



Rules from previous one

Scavenger Hunt: 22 Encore

Rules:

- To compete, complete the tasks in the list below. Each task rewards a certain amount of points, depending on the difficulty and uniqueness.
- **No cheating. (duh)**
- Unlike any previous hunts, this event will feature tasks requiring playing a specific version of PD. Therefore unless specified, you must complete tasks in the latest version of Shattered. Reskins with no gameplay changes can count as Shattered if they are on the latest version.
- The proof for each task must be a screenshot of the completed objective. The short video, uploaded to hosting of your choice, can also be required when specified.
- Winning-related tasks must have either amulet in the proof or all tabs of rankings screen as proof. Rankings are necessary if the information necessary for the task is located in them.
- You cannot submit the run that has killed Yog before the start of the event for win-related tasks.
- The tasks can be done on the runs in progress, **but not the runs that were completed before the event's beginning.**
- For certain tasks, number 22 will be specified, **which means that you also must feature an alive golden bee on proof screenshots.**
- For Debug-related tasks, you must obtain the event-made version of it, which will have the scroll be single use. After you use the scroll, all tasks done in this version can be submitted as Shattered ones.
- For Too Cruel-related tasks, your score modifier cannot fall below zero (no modifier abuse).
- If a badge is required, your proof must show a "Badge endorsed" or "New badge" message. The badge being shown in the ranking window is also acceptable.
- If the mod has any permadeath-negating features, using those is banned.
- If mod allows inputting seeds, the reward for the task that is done using them is reduced to minimum (5 points).
- **You can't submit screenshots of runs done before this event.**
- The first person to reach 1500 points will be rewarded with a glory and event winner role and the second one to reach 1500 points will be rewarded with copies of both Shattered PD and Vanilla PD on Steam!
- The event will last for 11 days. (Sep 11 - Sep 22)
- Have fun!



Tasks

Tasks:

Easy (5 points for each):

1. Kill 250 enemies or more.
2. Obtain 10000 gold or more.
3. Eat 30 food rations or more.
4. Get a +9 item.
5. Get 7 scrolls of any kind at once.
6. Get 3 goo blobs.
7. Get 4 cursed metal shards.
8. Get 7 potions (excluding healing) of any kind at once.
9. Get 15 dark gold ore.
10. Get 12 Alchemize spells.
11. Get at least one blessed ankh.
12. Get 5 bombs of any kind at once.
13. Get at least one fully maxed artifact.
14. Craft 16 items or more.
15. Get 8 darts of any kind at once.
16. Get 7 seeds of any kind at once.
17. Get 7 runestones of any kind at once.
18. Get 5 thrown weapons of any kind at once.
19. Get 3 wands.
20. Meet any rare enemy. (*killing it will net 1 additional point*)
21. Obtain any death-related badge.
22. (22)
23. (*Not Shattered*) Get different 10 items of any kind that do not appear in ShPD in any form at once.
24. Obtain 3 artifacts.
25. Attempt to attack any NPC.
26. Summon an ally. (*Ally entities: pacified golden bee, prismatic image, rock golem, mirror image, sentry, shadow clone, spirit hawk, rose ghost*)
27. Obtain any item that is crafted from Wandmaker's quest items.
28. Bring pickaxe into floor 16.
29. Use enhanced bomb on any enemy. (*video is recommended*)
30. Gather 4 enemies in one room.
31. Get 3 torches.
32. Get any enchanted gear.
33. Obtain any item that is crafted from boss drops.
34. Get to 1 HP.
35. Fail the rotberry quest using fire.
36. (Pixel Towers) Beat Rat king
37. (Pixel Towers) Lose the starting crossbow on stage 1 wave 1

38. (Pixel Towers) Find a bug
39. (Pixel Towers) Die next to the mob spawn point right after the wave spawns
40. (Pixel Towers) Surround your portal with any towers (all 8 tiles around it must have a tower on them)
41. (Pixel Towers) Find a cannon spawner on stage 4
42. (Pixel Towers) Have 3 or more pacified bees as allies at the same time
43. (Pixel Towers) Unlock any Ruby-tier badge
44. (Pixel Towers) get killed in the turn you unsuccessfully steal any item from a shopkeeper

Medium (10 points each):

