

Ampersat Game Guide

v1.0

THIS IS NOT A MANUAL. IT CONTAINS MANY SPOILERS!

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Intro

Ampersat is an Action Roleplaying Game (A-RPG) with a unique mixture of oldschool (ASCII and pixel graphics, Commodore 64 sound effects) and modern (twin stick gameplay, skill tree, 3D top-down voxels) aspects. While it is a hack/slash/shooter at heart, it has numerous gameplay elements that add surprising depth, which this guide aims to cover.

The guide will begin with general tips and info on gameplay, followed by lists of all equipment, perks, and enemies in the game, a complete level guide and a list of achievements. It has been written with the kind assistance of the developer and is valid for all platforms (PC, Mac, Linux, Switch, Xbox, Playstation).

BE WARNED: this guide contains many **SPOILERS**. Do NOT read on unless necessary, as it will impact enjoyment of the game. The guide also contains some light swearing.

Gameplay Guide

Game Goals

Ultimately, you need to kill Lord Z to win the game. To open a portal to Lord Z's Nether Realm you need to defeat all 5 Towers surrounding the village of Gentlheim. To access each Tower you first need to defeat the Dungeon beneath it. Each Dungeon and Tower has 5 levels, with the 5th level being a Boss. This means you need to complete all 50 levels before you can fight Lord Z.

You can enter any of the Dungeons (or unlocked Towers) in any order, and switch between them at any time. You can also enter any level you have previously entered, except for any Boss level you have already completed. Beating one level permanently unlocks the next in that Dungeon/Tower.

Clearing a level frees a letter that is captive in that level. This letter returns to the village and fills in the corresponding gap in the language spoken in Gentlheim. This has three practical effects:

- 1) The names and descriptions in the shops become clearer. Otherwise you are taking a small gamble (equal to the differential between purchase price and resale price of an item) on buying an item, with only an item type icon and a rough estimate of relative worth compared to currently equipped item of the same type (i.e. a green up arrow or a red down arrow).
- 2) The hints from the shopkeepers and other structures become clearer, in particular what upgrading them achieves.
- 3) The quests from the roaming townsfolk are revealed, once the name of the item they are looking for is spelled out.

While clearing levels is the primary goal, to effectively compete against Lord Z in the final battle you will need to achieve certain sub-goals in Gentheim that result in additional aid during the battle. These are covered in the section for the Village Hub.

General Level Tips

Completing a level isn't as simple as just finding the exit, first you need to free the captive letter from its cage. When the level begins, the cage is protected by a forcefield - to lower this you need to kill a certain number of "guardians". You can check your Eagle Eye view to see what type of creature that level's guardian is and how many remain until the forcefield is lowered - and after enough guardians are killed it also shows a red arrow where the exit is. The letter cage is always near the exit (in the same room) and can be destroyed after the forcefield is down by shooting or slashing it.

If you revisit a level you've already cleared, the letter cage will not be present so you can zoom straight to the exit if you want. This can be exploited in Tower levels to build up your Bravery Bonus very quickly before facing the boss - presumably this is why the bonus is less in Towers than in Dungeons.

The biggest (and quite obvious) tip is that you can retreat from a level if you're dangerously low on health. You take no penalty for doing this (except losing your Bravery Bonus and a boring walk in some levels if you haven't increased your speed), and can heal up at the Inn, gain any ranks etc. If you die, you lose 1/3rd of your XP and a random % of GP between 1/2 and 2/3, so it's good to avoid this! (remember you can stash some GP at the Inn to prevent losing it).

Alternatively, if close to the end you can enter the next level and immediately retreat, which leaves that level unlocked and you can start there after healing.

As alluded to above, there *is* some "risk vs reward" incentive to keep going forward in a Dungeon/Tower (and the Well) instead of retreating - you get awarded a Bravery Bonus for each level completed during a run. The Bravery Bonus adds an extra % to your GP Gain. In Dungeons this is 10% per level, in Towers it is 5% per level, and in the Well it is 2% per level. It returns to 0 when dying or returning to Gentheim.

To maximize progress, it's a good idea to go up a rank (so your remaining XP is low) and spend or stash any gold in the Inn before you attempt a difficult level. That way if you die, your penalty is minimal.

Destroying a letter cage always leaves behind a Health Potion. Normally this is a Weak Health Potion but on the level before a boss, it is a Max Health Potion, which restores all of your HP.

Bonus Words & Secret Chests

Every non-Boss level (Dungeons and Towers) features a “Bonus Word”. To fill in a letter of the Bonus Word, you need to kill a creature of the same letter **USING MELEE**. Only the final blow needs to be melee, you can weaken it using ranged attacks. Once every letter of the word is complete, a chest will appear. On the 1st level of a Dungeon or Tower, this is a 3-letter word, on the 2nd it is 4 letters, on the 3rd it is 5 and on the 4th it is 6 letters long. The quality of chest awarded also generally improves as the level increases, with Towers giving higher tier chests. Note that the Bonus Word is CASE SENSITIVE.

In Dungeons only, the first 4 levels each have a Secret Chest hidden somewhere in the level. This is often behind destructible walls or past dangerous obstacles, and the Level Guide will explain where each one can be found. Each Secret Chest can only be found once, on subsequent visits to the level it won't appear. The quality of chest increases at Level 3 and 4.

Targeting the easier Bonus Words and Secret Chests at the start of the game can give you a big initial boost if you are lucky enough to find good weapons/spells inside one of the chests. At worst, they will give you a good chunk of gold.

Spawner Tips

Your best strategy is to destroy any Spawners as soon as possible, or else they will keep pumping out enemies to attack you. If you don't deal with them quickly they have the potential to flood you. Note that Spawners in The Incubator cannot be destroyed by you as they have no physical “body”.

Learning Spawner positions and what type of creatures they emit can be crucial to planning your approach on a level. Some Spawners can emit several different creature types randomly, making this more complicated, though it does mean you can “get lucky” on an attempt and have a slightly easier time.

Spawners all leave GP behind when you destroy them, and more deadly Spawners generally leave higher amounts of GP - giving extra incentive to take care of them instead of just trying to avoid them.

There are two types of Spawners, those that are proximity based and only spawn while you are within their proximity, and those that spawn continuously even after you move away (or before you reach them). Note that some continuous spawners may not begin their spawning until a certain time, or only if triggered by, for example, entering a room.

Spawners will emit an enemy at regular intervals, though that interval can be different for each spawner. Some also have random intervals or random starting delays. The Spawner will flash Red twice before it will spawn (along with an increasing sound), then Green as it spawns.

Some Spawners will be surrounded by clear blue squares on each side. This means it is Protected by shields, and cannot receive any damage. The shields will drop automatically after it has spawned a certain number of creatures. On tricky Tower levels you can learn how many emissions this is and ignore that Spawner until then.

All spawners have a limit on the number of enemies they will spawn. Once they hit that limit, the Spawner will destroy itself (without giving you a reward) or in the case of the Incubator, become inactive. The exception to this is the graves in the Coffin boss level (“Tiamat”). Unlike normal Dryrot graves which only spawn once, these ones will continue spawning until Tiamat is killed.

Taking Advantage of Co-Op

Don't forget, the game has **Co-op** that can be activated/deactivated at any time during play simply by moving a second player's right stick (on PC, if main player uses keyboard/mouse then this is simply gamepad #1), which makes a little fairy (which some players call “Li'l Petey”) appear, hovering around Ampersat. The fairy can fire using the main player's Alternate Spell, and can also force swapping the Primary and Alternate, which can lead to fun arguments.

There is very little drawback in using Co-op; the only downside is that it increases the rate of overheating your weapon while the fairy is firing. So if you're struggling in a section, grab someone to help and as long as you manage your overheat well you will have a much easier time, especially if you choose a synergistic combo of Primary and Alternate Spells (e.g. one with defensive effects, one with high damage).

Taking Advantage of Difficulty Modes

Difficulty modes can be switched without interrupting your progress, so you can take advantage of this to get past points in the game that you can't seem to handle. Quit*** to the Main Menu, switch to Easy difficulty, then after you clear the bottleneck switch back to Normal/Hard and continue on. It sort of sounds like cheating, but the game was clearly designed to allow it so...

***Just ensure that you have returned to Gentlheim before quitting to the Main Menu, otherwise you will be hit with a death penalty.

The impact of each difficulty setting is shown in the following table:

Difficulty	Impact
Easy	Halves damage dealt to you, doubles damage you deal.
Normal	None.
Hard	Doubles damage dealt to you, halves damage you deal.

Damage Elements

There are four damage elements in Ampersat: Kinetic, Fire, Chaos and Ice. You, and your enemies, will have individual resistances to each element. If you have 10% Kinetic resistance and an enemy hits you for 10 Kinetic damage, you will only lose 9 HP.

Chaos damage is special, since it is semi-random - it can do anything from HALF its stated damage to DOUBLE it. This can be especially deadly when combined with high criticals, leading to one-shots on even tough enemies.

Each attack can consist of multiple elements and they stack, for example you may fire a shot that deals 3 Kinetic damage PLUS 1 Ice damage, due to perks you have gained or specific multi-element weapons. In this case, Resistances still work on each element individually, so in that example if you have 10% Kinetic resist and 50% Ice resist, you will take $2.7 + 0.5 = 3.2$ HP of damage instead of 4.

Enemies generally have high resistances based on their element type as listed in the Bestiary. The following table displays the relative strength and weaknesses of the elements from the perspective of an attacker, i.e. “Strong” means you do additional damage to the enemy and “Weak” means your damage is reduced. Note that “Neutral” does not mean there is zero resistance to that element, just that it is a moderate level between the extremes, for example a Tier 2 Ice enemy would normally have 30% resistance to Ice, -15% resistance to Fire (so it takes MORE damage than you normally deal), and a 5% resistance to Kinetic and Chaos.

	Kinetic Enemy	Fire Enemy	Chaos Enemy	Ice Enemy
Kinetic Damage	Weak	Neutral	Strong	Neutral
Fire Damage	Neutral	Weak	Neutral	Strong
Chaos Damage	Strong	Neutral	Weak	Neutral
Ice Damage	Neutral	Strong	Neutral	Weak

Since typically you will be against creatures of the same element as the Level you are facing, you can take advantage of this by outfitting yourself with armor that has resistance against that element, and weapons that deal damage more favorably to that element. So if you're entering the Ice dungeon (“The Coffin”), equip armor with high Ice resistance and weapons that deal Fire damage.

Likewise if you are struggling with a particular elemental boss or level, you can choose Perks that will assist to get past that hump.

Be aware that The Incubator and The Ziggurat of Woe are not specifically tied to a particular element, and they will have creatures that span multiple elements. In general, The Incubator

seems to slightly favor Ice, while the Ziggurat slightly favors Fire, but each individual level may have a different mix or a hard creature of a different element, so choosing the right loadout there can be more complex.

Combat Builds

Gameplay in Ampersat includes both Melee and Ranged attacks and generally both should be used, though many players will aim their upgrade path towards one or the other. Generally, a pure Melee build takes more skill to use effectively and is far more perilous to play, however they can be incredibly deadly. Ranged is usually the “safer” route and can be easier earlier in the game.

Also keep in mind there is one boss that CANNOT be hit with melee (“Destructor” in The Brazier), though it can be beaten eventually with some skillful avoidance. A couple of other bosses can seem very challenging at first with pure melee but there are strategies that actually make them much easier than with ranged; these will be covered individually in the Bosses section of the guide.

There are of course sub-types to these builds, for example an Assassin style build uses melee but focuses on criticals, speed and dash, a Tank style will prioritize resistances and HP, and a Barbarian style will only care about Damage. Mages can focus on enhancing certain elements, going for progression buffs (XP/GP) or HP regeneration - these are slower upgrade paths but can pay off long-term.

A general note on combat - scoring hits is purely physical/skill-based, there is no randomization of whether you or the enemy hit or not, and only Chaos damage is randomized (between half and double the base rate).

Melee Tips

Melee depends so much on your choice of weapon. A defensive melee player will favor long reach weapons such as a spear or trident, while aggressive players will be best served by either a high attack rate or wide arc, such as a sword or an axe. Regardless of these choices, the following strategies will always remain valid.

Learn to love Dash. While dashing you are invulnerable to Enemy attacks (*except* Tiamat’s ice breath) so the best melee strategy is to dash directly into an enemy - you’ll both deliver Dash Damage (and with the right Perks/Equipment this can be 30+ damage) and safely get in range to attack. Building up your Dash Cooldown means you can do this far more often.

Melee weapons use a basic combo system. Each weapon has either a 2 or 3 attack combo, and some have an area damage effect on the third attack as well. Usually one of the attacks will favor reach (a thrust or overhead) and another will favor arc (a swing), though the order may be

different. You can time the reach attack to hit area effect enemies such as Carrion Crawlers ("c").

Combos are timing based but the timing is very generous. If you wait a couple of seconds the combo will reset, otherwise it's easy to continue the combo. Button mashing works fine unless you need precision, in which case you can time the strikes flexibly within the reset time. Increasing your melee attack rate also allows you to combo quicker as the next attack will cancel/blend from the previous instead of needing to wait for it to complete.

Any enemy within the weapon's model (and a little beyond it) will be damaged once during the attack, but not on the back-swing. When combo-ing, it resets both the back-swing and the damage, so you can deliver rapid hits on an enemy.

All melee weapons have knockback to some degree. When you hit an enemy, it will push them back and pause their attacks (both their melee and to a lesser extent their ranged attacks). The distance and duration depends on both your total knockback stat (from equipment + perks) and the enemy's knockback factor. Some enemies, such as most bosses, are highly resistant to knockback.

Knockback is the key to melee - if you can either dash in before an enemy gets an attack off, or time it between their burst of attacks, you can, with a high attack rate, keep them off-balance and unable to respond.

Melee is also very useful to take care of Spawners quickly, though make sure you choose a weapon of the opposite element to the Spawner or it will soak up the damage.

When thinking about an Assassin style build, consider that with all the right equipment and Perks you can get your Critical Hit Chance over 30% with Critical Damage at 330% - that's HUGE.

Enemies will flash yellow just before they start a burst of attacks, so use this to adjust your timing, e.g. attack or retreat just when it goes yellow. It also helps you determine how many attacks they make in a burst, so you can time an approach for when they pause their attack slightly between bursts.

Ranged Tips

Effectiveness of Ranged combat is actually a fusion of your Ranged Weapon and your Primary Spell. Much like different ammo in a gun, you can use any combo of spell and weapon and some are more synergistic than others. For example:

- Match the Damage % modifier of a weapon with the primary damage element of the spell, e.g. a staff that adds 20% Ice damage, use with an Ice spell, and avoid using a staff that deducts 20% Fire damage with a Fire spell. Obvious.

- A high-damage spell may benefit more from a staff with high attack rate than one that adds a bit more damage. Do the math.
- Use a weapon that increases speed or range to make for a spell that has poor inherent speed or range.
- If you're not adept at handling overhear (see below), use a high-burst/cooldown weapon to help with a low-burst/cooldown spell.

You can load in an Alternate Spell so that you can switch between it and the primary one on the fly. This is useful to match elemental damage to creatures' elements, which makes a huge difference with higher tier enemies (can result in more than double the damage being dealt).

You can also use spell switching to start with a weaker spell that adds a status effect such as Vulnerable or Poison, then once an enemy has the impediment switch to a high-damage spell to finish it off.

Managing Rapid Fire Overheat is critical. If you hold the fire button it fires at a faster rate than bashing the button, however it fills up an Overheat bar while holding the button and once full it reduces your fire rate by 50% until you allow it to Cooldown (by simply stopping holding the button for a moment). If you start firing before the overheat fully resets, it pauses the Cooldown. The trick is to simply to get into a rhythm of hold and release before the Overheat bar hits maximum. As long as you haven't hit Max Overheat, you don't need to wait between letting go of the button and holding it again, you can do it instantly without penalty. When you use a new ranged weapon or spell for the first time, just glance up at the Overheat bar a couple of times until you get your timing down.

Ranged weapons that add knockback to your shots are quite useful, as it can interrupt enemy attacks very briefly. With a high rapid fire rate, you can keep a charging enemy such as a Xenophage at bay long enough to kill it.

Early on, a higher attack rate is the best improvement you can make to a ranged build, whether from your weapon choice, armor that has a buff, or perks.

A note on creatures that dodge your shots - there are three main ways of dealing with them:

- a) Improve your shot speed/rate and spray in front of their dodge path - problem is they can dodge left or right randomly, so you need to adjust quickly.
- b) When they dodge, there are a couple of seconds grace where they won't dodge again - so send off a warning shot, wait until they dodge and then shoot them before they can dodge again.
- c) Just dash in and Melee them to death.

Destructing Weapons

Destroying your own weapons results in an explosion that damages all enemies caught in its radius. This can be surprisingly effective when you are being flooded, against Bosses, or when

you are under a debilitating Status Effect like Stone, Slow or Fear. Having said that, many players never use Destruction at all, whether it's because they forget the option is available or they don't like to use up a resource they could instead sell later.

The amount of damage done by destroying a melee or ranged weapon equals the total amount of melee or ranged (respectively) damage you do multiplied by your total destruct multiplier. There are a couple of quirks with this that you can take advantage of to deal enormous amounts of damage:

- 1) Because it includes the total amount of ranged or melee damage, that includes any perks or other buffs from armor, not just the damage that the weapon itself would deal.
- 2) The destruct multiplier is your character's attribute, not the weapon itself - so the destruct multipliers from BOTH of your weapons are added together, along with any buffs from perks etc. If you keep a high-destruct alternate weapon handy, equip it just before destructing to max out your damage.

Having said that, using destruction can be tricky. You usually don't want to destroy your favorite primary weapon, so you'd typically switch to some other thing to explode it. Another option is if you are Ranged heavy, keep a high-destruction melee weapon equipped that you don't mind losing in an emergency. The biggest problem is actually remembering that it's an option during the heat of battle!

Destruction can also be a good way to quickly free up an attached gem when you get a better piece of equipment in a dungeon and want to switch to it immediately and attach the gems, instead of waiting to get back to town and selling the old thing to retrieve the gems.

Movement Tips

Footspeed is very important in the game, not just to make traversing levels quicker but to avoid enemy shots and to get into melee range faster. Every pair of boots will increase your speed to a different degree, and some other rare items and gems also increase it.

Making the most of your Dash can assist greatly. Dash moves you very rapidly in the direction you're currently moving, but it also makes you (mostly) invincible while dashing, and damages anything you bump into on the way (this deals **Kinetic** damage, with a small amount of Knockback). The only things that can damage you while dashing are environmental hazards (lava, ice rivers, chaos streams) and breath weapons. Therefore Dash is not only great for dodging attacks, but it's the best approach method for Melee attacks. It also helps traverse areas faster if you need to backtrack at any point.

You can increase your Dash Cooldown speed with Perks and some rare equipment, making it easier to avoid damage and especially for melee builds to get close to an enemy. For some very difficult enemies this is the best melee strategy possible - dash in and use high melee knockback weapons to keep a tough enemy on its heels.

Note: with gamepad controls, either A or RB can be used to dash - RB is usually better to avoid moving your hand away from the RT melee attack.

Don't forget that as you move throughout a level you can CLOSE DOORS behind you, so you can cut off flow of enemies and if you need a reprieve either lock enemies or yourself in a room.

Choosing Equipment

The primary driver of equipment choice is elemental resistances/damage according to the level/creatures you are most likely to face, as discussed in the Elements section above.

Similarly, if a creature with particular Status Effects is giving you trouble, choosing a loadout that protects against that effect can make the difference. For example, Fear, Stone and Slow can be absolutely deadly in some Tower levels as you may not be able to defend yourself in any way (Fear) or escape (Stone/Slow). This is also true for some bosses.

Some major elements in your choice of Melee Weapon and Spell are things that aren't revealed by purely looking at stats. For Melee Weapons this is the "feel" of the weapon's attacks, which are more or less unique for each weapon - that includes their reach, arc of swing, variety of combos, etc. The only way to know is to try it yourself. For Spells this includes the directions that multiple projectiles fire out and the size of the projectile.

Look for synergies between weapons and other equipment. For example if you have a slow weapon, try using any armor that also buffs attack rates/speed, or if you have a melee heavy build, some armor can increase criticals.

When choosing Armor, don't just look at the damage resistance, make sure you examine what other goodies they have, such as enhancing the Damage that you deal, increasing your spellcasting stats, resisting Status Effects, and so on. One piece of "armor" (Cras's Piercing Knuckles) actually has ZERO damage resistance, but has some great combat buffs.

HP Regeneration is incredibly useful, allowing you to retreat and heal slowly without returning to Gentheim (and losing a bravery bonus, or level progress). This is especially important in The Incubator where you cannot retreat with a death penalty, and in the Well where you will need to start your delve all over again. If melee is not important to you, hold Dr Decto's Bloodgroove dagger simply for its regeneration. Likewise in a melee build, try to find Zavel's Soul Rod to wield as a staff.

For faster progression, choose whenever possible any weapon or armor that grants a boost to XP or GP gain, especially if you want to grind.

At higher levels, keep in mind the concept of Diminishing Returns on weapon stats. As some stats increase, the incremental difference in further additions become less noticeable. For

example, going from Dash Cooldown 1 to 2 is a great leap, but going from say 5 to 6 is far less noticeable. The same is true for many stats, including Footspeed, Attack Rates and Ranged Speed/Range.

Choosing Gems

Gem buffs count regardless of what type of item they are attached to, for example a gem that increases ranged damage can be attached to a melee weapon and you still get the benefit. The logic seems to be that the gem is enhancing your character's magical abilities (through the conduit of the item), rather than enhancing the "abilities" of the weapon. In terms of gameplay, this is a very welcome way to handle it as it means gems are never useless.

The main thing to keep in mind with attaching gems is that the attachment is permanent. The only way to retrieve the gem is by selling the attached item, or by destroying it (if it is a weapon). This is even more important with the Mysterious Stranger's items, since they can't be sold or destroyed so any attached gems are **stuck there forever**. So make choices carefully.

Choosing Perks

Perks are generally a personal choice depending on your preferred play style or trying to go for a certain build as a challenge or for variety on multiple playthroughs. There are, however, a few tips to keep in mind.

Perks are arranged in a web with 5 concentric circles and 10 spokes. The first 3 circles are linked laterally, the final two can only be reached along the spokes. You can gain any perk that is linked to a perk you already have. The entire first ring can be chosen at all times since they are linked to the center of the web, which is Ampersat herself. Otherwise you need to work your way along spokes or around linked circles to get the perks you want. They are arranged thematically, so one segment of the web covers mostly melee, one covers ranged, one covers health/resistance, and interspersed are some "utility" spokes (for speed, progress, etc).

Moving to other areas to get a perk from a different "discipline" can sometimes mean you need to gain an unwanted perk simply to traverse the web... though no perks are really "useless". Often you will travel down a spoke of something you want more, then cross over to another spoke where you only want a certain Perk from it - which makes the system quite flexible. Obviously to get a 5th-tier perk you need to first gain the 3rd perk on that spoke, then the 4th, before unlocking the 5th on the spoke. This forces some amount of specialization to gain what is usually the most powerful perk of a type.

Keep in mind that you keep Perk Credits granted when gaining a Rank until they are spent, so if you can't decide on a perk immediately, you're free to hold onto the credit to spend another time. You can retain as many credits as you like, so you can go on a big perk spending spree all at once if you want. You can also gain multiple ranks during the same Inn visit, so you will

sometimes be awarded multiple Perk Credits at once - keep an eye on this (the number in the center of the perk ring) in case you have unspent credits you haven't noticed.

You automatically gain a special bonus perk for completing any of the first 3 circles of perks:

Completed Perks	Bonus Perk	Effect
1st Circle	Hardiness +12	Adds 12% Resistance against all Status Effects
2nd Circle	Hardiness +10	Adds 10% Resistance against all Status Effects
3rd Circle	Hardiness +8	Adds 8% Resistance against all Status Effects

Status Effect resistances become more important later in the game, so it's not a great strategy to go for these early in the game, however in the late game it can be very worthwhile picking up a couple of missing perks in a ring simply to get the bonus.

The three most game-changing perks are Iron Core Mana that grants all of your spells a small amount of knockback, and both Horse's Heart and Elephant's Heart, which each give you some HP Regeneration.

On balance, the "easiest" approach to the game is probably to choose early any perks which increase your ranged damage (absolute damage not % increase - the % only starts making sense in the late game when you're doing around 10 damage per shot) and especially your rapid fire rate, aiming for Iron Core Mana as early as possible, then go for XP/GP gain perks and get to HP Regeneration as soon as you can. Ensure you pick up some Footspeed and Dash Cooldown improvements, and then in the late-game focus on either HP or the resistances you need. However, certain melee builds, if you get a good weapon, can result in even easier progress late-game if you have enough skill and the right Status Effect resistances.

Status Effects

Status Effects are temporary effects that you can inflict on enemies and they can inflict upon you. Melee Weapons and Spells will list any effects they possess, while the Bestiary (or this guide) will show any enemy effects. The chance of anything getting a status effect is 100% minus the % of resistance to that particular effect. You only start with 10% resistance to each effect, so they are almost certain early in the game. Even late game, unless you specifically target resistance you typically only have 35-50% resistance to most effects, though with thoughtful loadouts, gems and selective perks you can sometimes get this above 70%.

BIG NOTE: after a Status Effect wears off, you have a couple of seconds of Immunity before you can be inflicted with it again. Take advantage of this!

Status Effects should not be underestimated! Quite often success or failure, particularly in Tower levels, comes down to whether you get pinged with a certain status effect or not. Learn

which effects are most present on which levels, and from which creatures. If a level has no poison creatures, your poison-resistant equipment loses an advantage it may have had over other options to wear. However if you face a level where Stone is constantly killing you, then you damn better find some protection against it.

Likewise choosing weapons/spells with certain status effects can greatly increase your success. For example, if you have a build weak in melee try using a spell that causes Weakness, so that enemies can't melee you. If you're up against a tough enemy with high damage resistance but that you can easily avoid, try using Poison to wear them down while you dodge around. A melee build would be wise to choose spells that have any Status Effects - while your spells may not do much damage, you will get the full impact of the Status Effect anyway!

Note that some enemies seem to have high Status Effect resistances that make thematic sense, for example Poison and Stone doesn't seem to work on a Levelling Stone or incorporeal entities like Quintessance and Harmless Motes. Bosses also seem to be immune to many effects such as Stone and Fear. Where possible we have noted which Status Effects seem to be viable against which bosses.

The Status Effects found in Ampersat are described in the in-game "How To" pages, however more information and commentary are included in the table below.

Status Effect	Impact	Notes
Confusion	Reverses your controls for 10 seconds.	Annoying as hell. Does not affect enemies.
Depower	Halves your damage and your spell's speed and range for 10 seconds.	Makes you kind of pathetic but it's not too hard to deal with (that's what she said).
Fear	Prevents ANY attack. Makes enemies flee for 5 seconds.	Probably the most powerful effect, especially against enemies. At least it allows you to run away.
Poison	Deals 10% of max HP in damage over 10 seconds.	Can really hurt both early and late game as it avoids damage resistance. For you, it's best against stronger enemies.
Silence	Prevents ranged attacks for 7.5 seconds.	A death knell for ranged-heavy builds. Especially helpful for melee builds to nullify enemy mages though.
Slow	Halves movement speed and attack rates for 10 seconds.	Highly dangerous for you, especially in tight situations. Ice rivers and ice throwers also inflict Slow.

Status Effect	Impact	Notes
Stone	Immobilizes the impacted entity (you or enemies) for 5 seconds. You/they can still turn and attack.	The most deadly effect against you, especially if you are also hit with something that prevents your attacks. For a Melee player, you MUST build good resistance in this for certain enemies (Archangel, I'm looking at you).
Stunted	Prevents any XP gain for 7 seconds.	Slows your progression but can usually be ignored. Does not affect enemies.
Vulnerable	Reduces all damage resistances by half for 10 seconds.	Deceptively dangerous late game, you can die very quickly when under this if you're relying on your resistance. Not very useful for you early game as enemies have low resistance anyway.
Weakness	Prevents melee attacks for 10 seconds.	VERY useful for straight mages to nullify melee creatures, and doesn't bother them if afflicted themselves.

Scrolls & Potions

All scrolls and potions in Ampersat are instant-use and can't be stored in inventory. They are dropped randomly by monsters, and sometimes found in clutter you destroy (this is random, though there are also a handful of deliberately placed potions under clutter in strategic spots - covered in the Episode Guide). You can recognize what kind of potion/scroll it is by its colorings, however in the heat of action it is safe to pick up any of them, since none have negative effects. All possible scrolls/potions are listed below. Some are rarer to find than others.

Type	Name	Effect	Duration
Potion	Berserker's Brew	+0.5 Melee Attack Rate +10 Kinetic, Fire, Ice and Chaos Melee Damage +15% Critical Hit Chance +200% Critical Hit Damage +2 Health Regeneration +1 Footspeed +25% Damage Resistance (all) +50% Status Effect Resistance (all)	15s
Potion	Speed	+4 Footspeed +1 Melee Attack Rate +1 Ranged Attack Rate +3 Ranged Speed	20s

Type	Name	Effect	Duration
Potion	Resistance	+25% Damage Resistance (all) =100% Status Effect Resistance (all)	20s
Potion	Invulnerability	=100% Damage Resistance (all) =100% Status Effect Resistance (all)	15s
Potion	Weak Health	+25 HP	n/a
Potion	Strong Health	+50 HP	n/a
Potion	Max Health	Heals all HP	n/a
Scroll	Augment Magic	+4 Kinetic, Fire, Ice and Chaos Ranged Damage +2 Ranged Attack Rate +5 Ranged Attack Range +2 Ranged Attack Speed +2 Ranged Max Burst	15s
Scroll	Destruction	Large explosion that deals 40 Damage (10 of each type) to all within its radius	n/a
Scroll	GP Gain	Doubles GP gained	30s
Scroll	XP Gain	Doubles XP gained	30s
Scroll	Minor Experience	+250 XP	n/a
Scroll	Moderate Experience	+500 XP	n/a
Scroll	Major Experience	+1,000 XP	n/a

Village Hub

General Tips

When in the village, use your Eagle Eye view to see your progress in beating the Dungeon and Tower levels.

There is one tree in the bottom-left corner that you can destroy, revealing about 20 GP. You can do this every visit to town, which can help a little in the early game.

Upgrading any building or structure to its maximum level (5) will make a special item appear nearby. This is a powerful item (not the best in each category but close to it) and is a good

strategy to put all your gold into one place to get especially the sword (Weapon Shop), staff (Statue of Skadi) or boots (Statue of Freya) as they will make life much easier in the early to mid game.

For best upgrade path in general, consider this:

- There is zero benefit to upgrading the Statues unless you max them out to get the special item, until you reach the final battle with Lord Z.
- Upgrading the Inn early helps your gold progress if you find you're dying a lot and losing a lot of gold.
- Upgrading the Weapon Shop can let you buy a better spell earlier, which can make a huge difference.
- Upgrading the Well once opens up a whole new area that is great for grinding.

Therefore unless you're going directly for one special item, a decent rounded strategy is to upgrade the Inn once or twice, then open the Well, then work on the Weapon Shop until you have a good Spell.

If you upgrade the Inn, both Shops, the Well and both Statues to their maximum level, then a Gem Cart appears in the village (it remains there forever). The gem merchant, Addster, will sell you a random gem that you don't already have for 25,000 GP. It's expensive but by that point you don't have much else to spend gold on anyway.

Small note - watch out for the subtle cosmetic improvements on the buildings, etc as you upgrade them, like limbs being added to Statues, flowers around the Well and the monster hide tanning rack behind the Armor Shop.

Village Roamers

Until you've cleared most of the Dungeon levels, you won't understand their gobbledygook. If you clear the letters in the name of the item they are desiring, it will be highlighted in green and from then on there is a chance it will appear in the Well (see the section on the Well). If you find it in the Well, talk to the villager who needs it and give it to them. Doing this means that villager will increase the amount of damage the Statue of Skadi does in the final battle with Lord Z, and the amount you get healed by the Statue of Freya - assuming you have repaired the statues (see section on Statues below).

If you struggle with Lord Z, this is one of the best ways to make the battle easier. You may need to plow through several Well levels before an item appears, but they are quite short so it doesn't take long. The deeper the level, the better the chances an item will appear. You can keep delving after you find an item, until you find them all. Note that there is no inventory item/indication for the items you've already found (though you cannot find any twice) so either make a note yourself or just check the villagers (or the Portal entry screen) to see if there are any left to find. The items the villagers are looking for are:

Villager	Lost Item
Cat	catnip
Cow	apple
Dog	bone
Gal	hairpin
Lad	eggplant

The Inn

Visiting the Inn achieves four things:

- Heals you to Max HP.
- If you have enough XP, it instantly increases your Rank and awards you a Perk Credit for each Rank you gained. This deducts the amount of XP required for the rank.
- If you have any Perk Credits remaining, you can Gain a Perk.
- You can Stash GP (up to a maximum limit) in a safe place, or retrieve any stashed GP.

Stashing gold means you don't lose any of it when you die - the amount left in the Inn is safe. That can be very useful if you're saving up for an expensive upgrade or items. **Always** remember to stash up to your maximum amount when in town!

Upgrading the Inn results in the following improvements and Special Item:

Level	Upgrade Cost	Benefit
1	0	500GP Max Stash
2	650	1250GP Max Stash
3	1950	2500GP Max Stash
4	4550	4250GP Max Stash
5	8450	6500GP Max Stash A Mysterious Stranger's Platemail +9% to ALL Damage Resistances +25% Poison Resistance +25% Vulnerable Resistance 1 x Gem Slot

Shops

Buy any of three items for sale in each shop. If you buy an item, its slot becomes Out Of Stock. Stock gets reset when:

- You die.
- You complete a level (except in The Well).
- You pay to Restock instantly.

This can be useful to know if you find an item you really want but can't afford - you can enter a level, gain gold and retreat back to town without resetting the stock - just make sure you don't finish the level instead. You can also delve in the Well for as long as you like without losing the item you want to buy.

