

This document seeks to link to the various forum threads and other content of the bugs in [The Current Bugs Thread!](#).

It will also serve as an archive of bugs through the various patches and releases beginning from 1.1.1.

## **Discovered since Release 1.1.4**

Core

Multiplatform:

Interface

- Mousewheel use when there is no active skill and an empty skill hotbar will cause the game to crash. (Various)

Typos/Wording

- [Components of Lucky Find contain typos in certain options.](#)

Steam

- [A case exists where activating large numbers of non-Steam Workshop mods on a Steam-enabled build of the game will cause the game to not progress past the launcher.](#)

YHTNTEP

Skills

- [Rogue Scientist: Alchemical Toxin Canister is causing certain people to experience crashes. It is thought this occurs from aiming the canisters at things other than floor tiles, or at tiles occupied by an item; however, more thorough research is needed to identify the cause.](#)

## **Discovered since Release 1.1.2**

Crafting

- [Crafted items can occasionally stack, and must be pulled apart manually \(alt-click\).](#)

Gameplay

- [Crossbows are not receiving mundane damage from things other than bolts.](#)
- [Monsters do not adhere to the "stacksize" flag.](#)

- [Enraged Diggle/Loot Cage lever rooms seem to have rebroken.](#)
- [Wands can only target the player, or living/dead monsters -- and nothing else.](#)
- [Rooms can sometimes generate that are impassable without the right skills. Example \[here\]\(#\). \[More Details Here\]\(#\)](#)
- Monsters stuck in a wall that are killed by an AOE attack will likely cause the game to crash. (Rydash)
- The Difficulty/Permadeath selection screen does not remember previous choices. (mcgrue)
- [Charmed monsters cannot cast spells.](#)
- [Eelys can only swim properly in water, and not other liquids.](#)
- [Eelys sometimes stack.](#)
- [Spellmines can cause a glitch in turns, where the player can effectively take unlimited turns for each monster's turn \(often by hammering the spacebar.\)](#)
- [Items disappear when stolen with full inventory.](#)
- [Stairs can spawn on secret walls.](#)

## Graphics

- Reports of a crash occurring as a result of the voltaic enchantment from Krong are still prevalent. It is unknown if it is fixed in the latest beta. The issue can be avoided if one plays at normal animation speed, as it only occurs on faster speeds. (IRC, pertaining to 1.1.2 and 1.1.3beta2, at last report.)
- [Teleportation into doors is possible, allowing for scanning of rooms not yet technically discovered.](#)
- [The Ingot Press Encrusting interface displays the Tinkering icon as its requirement, not the Smithing icon, which is what is being checked for by the game.](#)
- [Returning from a Mysterious Portal, set of stairs, or the Pocket Dimension can sometimes cause dead enemies to glitch into its default animation cycle just once, then stop. Its tooltip will say it's dead, but also that it's trying to kill you.](#)

## Mods

- [Skill mods using the skillname syntax and have a skillname="" starting with "A" apparently are somehow not counted by the game when it comes to granting archetype stats when used to level up.](#)

- [Upon new game creation, mod skills will not cool down. The save must be created, then reloaded in order for cooldowns to properly function.](#)
- [Mods may not load if your Windows Username has a special character.](#)
- [Setting <invisible amount="0" /> on a child monster whose parent has <invisible amount="1"> will CTD the game on spawn.](#)
- [<effect type="suction" /> ends the spell, even if there are more lines of code after it.](#)

## Savegames

- There appears to be a crash issue with old saves that had the Burglary: Lucky Pick skill, as it has now changed. The issue is being investigated. (IRC, Nicholas Vining)

## Skills

- [Vampirism: Vampirism Attack is not working on Ravens.](#)
- [Level 0 Stat Bonuses are not applying properly. Example.](#)
- [Blood Mage: Sanguinista grants mana even on Vegetable and Construct kills, contrary to the XML and skill description.](#)
- [Shield-bearer: Skills can still work without a shield equipped.](#)
- [Shield-bearer: Defensive Bash still states it scales with Stubbornness, but actually scales with Block Chance.](#)
- [Polearms: The Sensible Swiss Defensive Stance may be improperly calculating damage. Details and a proposed solution.](#)
- [Necronomiconomics: You can use Deathly Hex more than once a turn.](#)
- [Perception: Lucky Find will occasionally grant nothing.](#)

