

Difficulty:

- Difficulty 1 rooms only appear on the 1st floor of a chapter, but are more common in normal mode
- Difficulty 5 rooms appear on both floors of a chapter in normal mode and on the first one only in normal mode
- Difficulty 10 rooms appear on the 2nd floor of a chapter in normal mode and on both in hard mode
- Difficulty 15 rooms can only spawn on the 2nd floor of the chapter (this can be accounted for in testing)
- Difficulty 20 rooms only appear in Void
- For Ascension, main path rooms are difficulty 1 while Antibirth path rooms are difficulty 10
- Rooms that use white fire, yellow buttons or tinted skulls have to be difficulty 5

Builds to use when testing rooms:

- Alt path:
 - Downpour/Dross: **base stats no exceptions**
 - Mines/Ashpit: **Sad Onion or Pentagram** (Using both is viable for Difficulty 15 rooms)
 - Mausoleum/Gehenna: **1 or 2 Sad Onions + Pentagram / Cricket's Head**, Leather uses synthoil, magic mush, and 2x glass eye (but can vary, just tries to aim for roughly around 10 DMG with one tears up)
 - Corpse: **2 Sad Onions + 2 Pentagrams** / Leather aims for about 12/14 DMG but this is honestly excessive (one-shotting small maggots makes rooms much easier than when you can't) (Aim for damage below 10, as Small maggots have 10 hp)
 - Ascent: **Same as Corpse**
- Normal path:
 - Chapter 1: **base stats no exceptions**
 - Chapter 2: **base stats**, maybe Sad Onion or Pentagram (or similar stat ups) for Difficulty 15 rooms
 - Chapter 3: **Pentagram or Sad Onion** (maybe both for Difficulty 15 rooms)
 - Chapter 4: **Same as Chapter 3, but with an extra damage or tears up**

- Blue Womb: **3 Negatives + 2 Meatls + 2 Sad Onions**
- Chapter 5: **2 Pentagrams + 2 Sad Onions** / Leather aims for about 10/13 DMG
- Chapter 6: **2 Pentagrams + 2 Sad Onions + Magic Mushroom?** (it gets messy here so it's best to balance around high stats and to just **make sure the player can avoid the enemies for a while/doesn't get overwhelmed**)
- The exact stats you use doesn't matter, but do not go far higher or far lower than what is listed here. These are simply recommendations (for most cases)

Room weight/difficulty recommendations :

Note: Reduced room weights are used as a way to make enemies and certain entities rarer, the standards listed here do not need to be adhered to if an enemy is not too common on a floor to begin with

(Fiend Folio also doesn't follow it as closely as the main game would for some enemies)

Entities which commonly use different room weights in Repentance (thanks Guillotine):

Swarm spider: 0.5 (some rooms in cellar and one non-burning basement) or 1.

Level 2 willo: 0.5

Deep gaper: 0.25

Mullighoul: 0.75

Coal Boy: 0.75 (or 1 for some of the ashpit rooms)

Pon: 0.75(in mines)

Hardy: 0.5 or 0.75

Carrion princess: 0.5

Bombgagger: 0.25

Giant poop: 0.1

Fiend Folio entity weight recommendations:

Good to use between 0.25 and 0.75 for most FF waiting enemies. (Not mandatory, but better for rooms that take longer to clear)

- 0.25 for rooms that take much longer to clear (second waves that are as long if not longer than the main room)
- 0.50/0.75 for rooms that only take a bit longer

Retribution crossover enemies: Around 0.1/0.2 to make them really rare

Litterbugs: 0.75 in Dross

Aquabab: 0.75

Ms. Dominator: 0.5 in Gehenna

Sleeper: 0.5

Tango: 0.75. Use 0.5 if the room is hard or takes longer or if there's more than one tango

Mistmonger: 0.25 in Downpour

Platinum poop: 0.01 (important to keep that one rare)

Dire Chests: 0.25 (in special rooms at least, but make sure they don't appear too often in general)

Shop Chests: 0.25

Immoral Hearts: 0.25 (make sure they're not too common since finding one makes them appear more often afterwards)

Evil Beggar: 0.25 (same thing as Dire Chests pretty much)

Room Darkness:

- Should always be alt-path exclusive (probably fine to use in secret rooms though)
- Downpour/Dross rooms with room darkness should be extremely rare, should be most common in Mines/Ashpit, and can appear in Maus/Gehenna/Corpse in moderation.
- Be mindful of reduced vision, since some enemies can be much more dangerous due to the player having less time to react.
- Alright to use them in Sleeper rooms

Water:

