Search for Secret Rune Markings** in the floor and walls, they contain money and food.
 - There is a special Secret Rune Marking that opens a [Challenge Rift](#) (*this one can only be found in the ground and has a 20% chance to appear per biome*). These are very worth it because they contain a Power Scroll, 5-180 cells (depending on where the Rift is found and the difficulty) and an amulet!
- **Kill every enemy!** They drop money, cells, food, items & blueprints. You'll also get familiar with the enemies which will help you with higher difficulties.
- **Don't spread stats.** This is one of the biggest beginner mistakes you can make!

- **Invest all [scrolls](#) into your main colour**, every scroll should be invested into one colour (e.g. instead of 8-8-8, go for 16-4-4)!
- The scrolls that you can't put into your main-stat should go into **health**, there is no benefit in neglecting one of your two off-stats. This will grant you more health, which is a nice bonus (16-4-4 is better than 16-1-7).
 - *Splitting stats was a viable strategy before the 3.0 version because legendary items scaled with your two highest stats, but this has changed since then!*
- **Spreading stats is bad** due to the nature of the damage & health scaling. Your damage rises exponentially if you invest stats into the same colour, but health on the other hand has limited returns and eventually will stop increasing your health.
 - Each scroll adds +15% damage, so **your current damage will double after every 5 scrolls** in your main stat! (Example with 1, 6, 11, 16 & 21 stats: 100 → 201 → 405 → 814 → 1637)
 - *The enemies can't attack you if they're already dead! You will have more DPS, progress faster and get hit less often.*
 - *Boss fights will take more than 5 minutes (probably even longer) if you spread stats. That's a huge disadvantage when you compare this to builds that can melt bosses in mere seconds!*
 - *A challenge runner named POWERMF64 made a [video](#) where he spread stats on 5BC, it was painful to watch to say the least... (Be careful about spoilers, the 5BC biome and boss will follow right after the fight with the [Hand of the King!](#))*
- **Don't change your main colour during a run**, you should commit from the start. It doesn't matter if you find your favourite weapon if it's off-colour (*aka. if it doesn't scale with your main-stat*), changing your main-stat in the middle of a run will most likely give you a harder time.
- Side note: **Enemies don't scale with the amount of stats you have** (*since 1.1 at least*), that's why there is no downside to picking up every scroll.
- **Dodge enemy attacks**, getting hit in this game is very punishing! Prioritise not taking damage over dealing damage, face-tanking (*getting hit without caring about dodging*) isn't ideal!
 - **There are attack cues!** Watch out for the yellow exclamation mark and the red aura around the exclamation mark, that symbol appears in the moment before the enemy attacks and it's very useful for timing your parries or for dodging!
 - **Rolling gives you I-frames**, you should practice using your roll and use it more effectively in combat!
 - **There are multiple forms of dodging**, combine them to master the art of dodging!
- **Get the No-Hit Doors**, they force you to practice not getting hit and reward such a playstyle.

- **Time Doors aren't worth rushing for**, you want to get everything from a biome (Scrolls, Money, Cells, Items, Blueprints, Food, etc.). You should rather focus on the killstreak doors, that will also help you with not getting hit in the future. Even 5BC players skip the time doors if they would have to rush a biome for it.
 - Biome [Killstreak & Time Doors](#) have the same rewards (20 cells, some money and a 3-choice-altar with either 3 items or 2 items & 1 amulet).
 - Besides the 20 cells & extra money, [Boss Flawless Doors](#) also contain a random legendary item from your item pool instead of a choice altar.
- Get these **blueprints** from some of the Time Doors & ignore them afterwards:
 - [Assault Shield](#): 2 minutes door to Promenade of the Condemned
 - [Frenzy](#): 2 minutes door to Toxic Sewers
 - [Marksman's Bow](#): 8 minutes door to Ossuary (from Promenade)
 - [Root Grenade](#): 15 minutes door *after* Concierge
- **Use your skills**, they are not consumables! It's free damage for both biomes and bosses.
- Have a source of **AoE damage** (*usually from skills*) to deal with groups of enemies.
 - Some great burst damage AoE skills are [Knife Dance](#) & [Lacerating Aura](#).
 - You can use a source of CC to prevent getting overwhelmed by enemies (e.g. [Ice Grenade](#), [Root Grenade](#), [Ice Shards](#), etc.).
- You should **upgrade the quality of the items** that you want to keep in your run. Upgrading the quality of an item (*blank* → + → ++ → S) at the [Blacksmith's Apprentice](#) won't change the weapon's current affixes, but it will increase the [internal level](#) of the item by 2 per quality increase!
 - **Don't upgrade the quality of early-game items.** Items you find before the 1st boss can usually be replaced by higher level stuff quickly, which you can upgrade instead. The only exception is if you found an item with great affixes that allows for synergies.
- There are many different **types of weapons**, some of them can be upgraded and others have unique characteristics:
 - **Two-Handed**: Some weapons will take up both weapon slots (e.g. [Crossbows](#), [Hard Light Sword](#), [Scythe Claws](#)^{TBS}, [Ferryman's Lantern](#)^{FF}).
 - **Dual Scaling**: Some items can scale with two different attributes! [Sadist's Stiletto](#) for example scales with two colours, Brutality and Tactics. But this doesn't mean that both stats contribute towards the damage output. Only the highest stat takes priority! *If you are at 9-8-2, then only 9 stats will count; If you're at 8-8-2, then only 8 stats will count.*
 - *They work like normal items for the most part and can be found anywhere. The dual-scaling characteristic is hand-picked by the devs!*
 - **Colourless**: These items can do everything that a normal item can do, the only difference is that they can scale with *any* stat due to the "colourless" affix. A colourless [Sadist's Stiletto](#) (normally scales with Brut/Tact) can now scale with Survival as well!

- They are dropped from [Cursed Chests](#) or the Collector when you unlock a new item.
- **Legendary:** These items are usually very strong and they have multiple unique characteristics:
 - Can't be upgraded (*they already have an internal S-quality level*).
 - All legendary items also have the “colourless” affix.
 - Each legendary item has a hand-picked [legendary affix](#) that can't be re-rolled.
 - You can equip the same item twice if one of them is legendary (*it's not possible otherwise*).
 - You can find items you haven't yet unlocked (even if you don't own the respective DLC) as a random legendary!
- **Don't use two primary weapons!** This isn't ideal because most of the time they won't synergize with each other (*there are some exceptions, but this is the general rule*). Having a secondary weapon to increase your DPS or using a shield to parry attacks is often better.
 - **Shields** enable you to play more aggressively, utilise your roll to shorten the distance to enemies and reflect attacks for additional damage/effects. When using a shield, always prioritise parrying over blocking!
 - Weapons with **DoT effects** (like [Throwing Knife](#) or [Hokuto's Bow](#)) are considered to be secondary weapons that enhance your damage output due to their short attack animations and/or the passive damage bonus they add.
 - Other items with **CC effects** (like [Ice Shards](#) or [Frost Blast](#)) are also secondary items because of the help they provide.
- You should **store weapons** that you consider using **in your backpack**.
 - *You can't store two-handed weapons or the [Giantkiller](#)^{RotG} in your backpack.*
 - *You will still die in one hit with the [Cursed Sword](#) in your backpack.*
- **Don't compare pure DPS numbers** or item levels! Affixes, synergies and familiarity will have a bigger impact than a higher level or a bigger DPS number.
 - **Aim to upgrade your loadout throughout your run** by either buying items from shops (*the [item level bonus from shops](#) is great*) or picking them up from enemy/boss drops. *Relying on a lvl 1 weapon when facing the final boss isn't exactly ideal.*

Upgrades

- Get all [Runes & Permanent Upgrades](#) (*Flasks, Starting Gear, Spider Rune, etc.*) as quickly as possible!
 - **General priority order** for the general upgrades (most important to least important depending on the impact of the upgrades):
 - Flasks 1-4

- Random Starting Items / Recycling Tubes / Recycling 1-2 / Restock / Merchandise Categories / Backpack / Starting Gold 1-5 / Specialist's Showroom; (*Honestly, all of these are great!*)
 - Hunter's Mirror / Advanced Forge 1
- **Unlock all runes**, there are only 8 and all of them improve the quality of your runs by letting you find more items, access different biomes and use more movement related strategies!
 - *Having all four flasks and being able to climb walls with the Spider Rune are the most important unlocks you can get!*
 - *Here is the section on [how to get every rune](#).*
- You need to **find specific permanent upgrades** before you can unlock them:
 - Merchandise Categories – (*Behind a door in [Graveyard](#); Requires [Architect's Key](#)*)
 - Advanced Forge I – (*Dropped by [Conjunctivius](#) on the 6th kill*)
 - Gold Reserves 5 – (*Found in a secret area in [Ancient Sewers](#); Requires [Homunculus Rune](#)*)
 - Recycling Tubes – (*Beat [The Hand of the King](#) on 1BC+*)
- **Priority-order to spend cells:** Weapons, Skills, Mutations & Permanent Upgrades > Forge >>> Outfits
 - After unlocking enough, focus on upgrading the **Legendary Forge!** That's very important to not feel behind in damage!
 - **The bonus from gear quality is a game changer:** + adds 2 levels, ++ adds 4 levels & S adds 6 levels!
 - *This bonus is added to a weapon, V++ (level 5++) is the same as IX (level 9).*
 - You still should **unlock what you want to unlock**, don't force yourself to unlock stuff that you don't want to unlock! (*Maybe you want to unlock an outfit instead? Just get that drip and don't listen to me!*)
- **Don't leave blueprints at 1 cell**, a bigger item pool means more possible synergies & fun!
 - **You can disable weapons & skills** that you don't like in [Custom Mode](#). This isn't considered "cheating", feel free to experiment! But beware, some settings disable achievements. There usually will be a red message in the bottom right corner of the screen (*in the section where you can start the run*) that lists all the options that disable achievements if you have turned some on.
 - *Having less than 20 items enabled also locks achievements.*
 - *You can still unlock Boss Cells even with achievements locked.*
 - [Aspects](#) will hinder you from unlocking the next Boss Cell & they'll lock boss flawless achievements! You can still make permanent progress with Custom Mode & Aspects.

- Do [Daily Challenges](#) to unlock unique items! You'll receive blueprints for your 1st, 5th & 10th completion (only one win per day counts, it doesn't have to be back-to-back):
 - [Swift Sword](#) (1st completion)
 - [Lacerating Aura](#) (5th completion)
 - [Meat Skewer](#) (10th completion)
 - *Daily Challenges reset at midnight UTC+1 time (aka. CET, but not CEST).*
 - [Current UTC+1 time](#)

Learn

- How to **dodge** correctly!
 - **Parrying:** Tapping the shield button in the right moment will deflect most enemy attacks and deal damage to the parried enemies (even projectiles can be parried). It's a skill that needs to be practised by learning enemy attacks (attack cues, wind-up length, combo, unparryable attacks, etc.) but it can enable you to play way more aggressively.
 - **Blocking:** Holding the shield button will reduce the damage from the incoming attack by ~75% (varies between shields) and deal damage to the blocked enemy (even projectiles can be blocked).
 - **Rolling:** Usually used to dodge enemy attacks because of the invincibility-frames it provides. Often it's better to roll through the attacking enemy (though there are quite a few exceptions and some attacks can't be rolled). Can also be used to roll into the range of an enemy but then the roll will be on a short cooldown and can't be used to dodge an incoming attack.
 - **Jumping:** Some attacks can't be parried or rolled (e.g. "Ice Spikes" from [Slammers](#)), so double-jumping comes into play. Besides that, jumping can be used if the roll is on a cooldown. You can jump above many attacks as hitboxes usually have a short vertical reach!
 - **Ducking:** This is a niche way to dodge attacks, it can be useful in some niche situations (e.g. arrows from an [Archer](#)) but won't be needed all too often.
 - **Walking:** Simply walking away works in some cases with short-ranged attacks! Side-stepping might be a better answer to an attack if you want to save your roll!
- How to **use your map** for navigation! *Open your map and check where you haven't been yet or if you forgot to pick up some items. The [Explorer's Rune](#) helps with this!*
- **How to use synergies & build around them** (e.g. one of your skills inflicts bleeding, your weapon has +60% against bleeding targets. Bam, synergy!)
 - *Affix synergies is one of the most important mechanics in this game, you can increase your damage drastically if you understand how you build around affixes!*

- **How to use [Recovery/Rally](#):** An orange health bar appears after getting hit and it shrinks slowly (*it will replace the lost portion of your green HP*). Deal dmg to restore some of your HP while the orange bar is still there!
 - *Sometimes confused with the orange bar above your HP (aka. the [Malaise](#) bar).*
-

Intermediate

This Intermediate section contains a total of ~60 tips! These tips are mostly directed at players from around 2BC to even up to 5BC. The tips contain both information and quickly applicable strategies that will help you increase your chances at winning. Besides tips for gameplay, there's a section that explains 3 important mechanics.