## Sounds

- If the Pocket Dimension is accessed from a shop, the Pocket Dimension music will function normally until a step is taken inside the dimension. The normal dungeon music or shop music will play.
- "Veil", a musical sting, is included with the game files, yet is not used. (Various)

## Steam

- Some mods will crash the publisher interface. (IRC, Lccorp2)

- Last.txt does not appear to be saved properly by the Steam Cloud. (Known Issues)

## Typos/Wording

- [Noxious Brimstone Flask: "...dump it on your enemies for firey vengeance." It should be fiery vengeance.](#)
- [In the description of Wall Sconce: "The flames wave despondantly at nothing." It should be despondently.](#)
- [Hyperborean Potion tooltip: The description says the potion crackles "cooly" but it should be "coolly."](#)
- [When mousing over the experience bar, it says: "You have X out of Y of the experience needed to gain your next level." The second 'of' sounds redundant.](#)
- The last Polearm skill lists "Performs an stunning..." in its description, as opposed to the grammatically correct "Performs a stunning..."

## UI

- Certain as-of-yet-unknown skill combinations can cause crashes when using a mouse scrollwheel in the crafting UI.
- Enlarging the belt/skills slot widget will cause belt slots 6 and 7 to function improperly. (IRC, Grimbar and Werewolf)
- ["The \[Monster\] is no longer afraid, and turns to fight" ignores named="1", and can produce things like "The The Baron is no longer afraid..." in the message log.](#)
- Dragging the Character Panel to the left edge of the screen will cause graphical issues with the tacked on paper parts and resistance numbers. [Example.](#)
- Rarely, the crafting interface will not respond to the Page Up, Page Down, Home, or End keyboard keys. (Rydash)
- On lower resolutions, enlarging the Pocket Dimension may push the button to revert this off the screen, and cannot be dragged back over to be corrected.
- Skills that are off-screen in the Skill Selection interface, if present in the bottom, active row, will cause the rollover text for that skill not function when hovered over in the bottom, active row.
- [Magic Reflect is missing from the Character Panel.](#)

- [For some individuals, they can't select difficulty and it skips them directly to skill choice.](#)
- [Crafting shows having all elements of a recipe if you have only one item of many needed.](#)
- [The right side of the bag has ghost inventory slots in each row - they correspond to the first slot of the next row.](#)
- [The mousewheel can act as a left click in some windows.](#)
- [Buff Icons can overlap on some resolutions.](#)
- [Z-order management of UI elements is spotty. \(e.g. Character Panel cannot be closed with crafting pane behind it.\)](#)

## XML

- [affectsCorpses="0" is not working on triggers.](#)
- [special="1" may be non-functional - certain rooms will appear twice on the same floor.](#)
- [Calling transformmonster in any shape or form from a targethiteffectbuff on a weapon crashes the game.](#)
- [Spells with a buff and trigger effect will not activate the trigger. Example here.](#)
- [None of the spells that previously triggered burn="1" use the "On Fire" spell that was created to replace this.](#)

## OS X:

- [The Vanishing Stats Bug Lives On](#)
- Difficulties may be encountered when trying to access the desktop via Exposé when the game is running in Fullscreen Mode. (IRC, chackachacka)

## Linux:

- [The current beta build includes a Sapphire Ring of the Deepest Skies in the starting room. This will be corrected.](#)
- [Switching the window can cause the game to go back to the main menu.](#)

## Realm of the Diggle Gods

Multiplatform:

Skills

- [Werediggle: When using a wand, the Our Hero wand-use animation plays, not the Diggle Form one.](#)

Typos/Wording

- Piracy: Mists of the Corsair is missing a starting "T" in its buff description. (IRC, Musaab)

You Have To Name The Expansion Pack

Multiplatform:

Skills

- [Rogue Scientist: Barometric Pulse Device does not release a burst of steam.](#)
- [Rogue Scientist: Alchemical Toxin Canister gives you XP every time it is used.](#)
- [Warlockery: Mana Maille does not have acid resistance.](#)

Sounds

- [Counter, Wooden Door, and other custom breakables do not have or play associated sounds.](#)

Conquest of the Wizardlands

Multiplatform:

Achievements+

- "Pick Up" text is displayed on some items in the Trophies screen. (Rydash)
- Reports of the Menagerie not logging Lord Dredmor kills. (IRC, PepeRC2)

Graphics

- Sapphire Ring of the Deepest Skies' effect art is being displayed one tile south of where

it is actually applying. (Rydash)