45. Beat the game as Huntress.
46. Beat the game as Rogue.
47. *(Not Shattered)* Beat the game as a non-Shattered class. *(Rat King-inspired classes only net 5 points)*
48. Get a +13 item.
49. Get 25 Alchemize spells.
50. Obtain Spotless Victory badge.
51. Obtain Gotcha! badge.
52. Find 4 naturally generated enemies in one room at once.
53. Find a natural +3 item.
54. Get 4 exotic potions of any kind at once. *(Both 4 in one stack and 4 different ones count)*
55. Get 4 exotic scrolls of any kind at once. *(Both 4 in one stack and 4 different ones count)*
56. Get level 30.
57. (YAPD) Get 3 +3 items in your inventory at once.
58. Obtain 25 dark gold ore.
59. *(Skillful)* Upgrade any non-starting skill to max power. .
60. Find a Golden Mimic.
61. Find a Crystal Mimic.
62. Find two alchemy rooms on the same level.
63. Enchant your weapon, armor and bow with scrolls of enchantment.
64. (22) Throw a Stone of Blink into the chasm.
65. Make any shopkeeper disappear without buying anything from them. *(Proof with full shop and empty shop)*
66. *(Sprouted)* Obtain the spork.
67. Oneshot any enemy from full HP with any combo move.
68. Get more than 4 debuffs on the same enemy.
69. Win with at least one challenge.
70. *(Too Cruel)* Get alternative music track to play. *(Needs video proof)*
71. Metamorph at least one talent.

72. Find any "bane of existence" enemy and kill it. (*Projecting Brute, Blazing Crab, Projecting Flies, Blazing Flies, Blessed Monk, Giant Snake...*)
73. Identify all potions in one run.
74. Identify all scrolls in one run.
75. (RKPD2) Get +15 wand.
76. (Debug-ShPD) Get Gladiator subclass as Huntress and win the game with it.
77. (22) Place 3 potions in the shape of any LGBTQIA+ flag.
78. Cook 3 meat pies.
79. Assemble any word from items you have. (*Letters should be made from items and not portrayed on items themselves*)
80. (Pixel Towers) Make your ally destroy a nightmare rift
81. (Pixel Towers) Get your portal destroyed by an enemy from a Nightmare rift
82. (Pixel Towers) Have 20 or more food items in your inventory all at once.
83. (Pixel Towers) Beat the Ooze
84. (Pixel Towers) Win any stage with 3 or more rat camp towers equipped
85. (Pixel Towers) Win any stage with no walls or guards as equipped towers
86. (Pixel Towers) Finish any stage with no towers on the map (selling or destroying them by yourself is not prohibited)
87. (Pixel Towers) Get chained by guards 3 or more times in a single turn
88. (Pixel Towers) Finish stage 13 with no dartguns left
89. (Pixel Towers) Have more than 400 damage points of Soul bleeding effect at any moment
90. (Pixel Towers) Uncurse the Chalice of Blood by unequipping it
91. (Pixel Towers) Get a +20 or more level on your Timekeeper's Hourglass
92. (Pixel Towers) Make Dwarf king tell you that you will make a great slave
93. (Pixel Towers) Beat Dwarf king
94. (Pixel Towers) Have 2 or more enthralled fake shamans as allies at any moment
95. (Pixel Towers) Make 3 or more Ripper demons jump into the void in one turn
96. (Darkest) die to insanity

Harder (22 points each):

97. Obtain the Outmaneuvered badge.
98. Get every kind of exotic potion in one run.
99. Get every kind of exotic scroll in one run.
100. Get 20000 gold.
101. Obtain the Yet Another Sad Death badge or obtain all of its components. (*Fire, poison, toxic gas, hunger, falling, magical attacks, including your own, sacrificial fire, grim trap*)
102. Do more than 100 damage with any of Sniper's specials.
103. Get a +18 item.