Gameplay

- **Manage your health!** Many players get stuck on 2BC because of the drastic reduction in healing, make use out of food items and food shops in biomes to increase your survivability!
 - **There are 2 guaranteed food items per biome**, one is always from enemies and the other is always in a wall rune, but the size is random. You could also come across 3 pieces of food by finding certain rooms!
 - **Use [Food Shops](#)** and buy food to save/buy a potion on higher difficulties.
 - *Check the beginning of the [Advanced Tips](#) for a list of all biomes with food shops.*
 - **Make use of the [One-Hit-Protection](#) mechanic!** Use your health flasks if you're below 26% HP and don't have food lying around close by.
- **Maximise the strength of your items!** Using higher-level items that work together and have good affixes and synergies is essential to winning!
 - **Pick up an item when it...** is a good/strong item, pairs well with other items in your build, has good affixes or is a few levels higher than the same item in your inventory!
 - **Remember, good affixes are more important than the item level!** A low-level [Knife Dance](#) with "Bleeding causes poison" and "+80% damage against poisoned targets" will be way better than a higher-level Knife Dance without those affixes!
 - *The "+80% damage against poisoned targets" affects both the bleed stacks and the poison stacks caused by the Knife Dance! It's insane self-synergy!*
- **Buy items from shops** instead of picking them up from the ground. Shops have a [gear bonus](#) that increases the gear level of your items by 2!
 - **Don't buy items in most early biomes** (e.g. [Prisoners' Quarters](#), [Promenade of the Condemned](#), [Dilapidated Arboretum](#)^{TBS}), these have a low gear level and will be replaced rather quickly.
 - There is an exception though, if you receive too much damage because your build just doesn't work then feel free to buy items! Dying or losing potions (which cost 20k gold) will be more punishing than having to buy a weapon.
 - **You should buy items in biomes with a higher gear level** (e.g. [Toxic Sewers](#), [Ancient Sewers](#), [Undying Shores](#)^{FF}, [Cavern](#)^{RotG}), these biomes have a better gear level and can last you for longer. Items from the Ancient Sewers for example have a really good gear level that is effective even in the biome after the first boss!

- Check out the [Biomes Map](#) for the biomes with a higher gear level!
- **Always buy items in late-game biomes** (e.g. [Infested Shipwreck](#)^{TQatS}, [Derelict Distillery](#), [High Peak Castle](#), [<Spoiler Biome>](#)^{RotG}), you'll appreciate the extra damage/affixes and most likely have a lot of money left over anyway.
 - You aren't forced to "upgrade" your items if that would negatively impact your build and synergies! Just because an item has a higher level doesn't make it better, a higher level means that it has the *potential* to be better.
- **Reroll your affixes** at the [Blacksmith's Apprentice](#) to get better synergies!
 - **Don't empty your pockets** just to reforge one item, you can end up with 4x damage taken with a difficult section ahead but have no money to change that!
 - **Replace items that have been rerolled too often** if they still don't have good synergies! The more often you reroll an item, the more expensive it becomes. Eventually, buying a new item and rerolling that one will be more cost efficient.
- **You can use some items & mutations, even if it's off-colour!**
 - **Good off-colour items/mutations** have at least one of these properties:
 - A good base scaling, even with a low number of scrolls (e.g. [Point Blank](#)).
 - Low/unimportant scaling (e.g. [Corrupted Power](#)).
 - Good utility (e.g. [Shields](#), [Ice Armor](#)^{RotG}).
 - You don't have to run Survival to make use of [Gastronomy](#) / [Armadillopack](#) / [Ice Armor](#)^{RotG} / [Shields](#) / etc.
 - *These are just some basic off-colour items, there are way more! Check YouTube/Reddit/Discord/etc. for more popular off-colour items/mutations!*
- **Make the most use of your mutation slots!** The game is basically divided into two major sections, the early-mid game has way more biomes than bosses (5-6 biomes and 1 boss), but the late game has more bosses than biomes (usually 1 biome and 2 bosses, but it's 1 biome and 3 bosses for the [QatS](#) path).
 - **Re-roll your mutations before the 2nd boss**, you are supposed to pick biome mutations during the early game and then you can swap before the 2nd boss and choose boss mutations. *Here are some examples:*
 - Biomes: [Combo](#), [Predator](#), [No Mercy](#), [Parting Gift](#), [What Doesn't Kill Me](#), etc.
 - Bosses: [Disengagement](#), [Instinct of the Master of Arms](#), [Heart of Ice](#), [Vengeance](#), etc.
 - *Note: Most of the mutations listed here can be used in either scenario, [No Mercy](#), for example, is a great pick for [Conjunctivus](#) and [The Giant](#)^{RotG}. Also, most of the listed boss mutations require some synergy to work, but you should be able to have enough synergy near the end of the run.*
 - **Re-rolling a second time is still viable**, the price doesn't change by that much.

- *The re-rolling cost doubles every time (1k → 2k → 4k → 8k), but it won't go past 8k. The cost will not reset throughout your run.*
 - **Use healing mutations** if you get hit too often and need healing!
 - [Alienation](#) for [Prison Depths](#) / [Corrupted Prison](#)
 - [Gastronomy](#) / [WDKM](#) / etc. for biomes
 - [Extended Healing](#) + [Tainted Flask](#) before a boss for the extra heal and dmg buff (but you then switch back again)
 - *These are some examples, there are many methods to get healing!*
 - **Bufs and debuffs can be identified by an icon above the head!** This works on both enemies and yourself, the range of mutations like [Point Blank](#) or [Tranquility](#) can be figured out that way!
 - **YOLO is a wasted mutation**, it's useless after you've died once and it won't provide anything before you die. Damage/defence/utility is way better.
 - [Disengagement](#) is a direct upgrade to YOLO, you can unlock it after beating HotK for the first time. It's rechargeable and you won't have to die to make use of it.
 - *YOLO can still be useful, but only for beginners that don't have any mutations unlocked. It's also used in Fresh File speedruns!*
- **Get all [Rifts](#) & [Cursed Chests](#)!** This is a good time to get comfortable taking risks.
 - *Taking these is basically mandatory due to the exponential scaling of scrolls, missing out on 2 or 3 scrolls during a run can cost you the win.*
- Try to get all the **[killstreak doors](#)!**
 - *It's a 30 killstreak in [PQ](#) and then always a 60 killstreak.*
 - *Some biomes don't have a killstreak door:*
 - [Prison Depths](#)
 - [Corrupted Prison](#)
 - [Infested Shipwreck](#)^{TQatS}
 - [Dracula's Castle](#)^{RtC}
 - **Time doors are never worth rushing for**, you would make too many mistakes trying to clear the biomes too quickly and you'll probably miss out on scrolls or important items/drops if you try to speedrun.
 - Sometimes it's a good idea to **temporarily ignore [Challenge Rifts](#) or elite enemies** if you're close to the killstreak goal. *Elite enemies will be a bother because of their abilities, which don't deal much damage but they will still reset your killstreak.*
- **Never restart your runs.** Even if your killstreak breaks, you don't find any Rifts or when you have used all your health flasks, don't restart. You should use runs that don't start well to practise and maybe even progress a bit or gain experience/skill.
- **Engage enemies from behind**, that way they'll notice you later and have to turn around before attacking you.

- **Roll through most enemies to evade their attacks.** Some enemies do turn around very quickly so beware of that but usually rolling through them will let you kill them sooner.
- **You can spot invisible enemies** by looking for moving distortions/ripples in the background (*similar to heatwaves in real life*)!
 - **There are only a few enemies that can turn invisible!** Check where these enemies appear (*this information changes with the difficulty you are playing on*):
 - [Knife Throwers](#) (1BC+)
 - [Maskers](#)
 - [Automatons](#)
 - Some **elites** can turn invisible too, but that will usually happen after you triggered the elite.
 - *Try to spot [Knife Throwers](#)! That's a good way to practice this!*
- **Break regular doors** to stun enemies behind them (*done by rolling through or attacking a door*).
 - **Sometimes it's better to leave the doors intact.** That way you won't be attacked by most enemies behind the door if it's closed since it blocks the line of sight.
- **You can kill bats with your [stomp](#),** this works when the bats are hanging on a platform (*or at least very close to one*). You can use the stomp from above their position and kill the bats by just diving through them (*the hitbox of the stomp is quite narrow*).
- **Enter any "Z-Door" when surrounded** (doors for chests/shops/keys/lore rooms; the "Z" stands for the z-axis). That gives you the time to either think about strategies or reset your cooldowns. Enemies can't follow you through doors!
 - Be careful with this, **the Z-Door you entered might contain more enemies**, and it's not always a safe zone! You'll also need to be careful when leaving the Z-Door the enemies outside will wait for you!
- **Don't get greedy & tunnel vision** while killing enemies, auto-piloting and greed are the biggest causes of getting hit.
- **Have an appropriate kill speed & rhythm**, and you will enter a flow state (*which means more fun & skill*)!
 - Killing 5 enemies in a row will give you a minor **speed boost** and killing 8 enemies will give you a [speed buff](#) for 10 seconds.
 - This speed buff enables crits for the [Swift Sword](#).
 - You can run, climb & roll faster (check the [wiki](#) for the numbers).
 - Killing more enemies will refresh the buff duration.
 - Speed buffs from different sources can stack. *You can become Sonic!*

Upgrade

- **Unlock more items!** You can disable Weapons & Skills in Custom Mode if you don't like them.
 - **More items means more synergies.** Some builds require specific mutations/items to make them work. Build making will be more diverse & specific if you have more items unlocked.
 - **Play [Boss Rush](#)** to unlock 3 extra blueprints!
 - [Peril Glyphs](#) (beat the 1st trial on any difficulty)
 - [Taunt](#) (beat the 2nd trial on any difficulty)
 - [Wish](#) (beat the 3rd trial on any difficulty)
 - *You need to encounter two tier 1 bosses ([The Concierge](#), [Conjunctivus](#), [Mama Tick](#)^{TBS}), two tier 2 bosses ([The Time Keeper](#), [The Giant](#)^{RotG}, [The Scarecrow](#)^{FF}) and one tier 3 boss ([The Hand of the King](#), [The Servants](#)^{TQatS}, [The Queen](#)^{TQatS}) to unlock the 3rd & 4th trial!*
- Upgrade your damn **[Legendary Forge!](#)** This shouldn't be the reason why you get stuck on 2BC (or any other difficulty).
 - The **[Gear Power](#)** increase from the gear quality bonus is incredible, + = 2 levels, ++ = 4 levels, S = 6 levels! A higher lvl item deals more damage and has more affix slots.
 - *This bonus is added to a weapon's level: IV-S (level 4-S) is equal to X (level 10).*
 - You should aim to **complete the “++” bar**.
 - *That costs 3500 cells in total (500 + 3000), but it's very worth it and should be a priority. Your item level shouldn't hold you back.*
 - *This is easy enough to achieve. Completing the “S” bar costs 10000 cells on its own!*
 - **Break the Collector's door** to save cells for the forge (but still talk to him to hand in blueprints, or you'll lose them if you die).
 - *There is no risk in breaking that door in the Collector's room, except for losing all the saved-up cells upon dying.*

Learn

- **How to use the [wiki!](#)** Use the search bar in the wiki to find whatever you need.
- **Practice rolling to safety**, without displacing yourself. Do this with & without a Shield, having a shield alters how you can use your roll without getting punished!
- **Practice cancelling your attack** by rolling/parrying, this will be useful in a lot of cases, especially with slower weapons!
- **Practice cancelling your roll** by jumping. Sometimes your roll would displace you if you don't cancel it (e.g. make you be surrounded by enemies).
- **Use the Training Room** to practice hard enemies, enemy combinations (e.g. [Inquisitor](#) + [Pirate Captains](#) / [Golems](#)) and bosses.

- *Learning attack patterns and how to counter them efficiently is a skill that needs to be worked on.*

Mechanics

- **One-Hit Protection:** Active above 25% HP; It's on cooldown for 45s after proccing; The cooldown can be skipped if you use a flask or get your HP to 100%.
 - Heal when you are below 26% HP (*Sometimes you can still die in one hit when you are at 25% HP! This is due to weird rounding*).
 - **Indirect CC**, which isn't Stun/Freeze/Slow/Root (*you can stop enemies from attacking if you can use these well*).
 - **Breach:**
 - Breach will help you **stagger an enemy** and attack them while they're stunned, especially useful for close combat!
 - There is a **hidden breach bar** for enemies and the breach damage of your weapons (also hidden) reduces that bar.
 - **Most of the weapons inflict breach**, heavy melee weapons inflict more breach damage than light ranged weapons.
 - Enemies have **unique breach resistances**, most of the time the ranged enemies will be breached easier than the melee enemies. Though some attacks can't be interrupted by breach (usually "heavy attacks").
 - Breach will be more likely **if the enemy is attacked while preparing an attack**.
 - **Stomp onto enemies when engaging them** (*that way you'll initiate with breach*).
 - **Displacement:**
 - If you move an enemy, it displaces them, which in return **interrupts their attacks** (*aka. knockback*).
 - Some **bosses** can be interrupted by displacement.
 - **Most (if not all) enemies will stop their attacks if displaced**. If a combo was initiated, said combo will also be interrupted, but this can lead to unpredictable attacks as the enemy/boss can initiate another attack directly after being interrupted.
 - *One weapon that does this is the [Spartan Sandals](#), but a lot of weapons, skills and even the [Assault Shield](#) can displace.*
-

Advanced

This Advanced section contains a total of ~60 tips! These tips are meant for players who are at 4-5BC and are trying to maximise their chances of surviving. The tips contain detailed, somewhat unknown information, some advice on builds and dealing with certain enemies. Specific mechanics (the passive ability of shields, status effects resistance and 4BC+ enemy teleportation), how to use certain Runes and how to make use of the environment are also explained.