- [Buzzing with Magic buff uses same artwork panel as Fueled by Booze buff.](#)
- Certain Magical Statue expected transformations (e.g. a gaslamp, maybe) cannot currently be selected in the customization screen.
- [Wizardlands tilesets cannot be used in the Pocket Dimension. This is because, if allowed, it would cause a savegame malady.](#)

## Items

- [Amber Ring of Unending Time causes crashing when playing at any speed above normal. Details and a workaround are here.](#)
- Rearden Metal Ingots sort after Tinkering Reagents, not with Smithing Reagents (e.g. other ingots). (Rydash)

## Skills

- [Paranormal Investigator: Skepticism can be cast on closed doors, resulting in a chance to get items.](#)
- Bankster: Insurance Fraud stacks cast on one's self will be reset to 1 stack that cannot be incremented when a floor change occurs. This is a side-effect of fixing the other allowStacking bugs. (Rydash)
- [Communism: The Public Option's regen buff will sometimes not function.](#)
- [Bankster: Negative Zork Spells scale differently for different versions of Level 0 areas.](#)
- Tourist: Sample The Local Cuisine allows for Vampires to eat.
- [Various reports of Paranormal Investigator: Skepticism crashing the game.](#)

## Sounds

- Reloading a game that's in Diggle Hell uses the normal dungeon music.

## Typos/Wording

- [Encrusting your gear with steel plates will leave "It is encrusted with iron plates." in the flavor text of the item.](#)
- Monofiliment Sword should likely be Monofilament Sword.

## XML

- The Evil Clone wizard level should only be spawning in equivalent DL12 or later, according to the XML. This is evidently not happening. (IRC, Lccorp2)

## Discovered since Release 1.1.1

### Core

### Multiplatform:

### Achievements

- [The Daggers and Polearms skills trees are not rewarding their achievements when the skills are maxed out.](#)

### Crafting

- [Old saves may crash upon accessing crafting interfaces. Details here.](#)
- There are multiple Naginata recipes floating around, affecting balance.
- [There are two entries to craft the Crude Knife in the Smithing tab - both use the same ingredients.](#)
- [Crafted items can occasionally stack, and must be pulled apart manually \(alt-click\).](#)

### Gameplay

- [Rotten Pumpkin has the same stats and description as the Great Pumpkin.](#)
- [Hotfix 10c Regression: Monster Zoos sometimes award nothing, even though no floors were changed and the PD was not accessed.](#)
- [Debuff Stacking Issues](#)
- [Wands can only target the player, or living/dead monsters -- and nothing else.](#)
- [Sight Radius Debuffs may not be applying properly.](#) (IRC, Ruigi)
- [Occasionally, Inconsequentia Quest Tokens may not be recognized by shrines, rendering some quests impossible to finish.](#)
- Equipment and items may switch or vanish upon using the Pocket Dimension. (IRC, Nicholas Vining; Other reports in Bugs forum not yet cataloged.)



- Stacking is causing a lot of oddities.
- [The Pocket Dimension - An Accessory To Theft](#)
- [Rooms can sometimes generate that are impassable without the right skills. Example here. More Details Here](#)
- Monsters stuck in a wall that are killed by an AOE attack will likely cause the game to crash. (Rydash)
- [Hitting 'Digest' while in the Pocket Dimension results in an infinite loop.](#)
- [Eating Corpses as a Vampire \(in the Wizardlands, though this component may not be necessary\) while having a Vegan Debuff causes HP to go negative.](#)
- [There are reports of the Pocket Dimension screwing with inventories. There are various permutations of this bug. This may also cause crashes in some instances. \(Separate Report Here\)](#)
- The Difficulty/Permadeath selection screen does not remember previous choices. (mcgrue)
- [Polearms and Daggers can stack in the inventory unexpectedly - in some cases, this removes enchantments.](#)
- [If a flying enemy is over a trap and is transformed into another enemy, the trap's effects will take hold \(even if the transformed enemy is still a flying type\). This can cause the enemy to enter a state of being alive and dead at the same time: It will still attack and take turns, but cannot output damage and has "It is dead." text in its description.](#)

[Moreover, if this is done to an enemy over a caltrop eruptor trap, the enemy can transform multiple times, activating the eruptor \(and generating caltrops\) each time. This will stop when the enemy becomes flying type again, and will possess the Schrodinger effect of the above.](#)