- Water Disabler:
 - Allowed in Dross, Scarred Womb, Corpse, Chest and Dark Room (broken in Dark room at the moment because of a vanilla bug)
 - Not allowed in Downpour or Flooded Caves
 - Should be used in Morbus backdrop rooms and in Dross rooms with enemies that use creep
 - Shouldn't be used with Shottie, with Unshornz and with Pipeneck and in chapter 6 rooms with enemies that interact with water
- No water currents outside of Dross
- Water Enablers: Scarred Womb, Corpse and Chapter 6 rooms with water enemies in the main path

Forced lava/ash/water in pits

- Use forced ash with those Ashpit enemies: Krass Blaster, Dried Offal (waiting), Gritty
- Use forced lava with those Mines enemies: Roasty, Fuego, Glob and Sizzle
- Disable lava for Centipede
- Forced water in pits can be used for decoration, or for special cases like frogs in Caves boss rooms
- The entity shouldn't be placed inside of walls except in the corners, as it allows the player to walk inside of them

The Void floor:

- Don't hesitate to use alt path content and floor-exclusive content in there, go crazy
- Portals only appear here

Special rooms:

- The alt path can have exclusive treasure and secret rooms in each of its floors, other room types are taken from the regular special rooms file also used by the main path

- Main path floors shouldn't be given exclusive treasure and secret rooms outside of chapter 4 and 5 because they override all the other types
- Any floor can have exclusive challenge room waves

Enemies to use in special rooms:

- Curse rooms:
 - The vanilla game uses: Spider, Big Spider, Null, Imp, Black Globin's Head (with a lower weight), Bulb.
 - In Fiend Folio, we can use weak Sheol/demon enemies (in moderation), some spider enemies (Spooter, Super Spooter, Skuzz, some waiting spiders, etc.), small filler enemies like Blot or Limb are also fine. We also have a few rooms with fire-themed enemies, ghosts or skeletons, but they're not too common.

Room subtypes:

(Full list for the more obscure ones: <https://pastebin.com/SmNuy692>)

Golem Subway:

- Subtype 0 is the regular one, will replace Sourpuss with Unfinished Golem on odd stages
- Subtype 1 will only spawn when Unfinished Golem can spawn
- Subtype 2 will only spawn when Sourpuss can spawn
- Subtype 3 shows up on and is the only option on XL floors, which should have both

In Downpour/Dross:

- Subtype 1: White fire rooms (avoid using difficulty 10+ in these rooms since they'll override all the other white fire rooms otherwise)
- Subtype 34: Mirror rooms

In the Mines/Ashpit:

- Subtype 1: Yellow button rooms (avoid using difficulty 10+ in these rooms since they'll override all the other button rooms otherwise)
- Subtype 10: Minecart rooms

In main path chapter 3:

- Subtype 1: Tainted skulls

Item rooms:

Subtype 1: choice between two items

Subtype 2: only appear with Pay to Win

Subtype 3: only appear with Pay to Win + More Options

Super Secret Rooms:

Use the subtype that matches the backdrop ID you want to use.

Shops:

- Subtype 0-3 for lower levels (also use weight 0.1 to make the regular shop layout the most common option)
- Subtype 4 for max level shops

Curse Rooms:

- Subtype 1 for Voodoo Head rooms

Arcades:

- Subtype 1 for Cain Birthright rooms

Devil Rooms:

- Subtype 1 for Number Magnet rooms

Angel Rooms:

- Subtype 1 for The Stairway shops

Challenge Room waves:

Use the right room type +

- Subtype 10 (+difficulty 1, 5, 10 or 15 depending on the difficulty) for enemy waves
- Subtype 11 for boss waves
- Subtype 12 for Great Gideon

Ascension subtypes

- 1 - Basement
- 4 - Caves
- 7 - Depths
- 27 - Downpour
- 29 - Mines
- 31 - Mozzarella

Doors and door-related placements:

- Better to have obstacles in front of locked doors to make it clear they can't be secret room doors when possible.
- Important not to put spikes or spike rocks too close to doors (especially annoying for backtracking but can cause almost unavoidable damage at times). (Same thing for fireplaces but the mod added a failsafe for that so they shouldn't hurt the player for a second or two)
- Important not to have mushrooms or explosive grid entities too close to the door in case the player has something that's likely to break them instantly.