104. Drink every potion in one go. (*Video proof is recommended*)
105. Use every scroll in one go. (*Video proof is recommended*)
106. Win with at least 3 challenges.
107. Win with any ally. (*The proof should show the amulet and ally by your side*)
108. Get 50 Alchemize spells.
109. Defeat DM300 using only crossbow and darts. (*Video proof is necessary*)
110. (YAPD) Win on Hardcore and higher.
111. Defeat Tengu only using melee weapons. (*Video proof is necessary*)
112. Manage to die after drinking healing potion. (*Video proof is recommended*)
113. Surround sewer crab with alchemize spells. (+10 points if crab was not paralyzed beforehand)
114. Win the game with 0 quests score.
115. Win the game with only upgrading items to +3 max. (*The proof must show every item you have been upgraded in the run*)
116. Get 4 blessed ankhs in your winning inventory.
117. Win the game by ascending to the surface.
118. Get 3 champion enemies or more on your screen at the same time.
119. (Sprouted) Get all dark gold ore from Caves chapter. (*The proof must show depths 11-14 with no dark gold left in walls*)
120. (Pioneer) Get to any edge of the map.
121. (Summoning) Get into the area of Arcane Nuke explosion and survive.
122. (Rat King Adventure) Defeat Rat King boss.
123. (22) Die from +10 corrosion gas.
124. Win the game in less than 8000 turns.
125. Win the game without using points on Tier 1 talents.
126. Get one weapon from each tier in your inventory at once. They must be identified and enchanted.
127. Win the game with +7 transfusion and +7 corruption in your inventory.
128. Get 25 strength.
129. Buy the entire shop of items. (*Proof must show the empty shop with shopkeeper inside*)
130. (Fushigi No) Attempt to rob the shop and successfully escape from guardians.
131. (YAPD) Get 200% or more in any percentage-based stat.
132. (Pixel Towers) Get any Emerald-tier badge.

Hardcore (50 points each):

133. (22) Get a +22 item.
134. (Debug-ShPD) Get 40 Tengu's shocker items and win the game by using them as the only source of damage. As Tengu is immune to shockers, he is not required for this task. (*to initiate, input into scroll: give shockeritem x40 -f defaultAction THROW. You will get 1 point per each shocker you will manage to save by depth 26. Video proof is very recommended*)

135. Win the game without using Tengu's Mask.
136. Win the game without using points on Tier 1 and Tier 2 subclasses.
137. Obtain the No Weapons In His Presence badge.
138. Obtain the Doom Slayer badge.
139. Get 100 Alchemize spells.
140. (22) Place every scroll, every potion, every seed and every runestone on the ground of depth 26.
141. Win the game with 10 Potions of Strength in your inventory.
142. Win the game with 15 Scrolls of Upgrade in your inventory.
143. Win the game in less than 6000 turns.
144. Win the game using Necromancer build. (*Corpse dust and wand of corruption*)
145. Win the game with at least 5 challenges.
146. (*Skillful*) Win the game in Hell! or higher difficulty.
147. Win the game with less than 4000 boss score.
148. (*RKPD2, Rat King Adventure*) Win the game with 9 challenges.
149. Win the game in 5555 turns or lower.
150. (Pixel Towers) Win any non-sewer stage without building a single tower (any ability towers, such as ice walls, banners or obelisks do not count)
151. (Any Bobylev's fork) Find a crashbug

Ridiculous (100 points each):

152. Win the game without interacting with the talent system at all.
153. Win the game without using Scrolls of Upgrade and Potions of Strength.
154. Win the game with 7 challenges.
155. Win the game with a perfect score. (*All score categories should be yellow*)
156. (*Summoning*) Win the game in any of 2x+ score game modes (*Complete Hell, Flawed Thinking, Turnabout Time Twister*)
157. (*Too Cruel*) Win the game with any of listed T3 challenge (*Heart of the Hive, Ascension, Dungeon of Champions, Racing the Death, Manifesting Myriads, Spiritual Connection, Shared Pain, Desert, Trap Testing Facility*)
158. (*Touhou*) Win the game on hardest difficulty.
159. (*YAPD*) Win the game on Impossible.
160. Win 5 games back to back without deaths and resets. (*Video proof is recommended, TCPD's dynasty is allowed without modifiers*)
161. (Pixel Towers) Beat stage 10 on hardmode
162. (Pixel Towers) Have more than 100 non-wall towers on the map at any moment

Stupid (222 points each):

163. Record the run where you turn 75% scrolls you obtain in the run into the Alchemize spells. (*Scrolls in shops also count*)
164. (22) Do every 22-related objective in one run. (*Points for uncompleted 22 objectives prior to doing this will stack with points for this one*)

165. Complete the ascension with Faith is my Armor active and without using subclass, armor abilities, talents, unique class item and alchemy.
166. Win in 6 different mods back to back without deaths and resets. (*Video proof is recommended*)
167. (YAPD) Win the game as Acolyte on Impossible.
168. Beat the game with only eating small rations and meat, only using cloth armor, without ever using Potions of Healing, with Barren Land but not using seeds for anything, with Swarm Intelligence, with Hostile Champions, with Badder Bosses, with Into Darkness but without using torches at all except for demon halls and without using any scrolls except for Scroll of Upgrade. (*Video proof is necessary*)
169. (Pixel Towers) Beat Dwarf king on both Challenge mode and Hardmode

BONUS!