The cost of items has a seller margin added to them, which begins at 25%. So if you buy an item for 1000GP you could only sell it back for 750GP. Upgrading the Shop decreases this margin, effectively giving you a discount on items. Upgrading also improves the chances of getting higher tier weapons/armor. Note that higher level shops no longer stock low-tier items, so if there is a particular low-tier item you want, try to get it before upgrading the shop too high. Also beware that Restock Cost increases with the shop's level!

There are two other advantages to Shops that may not be immediately apparent:

- 1) Items can be used as a form of safe pseudo-currency, in the sense that you keep items when you die, so you can save them until you need to buy/upgrade something and then sell them for quick cash. If you upgrade a shop to the highest level then you're only losing a 5% margin from doing this, so purchasing weapons to hold as "safe cash" is pretty economical.
- 2) Since all items in Ampersat are unique, while one is in your inventory it can no longer be found as loot or stocked in the shop. This increases the chances of finding other items that you may want. Particularly, holding onto more lower-tier items means your chances of finding higher tier items slightly increases. So there can be a small advantage to buying up cheap rubbish ;)

Unlike the other structures, you can see the shops' Special Items from the beginning of the game, though you don't realize it at first. There is a Broken Helm on a table outside the Armor Shop, and a Broken Sword outside the Weapon Shop - so they actually get repaired when you max out the shop level.

Upgrading Shops results in the following improvements and Special Items:

Level	Upgrade Cost	Benefit
1	0	Seller Margin Added: 25% Item Tiers Available: 1, 2, 3 Restock Cost: 50GP
2	750	Seller Margin Added: 20% Item Tiers Available: 1, 2, 3 (higher weighting to better tiers) Restock Cost: 150GP
3	2250	Seller Margin Added: 15% Item Tiers Available: 2, 3, 4 Restock Cost: 250GP
4	5250	Seller Margin Added: 10% Item Tiers Available: 3, 4, 5 Restock Cost: 350GP
5	9750	Seller Margin Added: 5% Item Tiers Available: 3, 4, 5 (higher weighting to better tiers) Restock Cost: 450GP <u>Armor Shop</u> A Mysterious Stranger's Helm +7% to ALL Damage Resistances +15% Fear Resistance +15% Silence Resistance 1 x Gem Slot <u>Weapon Shop</u> A Mysterious Stranger's Sword +25 Kinetic Melee Damage +10% Depower Resistance +10% Weakness Resistance 1 x Gem Slot (see Equipment List for more stats - but it's great all-round)

Statues

Statues do nothing except during the final battle with Lord Z, however their benefit there cannot be understated.

Every 5 seconds, the Statue of Skadi deals somewhere around 30 damage (spread amongst all elements) to Lord Z, plus around 35% for each of the Shops/Inn/Well upgraded to its max level, plus around 50% for every Villager's quest completed - so it could be doing up to around 150 HP damage (reduced by resistances) every 5 seconds - and Z cannot dodge it. This adds up.

Likewise, every 6 seconds, the Statue of Freya heals between 3 and 15 (if all structures maxed out and quests completed) HP for you. This can be critical to withstand the regular mass-effect damage from Lord Z, healing between each onslaught.

Upgrading the Statues results in the following benefits and Special Items:

Level	Upgrade Cost	Benefit
1	0	None
2	650	None
3	1950	None
4	4550	None
5	8450	<p><u>Statue of Skadi</u> During the final battle, the statue regularly attacks Lord Z with homing arrows.</p> <p>A Mysterious Stranger's Staff +15% to ALL Ranged Damage Elements +10% Silence Resistance +10% Depower Resistance 1 x Gem Slot (see Equipment List for more stats - but it's great all-round)</p> <p><u>Statue of Freya</u> During the final battle, the statue regularly heals you.</p> <p>A Mysterious Stranger's Boots +5% to ALL Damage Resistances +1 Footspeed +15% Slow Resistance +15% Stone Resistance 1 x Gem Slot</p>

The Well

Once you've unlocked the Well, you can enter it any time to delve. There are four reasons you may want to do this:

- 1) For fun :) Deeper levels can get quite hectic and are a good challenge.
- 2) To grind for XP and GP. It can be the best source for GP grinding at deeper levels where the spawners leave larger amounts of gold.
- 3) To find the villager's lost items.

- 4) To attempt the ultimate delve, completing level 100 which rewards you with A Mysterious Stranger's Gem, an extremely powerful gem that adds 20% resistance to EVERY Status Effect and EVERY damage element. Although if you are good enough to find it, you probably don't need it anyway!

To clear a level, destroy all Spawners on the level. You *can* satisfy the exit condition by waiting until all spawners have reached their limit and hence destroy themselves, however this strategy can backfire as it can send a huge flood of enemies your way so is quite a risk.

Remember to check your Eagle Eye view to see how many Spawners remain, and to try to spot their locations. Destroy them as soon as possible.

If you have an active Town Roamer quest, there is a random chance that you will find that villager's lost item once the exit is cleared. This will be announced onscreen and you'll see the item at the lower edge of the well exit. **DON'T FORGET** to pick it up before exiting! The chance of finding a lost item increases the deeper the well level.

To attempt to reach level 100, you really need as much HP Regeneration as possible so that if you're running low on health you can clear a level and lurk for a little while to regain your health. High resistances to Status Effects is also helpful. Surprisingly, strong melee builds do better in the Well than ranged builds, especially since you can more quickly destroy Spawners and the close-quarters fighting is difficult for spellcasting.

Remember that you get a Bravery Bonus in the Well, adding 2% to your GP gain per level you've cleared during that run, so this can build up to huge gold gathering. Dying in the Well has the same penalty as dying elsewhere in the game.

Upgrading the Well results in the following improvements and Special Item:

Level	Upgrade Cost	Benefit
1	0	None (Well Closed)
2	500	Well Opened, start at Level 1 only
3	1500	Option to start at Level 10
4	3500	Option to start at Level 30
5	6500	Option to start at Level 60 A Mysterious Stranger's Gauntlets +7% to ALL Damage Resistances +15% Weakness Resistance +15% Poison Resistance 1 x Gem Slot

Non-Zero Natural Stats

You begin the game with non-zero amounts for these natural stats, which get added to any buffs provided by equipment, perks etc. Any stat not listed here means there is a zero natural stat, so only equipment and perks provide it. For example, you have no natural Melee Attack Rate but every melee weapon has a non-zero rate so at the start of the game you actually have a Melee Attack Rate of 1, since you begin with the Rusty Shortsword Equipped.

Max Health (HP)	100	Footspeed	1
Dash Cooldown	2	Dash Damage	1
Melee Critical Hit Chance	1%	Melee Critical Hit Multiplier	x1.2
Ranged Damage Multipliers	All 100%	Destruct Multiplier	x3
Status Effect Resistances	All 20%		

Once you gain a perk, this essentially adds a buff to your natural stat in that category from then onwards.

Note that Critical Hit Multiplier refers to the Damage dealt by a Critical Hit, so at starting stats you do 1.2x (120%) of your normal melee damage when landing a Critical Hit (which you have a 1% chance of doing each hit at the beginning). Also in case there is any confusion, the Critical Hit stats appear in the Melee section of the UI and hence ONLY work on Melee attacks, not Ranged.

Equipment List

Every item in the game except your starting weapons are named after a mythical figure in Ampersat's lore. Sometimes they are gods, or mighty creatures, or just famous people. The flavor text sheds light on these characters, usually in a fun way.

This means you can outfit yourself in a thematic "set". Doing this provides no extra bonus (finding a full set is very rare anyway), however they tend to offer similar advantages to a particular build type or element and thus are synergistic. For example, Jax was an Assassin so his equipment all tends to help an Assassin style build based around high criticals and speed.

Rarity Tiers are not reported in the game, they are used under the hood to determine what types of creatures, chests and Shop levels can produce them or at what relative odds.

Base GP of Equipment is multiplied by the Shop's profit margin for its current Upgrade Level (see Shops section) to reach its selling price in-store. When you sell an item, you just get the Base GP.

Melee Weapons

Rusty Shortsword (Starting Weapon)					Rarity Tier	n/a
	Kinetic Damage	+8	Fire Damage		Base GP	0
	Chaos Damage		Ice Damage		Total Damage	+8
	Attack Rate	+1	Knockback	+3	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier		Destruct Multiplier	
Other Benefits	Cannot be sold or destroyed or found as normal loot					
Notes	Pretty much rubbish, with poor attacks and stats. Can't be destructed or sold, you will auto-equip this if you destruct or sell your equipped weapon.					

Arkamon's Chilled Dagger					Rarity Tier	1
	Kinetic Damage	+1	Fire Damage		Base GP	266
	Chaos Damage		Ice Damage	+9	Total Damage	+10
	Attack Rate	+2.2	Knockback	1	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier		Destruct Multiplier	+2x
Other Benefits	Dash Cooldown +1					
Notes	Poor reach, but if you're ranged-heavy worth holding for the Dash buff.					

Breet's Carved Mace					Rarity Tier	1
	Kinetic Damage	+13	Fire Damage		Base GP	392
	Chaos Damage		Ice Damage		Total Damage	+13
	Attack Rate	+1.1	Knockback	+5	Gem Slots	1
	Critical Hit Chance		Critical Hit Multiplier	+0.1x	Destruct Multiplier	+1.5x
Other Benefits	n/a					
Notes	Solid (hah) early weapon if you get an Attack Rate Perk to speed it up. Has a Gem Slot if you are lucky enough to find gems early in the game.					

Cras's Bastard Sword					Rarity Tier	1
	Kinetic Damage	+9	Fire Damage		Base GP	339
	Chaos Damage	+3	Ice Damage		Total Damage	+12
	Attack Rate	+1.5	Knockback	+4	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier		Destruct Multiplier	+1x
Other Benefits	n/a					
Notes	Possibly the best Tier 1 weapon for a melee-heavy build, its attack feels very nice.					

Dr Decto's Bloodgroove Dagger					Rarity Tier	4
	Kinetic Damage	+1	Fire Damage		Base GP	2,810
	Chaos Damage		Ice Damage	+11	Total Damage	+12
	Attack Rate	+1.9	Knockback	+1	Gem Slots	1
	Critical Hit Chance	+1%	Critical Hit Multiplier		Destruct Multiplier	+1x
Other Benefits	Status Effect: Weakness +0.3 Health Regeneration					
Notes	The Weakness effect is very defensive for melee and can let you wale on a melee enemy with no comeback. But the biggest draw here is the HP Regen - for a ranged player, well worth holding just for that. 0.3 HP/s doesn't sound like much but passively gaining 18HP every minute adds up, and if you're desperate then hiding out in a locked room (or a cleared Well level) while you grab a coffee and return to max health is golden.					

Emera's Evening Star					Rarity Tier	3
	Kinetic Damage	+7	Fire Damage	+7	Base GP	1,929
	Chaos Damage		Ice Damage	+7	Total Damage	+21
	Attack Rate	+1.2	Knockback	+5	Gem Slots	2
	Critical Hit Chance		Critical Hit Multiplier	+0.2x	Destruct Multiplier	+2x
Other Benefits	3rd-hit Combo Area Effect					
Notes	Simple all-rounder which spreads damage among 3 elements if you're lazy and don't like switching to target elements.					

Fryda's Wilding Halberd					Rarity Tier	5
	Kinetic Damage	+8	Fire Damage	+24	Base GP	6,194
	Chaos Damage		Ice Damage		Total Damage	+32
	Attack Rate	+1.5	Knockback	+6	Gem Slots	1
	Critical Hit Chance	+2%	Critical Hit Multiplier	+0.4x	Destruct Multiplier	+2.5x
Other Benefits	Resist Fire Damage +5% 3rd-hit Combo Area Effect					
Notes	Fantastic wide arc attack with the best fire damage in the game. A no-brainer for dealing with the Tower of Shadows.					

Gilda's Cracked Warhammer					Rarity Tier	5
	Kinetic Damage	+32	Fire Damage		Base GP	5,114
	Chaos Damage		Ice Damage		Total Damage	+32
	Attack Rate	+1.1	Knockback	+8	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier	+0.3x	Destruct Multiplier	+2x
Other Benefits	Status Effect: Stone Footspeed -0.2 (note this is NEGATIVE) 3rd-hit Combo Area Effect					
Notes	One of the few items to give a negative effect, this slows you down a tad. Can still be worth it for its reach, huge knockback, mega fun of swinging a big-ass hammer, and the best Kinetic damage BY FAR. The Stone effect is less useful than it sounds, since an enemy is probably dead before it becomes an advantage, but it can prevent tough enemies from fleeing. No gem slots for a high-tier weapon is a huge blow though (hence its lower value, cheapest of all Tier 5 weapons). Hold onto it for the Tower of Madness.					

Harrizen's Deceptive Quarterstaff					Rarity Tier	3
	Kinetic Damage	+2	Fire Damage		Base GP	1,111
	Chaos Damage	+12	Ice Damage		Total Damage	+14
	Attack Rate	+2.3	Knockback	+3	Gem Slots	2
	Critical Hit Chance	+2.5%	Critical Hit Multiplier		Destruct Multiplier	+1.2x
Other Benefits	Status Effect: Depower					
Notes	Extremely quick attacks and Depower is a decent defensive measure for melee.					

Imomama's Iceblade War Axe					Rarity Tier	5
	Kinetic Damage	+6	Fire Damage		Base GP	5,711
	Chaos Damage		Ice Damage	+24	Total Damage	+30
	Attack Rate	+1.4	Knockback	+5	Gem Slots	1
	Critical Hit Chance		Critical Hit Multiplier	+0.2x	Destruct Multiplier	+2.5x
Other Benefits	Status Effect: Slow 3rd-hit Combo Area Effect					
Notes	Best Ice damage in the game and Slow is a good defensive effect for melee.					

Jax's Weighted Blackjack					Rarity Tier	2
	Kinetic Damage	+3	Fire Damage		Base GP	539
	Chaos Damage	+8	Ice Damage		Total Damage	+11
	Attack Rate	+1.6	Knockback	+2	Gem Slots	
	Critical Hit Chance	+5%	Critical Hit Multiplier	+0.4x	Destruct Multiplier	+1x
Other Benefits	Status Effect: Slow					
Notes	Causing Slow on a Tier 2 weapon elevates this, but it's the +5% Critical Hit Chance (and +40% Crit Damage) that really makes it shine. If you have all the Melee Damage Perks and the Crit buffs, this can become pretty deadly and one-hit a lot of stuff fairly often.					

Kobbo's Firetongue Sickle					Rarity Tier	1
	Kinetic Damage	+3	Fire Damage	+8	Base GP	245
	Chaos Damage		Ice Damage		Total Damage	+11
	Attack Rate	+1.7	Knockback	+2	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier	+0.1x	Destruct Multiplier	+3x
Other Benefits	n/a					
Notes	Lack of reach is really the only issue with this weapon, but it makes up for that with a great sweep attack. It also has the equal-highest Destruct multiplier in the game so is worth keeping around for emergencies.					

Legann's Hand-made Spear					Rarity Tier	2
	Kinetic Damage	+12	Fire Damage		Base GP	952
	Chaos Damage		Ice Damage		Total Damage	+12
	Attack Rate	+1.3	Knockback	+4	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier		Destruct Multiplier	+1.1x
Other Benefits	+3% XP Gain					
Notes	Nice little XP boost early on - great to hold for ranged-heavy builds at any time. Spears have a very different attack style that might suit "pokey" players.					

Mah-Fo's Ignited Bo Staff					Rarity Tier	3
	Kinetic Damage	+3	Fire Damage	+13	Base GP	1,329
	Chaos Damage		Ice Damage		Total Damage	+16
	Attack Rate	+2	Knockback	+2	Gem Slots	
	Critical Hit Chance	+1.5%	Critical Hit Multiplier		Destruct Multiplier	+2.2x
Other Benefits	Status Effect: Vulnerable +5% Ranged Fire Damage Lights up area slightly (only really useful in The Incubator)					
Notes	The Ranged Fire buff makes this a good choice to hold for ranged-heavy builds. Vulnerable effect is great against Fire creatures to enhance your damage, or on high-level Neutral creatures. Also note that Tier 3 and lower Ice creatures have a negative Fire resist so Vulnerable actually doubles the negative.					

Nettle's Whacking Club					Rarity Tier	2
	Kinetic Damage	+7	Fire Damage		Base GP	676
	Chaos Damage	+6	Ice Damage		Total Damage	+13
	Attack Rate	+1.2	Knockback	+4	Gem Slots	
	Critical Hit Chance		Critical Hit Multiplier	+0.1x	Destruct Multiplier	+1.3x
Other Benefits	Status Effect: Silence +2 Dash Damage					
Notes	Thematically a melee user should take great satisfaction in whacking a spellcaster to shut them up with Silence. It can be useful on high-HP spellcasters late in the game. The Dash Damage buff is a nice little passive addition, especially if you're working towards a crazy dash build (it's possible!) that cannonballs around.					

Orisa's Dancing Scimitar					Rarity Tier	4
	Kinetic Damage	+4	Fire Damage	+18	Base GP	3,984
	Chaos Damage		Ice Damage		Total Damage	+22
	Attack Rate	+3	Knockback	+2	Gem Slots	+1
	Critical Hit Chance	+2.5%	Critical Hit Multiplier	+0.1x	Destruct Multiplier	+1.2x
Other Benefits	Status Effect: Depower +0.2 Footspeed					
Notes	Note the VERY high Fire Damage - this isn't obvious from the image or the shop description! The Scimitar has the highest Attack Rate in the game and its sweeping arc is excellent - a very, very good weapon with only its poor knockback letting it down. High critical chance, Depower and a bump to Footspeed are nice bonuses.					

Pustril's Fleshcrusher Maul					Rarity Tier	4
	Kinetic Damage	+24	Fire Damage		Base GP	3,615
	Chaos Damage		Ice Damage		Total Damage	+24
	Attack Rate	+1	Knockback	+7	Gem Slots	1
	Critical Hit Chance		Critical Hit Multiplier	+0.5x	Destruct Multiplier	+1.6x
Other Benefits	Status Effect: Weakness, Poison					
Notes	Only melee weapon with 2 Status Effects, though Poison's usefulness with such a high-damage weapon is questionable. Weakness is good though, especially to help make up for the low attack rate. A big reach and the highest Critical Hit Multiplier in the game (+50% damage) are the biggest draws here though.					

Quart's Entropic Pike					Rarity Tier	3
	Kinetic Damage	+5	Fire Damage		Base GP	1,218
	Chaos Damage	+16	Ice Damage		Total Damage	+21
	Attack Rate	+1.2	Knockback	+3	Gem Slots	1
	Critical Hit Chance	+2%	Critical Hit Multiplier	+0.3x	Destruct Multiplier	+2.6x
Other Benefits	n/a					
Notes	A simple weapon with strong criticals and the 2nd-highest Chaos Damage in the game. This makes it somewhat unpredictable but with huge upside potential.					

Riyi's Nimble Cutlass					Rarity Tier	2
	Kinetic Damage	+3	Fire Damage		Base GP	725
	Chaos Damage	+11	Ice Damage		Total Damage	+14
	Attack Rate	+2.6	Knockback	+2	Gem Slots	1
	Critical Hit Chance	+3%	Critical Hit Multiplier		Destruct Multiplier	+1x
Other Benefits	n/a					
Notes	A huge Attack Rate makes this an excellent find at early levels, and the combo of Chaos damage and critical chance is great.					

Shim's Ghostly Rapier					Rarity Tier	1
	Kinetic Damage	+3	Fire Damage		Base GP	297
	Chaos Damage		Ice Damage	+7	Total Damage	+10
	Attack Rate	+1.9	Knockback	+2	Gem Slots	1
	Critical Hit Chance	+1%	Critical Hit Multiplier	+0.2x	Destruct Multiplier	+1x
Other Benefits	n/a					
Notes	Fantastic value early game, with a bit of everything - criticals, a high Attack Rate, and a Gem Slot!					

Tesano's Trident of Light					Rarity Tier	4
	Kinetic Damage	+9	Fire Damage	+15	Base GP	3,265
	Chaos Damage		Ice Damage		Total Damage	+24
	Attack Rate	+1.3	Knockback	+4	Gem Slots	3
	Critical Hit Chance	+1%	Critical Hit Multiplier		Destruct Multiplier	+3x
Other Benefits	Status Effect: Vulnerable +25% Stunted Resistance Lights up area slightly (only really useful in The Incubator)					
Notes	A lot to like here, with Vulnerable and one of only two weapons that have 3 Gem Slots (this can become the best reason to use it, if you have a lot of good gems going to waste). Also great reach and attacks like a spear. Equal-highest Destruct Multiplier too if that's your thing.					

Unspek's Venomous Sabre					Rarity Tier	3
	Kinetic Damage	+3	Fire Damage		Base GP	1,470
	Chaos Damage	+13	Ice Damage		Total Damage	+16
	Attack Rate	+2	Knockback	+2	Gem Slots	1
	Critical Hit Chance	+1%	Critical Hit Multiplier	+0.2x	Destruct Multiplier	+2.1x
Other Benefits	Status Effect: Poison					
Notes	There's really nothing wrong with this, but it comes off a bit meh compared to other choices. But if it's all you have available, you won't be unhappy.					

Vivian's Equilibrium Lance					Rarity Tier	4
	Kinetic Damage	+7	Fire Damage	+7	Base GP	4,077
	Chaos Damage	+7	Ice Damage	+7	Total Damage	+28
	Attack Rate	+1.4	Knockback	+3	Gem Slots	2
	Critical Hit Chance	+1.5%	Critical Hit Multiplier		Destruct Multiplier	+1.8x
Other Benefits	Status Effect: Silence +15% Confusion Resistance					
Notes	Nice all-round damage if you can't be bothered switching weapons around, Silence is a good addition and Confusion Resistance is welcome to save some annoyance. Quite a good weapon all-told and arguably the best "spear type" in the game.					

Wastelli's Reaping Scythe					Rarity Tier	2
	Kinetic Damage	+4	Fire Damage		Base GP	888
	Chaos Damage	+8	Ice Damage		Total Damage	+12
	Attack Rate	+1	Knockback	3	Gem Slots	
	Critical Hit Chance	+1.5%	Critical Hit Multiplier	+0.3x	Destruct Multiplier	+1.6x
Other Benefits	Status Effect: Poison +3% GP Gain					
Notes	You will be THRILLED to find this early-game and you'll probably keep it for a while if you also pick up the Attack Rate Perk to speed it up. Superb wide arc, good reach, criticals and the little GP boost are all great. The latter is particularly good as a "holding weapon" for ranged-heavy builds.					

Xyren's Dread Battleaxe					Rarity Tier	5
	Kinetic Damage	+6	Fire Damage		Base GP	7,926
	Chaos Damage	+24	Ice Damage		Total Damage	+30
	Attack Rate	+1.3	Knockback	+5	Gem Slots	1
	Critical Hit Chance	+1%	Critical Hit Multiplier	+0.3x	Destruct Multiplier	+2.8x
Other Benefits	Status Effect: Fear +15% Fear Resistance					
Notes	Arguably the best weapon in the game (and the most expensive), with the highest Chaos damage available, Fear Resistance and Fear effect. A very wide swing makes it good for cleaning house.					

Yrma's Cole-Edge Glaive					Rarity Tier	5
	Kinetic Damage	+6	Fire Damage		Base GP	6,740
	Chaos Damage		Ice Damage	+22	Total Damage	+28
	Attack Rate	+1.3	Knockback	+4	Gem Slots	3
	Critical Hit Chance		Critical Hit Multiplier	+0.2x	Destruct Multiplier	+2x
Other Benefits	Status Effect: Weakness +5% Ice Damage Resistance					
Notes	The only other melee weapon with 3 Gem Slots, it also has the 2nd-highest Ice damage (by a hair), and the Weakness effect is very handy for a melee build. Obviously very good, and the dab of Ice resistance is the icing (hah) on top.					

Zavel's Martyr Greatsword					Rarity Tier	5
	Kinetic Damage	+12	Fire Damage	+20	Base GP	6,887
	Chaos Damage		Ice Damage		Total Damage	+32
	Attack Rate	+1.6	Knockback	+4	Gem Slots	1
	Critical Hit Chance		Critical Hit Multiplier	+0.2x	Destruct Multiplier	+1.5x
Other Benefits	+10 Max HP 3rd-hit Combo Area Effect					
Notes	Another sword with non-obvious Fire damage but a damn good weapon with a hefty swing. The Max HP boost is unusual and welcome.					

A Mysterious Stranger's Sword					Rarity Tier	n/a
	Kinetic Damage	+25	Fire Damage		Base GP	4,000
	Chaos Damage		Ice Damage		Total Damage	+25
	Attack Rate	+2	Knockback	+5	Gem Slots	1
	Critical Hit Chance	+3%	Critical Hit Multiplier	+0.3x	Destruct Multiplier	
Other Benefits	+10% Weakness Resistance +10% Depower Resistance Cannot be sold or destroyed - you can never recover a gem from this					
Notes	Found when upgrading the Weapon Shop to max level. Has a very sweet swing and great stats (especially criticals), and those Status Effect resistances are useful for a melee build.					

Ranged Weapons

“Spray” is a measure of how much the spell deviates from your targeting line - some weapons are more accurate while other weapons fire wildly. It is not reported in the weapon’s stats and is only ever a measure of the ranged weapon, not from perks, spells, or other equipment.

Splintered Oak Staff (Starting Weapon)					Rarity Tier	n/a
	Kinetic Damage	+5%	Fire Damage		Base GP	0
	Chaos Damage		Ice Damage		Gem Slots	
	Attack Rate	+1	Knockback		Spray	1.5
	Range	+1	Shot Speed	+1	Destruct Multiplier	
	Max Burst	+3.5	Cooldown	+1		
Other Benefits	Cannot be sold or destroyed or found as normal loot					
Notes	Stock standard, it has terrible Attack Rate, Range, Speed and Cooldown but actually has the best Max Burst in the game since it’s really not doing much work to enhance your spells... Can’t be destructed or sold, you will auto-equip this if you destruct or sell your equipped weapon.					

Arkamon’s Gnarled Branch					Rarity Tier	1
	Kinetic Damage		Fire Damage	-5%	Base GP	196
	Chaos Damage		Ice Damage	+10%	Gem Slots	
	Attack Rate	+1.2	Knockback		Spray	1.3
	Range	+3	Shot Speed	+2	Destruct Multiplier	+1.1x
	Max Burst	+3.4	Cooldown	+2.2		
Other Benefits	n/a					
Notes	Better than what you start with, not much more to say. You’ll rarely use this unless it’s your only choice.					

Breet's Rock Totem					Rarity Tier	4
	Kinetic Damage	+50%	Fire Damage		Base GP	3,072
	Chaos Damage	-25%	Ice Damage		Gem Slots	1
	Attack Rate	+1.4	Knockback	+2	Spray	0.8
	Range	+2	Shot Speed	+4	Destruct Multiplier	+3x
	Max Burst	+3.3	Cooldown	+2.5		
Other Benefits	+1 Dash Damage					
Notes	The best staff for Kinetic Damage and has +2 Knockback that gets added to EVERY Spell you use with it - VERY nice. Its Range is terrible though - make up for it with Perks and other Equipment.					

Cras's Sorcerer Femur					Rarity Tier	1
	Kinetic Damage	+10%	Fire Damage		Base GP	364
	Chaos Damage	-5%	Ice Damage		Gem Slots	
	Attack Rate	+1.4	Knockback		Spray	1.3
	Range	+3	Shot Speed	+3	Destruct Multiplier	+2.1x
	Max Burst	+3.3	Cooldown	+1.8		
Other Benefits	n/a					
Notes	Decent upgrade from the starting staff if you're stuck with Magic Missile (Kinetic). Good stats for Tier 1.					

Dr Decto's Amputated Limb					Rarity Tier	2
	Kinetic Damage	-15%	Fire Damage		Base GP	674
	Chaos Damage	+30%	Ice Damage		Gem Slots	1
	Attack Rate	+1.6	Knockback		Spray	1.2
	Range	+2	Shot Speed	+4	Destruct Multiplier	+1x
	Max Burst	+3.2	Cooldown	+2.4		
Other Benefits	n/a					
Notes	How can you pass up trying this at least once? It's a fricking amputated hand! Seriously though, it's strong for Chaos but if you are using Chaos there's no real reason to choose this over Qort's Erratic Staff at the same Tier. Only good if you have no great choices at Tier 2 or higher, since it has relatively low negatives.					

Emera's Eldritch Wand					Rarity Tier	5
	Kinetic Damage		Fire Damage	+35%	Base GP	6,112
	Chaos Damage		Ice Damage	+35%	Gem Slots	2
	Attack Rate	+3	Knockback		Spray	0.3
	Range	+5	Shot Speed	+8	Destruct Multiplier	+3x
	Max Burst	+2.5	Cooldown	+3.2		
Other Benefits	n/a					
Notes	If you're rocking almost equal Fire and Ice damage, it's a toss-up between this and Yrma's Whiteflame Wand for best weapon in the game. Emera just gets the edge all else being equal, but if you had more Ice than Fire then Yrma gets the nod. Need to watch your Overheat with this though.					

Fryda's Flickering Shaft					Rarity Tier	3
	Kinetic Damage		Fire Damage	30%	Base GP	1,488
	Chaos Damage		Ice Damage	-15%	Gem Slots	1
	Attack Rate	+1.8	Knockback		Spray	1
	Range	+3	Shot Speed	+5	Destruct Multiplier	+2.1x
	Max Burst	+3.1	Cooldown	+1.9		
Other Benefits	Lights up area slightly (only really useful in The Incubator)					
Notes	Best Tier 3 for Fire mages, not recommended otherwise as there are choices with higher Attack Rates in that tier.					

Gilda's Spellhorn					Rarity Tier	3
	Kinetic Damage	+40%	Fire Damage	-10%	Base GP	2,111
	Chaos Damage	-10%	Ice Damage	-10%	Gem Slots	1
	Attack Rate	+1.2	Knockback	+3	Spray	1.3
	Range	+3	Shot Speed	+2	Destruct Multiplier	+2.9x
	Max Burst	+3.4	Cooldown	+2.1		
Other Benefits	+1 Dash Cooldown					
Notes	Look at that Knockback. If you have a Kinetic spell, USE THIS. If not... it could still be worth using this for the Knockback alone. Well, and the Dash Cooldown - especially if you don't have any of the Dash Perks already, its buff shouldn't be underestimated, especially for Melee builds.					

Harrizen's Impossible Key					Rarity Tier	4
	Kinetic Damage	-35%	Fire Damage		Base GP	4,584
	Chaos Damage	+50%	Ice Damage		Gem Slots	3
	Attack Rate	+2.2	Knockback		Spray	1.4
	Range	+2	Shot Speed	+6	Destruct Multiplier	+2.8x
	Max Burst	+2.9	Cooldown	+2.6		
Other Benefits	+5% XP Gain					
Notes	A pretty obscure choice but this has the BEST Chaos % in the game and if you're not using Kinetic then it can be worth using just for the XP buff and 3x Gem Slots (one of only three staves to have 3 slots!). Makes it an especially good hold for Melee builds.					

Imomana's Frozen Tear					Rarity Tier	3
	Kinetic Damage		Fire Damage	-30%	Base GP	1,355
	Chaos Damage		Ice Damage	50%	Gem Slots	
	Attack Rate	+2	Knockback		Spray	0.7
	Range	+2	Shot Speed	+4	Destruct Multiplier	+1.2x
	Max Burst	+3	Cooldown	+3.4		
Other Benefits	+5% Fire Damage Resistance					
Notes	Best Ice Damage in the game and the Fire resistance is a nice bonus.					

Jax's Arcane Crossbow					Rarity Tier	2
	Kinetic Damage		Fire Damage	-20%	Base GP	886
	Chaos Damage	-20%	Ice Damage	-20%	Gem Slots	1
	Attack Rate	+3	Knockback		Spray	0.3
	Range	+5	Shot Speed	+8	Destruct Multiplier	+2x
	Max Burst	+2.5	Cooldown	+3		
Other Benefits	n/a					
Notes	Don't just look at the damage stats and discount it, the huge Attack Rate (equal-fastest in the game, and 1 of only 2 below Tier 5 that high) more than makes up for that, especially in the early game. High shot speed, range and accuracy also make this a sharpshooter's dream.					

Kobbo's Flamespitter					Rarity Tier	1
	Kinetic Damage		Fire Damage	+20%	Base GP	308
	Chaos Damage		Ice Damage	-20%	Gem Slots	
	Attack Rate	+1.4	Knockback		Spray	1.4
	Range	+2	Shot Speed	+3	Destruct Multiplier	+2.6x
	Max Burst	+3.3	Cooldown	+1.2		
Other Benefits	n/a					
Notes	You don't expect much at Tier 1, but if you have a Fire spell early this is grand.					

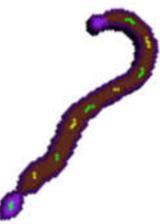
Legann's Dragon Tooth					Rarity Tier	2
	Kinetic Damage	+5%	Fire Damage	+10%	Base GP	984
	Chaos Damage		Ice Damage		Gem Slots	
	Attack Rate	+1.8	Knockback		Spray	0.9
	Range	+4	Shot Speed	+4	Destruct Multiplier	+3x
	Max Burst	+3.1	Cooldown	+1.6		
Other Benefits	+5% GP Gain					
Notes	Strong Tier 2 choice with no drawbacks and one huge advantage - the GP booster. Definite long-term option for holding as a Melee-heavy build.					

Mah-Fo's Petrified Bough					Rarity Tier	4
	Kinetic Damage		Fire Damage	+50%	Base GP	3,247
	Chaos Damage	-10%	Ice Damage	-20%	Gem Slots	1
	Attack Rate	+2.6	Knockback		Spray	0.6
	Range	+4	Shot Speed	+6	Destruct Multiplier	+2.4x
	Max Burst	+2.7	Cooldown	+2.2		
Other Benefits	+15% Stone Resistance					
Notes	Best Fire Damage in the game, and the Stone resistance becomes very welcome late-game.					