Gameplay

- **Go to biomes with food shops** if you need some healing. These biomes have a food shop starting on certain difficulties:
 - 0BC and higher:
 - [Stilt Village](#)
 - [Fractured Shrines](#)^{FF}
 - [The Bank](#)
 - 1BC and higher:
 - [Ossuary](#)
 - 2BC and higher:
 - [Morass of the Banished](#)^{TBS}
 - [Ramparts](#)
 - [Graveyard](#)
 - [Dracula's Castle](#)^{RtC}
 - 5BC:
 - [<Spoiler Biome>](#)^{RotG}
- **Don't instantly eat food** if you would waste some percentage of healing! Leave it and come back later when you can maximise its use.
 - **Don't sell food**, even if you're at 100% HP! Wait until you've cleared the biome because you might get hit later.
 - **Eating infected food isn't a problem** because you can clear the added [Malaise](#), but sometimes you will have to accept the increase in your Malaise tier to receive the healing. Selling the infected food is fine too but you'll receive 30% less money than if you were to sell non-infected food!
 - The [Gastronomy](#) Mutation increases the effectiveness of food without changing the Malaise gain!
 - Remember that **backtracking is fine**, you are in no rush even on 5BC. Just clear the Malaise by killing 90% of the enemies and then take your sweet time to pick up or sell stuff!

- **Think about your items**, their strengths and weaknesses, and your build as a whole when it's not going well!
 - If you play Survival and you use the [Shovel](#) (a weapon with generally low damage), then use a skill that deals a lot of (single-target) damage (e.g. [Giant's Whistle](#)^{RotG}!)
 - If you use a slow weapon with a lot of damage instead (e.g. [Scythe Claws](#)^{TBS}) and you also struggle to stay alive, then think about its other weaknesses!
 - *Because of its slowness, you'll need some form of CC or other protection (e.g. [Ice Grenade](#), [Ice Armor](#)^{RotG}, etc.) to make use of the two-handed weapon with high base damage! Directly addressing the weakness (slow attack speed) by lessening/removing it is a good idea as well (e.g. [Kill Rhythm](#)).*
- **Experiment more with unconventional off-colour items and mutations.**
 - There is more stuff you can take off-colour than just [Gastronomy](#) and [Armadillopack](#), the more variety you bring into your run, the more fun it will be! (Have you tried using [War Javelin](#)^{RotG} in a Brutality/Survival build? It enables the [Nutmacker](#) because of the Stun!)
- Watch out for **enemies next to Legendary Altars!**
 - **They gain 66% damage resistance** if they are buffed by the [Legendary Altar](#), those enemies will have a shield icon above their heads.
 - Sometimes this icon can be used to identify Legendary Altars.
 - **You can force enemies to teleport to you** so they aren't buffed anymore. You can then kill them comfortably.
 - Sometimes the remaining enemies at the edge of the Legendary Altar will walk out of the buff radius. You can use this chance to steal the item and deactivate the Legendary Altar! *This only happens if you have dealt with the majority of the buffed enemies.*
 - You can check the Legendary Item on the Altar by just **opening your map**, even while it's still guarded!
- **Always have an escape route!** If you flee to a new area, more enemies will aggro on you. It's best to retreat to areas that you've already cleared.
- **Prioritise the most dangerous enemies** when you're engaging multiple at a time. Being able to apply this is important in higher difficulties:
 - **Enemies that can aggro on you through walls** are a variable that needs to be removed, take those out before anything else (*if you can do that safely*).
 - If it's an enemy that can follow you, lure it away and kill it safely. Some ranged enemies like [Inquisitors](#) won't follow you, but they will attack you through walls.
 - **Identify the next biggest threat.** [Gold Gorgers](#), [Golems](#) and [Protectors](#) are prime examples of high-priority enemies. Other quick enemies like [Buzzcutters](#) are a high priority too, but those usually die to some form of AoE.

- You should figure out how you are going to remove the threat. Luring that enemy to a spot where it's at a disadvantage and where you can make the most use of your build is great, but it might not be possible (*Golems for example can't be lured away, you will need to fight them head-on*).
 - **Finish off the less dangerous enemies.**
 - Sometimes it's a good idea to keep an eye out for "trash mobs" (like Rats) before they hit you while you are fighting a tanky enemy, they will attack when you don't expect it.
 - **Once you're surrounded by multiple enemies at once and are in a terrible spot, remember this:**
 - Dodge, dodge, dodge! Roll, jump and parry while trying to get into a better position or waiting for your skill cooldowns.
 - Take note of projectiles, long-ranged attacks and fast-moving enemies, those make your life harder.
 - Kill what you can kill, you don't have the luxury to focus on a certain enemy when everything poses a threat to you. The exception is enemies which *majorly* hinder you, such as [Protectors](#) or [Golems](#).
 - Your mechanical skill and your split-second decision-making will be deciding whether you survive or not. So either play smart or git gud!
- **Some normal & elite enemies will follow you**, even on lower difficulties!
 - **You can play around this** by winding up an attack in the time it takes them to teleport to you or stall for time until your skills are ready.
 - Every elite enemy can teleport to you, **except for [the one with the force shield](#)**.
 - **A "few" normal enemies can follow or teleport to you** on lower difficulties:
 - Teleports to you:
 - [Runners](#)
 - [Dark Trackers](#) (teleports behind you)
 - [Worms](#)
 - [Toxic Miasmas](#)
 - [Cold Blooded Guardians](#)^{FF} (throws a spear at you & then teleports to it)
 - [Golems](#) (it teleports *you to it*)
 - [Gold Gorgers](#) (only when it's Tier 2 or 3)
 - Jumps to you:
 - [Mimics](#)
 - [Slammers](#)
 - [Living Barrels](#)
 - [Rampagers](#)
 - [Werewolves](#)^{RtC}

- [Dire Werewolves](#)^{RtC}
- Any flying enemy:
 - [Bats](#)
 - [Buzzcutters](#)
 - [Kamikaze](#)
 - [Golden Kamikaze](#)
 - [Flies](#)
 - [Demons](#)
 - [Bombers](#)
 - [Vampire Bats](#)^{RtC}
 - [Harpies](#)^{RtC}
 - [Armored Shrimps](#)^{TQatS}
- **For a boss hitless**, create a build that combines high DPS and reduces the chance of getting hit!
 - **Get the highest DPS you can!** Combine high damage items (e.g. [Cursed Sword](#)) and get the best Affixes you can (e.g. "2x/4x damage dealt & taken"). The faster you kill a boss, the less it attacks!
 - **Some Affixes can't appear on some items** (Cursed Sword can't get "4x damage dealt & taken"). Use the [Affixes wiki page](#) to check the specifics of required/banned items/tags/affixes!
 - **Use items that negate damage!** Negating damage completely is super helpful for these challenges. Use items such as [Rampart](#), [Ice Armor](#) or [Foresight!](#)
 - The legendary Ice Armor stays active until you get hit, and it allows you to use two Ice Armors! Cooldown reduction mutations allow you to use the Ice Armor(s) multiple times in a fight.
 - **You should make use of CC!** The boss won't be able to move or get in as many hits as it would normally. This lets you deal more damage and the boss will attack less!
 - The [Wolf Trap](#) is a great skill for flawlessness bosses such as [Conjunctivus](#).
 - Though sometimes CC will mess with the attack pattern and result in you getting surprised by attacks, beware of that.

Upgrades

- You should **have all the important unlocks** at this point:
 - **All general upgrades**, such as flasks, Recycling Tubes, etc.
 - **All/most mutations**, as these can enable new builds or greatly improve basic builds.
 - **Most items** for the colours you play.
 - Don't worry about "diluting" your item pool! It's true that you will see specific items less often, but having more items unlocked allows for more builds.

- The extra variety will help you get better at making builds, force you to adapt to the situation, and, most importantly, you will probably have more fun if you don't use the same items every single run!
 - I also suggest that you should play all colours (and all items) as that gives you even more insight into different playstyles, builds and their strengths & weaknesses.
- Invest more cells into **the Legendary Forge** to eventually fill out the "S" bar.
 - Having a maxed out Forge makes your items stronger and you don't have to use gold to upgrade your items anymore! That leftover money can be used to buy flasks, items and to reroll affixes more often.

Learn

- **How to make unique build synergies!**
 - [Vampirism](#) can actually heal if you use two heavy weapons with [Kill Rhythm](#)!
 - [Spartan Sandals](#) can be used to disrupt enemies and create distance so you can use weapons such as [Gilded Yumi](#)^{TQafS}/[Marksman's Bow](#)/[Snake Fangs](#)^{FF}!
 - *There are a lot more unique synergies, these are only two examples.*
- **Know the hidden details of items!**
 - **Control-lock (aka. "endlag")** is vital for using slower weapons! Knowing which attack of the combo has a lot of control-lock will help you get hit less often. You can check a weapon's wiki page for this.
 - Under "Details" the combo duration is listed. All attacks are listed with varying attack durations that are the sum of the three different numbers in the brackets.
 - The **first** number in the brackets is the **wind-up duration**. This is how long it takes for the attack to be performed.
 - The **second** number in the brackets is the **control-lock duration**. This is how long you are locked into the animation after performing the attack.
 - The **third** number in the brackets is the **cooldown duration**. This is how long it takes to perform the same attack again, though this can be disregarded.
 - **Some weapons deal both melee and ranged damage** depending on the attack!
 - The [Wrecking Ball](#) deals melee damage on the 1st & 2nd attacks, but it deals ranged damage on the 3rd and 4th! You can therefore pick Point Blank and increase the damage of the last two attacks even further.
- **How to path correctly** depending on your build, health, skill, etc.
 - The [Biomes Map](#) is very useful for a quick look at the biomes' stats!
 - The YouTuber [Pseychie](#) has a pretty well made [Biomes Guide](#) video that explains most of the important aspects of pathing!
 - *My only gripe is that his guide doesn't go into the importance of the dangerous enemies for each biome and how that would affect biome pathing and build making.*

His guide focuses on adjusting the pathing to a build, though being able to adjust the build to a path would be easier to do (and come in handy more often) because you can find a lot of items and shops in biomes.

- **Practice dodging attacks without rolling or parrying!**
 - **Climb walls** to dodge bombs and other enemy attacks!
 - Dodging bombs and other attacks (of which the hitbox doesn't extend upwards) is also possible by jumping, which can be followed by [Air-Stalling](#) if needed.
 - **Simply run out of the attack's range!** This works for some attacks, but it starts being viable when you have an active speed buff!
 - Ducking can be used to dodge some projectiles and even other weird attacks such as leaps. This can also be performed with some ranged weapons!
 - [Ducking with Bows](#) section
- **Practice using the [Homunculus Rune](#):**
 - **For items that are a bit far away, if you are lazy like me...**
 - You can easily use the Homunculus Rune in the [Forgotten Sepulcher](#) to grab the keys without risking falling into the spikes (*though you can't use the rune while cursed*).
 - **For damaging/luring enemies.**
 - You can also stunlock some enemies! [Demons](#) for example are easily stunlocked because their flight gets continuously interrupted!
 - Side note: You can stomp while using the Homunculus Rune! This will make the homunculus fall faster, but it won't deal stomp damage.

Mechanics

- **Shields have a [passive ability](#)**, which is both useful and bothersome.
 - You'll gain a temporary force shield when hit, but the amount of health recovered through [Rally/Recovery](#) will be reduced because of the force shield!
- **Use the environment:**
 - Traps & height (fall damage) for enemies.
 - Falling debris from Ram Rune.
 - Interactions with water (*fire, oil, shock, freeze, etc.*).
- **[Status Effects](#)** like DoT & CC:
 - Expire ~20% faster on Bosses & Elites, though there are inconsistencies.
 - Enemies have a rising resistance against CC!
 - Some enemies & bosses are completely immune to CC (*beware of [The Giant](#)^{RotG} and certain enemies from the [Cavern](#)^{RotG}*).
- **Use the 4BC+ enemy teleportation to fight enemies on your terms** by giving yourself more breathing room or space to fight (*play **with**, not **against** the mechanic!*).