- [Charmed monsters cannot cast spells.](#)
- [Eelys can only swim properly in water, and not other liquids.](#)
- [Eelys sometimes stack.](#)
- [Spellmines can cause a glitch in turns, where the player can effectively take unlimited turns for each monster's turn \(often by hammering the spacebar.\)](#)
- [Items disappear when stolen with full inventory.](#)
- [Some items don't receive Krong enchantments \(e.g. Helm of Threepwood.\)](#)

- [Stairs can spawn on secret walls.](#)

## Graphics

- [Teleportation into doors is possible, allowing for scanning of rooms not yet technically discovered.](#)
- [Playing with RotDG and CotW, but NOT YHtNtEP will cause title art to glitch. Example. In addition, this expansion pack combination might be resulting in crash errors.](#)
- [The Ingot Press Encrusting interface displays the Tinkering icon as its requirement, not the Smithing icon, which is what is being checked for by the game.](#)
- [Returning from a Mysterious Portal, set of stairs, or the Pocket Dimension can sometimes cause dead enemies to glitch into its default animation cycle just once, then stop. Its tooltip will say it's dead, but also that it's trying to kill you.](#)

## Items

- [Amber Ring of Unending Time causes crashing when playing at any speed above normal. Details and a workaround are here.](#)
- Crude Knife, Shiv, and Sacrificial Dagger have the same stats. (Rydash)
- In the transition from Sword to Dagger, the Sacrificial Dagger lost its +1 to Magic Power. (Rydash)

## Mods

- [Skill mods using the skillname syntax and have a skillname="" starting with "A" apparently are somehow not counted by the game when it comes to granting archetype stats when used to level up.](#)
- [Upon new game creation, mod skills will not cool down. The save must be created, then reloaded in order for cooldowns to properly function.](#)
- [Mods may not load if your Windows Username has a special character.](#)
- [Setting <invisible amount="0" /> on a child monster whose parent has <invisible amount="1"> will CTD the game on spawn.](#)
- [<effect type="suction" /> ends the spell, even if there are more lines of code after it.](#)

## Savegames

- [There is a crash issue with code generating new dungeon levels on old saves which had previous dungeon level data corrupted. Please send savegames with this issue to \[tocontact@gaslampgames.com\]\(mailto:tocontact@gaslampgames.com\)](#)
- [Autosaves can occasionally disappear before they are expected to.](#)
- [Some saves are not being generated, for reasons yet unknown.](#)
- [Some savegames may be unable to travel to other floors. The issue is being investigated.](#)
- Some savegames that contained mods are not functioning properly. (Various)
- [A renamed dagger at the last minute has caused some savegames to fail. An executable may be able to fix this issue, but is not guaranteed.](#)
- [Rarely, saving the game will cause a crash.](#)

## Skills

- [Level 0 Stat Bonuses are not applying properly. Example.](#)
- [Blood Mage: Sanguinista grants mana even on Vegetable and Construct kills, contrary to the XML and skill description.](#)
- [Suit-Up, Tortoise Maneuver, Radiant Aura, etc. are still not refreshing properly if being using in conjunction. Details.](#)
- [Perception: Lucky Find will occasionally grant nothing.](#)
- [Shield-bearer: Skills can still work without a shield equipped.](#)
- [Daggers: Passives and Procs might be firing without a dagger actually equipped.](#)
- [Shield-bearer: Defensive Bash still states it scales with Stubbornness, but actually scales with Block Chance.](#)
- [Astrology: Radiant Aura can be stacked.](#)
- [Daggers: The Wall of Blades stance has a proc that is not firing properly - only the animation and sound play.](#)
- [Polearms: The Sensible Swiss Defensive Stance may be improperly calculating damage. Details and a proposed solution.](#)
- Polearms: Pope of the Polearm Mastery Sweep will cause excess "You must be next to your target to use that ability!" in the message log.
- [Necronomiconomics: You can use Deathly Hex more than once a turn.](#)

## Sounds

- If the Pocket Dimension is accessed from a shop, the Pocket Dimension music will function normally until a step is taken inside the dimension. The normal dungeon music or shop music will play.
- "Veil", a musical sting, is included with the game files, yet is not used. (Various)

## Steam

- Some mods will crash the publisher interface. (IRC, Lccorp2)
- Last.txt does not appear to be saved properly by the Steam Cloud. (Known Issues)
- [The Steam Overlay is non-functional.](#)

