

Rebecca TW Guide

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NOTE: While I do say it is a guide, it's more so some goals for you to hit to make your run as smooth as you can, and some techniques to use. It's not something you have to follow strictly in order to beat TW, there is a lot of room for you to improve upon the guide. It will be updated as I figure out more ways to get past certain areas. Tag me on discord if you know of any techniques to make the run smoother.

Requirements

At the bare minimum you must have the following unlocks:

1. Transcendent Rebecca
2. Contract of Fire event
3. Protective Rune skill
4. Giant Laboratory
5. 80+ Transcendence Level

Preferably, you would have Silent Temple and Death Mist unlocked as well, as if you manage to pull these facilities as rewards or build them it will make your run immensely easier.

You should also be willing to do some battles manually, as auto'ing only one DL skill is not recommended.

Setup

Dark Lord

Choose Rebecca and put your transcendence points into all of the following skills:

- Corpse Explosion is triggered on hit
- Corpse Explosion has a wider range
- Increase Dark Lord attack
- Increase Mana Regen

Excludes

Monsters

(Overall this isn't as important)

- **Basic** - Any monsters not used in fusion recipes. One option is to make your excludes all the same rarity to increase the chance of needed monsters of that rarity showing up.
- **Additional** - Anything not used in the Contract of Fire recipe (i.e., corrupted fire elemental)

Relics

- This doesn't really matter, basically anything you exclude during a normal run is fine to exclude here.

Event

The events you include and exclude are important.

- **Basic** (Also these excludes work for normal mode)
 - Relic Vendor
 - Slime Race
- **Additional** - Exclude everything except for the following events
 - Another dream
 - Echoing fury (Go for village picture)
 - Distress signal
 - Contract of fire
 - Soul gap and spring of souls (For crow and soul harvester)
 - Slave merchant (To fill up your prison if you're struggling to)
 - Monk (optional) - This works well if you get it early on and especially if you're not using Ignorance trial modifier. Make sure to use your 1 mana to complete this. If you find this later on in the run, only take it if you have a Giant Laboratory room, or else you'll have only crippled yourself.
 - DNA Event - Decreased level-up requirements are always nice, and the Ruler's DNA bonus is fairly substantial. If you get Dimension Girl orbbed before you complete this, it's sort of useless, but you can maybe finish it off by giving the Dimension Girl orb to another monster using the equipment merchant to switch the Dark Lord DNA gun with that monster.

Skills

- **Basic** - Exclude any 2 stars you don't like, but be sure to keep Shield Bash.
- **Additional** - Not really important, but you could exclude everything except Overspeed and maybe Protective Rune if you want to increase the chance of those appearing.

Difficulty

Trial 1

Note that going above Trial 1 will be much more difficult and you will most likely die early even if you follow the guide. Even if you feel like you can handle more difficulty, it's heavily discouraged to change your difficulty in particular.

Modifiers

- Legendary 10
- Erosion 10
- Crowd 10
- Ignorance 10 (Optional, remove if this makes it too hard)

The Run Itself

Overview

The general plan is to put a [Skewer](#) trap at the dungeon entrance to control the inflow of heroes into the dungeon and use Rebecca's 1 (and then 10) to clear tons of heroes at once. You also want to obtain as many Magic Gears as you can early on and visit the shop once per world to pull facilities, combine monsters, enhance the dark lord, and ritual Dimension Girl (once you get her). For this reason, you also want to get Operation Room quickly so you can get the Distress Signal event. You can dream for any of the facilities necessary if need be.

As such, you'll want to aim for event cards early game, then shift more towards dungeons near the end game as you wrap up events/dreamed everything you need/filled up your prison so that you can read your books and optimize your facility placement. Elite battles are also definitely clearable, so do those often too to accumulate relics. You'll also want to hit up the shop at least once per world, the closer to the end the better.

For rewards, traps are great (since the damage can trigger corpse explosion) as is anything that will (eventually) let you craft [Silent Temple](#), [Death Mist](#), and [Prisoner Lab/Giant's Lab](#); or anything that will apply additional armor or immortality to adjacent rooms (e.g., [Iron Wall/Iron Curtain](#)). Fusion monsters are also nice, as are the ascended monsters (although [Shiva](#) is the most important).

During boss battles, you should let some heroes into your DL room to build armor with Protective Rune and then destroy them with your 10. **You must clear them before the goddess reaches you and/or you are overwhelmed.** Your armor will provide some survivability but more importantly will provide you damage for Shield Bash, which should let you one shot the goddess. Rinse and repeat for multiple goddesses.

For your boss reward, if you get a component bundle select it. If you're lucky, you'll get a snare trap which you can then put on your ice pit/skewer (and if you have an ice pit with a snare trap, you probably don't need to replace it with Skewer). If you get any statues increasing ATK or combat ability you can place it in the DL Room as well.

By the end of the run your Dark Lord skills should include:

- **Protective Rune** - This is vital, do not start your run until this is the starting skill on your dark lord
- Shield Bash - This is almost as vital as protective rune, get this ASAP. **You might want to consider resetting if there is no shop in the last half of the first world.**
- Eye of Truth
- Willpower
- Overspeed (Or Eye of Mind if you don't have Overspeed)

Some other useful tips to keep in mind

- You can actually take the shrine during the equipment event and then destroy/convert it with goblin almost immediately. Just wait until you have a lot of monsters first.
- You can feed your dark lord useless monsters and then clear all the garbage skills with fortune teller. If you don't get shield bash in the first 20 days, this **sometimes** will let you clear the first boss anyway (but probably not if you're running Ignorance trial).
 - By the same token, you can use the fortune teller to remove useless skills from monsters for easy skill transfer to DL/other monsters.
- If you are desperate and have magical equipment unlocked, you can pull for shield bash from the equipment trader if you can't get a monster with it early on.