- **Luring/kiting:**
 - You can lure enemies to small platforms for fall or burst damage.
 - Using a Teleporter/Teleportation Coffin to lure enemies away or to give yourself some time to heal is also a possible strategy ([example](#)).
 - In some biomes, you can leave the regular doors intact and so force enemies to teleport through a door while you can just normally walk through (as long the door isn't broken).
 - **Strategies:**
 - Stalling for time until your skills are ready can help you fend off a group of enemies or a dangerous elite. Just don't aggro even more enemies while doing this...
 - You can also wind up an attack in the time it takes them to teleport to you.
-

5BC Tips

This 5BC section contains a total of ~25 tips! These tips explain the Malaise mechanic and address how to survive in the 5BC biome.

General

- You can use [Aspects](#) on 5BC to make it easier without the downside of not getting the next Boss Cell (*only the boss-flawless achievements will be locked*)
 - *There aren't any more 5BC exclusive tips besides tips for Malaise and for the last two regions! Just check out the other sections for more tips!*

Malaise

- **Don't worry about having high [Malaise](#)**, it won't be a run-ender. Panicking and then making mistakes is worse than a full malaise bar.
- **Know what the [Malaise tiers](#) do.**
 - You should try to stay below 6 bars, after that a lot of punishing effects are applied.
- **There are 2 guaranteed foods per biome**, one of them is from enemies and the other one is from wall secrets. Only the food drop from enemies will be clean, the rest (even the bonus food from lore rooms or level generation) will be infected.
 - With infected food, you'll need to decide whether you eat it or not. The Malaise *can* make a difference, but you'll be able to get rid of the extra Malaise if you play fast enough.
 - Small Food: 1 bar
 - Big Food: 3 bars
 - You can take the extra Malaise into a boss fight for the reduction afterwards, but beware of some effects like increased damage.
- **Adapt to a fast playstyle** with a good rhythm. "Fast" means fast enough for you to have the [killstreak speed boost](#) for the majority of a biome.
- **Kill as many enemies as quickly as possible** at the beginning of a biome. That will lower the speed at which your Malaise increases. The bar stops increasing at 90% of enemies killed.
 - After the Malaise has been cleared, the leftover enemies won't reduce your Malaise bar anymore, but the amount of Malaise reduction from the other 10% will instantly apply to you.
 - All Malaise Effects will be temporarily disabled. You'll have time to pick up everything at the end of a biome.
 - Some biomes (e.g.: Ossuary) are very long and the enemies are spread out, which will increase your Malaise by a lot.

- Your Malaise won't increase in regions where your game timer is paused (*e.g. in shops, lore rooms, transition areas, etc.*).
- You can **reduce your Malaise by**:
 - Killing bosses: 5 bars
 - Killing elites: 0.5 bars
 - Killing enemies: 14 enemies reduce the Malaise by 0.5
 - Drinking a Flask/Cough Syrup: 3 bars
 - Starting at 5BC, the Small Food (2000 gold) in the food shops will be replaced by [Cough Syrup](#) (3000 gold) which only reduces Malaise.
- **Know the [enemy spawn pool](#).**
 - The spawns start at 2 full bars.
 - The spawned enemies can be used to clear curses or to reduce Malaise, though this isn't time efficient.
- **Be wary of random spawns & elites.**
 - The elites spawned from the Malaise don't have special abilities, though they behave like normal elites.
- **If an enemy is about to turn into an elite**, lower its HP while it's stunned and let it turn. Elites reduce your Malaise by 0.5 bars.
 - *Only do this when it's safe, a reduction of half a bar isn't worth dying for.*

Spoiler Biome

This section has been moved to a separate document due to spoilers.

[This is the link to the Spoiler Biome tips!](#)

Tricks (Movement/Mechanics/Secrets)

Movement

Fast-Climbing (Beginner)

- Climb a wall, then attack with a weapon and instantly cancel the attack animation by climbing/jumping (while still moving into the wall). Repeat the “attack → climb” trick as many times as needed ([Video](#)).
 - This will be way faster than the usual “climb, double-jump, climb” method and will allow you to climb singular walls in biomes.
 - This can also be done with skills! The [Serenade](#)^{FF} is a great tool to climb really fast because activating the skill will interrupt the climb and initiate another climb without requiring you to press jump. Just spam the Serenade skill and climb as much as you want to!

Dive-Roll-Cancel (Intermediate)

- Stomp from a high place and roll before hitting the ground.
 - Because you cancel the stomp with the roll, the animation lock upon hitting the ground will be gone as well. This way you can dodge stuff like the plants in the [Dilapidated Arboretum](#)^{TBS!}
 - You will be able to traverse through multiple platforms with more ease if this is mastered. Vertical movement will be more fun!
 - Just be careful of canceling the stomp way too early. You can be stunned by the fall.
 - [Video](#)

Assault Boost (Intermediate)

- Have the Assault Shield in one of your weapon slots, tap the shield button and then roll immediately afterwards. That's all you need to do.
 - This has a 23-frames window where it works, you'll need to make two inputs in quick succession.
 - The shorter the time between these two inputs is, the better the dash will be (it will be smoother & faster).
 - This trick will double your dash distance because it combines the dash and the roll.
 - You will have I-frames for the duration of the dash because of the roll, but spikes, lava, etc. will still hurt you. You can also dash through 1 gap tiles, your hitbox will be similar as if you are rolling.
 - You will have an easier time displacing enemies & bosses, which will interrupt their attacks/combos.

- This trick will proc both your shield affixes (e.g. “Victims freeze nearby enemies when they die”) and your rolling affixes from amulets (e.g. “Dodging creates a toxic cloud”).
- [Video](#)

All Current Speedrun Techs

- [Speedrun.com](#) has all the current speedrun tech, check it out if you want to learn more tricks!
 - Small spoiler warning for the two spoiler regions' names.

Mechanics

Ducking with Bows (Beginner)

- You can duck while shooting with some bows that can help you with hitting enemies on lower platforms or even with evading specific attacks that can't hit you while ducked!
 - You can duck the [Failed Experiment's](#) leap, the basic [Zombie's](#) leap, an [Undead Archer's](#) arrow and even the [Bomber's](#) dive attack!
 - [Video](#) (Ducking with a bow to dodge a Failed Experiment)

Air-Stalling (Intermediate)

- You can [air-stall](#) (extend the time you are in the air) if you attack with certain weapons while you are in mid-air.
 - Sometimes only specific attacks of a weapon can let you air-stall, just try attacking in mid-air and see if you instantly fall back down or hover for a bit.
 - [Video](#)

Air-Queuing/Loading/Storing (Intermediate/Advanced)

- You can queue your attack with a slow weapon before engaging an enemy.
 - First, stand on a platform (*or any high ground*), then jump down and attack while you're still in mid-air. When you did it correctly, your attack will come out the moment you reach the ground/enemy.
 - *This trick works best with weapons that have little to no air-stalling!*
- Loading weapons:
 - You can “load” most back-ended weapons (*weapons where the majority of the damage is near the end of the combo*) by attacking until your needed attack is next. Then quickly engage the enemy and use those later attacks to decimate the target.
 - *Some weapons will have more lenience when it comes to keeping a combo. Other weapons will reset their combo almost instantly if you don't keep attacking.*
- Storing charged attacks:

- On some weapons, you can roll while or after charging up an attack (but before the attack has been executed). This will make you roll and store the charged attack. After the roll ends, you can release the charged up attack!
 - The [Toothpick](#)^{RotG} is a prime example where storing the charged attack is very useful. ([Video](#))

[Weapon Animation Cancelling \(Intermediate/Advanced\)](#)

- You can work around the “animation-cooldown” (time where you can’t initiate another attack with the same weapon) of certain weapons by using 2 weapons at the same time:
 - Have the faster/high-cooldown weapon (e.g. [Ice Shards](#) or [Pure Nail](#)) in your left weapon slot and your other weapon in the right slot. Now just spam both attack buttons! ([Video](#))
 - This works similarly to the Dual Binding setting in Custom Mode! You can also enable “Hold to attack” in the Gameplay settings to make this works more easily.
 - [Explanation found on Reddit](#)

[Forcing I-Frames \(Intermediate/Advanced\)](#)

- Entering an animation (*by interacting with objects*) will stop any aggro and give you invincibility-frames (aka. "I-frames").
 - Picking up scrolls is the preferred way to receive these I-frames. Picking up a scroll fragment works as well, but it's riskier unless it's the 4th fragment since the animation is shorter.
 - *Opening a Rift, entering a Z-Door and interacting with lore related stuff all work! Any extended animation can be used for these I-frames.*
 - Enemy Grenades will explode but not damage you while you are in the animation. You'll have invincibility frames even a few seconds after the animation has ended.
 - But beware, enemies will stop taking damage during the animation! Fall damage, DoT, etc. will go to waste.

[Skill Cooldown Cancelling \(Advanced/Expert\)](#)

- Picking up a scroll while a skill is active or was used only a few seconds before can reset the cooldown of the skill! ([Video](#))
 - *Though sometimes it does not reset the cooldown, it's really weird and we don't know why. My guess is that the cooldown only gets cancelled at specific scroll counts.*

Secrets

[Sharknado – Easter Egg](#)

- You can create the Sharknado, but you need two items:

- [Maw of the Deep](#)^{TQatS} (*the shark weapon*)
 - The [Tornado](#) skill
 - Just throw the shark into the tornado! The 3rd hit launches the shark.
 - This unique tornado will also deal more damage than the normal Tornado does, but this is rather an easter egg instead of an actual synergy (*mostly because the Tornado is a weak skill*).
 - [Video](#) (*It's like the one from the movies! Wuhuu!*)
-
-

GUIDES

Gameplay Guides

Cursed Chests

[Cursed Chests](#) are special chests that will grant you a 10-kill [curse](#) when opened. It functions as a one-shot mechanic, anything can kill you regardless of your health or mutations! Each biome has different chances for Cursed Chests, some always contain one and others have a *chance* of spawning a Cursed Chest. You can check the [Biomes Map](#) on the wiki for the percentages of each biome!

Usually all biomes of the same stage/tier/depth have the same amount of [Scrolls of Power](#), but one of those scrolls might be located in a guaranteed Cursed Chest:

- [Stilt Village](#) has 4 Scrolls of Power.
- [Slumbering Sanctuary](#) has 3 Scrolls of Power, but 1 **guaranteed** Cursed Chest!

Loot

- 1 [Scroll of Power](#).
- 1000/1500 gold (in the form of a [gem](#)).
- 1 [colourless item](#).
 - The only difference to normal items is that they can scale with any stat due to the “colourless” affix.
 - A colourless [Sadist's Stiletto](#) (normally scales with Brut/Tact) can scale with Survival as well!
 - The item level of Cursed Chest drops is increased by 1.
 - An item from a Cursed Chest in [PD/CPrison](#) will be at level 4 because the biome's base gear level is 3.
 - The item quality of Cursed Chest drops is “++” on 0-2BC and “S” on 3-5BC, regardless of your Legendary Forge progress.

When to ignore Cursed Chests

- **Beginners can skip Cursed Chests**, but you should start opening *every single one* of them at 2BC and above.
 - The extra Scroll of Power increases your HP and especially damage noticeably!
 - The colourless item might fit well into your build!
 - Getting an extra ~2000 gold (if you sell the item) per Cursed Chest will stack up in the long-run.
- **Don't open a Cursed Chest when you can't lift the curse before a boss.**

- *It's almost the same as clicking the "Restart" button (you are pretty much guaranteed to die unless you are confident in the hitless and don't panic due to being cursed).*

Before opening a Cursed Chest

- **Pick up items that help you lift a curse safely** before opening the Cursed Chest, that will increase your chance at survival drastically (*safe items are usually ranged weapons and skills that don't risk you getting hit; e.g. [Ice Armor](#)^{RotG}, [Giant's Whistle](#)^{RotG}, etc.*).
- **Keep easy enemies alive for curses.**
 - In some maps (e.g. [Fractured Shrines](#)^{FF}) you should explore the biome and **create a safe path to reach weak enemies** before opening the Cursed Chest. You can travel more safely by using teleporters to not die to traps.
 - In maps where the curse won't always be located near the beginning (e.g. [Morass of the Banished](#)^{TBS}), **it's best to leave out weak enemies** in case you find the Cursed Chest after clearing the entire biome.