(the stuff from merchant beacon hunt)

#Easy (3 points per task):

(These tasks can be completed while doing another run or harder tasks, these tasks can be competed at any time, but usually they can be done only until floor 15)

1. Get 4 sewer crabs in the same room, and drop a dew vial next to them.
2. Get 6 potions of healing in your inventory, and 3 potions of shielding, only these potions, no other one.
30. Get to the 3rd boss, DM-300 with 3 wands at at least +1, proof with the wands and exactly 2 food rations in the inventory, at floor 15.
32. Get 3 seeds of starflower in your inventory.
33. Find a +1 warhammer that is enchanted.

#Medium (7 points per task):

(harder tasks, can be done in a normal run but might require to do something unusual, or getting to deeper floors)

42. Find a golden chest room, where there are also 4 keys to open, and open all of the chests and drop your dew vial in the middle of the room and take a screenshot.
43. Get 6 scrolls of Magic Mapping in your inventory.

46. Get every type of scroll in your inventory at the same time, just normal scrolls, not exotic, needs to be identified.

51. Spawn 15 wraths using the corpse dust (or graves) and send a picture with all of them in the hero's vision (tip:wraths die if you throw the corpse dust).

52. Get a plate armor upgraded to +10 and enchanted with any enchant.

54. Equip full cursed gear at floor 20, including the weapon, armor, rings and/or artifacts, you need to fill all the equipment slots, *cursed gear has a red background.

57. Get 5 spears (the spear melee weapon) in your inventory, not needed to be identified, and you need an empty dew vial in the inventory.

61. Get 3 dwarf warlocks in the same room.

64. Get 3 potions of paralysis, 3 potions of healing and 3 potions of strength in your inventory at floor 15 or lower, only this potions in the inventory.

65. Plant 3 seeds of starflower next to the 3rd boss.

#Hard (15 points per task):

(As this tasks are hard, they make you use less common weapons, items and strategies, so you learn something new, maybe)

66. Win the game as Rogue (proof by pic with the amulet surrounded by any potions and the tome of mastery)).

67. Get any 3 weapons with grim at the same time.

68. Get a +16 Staff with any enchant and speed augmentation (2 pics for proof, one with the staff description and one with the inventory where you should have 0 extra items, only the staff and the dew vial).

70. Get 8 Blessed Darts at the same time in your inventory (tip darts with seed of starflower).

71. Kill the 3rd boss (DM-300) without using any Scrolls of Upgrade (proof by picture with 9 SoU in your inventory and the floor number in the background, floor 16 so I know you defeated the boss).(*10 extra points here).

72. Get a Flail, upgraded to +10 and enchanted.

74. Get 3 weapons upgraded to +4 at the same time in your inventory, can include throwing items.

76. Fill a entire floor with grass, excluding water titles and doors, and traps or non grass-able titles, if the floor has too many of these titles the points are not given, the grass can be furrowed, the grass doesn't need to be high.

77. Finish the game with 10 torches in your inventory, proof by picture with the amulet and the torches in your inventory.

79. Finish the game with 7 SoU and a +8 item, or 2 +4 items, proof with the scrolls, the amulet and items in the inventory

(tasks here where added after the event started, put the number and letter when submitting the pictures)

80A. Finish the game with Mage, with a staff upgraded to only +7, not less or more, proof by picture with the staff and the amulet in the inventory.

80B. Win the game with Huntress using either the ring of furor or ring of sharpshooting upgraded to level +12 or more. Proof with the amulet, the huntress bow, the ring at +12 or more and no more or less than 4 torches.

#Unique (40 points per task):

(these tasks are tremendously hard, while some are easier than other, every player can do them)

81. Finish the game as mage, without upgrading the staff at all, and an armor of +3 max, other wands can be upgraded, proof by picture, with the +3 armor, mage's staff at +0 and the amulet in the inventory.

82. Finish a game with the assassin, a +15 or more glaive, augmented to damage, and a random enchant, proof with the amulet and the glaive in your inventory, you have to show the glaive description too.

83. Finish a run with the warrior, without upgrading the broken seal at all, and items that don't exceed +2, proof by showing the broken seal and every gear at +2 and the amulet. (*also need to have all the player upgraded items you had in the entire run, all of the upgrades from them must count to 15 or more)

84. Finish a run with the Rogue without using the Cloak of Shadows, and with items upgraded at +3 max, proof with picture of the amulet and the gear at +3 and the cloak at +0.