Nettle's Bound Willowbirch					Rarity Tier	3
	Kinetic Damage	+20%	Fire Damage		Base GP	1,744
	Chaos Damage	+20%	Ice Damage		Gem Slots	2
	Attack Rate	+2.2	Knockback		Spray	1.2
	Range	+2	Shot Speed	+4	Destruct Multiplier	+2.6x
	Max Burst	+2.9	Cooldown	+3.2		
Other Benefits	+10 Max HP					
Notes	Supports both Kinetic and Chaos, which is rare (unique, in fact, apart from the 2 weapons that support all elements equally). 2 x Gem Slots and the HP buff definitely make this worth looking at.					

Orisa's Ancient Scepter					Rarity Tier	5
	Kinetic Damage	+40%	Fire Damage	+25%	Base GP	8,818
	Chaos Damage		Ice Damage		Gem Slots	2
	Attack Rate	+2.8	Knockback		Spray	0.2
	Range	+6	Shot Speed	+8	Destruct Multiplier	+2.9x
	Max Burst	+2.6	Cooldown	+3.5		
Other Benefits	+0.2 Footspeed					
Notes	Excellent, obviously, even without the tiny footspeed boost.					

Pustril's Spitting Cane					Rarity Tier	1
	Kinetic Damage	-10%	Fire Damage		Base GP	259
	Chaos Damage	20%	Ice Damage		Gem Slots	1
	Attack Rate	+1.4	Knockback		Spray	1.4
	Range	+1	Shot Speed	+2	Destruct Multiplier	+0.8x
	Max Burst	+3.3	Cooldown	+1.4		
Other Benefits	n/a					
Notes	A Gem Slot at Tier 1 can make this very worthwhile if you find a gem early on and can't use it otherwise. Otherwise, unless you have Chaos Spells there's no real reason to use this unless your only other choice is the starting staff (it's also arguably better than a Shriveled Branch).					

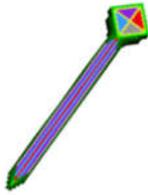
Qort's Erratic Staff					Rarity Tier	2
	Kinetic Damage	-10%	Fire Damage	-5%	Base GP	718
	Chaos Damage	+35%	Ice Damage	-5%	Gem Slots	2
	Attack Rate	+2	Knockback		Spray	1.5
	Range	+3	Shot Speed	+5	Destruct Multiplier	+1.6x
	Max Burst	+3	Cooldown	+2		
Other Benefits	n/a					
Notes	Really comes down to whether you have a Chaos Spell - if you do, it's the best Tier 2 choice (its better Attack Rate and 2nd Gem Slot just pips the Amputated Limb). Otherwise, there is better.					

Riyi's Irritating Stick					Rarity Tier	3
	Kinetic Damage	-20%	Fire Damage		Base GP	1,947
	Chaos Damage	+30%	Ice Damage		Gem Slots	2
	Attack Rate	+3	Knockback	+1	Spray	1
	Range	+2	Shot Speed	+7	Destruct Multiplier	+0.5x
	Max Burst	+2.5	Cooldown	+3		
Other Benefits	+15% Silence Resistance					
Notes	The best Tier 3 weapon unless you have a Kinetic Spell (in which case the Spellhorn beats it). Knockback with that Attack Rate makes this insane, and the Silence Resistance is icing on a very sweet cake. Contender for most OP weapon at its given tier.					

Shim's Coffin Splinter					Rarity Tier	3
	Kinetic Damage		Fire Damage	-15%	Base GP	1,401
	Chaos Damage		Ice Damage	+30%	Gem Slots	
	Attack Rate	+2.6	Knockback		Spray	0.9
	Range	+2	Shot Speed	+6	Destruct Multiplier	+0.4x
	Max Burst	+2.7	Cooldown	+3.3		
Other Benefits	n/a					
Notes	Having no Gem Slots really hurts this. It has a high Attack Rate though (only beaten by the Irritating Stick and the Crossbow up to this tier), so can never be discounted.					

Tesano's Diffusing Gnomon					Rarity Tier	4
	Kinetic Damage		Fire Damage	+40%	Base GP	4,115
	Chaos Damage		Ice Damage	-10%	Gem Slots	3
	Attack Rate	+2.8	Knockback		Spray	0.1
	Range	+6	Shot Speed	+7	Destruct Multiplier	+1x
	Max Burst	+2.6	Cooldown	+3.2		
Other Benefits	Lights up area slightly (only really useful in The Incubator)					
Notes	A Gnomon is a type of Sundial, apparently. Very accurate, very fast and has 3 x Gem Slots, so a great choice for Fire Spells.					

Unspek's Death Orb					Rarity Tier	2
	Kinetic Damage	-5%	Fire Damage		Base GP	534
	Chaos Damage	+10%	Ice Damage	+10%	Gem Slots	1
	Attack Rate	+1.6	Knockback		Spray	1
	Range	+3	Shot Speed	+4	Destruct Multiplier	+2.9x
	Max Burst	+3.2	Cooldown	+2.4		
Other Benefits	n/a					
Notes	A good all-rounder, but unexciting.					

Vivian's Prismatic Wand					Rarity Tier	5
	Kinetic Damage	+20%	Fire Damage	+20%	Base GP	7,355
	Chaos Damage	+20%	Ice Damage	+20%	Gem Slots	2
	Attack Rate	+3	Knockback		Spray	0.1
	Range	+4	Shot Speed	+7	Destruct Multiplier	+2.7x
	Max Burst	+2.5	Cooldown	+3.6		
Other Benefits	n/a					
Notes	State of the art. Equal highest Attack Rate and great all-round damage, you could easily just equip this and never think again - though you may be sacrificing the absolute max damage for element-heavy spells.					

Wastelli's Shriveled Branch					Rarity Tier	1
	Kinetic Damage	-10%	Fire Damage	-10%	Base GP	231
	Chaos Damage		Ice Damage	+25%	Gem Slots	
	Attack Rate	+1.2	Knockback		Spray	1.1
	Range	+1	Shot Speed	+2	Destruct Multiplier	+0.2x
	Max Burst	+3.4	Cooldown	+1.6		
Other Benefits	+5% Ice Damage Resistance					
Notes	Arguably the worst weapon besides the starting staff unless you have an Ice-heavy Spell. Its Range is particularly horrible. The dab of Ice resist is kind of nice though.					

Xyren's Archfiend Skull					Rarity Tier	5
	Kinetic Damage		Fire Damage	+40%	Base GP	8,202
	Chaos Damage	+40%	Ice Damage		Gem Slots	2
	Attack Rate	+2.8	Knockback		Spray	0.8
	Range	+4	Shot Speed	+7	Destruct Multiplier	+3x
	Max Burst	+2.9	Cooldown	+3		
Other Benefits	n/a					
Notes	Another one worth playing for the lolz, though in this case it's also super-powerful. If you're rocking significant Fire + Chaos (Tesano's Righteous Flash perhaps, or Xyren's own Abyssal Fireball) it doesn't get any better. Plus you can feel sooo Iron Maiden by wielding it...					

Yrma's Whiteflame Wand					Rarity Tier	5
	Kinetic Damage		Fire Damage	+20%	Base GP	6,578
	Chaos Damage		Ice Damage	+45%	Gem Slots	3
	Attack Rate	+3	Knockback		Spray	0.5
	Range	+6	Shot Speed	+7	Destruct Multiplier	+2.8x
	Max Burst	+2.5	Cooldown	+3.7		
Other Benefits	n/a					
Notes	Tough choice between this and Emera's Eldritch Wand, the slightly higher Ice tradeoff will probably determine the coin flip.					

Zavel's Soul Rod					Rarity Tier	4
	Kinetic Damage	+10%	Fire Damage	+20%	Base GP	4,941
	Chaos Damage	-5%	Ice Damage	-10%	Gem Slots	3
	Attack Rate	+2.4	Knockback		Spray	0.4
	Range	+5	Shot Speed	+7	Destruct Multiplier	+2.6x
	Max Burst	+2.8	Cooldown	+3.4		
Other Benefits	+0.5 HP Regeneration					
Notes	Holy Moly, HP Regen on a staff? Yes please, especially for a Melee build. That puts it in a whole other utility category and can negate the otherwise slightly weak damage stats. Add the 3 x Gem Slots and this is the ultimate "holder" weapon (i.e. getting benefits even when you don't use it much).					

A Mysterious Stranger's Staff					Rarity Tier	n/a
	Kinetic Damage	15%	Fire Damage	15%	Base GP	4,000
	Chaos Damage	15%	Ice Damage	15%	Gem Slots	1
	Attack Rate	+2.5	Knockback	+1	Spray	0.1
	Range	+7	Shot Speed	+7	Destruct Multiplier	n/a
	Max Burst	+2.8	Cooldown	+4		
Other Benefits	+10% Silence Resistance +10% Depower Resistance Cannot be sold or destroyed - you can never recover a gem from this					
Notes	Found by maxing out the Statue of Skadi's upgrade level. If you don't want to bother switching weapons around, this is an excellent choice, arguably second only to Vivian's Prismatic Wand. The advantage here is Knockback - if you don't have the Iron Core Mana Perk then this may be the best option.					

Spells

Keep in mind that multi-projectile Spells do the same amount of damage for EVERY projectile, so if you get in close with, say, Jax's Poison Barbs or Fryda's Fan of Flames, you can potentially hit them with 3 x shots at once.

You also need to consider those Spells that protect your rear or flank like Imomana's Icicle, Breet's Stoneward Boundary and Harrizen's Uncertain Answer - some playstyles (reckless rushers) benefit more from those than others (careful plotters).

Note that Spells deduct from Max Burst, not add to it. This makes combining powerful spells with crappy low-burst staffs something you should watch out for, as it can result in a very quick Overheat!

Magic Missile					Rarity Tier	n/a
	Kinetic Damage	+2.5	Fire Damage		Base GP	0
	Chaos Damage		Ice Damage		Total Damage	+2.5
	Attack Rate	+0.2	Range	+1.5	Shot Speed	+1
	Knockback		Max Burst	-0.1	Cooldown	+3
Other Benefits	n/a					
Notes	Starting Spell - switch this as soon as possible. Keep as Alternate against Chaos creatures until you have something better for the Alt slot.					

Arkamon's Snowflake					Rarity Tier	4
	Kinetic Damage		Fire Damage		Base GP	3,970
	Chaos Damage		Ice Damage	+6	Total Damage	+6
	Attack Rate	+0.2	Range	+1	Shot Speed	+2
	Knockback		Max Burst	-0.1	Cooldown	+1.7
Other Benefits	5 x Projectiles					
Notes	Not only does this fire all around you, it does the highest Ice Damage in the game. Its Attack Rate, Range and Speed are terrible but you can somewhat make up for those with a good staff, Perks and other Equipment, making this very deadly especially in the NON-Ice Towers. The other big drawback is - no Status Effect. High-Tier single-shot options are also typically better for Bosses, however, due to Attack Rate.					

Breet's Stoneward Boundary					Rarity Tier	3
	Kinetic Damage	+5	Fire Damage		Base GP	1,648
	Chaos Damage		Ice Damage		Total Damage	+5
	Attack Rate	+0.2	Range	+1.5	Shot Speed	+3
	Knockback	+2	Max Burst	-0.1	Cooldown	+2.8
Other Benefits	3 x Projectiles					
Notes	Very defensive fire pattern that covers your flanks, and with an amazing +2 Knockback this is a highly effective weapon, its low Attack Rate be damned.					

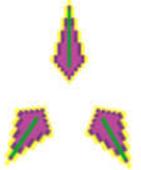
Cras's Fireknife					Rarity Tier	1
	Kinetic Damage		Fire Damage	+2.5	Base GP	455
	Chaos Damage		Ice Damage		Total Damage	+2.5
	Attack Rate	+1.6	Range	+3	Shot Speed	+4
	Knockback		Max Burst	-0.4	Cooldown	+1.9
Other Benefits	n/a					
Notes	Fantastic Attack Rate makes this a great early pickup.					

Dr Decto's Feverspark					Rarity Tier	2
	Kinetic Damage		Fire Damage		Base GP	697
	Chaos Damage	+3	Ice Damage		Total Damage	+3
	Attack Rate	+1.5	Range	+2.5	Shot Speed	+4
	Knockback		Max Burst	-0.4	Cooldown	+2
Other Benefits	Status Effect: Vulnerable					
Notes	Vulnerable becomes more effective the higher the enemy Tier so this Spell stays relevant for longer. Also has one of the highest Attack Rates in the game.					

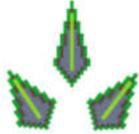
Emera's Frostfire					Rarity Tier	4
	Kinetic Damage		Fire Damage	+1	Base GP	5,784
	Chaos Damage		Ice Damage	+4	Total Damage	+5
	Attack Rate	+1.4	Range	+3	Shot Speed	+3
	Knockback		Max Burst	-0.4	Cooldown	+1.5
Other Benefits	Status Effect: Slow					
Notes	A very good Spell due to inflicting Slow on top of its great stats, especially Attack Rate. Requires more shooting skill than the Snowflake, but if you've got that, then this is the better option.					

Fryda's Fan of Flames					Rarity Tier	4
	Kinetic Damage		Fire Damage	+5.5	Base GP	4,908
	Chaos Damage		Ice Damage		Total Damage	+5.5
	Attack Rate	+0.3	Range	+2.5	Shot Speed	+3
	Knockback		Max Burst	-0.1	Cooldown	+1.9
Other Benefits	3 x Projectiles					
Notes	Tight enough spread that you can score multiple hits on a single big target, making this a great choice for some Bosses - results in huge damage, despite an awful Attack Rate.					

Gilda's Giant Wedge					Rarity Tier	2
	Kinetic Damage	+5.5	Fire Damage		Base GP	1,047
	Chaos Damage		Ice Damage		Total Damage	+5.5
	Attack Rate	+0.3	Range	+2.5	Shot Speed	+3
	Knockback	+3	Max Burst	-0.1	Cooldown	+1.9
Other Benefits	n/a					
Notes	The queen of Knockback - combine this with Gilda's own Spellhorn and it's almost like delivering a melee hit with a Spell. Buff up your Attack Rate elsewhere. Hard to believe this is only Tier 2 rarity, it;s a very lucky find.					

Harrizen's Uncertain Answer					Rarity Tier	4
	Kinetic Damage		Fire Damage		Base GP	
	Chaos Damage	+7	Ice Damage		Total Damage	+7
	Attack Rate	+0.6	Range	+2.5	Shot Speed	+5
	Knockback		Max Burst	-0.2	Cooldown	+1.8
Other Benefits	3 x Projectiles					
Notes	Highly unconventional spread pattern (inverted "Y" shape - a pun?), but it surprisingly works okay. Having the highest single-element damage in the game doesn't hurt, either - you could easily ignore the rear shots and just treat this as a Chaos sledgehammer.					

Imomana's Icicle					Rarity Tier	3
	Kinetic Damage		Fire Damage		Base GP	1,879
	Chaos Damage		Ice Damage	+5	Total Damage	+5
	Attack Rate	+1.2	Range	+3.5	Shot Speed	+5
	Knockback		Max Burst	-0.3	Cooldown	+1.8
Other Benefits	2 x Projectiles					
Notes	Protects the rear and has good stats - not a bad option.					

Jax's Poison Barbs					Rarity Tier	3
	Kinetic Damage	+3.5	Fire Damage		Base GP	2,777
	Chaos Damage		Ice Damage		Total Damage	+3.5
	Attack Rate	+1.3	Range	+2.5	Shot Speed	+6
	Knockback		Max Burst	-0.3	Cooldown	+2.4
Other Benefits	3 x Projectiles Status Effect: Poison					
Notes	An excellent Tier 3 Spell, with high Attack Rate and Speed, 3 close projectiles and Poison as a little bonus (great with a spread weapon as it chips away critters on the periphery until you can focus on them, also catches stragglers running away).					

Kobbo's Blazing Sphere					Rarity Tier	1
	Kinetic Damage	+4.5	Fire Damage		Base GP	308
	Chaos Damage		Ice Damage		Total Damage	+4.5
	Attack Rate	+0.2	Range	+1	Shot Speed	+1
	Knockback		Max Burst	-0.1	Cooldown	+2.5
Other Benefits	n/a					
Notes	Terrible stats, but the highest damage of any Tier 1 spell so definitely worth using early on, especially in The Coffin. The projectile is quite large as well, making it easier to aim.					

Legann's Basilisk Spur					Rarity Tier	4
	Kinetic Damage	+4	Fire Damage		Base GP	5,997
	Chaos Damage		Ice Damage		Total Damage	+4
	Attack Rate	+1.4	Range	+3	Shot Speed	+4
	Knockback		Max Burst	-0.4	Cooldown	+1.6
Other Benefits	Status Effect: Stone					
Notes	Does anyone need to tell you how good Stone is on a Spell? No? Because it is damn good. Sure, not as good as Fear, and more effective against Melee than Ranged enemies, but they're minor quibbles. This will help out in several Tower levels.					

Mah-Fo's Flaming Ring					Rarity Tier	4
	Kinetic Damage		Fire Damage	+5	Base GP	3,809
	Chaos Damage		Ice Damage		Total Damage	+5
	Attack Rate	+0.3	Range	+1.5	Shot Speed	+2
	Knockback		Max Burst	-0.1	Cooldown	+1.7
Other Benefits	5 x Projectiles					
Notes	Nasty amount of damage in 5 directions and slightly better stats than the Snowflake makes it an equal.					

Nettle's Sickly Thorn					Rarity Tier	1
	Kinetic Damage	+2.5	Fire Damage		Base GP	364
	Chaos Damage		Ice Damage		Total Damage	+2.5
	Attack Rate	+1.3	Range	+3	Shot Speed	+3
	Knockback		Max Burst	-0.3	Cooldown	+2.7
Other Benefits	Status Effect: Vulnerable					
Notes	The only Tier 1 Spell with a Status Effect, and it's ironically one that gets better further into the game. Rarely useless though (unless an enemy has exactly 0% Damage Resistance) and the Attack Rate is high enough to be a great early choice regardless.					

Orisa's Sandburst					Rarity Tier	5
	Kinetic Damage	+3	Fire Damage		Base GP	7,809
	Chaos Damage	+4	Ice Damage		Total Damage	+7
	Attack Rate	+0.8	Range	+3	Shot Speed	+4
	Knockback	+1	Max Burst	-0.2	Cooldown	+1.5
Other Benefits	Area of Effect (small, on detonation/max range) Status Effect: Slow					
Notes	Slow effect plus high damage equals no-brainer great Spell.					

Pustril's Putrid Cloud					Rarity Tier	3
	Kinetic Damage		Fire Damage		Base GP	2,509
	Chaos Damage	+6.5	Ice Damage		Total Damage	+6.5
	Attack Rate	+0.2	Range	+2	Shot Speed	+2
	Knockback		Max Burst	-0.1	Cooldown	+2.7
Other Benefits	Area of Effect (small, on detonation/max range) Status Effect: Poison					
Notes	The big comparison here is against fellow Tier 3 spell, Quart's Havoc Storm. The Cloud has more damage but is very slow. The AoE is less effective than it sounds and Poison is nice but not a gamebreaker. It comes down to whether your other Equipment and Perks have already increased your Attack Rate/Speed/Range to overcome the Cloud's deficiencies, otherwise the Storm is the right choice (and cheaper to buy). Has an annoying sound too.					

Qort's Havoc Storm					Rarity Tier	3
	Kinetic Damage		Fire Damage		Base GP	1,438
	Chaos Damage	+5.5	Ice Damage		Total Damage	+5.5
	Attack Rate	+1.2	Range	+5	Shot Speed	+5
	Knockback		Max Burst	-0.3	Cooldown	+1.6
Other Benefits	n/a					
Notes	See the discussion for Pustril's Putrid Cloud. Summary: on its own, this is better, but combined with other gear/Perks the Cloud can pip it - this is due to some diminishing returns on some stats as they reach higher levels (i.e. the difference between Range 1 and 2 is more pronounced than the difference between Range 8 and 9).					

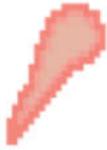
Riyi's Chaos Sliver					Rarity Tier	1
	Kinetic Damage		Fire Damage		Base GP	399
	Chaos Damage	+2.5	Ice Damage		Total Damage	+2.5
	Attack Rate	+1.2	Range	+3.5	Shot Speed	+5
	Knockback		Max Burst	-0.3	Cooldown	+2.5
Other Benefits	n/a					
Notes	Very nice stats for a Tier 1 Spell, a great choice early game.					

Shim's Spectral Dart					Rarity Tier	2
	Kinetic Damage		Fire Damage		Base GP	858
	Chaos Damage		Ice Damage	+3	Total Damage	+3
	Attack Rate	+1.3	Range	+3	Shot Speed	+5
	Knockback		Max Burst	-0.3	Cooldown	+2.1
Other Benefits	Status Effect: Depower					
Notes	Dukes it out with the mighty Wedge for best Tier 2 Spell. Depower is excellent both early and late game. Being the only Spell with Depower makes this a viable Alternate Spell to snipe enemies into becoming piss-weak before really assaulting them.					

Tesano's Righteous Flash					Rarity Tier	5
	Kinetic Damage		Fire Damage	+3	Base GP	7,180
	Chaos Damage	+3	Ice Damage		Total Damage	+6
	Attack Rate	+0.5	Range	+3	Shot Speed	+7
	Knockback		Max Burst	-0.1	Cooldown	+1.4
Other Benefits	6 x Projectiles					
Notes	The most projectiles of any Spell, but is it any good? Yes. Yes, it is. For lazier/less-skilled players, a great "set and forget" option.					

Unspek's Plagueblast					Rarity Tier	2
	Kinetic Damage		Fire Damage		Base GP	774
	Chaos Damage	+5	Ice Damage		Total Damage	+5
	Attack Rate	+0.4	Range	+2	Shot Speed	+2
	Knockback		Max Burst	-0.1	Cooldown	+2.6
Other Benefits	Status Effect: Poison					
Notes	Very little wrong with this at only Tier 2, just a bit slow.					

Vivian's Winds of Seasons					Rarity Tier	5
	Kinetic Damage	+2	Fire Damage	+2	Base GP	8,097
	Chaos Damage	+2	Ice Damage	+2	Total Damage	+8
	Attack Rate	+0.6	Range	+3	Shot Speed	+5
	Knockback		Max Burst	-0.2	Cooldown	+1.2
Other Benefits	4 x Projectiles					
Notes	<p>The highest TOTAL damage (for a single projectile) of any Spell, and it does it in 4 directions. Spreading the damage over all elements means you're not taking advantage of relative resistances, but for general usage this only gets beaten by the really good Status Effect Spells. You could argue that Tesano's greater spread gives it the edge, but the predictability of using the 4 cardinal directions here make it easier to pick targets instead of firing indiscriminately.</p>					

Wastelli's Withershot					Rarity Tier	2
	Kinetic Damage		Fire Damage		Base GP	914
	Chaos Damage		Ice Damage	+5	Total Damage	+5
	Attack Rate	+0.3	Range	+1	Shot Speed	+2
	Knockback		Max Burst	-0.1	Cooldown	+2.7
Other Benefits	Status Effect: Weakness					
Notes	Poor stats but high damage and the biggie - Weakness effect. The Withershot can be an absolute game-changer, both for Melee builds who want to get close without fear of counterstrikes, and spellcasters who can then safely ignore melee chargers like Zealots, Xenophages and Dryrots.					

Xyren's Abyssal Fireball					Rarity Tier	5
	Kinetic Damage		Fire Damage	+4	Base GP	8,888
	Chaos Damage	+1	Ice Damage		Total Damage	+5
	Attack Rate	+1.3	Range	+4	Shot Speed	+4
	Knockback		Max Burst	-0.3	Cooldown	+1.1
Other Benefits	Status Effect: Fear					
Notes	Fear is the best Status Effect you can get on a Spell, and that pretty much makes this the best Spell in the game, at least for non-Bosses (who cannot be frightened). The high Attack Rate just makes this obscene.					

Yrma's Iceshard					Rarity Tier	1
	Kinetic Damage		Fire Damage		Base GP	252
	Chaos Damage		Ice Damage	+2.5	Total Damage	+2.5
	Attack Rate	+1	Range	+3	Shot Speed	+4
	Knockback		Max Burst	-0.3	Cooldown	+2.6
Other Benefits	n/a					
Notes	A big improvement over the Magic Missile, but you probably won't be using this long (except in The Brazier).					

Zavel's Divine Bolt					Rarity Tier	5
	Kinetic Damage	+1	Fire Damage	+2	Base GP	8,461
	Chaos Damage		Ice Damage	+3	Total Damage	+6
	Attack Rate	+1.7	Range	+6	Shot Speed	+8
	Knockback		Max Burst	-0.4	Cooldown	+1
Other Benefits	Status Effect: Silence					
Notes	Highest Attack Rate of any Spell, best Range and quickest Speed. Uh, did we mention it also has a Silence effect. Yes, SILENCE. If it wasn't for the Abyssal Fireball, this would take the prize of best Spell, even with its odd assortment of damage types that screws up your elemental plans.					

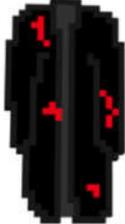
Body Armor

Generally these have the highest damage resistances of the four armor types.

Arkamon's Winter Coat					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	259
	Chaos Damage Resistance		Ice Damage Resistance	+10%	Gem Slots	
Other Benefits	n/a					
Notes	Self-explanatory, nothing to add. The epitome of vanilla (ice).					

Breet's Dwarven Girdle					Rarity Tier	4
	Kinetic Damage Resistance	+25%	Fire Damage Resistance	+5%	Base GP	2,562
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	3
Other Benefits	+25% Stone Resistance +4 Melee Kinetic Damage					
Notes	Extremely good for Melee builds, where Stone is about the worst thing that can happen to you and that extra bit of damage is welcome. Also keep in mind that the majority of Melee damage dealt TO you is Kinetic, so for a Melee build having high Kinetic resist is the best you can hope for too.					

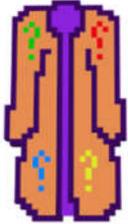
Cras's Claw-Torn Jerkin					Rarity Tier	2
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	469
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+0.2 Critical Damage Multiplier					
Notes	There are situations/builds where you would use this if the only options you have available are Tier 2 and below. That's the nice way of saying it's okay but not great.					

Dr Decto's Bloodstained Jacket					Rarity Tier	3
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	1,015
	Chaos Damage Resistance	+12%	Ice Damage Resistance		Gem Slots	
Other Benefits	+10 Max HP +20% Vulnerable Resistance					
Notes	The added benefits definitely make this worthwhile.					

Emera's Dragon Scales					Rarity Tier	4
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+12%	Base GP	3,304
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	2
Other Benefits	+5% Ranged Ice Damage +5% Ranged Fire Damage					
Notes	A real spellcaster's armor, with 2 Gem Slots and a spread of damage types this is very versatile.					

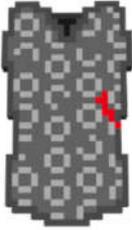
Fryda's Insulated Cuirass					Rarity Tier	3
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+15%	Base GP	1,484
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	n/a					
Notes	Highest total resistance at Tier 3, though it's split among two types. While the Hermetic Robe is better if going up against pure Fire creatures, this is the better overall choice.					

Gilda's Warg Pelt					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance	+10%	Base GP	1,281
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	
Other Benefits	+0.3 Footspeed +15% Slow Resistance					
Notes	Great option for an Assassin-style or speedy build early on, though once you have a few other Footspeed buffs this becomes less attractive.					

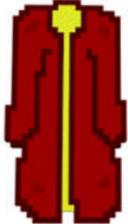
Harrizen's Enigmatic Robe					Rarity Tier	4
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	2,436
	Chaos Damage Resistance	+25%	Ice Damage Resistance		Gem Slots	
Other Benefits	+10% Ranged Chaos Damage +25% Confusion Resistance					
Notes	Best Chaos resistance in the game, and the spell damage buff is very sweet at high levels. The only caveat is that if you're receiving a lot of Chaos damage then typically you don't want to be dealing Chaos given the enemy is likely resistant - so think about that first. The other way to look at it is, you're at least getting some benefit either way - plus resisting Confusion.					

Imomana's Coldsteel Plating					Rarity Tier	5
	Kinetic Damage Resistance	+20%	Fire Damage Resistance		Base GP	4,830
	Chaos Damage Resistance	+20%	Ice Damage Resistance		Gem Slots	1
Other Benefits	+3 Melee Ice Damage +25% Slow Resistance					
Notes	2nd-best Kinetic and Ice resistance in one package makes this VERY attractive, and the Slow resist puts it over the top. The Melee damage is a bit meh at this stage of the game, but hey why not?					

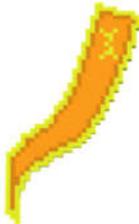
Jax's Twilight Vest					Rarity Tier	2
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	546
	Chaos Damage Resistance		Ice Damage Resistance	+10%	Gem Slots	1
Other Benefits	+2% Critical Hit Chance					
Notes	Another way to pump those crits up, they all add up and late game you can be devastating.					

Kobbo's Worn Ringmail					Rarity Tier	1
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+5%	Base GP	364
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	n/a					
Notes	Basic, but good to find early for that little bit of protection.					

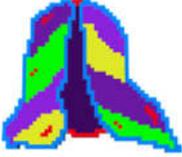
Legann's Tusked Brigandine					Rarity Tier	1
	Kinetic Damage Resistance	+10%	Fire Damage Resistance		Base GP	413
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+3 Dash Damage					
Notes	Let's be honest, increasing Dash Damage is cool but it's not really the best way to spend your efforts. Having said that, if you really commit and you can dash every second and do 30 damage to anything in your path... well, it's still not OP but is a lot of fun to play. You're still not going to choose this over most higher tier armor though.					

Mah-Fo's Hermetic Robe					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance	+20%	Base GP	1,708
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	n/a					
Notes	2nd-best Fire resistance available. Simple.					

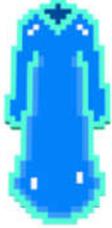
Nettle's Knit Leaves					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	658
	Chaos Damage Resistance	+8%	Ice Damage Resistance	+8%	Gem Slots	
Other Benefits	+1 Dash Cooldown +1 Ranged Cooldown +20% Silence Resistance					
Notes	Great pickup early. Spellcasters get a couple of neat buffs, and for Melee builds the Dash Cooldown is way more valuable than it may seem. Probably the best Tier 2 armor.					

Orisa's Protective Sash					Rarity Tier	4
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	2,926
	Chaos Damage Resistance	+8%	Ice Damage Resistance	+8%	Gem Slots	1
Other Benefits	+0.3 Melee Attack Rate +25% Depower Resistance					
Notes	Great all-rounder. If you're a Melee build you would probably even prefer this to Vivian's Planar Splint Mail, and definitely above the Stranger's Mail.					

Pustril's Inoculation Cloak					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	294
	Chaos Damage Resistance	+10%	Ice Damage Resistance		Gem Slots	
Other Benefits	+20% Poison Resistance					
Notes	Nice early on, but quickly becomes obsolete with better choices at every tier.					

Qort's Swirling Cape					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	574
	Chaos Damage Resistance	+15%	Ice Damage Resistance		Gem Slots	
Other Benefits	+2 Melee Chaos Damage +20% Confusion Resistance					
Notes	2nd only to the Knit Leaves at Tier 2, unless you're going into The Gateway where this is the bomb.					

Riyi's Impish Corset					Rarity Tier	3
	Kinetic Damage Resistance	+6%	Fire Damage Resistance		Base GP	966
	Chaos Damage Resistance	+16%	Ice Damage Resistance		Gem Slots	3
Other Benefits	+1 Melee Knockback					
Notes	It's at this point that, if you hadn't already known it, you realize Ampersat is a female character. Is that a nod to Samus Aran's reveal in the original Metroid (in the sense that the avatar itself is androgenous)? Maybe. Anyway, this is fantastic value at Tier 3 with 3 x Gem Slots, the 2nd-highest Chaos Resistance for body armors AND extra Melee Knockback!					

Shim's Gossamer Gown					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	693
	Chaos Damage Resistance		Ice Damage Resistance	+15%	Gem Slots	1
Other Benefits	+20% Slow Resistance					
Notes	That Slow Resistance paired with Ice resist is a great combo as both are very useful in The Coffin. Finding this and a Fire spell will make that an obvious next target.					

Tesano's Blinding Breastplate					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+25%	Base GP	5,362
	Chaos Damage Resistance	+5%	Ice Damage Resistance		Gem Slots	3
Other Benefits	+3 Melee Fire Damage +25% Stunted Resistance +25% Stone Resistance					
Notes	The highest Fire resist in the game plus a bunch of other buffs AND 3 x Gem Slots? If you had to choose one, the extra gem slots put this above Imomana's Coldsteel Plating, and for a Melee build (where Stone is a death knell) this is arguably the best armor in the game.					

Unspek's Infectious Blanket					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance	+5%	Base GP	273
	Chaos Damage Resistance		Ice Damage Resistance	+5%	Gem Slots	
Other Benefits	+15% Poison Resistance					
Notes	It's... better than nothing? There are some situations where you'd prefer this to Kobbo's Ringmail or Arkamon's Coat, but aside from that, you wouldn't choose this. Plus it's disgusting.					

Vivian's Planar Splint Mail					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+10%	Base GP	6,986
	Chaos Damage Resistance	+10%	Ice Damage Resistance	+10%	Gem Slots	2
Other Benefits	+1 Ranged Range +1 Ranged Cooldown					
Notes	Some people consider this the best armor, and for Spellcasters it may just be, though the Infernal Platemail pips it with the Fear resist. Vivian is for lazy players who don't want to change their armor to match elements (which is most of us, I guess).					

Wastelli's Fraying Rags					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	336
	Chaos Damage Resistance	+5%	Ice Damage Resistance	+5%	Gem Slots	
Other Benefits	+20% Weakness Resistance					
Notes	The Weakness resist is surprising but very welcome against Famished, Black Witches and Harmless Motes early game. Would you wear this over better protection against Hemogoblins and Knaves of Diamonds later game though? Unlikely.					