How to lift a curse

- **If you're cursed, play safe**, one hit will end your run and that will cause frustration when it happens for the third time in a row in the [Fractured Shrines](#)^{FF} because you either died to a trap or cancelled your roll too early... *Yes, that's very specific.*
 - **Don't stomp into the unknown** while cursed! You might be greeted by some tasty spikes, delicious toxic water, welcoming elites or other wonderful, run-ending things!
 - **Use your skills**, they are powerful and will help you lift the curse
 - **Approach enemies from behind**, they will notice you later!
 - **Pick your enemies wisely**, don't engage a tanky enemy if you can fight against weaker enemies. Longer fights are too dangerous, you can mess up a dodge when the fight has been going on for almost a minute.
 - **Try to isolate your fights**, a 1v1 has less variables than a 1v3!
 - **You can cheese dangerous enemies** by standing on a platform (or hanging on a rope) and using your turrets, grenades or other skills to kill enemies below you.
 - Be careful to not get hit by enemy attacks that were directed at your turrets.
 - Make sure to get rid of Inquisitors and other enemies that can attack you through walls or while you are hanging on a rope.
 - [Video](#)
 - **Wait until the enemy is at your desired position before you engage it.**
 - *If you only need one more kill to lift the curse, then you can wait until a weak enemy on the platform below you is close enough to get killed by your stomp.*
- **Use items that help you safely lift a curse**, if they drop from the Cursed Chest itself (e.g. [Ice Armor](#)^{RotG}, [Corrupted Power](#), [Grenades](#), [Turrets](#), etc.).

- There are a few tricks for the Prison Depths and Corrupted Prison:
 - Use the [Homunculus Rune](#) to scout the entrance in [PD/CPrison](#) before opening the Cursed Chest (you can't use the Homunculus Rune while cursed).
 - You might get surprised by early enemies if you don't check.
 - [Video](#)
 - You can use the Homunculus Rune to retrieve items that got trapped in the Cursed Chest room after the door shut.
 - You can use items that help you lift a curse and then swap back to your original loadout afterwards.
 - You can also roll through the gap, but that's a bit harder.
 - You can cheese the door so that it doesn't close by using the [War Javelin](#)^{RotG} before exiting the Cursed Chest room.
- If you're at 5BC, you can wait for random enemy spawns from the Malaise.
 - Don't get surprised by random elites though, they are dangerous.

Notes

- Make use of the [Alienation](#) mutation if you are heading into Prison Depths or Corrupted Prison and are low on HP! *That's a "free" 75% heal per curse!*
 - Some sources of damage will not kill you while cursed! These sources are:
 - [Face Flask](#) & [Vampirism](#)
 - [Darkness in Forgotten Sepulcher](#)
 - But you will die to these sources of damage:
 - Recoil from [Lightning Bolt](#).
 - Receiving damage with the [Cursed Sword](#) in the backpack.
-

Challenge Rifts

Challenge Rifts are platforming trials that can be found during biomes. You have to interact with a hidden unique Wall Rune Marking to open a Rift. Upon interacting with the rune, a portal will spawn which the player can enter. Once entered, the player is greeted by a chest. Loot will appear when that chest is opened, but the portal to the outside will close and the only way to exit the Challenge Rift is by going through the obstacle course and leaving by interacting with another portal.

General

- Loot: One Amulet, money, many cells & one [Scroll of Power](#).
 - In your first Rift, you'll receive the [Crow's Foot](#) mutation.
 - Rifts that appear later into the run will contain more cells, up to 100+ cells on the highest difficulty.
- The spawn chance per biome is 20% and there is no limit to how many Rifts can spawn during a run. *You could technically get a Rift in every biome, though that's very unlikely. We don't have a seed for such a run yet.*

When to enter and ignore Rifts

- **Beware of your killstreak.** Once you have achieved the 30/60 killstreak you can enter Rifts as you won't risk losing your killstreak.
 - Similarly, you should enter Rifts if you got damaged very recently and lost your killstreak.
- **Don't enter Rifts while cursed.** *Duh*
- **If you're very low on HP and can't heal,** delay the Rift until you find food or just skip the Rift altogether.

Before entering a Rift

- **Pick up an amulet with 1-2 extra jumps,** even if it doesn't scale with your main stat! You can swap it out after completing the Challenge Rift.
 - **Don't instantly sell amulets while clearing a biome!** If you find an amulet that has more jumps than your current amulet, leave it in case you find a Rift.
 - **Amulets that increase your health work too,** but that doesn't make as big of a difference as extra jumps (trap damage is capped at 30% of your max HP). You can check which amulet gives you more HP by swapping your amulet and comparing the numbers.
- **You can pick up the dropped amulet inside of a Rift** and then switch back outside. The items left inside the Rift will follow you to the outside upon completing it.

Inside a Rift

- **You can move your in-game camera** when navigating through Rifts. This lets you understand how to clear the next platforming section.
- **If you fall into spikes, keep moving forward.** You'll have a few I-frames after getting hit, so just abuse them!
- **You can parry traps!**
 - You can parry the blade projectiles and even the rotating spiky balls!
- **Climb more quickly:**
 - Climb walls instead of ropes! While climbing walls, use the [Fast-Climbing](#) trick.
 - If you have to climb ropes, spam your jump.
 - You can roll while you're hanging on a rope. This helps to dodge spiky balls while climbing.
 - *You can also jump before rolling, which will change your trajectory.*
- **You can use movement items during Rifts!** Some items that can help are:
 - [Assault Shield](#), [Meat Skewer](#), [Bladed Tonfas](#)^{TQatS}, [Telluric Shock](#), [Lightspeed](#), [Wings of the Crow](#), etc.
 - [Video example for Bladed Tonfas & Telluric Shock](#)
- **Learn advanced mechanics** if you really don't like getting hit in Rifts:
 - **Coyote-Time:**
 - This is a wide-spread mechanic that's used in many platforming games. It makes jumps that otherwise would have been too late still count.
 - To make use of this, delay your jump until you're *over* the edge of a platform. You would usually fall down, but because of this mechanic your jump will still occur as if you were standing on the platform.
 - This is very handy for the double jump section with the long spike pits. If you don't find an amulet with extra jumps and you can't use the Coyote-Jump, you'll most likely fall into the spikes.
 - *This can be exaggerated into the more complex [Coyote-Boost](#), which improves the jump height greatly.*
 - **Samus-Roll:**
 - A Samus-Roll is a mid-air roll that lets you travel horizontally. You won't lose height while rolling.
 - This is done by using any fast weapon in mid-air and then instantly rolling to cancel the attack.
 - [Short clip of the Samus-Roll](#)

How to find more Rifts

- **Keep your eyes open!** The runes for Rifts can only appear on the ground and not in walls, so watch your step.
 - Try to walk over every full tile (not platforms or breakable ground), even if you have to go out of your way to check!
 - **You could use the "secrets outline" setting** to get a bit of help with spotting Rifts. This setting changes the outline colour of the rune marking to your desired colour. You can choose a very bright or dark colour depending on how much help you want.
 - Settings → Accessibility Options → *scroll to the middle* → "Secrets outline"
 - *I myself use this setting with a dark purple colour as I'm not keen on scanning the whole biome for a *potentially* missed Rift (it's only a 20% chance per biome). Though spotting Rifts becomes easier as you keep playing the game so you don't necessarily need this setting.*
-

[Scroll-RNG Manipulation](#)

This 4 pages long, mathematical-heavy, min-maxing guide for advanced players is in a separate document for the sake of faster loading times and to save me from updating this guide on multiple locations!

[This is the link to the Scroll-RNG Manipulation guide!](#)

Boss Guides

Concierge

Almost done!

Conjunctivus

Almost done!

Mama Tick^{TBS}

Work-in-progress!

Time Keeper

[In-Depth Time Keeper Guide!](#)

The Giant^{RotG}

Not-yet-started

Scarecrow^{FF}

Not-yet-started

Hand of the King

Not-yet-started

Servants^{TQatS}

Not-yet-started

The Queen^{TQatS}

[In-Depth Queen Guide!](#)

<Spoiler Boss>^{RotG}

Not-yet-started

Biome Guides

The Bank

General

- **The Bank** is a large biome that spawns once throughout your run in the form of a Golden Chest located in the [passage](#) to another biome. If you skip the Golden Chest, you won't find it again in that run.
 - **The Bank is unlocked after reaching [HotK](#) for the first time.**
 - The Golden Chest is never in the transition area before a boss stage and neither in the transition area to the [<Spoiler Biome>^{RotG}](#).
- **The Bank will replace the next biome** and there will be enemies from all parallel biomes (except for DLC enemies).
 - Also, only [specific enemies](#) can spawn.
- The [item/gear level](#) in The Bank will be the same as the highest Gear Level from any of the parallel biomes replaced.
 - If you enter The Bank from the passage to the [Clock Tower](#), you will encounter lvl 7 gear instead of the otherwise lvl 5 gear (because of the [Cavern^{RotG}](#)).
- The **number of Scrolls and Scroll Fragments** will be the same as that of the replaced biome with the highest amount of Power Scrolls!
 - **There will be a guaranteed [Cursed Chest](#)** that contains one of the scrolls! So instead of 4 Power Scrolls, you'll receive 3, but 1 extra Power Scroll will be inside of a Cursed Chest.
 - *You can't get additional cursed chests unlike in regular biomes.*
 - If you enter The Bank from the passage to the [Clock Tower](#), you will receive 5 Scroll Fragments on 4-5BC instead of 3 (because of the [Cavern^{RotG}](#)).
 - If you enter The Bank from the passage to the [Slumbering Sanctuary](#), you will receive 1/2 Scroll Fragments instead of the intended 3/4 on 3-5BC!
 - *This is caused by a bug! The game believes that [Stilt Village](#) has the most Scrolls because it's the only biome that doesn't have a guaranteed Cursed Chest (apparently those do not count towards the total scroll count for some reason), which makes a Stage 4 Bank have some disadvantages!*

Loan System

- **You can take up to 20k gold in loans** during your visit (10 stacks of 2k gold), but if you don't repay your loans and break the golden door that leads to the exit, you'll be cursed.
 - Each loan of 2k will result in 10 curses. If you have 20k loans while breaking the door, you'll receive a 100-kill curse.
 - After breaking the exit door you won't be able to take/repay loans.

- Breaking the door before clearing the enemies might be a good idea if the next stage is a boss, or if you want to enable [Spite Sword](#)'s crit condition!

Contents

- There aren't any [Boss Cell doors](#) in The Bank.
- There are **3 shops!** Two of those are weapon *or* skill shops and the last one is a food shop!
- The Bank has **4 different floors**:
 - The **1st floor** is accessed with the **Red Pass**, which is given to you at the beginning of the biome.
 - This floor always has the **Cursed Chest** and it's always located in one of the first path branches!
 - This floor contains the **1st weapon or skill shop**.
 - The **2nd floor** is accessed with the **Blue Pass**, which you'll find on the **Red Floor**.
 - This floor always contains the **exit**.
 - This floor contains the **2nd weapon or skill shop**.
 - The **3rd floor** is accessed with the **Green Pass**, which you'll find on the **Blue Floor**.
 - This floor contains the **platforming puzzle** which contains a chest with the [Gentleman's Outfit](#). After the outfit has been successfully collected, the chest will contain a colourless item and lots of gold in your next runs.
 - **This floor usually has elites**, one elite [Gold Gorger](#) or two elite [Agitated Pickpockets](#)!
 - The **4th floor** is accessed by opening a **Golden Door** by either paying a fee or destroying it for a 15-kill-curse.
 - It will always be **located at the bottom of The Bank**. You can enter this floor whenever you want to, it isn't required to complete the other floors.
 - This floor always contains a **food shop!**
 - This floor usually has **one elite [Gold Gorger](#)**.
 - *Note: This is just the entry order, not the order of where the floor is located when using the elevator in The Bank. You will always receive the **Red Pass** first, but the **Red Floor** might be located on the 1st/2nd/3rd floor from the starting area. Only the **Golden Door** floor will always be on the lowest floor.*

When to skip The Bank

- **Skip if you are too weak**, which often is the case if you're still in the early game, aka. pre-boss section of the run.
 - The scaling of early Bank is extreme, you won't be able to deal any damage with low-level items, no synergies and no scrolls.

- The Bank has a lot of dangers, its unique enemies and the enemies from the other biomes will give you a hard time.
- **Skip if it's a Stage 4 Bank**, if you are on 3BC+ and went to a biome other than [Stilt Village](#). You will receive fewer Scroll Fragments (1 on 3BC, 2 on 4-5BC).
- This is due to how the Bank calculates its rewards. The [Stilt Village](#) is the only biome *without* a guaranteed Cursed Chest so the game thinks the Stilt Village has more Scrolls for some reason.
- **Skip if you want to avoid certain enemies** (e.g. [Pirate Captains](#) from the [Stilt Village](#)).

Enemies

Gold Gorgers

- **Gold Gorgers** are the most dangerous enemy of this biome, they can absorb gold which has a few effects on them:
 - If they absorb enough gold, they will **transform** (*they have 3 tiers in total*):
 - **1st tier**:
 - Has a 1-hit-combo attack, which can be rolled or parried.
 - *Poses little threat.*
 - **2nd tier** (requires 50 gold):
 - Has a 2-hit-combo attack, which can be rolled or parried.
 - Takes 25% less damage.
 - Can teleport to you regardless of BC.
 - **3rd tier** (requires 300 gold):
 - Has a 2-hit-combo attack, which can be rolled or parried.
 - Has a ranged attack where they cause the ground around your position to erupt, making gold spike out of the ground. This'll usually be performed twice before the Gold Gorgger teleports to you. *Can be rolled or jumped.*
 - Takes 50% less damage.
 - Can teleport to you regardless of BC.
 - **Elite Gold Gorgers** will instantly transform to T3 without having to absorb any gold!
 - Absorbing the gold will also **heal** the Gold Gorgers by a bit.
 - *Watch out when using the [Gold Digger](#) and especially the [Money Shooter](#)!*
 - *Their position can be spotted by tracking the gold that flies towards them!*
- [Malaise enemies](#) won't drop any gold.