## Tutorials

- The Magic Tutorial will cause a crash if activated via the Potions Tutorial's "Next Tutorial" button (unless you wait for the musical sting to complete), or if it is selected after the completion of a different tutorial (e.g. Resistances), via the tutorial selection menu.  
(Rydash)
- Moreover, any tutorial attempted AFTER taking the Magic Tutorial will result in a crash.  
(Rydash)

## Typos/Wording

- [Other. now fixed. entries.](#)
- [In the description of the Tesla Mine: "This version is not inexhaustable." Should be inexhaustible.](#)
- [Noxious Brimstone Flask: "...dump it on your enemies for firey vengeance." It should be fiery vengeance.](#)
- [In the description of Wall Sconce: "The flames wave despondantly at nothing." It should be despondently.](#)
- [Hyperborean Potion tooltip: The description says the potion crackles "cooly" but it should be "coolly."](#)
- [When mousing over the experience bar, it says: "You have X out of Y of the experience needed to gain your next level." The second 'of' sounds redundant.](#)
- [A chalked scrawl on the dungeon is as follows: "It read 'What does being fair have to do with anything?'"](#)
- [Potion of Steeling's description should say "coldly", not "A weighty gray fluid sulks coldy](#)

[at the bottom of this flask."](#)

- [Voltaic Cell's description is missing a 'to'; it currently reads "it can be used store and discharge voltaic energies."](#)
- The last Polearm skill lists "Performs an stunning..." in its description, as opposed to the grammatically correct "Performs a stunning..."

## UI

- ["The \[Monster\] is no longer afraid, and turns to fight" ignores named="1", and can produce things like "The The Baron is no longer afraid..." in the message log.](#)
- [The Skill Selection's 'Random' button can sometimes select Deadshot.](#) (IRC, Ruigi)
- Dragging the Character Panel to the left edge of the screen will cause graphical issues with the tacked on paper parts and resistance numbers. [Example.](#)
- Rarely, the crafting interface will not respond to the Page Up, Page Down, Home, or End keyboard keys. (Rydash)
- On lower resolutions, enlarging the Pocket Dimension may push the button to revert this off the screen, and cannot be dragged back over to be corrected.
- The invisible tooltip button for the now-defunct Large UI Mode in the Settings Menu can still be activated.
- Skills that are off-screen in the Skill Selection interface, if present in the bottom, active row, will cause the rollover text for that skill not function when hovered over in the bottom, active row.
- [Magic Reflect is missing from the Character Panel.](#)
- [For some individuals, they can't select difficulty and it skips them directly to skill choice.](#)
- [Crafting shows having all elements of a recipe if you have only one item of many needed.](#)
- [The right side of the bag has ghost inventory slots in each row - they correspond to the first slot of the next row.](#)
- [The mousewheel can act as a left click in some windows.](#)
- [Buff Icons can overlap on some resolutions.](#)
- [Z-order management of UI elements is spotty. \(e.g. Character Panel cannot be closed with crafting pane behind it.\)](#)

## XML

- [affectsCorpses="0" is not working on triggers.](#)
- [special="1" may be non-functional - certain rooms will appear twice on the same floor.](#)
- [allowStacking="0" only appears to work sometimes in various skills. Details and examples here.](#)
- [Calling transformmonster in any shape or form from a targethiteffectbuff on a weapon crashes the game.](#)
- [Spells with a buff and trigger effect will not activate the trigger. Example here.](#)
- [None of the spells that previously triggered burn="1" use the "On Fire" spell that was created to replace this.](#)

## PC

- [System Locale settings can cause adverse effects. More here.](#)
- [The game cannot be saved in Windows installations with non-ASCII filepaths. Cited examples include Polish, Portugese, and Korean language installations.](#)

## OS X:

- [The Vanishing Stats Bug Lives On](#)
- Difficulties may be encountered when trying to access the desktop via Exposé when the game is running in Fullscreen Mode. (IRC, chackachacka)

## Linux:

- [Switching the window can cause the game to go back to the main menu.](#)

## Realm of the Diggle Gods

## Multiplatform:

## Gameplay

- [Exiting a mysterious portal in some circumstances will cause crashes. The issue is being investigated, as a savegame has recently been provided.](#)

## Skills

- [Piracy: Broadside is woefully underpowered.](#)
- [Werediggle: When using a wand, the Our Hero wand-use animation plays, not the Diggle Form one.](#)

## Typos/Wording

- [The Iron Man monster has a corrupted word: vengeneance. It should be "vengeance".](#)