Xyren's Infernal Platemail					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+15%	Base GP	6,405
	Chaos Damage Resistance	+15%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+2 Ranged Max Burst +25% Fear Resistance					
Notes	If you're a spellcaster, this is the best armor in the game - except when going up against Ice enemies (go for the Icelink Hauberk then).					

Yrma's Icelink Hauberk					Rarity Tier	5
	Kinetic Damage Resistance	+15%	Fire Damage Resistance		Base GP	5,908
	Chaos Damage Resistance		Ice Damage Resistance	+25%	Gem Slots	2
Other Benefits	+15% Ranged Ice Damage					
Notes	Best Ice resistance in the game makes it easy to know when to use this, though could still be worth using in other situations if you have a great Ice spell (where this could be adding almost 1 damage per shot!).					

Zavel's Exquisite Chainshirt					Rarity Tier	4
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	3,988
	Chaos Damage Resistance	+12%	Ice Damage Resistance	+12%	Gem Slots	2
Other Benefits	+10% GP Gain					
Notes	Great grinding armor with that GP buff!					

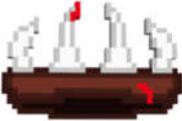
A Mysterious Stranger's Mail					Rarity Tier	n/a
	Kinetic Damage Resistance	+9%	Fire Damage Resistance	+9%	Base GP	4,000
	Chaos Damage Resistance	+9%	Ice Damage Resistance	+9%	Gem Slots	1
Other Benefits	+25% Vulnerable Resistance +25% Poison Resistance Cannot be sold - you can never recover a gem from this					
Notes	Found when maxing out the Inn's upgrade level. Fantastic unless you have Vivian's Planar Splint Mail or, if playing Melee, Orisa's Protective Sash. So be careful about putting a gem onto this!					

Head Armor

2nd-highest damage resistance of the armor types, and more often have Status Effect resistances too.

Arkamon's Woollen Beanie					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	182
	Chaos Damage Resistance		Ice Damage Resistance	+8%	Gem Slots	
Other Benefits	+15% Stunt Resistance					
Notes	Unless you're tackling The Coffin first, you'd probably never choose this over anything else (except a bare head).					

Breet's Thunderhead Locket					Rarity Tier	4
	Kinetic Damage Resistance	+15%	Fire Damage Resistance	+10%	Base GP	2,016
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+0.3 Footspeed +15% Stone Resistance					
Notes	Some excellent ancillary buffs make this a great choice for a Melee-heavy build (where Stone resist is important).					

Cras's Berzerker Headdress					Rarity Tier	3
	Kinetic Damage Resistance	+16%	Fire Damage Resistance		Base GP	840
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+1 Dash Cooldown +4 Dash Damage +15% Fear Resistance					
Notes	For a certain type of build (a Berzerker style, funnily enough) this is perfect. 2nd-highest Kinetic resist of all helms.					

Dr Decto's Bonegrim Facemask					Rarity Tier	2
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	371
	Chaos Damage Resistance		Ice Damage Resistance	+7%	Gem Slots	
Other Benefits	+15% Weakness Resistance					
Notes	The Tier 2 helms are all strong options (maybe except Kobbo's Bascinet) and the choice is really situational.					

Emera's Runic Helmet					Rarity Tier	5
	Kinetic Damage Resistance	+12%	Fire Damage Resistance	+12%	Base GP	5,537
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	2
Other Benefits	+2x Destruction Multiplier +15% Vulnerable Resistance					
Notes	It's tough - while this is generally a very good piece of equipment, the other Tier 5 helms all overshadow it. Unless you're a lunatic who loves blowing up weapons all the time (which is a tricky strategy but can actually work, sort of).					

Fryda's Battleforged Casque					Rarity Tier	3
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	931
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+5% Ranged Fire Damage					
Notes	Reasonable, but most build types have better options in Tier 3.					

Gilda's Steadfast Headband					Rarity Tier	4
	Kinetic Damage Resistance	+22%	Fire Damage Resistance		Base GP	2,380
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+15% Depower Resistance					
Notes	The best Kinetic resistance of any helm, by a long way.					

Harrizen's Silly Hat					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	1,337
	Chaos Damage Resistance	+16%	Ice Damage Resistance		Gem Slots	
Other Benefits	+25% Confusion Resistance					
Notes	2nd-best Chaos resistance of all helms, and the Confusion resist helps make Level 3 of The Gateway more bearable (those damn Chaos River traps!).					

Imomana's Frostmail Coif					Rarity Tier	3
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	980
	Chaos Damage Resistance		Ice Damage Resistance	+15%	Gem Slots	1
Other Benefits	n/a					
Notes	2nd-best Ice resistance for helms.					

Jax's Assassin Hood					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	1,162
	Chaos Damage Resistance	+8%	Ice Damage Resistance	+8%	Gem Slots	
Other Benefits	+3% Critical Hit Chance +10% Poison Resistance					
Notes	Excellent crit buff, with a couple of Perks you can drive your critical chances to 14% with just this armor added.					

Kobbo's Bloodfire Bascinet					Rarity Tier	2
	Kinetic Damage Resistance	+6%	Fire Damage Resistance	+6%	Base GP	637
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+15% Depower Resistance					
Notes	It's not great, but at least it has a Gem Slot.					

Legann's Stag Faceguard					Rarity Tier	1
	Kinetic Damage Resistance	+8%	Fire Damage Resistance		Base GP	332
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+3 Dash Damage					
Notes	This is fun to get early on, but you won't use it for long.					

Mah-Fo's Flamedrinker Talisman					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance	+22%	Base GP	2,310
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+15% Vulnerable Resistance					
Notes	Best Fire resistance for any helm, though you wouldn't choose to wear this over the almighty Phoenix Circlet.					

Nettle's Autumn Cap					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance	+6%	Base GP	1,617
	Chaos Damage Resistance	+6%	Ice Damage Resistance	+6%	Gem Slots	
Other Benefits	+1 Ranged Speed +1 Ranged Range +15% Slow Resistance					
Notes	For a mage, the best Tier 3 helm, especially if you haven't improved for range and speed with Perks yet.					

Orisa's Golden Torc					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance	+12%	Base GP	3,932
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	2
Other Benefits	+5% XP Gain +15% Weakness Resistance +15% Stunted Resistance					
Notes	If you're grinding for ranks, there's obviously no better choice, but with 2 x Gem Slots and Weakness resist this is always a strong option for a Melee-heavy build.					

Pustril's Slimed Goggles					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	273
	Chaos Damage Resistance	+8%	Ice Damage Resistance		Gem Slots	
Other Benefits	+15% Poison Resistance					
Notes	A bit better than the Beanie and the Faded Cowl, which makes this the "middle" option at Tier 1.					

Qort's Hypnotic Periapt					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	476
	Chaos Damage Resistance	+12%	Ice Damage Resistance		Gem Slots	
Other Benefits	+15% Confusion Resistance					
Notes	Perfectly good option for tackling The Gateway early in the game - until you find the Silly Hat of course.					

Riyi's Trickster's Choker					Rarity Tier	2
	Kinetic Damage Resistance	+3%	Fire Damage Resistance		Base GP	476
	Chaos Damage Resistance	+9%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+25% Silence					
Notes	2 x Gem Slots at Tier 2 is a bonus, and chunky Silence resist making it a good option for spellcasters, though the damage resistance is weak.					

Shim's Moonlight Amulet					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	722
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	3
Other Benefits	+15% Slow Resistance					
Notes	It's the best Tier 2 helm for tackling The Coffin, and - holy crow is that 3 x Gem Slots on a Tier 2 helm? Wow. If you are lucky enough to find a bunch of gems early, then this turns into a powerhouse.					

Tesano's Phoenix Circlet					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+20%	Base GP	6,447
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+2 Ranged Fire Damage +15% Depower Resistance					
Notes	That added Spell damage is just insane. For a mage this is crazy good, and it's the 2nd-highest Fire resist for helms.					

Unspek's Death Shroud					Rarity Tier	1
	Kinetic Damage Resistance	3%	Fire Damage Resistance		Base GP	196
	Chaos Damage Resistance	3%	Ice Damage Resistance	3%	Gem Slots	
Other Benefits	+10 Max HP					
Notes	Incredibly good value, an extra 10 HP early game can make all the difference. By far the best Tier 1 helm, and in general situations better than most of Tier 2 as well.					

Vivian's Mithril Helm					Rarity Tier	4
	Kinetic Damage Resistance	6%	Fire Damage Resistance	6%	Base GP	2,940
	Chaos Damage Resistance	6%	Ice Damage Resistance	6%	Gem Slots	1
Other Benefits	+5% to Ranged Kinetic Damage +5% to Ranged Fire Damage +5% to Ranged Ice Damage +5% to Ranged Chaos Damage					
Notes	Strong all-rounder for mages, though probably not as good as it first seems.					

Wastelli's Faded Cowl					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance	+8%	Base GP	224
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+10% Poison Resistance					
Notes	Let's face it, you're only ever going to use this (over ANY other choice) in The Brazier, and even then the Death Shroud is far better. Still, better than a bare head.					

Xyren's Darkforged Armet					Rarity Tier	5
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+15%	Base GP	4,480
	Chaos Damage Resistance	+10%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+15% Fear Resistance					
Notes	Strong damage resistances and Fear resist too - what's not to like? A bit less "sexy" than the other helms you can get though.					

Yrma's Crystal Diadem					Rarity Tier	5
	Kinetic Damage Resistance		Fire Damage Resistance	+10%	Base GP	6,048
	Chaos Damage Resistance		Ice Damage Resistance	+22%	Gem Slots	2
Other Benefits	+5% GP Gain +15% Silence					
Notes	Outstanding - best Ice resistance of any helm, plus resist against the mage's bane, AND grinding juice. If the Phoenix Circlet wasn't so OP, this would be the best helm (maaaybe... the Mirrorsheen Crown is nipping at its heels).					

Zavel's Mirrorsheen Crown					Rarity Tier	5
	Kinetic Damage Resistance		Fire Damage Resistance	+22%	Base GP	5,054
	Chaos Damage Resistance		Ice Damage Resistance	+10%	Gem Slots	3
Other Benefits	+2 Ranged Max Burst +2 Ranged Cooldown +15% Stone Resistance +15% Stunted Resistance					
Notes	Best Chaos resistance and a bunch of useful buffs, PLUS 3 x Gem Slots (only one other helm has this). Tough choices at the top for helms.					

A Mysterious Stranger's Helm					Rarity Tier	n/a
	Kinetic Damage Resistance	+7%	Fire Damage Resistance	+7%	Base GP	4,000
	Chaos Damage Resistance	+7%	Ice Damage Resistance	+7%	Gem Slots	1
Other Benefits	+15% Fear Resistance +15% Silence Resistance +15% Confusion Resistance +15% Stunted Resistance Cannot be sold - you can never recover a gem from this					
Notes	Found by maxing out the Armor Shop's upgrade level. Those Status Effect resistances are soooo enticing (well, except Stunted - who cares about that, really?). And it IS the best all-element resistance you can get for a helm, so there are a lot of reasons to be using this. If you're a spellcaster though, you may just prefer Vivian's Mithril Helm...					

Arm/Hand Armor

Quite often these will have boosts to either Melee or Ranged damage in addition to moderate damage resistances.

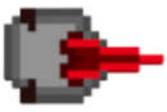
Arkamon's Warm Mittens					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	154
	Chaos Damage Resistance		Ice Damage Resistance	+8%	Gem Slots	
Other Benefits	n/a					
Notes	Can't get any more basic... worst gauntlet you can get.					

Breet's Gravel Handguards					Rarity Tier	4
	Kinetic Damage Resistance	+20%	Fire Damage Resistance		Base GP	2,387
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+4 Melee Kinetic Damage +15% Stone					
Notes	Best Kinetic resist for hand armor, and packs a punch.					

Cras's Piercing Knuckles					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	427
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+5 Melee Kinetic Damage +3 Dash Damage +0.3x Critical Damage Modifier					
Notes	Well, that's interesting - armor that doesn't protect you at all. This is actually a good deal for a Melee build, at least in the early game.					

Dr Decto's Numbing Gloves					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	399
	Chaos Damage Resistance	+6%	Ice Damage Resistance	+6%	Gem Slots	
Other Benefits	+15% Weakness Resistance					
Notes	Well... it's a lot better than the Mittens at least.					

Emera's Fire & Ice Armguards					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance	+10%	Base GP	5,418
	Chaos Damage Resistance		Ice Damage Resistance	+10%	Gem Slots	2
Other Benefits	+10% Ranged Fire Damage +10% Ranged Ice Damage					
Notes	Only slightly worse than Xyren's Soulfire Gauntlets, which means it is still great.					

Fryda's Heatspike Couters					Rarity Tier	3
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	1,155
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
Other Benefits	+4 Melee Fire Damage					
Notes	Sadly overshadowed by the Hulk Hands below, only the presence of a Gem Slot increases the value of this.					

Gilda's Hulking Gloves					Rarity Tier	3
	Kinetic Damage Resistance	+15%	Fire Damage Resistance		Base GP	952
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+3 Melee Kinetic Damage +2 Melee Knockback +15% Depower Resistance					
Notes	Outstanding for Tier 3. That extra Knockback is fantastic, and it's the equal 2nd-best Kinetic resistance for gauntlets (though there are 2 others you can say that about). One of the best value items in the game, at least for Melee builds.					

Harrizen's Bizarre Grasps					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	770
	Chaos Damage Resistance	+15%	Ice Damage Resistance		Gem Slots	
Other Benefits	+20% Confusion Resistance					
Notes	2nd-best Chaos resistance of all gauntlets (an honor shared with Orisa's Bracers) and the Confusion resist can save some annoyance. Use this in Level 3 of The Gateway at least.					

Imomana's Frosted Gauntlets					Rarity Tier	2
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	686
	Chaos Damage Resistance		Ice Damage Resistance	+6%	Gem Slots	1
Other Benefits	+3 Melee Ice Damage					
Notes	It's the only Tier 2 gauntlet with a Gem Slot, which elevates this.					

Jax's Nimble Gloves					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	1,393
	Chaos Damage Resistance		Ice Damage Resistance	+15%	Gem Slots	
Other Benefits	+2% Critical Hit Chance +0.2x Critical Damage Multiplier +15% Slow Resistance					
Notes	Aside from the 2nd-best Ice resistance for gauntlets, this has the best Critical buffs of any armor, and with some Slow resist on top.					

Kobbo's Flamelick Cestus					Rarity Tier	2
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+6%	Base GP	518
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+3 Melee Fire Damage					
Notes	Perfunctory but so quickly becomes obsolete (e.g. Heatspike Couters just one tier up).					

Legann's Cestus of the Hunt					Rarity Tier	1
	Kinetic Damage Resistance	+7%	Fire Damage Resistance		Base GP	343
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+2 Melee Kinetic Damage					
Notes	Probably the best Tier 1 gauntlet, at least for Melee fans.					

Mah-Fo's Heatsink Wristguards					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance	+20%	Base GP	3,110
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+20% Vulnerable Resistance					
Notes	Best Fire resistance of all gauntlets by far.					

Nettle's Wristbands of Bounty					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance	+5%	Base GP	1,596
	Chaos Damage Resistance	+5%	Ice Damage Resistance	+5%	Gem Slots	2
Other Benefits	+5% GP Gain +0.5 Ranged Max Burst +0.5 Ranged Cooldown +10% Slow					
Notes	Kind of an odd mixture of "nice but not game-changing" stuff, except for the GP Gain which always puts this in high demand when grinding or just roaming around. It's also the only non-Tier 5 gauntlet with 2 x Gem Slots, which gives it great flexibility.					

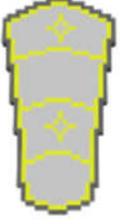
Orisa's Bracers of the Goddess					Rarity Tier	5
	Kinetic Damage Resistance	+15%	Fire Damage Resistance		Base GP	6,097
	Chaos Damage Resistance	+15%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+0.5 Melee Attack Rate +1 Melee Knockback +25% Weakness Resistance					
Notes	Superb for Melee builds, especially if your attacks are still a little slow. Everything about this is awesome and its versatility puts it above the Insulated Warfists' raw power.					

Pustril's Pestilent Hands					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	245
	Chaos Damage Resistance	+7%	Ice Damage Resistance		Gem Slots	
Other Benefits	+15% Poison Resistance					
Notes	You know the drill - the choice of Tier 1 gauntlets comes down to which level/element you're facing. If against neutrals, this is slightly better than the Weeping Sleeves and Mittens.					

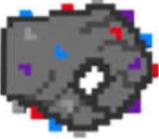
Qort's Chaos Grasps					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	567
	Chaos Damage Resistance	+10%	Ice Damage Resistance		Gem Slots	
Other Benefits	+2 Melee Chaos Damage +0.2 Ranged Chaos Damage +5% Ranged Chaos Damage					
Notes	Pretty spectacular for Tier 2! You get a lot for your money here... and typically (topically?) chaotic.					

Riyi's Distracting Bracelet					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	2,723
	Chaos Damage Resistance	+20%	Ice Damage Resistance		Gem Slots	3
Other Benefits	+1 Ranged Chaos Damage +15% Confusion Resistance					
Notes	Best Chaos resistance for your hands, and a great Spell damage buff to boot. Oh, and in what is typical for Riyi's gear, 3 x Gem Slots! This is the only gauntlet that has 3. So, yes, this is excellent.					

Shim's Lifegrip Ring					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	3,955
	Chaos Damage Resistance		Ice Damage Resistance	+20%	Gem Slots	1
Other Benefits	+0.2 HP Regeneration					
Notes	Now here's a tough choice. If you don't already have any HP Regeneration then this is golden - it allows you to hide out and recuperate as a last resort. But if you already have HP Regen, well, it still has the best hand armor Ice resistance so you'll at least use it sometimes!					

Tesano's Sunglint Bracers					Rarity Tier	5
	Kinetic Damage Resistance	+7%	Fire Damage Resistance	+15%	Base GP	4,641
	Chaos Damage Resistance	+7%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+15% Ranged Fire Damage					
Notes	2nd-best Fire resistance but the real draw is the huge buff to Fire Spells. These two factors could tip this above the Soulfire Gauntlets for some mages, though it is far more situational than Xyren's monster item.					

Unspek's Weeping Sleeves					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance	+7%	Base GP	203
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
Other Benefits	+10% Poison Resistance					
Notes	Is a comment even needed? It's barely, if at all, better than the Mittens.					

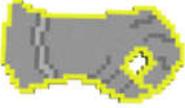
Vivian's Insulated Warfists					Rarity Tier	5
	Kinetic Damage Resistance	+6%	Fire Damage Resistance	+12%	Base GP	5,040
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	2
Other Benefits	+2 Melee Kinetic Damage +2 Melee Fire Damage +2 Melee Ice Damage					
Notes	If you're just after Melee damage, it's incredibly good. But the Bracers of the Goddess would often be the wiser choice. Still, you can't really go far wrong with this if you're a Melee-heavy build.					

Wastelli's Decaying Arm Wraps					Rarity Tier	1
	Kinetic Damage Resistance	+2%	Fire Damage Resistance		Base GP	217
	Chaos Damage Resistance	+3%	Ice Damage Resistance	+3%	Gem Slots	
Other Benefits	+15% Vulnerable Resistance					
Notes	You'll rarely use this if you have other options and pay attention to elements.					

Xyren's Soulfire Gauntlets					Rarity Tier	5
	Kinetic Damage Resistance	+6%	Fire Damage Resistance	+12%	Base GP	6,665
	Chaos Damage Resistance	+12%	Ice Damage Resistance		Gem Slots	2
Other Benefits	+0.5 Ranged Fire Damage +0.5 Ranged Chaos Damage +15% Fear Resistance					
Notes	For a spellcaster, it's the best there is, simple as that, even among stiff competition.					

Yrma's Regal Vambraces					Rarity Tier	5
	Kinetic Damage Resistance	+15%	Fire Damage Resistance		Base GP	5,690
	Chaos Damage Resistance		Ice Damage Resistance	+15%	Gem Slots	2
Other Benefits	+1 Ranged Speed +1 Ranged Range +15% Silence Resistance					
Notes	Yes, the buffs are great, and yes it has both the 2nd-best Kinetic AND Ice resistance, but darn it if the Soulfire Gauntlets don't just beat it, generally. But if you don't have those, you will be cheering to find these.					

Zavel's Faithful Ring					Rarity Tier	4
	Kinetic Damage Resistance	+6%	Fire Damage Resistance	+6%	Base GP	1,925
	Chaos Damage Resistance	+6%	Ice Damage Resistance	+6%	Gem Slots	1
Other Benefits	+10 Max HP +15% Silence Resistance					
Notes	The best all-purpose hand armor, for the lazy folks.					

A Mysterious Stranger's Gauntlet					Rarity Tier	n/a
	Kinetic Damage Resistance	+7%	Fire Damage Resistance	+7%	Base GP	4,000
	Chaos Damage Resistance	+7%	Ice Damage Resistance	+7%	Gem Slots	1
Other Benefits	+15% Weakness Resistance +15% Poison Resistance Cannot be sold or destroyed - you can never recover a gem from this					
Notes	Found by maxing out the Well's upgrade level. Overshadowed by Zavel's Ring but very good in its own right, especially for a Melee build.					

Leg/Foot Armor

Every piece of foot armor increases Footspeed to some degree, so having even the crappiest boot is better than no boot at all. They generally have the lowest damage resistance of the four armor types though.

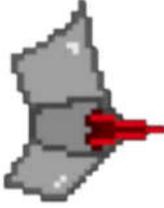
Arkamon's Snowshoes					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	231
	Chaos Damage Resistance		Ice Damage Resistance	+5%	Gem Slots	
					Footspeed	+0.4
Other Benefits	+10% Slow Resistance					
Notes	Poor protection but nice speed for Tier 1 and the Slow resist stays useful. Arguably the best Tier 1 boot (mainly because 3 of the others are awful).					

Breet's Troll Schynbalds					Rarity Tier	4
	Kinetic Damage Resistance	+10%	Fire Damage Resistance		Base GP	3,923
	Chaos Damage Resistance		Ice Damage Resistance	+5%	Gem Slots	2
					Footspeed	+0.3
Other Benefits	+0.3 HP Regeneration +3 Dash Damage +15% Stone Resistance					
Notes	As said elsewhere, HP Resistance is golden, especially if you don't already have any. The Stone resist and 2 x Gem Slots are very welcome too. It's just slow for Tier 4...					

Cras's Studded Leathers					Rarity Tier	3
	Kinetic Damage Resistance	+6%	Fire Damage Resistance	+6%	Base GP	784
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
					Footspeed	+0.4
Other Benefits	+1 Melee Kinetic Damage					
Notes	There's nothing particularly wrong with this, but at Tier 3 it's pretty lackluster. It's unlikely you'll use this unless you're desperate to put a Gem on something.					

Dr Decto's Surgical Leggings					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	413
	Chaos Damage Resistance	+5%	Ice Damage Resistance		Gem Slots	
					Footspeed	+0.3
Other Benefits	+10 Max HP +10% Vulnerable Resistance +10% Poison Resistance					
Notes	10HP early game is always a great deal, and the extra resistances are welcome.					

Emera's Quicksilver Tassets					Rarity Tier	5
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	6,440
	Chaos Damage Resistance		Ice Damage Resistance	+8%	Gem Slots	2
					Footspeed	+1.3
Other Benefits	+0.2 Ranged Attack Rate +0.3 Melee Attack Rate					
Notes	2nd-highest speed of any leg armor is only the beginning here - those attack rate buffs are always great to see. It's the most expensive leg armor and for general combat (both Ranged and Melee) you've have to say it's the best.					

Fryda's Heatspike Poleyn					Rarity Tier	4
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+10%	Base GP	2,884
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
					Footspeed	+0.5
Other Benefits	+4 Melee Fire Damage					
Notes	For a Melee build, this is <i>usually</i> behind Breet's Troll Schynbalds, Gilda's Juggernaut Straps and Mah-Fo's Flamefeet, despite costing slightly more than the latter two.					

Gilda's Juggernaut Straps					Rarity Tier	4
	Kinetic Damage Resistance	+15%	Fire Damage Resistance		Base GP	2,240
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	1
					Footspeed	+0.6
Other Benefits	+1 Melee Knockback +5 Dash Damage +15% Vulnerable Resistance					
Notes	Best Kinetic resistance for your legs, and if you have a low Knockback Melee weapon this helps beef it up. A good choice at Tier 4, though the Schynbalds and sometimes the Flamefeet are preferred.					

Harrizen's Curious Slippers					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	1,120
	Chaos Damage Resistance	+10%	Ice Damage Resistance		Gem Slots	2
					Footspeed	+0.6
Other Benefits	+1 Melee Chaos Damage +15% Confusion Resistance					
Notes	Equal-best Chaos resistance, keep it for certain levels (Chaos Rivers!) until you get Orisa's Sandals. Oh, and the 2 x Gem Slots at Tier 3 is awesome.					

Imomana's Winterlands Boots					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	938
	Chaos Damage Resistance		Ice Damage Resistance	+12%	Gem Slots	
					Footspeed	+0.5
Other Benefits	+15% Slow Resistance					
Notes	2nd-best Ice resistance but very situational. Still, you want these for Level 4 of The Coffin (that "Cold Room" and the Ice Rivers).					

Jax's Padfeet					Rarity Tier	3
	Kinetic Damage Resistance	+4%	Fire Damage Resistance		Base GP	1,246
	Chaos Damage Resistance		Ice Damage Resistance	+7%	Gem Slots	
					Footspeed	+1.2
Other Benefits	+2% Critical Hit Chance +15% Poison Resistance					
Notes	Very zippy! And another one for your Assassin build. If this was your first pair of boots, you'd notice a significant speed increase. If you already have an armor with say 0.8 Footspeed and a couple of +0.5 Footspeed Perks then the jump to this may <i>seem</i> less important (those Diminishing Returns) - but it will still help a bit.					

Kobbo's Scruffy Greaves					Rarity Tier	1
	Kinetic Damage Resistance	+3%	Fire Damage Resistance	+3%	Base GP	196
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
					Footspeed	+0.2
Other Benefits	n/a					
Notes	Well, it's way better than nothing - but not better than ANY other leg armor.					

Legann's Battered Sabatons					Rarity Tier	2
	Kinetic Damage Resistance	+9%	Fire Damage Resistance		Base GP	455
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	
					Footspeed	+0.2
Other Benefits	n/a					
Notes	Perfectly fine, but so limited.					

Mah-Fo's Flamefeet					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance	+15%	Base GP	2,723
	Chaos Damage Resistance		Ice Damage Resistance		Gem Slots	2
					Footspeed	+0.9
Other Benefits	+3 Melee Fire Damage					
Notes	Nice & fast, and with the best Fire resistance for your legs - and 2 x Gem Slots. Good deal even without the damage buff.					

Nettle's Elfin Sandals					Rarity Tier	3
	Kinetic Damage Resistance		Fire Damage Resistance	+5%	Base GP	1,617
	Chaos Damage Resistance	+5%	Ice Damage Resistance		Gem Slots	2
					Footspeed	+1.5
Other Benefits	+1 Ranged Speed +0.5 Ranged Range					
Notes	The BEST speed in the game, and some great spellcasting buffs, AND 2 x Gem Slots. Get these. Who cares about the damage resistance, just get them - easily the best at Tier 3, and maybe better than some Tier 4.					

Orisa's Deity Sandals					Rarity Tier	5
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+5%	Base GP	6,055
	Chaos Damage Resistance	+10%	Ice Damage Resistance	+5%	Gem Slots	2
					Footspeed	+1.2
Other Benefits	+1 Dash Cooldown					
Notes	Maybe slightly pipped by the Quicksilver Tassets, otherwise this would be clearly the best boot in the game. Well, maybe Zavel's Blessed Boots if you were grinding...					

Pustril's Rusty Shinguards					Rarity Tier	1
	Kinetic Damage Resistance	+3%	Fire Damage Resistance		Base GP	217
	Chaos Damage Resistance	+3%	Ice Damage Resistance		Gem Slots	
					Footspeed	+0.2
Other Benefits	n/a					
Notes	The only reason this is slightly better than the Scruffy Greaves is that Chaos resistance is a little more valuable than Fire, generally. But hey, if you have no boots at all the bit of extra footspeed is something.					

Qort's Shuffling Moccasins					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	266
	Chaos Damage Resistance	+6%	Ice Damage Resistance		Gem Slots	
					Footspeed	+0.3
Other Benefits	n/a					
Notes	Compared to other boots, it's in the middle of Tier 1, but you need to remember that compared to other armor in general you are getting a footspeed buff! If there was a Tier 1 Gauntlet with +6% resistance plus +0.3 Footspeed you'd think that was great!					

Riyi's Leather Skirt					Rarity Tier	2
	Kinetic Damage Resistance	+5%	Fire Damage Resistance		Base GP	602
	Chaos Damage Resistance	+4%	Ice Damage Resistance		Gem Slots	3
					Footspeed	+0.8
Other Benefits	n/a					
Notes	Incredible for Tier 2 - fast and 3 x Gem Slots!					

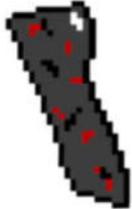
Shim's Translucent Anklet					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	665
	Chaos Damage Resistance		Ice Damage Resistance	+8%	Gem Slots	1
					Footspeed	+0.5
Other Benefits	+5 Max HP					
Notes	If it wasn't for Riyi's Skirt, this would be rave-worthy. Still quite strong.					

Tesano's Sol Shoes					Rarity Tier	4
	Kinetic Damage Resistance		Fire Damage Resistance		Base GP	3,220
	Chaos Damage Resistance	+7%	Ice Damage Resistance	+7%	Gem Slots	1
					Footspeed	+1
Other Benefits	+5% Ranged Fire Damage					
Notes	A spellcaster would toss up between this and the Attuned Cuissees at Tier 4 - though the Troll Schynbalds might be preferable if you have no other HP Regeneration.					

Unspek's Ratskin Leathers					Rarity Tier	1
	Kinetic Damage Resistance		Fire Damage Resistance	+3%	Base GP	287
	Chaos Damage Resistance		Ice Damage Resistance	+3%	Gem Slots	
					Footspeed	+0.4
Other Benefits	+15% Poison Resistance					
Notes	Vies with the Snowshoes as the best of Tier 1.					

Vivian's Attuned Cuisse					Rarity Tier	4
	Kinetic Damage Resistance	+4%	Fire Damage Resistance	+4%	Base GP	3,850
	Chaos Damage Resistance	+4%	Ice Damage Resistance	+4%	Gem Slots	2
					Footspeed	+0.8
Other Benefits	+1 Ranged Cooldown					
Notes	Pretty much obsolete once you find the Tier 5 Zavel's Blessed Boots, but good for spellcasters and lazy defenders at Tier 4.					

Wastelli's Tattered Gaiters					Rarity Tier	2
	Kinetic Damage Resistance		Fire Damage Resistance	+4%	Base GP	504
	Chaos Damage Resistance		Ice Damage Resistance	+4%	Gem Slots	1
					Footspeed	+0.4
Other Benefits	+15% Weakness Resistance					
Notes	The Gem Slot and Weakness make this pretty handy, with decent speed.					

Xyren's Demonic Greaves					Rarity Tier	5
	Kinetic Damage Resistance	+8%	Fire Damage Resistance	+8%	Base GP	4,816
	Chaos Damage Resistance	+8%	Ice Damage Resistance		Gem Slots	2
					Footspeed	+0.6
Other Benefits	+1 Destruction Multiplier +15% Fear Resistance					
Notes	Unquestionably good, but the Deity Sandals and Blessed Boots are usually better.					

Yrma's Shimmering Chausses					Rarity Tier	5
	Kinetic Damage Resistance	+10%	Fire Damage Resistance		Base GP	5,180
	Chaos Damage Resistance		Ice Damage Resistance	+15%	Gem Slots	3
					Footspeed	+0.7
Other Benefits	+4 Melee Ice Damage +15% Stunted Resistance					
Notes	Best Ice resistance for your legs means this can never be discounted, especially with 3 x Gem Slots (one of only two boots that have that).					

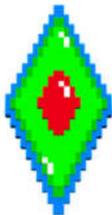
Zavel's Blessed Boots					Rarity Tier	5
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+7%	Base GP	4,998
	Chaos Damage Resistance	+7%	Ice Damage Resistance	+5%	Gem Slots	2
					Footspeed	+0.8
Other Benefits	+5% GP Gain +15% Stone Resistance					
Notes	It's a really tough call for "best" leg armor - the Quicksilver Tasset and Deity Sandals are both great, as is this. Luckily they're so rare that you'll probably only ever find one of the three, so you don't need to make that decision!					

A Mysterious Stranger's Boots					Rarity Tier	n/a
	Kinetic Damage Resistance	+5%	Fire Damage Resistance	+5%	Base GP	4,000
	Chaos Damage Resistance	+5%	Ice Damage Resistance	+5%	Gem Slots	1
					Footspeed	+1
Other Benefits	+15% Slow Resistance +15% Stone Resistance Cannot be sold or destroyed - you can never recover a gem from this					
Notes	Found by maxing out the Statue of Freya's upgrade level. The perfect Status Effect resistances for a boot and strong speed make this a great bonus item.					

Gems

Given that Gems can neither be bought (except for the same 25k flat fee from the Gem Merchant) nor sold, value is only given for comparisons (or to make them easier to find if your Inventory is set to list them by Value).

All Gems have equal rarity

Arkamon's Mythical Stone		Base GP	4,800
	Primary Effect	+5% XP Gain	
	Status Effect Resistance	+10% Silence Resistance	
	Notes	An excellent passive Gem.	
Breet's Favorite Pebble		Base GP	1,180
	Primary Effect	+5 Dash Damage	
	Status Effect Resistance	+10% Stone Resistance	
	Notes	Sure it's not a powerplay, but it's fun and early on can help.	
Cras's Bloodstone		Base GP	9,750
	Primary Effect	+0.3 HP Regeneration	
	Status Effect Resistance	+10% Weakness Resistance	
	Notes	The single best Gem you can find (apart from the Stranger's one).	