84. Finish a run without using a single scroll except for the Scroll of Upgrade, proof by showing the scroll identification page, with only the class specific scroll and identify scrolls found. (take the screenshot in a way so the amulet will be shown in the background)

85. Finish a run without using a single potion except for the class specific, healing and strength, proof with the potion page and only these 3 potions identified. (the amulet must be shown in the background).

#Legendary (100 points per task):

(These tasks are almost impossible. but who knows)

86. Finish the game without using any Scroll of Upgrade, proof with the amulet and 15 scrolls of upgrade in the inventory.

87. Finish the game without using any Potions of Strength, proof with the amulet and 10 potion of strength in the inventory.

88. Finish the game using a +15 cloth armor, the armor also needs to be enchanted, the proof needs to have the inventory with +15 cloth armor, an empty dew vial the amulet and 4 food rations.

89. Finish the game with a +21 staff, using the troll upgrading, the SoU and the cursed infusion. The proof must have the amulet, 4 torches (*not more or less), an empty dew vial, the +21 staff, and the floor 24 in the background.

91. Finish the game with 7 challenges active and also keeping the pickaxe from the troll and 3 dark gold ore, warning! for this task, a 20 second video is needed, where you show the hero stats, the active challenges (*by pressing the menu button->challenges), in the video you must throw the amulet, the pickaxe and the 3 dark gold ore, you also need to be on floor 25. If you post screenshots for this task they will not count, also if you don't have the pickaxe the video will not count!!!

92. Finish the game with the "Necromancer" build, you need the corpse dust, a mage character(*and/or its subclasses), and a Wand of Corruption at level +10, you have to hit the wraiths spawned from the corpse dust to make them corrupted. Proof with the wand of corruption at +10, the amulet, the corpse dust and only 3 food rations and no dew vial in inventory.

ARCLINED | KEEP OUT!

(the screenshots/videos here must have "timestamp" to avoid submitting tasks before this event, a zip file is required to compile everything you completed here and must be organized based on difficulty and their task number [folders for every difficulty and their number according to task], the zip file must be named based on the player name to be easily identified)

(tasks in progress)

Easy (2 points):

(super basic tasks begins here, doesn't matter if you fail, just collect points)

1. Get Greatsword +3
2. Finish the game with one of any challenges
3. Get Alchemists Toolkit +3
4. Get at least 500 total gold
5. Plant firebloom seed (22)
6. Place seeds in rainbow manner
7. (ExpPD) Get Ticket to Arena x3
8. (ExpPD) Get Basic Fishing Rod +40
9. Place the mystery meat x7 in a straight line (22)
10. (Any, except Debug builds) Defeat Yog-Dzewa, with a shuriken at inventory
11. Place Overload Potion next to Goo

Moderate (10 points):

(serious things doesn't begins here, idk why)

12. Get at least 500 energy crystals (only scrolls allowed to energize) and finish the game
13. Defeat Goo, using only the class' primary weapon
14. Finish the game with any of three challenges activated
15. (TCPD) Finish the game with two challenges activated on tier 1 and three challenges from tier 2
16. (ExpPD) Get cheese (22, obligated to take at Rat King's room)
17. Place 5 seeds adjacent to Tengu

Hard (25 points):

(this is for the chosen ones, with hopes on winning)

18. (ExpPD) Finish the game on cycle 3, with primary weapon level of more than thrice of hero's level
19. Obtain/Endorse "Doom Slayer" Badge, with Ethereal Chains +10 equipped
20. Finish the game with no upgrades used, and the armor must be cursed starting from when it is equipped, you are prohibited from using curse infusion if the armor is not cursed when it was picked up
21. Finish the game with any of 6 challenges activated, must not use scroll of upgrade on weapons (only on armors), with corrosion debuff (you can use wand of corrosion)
22. Defeat Yog-Dzewa and get at least 200 gold coming from the defeated allies of the boss

Intense (75 points):

(serious and multiple screenshots at one task begins here)

23. Finish the game with all of the challenges activated, (22) on floor 1 while on ascension. Prohibited of using weapons with tier-3 or higher
24. (ExpPD) (22) Get Refined Lucky Bag x10, with only 100 upgrades and below is used
25. (Any, except debug builds) Craft a total of 100 Telekinetic Grab spell times the hero level, with no scroll of upgrades used
26. (Extended ExpPD Redone) Get 100 Refined Lucky Bags, with Ring of Haste level 10000 above and no scrolls within current entire floor and inventory