Golden Kamikaze Bats

- [Golden Kamikaze Bats](#) will behave similarly to green Kamikaze Bats.

- **Killing them before they explode will drop less gold**, and therefore help you prevent a Gold Gorger from transforming quickly. It's still advised to kill the Gold Gorger before anything else.
 - 1 exploding Bat is enough for a Gold Gorger to transform from T1 to T2, and after receiving a little bit more gold, even to T3!
 - 2 exploding Bats are enough for a Gold Gorger to transform from T1 to T3.
 - *Even if a Kamikaze Bat explodes, it will still count towards the killstreak/curse counters.*

Agitated Pickpockets

- **Agitated Pickpockets are janky!** And they will steal some of your money if they hit you!
 - **Has a 3-hit-combo attack** ("Triple Slash"), which can be rolled, parried or double-jumped.
 - The Pickpocket can't turn around during this attack.
 - **It will charge at you if you're too far away** and are in line of sight ("LoS"). After the charge, it will leap and then initiate the Triple Slash.
 - Its charge speed is faster than the player's basic running speed.
 - If you get far enough away during the Triple Slash while still being in LoS, the Agitated Pickpocket will stop the Triple Slash and initiate a charge.
 - If the player rolls through the Leap before the Pickpocket initiates the Triple Slash, it will turn around and instantly start the Triple Slash if the player is still within reach. This won't have any attack cues.
 - *It's best to double-jump above the Pickpocket to dodge its attacks, as that will minimise the unpredictable behaviour.*
- Some Pickpockets will stand by idly while foraging on some piles of gold. You can destroy those gold piles and steal their money!

Mimics

- **The Mimic has a lot of deadly attacks.** Depending on what it swallows, it can even heal itself mid-fight! (*It's best to just check its wiki page for a lot of detailed info!*)
- **You can check for Mimics by trying to buy items in the Gear Shops.** If it's not a Mimic, then you'll be able to swap the item with the ones in your inventory.
 - **If it's a Gear Shop Mimic, the shopkeeper will instantly transform without letting you swap the item.**
 - The Mimic will drop the item you bought when slain, though no more items can be bought afterwards.
 - Weapons & skills will have their level improved by 2, which can result in XIV-S (*aka. level 20*) items.
 - *This is the highest level an item can have.*

- **This trick doesn't work for the Food Shop.**
 - If you test the other two shops, you'll be able to know if it's a Food Mimic!
 - Food Mimics will drop the bought food item and double it (*you could get two flasks!*)
 - **Mimics can spawn outside of the Bank** after you have encountered a Mimic once!
This has been introduced with the 3.4 version!
 - Only one shopkeeper per run can be a Mimic. The same mechanics (item level bonus, food duplication, etc.) apply.
 - If one of your shops is a Mimic, there will be a hint in the form of a lore room with a "Psycho Guillain" that is covered in blood and on the edge.
 - *The random Mimic seems to be bugged, sometimes it just doesn't appear even if the Mimic hint is present.*
-
-

UNLOCKS & FARMING

How to get every Rune

Here is the [wiki section](#) for all the Runes.

Vine Rune

- [Prisoners' Quarters](#) → [Promenade of the Condemned](#)

Custom Rune

- [Prisoners' Quarters](#) → [Promenade of the Condemned](#) → [Ramparts](#)

Daily Challenge Rune

- [Prisoners' Quarters](#) → [Promenade of the Condemned](#) → [Ramparts](#) → [Black Bridge](#)

Teleportation Rune

- [Prisoners' Quarters](#) → [Toxic Sewers](#)
 - *Vine Rune is required.*

Ram Rune

- [Prisoners' Quarters](#) → [Promenade of the Condemned](#) → [Ossuary](#)
 - *Teleportation Rune is required.*

Spider Rune

- [Prisoners' Quarters](#) → [Toxic Sewers](#) → [Ancient Sewers](#) → [Insufferable Crypt](#) → [Slumbering Sanctuary](#)
 - *Ram Rune is required.*

Explorer's Rune

- [Forgotten Sepulcher](#) from any biome after the 1st boss:
 - *Teleportation/Spider Rune is required:*
 - From [Stilt Village](#) & [Fractured Shrines](#)^{FF}, you'll need the Teleportation Rune.
 - From [Graveyard](#) & [Slumbering Sanctuary](#), you'll need the Spider Rune.

Homunculus Rune

- Beat [The Hand of the King](#).
-

Cell Farming Guide

Farming Cells will be needed at some point if you want to quickly unlock blueprints, level your [Legendary Forge](#) (which takes you 13500 cells to max out), or maybe your goal is to wear some really expensive outfits to show off a little!

Keep in mind that farming cells isn't mandatory. You can still gather a lot of cells by playing normally, this is just a more time efficient way of getting cells. I only recommend farming cells if you have too many blueprints or if you struggle with dealing little damage (which might be caused by your Legendary Forge). But beware, the game can become boring if you have unlocked everything.

Blueprints – 5.3k/h

Run:

- **Play on either 0/2/4BC** for 1/2/3x cells.
 - Don't farm on 1/3/5BC, there is no good reason for doing that. The cell rewards only increase on 2BC & 4BC.
- **Get both doors** (*2 minutes & 30 killstreak door*). You will speedrun towards the [PotC](#) exit and kill all the enemies on the way.
 - Try to use your skills before picking up a scroll for a cooldown reset (advanced trick).
- **Restart** after investing your cells into the first Collector (*in the passage to PotC*).

Custom Mode:

Do it in Custom Mode, there are no downsides to farming cells this way!

- **Seed:** N/A
 - **Seeds are always subject to change.** There are many things that mess with level generation so you will need to find your own seed! Play with random seeds until you find a seed with "[Liposuction](#)", a cell-doubler item, in the first biome and write it down!
 - *To see the seed of your run, enable the "Display Seed ID" [setting](#).*
- **Starting Gear (S-quality):**
 - Any high DPS weapon (e.g. [Electric Whip](#))
 - [Assault Shield](#) (use the Assault Boost trick, see [here](#))
 - Any high DPS skills (e.g. 2x [Great Owl of War](#))
- **Custom Mode settings:**
 - "All weapons and skills are legendary"
 - *You should pick up the items from one of the tubes before exiting the [Recycling Tubes](#) area because your starting gear won't be legendary. For that, disable every other item that you won't need so you get the correct items.*
 - "Authorise the use of two weapons or skills of the same type"

- “HITCHCOCK: Birds, birds everywhere!”
 - *More birds will make you get more cells and help you with the [Killstreak Doors](#).*
- “JUMPS: You can jump multiple times in the air.”

The 5.3k per hour was done on 2BC with a seed that had Liposuction in PQ. It can definitely be increased if you get Liposuction on 4BC!

Legendary Forge – 2.5k/h

Run:

- **Play on either 0/2/4BC** for 1/2/3x cells.
 - Don't farm on 1/3/5BC, there is no good reason for doing that. The cell rewards only increase on 2BC & 4BC.
- **Aspect:** “[Gotta Go Fast](#)”
- **Mutations:**
 - Use mutations that help go faster (e.g. [Velocity](#)) or waste less time (e.g. [No Mercy](#), [Barbed Tips](#), [Combo](#), etc.)
- **Route:** N/A
 - *Test different routes and see what works best for you! Some biomes are longer but contain more cells, others might be a little easier or harder for you.*
- **Get all [Time & Killstreak Doors](#)**, and try to fully clear every biome (the doors are worth 20 cells each, so you could ignore a handful of enemies to get the doors).
 - Try to use your skills before picking up a scroll for a cooldown reset (advanced trick).
- **Don't spend any cells on the Collector!** Destroy the door at the end of the room and move on, that way you will keep your cells until you can invest them in the [Legendary Forge](#).
 - *Talk to the Collector every time you visit him so you hand in blueprints! If you don't do that you will lose the blueprints if you die or reset your run!*
- **Restart** after investing your cells into the [Legendary Forge](#).

Custom Mode:

Do it in Custom Mode, there are no downsides to farming cells this way!

- **Seed:** N/A
 - **Seeds are always subject to change.** There are many things that mess with level generation so you will need to find your own seed! Play with random seeds until you find a seed with “[Liposuction](#)”, a cell-doubler item, and write it down!
 - *To see the seed of your run, enable the “Display Seed ID” [setting](#).*
- **Starting Gear (S-quality):**
 - Any high DPS weapon (e.g. [Electric Whip](#))

- [Assault Shield](#) (use the Assault Boost trick, see [here](#))
- Any high DPS skills (e.g. 2x [Great Owl of War](#))
- **Custom Mode settings:**
 - “Curse level on cursed chests: 000”
 - “All weapons and skills are legendary”
 - *You should pick up the items from one of the tubes before exiting the [Recycling Tubes](#) area because your starting gear won't be legendary. For that, disable every other item that you won't need so you get the correct items.*
 - “Authorise the use of two weapons or skills of the same type”
 - “Health Fountain never breaks”
 - “Curses leave you at 1HP instead of killing you”
 - *You will still die after getting hit a second time! The first hit will take away your [One-Hit-Protection](#) and the second hit will one-shot you, except if your OHP is ready again.*
 - “HITCHCOCK: Birds, birds everywhere!”
 - *More birds will make you get more cells and help you with the [Killstreak Doors](#).*
 - “JUMPS: You can jump multiple times in the air.”

This was initially done with 2x [Throwing Knife](#) & 2x [Great Owl of War](#) and on a slow route. The current stated amount of cells per hour can be improved drastically!

Blueprint Hunting Guide

A common misconception about blueprints is that their drop rates are *per enemy*, but in reality, it's *per biome*. This makes farming blueprints by just slaying the same enemy over and over again borderline impossible and inefficient. You would have to clear a biome that contains the enemy you are looking for many times until you are lucky enough to find the blueprint you are looking for.

This takes ages and nobody has time for that! *Yes, you could use seeds that have guaranteed blueprint drops, but seeds are always subject to change and nobody wants to keep updating all the known seeds with guaranteed blueprint drops when you can already use the [Hunter's Grenade](#) that ignores drop rates altogether.*

This guide will teach you how to farm blueprints most efficiently. Note that although this method is very efficient in hunting blueprints, it can get stale very quickly, so use it with this in mind. *You should check the wiki for items that interest you! Just head to the [gear page](#), choose an item you would like to unlock, click on it and find out which enemy drops it and where that enemy can be found!*

General

- You will need to have the [Specialist's Showroom](#) upgrade unlocked, the [Hunter's Grenade](#) is what makes this strategy possible.
- To farm more efficiently, you should do the Blueprint Hunting in Custom Mode and enable these settings:
 - “Curse level on cursed chests: 000”
 - “Starting amount of gold: 50000”
 - “Increase the maximum number of mutations: 11”
 - “All weapons and skills are legendary”
 - “Health Fountain never breaks”
 - “Curses leave you at 1HP instead of killing you”
 - *You will still die after getting hit a second time! The first hit will take away your [One-Hit-Protection](#) and the second hit will one-shot you, except if your OHP is ready again.*
 - “Unlimited Ammo”
 - *This might be useful depending on your main weapon; [Requires 1BC win](#).*
 - “Disable Malaise”
 - *For the 5BC blueprints located after [The Hand of the King](#).*
 - “JUMPS: You can jump multiple times in the air”

How to extract blueprints

- Buy the [Hunter's Grenade](#) from the [Specialist's Showroom](#) in the [Prisoners' Quarters](#) for 3000 gold.
 - *If you destroy the golden door, you'll receive a 50-kill curse!*
- You can use the Hunter's Grenade by throwing it on an enemy with a blue icon above their head.
 - *This doesn't work on elites or bosses.*
- You then need to lower the HP of the enemy that has transformed into an elite to below 40%.
 - The elite enemy won't have special powers, similar to the elite enemies created by the Malaise.
 - Some enemies don't have an elite variant, those then transform into an elite zombie. The blueprint will still be from the blueprint pool of the original enemy.
- If its HP falls below 40%, you can use the Blueprint Extractor.
 - *The Blueprint Extractor drops if the enemy has been hit by the Hunter's Grenade and has transformed into an elite.*
- If the extraction was successful, the enemy will disappear and leave a blueprint behind, but the Hunter's Grenade will be consumed.
 - *If you accidentally killed the elite, the Hunter's Grenade will be dropped instead of being consumed.*
- You then bring the blueprint to the Collector in the next [passage/transition area](#), reset your run to grab another Hunter's Grenade and repeat the same steps.