## You Have To Name The Expansion Pack

### Multiplatform:

### Items

- [The Clockwork Drill Lance was not properly converted to a polearm, and is still a staff.](#)

## Skills

- Warlockery: [Arcane Capacitor Problems](#)
- [Clockwork Knight: Teleport skills should be using the new skipanimation="1" flag.](#)
- [Rogue Scientist: Barometric Pulse Device does not release a burst of steam.](#)
- [Rogue Scientist: Alchemical Toxin Canister gives you XP every time it is used.](#)
- [Warlockery: Mana Maille does not have acid resistance.](#)
- [Warlockery: Pussiant Veil does nothing. Further explanation here.](#)
- [Mana Maille can be stacked - which is incredibly exploitable.](#)
- [Mana Maille can get you to negative mana.](#)

## Sounds

- [Counter, Wooden Door, and other custom breakables do not have or play associated sounds.](#)

## Conquest of the Wizardlands

### Multiplatform:

## Achievements+

- "Pick Up" text is displayed on some items in the Trophies screen. (Rydash)
- Reports of the Menagerie not logging Lord Dredmor kills. (IRC, PepeRC2)
- [All of the new skill trees are not rewarding their achievements when the skills are maxed out.](#)

## Gameplay

- [Sapphire Ring of The Deepest Skies applies its effect on the monster tile, healing it. This may be a taxa problem.](#)
- Rearden Metal Ingots sort after Tinkering Reagents, not with Smithing Reagents (e.g. other ingots). (Rydash)
- [Hotfix 10c Regression: Some older hotfix saves are losing access to the PD and the Encrusting features, as if the saves never had CotW access, despite being created with the expansion.](#)
- [Charging Rutabegas, should they die before finishing their charge, may cause the game to crash.](#)
- Encrusting Skill Level requirements are not being checked. (CotW RC Crew)
- [Animal-class monsters will attack Vegans when in Diggle Hell.](#)

## Graphics

- [Buzzing with Magic buff uses same artwork panel as Fueled by Booze buff.](#)
- [Deactivated-to-activated crystal graphics in the Wizardlands do not actually transform, but are shunted visibly into a corner of the room. Example here.](#)
- [Egyptian Glyphs and the second-to-last Bankster skill activation halo will jump north a tile during the player's attack animation -- much like the halo on a unique Deth used to do.](#)
- Certain Magical Statue expected transformations (e.g. a gaslamp, maybe) cannot currently be selected in the customization screen.
- [Wizardlands tilesets cannot be used in the Pocket Dimension. This is because, if allowed, it would cause a savegame malady.](#)
- The game launcher lacks a Conquest of the Wizardlands art subtitle. (Various)



## Typos/Wording

- [Banana the Hutt description: "loneshark" should be "loanshark".](#)
- [Encrusting your gear with steel plates will leave "It is encrusted with iron plates." in the flavor text of the item.](#)

## Skills

- Egyptian Magic: When casting Call the Sandstorm with the Glyph of Imhotep active, the player inherits The Test of Time. The Test of Time will only expire on acquisition of The Ruin of Time debuff. It is unknown if/when the latter expires or if the player can even acquire it any longer. This is resulting in a potential permanent player buff. (Rydash)
- General Winter is commented that it should scale to stubbornness, but it's currently scaling to crit (IRC, TSED)
- [Communism: The Public Option's regen buff will sometimes not function.](#)
- [Egyptian Magic: Call of the Nile is not providing the correct buff when the Glyph of Ra is activated. Details and a fix are here.](#)
- Paranormal Investigator: Skepticism can cause some Monster Zoos to become unable to be completed. (IRC, Createx)
- [Bankster: Negative Zork Spells scale differently for different versions of Level 0 areas.](#)
- Tourist: Sample The Local Cuisine allows for Vampires to eat.
- Bankster: Bailout clears one debuff per stack, not all debuff stacks. (Intended?) (Rydash)
- [Egyptian Magic: Weirdness](#)
- [Bankster: Insurance Fraud \(in combination with some other skills, like Seismic Uppercut\) can cause an exploitable gold farm. In addition, Insurance Fraud's effect will fire if you use it on corpses.](#)
- [Various reports of Paranormal Investigator: Skepticism crashing the game. The cause is yet unknown.](#)

## Sounds

- Reloading a game that's in Diggle Hell uses the normal dungeon music.

#### XML

- The Evil Clone wizard level should only be spawning in equivalent DL12 or later, according to the XML. This is evidently not happening. (IRC, Lccorp2)