Reckless (125 points):

(what's more interesting about balanced tasks? when there's this super hard tasks)

27. (TCPD) Finish the game with x100 score multiplier on challenges, the challenge includes "The Last Waltz"

28. (Rearranged PD) Finish the game, holding only a gun in the inventory, no weapon or armor exists on inventory (except the ones that were equipped in the first place) and must sell to Shopkeeper immediately before finishing the game
29. (3 mods, must be labelled as A, B and C) Must finish the game with no subclass and armor abilities chosen, half of the challenges must be activated, no more than 20 upgrades are used except that the item has its existing level
30. (22) Collect x4 scrolls, potions, and stones of every type. Place it neatly in the latest to oldest obtained on floor 1. (doesn't required to finish the game)
31. Finish the game with only 1 bag equipped, no presence of anything except equipped items and ankhs, and all of the challenges must be activated

Ethereal (200 points):

(every turns is precious here, so think twice, record notes and chill)

32. End the game without eating. Must use all of the upgrades, no more or less. Only use the Mage class, and has no chosen subclass.
33. (ExpPD) Clear the whole dungeon using the Wand of Avalanche (holes are allowed) on every floor, without attempting to kill enemies using this wand. Use only the cloth armor and the weapon level and must not exceed level 30. (reset the floor first before starting to take the task)
34. Kill the third boss using only katana without using any kind of potion during the fight, and the gold must be around 250-500. Don't use items that can move freely on the map.
35. Bring shattered pots on ascension, and endorse the Pacifist badge three times. Throw out the waterskin into the void, and only get it to the place where the Amulet was placed. (22)

Glitched (210 points):

(A final destination, which is 5% harder than previous difficulty)

36. (3 mods) Get Chalice of Blood to its highest level, bring every consumables on floor 1 except if they cannot appear in shops. Must activate all the challenges. Eating is not allowed.
37. Place x4 Potion of Experience in the place of where the Newborn Elemental will appear. Then around every potion of experience, they must have a paralyzed enemy on them. All of the challenges must be activated, and get to the maximum level.
38. Every item on the catalog must be unlocked, and the hero doesn't spend any talent points during the run. Every consumable must be placed on the floor according to the catalog's place order. Must not earn any new badges, except for the existing ones (one trial only)
39. Obtain the rarest enchantment in the weapon with level 30+, arrange the things you got on the first floor until the last. (Selling items not allowed), and take a 20 seconds video of the last moment of bosses before they die.
40. (Any 3 mods, must be labelled according to their version and developer name) Must finish all kinds of easy tasks on the event, with level 400 item on inventory while ascending to the surface (take a 20 seconds video of showing the inventory of all bags) and no other existing buffs on the hero (hidden buffs doesn't count). And must use only the Warrior class.



Sponsorships

Sponsorship announcements

(here you can announce what you can contribute for prize pool)

Denote yourself with your own font, the site you came from and
username if you want to talk here (this is reserved for me,
TrashboxBobylev)

 whatever

PONDERING ZONE



(as drawn from memory)

Denote yourself with your own font and username if you want to talk here
(this is reserved for me, TrashboxBobylev)

- Finish an entire region while under any speed-enhancing buff the entire time. (potions, seeds, artifacts, talents, etc.) (by ModarTheGreat)
- Finish an entire region while under any damage-inflicting debuff the entire time. (fire, corrosion, poison, deferred damage, etc. Existential pain doesn't count.) (by ModarTheGreat)
- (I dunno how to word this one) Hit a boss with every type of "weapon" at least once during the fight. (melee, thrown, wands, potions, scrolls, seeds, runestones, bombs, and weaponized honey bees (summons). Throw glyphs, rings, artifacts, and trinkets into the mix if you're a psychopath.) (MTG xoxo)
- Obtain a +9 (or above) T5 armor before killing the final boss, then go back to the sewers and get slowly pummelled to death by a common sewer rat. (not sure how that one would work, but it sounds pretty funny tbh) (by ModarTheGreat)
- (Debug ShPD(?)) Finish the game while utilizing the "explosive" build (start with an explosive T1 weapon and a (+?) ring of arcana). You're allowed to change your weapon as long as it has an explosive curse on it. Under no circumstance are you allowed to drop the build. (by

ModarTheGreat)

(is this the place for brainstorming ideas?)