How to hunt more efficiently

- Equip the "[Gotta Go Fast](#)" [Aspect](#) in-game.
- During your blueprint hunting runs you can also look for **Secret Zones** that contain blueprints you don't already have, check the wiki for each biome if you want to do that.
 - *Some lore rooms won't spawn when you use a seed in Custom Mode or have lore rooms disabled.*
- To extract blueprints from **dangerous enemies** (e.g. [Golems](#)), you should bring a form of CC with you.
 - **Skills** are the most reliable source of **CC**, those help a lot (e.g. [Ice Armor](#)^{RotG}, [Ice Grenade](#), [Stun Grenade](#), [Root Grenade](#), [Wolf Trap](#), etc.).
 - Moving to a **different platform** forces the elite to teleport to you instead of continuing to attack, which gives you the needed time you extract the blueprint.
 - After lowering the HP of the elite to below 40%, you will have a short time window where said elite is **stunned**. Extracting blueprints without CC abilities during that period is possible if you time it well.

- Don't use any DoT (Damage over Time) such as bleed or poison, this might kill the enemy you are trying to extract from!
- Some **weaker enemies** might get one shot by your weapons, especially in the late-game. You might want to use your [dive attack](#) and the [Homunculus Rune](#) to chip away at their HP!
- Some enemies will spawn in later biomes on 0BC, you should check if that enemy can **spawn in earlier biomes on higher difficulties!**
 - For example, the [Bombardier](#) will spawn in the [Clock Tower](#) on 0BC, but on 3BC+ it can also be found in [PotC](#). That can reduce the amount of time you need to find a Bombardier drastically.
- You can enable the setting “**Enable Malaise**” in Custom Mode and collect blueprints from enemies that would normally spawn way later! *(This setting can now be enabled on any difficulty, it was previously locked behind a 3BC win.)*
 - For example, you can get the [Barrel Launcher](#) from the [Infected Workers](#) spawned by the Malaise! There is no need for entering the [Derelict Distillery](#) if you can get this Blueprint in Prisoners' Quarters. Enemies spawned by the Malaise won't have an icon above their head that indicates a dropable blueprint, but you still can use the Hunter's Grenade!
 - Check the [Malaise wiki section](#) for which enemies can be spawned by the Malaise.
 - Having [4-5 Malaise](#) is the most optimal amount when farming with this method! The spawn rates will be high enough, but you don't run the risk of dying because of high Malaise.
 - Watch out, **clearing 90% of the enemies will disable all the effects from the Malaise.** You should aim to clear 60-80% of the enemies to slow down the Malaise increase but not disable it!
- Some blueprints can **only** be dropped/found on **higher difficulties.**
 - Below is a list of all the [blueprints locked behind difficulties](#) (doesn't include outfits).

Builds

This section is for maximising how quickly you can hunt blueprints, **but you shouldn't feel forced to do exactly as I say.** These are only recommendations if you really want to min-max blueprint farming (which might make a difference if you want to do it for multiple hours on end), but the general tips above are more than enough!

Starting Gear

- [War Javelin](#)^{RotG}
- [Assault Shield](#) (Assault Boost, see [here](#))
- [Lightspeed](#)

- **Not mandatory**, this is just to reach the [Recycling Tubes](#) faster. You're going to swap your starting gear with the items from the tubes anyway. If you don't have that upgrade yet, then add the [Wolf Trap](#) to your starting loadout, you still can use the strategy with the legendary items named below.
- Your entire loadout should be legendary to benefit from their legendary affixes, that's why you should pick up the items from the Tubes. Some weapons have speed buffs that will help you traverse through biomes even faster!

Recommended Build

- [Rapier](#), [Assault Shield](#), [Wolf Trap](#)
 - [Nerves of Steel](#) (in the Backpack)
 - Use the Rapier to kill enemies during biomes, after 8 kills you'll receive a speed buff which refreshes after every kill. When you crit, the **legendary** Rapier will provide you with another speed buff that stacks (that crit condition can be fulfilled by Assault Boosting with the Assault Shield).
 - Use the NoS for bosses. It has to be a ranged item because it isn't possible to receive two melee/range weapons from one tube. If this is too complicated for you, then just use your melee weapon.
 - You don't need a second skill because the Hunter's Grenade will take up one of the spots, using one CC skill will be enough.
- Other possible melee weapons:
 - [Flawless](#), [Bone](#), [Swift Sword](#) & [Bladed Tonfas](#)^{TQatS}
- Other possible ranged weapons:
 - [Blowgun](#)^{TBS} & [Magic Bow](#)
- Other possible CC skills:
 - [Ice Armor](#)^{RotG}, [Ice Grenade](#), [Stun Grenade](#) & [Root Grenade](#)

If you plan on using the builds I mentioned then use the recommended items and disable everything else! Only then you'll get the same build every single time.

Blueprints locked behind higher difficulties

This is a list of which all the blueprints (*except for outfits*) that are locked behind playing on certain difficulties:

1BC+

- [Great Owl of War](#) (1.7%)
- [Hayabusa Boots](#) (1.7%)
- [Recycling Tubes](#) (N/A)

2BC+

- [Oven Axe](#) (1.7%)
- [Seismic Strike](#) (0.4%)
- [Kill Rhythm](#) (0.4%)

3BC+

- [Adrenaline](#) (1.7%)
- [Acceptance](#) (N/A)

4BC+

- [Berserker](#) (0.4%)
- [Dead Inside](#) (1.7%)

5BC

- [Thunder Shield](#)^{RotG} (100%)
- [Hemorrhage](#)^{RotG} (10%)
- [Sonic Carbine](#)^{RotG} (N/A)
- [<Spoiler Item>](#)^{RotG} (N/A)

Notes:

- N/A stands for "not available". Those blueprints are either found in secret zones or are dropped by bosses.
 - The drop chances are **per biome entry**, not per enemy kill! Use the [Hunter's Grenade](#) for a guaranteed blueprint drop.
-

Blueprints locked behind lower difficulties

There are 3 enemies that don't appear on higher difficulties under normal circumstances (they can be spawned by specific bosses, but that's unreliable and risky). This is a list of all the blueprints (*except for outfits*) they can drop:

Zombie ([wiki](#))

- (0-3BC, most common on 0-1BC)
- [Blood Sword](#) (100%)
- [Double Crossb-o-matic](#) (0.4%)

Undead Archer ([wiki](#))

- (0-3BC, most common on 0BC)
- [Infantry Bow](#) (1.7%)
- [Ice Bow](#) (0.4%)
- [Bow and Endless Quiver](#) (0.03%)

Grenadier ([wiki](#))

- (0-3BC, most common on 0-1BC)
- [Fire Grenade](#) (1.7%)
- [Magnetic Grenade](#) (0.4%)

Notes:

- The drop chances are **per biome entry**, not per enemy kill! Use the [Hunter's Grenade](#) for a guaranteed blueprint drop.
-
-

TRIVIA

Scrolls on each BC

Highest Scrolls Path

Pathing doesn't matter much on 0-2BC. It's only important to visit [PD/CPrison](#) for the extra Power Scroll, but that's it until 3BC. Starting then, [Scroll Fragments](#) are introduced and those can make up a difference of 4-7 Power Scrolls, depending on which path you take.

The "Highest Scrolls Path" for the base game ending is:

- TS, CPrison, AS, IC, SS, Ca^{RotG}, GH^{RotG}, HPC, TR
- **3BC**: 19 Scroll Fragments (4 Power Scrolls, 3 leftover Scroll Fragments)
- **4-5BC**: 28 Scroll Fragments (7 Power Scrolls)
- **Note: 3 bonus Scroll Fragments** are randomly assigned to regular biomes. If you are lucky enough you will get an extra fragment on 3BC, which will result in an extra Power Scroll.
 - *It's not possible to know where these Scroll Fragments are located.*

Highest Scrolls Amount

This is the maximum number of scrolls one can have on every BC (ignoring RNG) if you pick up every guaranteed scroll, including the ones from guaranteed Cursed Chests. Extra Cursed Chests, Challenge Rifts and Dual Scroll RNG can change your total amount of scrolls and their distribution.

The highest amount of scrolls for the base game ending is:

- **0BC**: 20-5-6
 - 3 main-stat Amulet, from Cavern^{RotG}
- **1BC**: 21-5-6
 - 3 main-stat Amulet, from Cavern^{RotG}
- **2BC**: 22-5-6
 - 3 main-stat Amulet, from Cavern^{RotG}
- **3BC**: 28-5-6
 - 3 main-stat Amulet
 - 1 extra Scroll Fragment
- **4BC**: 32-5-6
 - 4 main-stat Amulet, from Cavern^{RotG}
- **5BC**: 32-6-7
 - 4 main-stat Amulet

- 2 Dual Scrolls from <Spoiler Biome>^{RotG}
- **Note:** The **amulet** might not be a pure main-stat amulet. That would change the distribution of your stats.

Recommended Amount

The recommended amount of scrolls can vary from player to player, it's all a matter of how prepared/experienced you are. Explore everything and pick up every scroll! Newer players can skip a few Cursed Chests, but you'll need to open them eventually.

Here is what we think should be enough for each BC:

- **0BC:** 16+
- **1BC:** 18+
- **2BC:** 20+
- **3BC:** 25+
- **4BC:** 30+
- **5BC:** 30+
- **Note:** A bunch of players have gotten 37-38 scrolls on the highest difficulty, which is overkill. It's all a matter of luck!

Alternate Ending Routes

Queen and the Sea

This route differs on the higher difficulties. **On 3BC** the [Infested Shipwreck](#)^{TQatS} contains an additional Power Scroll and the Servants drop 1 Scroll Fragment, bringing the total amount of fragments to 20 (on the Highest Scrolls Path).

On 4BC the Servants drop 3 Scroll Fragments, bringing the total amount of fragments to 31, which leaves you with 3 leftover fragments unless you find an extra fragment randomly in a biome.

The highest amount of scrolls for the QatS ending is:

- **3BC:** 28-5-6
 - 3 main-stat Amulet
- **4BC+:** 34-5-6
 - 4 main-stat Amulet, from Cavern^{RotG}
 - 1 extra Scroll Fragment

Definitions of all Colours

These definitions are from the developers. They were used to change the colours with which items scale within the 2.4 update "What's the Damage" and these definitions still apply today (for the most part at least):

- **Brutality** keeps its focus on **fast melee weapons** and everything related to jumping into the melee. Dual scale with anything that wouldn't fit in that category but is **fire or blood gameplay**.
 - **Tactics** keeps all things related to **ranged gameplay**: turrets, range weapons, with some utility and damaging spells to support it. Dual scale with anything that wouldn't fit in that category but is **poison or electricity gameplay**.
 - **Survival** keeps its focus on crowd control, survivability, shields and **slow, heavy melee weapons**. Also supported by heavy damage skills with the long cooldown that goes with it. Dual scale with anything that wouldn't fit in that category but is **root or ice gameplay**.
-
-

CREDIT

This Guide was **created by SpeedyCookie**, but I have to give a massive thanks to **Metaga** for starting this initially “small” project with me, **Axe** for helping me find more tips & add more categories, **Spooks** for spotting mistakes, suggesting tips that I haven't thought about before and helping me restructure this document, **Shmoof** for proofreading, adding unique tips and nit-picking on my sentence structure, **TheViralMelon** for helping me with the unholy Queen Guide and giving me new insights about items I didn't really use before, and lastly **MuffinTae** for helping me with a few of the boss guides and a whole lot more people from the Dead Cells community! These people helped me with finding mistakes in the tips, changing some, reordering and adding some finishing touches. **Doing all this is both fun and exhausting!**

Side note: I might add boss guides, biome guides, build guides and some more advanced strategies later on, but this will take a while.

This is the end! If you've found any mistakes and want them to be fixed, then just write a comment under the [Reddit Post](#) or [Steam Guide](#), or just mention me on the [Official Discord](#) (my tag is [speediecookie](#))!

TO-DO LIST

This is what's still missing for this doc to be truly complete! I have no guarantee on whether I actually make guides for all these things, because making guides is very time consuming and draining at the same time!

Gameplay Guides

- ~~Challenge Rifts guide~~
- ~~Cursed Chests guide~~
- Parrying, Shields & Rolling guide (beginner - advanced)
- Builds, Synergies, Affixes guide (beginner - advanced) (*way too much work...*)
- Animation-Cancelling guide (advanced)
- Weapon Tech guide (advanced)
- ~~Scroll RNG Manipulation guide (advanced)~~

Boss Guides

- ~~Queen & Time Keeper~~
- Concierge, Conjunctivus (*those will be next*)
- *Other bosses*

Biome Guides

(nothing started yet, these will be done last)

- ~~The Bank~~
 - <Spoiler Biome>
 - Derelict Distillery
 - Slumbering Sanctuary
 - Fractured Shrines
 - *Other biomes*
-
-

VERSION HISTORY

Version 1.0 (22.12.2021)

- Created a Beginner & Intermediate Tips message that slowly transformed into multiple messages with ~75+ tips & tricks, as well as some guides (*initially done on Discord*).