Days 1 to 20

This is usually the most troublesome stage as several things must be done in a short amount of time. Be ready to reset if the setup of the world is not in your favor.

Main Priorities

1. Get Shield Bash on the Dark Lord - Check all normal monster bundles for Shield Bash to use as sacrifice.
 - a. Bonus points if you find Eye of Truth and Overspeed too, but these can wait.
2. Skewer - Made with Thorn + Explosion + Pit.
 - a. Ice Pit (Ice + Pit + Explosion) is a good alternative if you can't get skewer quickly, but replace it with skewer ASAP as the immobilize from skewer is slightly superior.
3. Magic Gear - Normal facility bundles only, needed to generate gold for shops.

Sub Objectives

1. Shiva - Good safety net in the first 20 days, but not vital. Place her in the Dark Lord Room when you get her.
2. Operation Room - You'll need some time to get the event and then read the corresponding book, so it's nice to get this early although not strictly necessary.

Days 20 to 60

While less hectic than the first 20 days, this stage still demands you to meet an expansive number of goals, although you will have more time to do so. You will mostly be further

improving Rebecca and the dungeon in this stage, building off the things you were able to gather in the first 20 days.

Main Priorities

1. Anything you didn't finish from the main objectives in the first 20 days. If you already have two or three magic gears, you can move getting additional magic gears to a sub objective.
2. Get the Dimension Girl Orb on your DL - This is always better sooner rather than later as it will prevent your attacks from missing or being absorbed. You should have at least an operation room on your dungeon by Day 20, so try to get the Distress Signal event if you haven't in this time period.
3. [Iron Skin](#) in front of DL Room - Try to make/find this room so that you no longer have to rely on protective rune for armor for shield bash to defeat the goddesses. If you cannot meet this step, continue using the previous method for defeating the goddesses.
4. Create a Magic Prison - You will eventually want to turn this into a Giant Laboratory but more important, you need it to keep a Voodoo Magician secure for the next priority
5. Create an A. Soul Harvester - The main obstacle that could arise from this step is finding a Voodoo Magician to sacrifice, so try to get one if you see one in a bundle.
6. Amass prisoners - Giant Laboratory will become increasingly effective with each prisoner you have, so focus on this should you have completed the previous priorities. Make sure you put the Giant Laboratory next to your Dark Lord room.

Sub Objectives

1. Finish Contract of Fire Chapter 2 - You will need the Corrupted Lord of Fire by the end. Don't forget about making the [Fire Storm](#) room in addition to the corrupted grand elemental.
2. Books - Some books can prove relatively useful, although the bonus isn't as substantial as the priority steps so only do this as a final course of action (Some books include The Immortal, City of the Dead, and others)
3. Reach Lv99999 - This is better done earlier but can still be done later in the run as well. This is usually done by buying some random monsters with your extra funds in the early game and sacrificing them to the Dark Lord later on when the fodder are high-leveled.

Days 60 to 100

This is the calm before the storm. By this stage, you should have already completed almost all, if not all of the previous goals in the guide. They will be crucial to ensuring your survival when the Waves come. This stage is primarily dedicated to consolidating your strength and further improving on your dungeon.

Main Priorities

1. Anything you still haven't completed from the previous list of objectives
2. Level Up - In particular, ensure that your rooms and monsters are at a high level, preferably maxed for the monsters. They will be your lifeline when the Waves come. Upgrading the rooms will also be helpful, especially for Giant Laboratory which can go from 13% to 18% per prisoner at +10.
3. Skill a shiva, it will help you live a bit
4. Willpower on all monsters in DL Room - Starting from Wave 3 or 4, you will essentially have every blessing in the game, and that includes the Stun and Rigidity blessings. If your monsters are left vulnerable to either they will be of no help and massively compromise your strength in the Waves.

Sub Objectives

1. Other skills on DL Room monsters - Eye of Truth, Eye of Mind, and Overspeed are all also great to have on any monster in the DL room.
2. Equipment - Don't forget every monster can have one piece of equipment. Micromanaging equipment appropriate for each monster can help you get a bit further in The Waves.

To summarize, your setup on day 100 in the Dark Lord room should include at minimum the following monsters and skills

- Dark Lord: Willpower, Eye of Truth, Overspeed, Shield Bash, Protective Rune, Dimension Girl Orb
- A. Soul Harvester: Willpower
- Corrupted Lord of Fire

The Waves

It is time for the onslaught. If you are somehow unaware of what "The Waves" are, it is an endless invasion that occurs by Day 100 that only ends once you die. You should be able to survive to a fairly high wave if you followed all the steps, but remember that RNG is always waiting to annihilate you at any moment. Starting from Wave 3 or 4 you will essentially be victim to all possible blessings in the game, and they will only get stronger from there. Buffs will reset with every new Wave. It can get laggy so turning off damage numbers and showing FX in the settings can help.

Good luck. The decisive battle shall begin shortly.