Dr Decto's Magnifying Emerald		Base GP	660
	Primary Effect	+0.3 Critical Damage Multiplier	
	Status Effect Resistance	+10% Poison Resistance	
	Notes	Assassins take note.	

Emera's Lapis Lazuli		Base GP	8,630
	Primary Effect	+0.5 Ranged Attack Rate	
	Status Effect Resistance	+10% Silence Resistance	
	Notes	Excellent, for a mage the 2nd-best Gem.	

Fryda's Warm Ruby		Base GP	850
	Primary Effect	+3 Melee Fire Damage	
	Status Effect Resistance	+10% Depower Resistance	
	Notes	If you get all four of the Melee Damage Gems, you get +12 damage - that's a good chunk...	

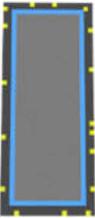
Gilda's Tiny Diamond		Base GP	1,330
	Primary Effect	+10% Kinetic Damage Resistance	
	Status Effect Resistance	+10% Vulnerable Resistance	
	Notes	Very welcome.	

Harrizen's Mysterious Gem		Base GP	1,810
	Primary Effect	+10% Chaos Damage Resistance	
	Status Effect Resistance	+10% Confusion Resistance	
	Notes	Don't mix this up with the Mysterious Stranger's Gem!	

Imomana's Eye		Base GP	3,210
	Primary Effect	+0.5 Ranged Ice Damage	
	Status Effect Resistance	+10% Slow Resistance	
	Notes	All of the Ranged Damage Gems are great, especially if you're lucky enough to find them early.	

Jax's Moonstone		Base GP	7,410
	Primary Effect	+3% Critical Hit Chance	
	Status Effect Resistance	+10% Fear Resistance	
	Notes	Right up there for Melee-heavy/Assassins, and the Fear resist is great for any build.	

Kobbo's Rough Hewn Rock		Base GP	2,200
	Primary Effect	+2 Melee Knockback	
	Status Effect Resistance	+10% Stone Resistance	
	Notes	A VERY sought after gem for Melee builds. Watch the weaker enemies fly!	

Legann's Enchanted Whetstone		Base GP	730
	Primary Effect	+3 Melee Kinetic Damage	
	Status Effect Resistance	+10% Depower Resistance	
	Notes	This is not going to be a must-have.	

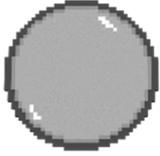
Mah-Fo's Humble Amethyst		Base GP	1,640
	Primary Effect	+10% Fire Resistance	
	Status Effect Resistance	+10% Vulnerable Resistance	
	Notes	Decent.	

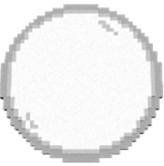
Nettle's Verdite Leaf		Base GP	480
	Primary Effect	+2 Ranged Speed	
	Status Effect Resistance	+10% Slow Resistance	
	Notes	Good.	

Orisa's Amber Heart		Base GP	370
	Primary Effect	+2 Dash Cooldown	
	Status Effect Resistance	+10% Weakness Resistance	
	Notes	Excellent. Are these 1-word critiques cute or annoying? Okay, to expand - no idea why the relative value is so low, because this is WAY better than that would suggest.	

Pustril's Serpentine Marble		Base GP	4,100
	Primary Effect	+0.5 Ranged Kinetic Damage	
	Status Effect Resistance	+10% Poison Resistance	
	Notes	Poison resist is less important for a mage than a Melee build, but the damage buff means you will not turn this down.	

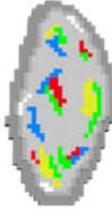
Qort's Quirky Azurite		Base GP	3,600
	Primary Effect	+0.5 Ranged Chaos Damage	
	Status Effect Resistance	+10% Confusion Resistance	
	Notes	As above.	

Riyi's Shiny Rock		Base GP	540
	Primary Effect	+5% GP Gain	
	Status Effect Resistance	+10% Stone Resistance	
	Notes	Superb - attach this as soon as possible and let the coins build up. Another one whose relative value is seriously askew <i>in our opinion</i> .	

Shim's Pearl Earring		Base GP	6,740
	Primary Effect	+0.5 Footspeed	
	Status Effect Resistance	+10% Slow Resistance	
	Notes	Excellent early game, still strong late game.	

Tesano's Sunstone		Base GP	310
	Primary Effect	+2 Ranged Range	
	Status Effect Resistance	+10% Stunted Resistance	
	Notes	Yes, "Ranged Range" is a funny way to say it (guess it's less letters than "Projectile Range"), but it's important if you don't already have a couple of buffs for it.	

Unspek's Fluorite Tip		Base GP	1,010
	Primary Effect	+3 Melee Chaos Damage	
	Status Effect Resistance	+10% Poison Resistance	
	Notes	Chaos is always nice for Melee due to Criticals offering potentially huge damage in one strike.	

Vivian's Vibrant Opal		Base GP	260
	Primary Effect	+2 Ranged Max Burst	
	Status Effect Resistance	+10% Silence Resistance	
	Notes	Very helpful if you struggle with Overheat, but more skilled players will find better Gems to use.	

Wastelli's Dull Aquamarine		Base GP	900
	Primary Effect	+3 Melee Ice Damage	
	Status Effect Resistance	+10% Weakness Resistance	
	Notes	The Weakness resist makes this more attractive than some of the other Melee damage Gems.	

Xyren's Volcanic Obsidian		Base GP	2,800
	Primary Effect	+0.5 Ranged Fire Damage	
	Status Effect Resistance	+10% Fear Resistance	
	Notes	Best of its type.	

Yrma's Cool Sapphire		Base GP	1,630
	Primary Effect	+10% Ice Damage Resistance	
	Status Effect Resistance	+10% Fear Resistance	
	Notes	The best if <i>its</i> type, too.	

Zavel's Birthstone		Base GP	5,860
	Primary Effect	+10 Max HP	
	Status Effect Resistance	+10% Stunted Resistance	
	Notes	Excellent buff, poor resistance. Still, it's like a free Perk.	

A Mysterious Stranger's Gem		Base GP	9,999
	Primary Effect	+20% Resistance to ALL Damage Types	
	Status Effect Resistance	+20% Resistance to ALL Status Effects	
	Notes	Only found when completing Level 100 of The Well. Obviously incredibly overpowered, but you need to go through so much to find the damn thing it had to be good!	

Rank XP Cost List

You start at Rank 1. The following table lists the amount of Experience Points (XP) you need to spend to progress to each additional Rank. XP is **deducted** from your current total when you Rank Up, for example if you are on Rank 1 and have 800 XP, when you rank up 500 XP will be deducted and you will have 300 XP remaining. If you have enough XP to go up multiple ranks at once, it will all be deducted together, e.g. if you are on Rank 1 and have 1,500 XP you will increase to Rank 3 and have 385 XP remaining (1,500 – (500 + 615)).

The progress curve is fairly rapid, you will typically gain a level for each one or two levels completed, and usually complete the game with a Rank around 30. This means that while you can gain a lot of Perks, you do need to specialize somewhat as you could only complete 60% of the Perk spokes on a normal playthrough.

Rank	XP Cost	Total Spent	Rank	XP Cost	Total Spent
2	500	500	27	4,875	63,375
3	615	1,115	28	5,115	68,490
4	735	1,850	29	5,360	73,850
5	860	2,710	30	5,610	79,460
6	990	3,700	31	5,865	85,325
7	1,125	4,825	32	6,125	91,450
8	1,265	6,090	33	6,390	97,840
9	1,410	7,500	34	6,660	104,500
10	1,560	9,060	35	6,935	111,435
11	1,715	10,775	36	7,215	118,650
12	1,875	12,650	37	7,500	126,150
13	2,040	14,690	38	7,790	133,940
14	2,210	16,900	39	8,085	142,025
15	2,385	19,285	40	8,385	150,410
16	2,565	21,850	41	8,690	159,100
17	2,750	24,600	42	9,000	168,100
18	2,940	27,540	43	9,315	177,415
19	3,135	30,675	44	9,635	187,050
20	3,335	34,010	45	9,960	197,010
21	3,540	37,550	46	10,290	207,300
22	3,750	41,300	47	10,625	217,925
23	3,965	45,265	48	10,965	228,890
24	4,185	49,450	49	11,310	240,200
25	4,410	53,860	50	11,660	251,860
26	4,640	58,500	51	12,015	263,875

51 is the maximum Rank achievable, meaning that all 50 Perks *can* be gained, however that would require a total of 263,875 XP. That's a lot of monsters to kill!

Perks List

Perks are listed in their “spoke” groupings below, a spoke being a straight line tracing from the center of the perk “web” to the outer edge.

Spoke 1 - Health/Resistance Perks 1

Skin of Iron		Ring	1
	Benefit	+10% Kinetic Damage Resistance +5 Max HP	
	Notes	<p>Early in the game, it's better to go for the +10 HP Perks instead as they are much better early. Late game, however, these start getting comparable, and in some situations even better.</p> <p>Think of it this way, if 100 damage kills you then this would prevent 10 HP of that damage (if it were all Kinetic). On average, it would actually be $\frac{1}{4}$ of the damage (1 of 4 elements), so this equates to 2.5 HP prevented on average + the 5 HP it gives you = 7.5 HP worth. But let's say you have all of the HP Perks and now you have 220 HP, now this Perk is worth, on average, 10.5 HP - however if you are in a Kinetic-heavy level it could be worth more like 20 HP!</p>	

Salamander Scales		Ring	2
	Benefit	+10% Fire Damage Resistance +5 Max HP	
	Notes	As above, either get this late-game or if you're having trouble in a Fire level.	

Cold Blooded		Ring	3
	Benefit	+10% Ice Damage Resistance +5 Max HP	
	Notes	As above, either get this late-game or if you're having trouble in an Ice level.	

Heart of Chaos		Ring	4
	Benefit	+10% Chaos Damage Resistance +5 Max HP	
	Notes	As above, either get this late-game or if you're having trouble in a Chaos level.	

Blessings of the Spectrum		Ring	5
	Benefit	+10% Kinetic Damage Resistance +10% Fire Damage Resistance +10% Ice Damage Resistance +10% Chaos Damage Resistance	
	Notes	Usually equates to saving between 12 and 22 extra HP, depending how many HP Perks you have, so well worth getting later in the game - but don't make this an early target.	

Spoke 2 - Health/Resistance Perks 2

Oak Heart		Ring	1
	Benefit	+10 Max HP +20% Poison Resistance	
	Notes	<p>Not to be judgmental, but skillful players can usually ignore these until they have all the combat-related Perks they want for their build, and only then go for Health. The thinking is, if you can kill or avoid enemies without being hit then HP doesn't change the combat calculations at all. It <i>is</i> possible (but difficult) to beat the game without dying, even at a minimal Max HP, since apart from Lord Z there is nothing that is a "HP Sink" that can't be defeated by using skill - and Z's unavoidable threats can be counteracted by the Statue of Freya.</p> <p>Having said that, getting an extra 10 HP is never a "bad" choice, and some of the individual Perks are better than others due to their respective status effect resistances. But the biggest reason why the HP Perks can be desirable, is because at Ring 5 in each Spoke you get HP Regeneration, and that is <i>super</i> important in the big picture.</p>	

Rapid Heart		Ring	2
	Benefit	+10 Max HP +15% Slow Resistance	
	Notes	If going for HP, this should be one of the first targets.	

Wisened Heart		Ring	3
	Benefit	+10 Max HP +25% Stunted Resistance	
	Notes	Should be lowest on the HP list, though you need it to keep going down the spoke any further.	

Uncowed Heart		Ring	4
	Benefit	+10 Max HP +15% Silence Resistance	
	Notes	Good one for mages, and of course you can't get the Spoke 2 HP Regeneration Perk without getting this first. Having Silence here makes sense since this spoke is closer to the Ranged Perks than the other HP spoke.	

Horse's Heart		Ring	5
	Benefit	+0.5 HP Regeneration +15% Depower Resistance	
	Notes	<p>HP Regeneration is a real game-changer and would be the only reason you might consider going for HP first. You need this for The Incubator and The Well.</p> <p>Note however that Spoke 10 is the better approach to a HP regen Perk, since it has Vulnerable, Fear and Weakness as the mandatory status resistances compared to Stunted, Silence and Depower. Though for a Ranged-heavy build it becomes pretty much even.</p>	

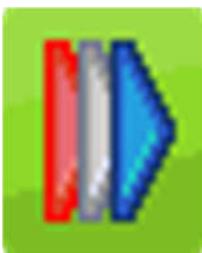
Spoke 3 - Utility/Progress Perks 1

Dash Master		Ring	1
	Benefit	+1 Dash Cooldown +7 Dash Damage	
	Notes	Worth it for the Dash Cooldown, though the Dash Damage actually makes that viable as 8 damage is enough to kill some Tier 1 creatures (particularly Chaos ones, which are weak against Dash's Kinetic damage). If you're going for a Melee build though, Essence of the Hummingbird is a MUCH better choice. Also if you already have 3 or more Dash Cooldown, adding another 1 only marginally improves things.	

The Archer's Wings		Ring	2
	Benefit	+0.5 Footspeed +1 Ranged Speed	
	Notes	Early footspeed buffs are excellent, that little bit of extra dodging and getting into melee range is gold. This one also has a nod to mages (since it is on the right-hand "Ranged side" of the perk web).	

The Destroyer		Ring	3
	Benefit	+4x Destruction Multiplier +6% Ranged Fire Damage	
	Notes	This is the prime determinant of whether you will regularly use the Destruction mechanic or not. With this you do at least 7 (but more likely 10+) times your attack's damage, which is going to clear a lot of rooms. The Fire buff is nice but don't let it tempt you into choosing this over any other Ranged damage Perk.	

The Finder		Ring	4
	Benefit	+10% GP Gain	
	Notes	One typical RPG strategy is to immediately go for this and the other GP/XP Gain perks, so that you progress more rapidly. It's hard to argue with that approach, really, although the payoff is a long-term investment...	

A Quick Mind		Ring	5
	Benefit	+10% XP Gain +15% Confusion Resistance +10% Slow Resistance	
	Notes	<p>As above, but with the extra resistances this is an especially excellent long-term Perk.</p> <p>Comparing the two "Speed/Progress" Spokes is tricky. This one results in +10% to both XP and GP, but the other ends up with +12% in both, and a bit more Footspeed. This one has more utility though.</p>	

Spoke 4 - Ranged Utility Perks

The Hawk's Feather		Ring	1
	Benefit	+2 Ranged Max Burst +2 Ranged Cooldown	
	Notes	This actually becomes better later in the game when more powerful spells need the extra Burst - best to avoid it as an early pick, but grab it later when going for the first Bonus Ring Perk. The rest of this Spoke are good though, so travel up either of the adjacent Spokes then cross over to this one along a later Ring.	

The Hawk's Wing		Ring	2
	Benefit	+2 Ranged Speed +2 Ranged Range	
	Notes	Good early, minimal difference late-game when your range and speed are likely already strong (Diminishing Returns) from better weapons/spells.	

The Hawk's Talon		Ring	3
	Benefit	+0.5 Ranged Attack Rate	
	Notes	Always excellent, but especially early - this should be the first thing you work towards if going full-on mage, and then onto Iron Core Mana.	

The Hawk's Eye		Ring	4
	Benefit	+5% Ranged Kinetic Damage +5% Ranged Fire Damage +5% Ranged Ice Damage +5% Ranged Chaos Damage	
	Notes	Normally you wouldn't go for this until much later in the game when it actually becomes worthwhile, however you need it to get to the awesome Iron Core Mana.	

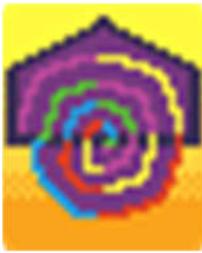
Iron Core Mana		Ring	5
	Benefit	+1 Ranged Knockback +0.5 Ranged Kinetic Damage	
	Notes	This should be your first 5th Ring goal as a hardcore mage. Knockback on all your spells may seem a subtle difference at first, but it changes the combat math entirely - it gives you that fraction of a second to avoid additional projectile attacks (i.e. delays enemies momentarily), and more importantly it pauses the approach of most Melee-based enemies - even if it is for the briefest moment, that's all you need sometimes, and effectiveness is greatly increased if you have a high Rapid Fire Rate. Don't forget the raw damage buff as well, nothing to sneeze at and really makes this an OP Perk.	

Spoke 5 - Ranged Damage Perks

Iron Mage		Ring	1
	Benefit	+0.3 Ranged Kinetic Damage +5% Ranged Kinetic Damage	
	Notes	Cleverly, these ranged damage perks are good both early-game (the raw damage buff) and late-game (the % buff). Go for these first as a mage, switch over to get Hawk's Talon and Iron Core Mana, then complete this Spoke.	

Red Mage		Ring	2
	Benefit	+0.3 Ranged Fire Damage +5% Ranged Fire Damage	
	Notes	As above.	

Blue Mage		Ring	3
	Benefit	+0.3 Ranged Ice Damage +5% Ranged Ice Damage	
	Notes	As above.	

Wild Mage		Ring	4
	Benefit	+0.3 Ranged Chaos Damage +5% Ranged Chaos Damage	
	Notes	As above.	

Full Spectrum Mage		Ring	5
	Benefit	+0.2 Ranged Kinetic Damage +0.2 Ranged Fire Damage +0.2 Ranged Ice Damage +0.2 Ranged Chaos Damage	
	Notes	As above, though this one is better early rather than late game and even so, Iron Core Mana is much better to get first.	

Spoke 6 – Hybrid Perks

Knight of Ice & Fire		Ring	1
	Benefit	+1 Melee Fire Damage +1 Melee Ice Damage +4% Fire Damage Resistance +4% Ice Damage Resistance	
	Notes	It's a tricky choice whether Metal Knight or this is the better pick for a Melee build. Either way, Essence of the Hummingbird and even Feet of Fire beat both as a first choice.	

Knight of Order & Chaos		Ring	2
	Benefit	+1 Melee Kinetic Damage +1 Melee Chaos Damage +4% Kinetic Damage Resistance +4% Chaos Damage Resistance	
	Notes	Slightly better than Knight of Ice & Fire - more things do some Kinetic damage and Chaos is deadlier.	

Void Mage		Ring	3
	Benefit	+0.2 Ranged Ice Damage +0.2 Ranged Chaos Damage +2% Ranged Ice Damage +2% Ranged Chaos Damage	
	Notes	Early to mid game, slightly better than the Spoke 5 Ranged Damage Perks.	

Furnace Mage		Ring	4
	Benefit	+0.2 Ranged Kinetic Damage +0.2 Ranged Fire Damage +2% Ranged Kinetic Damage +2% Ranged Fire Damage	
	Notes	As Above.	

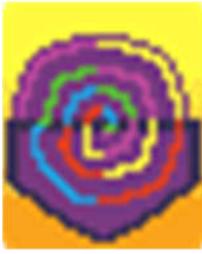
Barbarian MageKnight		Ring	5
	Benefit	+2 Melee Chaos Damage +0.4 Ranged Kinetic Damage +4% Kinetic Damage Resistance +2% Ranged Chaos Damage	
	Notes	A real hodge-podge, for those players who want a balanced Ampersat - which is fine. The Perk is fine too, but not overpowered like some of the other Ring 5 Perks - just a nice little incremental upgrade. Leave this one until later unless you are really a balance nut.	

Spoke 7 - Melee Damage Perks

Metal Knight		Ring	1
	Benefit	+3 Melee Kinetic Damage +6% Kinetic Damage Resistance	
	Notes	<p>Go for speed/movement boosts first (Essence of the Hummingbird and Feet of Fire, or even better Essence of the Cheetah), then build these up for your Melee basher.</p> <p>Alternate route is to grab this, then Burning Knight, then Frozen Knight, then switch Spoke to Weight of Conviction then again to Essence of Cheetah. While Weight of Conviction kinda relies on other Perks to get full advantage of it, one of those Perks is the Cheetah. And once you have Cheetah, it's only one hop to get Learned Lady and Winter Hoarding, then straight to the Speed of Progress! But remember to grab Hummingbird first of all.</p>	

Burning Knight		Ring	2
	Benefit	+3 Melee Fire Damage +6% Fire Damage Resistance	
	Notes	As above.	

Frozen Knight		Ring	3
	Benefit	+3 Melee Ice Damage +6% Ice Damage Resistance	
	Notes	As above.	

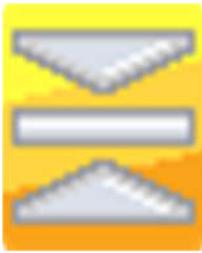
Entropic Knight		Ring	4
	Benefit	+3 Melee Chaos Damage +6% Chaos Damage Resistance	
	Notes	As above.	

Prismatic Knight		Ring	5
	Benefit	+2 Melee Kinetic Damage +2 Melee Fire Damage +2 Melee Ice Damage +2 Melee Chaos Damage	
	Notes	Early game this is devastating, especially if you get this whole Spoke and do 20 extra Melee Damage! Later it is still good but if you're already doing over 30 Melee Damage by then (with a good weapon) it's less amazing. Having said that, even 20% extra damage is a worthwhile boost.	

Spoke 8 - Melee Utility Perks

Essence of the Hummingbird		Ring	1
	Benefit	+0.6 Melee Attack Rate +1 Dash Cooldown	
	Notes	For a Melee build, this should be your very first Perk. Thank us later.	

Assassin's Wrist		Ring	2
	Benefit	+3% Critical Hit Chance +0.7x Critical Damage Modifier	
	Notes	Not as good as Assassin's Shadow, but if you're going for an Assassin build then obviously you need both. Don't bother if you're ranged-heavy.	

The Weight of Conviction		Ring	3
	Benefit	+1 Melee Knockback +7 Dash Damage +0.5x Critical Damage Modifier	
	Notes	Nice grab-bag of stuff for the Melee player, though for Dash Damage to be worthwhile you need to improve your Dash Cooldown, and for the crit damage to mean much you need to improve your crit % - so it's pretty conditional and not something you should aim for early.	

Assassin's Shadow		Ring	4
	Benefit	+7% Critical Hit Chance +0.3x Critical Damage Modifier	
	Notes	This really makes critical hits happen often enough to be a viable strategy of building up your crit damage... though it is obviously a very <i>random</i> strategy!	

Essence of the Rhino		Ring	5
	Benefit	+3 Melee Knockback +15 Dash Damage +1 Dash Cooldown	
	Notes	This is the most fun Perk - you can barrel through enemies and smash them into the distance with normal attacks. Perhaps not the highest recommendation for a serious/power-player but it sure livens things up. That's not to say the benefits aren't serious - a huge knockback protects you from counter attacks (though ensure you press the advantage and keep them rocking), and with a high Dash cooldown you can keep bopping around (invulnerable, remember) and doing nice extra damage when you do.	

Spoke 9 - Utility/Progress Perks 2

Feet of Fire		Ring	1
	Benefit	+0.5 Footspeed +1 Melee Fire Damage	
	Notes	The Footspeed is the main attraction here, it's that little boost you feel you need early-game.	

Winter Hoarding		Ring	2
	Benefit	+7% GP Gain +5% Ice Damage Resistance	
	Notes	Great boost to progress in the 2nd Ring. Get it before tackling The Coffin to take advantage of the thematic-but-kind-of-random Ice damage buff too.	

Essence of the Cheetah		Ring	3
	Benefit	+0.5 Footspeed +1 Dash Cooldown	
	Notes	If you don't already have many speed/dash buffs, this is <i>excellent</i> to grab.	

Learned Lady		Ring	4
	Benefit	+7% XP Gain +30% Stunted Resistance	
	Notes	Obviously you want it for the XP Gain. Stunted is not something that changes the combat math so it can usually be ignored (though getting this helps ignore it).	

The Speed of Progress		Ring	5
	Benefit	+5% GP Gain +5% XP Gain +0.5 Footspeed	
	Notes	A great Perk - not overpowered at all, but additions that are always helpful.	

Spoke 10 - Health/Resistance Perks 3

Focused Heart		Ring	1
	Benefit	+10 Max HP +20% Confusion Resistance	
	Notes	It's personal choice whether this Ring 1 HP Perk is better than the equivalent on Spoke 1 - all depends how well you adapt to Confusion once it hits. If you handle it well, then Poison resist is better to have.	

Passionate Heart		Ring	2
	Benefit	+10 Max HP +15% Stone Resistance	
	Notes	Nothing has Stone until at the Siren in The Coffin Level 4, and only 3 total creatures have it in the game (plus some of Lord Z's area effects) - HOWEVER there are multiple Tower levels (in all except the Tower of Madness) that have Stoning creatures that can absolutely destroy you if you get effected. So - don't get this early, but you will be very grateful to have better Stone resist in the Towers!	

Iron Heart		Ring	3
	Benefit	+10 Max HP +15% Vulnerable Resistance	
	Notes	One of the less important resistances.	

Berserker Heart		Ring	4
	Benefit	+10 Max HP +15% Fear Resistance	
	Notes	One of the strongest resistances.	

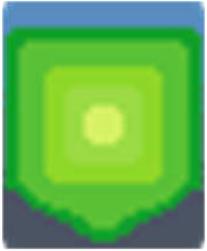
Elephant's Heart		Ring	5
	Benefit	+0.5 Hp Regeneration +15% Weakness Resistance	
	Notes	This is the path to take for a Melee build, obviously.	

Bonus Perks

It is generally not a good idea to attempt to get these early at the expense of Perks that may not add to your desired build approach, because the benefits aren't fully realized until later in the game where Status Effects become more critical to avoid.

Hardiness +12		Ring	n/a
	Benefit	+12% Resistance to ALL Status Effects	
	Notes	Automatically gained by completing all Ring 1 Perks. Late-game this is definitely worth completing, even if you "waste" a couple of Perks to do it.	

Hardiness +10		Ring	n/a
	Benefit	+10% Resistance to ALL Status Effects	
	Notes	Automatically gained by completing all Ring 2 Perks.	

Hardiness +8		Ring	n/a
	Benefit	+8% Resistance to ALL Status Effects	
	Notes	Automatically gained by completing all Ring 3 Perks.	

Enemies List

Enemies will be listed alphabetically (a-z lower case first, then A upper case onward), except for Bosses which will have a separate list - so there will be gaps in the upper cases where the Bosses would slot in.

Note that there are many other unlisted differences between creatures, however this Guide will focus on the more quantitative ones. Each creature has very different AI in how they move and attack, different senses (Sight, Smell, Hearing, Telepathy) with different radii for each (or zero), and different speeds and %s of base speed depending on what they are doing (roaming, approaching, engaging, retreating), e.g. some will roam slowly but rush in to attack, but others may dash around but become more cautious when attacking. These are things you will notice naturally in the game and you don't need a guide for it, though general hints will be listed.

Also unlisted are precise resistance %s for each Status Effect, though it will state if something is completely 100% resistant to an effect (except the obvious ones, like a creature with no melee attack being resistant to Weakness).

The creature's Elements (as per the Bestiary) are highlighted Green in the matrix for quick reference. Tier (1-5) is a shorthand for a creature's danger level, again as listed in the Bestiary. For flavor text/lore, check the Bestiary.

In the following tables:

Dmg R = Ranged Damage
Dmg M = Melee Damage
Resist = Damage Resistance

Lower Case

Acolyte (a)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic		2	20%	HP	8
	Fire			-20%	XP	12
	Ice	3		20%	Status Effects	
	Chaos			-20%		
Attacks	Will circle and shoot, but if you get close will stab you with a dagger and back away.					
Notes	They appear all over the game, not confined to any particular element. Easy to dodge their slow shots, but watch out if getting close as they will stab you with a dagger.					

Black Witch (b)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			-10%	HP	24
	Fire	8		40%	XP	60
	Ice			-10%	Status Effects	Weakness
	Chaos	4		40%		
Attacks	Circles you while firing, and dodges your shots.					
Notes	If you mistime a dash to try and Melee them, they can catch you with Weakness then you're in a world of hurt. For ranged, just be patient and treat them like any dodger (see general Ranged Combat Tips).					

Carrion Crawler (c)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic		4	20%	HP	6
	Fire			0%	XP	6
	Ice			0%	Status Effects	Poison
	Chaos			-20%		
Attacks	Not exactly "Melee", it's really a small area effect around them when very close.					
Notes	<p>Either shoot from afar or just avoid them (they're very slow). If you need to Melee to get a Bonus Word, weaken them with a shot or two then dash in - if you have some extra Dash Damage they'll die, or if you're lucky you'll get a hit in before they spurt. Be warned they often spurt on death and you can walk into their poison cloud if not careful.</p> <p>100% resistant to Poison and Depower (and Weakness doesn't stop its attack).</p>					

Dryrot (d)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic		2	40%	HP	40
	Fire			-10%	XP	55
	Ice		6	40%	Status Effects	Vulnerable, Poison
	Chaos			-10%		
Attacks	Brainless (they're zombies, really) but fast approach, double-claw attack so they can hit twice before you know it.					
Notes	<p>If you're mainly Ranged, hope you either have knockback on your Spells or you're fast enough to back away while chipping away at them. Melee is a little dangerous, just watch your timing and if they make you Vulnerable retreat until it wears off. Remember you can CLOSE doors if you need to hide away.</p> <p>100% resistant to Fear and Poison.</p>					

Elven Rogue (e)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic	5	6	40%	HP	22
	Fire			10%	XP	70
	Ice			10%	Status Effects	
	Chaos			-10%		
Attacks	They dodge and shoot in a circle, then lunge in for a melee attack.					
Notes	<p>Usually the first dodger you see in the game, so the general advice:</p> <ul style="list-style-type: none"> a) When they dodge, there are a couple of seconds grace where they won't dodge again - so send off a warning shot, wait until they dodge and then shoot them before they can dodge again. b) Improve shot speed/rate and spray in front of their dodge path - they can dodge left or right randomly, so adjust quickly. c) Just dash in and Melee them to death. <p>You may be tempted to just avoid elves, but they're worth a ton of XP. In Dungeons, they <i>usually</i> appear near treasure so take a look around after killing them.</p>					

Famished (f)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		3	30%	HP	12
	Fire			-15%	XP	20
	Ice		2	30%	Status Effects	Weakness
	Chaos			-15%		
Attacks	Rush 'n' attack.					
Notes	Dangerous for Melee builds since they can get a shot in easily before you do unless your timing is perfect, and then stop you from counter-attacking if you have poor Weakness resistance.					

Gibbering Grin (g)		Dmg R	Dmg M	Resist	Tier	1
g	Kinetic			-20%	HP	7
	Fire			0%	XP	13
	Ice			0%	Status Effects	
	Chaos	2		20%		
Attacks	Dodgers that circle and shoot.					
Notes	They dodge but just dash in and melee since even if they hit you once, it won't do much damage. More an annoyance than anything else.					

Harmless Mote (h)		Dmg R	Dmg M	Resist	Tier	3
h	Kinetic			50%	HP	30
	Fire			50%	XP	65
	Ice			50%	Status Effects	Silence, Stunt, Weakness, Depower, Vulnerable
	Chaos			50%		
Attacks	None, but get too close and they spurt a cloud of dust that causes a ton of Status Effects which can screw you up for all the other monsters around.					
Notes	<p>Just avoid them (they float around randomly, won't approach on purpose) unless you want to shoot for the XP. If needing them for a Bonus Word, weaken with shots then dodge in. Likely you won't kill them before you get effected and may not be able to Melee again for a few seconds, so just keep close until the Weakness clears then finish them off while you're immune for a couple of seconds.</p> <p>100% resistant to everything, and they also have HP Regeneration to piss you off even more.</p>					

Ifrit (i)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic			0%	HP	7
	Fire	3		20%	XP	9
	Ice			-20%	Status Effects	
	Chaos			0%		
Attacks	Roams around ignoring you, only fires if you get close enough.					
Notes	Easily avoided, but also pretty easy to kill for the XP. 100% resistant to Fear and Poison.					

Jackolantern (j)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			-10%	HP	25
	Fire	3		40%	XP	70
	Ice			-10%	Status Effects	Fear
	Chaos	7		40%		
Attacks	Fires 3 projectiles in a forward spread, each of which can cause Fear.					
Notes	Very dangerous, Fear is a killer if you have limited space to escape or a lot of creatures are around. Identify and kill this first.					

Kobold of the Deep Furnace (j)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic		2	20%	HP	10
	Fire		2	20%	XP	12
	Ice			-20%	Status Effects	
	Chaos			-20%		
Attacks	Circles then lunges at you with a flaming spear.					
Notes	Choose the right element, back off and time their lunges.					

Lavamancer (l)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			10%	HP	34
	Fire	12		40%	XP	55
	Ice			-10%	Status Effects	Vulnerable
	Chaos			10%		
Attacks	A simple big blast.					
Notes	Wear your asbestos pants for these guys, otherwise they're pretty straightforward to deal with - just be aware if they've made you Vulnerable and escape if so.					

Mokoi (m)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic	2		40%	HP	32
	Fire	2		40%	XP	51
	Ice	2		40%	Status Effects	Slow, Confusion
	Chaos	6		40%		
Attacks	Straightforward, but potentially causes BOTH Slow and Confusion with every shot.					
Notes	Really, really annoying and can be deadly in several levels where other threats are present. The all-element resistance is a pain as well. In groups, treat this as a priority target.					

Nephiliti (n)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic		1	-10%	HP	45
	Fire		3	40%	XP	55
	Ice		3	40%	Status Effects	Depower, Vulnerable
	Chaos		3	40%		
Attacks	Keeps a short distance then lunges with its war-axe.					
Notes	Kinetic is the only thing that hurts it well, a dash-attack can usually be executed before it swings. The main issue is that it's sneaky, it doesn't appear to be much of a threat and it appears in The Incubator where it's dark and can surprise you, or in the Ziggurat among a crowd of other things.					