Version 2.0 (11.06.2022)

- Made a [Reddit post](#) listing all the tips & tricks.
- Added more tips and fixed some formatting.
- Moved [Abbreviations](#) to the beginning, added a [Content Table](#) & added a [Credit](#) section.

Version 3.0 (07.07.2022)

- Moved all the stuff to Google Docs due to many reasons:
 - Reddit:
 - No working content table, no colours, character limit of 40k.
 - Discord:
 - No links, no working content table, no colours & character limit of 2k.
 - General:
 - Easier & better formatting (*it's still not perfect, but better than before*).
 - Being able to work on this Doc with other people.
 - Unifying the location of the tips & tricks (*I don't want to update this on each platform individually because of unique formatting styles*).
 - Etc.
- Added 25+ new tips.
- Added ~5 new tricks.
- Added more text to each tip, trick & guide so that it's easier to understand.
- Moved all the movement-related tricks and other stuff to a new [Tricks](#) section.
- Added a lot of links (Wiki & video links).
- Removed the old tips & guides related to legendaries (*due to the 3.0 update*).
- *We hit 5k words!*

Version 3.1 (11.07.2022)

- Created a section about [Blueprint Hunting](#).
- Created a section about [items that are locked behind BC's](#).
- *We hit 6k words!*

Version 3.2 (12.07.2022)

- Created a guide for [The Bank](#).
- Made a [Steam post](#) with the link to this doc.
- Added ~5 new tips.
- *We hit 7k words!*

Version 3.3 (21.07.2022)

- Looked over the whole doc to add more information, fix mistakes & fix some formatting.
- Added ~10 new tips.
- *We hit 8k words!*

Version 3.4 (23.07.2022)

- Created the “Expert” section (*and moved most of the previous Advanced Tips to there*)
 - Moved some other tips to sections where they belong to.
- Added some more tips.

Version 3.5 (05.08.2022)

- Added more details/explanations/links throughout the doc.
- Created a [To-Do](#) section for those interested in what will be added next.
- Added a donation link in the [Credit](#) section.
- Added dates to every version in the [Version History](#) section.
- Shortened the [Content Table](#) because of too much bloat.
- Removed all Headings below “Heading 2” from the Document Outline (*I hope mobile users have an easier time traversing through the sections now*).
- Added ~3 new tips.
- *We hit 9k words!*

Version 3.6 (08.08.2022)

- Changed formatting on Headings.
- Added more terms to the [Abbreviations](#) section.
- Drastically shortened the [Content Table](#) (*I hope it has less bloat now*).
- Reordered the [Tricks](#) section.
- Added “Seed ID” setting to the [Settings](#) section.
- Added 3 tips.
- *We hit 10k words...*

Version 4.0 (09.08.2022)

- Added a [Boss Guides](#) section.
- Linked a 5000+ words long [Queen Guide](#).

Version 4.1 (13.08.2022)

- Improved formatting, grammar, detail & explanations throughout the whole doc.
- Added “Preparing/Loading/Staggering” to [Tricks](#).
- *We hit 12k words!*

Version 4.2 (14.08.2022)

- Created a [Gameplay Guides](#) section.
 - Moved all Cursed Chests related stuff and added more tips & tricks.
 - Moved all Challenge Rifts related stuff and added more tips & tricks.
- Added a strategy with legendary items in the [Blueprint Hunting](#) section.
- *We hit 13k words!*

Version 4.2.1 (17.08.2022)

- Fixed information about legendaries in the [Beginner](#) section.

Version 4.3 (18.08.2022)

- Added **many** links.
- Added a “*When to ignore Cursed Chests*” section in [Cursed Chests](#) guide.

Version 4.3.1 (20.08.2022)

- Moved the tips for legendary altars from the [Intermediate](#) section to the [Advanced](#) section.
- Added “disable screen flashes” in the [Settings](#) section.

Version 4.3.2 (22.08.2022)

- Added “disable curse popup” in the [Settings](#) section.
- Fixed typos.

Version 4.3.3 (24.08.2022)

- Added ^{superscripted} text for DLC related stuff.
- Added more links in the [Guides](#) & [Farming](#) sections.
- [Beginner](#) section:
 - Mentioned Legendary Altars.
 - Added info about the old legendaries.
 - Added extra text to the Recovery/Rally mechanic.

- Added Homunculus-Stomp trick in the [Advanced](#) section.
- Added extra tip to not stomp while cursed in the [Cursed Chests](#) guide.
- Put more emphasis on upgrading the Legendary Forge.
- *We hit 14k words!*

Version 4.3.4 (29.08.2022)

- Updated the Introduction.
- Adjusted formatting for the [Tips & Tricks](#) section.
- Recounted the number of tips, tricks & guides.
 - Changed **“more than 110 unique tips, tricks & detailed guides”** to **“200 unique tips, 9 tricks & 8 detailed guides”** (*the last time I updated it was maybe at 3.2*)

Version 4.3.5 (30.08.2022)

- Improved readability in the [The Bank](#) guide.
- Improved readability in the [Tricks](#) section.
- Added two tips regarding the door closing in PD/CPrison to the [Cursed Chests](#) guide.
- Fixed some typos.

Version 4.3.6 (02.09.2022)

- Added tip about engaging enemies from behind to the [Intermediate](#) section.
- Added “RNG” to the In-Game [Abbreviations](#).
- Colour-coded the ^{superscripted} text for DLC related stuff.
- Fixed a lot of grammar & a few typos (*I truly hate doing this*).

Version 4.3.7 (03.09.2022)

- Added a seed for Scrolls to the [Scrolls on each BC](#) section.
- *We hit 15k words!*

Version 4.3.8 (06.09.2022)

- Changed 6 video links so that they're permanent (moved them from Streamable to YouTube).
- Added “bookmarks” to 5 sections to help with linkins in the doc.
- Added the tip to interact with lore rooms in the [Beginner](#) section.
- Added the tip to not use money dropping items to the [The Bank](#) guide.

Version 4.3.9 (13.09.2022)

- Added introduction for the Tips sections.
- Added tips to [Intermediate](#):

- Don't reset runs.
- Item level doesn't matter as much as good affixes.
- Ignore Rifts & Elites for the killstreak.
- Added tips to [Advanced](#):
 - Escape route.
- Mechanics:
 - Moved "stomp from high places" from [Advanced](#) to [Intermediate](#).
 - Moved 4BC+ enemy teleportation from "Expert" to [Advanced](#).
- Added tips to the [Cursed Chests](#) guide:
 - Approach enemies from behind.
 - Use your skills.
 - Leave out enemies for unpredictable Cursed Chests.
- Other:
 - Added "Z-Door" to [Abbreviations](#).
 - Added further explanation for the biome and boss mutation in [Intermediate](#).
 - Moved learn-tip about Biomes Map from "Expert" to [Advanced](#).
 - Moved tips about Boss-No-Hits from "Expert" to [Advanced](#).
 - Moved the simple tips about Z-Doors from "Expert" to [Intermediate](#).
 - Swapped position of "Malaise" and "Spoiler Biome & Boss" in [5BC Tips](#).

Version 4.3.10 (17.09.2022)

- Removed the "Expert" section because it was too short (R.I.P. 23.07.2022 - 17.09.2022)
 - Moved the General section to [Tricks](#).
 - Moved the Learn section to [Advanced](#).
- Added difficulty tags in the [Tricks](#) section.
- *We hit 16k words!*

Version 4.3.11 (26.09.2022)

- Added tip about the gear bonus in shops to [Intermediate](#).
- Added information about buying items from shops in [Intermediate](#).
- Added information about Stage 4 [Bank](#).

Version 4.3.12 (03.10.2022)

- Added 3 tips for dodging enemy attacks to [Beginner](#) (*it took me a while to notice I haven't mentioned dodging attacks yet*).

Version 4.3.13 (11.10.2022)

- Added Boss Rush unlocks to [Intermediate](#).

Version 4.3.14 (14.11.2022)

- Added tips to the [Cursed Chests](#) guide:
 - Avoid stronger enemies (duhh).
 - Isolate your fights.
- Added two tips about invisible enemies to [Intermediate](#):
 - You can spot them.
 - Know where you can encounter invisible enemies.

Version 4.4.0 (27.11.2022)

- Added a guide for [Scroll-RNG Manipulation](#).
- Added “How to find more Rifts” to the [Challenge Rifts](#) guide.
- Added info about the QatS DLC in [Scrolls on each BC](#).
- Removed the seeds collection in [Scrolls on each BC](#) as it quickly becomes outdated.
 - *There only was one seed for 3.0 anyway.*
- Improved the introduction text for each tips section.
- *We hit 17k words!*

Version 4.4.1 (28.11.2022)

- Greatly improved the [Scroll-RNG Manipulation](#) guide.
 - Added a calculation section.
 - Added whether or not investing a Power Scroll into an off-stat is worth it.
 - Mentioned which notes are (educated) guesses.
- Slightly changed the introduction text and added an indent

Version 4.4.2 (04.12.2022)

- Added more info about pathing & clearing to the [Cell Farming](#) guide.
- Marked buzz words **bold** in the [Beginner Tips](#) section (*the rest will follow soon™*)

Version 4.4.3 (11.12.2022)

- Updated the [Scroll-RNG Manipulation](#) guide.
- Reordered some tips in the [Intermediate Tips](#) section.
- Added a tip to the [Blueprint Hunting](#) guide:
 - “Use your Homunculus Rune & stomps to chip away at the HP of weaker enemies”
 - The “Enable Malaise” setting doesn’t require a 3BC win anymore.
- Marked buzz words **bold** in the [Intermediate Tips](#) section (*the rest will follow soon™*)
- Added missing periods throughout the whole doc.
- *We hit 18k words! And 100k characters...*

Version 4.4.4 (09.01.2023 - 19.08.2023)

- *Slowly started revising the whole doc to add missing links, move text/tips, combine tips, recount the number of tips and edit formatting.*
- **Tips & Tricks: (DONE)**
 - [Beginner:](#)
 - Gameplay & Upgrades (10.01.2023)
 - Upgrades & Learn (14.01.2023)
 - [Intermediate:](#)
 - Gameplay (15.01. & 16.01.2023)
 - Upgrades & Learn (19.01.2023)
 - [Advanced:](#)
 - Gameplay (29.01. & 10.04.2023)
 - Upgrades (13.04.2023)
 - Learn (17.04.2023)
 - Mechanics (25.04.2023)
 - [5BC Tips:](#)
 - Malaise tips (19.08.2023)
 - [Tricks:](#)
 - Corrected some tricks, improved readability and added more details (27.05.2023)
- **Guides: (DONE)**
 - [Cursed Chest:](#)
 - Marked key information **bold** (25.05.2023)
 - [Challenge Rifts:](#)
 - Reworded tips, reduced unnecessary information and marked key information **bold** (30. - 31.05.2023)
 - [Bank:](#)
 - Greatly improved information & stats (13.03.2023)
 - Marked key information **bold** and added info about 3.4 Mimics (25.05.2023)
- **Unlocks & Farming: (DONE)**
 - [How to get every Rune:](#)
 - Added links (13.03.2023)
 - [Cell Farming Guide:](#)
 - Greatly improved wording & structure (13.03.2023)
 - [Blueprint Hunting Guide:](#)
 - Wording improvements (12.03.2023)
- **Trivia: (DONE)**
 - Improved detail and correctness (01.07.2023)

Version 4.5 (26.01.2023)

- Updated all links leading to the wiki. They now redirect to [Wiki.gg](https://wiki.gg) instead of Fandom.com due to the migration of the Official Wiki!

Version 4.5.1 (07.03.2023)

- Added "Return to Castlevania" DLC biomes to the [Abbreviations](#).
- Added the new food shops to the food shops list in [Advanced](#).
- Added the new enemies that can follow you in 0-3 BC to [Advanced](#).
- Changed the DLC colour of "Rise of the Giant" from **red** to **cyan** to allow "Return to Castlevania" to be **red**.
- Added a note about non-unlocked items as legendaries to [Beginner](#). (09.03.2023)

Version 4.5.2 (16.03.2023)

- Added an in-depth [Time Keeper Guide](#)!

Version 4.5.3 (21.03.2023)

- Added the [Blueprints locked behind lower difficulties](#) section.
- Added drop chances and notes to both "Blueprints locked behind [...]" sections.

Version 4.5.4 (19.08.2023)

- Completed the changes that started in version 4.4.4 of the document.
- Moved the Spoiler Biome tips into another document to minimise weird formatting and spoilers.

Version 4.5.5 (27.12.2023)

- Removed any spoiler marked text to make sure dark-mode users don't get spoiled (better late than never?)
- *I will update the cell farming guides soon™*