- Better not to put poison composters right in front of the door in case the player has Mom's Knife.
- Don't lock Secret Room doors and make sure all the doors can be reached from every entrance (Secret Rooms ignore locked doors entirely and you can teleport in front of closed Secret Rooms doors inside of the Secret Room). The same applies to alt path entrance rooms
- Better to use non-replaceable rocks (or metal blocks) and non-replaceable poops in front of doors so they don't turn into anything that could hurt the player if they break too fast. (Dead implemented something to prevent any rock or poop placed close to a door to be replaced by a variant thankfully)
- When changing a room's size in Basement Renovator, check which doors should be closed again, as it marks them all as open

Things that changed since AB+:

- Some enemies shoot faster now (like Horfs), it might be worth retesting most rooms that use vanilla enemies (low priority I'd say, everything seems to still work fine so far)
- Crawlspace with Black Market entrances need gravity entities AND an open door now or else they send the player to an error room.
- In crawlspaces, rocks and a few enemies that worked fine before are a bit broken/not working right for now so we'll have to disable some rooms temporarily.
- Shops need a free spot for Member Card to work in them properly, Fiend Folio also includes a special entity you can use to place them wherever you'd like



- Chub, Carrion Queen and CHAD need three segments in the actual room layout to work now; the game doesn't add the missing segments automatically anymore.

- With all the new Challenge Rooms waves it might be better to make sure there's no spot between rocks the player cannot reach without flight or spectral tears.
- Challenge Rooms only have items when they're boss Challenge Rooms now (subtype 1)
- Boss rooms require at least three entrances (alt path door, Devil/Angel Room door).
- Poison minds can now fly and explode on death.
- Fallen and Krampus go through grids when moving randomly.
- Crawlspace enemies now ignore gravity

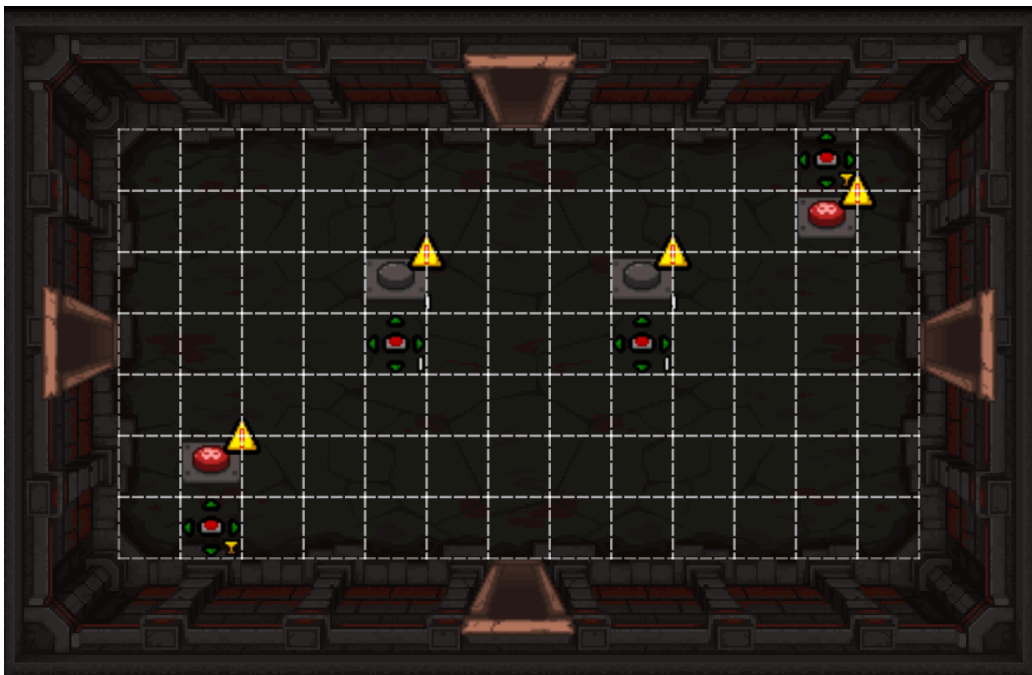
Misc tips, etc.:

Enemy Placement:

- Putting enemies in positions where they can not be attacked right away on room entry (like behind rocks or in mis-aligned positions) helps make room difficulty more consistent
- Make sure to avoid having a gap of higher than 3 tiles between where Isaac can stand and where the enemy is located (for low range builds)

Event buttons:

- When using the same event button multiple times in a room, it's useful to put the matching event number next to every button so the game presses the remaining ones automatically (the same can be done with kill buttons and room-clear event entities).



Pushable Poops:

- They can be put in Minecarts, unlike normal poop types.
- They can be pushed by water currents in Dross.
- They can be spawned by buttons

Compost Bins:

- Teleporting into a Compost Bin with a Mausoleum teleporter breaks it.
- Can also be placed in Minecarts
- Poisonous Compost Bins shouldn't be placed in front of a door as they can deal damage to the player