Organ Grinder (o)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		4	30%	HP	20
	Fire			5%	XP	22
	Ice			5%	Status Effects	Stunted
	Chaos		2	35%		
Attacks	The size of the hammer might surprise you.					
Notes	Just stay away from the hammer, soften them up a little before engaging. The Bestiary doesn't list the Stunted effect, but it's definitely there - not that it changes your approach much.					

Pyromancer (p)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic			5%	HP	16
	Fire	7		30%	XP	25
	Ice			-20%	Status Effects	
	Chaos			5%		
Attacks	Circles and fires 3 projectiles in a wide forward arc.					
Notes	Slightly harder to dodge since it fires at your flanks, can become trouble if they gang up on you so make double sure you hit their Spawners first.					

Quicklime (q)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			-10%	HP	27
	Fire		3	40%	XP	52
	Ice			-10%	Status Effects	Poison
	Chaos		2	40%		
Attacks	Incredibly fast movers that dart at you, but their attack is a tight area effect when getting close (which they will).					
Notes	Really hard to stop these guys, they just barrel into you at ludicrous speed and keep farting in your face. Okay, it's acid. Instead of backing away a sideways-dash is better here, like dodging a charging bull. 100% resistant to everything except Vulnerable.					

Racidian (r)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic		1	20%	HP	9
	Fire			-20%	XP	10
	Ice		2	20%	Status Effects	Poison
	Chaos			-20%		
Attacks	Usually track you throughout a Dungeon, they get close and claw you.					
Notes	Remember Poison does 10% of your HP, so a maximum 10 infections and you die so don't just take the hits from these guys - keep them knocked back or just shoot and retreat. 100% resistant to Fear and Poison.					

Skullgeist (s)		Dmg R	Dmg M	Resist	Tier	1
	Kinetic			-20%	HP	8
	Fire			-20%	XP	11
	Ice	2		20%	Status Effects	Stunted
	Chaos	1		20%		
Attacks	A dual-projectile that looks like a single attack but sometimes they spread further apart - plus EACH one does the same damage/effect.					
Notes	They circle but don't actually dodge, so just lead their movement.					

Trickster (t)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		1	-15%	HP	15
	Fire			5%	XP	26
	Ice			5%	Status Effects	Confusion
	Chaos	6	3	30%		
Attacks	They'll circle and shoot but then lunge and hit with their staff, which is what causes the Confusion (the shots don't). They also dodge - ugh.					
Notes	As the name implies, tricky. They do a lot of stuff, and when they Confuse you it can be too much to handle. Ranged is probably the easiest for these guys otherwise you just go in wild with Melee and expect to take a couple of hits/get confused. Not a great strategy but sometimes you just need to take as few lumps as possible instead of trying to get smart and potentially taking more damage/dragging it out.					

Umbranite (u)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic	2	5	50%	HP	58
	Fire			-5%	XP	115
	Ice	6	3	50%	Status Effects	Fear
	Chaos	8	5	50%		
Attacks	Circles while firing then lunges with a battleaxe.					
Notes	The only Tier 4 creature that is Lower Case, which makes it pretty deceiving and you may not pay proper attention to it. Take note of its resistances - this can be hard to kill! It also does a lot of damage and across 3 elements. Melee is super risky as it has Fear, so keeping your distance is smarter, however if you can learn the timing to avoid their lunge (or get in before they start engaging properly) then you can, with the right Melee build, just mash away..					

Vanisher (v)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		1	-15%	HP	12
	Fire			-15%	XP	24
	Ice	5	2	30%	Status Effects	
	Chaos	2	1	30%		
Attacks	These guys turn invisible . They both shoot and stab you (with a lunge that you'll literally not see coming most of the time), so it can be tricky to predict where you'll get hit from.					
Notes	They'll randomly become visible for short periods but when not, track them by their shadows and their shots. In levels where they appear, watch your back as they will lurk and circle behind you. 100% resistant to Stone effect.					

White Witch (w)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			10%	HP	28
	Fire			-10%	XP	57
	Ice	12		40%	Status Effects	Silence, Stunted
	Chaos			10%		
Attacks	They dodge and circle, but keep their distance.					
Notes	Standard dodge tactics but with a slight difference; they Silence instead of the Black Witch's Weakness, so a Melee approach has less to fear from them - though this is one of the only cases where Stunted is a bastard, since it will deny you the nice XP from this kill.					

Xenophage (x)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic		5	40%	HP	32
	Fire			-10%	XP	56
	Ice		5	40%	Status Effects	Poison
	Chaos			-10%		
Attacks	The ultimate rush & attackers, very quick and with an extra lunge.					
Notes	They are birthed from eggs in The Incubator, but also appear from spawners in The Ziggurat Of Woe. Ranged Knockback <i>really</i> helps with them, and Melee can be surprisingly good if you don't get surrounded. 100% resistant to Poison and Depower.					

Youngling (y)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		3	30%	HP	18
	Fire			-15%	XP	23
	Ice			-15%	Status Effects	Vulnerable
	Chaos		2	30%		
Attacks	They'll just charge and whack you, nothing sophisticated.					
Notes	Note that they're more vulnerable to Fire and Ice than their elements would suggest.					

Zealot (z)		Dmg R	Dmg M	Resist	Tier	2
	Kinetic		5	30%	HP	17
	Fire			5%	XP	27
	Ice			5%	Status Effects	
	Chaos			-15%		
Attacks	A quick rush and then an even quicker lunge on top of that.					
Notes	<p>Can really take you by surprise and their sword has a wide swing. Either dash into them head-on and knock them back or, if you're fast enough, retreat and shoot - but you could be retreating a long way so make sure you have room.</p> <p>100% resistant to Fear.</p>					

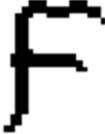
Upper Case

These generally only appear in Towers, with a few exceptions, such as the Siren and Elephant Zombie in The Coffin.

Archangel (A)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic		6	60%	HP	100
	Fire		10	60%	XP	160
	Ice			0%	Status Effects	Stone, Silence
	Chaos			0%		
Attacks	Circle and lunge with a long lance.					
Notes	<p>This is where taking advantage of resistances is super important - trying to kill this with Kinetic or Fire will take too long to avoid them, and there's a good chance you'll be made a sitting duck unable to move or shoot. Then you rely on tricky Melee timing, but more likely you'll be dead soon. So - either match their elements with your Spells or ensure you have a LOT of speed to retreat from them. But the best bet is a strong Melee build and good timing, to get in before they can hit you. They don't have a lot of Knockback though, so be wary of counter-attacks.</p>					

Brain Splicer (B)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic			-0%	HP	69
	Fire			-0%	XP	170
	Ice	8		60%	Status Effects	Slow, Confusion, Stunted
	Chaos	10		60%		
Attacks	Circles firing 3 projectiles in a forward arc.					
Notes	Like a grown-up Mokoï, but even more dangerous because it's harder to kill and has spread fire. Keep an eye out for them. If you're in The Tower of Madness (where they mostly reside) and get Slowed/Confused, try running into the teleport ring surrounding the level to get away fast.					

Elephant Zombie (E)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic		20	70%	HP	150
	Fire			10%	XP	250
	Ice		5	70%	Status Effects	Slow, Poison
	Chaos			10%		
Attacks	Charges and stomps.					
Notes	<p>Only appears in two places - Level 4 of The Coffin, and in The Well at deep levels. You're unlikely to be able to Melee start to finish without being stomped as its Knockback is quite low. Soften it up with Ranged a bit first and you might succeed, otherwise wait for its stomp, avoid and then attack.</p> <p>100% resistant to everything except Slow, Vulnerable and Depower.</p>					

Fading Beauty (F)		Dmg R	Dmg M	Resist	Tier	3
	Kinetic			10%	HP	37
	Fire			-10%	XP	70
	Ice	12	4	40%	Status Effects	Depower, Vulnerable (ranged), Stunted, Poison (area)
	Chaos		1	10%		
Attacks	3 projectiles in a wide arc, and if you get near it has an area effect.					
Notes	<p>The only Upper Case Tier 3, though it's almost as deadly as a Tier 4 so treat it as such. Its Status Effects aren't the very worst though, so this is a lower priority than others that are usually around it (Werewolves, Brain Splicers and such). Melee is NOT a good option here due to the area effect.</p> <p>Note: Weakness does not stop its area effect.</p>					

Grey Matter (G)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic			-5%	HP	52
	Fire			20%	XP	100
	Ice			20%	Status Effects	Silence, Confusion, Stunted
	Chaos	15		50%		
Attacks	5 x projectiles all around it.					
Notes	<p>Hard to dodge, bad for mages. Melee has an easier time as long as you're comfortable fighting while Confused. If you are, or you have high Confusion resistance, just ignore the hits and pound it - though make sure you don some Chaos armor first - then run away until the Confusion etc clears.</p>					

Hemogoblin (H)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic			-5%	HP	48
	Fire	12		50%	XP	105
	Ice			-5%	Status Effects	Weakness, Vulnerable, Poison
	Chaos	5		50%		
Attacks	Circles and dodges , though its dodge is not as good as some smaller creatures. Fires 2 projectiles but grouped fairly close together - good to dodge, but bad if you get hit as you take double damage.					
Notes	Very deadly for Melee, and annoying for Ranged, so you're a little screwed both ways. Hopefully your ranged vs dodge skills are good enough by now to take it from afar as that is the best bet - luckily it has fairly low HP so choose the right element Spell.					

Ireful Eye (I)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic			-5%	HP	51
	Fire	10		50%	XP	110
	Ice			-5%	Status Effects	Fear, Vulnerable
	Chaos	5		50%		
Attacks	3 x projectiles in a forward arc, but they don't circle or dodge so a straight-ahead aggressive ranged attack.					
Notes	Killer combo of effects, this is both a top priority and something that makes your first instinct to be to back off. But a strong enough Melee build can get a dash attack in and wipe this out before the Fear strikes.					

Knave of Diamonds (K)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic	20	15	60%	HP	56
	Fire			30%	XP	155
	Ice			30%	Status Effects	Weakness (melee), Stunted (ranged)
	Chaos			0%		
Attacks	A wide variety of movement - it circles you, lunges in for melee attacks, AND dodges . Hard to pin down.					
Notes	The worst part of this guy is that Melee is the best way to defeat it, but its sword delivers Weakness so if you make a misstep it can be all over. Plus it dodges to make mages pissed. Building up a lot of Weakness resistance may be the only "safe" approach.					

Levelling Stone (L)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic		10	60%	HP	120
	Fire			30%	XP	180
	Ice			30%	Status Effects	Stone
	Chaos			0%		
Attacks	Not a melee attack - an area effect, which is far worse. The Stones build up speed and hunt you down anywhere in the level, but you can dodge them and they take some time to turn/re-focus.					
Notes	This is an absolute damage sink, you will NOT kill it quickly, even with a Chaos Spell. And don't even try to Melee this thing, you'll regret it unless you have massive Stone resistance. But if you've already cleared up a level, it's worth hunting these for the XP. 100% resistant to every Status Effect, argh.					

Manticore (M)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic	3		50%	HP	60
	Fire	3		50%	XP	125
	Ice	3		50%	Status Effects	Poison
	Chaos	3		50%		
Attacks	4 x projectiles in a tight forward fire.					
Notes	<p>The thing to watch out for here is that EACH of the 4 projectiles delivers that much damage/poison. However if you notice, the shots slightly spread out so it actually leaves a little safe sliver right in the middle, if you can thread it (until you get close - then all 4 shots are likely to hit you). You're shit out of luck with elements too, with high resistance in everything. So, easy to avoid at a distance but tough to bring down.</p> <p>100% resistant to Poison.</p>					

Narcomancer (N)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic			20%	HP	55
	Fire			-5%	XP	100
	Ice	16		50%	Status Effects	Slow, Depower, Stunted
	Chaos			20%		
Attacks	2 x tightly grouped projectiles, each doing massive damage - but straightforward approach.					
Notes	Fairly easy to deal with but if you don't pay attention and it tags you with Slow, you may die very quickly - can kill you with 4 of its double-shots if you have low resistance.					

Quintessance (Q)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic			0%	HP	75
	Fire			30%	XP	165
	Ice			30%	Status Effects	Depower
	Chaos	20		60%		
Attacks	4 x diagonal shots (not straight ahead), each of which explodes with an area effect and massive damage. Also circles you.					
Notes	<p>Very easy to get tagged by this, and while Depower isn't the worst thing that can happen to you, it can seriously hamper your plans. So, not as high priority as a Brain Splicer or Ireful Eye, but steer well clear.</p> <p>100% resistant to Fear, Stone and Poison.</p>					

Radiance (R)		Dmg R	Dmg M	Resist	Tier	5
	Kinetic			30%	HP	73
	Fire	20		60%	XP	175
	Ice			0%	Status Effects	Slow
	Chaos			30%		
Attacks	8 x projectiles in a circle.					
Notes	<p>Very hard to dodge its shots, but they're pretty short range so you can keep your distance well enough. Melee is dangerous but can work. You do NOT want to let too many of these get active, so hit their spawners ASAP.</p> <p>100% resistant to Stone and Poison.</p>					

Siren (S)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic			20%	HP	50
	Fire			-5%	XP	115
	Ice	10		50%	Status Effects	Stone
	Chaos			20%		
Attacks	Has a vacuum effect that sucks you towards it.					
Notes	<p>Very disruptive as you need to keep moving away from it or you'll be sucked into its line of fire and Stoned. On their own not a massive threat (just a bit tricky to dodge while being sucked in) but in a crowded battlefield these really screw you up. Kill them ASAP. Melee is particularly dangerous with them though - practice until you get their measure.</p> <p>100% resistant to Fear and Stone.</p>					

Werebear (W)		Dmg R	Dmg M	Resist	Tier	4
	Kinetic		5	50%	HP	70
	Fire			-5%	XP	120
	Ice		4	50%	Status Effects	Fear
	Chaos		5	50%		
Attacks	Rush in and lunge with claws.					
Notes	<p>These beasts have low Knockback, making Melee tough unless you have very quick attacks. But their resistance is so high and they're so fast that Ranged have trouble too, so you're screwed either way. They are, frankly, bastards. It's not something you should rely on since they're very rare, but Slow, Fear or Weakness effects are your best bet. Also, make sure you have a Fire weapon, please!</p>					

Bosses

Crimson King (C)		Dmg R	Dmg M	Resist	Level	Tower of Knowledge
	Kinetic		10	80%	HP	540
	Fire		20	80%	XP	1,300
	Ice			15%	Status Effects	Vulnerable
	Chaos			15%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to Fear, Weakness and Stone.					

Destroyer (D)		Dmg R	Dmg M	Resist	Level	The Brazier
	Kinetic			45%	HP	360
	Fire	25		80%	XP	1,000
	Ice			15%	Status Effects	Its bombs cause Vulnerable
	Chaos			45%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to Fear, Silence, Slow and Stone.					

Jack Knife (J)		Dmg R	Dmg M	Resist	Level	The Incubator
	Kinetic	5	3	80%	HP	400
	Fire			15%	XP	1,000
	Ice	8	6	80%	Status Effects	Poison, Vulnerable
	Chaos	7	3	80%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to everything except Depower and Vulnerable.					

Orgo (O)		Dmg R	Dmg M	Resist	Level	Tower of Madness
	Kinetic		10	80%	HP	450
	Fire			15%	XP	1,300
	Ice			15%	Status Effects	Confusion
	Chaos		20	80%		
Attacks	See Level Guide section.					
Notes	Looks a bit like a big asshole, and he is. See Level Guide section. 100% resistant to Fear, Weakness, Stone and Slow.					

Petragryph (P)		Dmg R	Dmg M	Resist	Level	Ziggurat of Woe
	Kinetic			15%	HP	540
	Fire	15		80%	XP	1,300
	Ice			15%	Status Effects	Confusion
	Chaos	15		80%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to Fear, Silence, Stone and Slow.					

Tiamat (T)		Dmg R	Dmg M	Resist	Level	The Coffin
	Kinetic			45%	HP	360
	Fire			15%	XP	1,000
	Ice	25		80%	Status Effects	Slow (Breath), Weakness (Projectiles)
	Chaos			45%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to everything except Depower (does not impact breath weapon) and Vulnerable.					

Unstoppable Force (U)		Dmg R	Dmg M	Resist	Level	The Vice
	Kinetic		50	80%	HP	1,000
	Fire			50%	XP	1,000
	Ice			50%	Status Effects	
	Chaos			15%		
Attacks	See Level Guide section.					
Notes	It has huge HP Regeneration . Don't try to fight it. See Level Guide section for more. 100% resistant to <i>every</i> Status Effect.					

Vein Drinker (V)		Dmg R	Dmg M	Resist	Level	Tower of Shadows
	Kinetic	5	5	80%	HP	540
	Fire			15%	XP	1,300
	Ice	25	15	80%	Status Effects	Fear (bite), Depower (projectiles)
	Chaos			15%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to everything except Depower and Vulnerable.					

X of Kings (X)		Dmg R	Dmg M	Resist	Level	Tower of Knives
	Kinetic	30		80%	HP	540
	Fire			50%	XP	1,300
	Ice			50%	Status Effects	Depower
	Chaos			15%		
Attacks	See Level Guide section.					
Notes	See Level Guide section. 100% resistant to everything except Depower and Vulnerable.					

Yawning Void (Y)		Dmg R	Dmg M	Resist	Level	The Gateway
	Kinetic			15%	HP	360
	Fire			45%	XP	1,000
	Ice			45%	Status Effects	Confusion
	Chaos	25	35	80%		
Attacks	See Level Guide section.					
Notes	Its "Melee" is really an area effect when you get too close. See Level Guide section for more. 100% resistant to <i>every</i> Status Effect.					

Lord Z (Z)		Dmg R	Dmg M	Resist	Level	Nether Realm
	Kinetic	0-30		45-85%	HP	3,000
	Fire	0-30		45-85%	XP	5,000
	Ice	0-30		45-85%	Status Effects	All (1 per random area effect)
	Chaos	0-30		45-85%		
Attacks	See Level Guide section.					
Notes	<p>Final Boss. Switches elements, so damage and resistance changes between switches. See Level Guide section for more.</p> <p>100% resistant to every Status Effect.</p>					

Level Guide

General Approach

The safest approach to the game is to complete each Dungeon's Level 1 (except the Incubator), then each Level 2, and so on. Doing this deprives you of your Bravery Bonus though, so progress will be slower. Going from Level 1 to 5 in a row at the start of the game, however, takes a lot of skill and/or luck in finding great gear and a bunch of HP potions along the way and The Vice is probably the only one where you will defeat the Boss on your first run.

So here is the smarter hybrid approach (**note** this is NOT the most "enjoyable" way to experience the game - if it is your first playthrough just explore wherever takes your fancy) that has a decent balance of risk and reward :

- 1) Complete Level 1 of each Dungeon, except the Incubator, starting with The Gateway, ensuring you get all Secret Chests and Bonus Words. Complete a level then back out to Gentheim at the start of Level 2 - in The Vice, though, do the Boulder trap then retreat immediately so you can grab the gold where the Boulder started before going home.
- 2) If you have strong gear by then, attempt a full run of The Vice - start at Level 1 again to get the Bravery Bonus, but just race to end without getting hit if possible.
- 3) Attempt a full run of The Brazier, then The Gateway, then The Coffin (this order may change if you have strong elemental weapons/armor - if so, choose the Dungeon that best matches your strengths), and *only then* The Incubator.
- 4) Do the Towers one level at a time, i.e. all Level 1s first, then all Level 2s. The Bravery Bonus is lower here so not as important, but if you want it, it's easy enough to start at Level 1 each time and just race straight to the exit - you can usually do this without getting hit as they're fairly close.
- 5) Grind The Well until you collect as many Lost Items for the Villages as you can, and ensure both Statues are repaired (the other buildings are up to you but you'll likely have a few maxed out along the way - see the Village section).
- 6) Face Lord Z.

If you find Step 2 or 3 is resulting in a few deaths then you're likely losing more GP than you would by sacrificing the Bravery Bonus, so just stick to the baby steps approach and do, say, the first 3 levels of each Dungeon (except The Incubator) before going further.

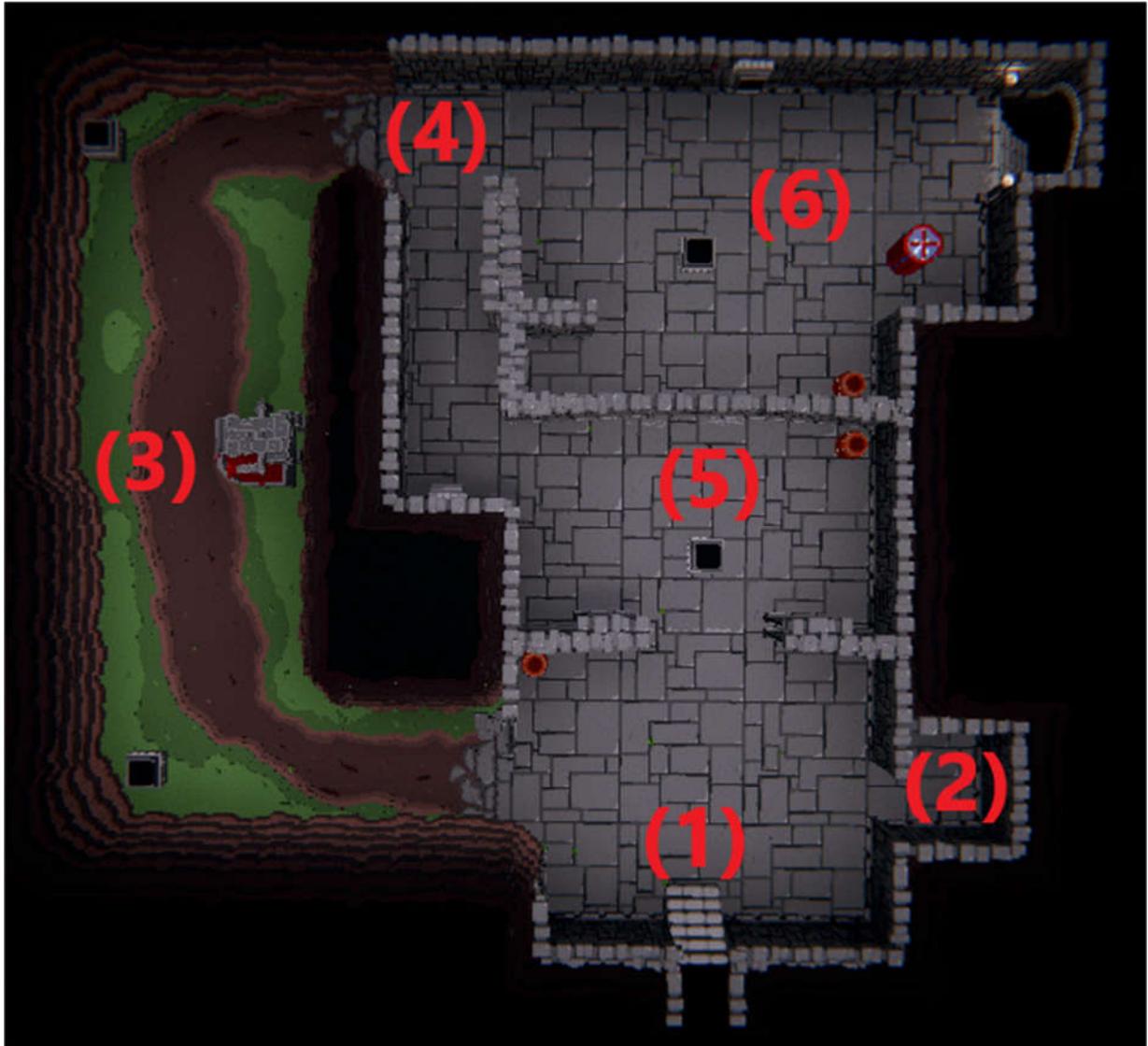
Dungeons

The guide will start at the northern Tower (well, the Dungeon beneath) and then proceed clockwise. Skip ahead depending on which levels you're choosing to tackle at the moment.

The Vice

This Dungeon has primarily Kinetic-based creatures (though some are multi-element), which means it's sometimes referred to as the "kinetic dungeon" or "stone dungeon". There are more puzzle elements than the other Dungeons, but they're still fairly light/simple.

Level 1



A simple introduction level - only one way to really go (once the trap doors fence you in), no blacked out rooms except the secret one, and the easiest Secret Chest to get.

From the start at (1), turn right and destroy the cracked segment of wall to reveal the secret room at (2), which holds the **Secret Chest** for this level. From (1), do NOT go up - if you do, it closes the door in your face. When you get enough extra Footspeed you can dash through this

before it closes as a shortcut to the end (perhaps to build up your Bravery Bonus for later levels), however until then if you leave it open it becomes a handy shortcut to retreat from the level if you run into trouble in the final couple of rooms.

Go left from (1), kill the stragglers and spawner then head up. Don't get scared by the big demon statue squeezing the bleeding heart into a pool of blood - it can't hurt you. The group of Acolytes can though. You're likely too weak to dash in and Melee them at this point, so snipe the nearest couple and retreat while firing/dodging - all of them will come for you once you break up their ceremony. When one is left, Melee it for the first Bonus Word letter.

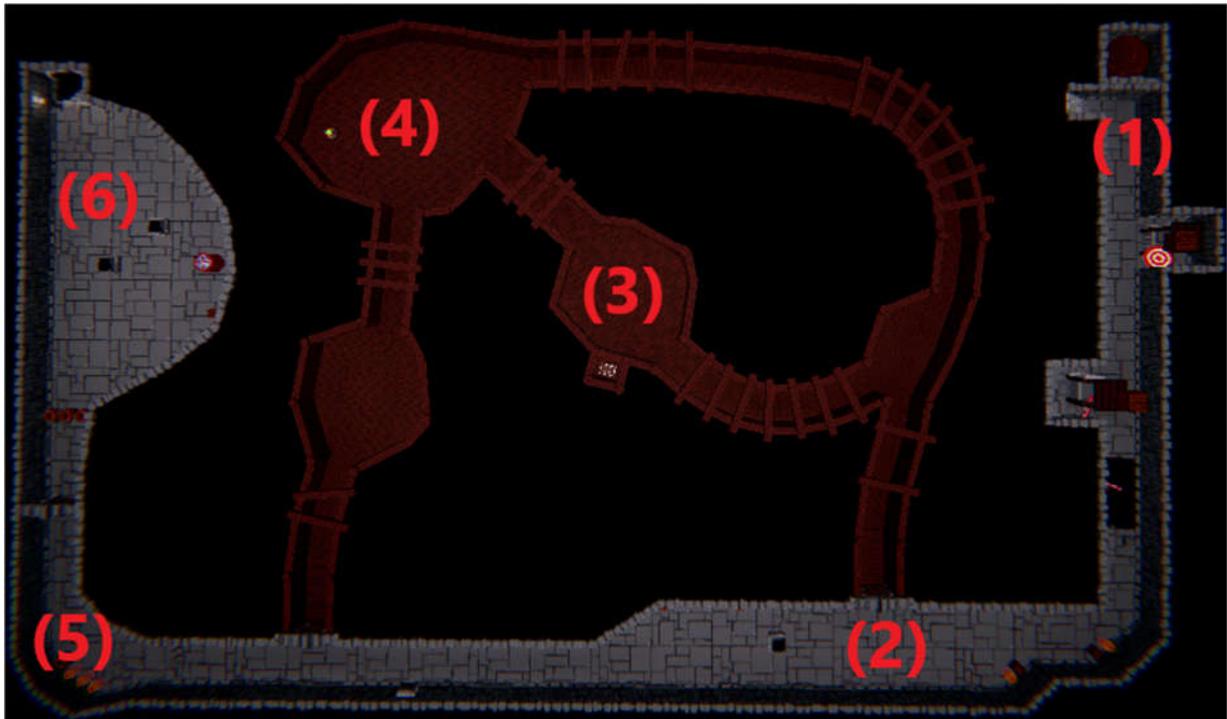
At some point you should shoot a Carrion Crawler once or twice then try to hit it with the second attack of your sword (the thrust with longer reach) to catch it for the Bonus Word.

Continue around the corner - you can ignore the protected spawner or wait until it spawns 3 c's before you can destroy it. The wall at (4) will close, denying you the gold for now (rude), so head down and dash in to smash the spawner ASAP or it starts filling the corridor with poison idiots.

Take care of the spawner at (5), then creep a little closer to the Elven Rogue in the bottom-right corner of (5) - not enough to attract its attention yet. Dash into it and Melee to get the final letter for your Bonus Word. Grab its gold and head up into (6) (the door opens automatically).

Take care of the Acolytes on the left, race straight to the wall spawner at the top and destroy it, then mop up the center spawner and the remaining c's. If you've been ultra-efficient and avoided the protected spawner between (3) and (4) there is a slim chance you will need to backtrack to it to destroy a couple of last remaining c's to lower the Captive Letter Cage's Forcefield, otherwise smash it and escape to the top-right of (6).

Level 2



A mixture of puzzle, exploration and intense battles that can take you by surprise the first time.

You'll notice the big boulder waiting for you at (1). It won't start moving until you head down, but as soon as it does, you should dash down, reach the first red & white target on the right and shoot it. This will drop a crate down - you don't need to time it to hit the boulder, it will block the path and slow it down just as well. Keep running down, shoot the second target, then at the gaping hole shoot the target to the south - it will swing up a trapdoor for you to cross to safety beyond the arch. The boulder will come, the trapdoor will open and send it into the ether.

The trapdoor will close again after a couple of seconds so you have the option to dash back up to the start and collect the gold that was under the boulder. Either way, head to (2) and open the door to go into the tunnels. Head towards (3) (the upper path is completely optional, you can avoid it) and kill the elves, one of them by Melee for the Bonus Word. At the bottom of (3) is another cracked wall you can destroy, revealing a tiny room with this level's **Secret Chest**.

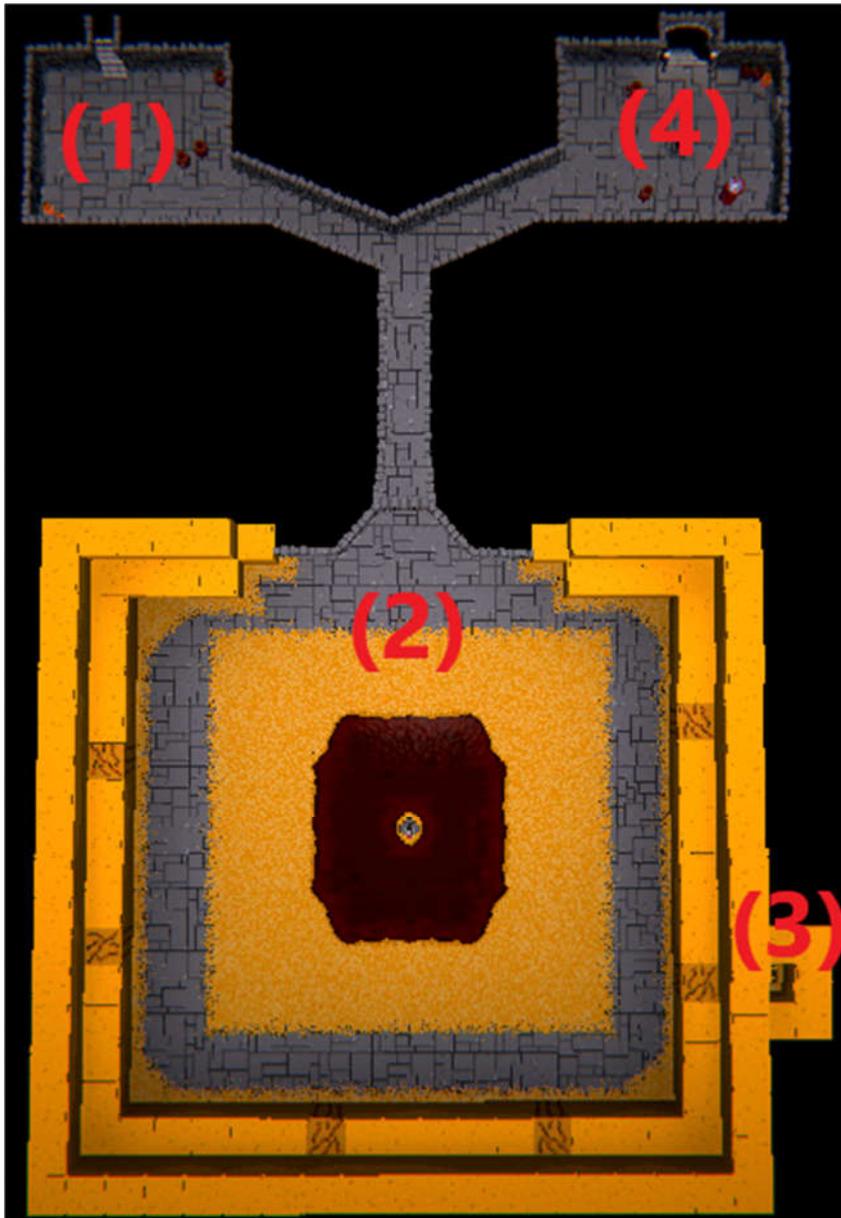
Head to (4) and hit the switch to open the door at (5). Go south back into the dungeon proper, making sure to collect a Z along the way for the Bonus Word. Go west at the corridor (or first head east to mop up the spawners if you like) but stop before the suspicious ridges on the floor. This is a wall that springs up if you step over it, trapping you in a room full of Organ Grinders.

Try to lure out the one roaming o by shooting it, then finish it off - a good idea to Melee this one for the Bonus Word. Then enter the trap and prepare for a tough fight. A bunch of o's will head

down - soften them up with shots then dash through them and get some Melee hits in or just back off and keep shooting until your dash regenerates then repeat the process.

Head up into (6), turn right and kill the wall spawner, then you'll need to rely on your wits for this battle - or just avoid it by smashing the Letter Cage and rushing to the exit - though you may take a couple of Zealot hits on the way. If you choose to battle, don't go in too deep, pick off targets from below until one of the spawners loses protection then destroy it. Smash the Letter Cage if you need it for the health potion it drops. Either way, you'll soon exit at the very top.

Level 3



The easiest 3rd Level of any Dungeon, the only risk comes if you dally too long around the pool.

At the start (1), collect some critters for the Bonus Word, in particular the Harmless Mote where there are little other threats. Clear the room first then shoot the h until it's very low, then try to dash in and Melee it before it debilitates you. If it does cause Weakness, just hug it until the effect clears then finish it off.

At the intersection, instead of going down to (2), head up to (4) first and clear the spawners and enemies - this way if you do run into trouble at the pool, you can run straight home (as long as the forcefield is down).

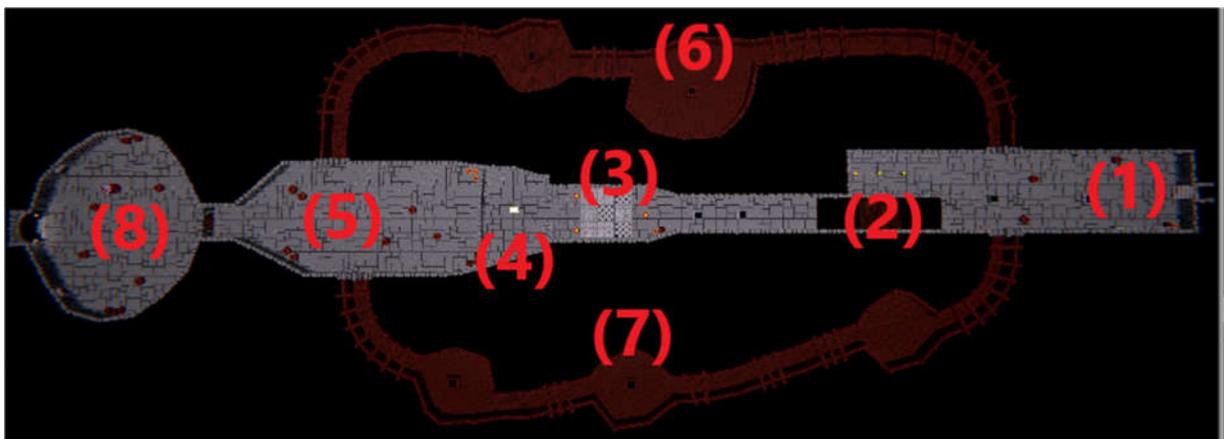
Back to the intersection and down to the pool. In the middle of the pool is an indestructible tower spawner that will keep spawning for a long time. Enemies will spawn randomly all around the pool so they can build up in other areas, making you think you're okay then running into a big gang of them.

To lower the Letter Cage Forcefield you need to kill a few Famished, but they're nowhere to be seen. They're all buried behind the darker sand blocks with cracks all over them. Move around the edge of the area and destroy these, then the Famished that will rush out. Each hovel hides a pile of GP so scour them afterwards (you'll hear the sounds of them being picked up).

One of the sand blocks leads to an empty area, however there is a second destructible sand block behind it so destroy that and you'll see the alcove at (3), where there is a **Secret Chest**.

If you want to grind, this is a good place to do it as the spawner lasts about 6-7 minutes, otherwise either fight your way out or sprint past anything in the way - but be aware some creatures may have wandered into the corridor so watch out for them. Also remember to shut the door behind you to stop more things chasing you. Head back to (4) and complete the level.

Level 4



The puzzles in this level are completely optional - you only need to do them to get a good **Secret Chest**, which is well worth doing.

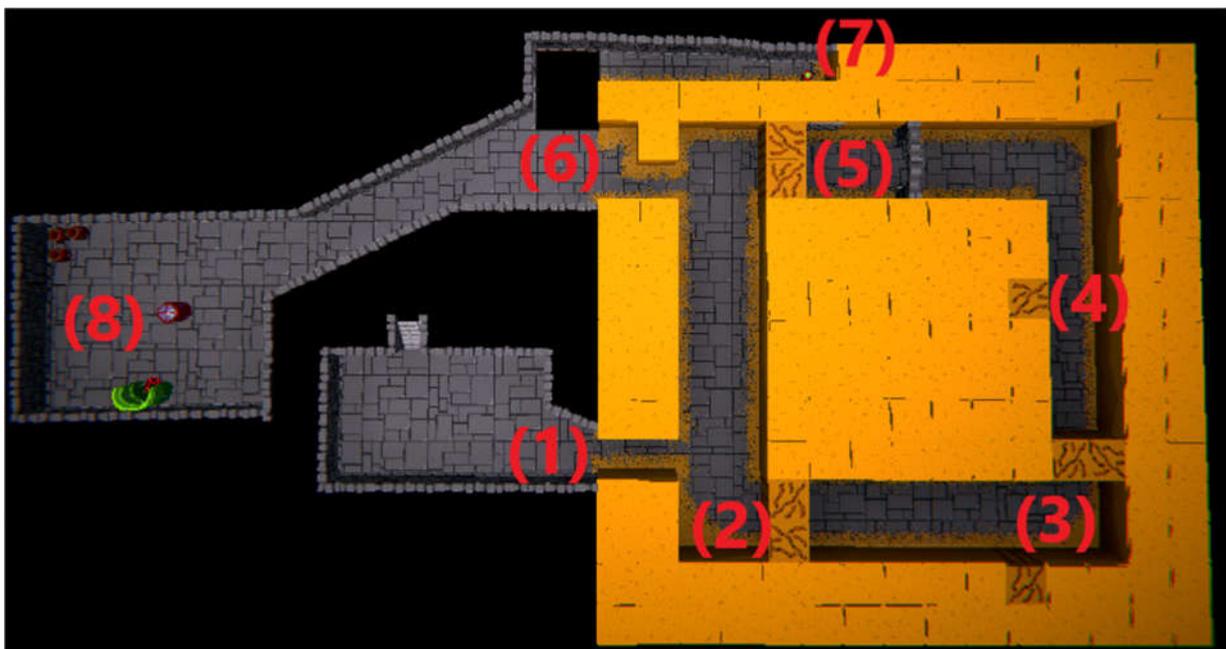
The fighting at the start (1) is a bit intense, especially if you're trying to get the Bonus Word here. As always, target the spawners as soon as you can, but be extra aware of the Famished that rush you. If you choose to go for the Secret Chest read on, otherwise head either up to (6) or down to (7) and fight your way along to (5).

Go West to (2), hit the 1st switch, then the 2nd, then 3rd and the 2nd again - the trapdoor bridge will now be traversable. Do so and head to (3). Move onto the bottom retracted spikes and shoot the bottom-left switch, then move to the top-middle closed spikes, stand there and shoot both the top-left switch and the 1st switch on the right. The way will now be clear to the **Secret Chest** - though kill the monsters first. You should be able to complete the Bonus Word here too.

The wall to (5) will slide open but be ready for a swarm of creatures. A multi-shot Spell is ideal here, but the creatures move pretty slowly so you should be fine anyway. They are mostly Carrion Crawlers, so be careful of going in swinging if you don't have good Poison Resistance.

There's a few options from here, but let's open the door to (8) then back out, drawing the Zealots with you. Kill them all. Head either up to (6) or down to (7) and kill all the z's you can until you're notified that the Letter Cage Forcefield is down. Now, you can either head straight back to (8) or if you want to kill more stuff continue following the tunnel you're on then cross the corridor and enter the opposite tunnel (either (6) or (7)) to circle all the way back to (8). Free the letter from the cage and on to the Boss!

Level 5 (BOSS - Unstoppable Force)



By far the easiest boss in the game, since you can kill it with a single shot (sort of).

Do NOT attempt to kill the Unstoppable Force directly. It is incredibly tough and regenerates quickly. Try it as a challenge when you're much stronger, but for now it's easy to solve the puzzle and trap it.

Wait at (1) until the big U passes (it will cause the roof of the corridor to collapse, which hurts and Silences you) then rush to the cracked sand wall directly to the right, destroy it as soon as possible (use both shots and Melee). Now, if you're confident that you are fast enough or strong enough to kill the next wall very quickly, move on to (2), otherwise dash back to (1) and wait until U passes again - boring but safe.

Rush to (2) and destroy the wall at the bottom-right, then go as fast as possible (dashing all the way) to (3). Now, you can either destroy the wall at the bottom, duck in and wait until U passes - or if you're very strong/fast go straight to the wall leading up, destroy it then rush to (4) and destroy the wall there.

The wall at (4) reveals a switch that you need to hit, then rush up and left to (5) - once you pass the arch you are safe for a while. You will need to destroy the wall to the West here (just past the suspicious holes against the walls) and rush to (6). If the U is getting too close (and beware it will cause the exit corridor here to collapse like the entry one), just retreat past the arches and wait until it turns back.

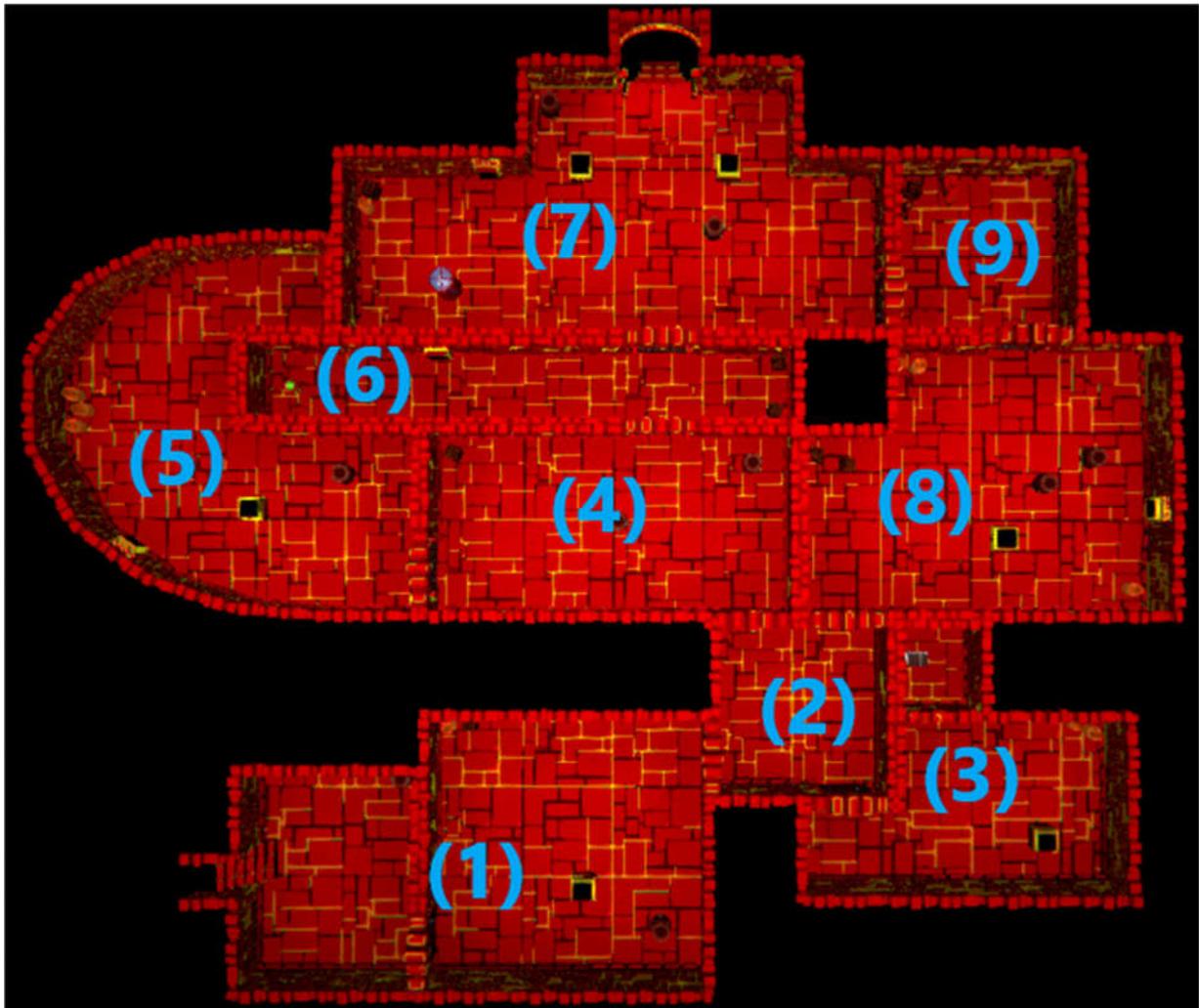
The rest is just a waiting game. The switch you hit closed the trapdoor at (6), so you can now move up and along the narrow corridor to the East until you reach the switch at (7). Now just wait (it can be a bit boring if the timing was wrong and the U went around again) until the U is at position (5) and hit the switch to kill it in a trap! Don't worry if you hit the switch too early, in a second it becomes active again so hit again to close the trap, then after a second hit it once more to re-spring the trap (you can keep doing this while waiting for the U if you're bored).

Finally go to (8) to collect a big golden Chest, free the letter and enter the Strange Device to unlock the Tower of Knives!

The Brazier

The “fire dungeon” has a couple of minor puzzles but it’s mainly about combat and environmental hazards.

Level 1



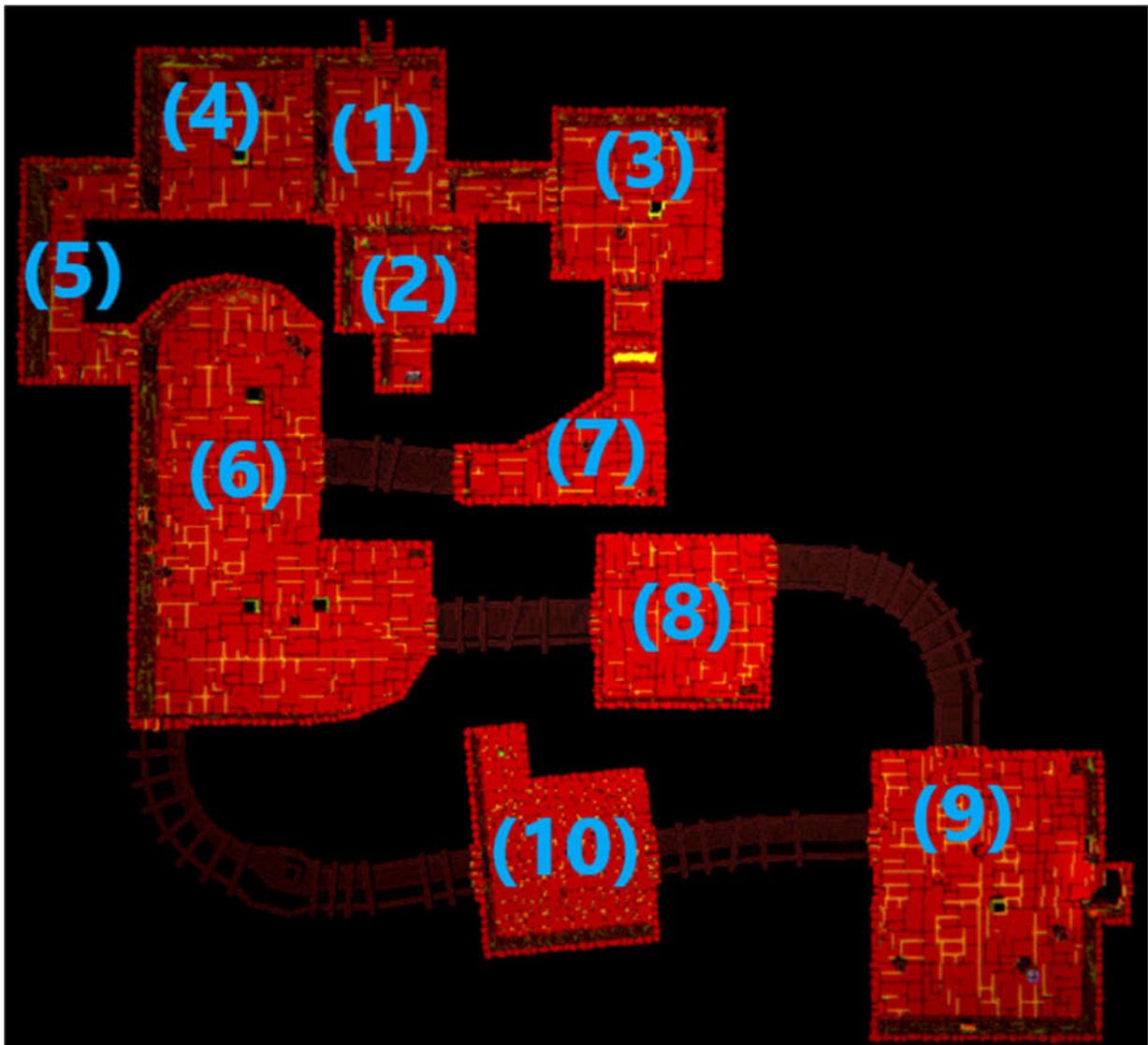
Once you have the basics of combat down, this shouldn't be any major trouble. From the entrance, open the door to (1) and dash straight to the spawner, destroy it and take care of the Kobold (remember your Bonus Word). From (2), you have 3 options but on your first run definitely go down to (3).

The Trickster in (3) is the only t in the level, so make sure you Melee it for the Bonus Word - although this can be tricky, just go for it. Then look at the wall at the top-left of this room - one section is clearly cracked. Destroy it to reveal the **Secret Chest**.

The quickest route to finishing the level is, from (2), to go up-left to (4) and straight to the door at the top of the room. Go inside, but you won't be able to open the door to (7) until you go West along the corridor and hit the switch first. Then into (7), free the letter (kill a couple more Ifrits here if the Forcefield is still up) and escape to the north.

If you choose to enter (5), there's a small pile of gold around the corner guarded by some Kobolds. If you go through (8), hit the wall spawner first, and in (9) just wait until the dragon stops breathing fire to dash past it (don't try dashing through, you're not invulnerable to the flames while dashing). Everything else should be straightforward by now.

Level 2



This level has a couple of more difficult choke points, but take it step by step and you'll be fine.

Starting at (1), the door to the west is locked. You can go a different way (east), but it's not ideal as it has unavoidable damage. Instead go down to (2), kill the Pyromancers and hit the switch in the upper-left of the room. Before leaving, note the cracked wall at the bottom - it hides another Pyromancer (use Melee for the Bonus Word) and a **Secret Chest**.

If you need the Bonus Word here, take a short detour east from (1) to (3), clear the room then open the door to the south - three Younglings will rush you - you need to Melee one for the Bonus Word. Now, if you want to take the hit from the lava you can destroy one of the cracked walls below where the Younglings were and dash over the lava - but let's save the damage and head back to (1), where the door to (4) is now unlocked.

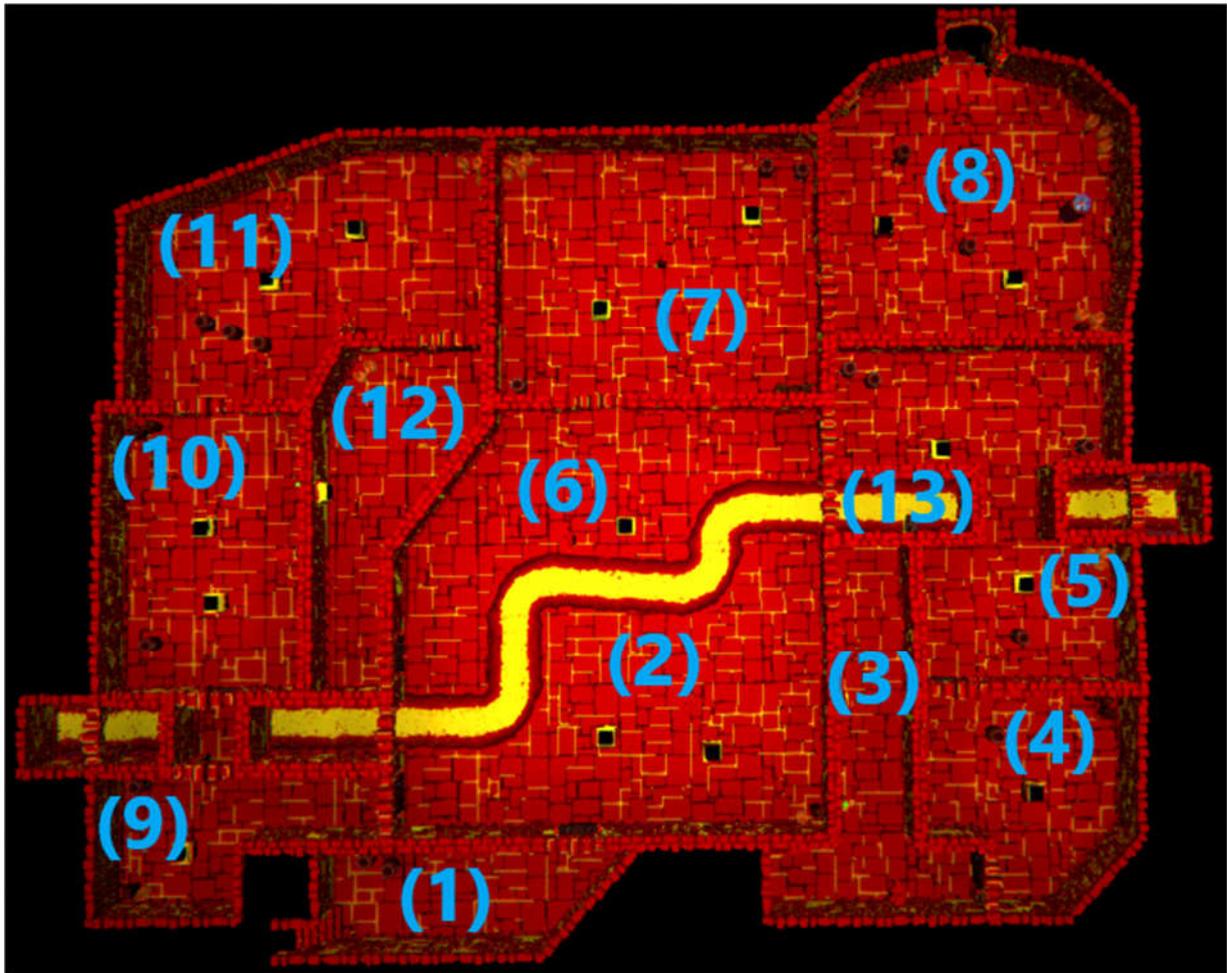
You can ignore the spawner here, just shut the door behind you when moving on to (5). Clear the Ifrits below you then time your dash between the dragon breaths. When you enter (6), rush straight for the spawner and destroy it, kill the Pyro then go directly east to the tunnel into (7). Here is the Trickster you'll need for the Bonus Word - if you'd used Melee on an Ifrit by now, you'll have completed it.

Back to (6), you can either dash south when the dragon stops breathing, or go between the breath west to kill the wall spawner to stop a couple of enemies following you. Take care of the two spawners and Pryos at the bottom of the room, careful to dodge the rotating dragon breather. You have a choice of route - (8) has some Kobolds to fight and a tunnel full of enemies, while (10) has a dragon trap and a bunch of Gold. Both end at the final room.

(8) is self-explanatory but a tip on (10) - just be patient, wait for a gap and go through the middle to grab some gold. Don't get greedy and try for it all. If you want to do that, you can hit the switch at the top of the room that reverses the direction of the dragon heads, making the last couple easier to get - otherwise don't bother with the switch, it's more of a red herring than anything.

At (9), the best option is to just rush for the Letter Cage (killing all those Pyros earlier should have seen the Forcefield fall, otherwise kill the last one or two here), free the letter and rush straight to the exit. You can get overwhelmed here as the spawners are quite far apart, and the rotating dragon head can hinder your movement so unless you're pretty strong or you have a ton of health don't bother risking it.

Level 3



A tough final room, the hardest **Secret Chest**, and a trick on the Bonus Word.

From the start at (1), go up into (2) and you're faced with your first decision. Basically, if you need the Bonus Word or the Secret Chest, head east, otherwise ignore everything here and go west.

If heading east, kill the couple of spawners then retreat until the dragon's breath passes. You can kill the Lavamancers sitting in the lava for some good XP and to ensure the Letter Cage Forcefield goes down early, or just dodge their shots - though it's recommended to at least kill the couple nearer the top or they'll haunt you later in the level. Head towards the door on the east just below the lava river.

Now, the **Secret Chest** - it is at point (13) on the map above, which you'll note is right in the middle of some lava. It's suicide to get this unless you have excellent Fire Resistance. You *can* get it, but you likely won't get back out before you die, so be prepared to take the death penalty

loss ($\frac{1}{3}$ XP, $\frac{1}{2}$ - $\frac{2}{3}$ GP). If you happen to survive and you don't need the Bonus Word, you may as well exit to lava to the north to take a shortcut to room (7).

Since it's more likely your first run through here you will not try for the chest, we'll assume you entered the door instead. In the corridor (3), rush down, kill the spawner, then hug the left wall to avoid the dragon fire. At the bottom, Melee the Trickster for the Bonus Word (it's the only t in the level). Make sure you are near the bottom when hitting the switch, or you'll get your hair burned. This opens the way to the right, so enter (4) and Melee the Black Witch for the Bonus Word - but check the Enemy Guide for the b first, as it's dangerous.

Head up to (5), Melee the l for the Bonus Word (since the others are in lava, making them hard to collect) and go left to (6). This is the same room as (2), technically, but bisected by the lava. Now you're glad you killed those Lavamancers, right? Dodge the fire and go up into (7). Best approach here is to run straight for (8) and shut the door behind you, but it depends on the dragon's current rotation - you may need to take the long way around. Also beware, you *may* need to retreat from the final room if the heat gets too much, so if you're not confident or are running low on health, clear this room first.

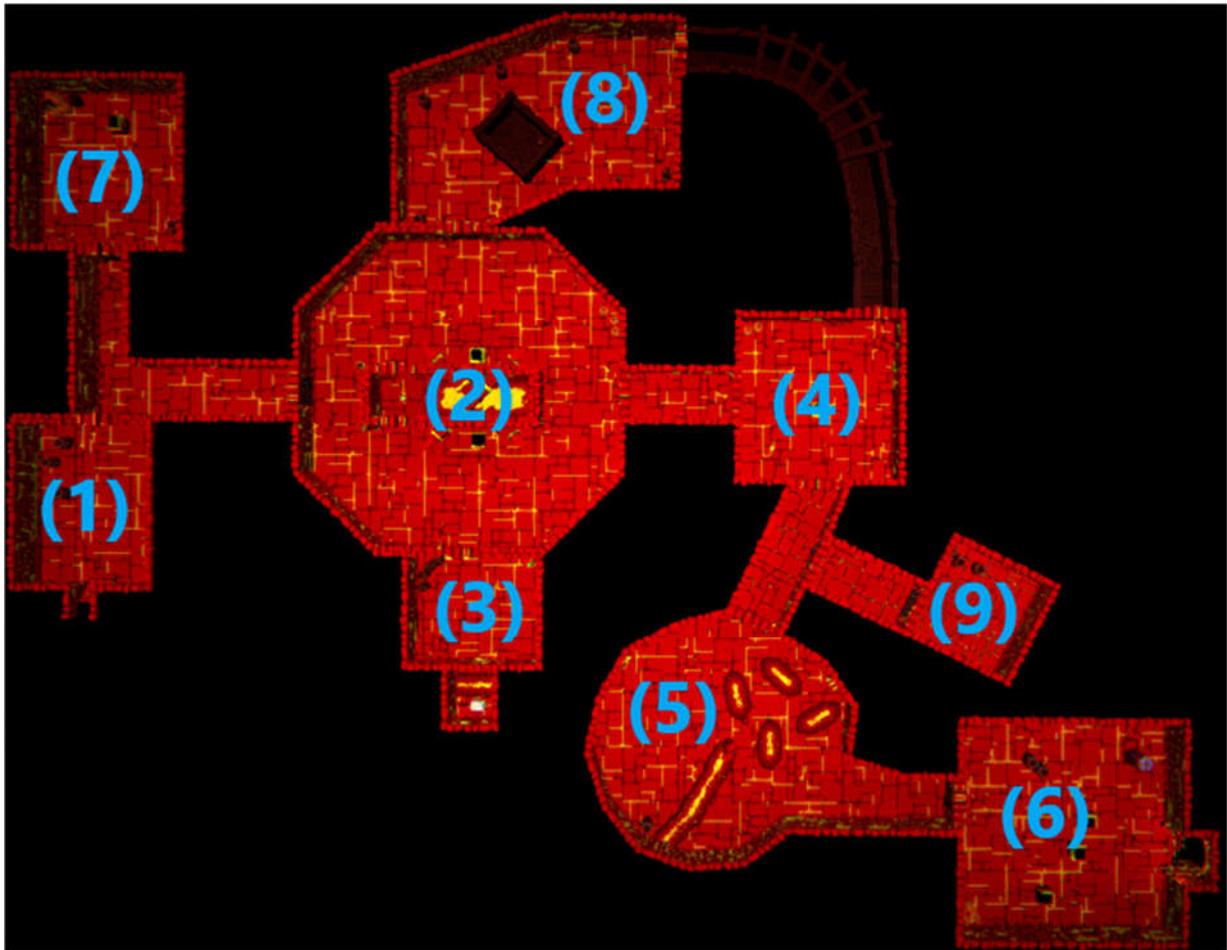
Now, here's the trick on this level's Bonus Word - this is the only level we've found that it is possible to screw yourself out of the chest (on the current attempt only, you can always try again) by destroying a spawner too quickly. There are only two Zealot spawners (one in room (8)), neither are protected, and no Zealots start the level active - although both spawners are hard to get to before they spit out their first z. It's an interesting once-off complication to be aware of, but we're glad other levels don't pull the same trick.

The final room is a hell of a battle. If you have some extra Footspeed and Dash Cooldown by now, you might be able to just make a break for it, free the letter (assuming you killed enough of the Lavamancers earlier) and get out - but this can be pretty dangerous with the two Black Witches here and plenty of things spawning around you.

If you need to fight, target the Black Witches until the spawner on the right's shield goes down (after it spawns 2 Pyros) and kill it. The one on the left spawns Kobolds so is less important. If you've taken the b's down, kill the top-left spawner but ensure one Zealot popped out for the Bonus Word if you need it. The Kobolds can be left for clean-up.

If you'd instead headed west from room (2), it's a slightly easier time. From room (9), head up into (10). Get close to the line of flames, on the right, so you can shoot the switch up above - that turns the dragon's head off. The dual breath in (11) is trickier - you just need to wait until the pauses in both streams line up more or less, so you have a clear passage to dash through. Try and kill the far spawner until then (once it's shield is down). Head down into (12) and kill the witch then the spawner and you're into (6) where you can rejoin the guide above.

Level 4



This level has a bunch of optional rooms if you feel like exploring, but the guide will focus on the optimal path (for expediency, anyway - for collecting XP/loot then explore away!).

You're thrown into the deep end at (1) with a one-on-one versus a Black Witch. In the corridor above is a bunch of Kobold fodder, pummel them and go right to the big room (2) with the rotating furnace exhaust puzzle. Room (7) above just has some Pyros and Kobolds, it can be ignored.

Your choice here is between a safer route that also has a Secret Chest, or a dangerous route. If you're feeling frisky, hit the switch to the right (in the little alcove) twice to clear the dragon's breath exhaust (the 3-way piping coming up from the lava pool rotates) and head into the door directly up, into room (8) (either kill the Lavamancer spawner between the two dragon heads or shut the door behind you). You'll see some Quicklimes in a pen, and there's a good reason they are locked away. If you want to find out why, kill the Acolyte that is roaming near the pen - it triggers the pen to open and the three q's rush out at you with blinding speed - see the Enemies Guide for tips. Luckily, hidden under one of the crates in the pen is a health potion so grab it.

Open the door in the upper right and be brace yourself for another Quicklime. Fight through the tunnel to room (4), which we'll get to in a moment.

For the safer route and the chest, only hit the switch once, which clears the way below you. Kill the spawner tucked away between the dragons, then go south into (3). The switch here unlocks the shortcut door into (4), but first there is a **Secret Chest** behind the cracked wall at the bottom of (3). **Be aware** there is unavoidable lava to get it, but if you dash to the side you will only get hit once, and once more after you've collected the goodies and escaped. However it does mean you're going to be weakened for the rest of the level.

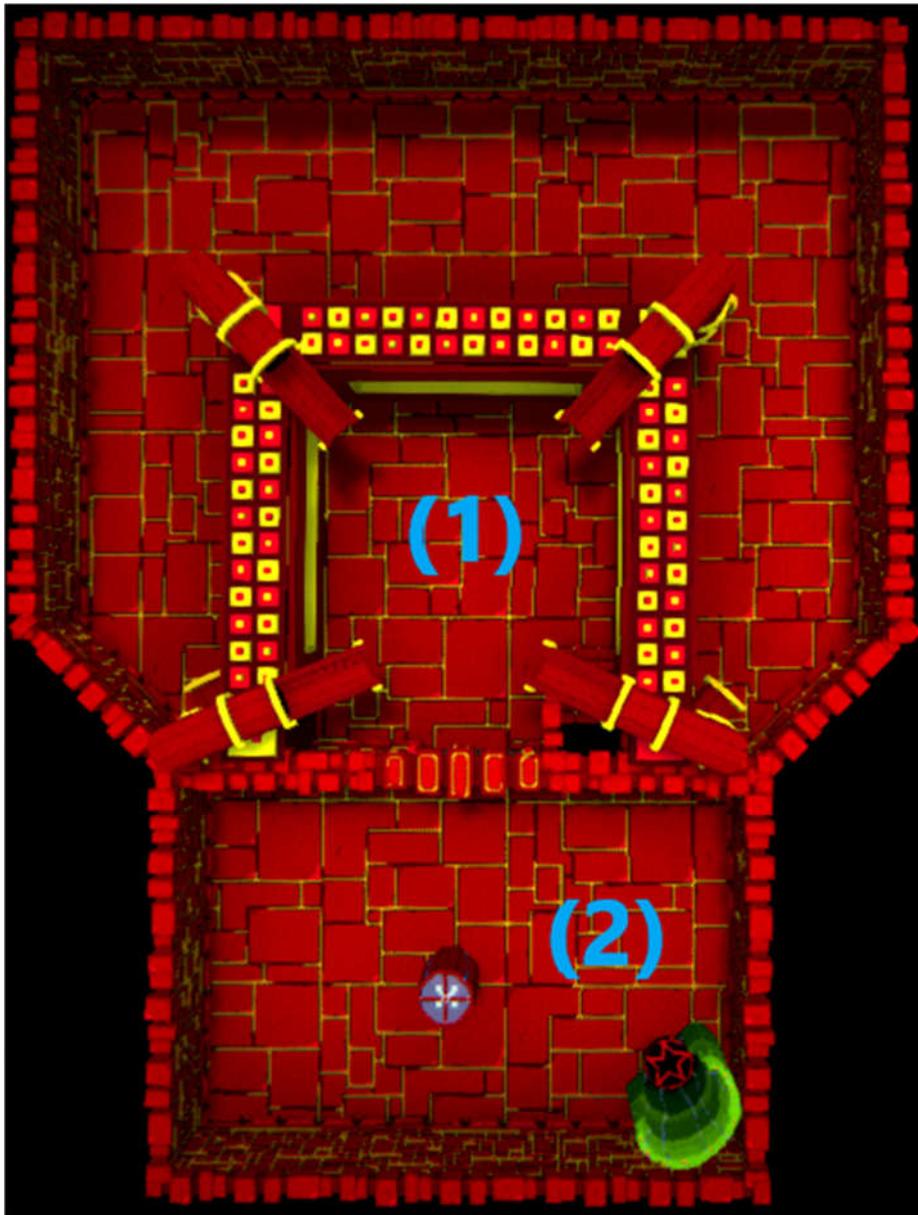
Back in the big room, to get to (4) safely, position yourself just below where the bottom-left dragon's flame would be, and shoot at the switch from a distance (you may need to switch to a Spell with that much range). It rotates which head becomes inactive, but you'll need to repeat this twice more until the head to the bottom-right stops breathing, which clears the way to (4) (the door is now unlocked from the switch).

Room (4) itself is no challenge, so go into the corridor below it. Now, you can take a big risk and go to (9) and try to kill the Quicklimes without taking much damage (highly unlikely) - the reward though is a weak health potion hidden under the barrels in the corner. Most times you'll get a net loss from this foolish endeavor though.

Go into (5), another big room and once again you have a choice. You can simply rush to the east, avoid the lava pools and breath and run to (6), closing the door behind you for the final battle this level, OR if you head to the west, destroy the spawner then (with good timing to avoid the rotating dragon) go down, you will be rewarded with a weak health potion under the barrel. Back out and go west this time, among the lava pools. There is also a gold stash on the opposite side of the lava to where the barrel was, if you want to time a run there to grab it before the dragon rotates.

(6) is pretty cramped, with some tough enemies (2 x Lavamancers, a Black Witch and more) so here's another one you can just free the Letter (grabbing the Max Health Potion it drops) and skedaddle to the boss level. Otherwise, tough it out and leave the potion until the room is clear (unless you desperately need it).

Level 5 (BOSS - Destructor)



A fun, skill-based Boss that screws over Melee players.

Yeah, you cannot hit this boss using Melee, at all. It's the only boss you can't, technically (though others it is highly recommended you **don't**, and one you can only hit at the start), so if you've gone Melee-heavy by now you're just going to have to rely on your skill and good Spell choice.

There is a *slim* chance you can cause Poison on the Destructor with the right Spell, and also Vulnerable which will open up his exposure to Fire, Kinetic and Chaos Spells more. Otherwise,

choose an Ice Spell. Also advantageous is good Range, so you can stand further back from the windows when firing.

The Destructor's shots aren't the biggest threat here (you can hide in the nearest corner to him to avoid them), the bombs that he rolls down the chutes are as they, in addition to damage, cause a Vulnerable effect which halves your damage resistances. So always keep your eye out for the bombs! They will detonate a semi-random distance from the chute so it's a little unpredictable, just steer well clear.

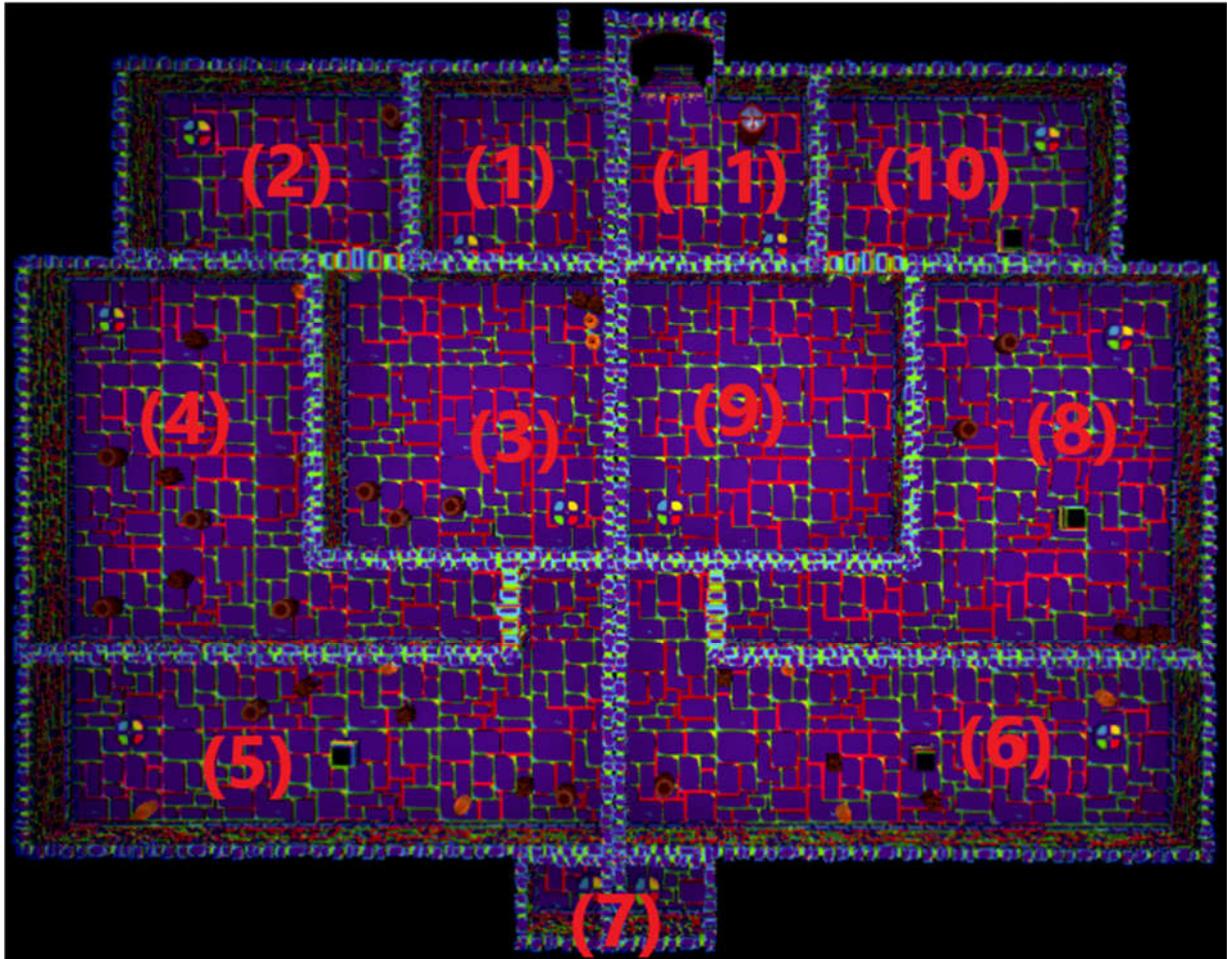
So, it's just a matter of keeping on your toes and avoiding the threats, then returning fire when the D is out in the open and no bomb is near you. Be patient, keep concentrating and you'll beat him even if you're a Melee barbarian with pissy Ranged (it will just take longer).

Remember to grab the chest that appears in (2) before entering the Strange Device!

The Gateway

A “chaos dungeon” that has a bunch of tricks and traps and generally seeks to annoy you.

Level 1

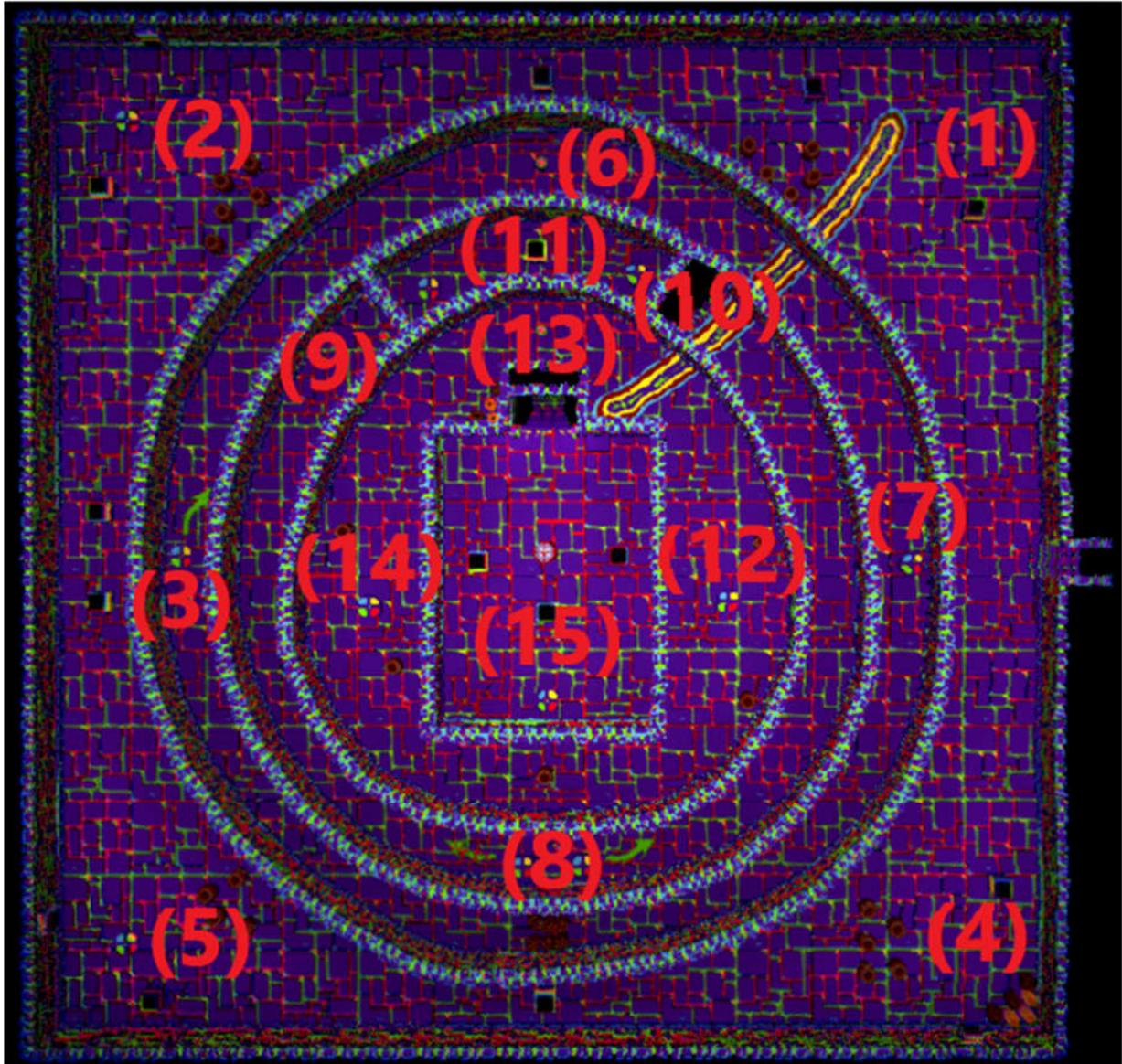


Despite the bunch of teleporters, it's a very straightforward level (except for the **Secret Chest**). Move onto the teleporter at (1) to appear in (2), move down to (3) (Meleeing the letters you need for the Bonus Word along the way) to teleport to (4) then make your way down to (5) to teleport to (6). All the battles are straightforward by now, as long as you have learnt how to deal with dodgers like the Gibbering Grin.

Here's the only tricky part of the level: to get the **Secret Chest**, go back through the teleporter at (6). You'll appear in the left-hand chamber of the secret area at (7). But how do you get to the chest? Enter the teleporter and you'll be all the way back at (5). Teleport from here to (6) as before and go back into the teleporter you just came from - this time you'll appear in the right-hand chamber of (7), with the chest - persistence pays off! Teleport out to get back to (6).

Now head up to (8) and teleport to (9), go up to (10) to 'port to the final room. A slightly tough battle if you get confused by the Trickster here, but you're soon on to level 2!

Level 2



You can tell from all the numbers on the map that this level can be confusing (it's clearly designed to be, with its spiral motif) but just step through the guide and all will be clear.

From the entrance you can either go north to (1) or south to (4), it doesn't make much difference and both are about the same difficulty. As the entrance message says, watch out for the Vanishers (see the Enemies Guide). If you go up, work your way west to the teleporter at (2),

and if you go down do the same to reach (5) - either way, you will teleport to (3). Note if you go back through the teleporter you will be randomly sent to either (2) or (5).

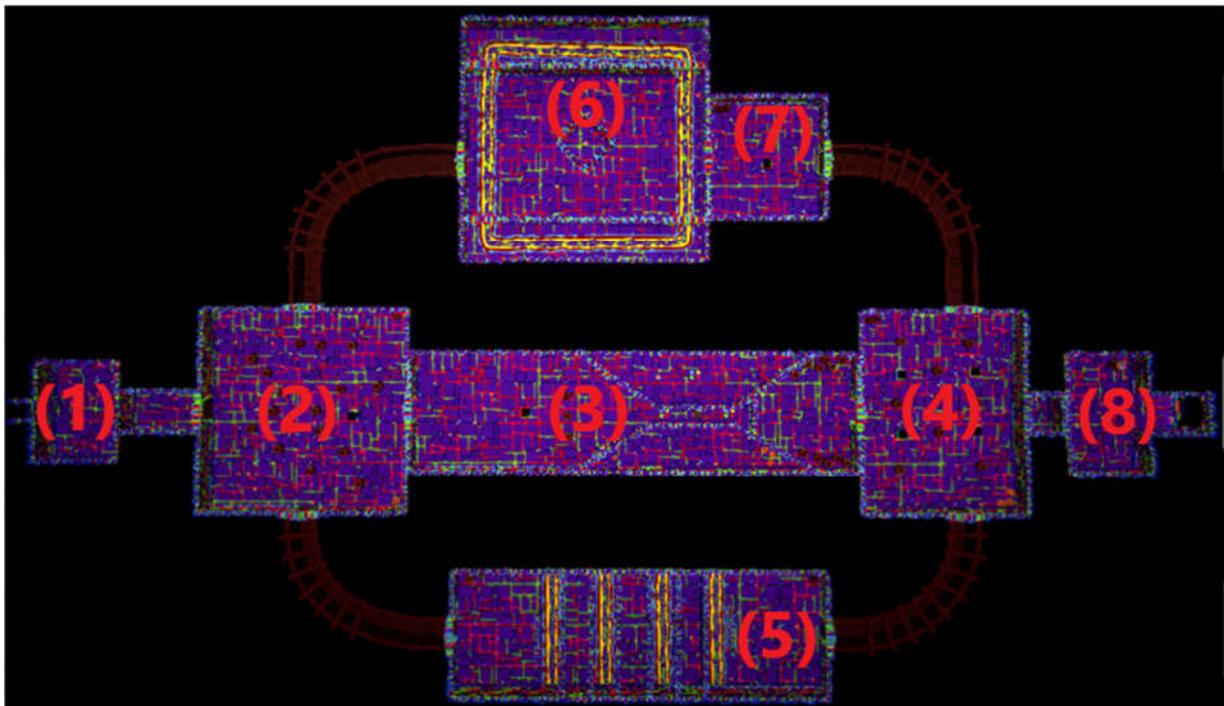
From (3), go clockwise (the hint on the floor is correct) to the switch at (6) and hit it. If you're impatient, cross the chaos river to the right (and get Confused) to continue clockwise to the teleporter at (7), otherwise turn back anticlockwise to take the long way to reach the same point.

The teleporter at (7) shifts you to the left-hand 'porter at (8) (the right-hand one is deactivated for now). Some tricky goblin has scratched out the correct hint and drawn an incorrect one, so ignore it and head left, moving clockwise to the switch at (9). Hitting this will activate the right-hand teleporter back at (8).

Before entering the teleporter, you can grab the **Secret Chest** by continuing clockwise to the chaos river and crossing it into a secret room at (10) which hides the chest. Go back to (8) and enter the right-hand teleporter to appear at (11).

In (11), move clockwise to the teleporter and jump to (12). Make your way to (13) by either going clockwise or crossing the chaos river anti-clockwise (though if you do this, you may still need to go the other way to kill enough Acolytes to drop the Letter Cage Forcefield), and hit the switch there. This activates the teleporter at (14) which is, thankfully, the final one - enter it and be transported to the final room at (15). The final battle is not difficult as long as you avoid getting confused by the Tricksters.

Level 3



This level would be fun except for two asshole areas that force you to cross chaos rivers, which will likely cause Confusion. If you have high Confusion Resistance then it's a breeze.

The "wall" to the right at (1) is intangible, giving you a hint to a later puzzle. Walk straight through it into (2). If you haven't found the **Secret Chest** yet, continue east to (3) (otherwise head north or south and skip ahead in the guide) and take care of the spawners. If you try to enter the teleporter here it will bounce you back a couple of feet but not let you pass. Rude!

Notice the sloping wall at the bottom is slightly transparent - walk through it to reach the switch and hit/shoot it, now you can enter the teleporter and it moves you into the small chamber above the chest. Hit both switches here - one deactivates the teleporter that was blocking you, the other deactivates a similar trap that was protecting the other side of the chest and opens the sliding wall leading east.

Enter the teleporter in the chamber and you can now grab the **Secret Chest**! Continue west, but watch out for the Mokoi lurking there - this can be a tough enemy as it Slows and Confuses you (check the Enemies Guide). Clear the spawners in (4) and prepare for the most annoying section of the whole game... You need to open two sliding walls to the east, but to do so you need to hit two switches hiding behind chaos rivers.

Head into the tunnel at the bottom of (4) and go to (5). If you're low on health there is a potion hidden in the top-right of the room. Now, you will see a corridor full of Acolytes behind both a chaos river and a wall that phases in and out. You can time your shots to go through the wall when phased out to clear a few Acolytes, then cross the river to finish them off - but you will likely get Confused so be prepared to deal with reversed controls. The next gap is the worst, as you need to shoot just as the first wall is about to phase in so that a few shots make it into the next corridor as its wall phases out. This can take a while, so either be patient or just charge through the river (time it to take the least damage) and brawl it out with the Acolytes.

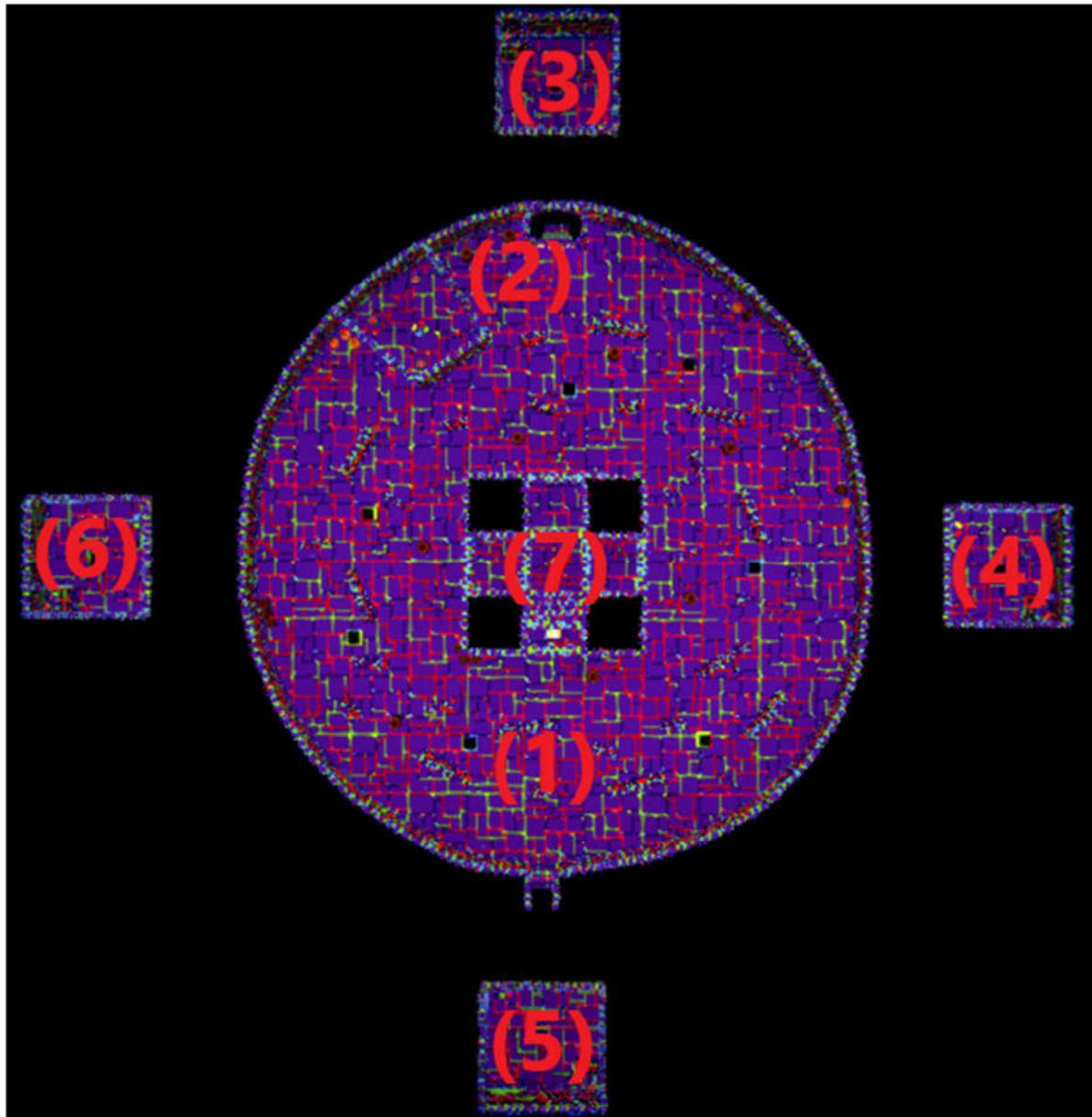
Either way, in the central corridor there is a switch down the bottom which will open one of the final walls. Hit it then keep going west, repeating the annoying process on these corridors. Once you're free, sigh in relief and enjoy the rest of the game. Battle through the corridors back to (2) then go north and get to (6).

There is another unavoidable chaos river here, but it's far less annoying. Just plow through and if you're confused it's not a big deal - you can still take care of the swarm of Vanishers here. Hit the switch in the center of the room (when the wall between you phases out) and the exit room is now clear. Note in this room, if you have good Chaos resistance, there is gold placed on the ground along the top and bottom chaos rivers that you can pick up. Also helps if you're mental.

Anyway, go east to (7) and you can replenish your health with a potion hidden under the crates here. Head back to (4) and huzzah the exit at (8) is open (and the Ifrits that were trapped between the walls are roaming free) - though there are a couple of Mokoi guarding the way out,

so be a bit careful. The Letter Cage Forcefield will either be down or the final creatures you need to kill are almost certainly in this room.

Level 4



This level is both a lot harder and a lot more enjoyable than the previous one. It has a central arena that is pretty challenging, then a puzzle teleporting you to 4 sub-arenas, and finally a central area opens up spilling tough bastards out for a final challenge.

Starting at (1) you need to be careful straight away as there are Mokois and Jacklanterns about, plus other lower-priority threats. You can either go east or west from here (they're both

about the same difficulty), either way you need to battle through the phasing walls and many enemies to reach (2).

Here you will notice an intangible wall to a teleport puzzle. The goal is to lower the walls surrounding the Letter Cage (and, optionally, the **Secret Chest**) at (7). To do so, you need to hit switches in sub-arenas that you access from the teleporter here. To control which sub-arena it sends you to, simply activate the switch corresponding to north/south/east/west then enter the teleporter.

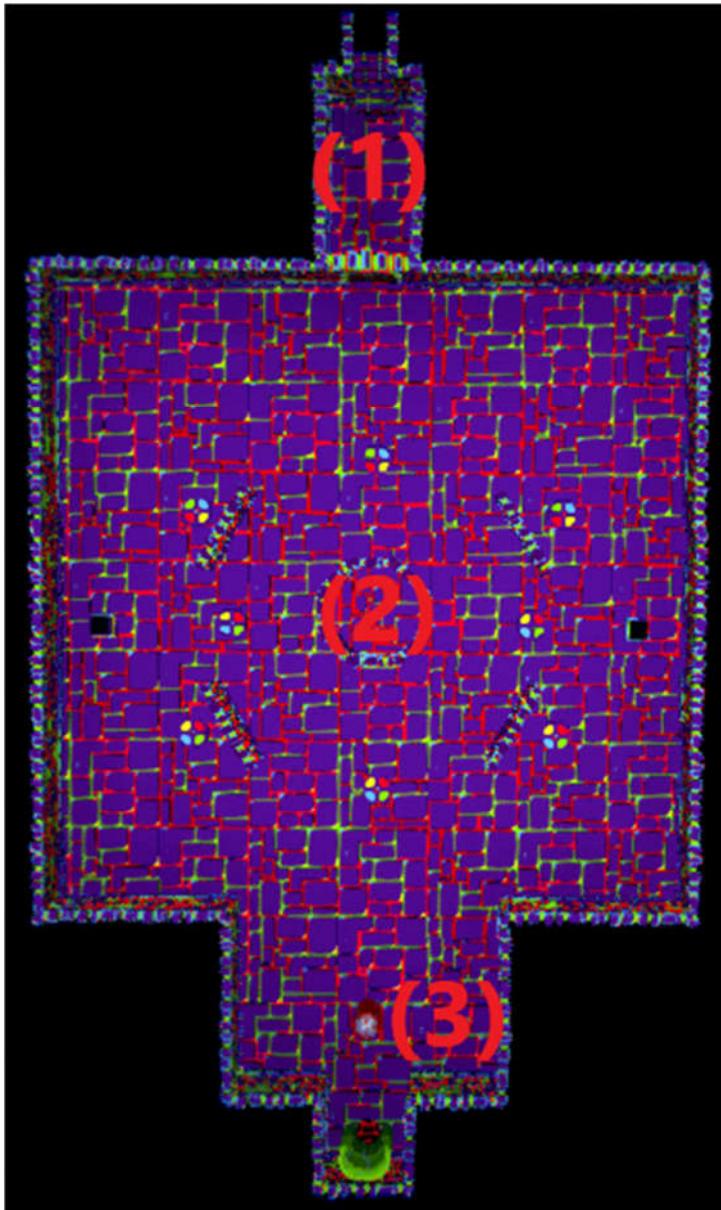
Within each sub-arena, you need to weather the storm until the spawner's shield fizzles out then destroy the spawner to drop the wall protecting the activation switch in the corner - hit the switch to open a series of walls back at (7), then teleport back to (2) to change the teleporter's destination and go again.

To access the Letter Cage, you only need to activate two of the sub-arena switches, either the North + West switches, the East + South switches, or the South + West switches. To open the way to the **Secret Chest**, however, you need to hit all 4 switches.

After you've finished with the sub-arenas, head to (7) and either kill or avoid the enemies that you've released. If you are a very cautious player you can open one set of walls at a time, go and kill the monsters released, then go to the next sub-arena and repeat the process - or just face them all at once.

Get the chest if you opened all the walls, free the letter and exit to the north near (2) to face the Yawning Void!

Level 5 (BOSS - Yawning Void)



A classic shooter-style boss, reminiscent of old arcade games.

This fight is simpler than it looks, unless you choose to make it more complicated. Open the door at (1) and enter the fight immediately. The Yawning Void at (2) will start sucking you into its gravity well. You should have enough extra Footspeed by now to ensure you don't get caught (if you get sucked far enough into its field, it starts damaging you constantly - just stay out of the sparkly debris field), however it does mean you need to adjust your position now and then and circle on a kind of diagonal plane. But you'll quickly get used to it.

There are two spawners, one either side of the room, that constantly spawn Vanishers and are always protected. At first you think that's no problem, but hang around long enough without culling them and you'll soon be swarmed by invisible bastards.

There is a ring of teleporters around the Void if you need to quickly escape an issue, though their destinations are semi-random so you take your chances.

Just keep circling the Y, adjusting direction when the walls phase out and taking clear shots when you can. Always avoid the Y's shots or it will Confuse you and that can be more deadly than normal in this situation (particularly with the void sucking you in). Now and then take a moment to clear out some of the Vanishers nearby if they're building up - the Y doesn't regenerate so you can take your time, though don't let that distract you too long from killing it because sometimes new Vanishers will spawn faster than you can kill them all anyway.

Be really careful after you kill the Y, those Vanishers stop spawning but they are still around and can kill you before you complete the level, meaning you need to face the Void again. And remember to get your reward chest/loot before activating the Strange Device!

The Incubator

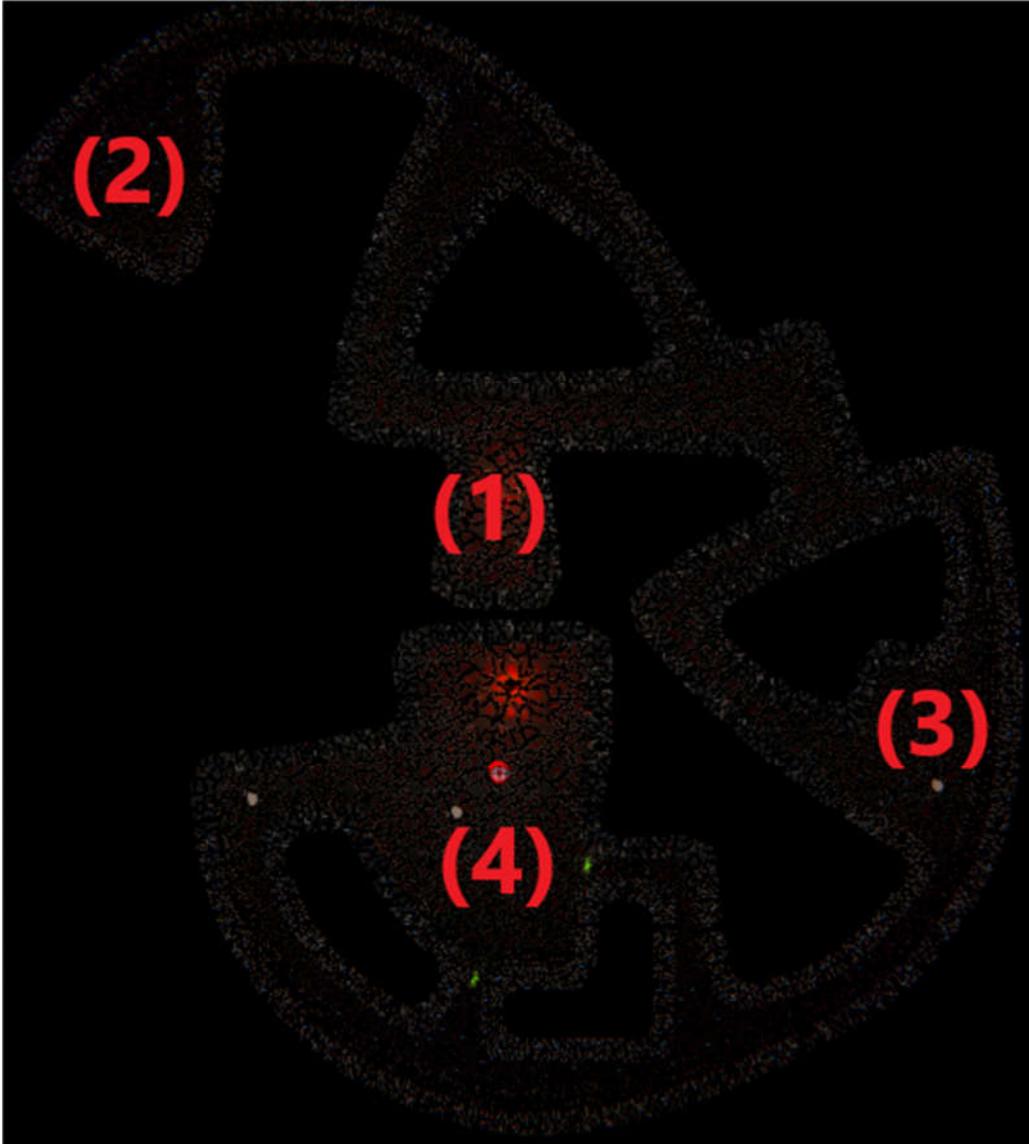
WARNING: you cannot retreat from the Incubator! You either beat it or you die trying (or Quit and lose the same XP/HP as dying anyway). If you have completed any of its levels, you can always start from the next level though.

If you plan to beat it in one run from start to finish you really need to be quite strong, incredibly lucky, and/or have HP Regeneration so you can heal (slowly) between levels.

The Incubator is dark (you can mostly see walls but not enemies well), although flares usually light up along the way to guide you. There are also a couple of weapons that light up around you, which can help a bit.

Spawners work differently in The Incubator - they are holes in the ground that you cannot destroy. They do eventually extinguish after a long time, but until then you just need to keep moving.

Level 1



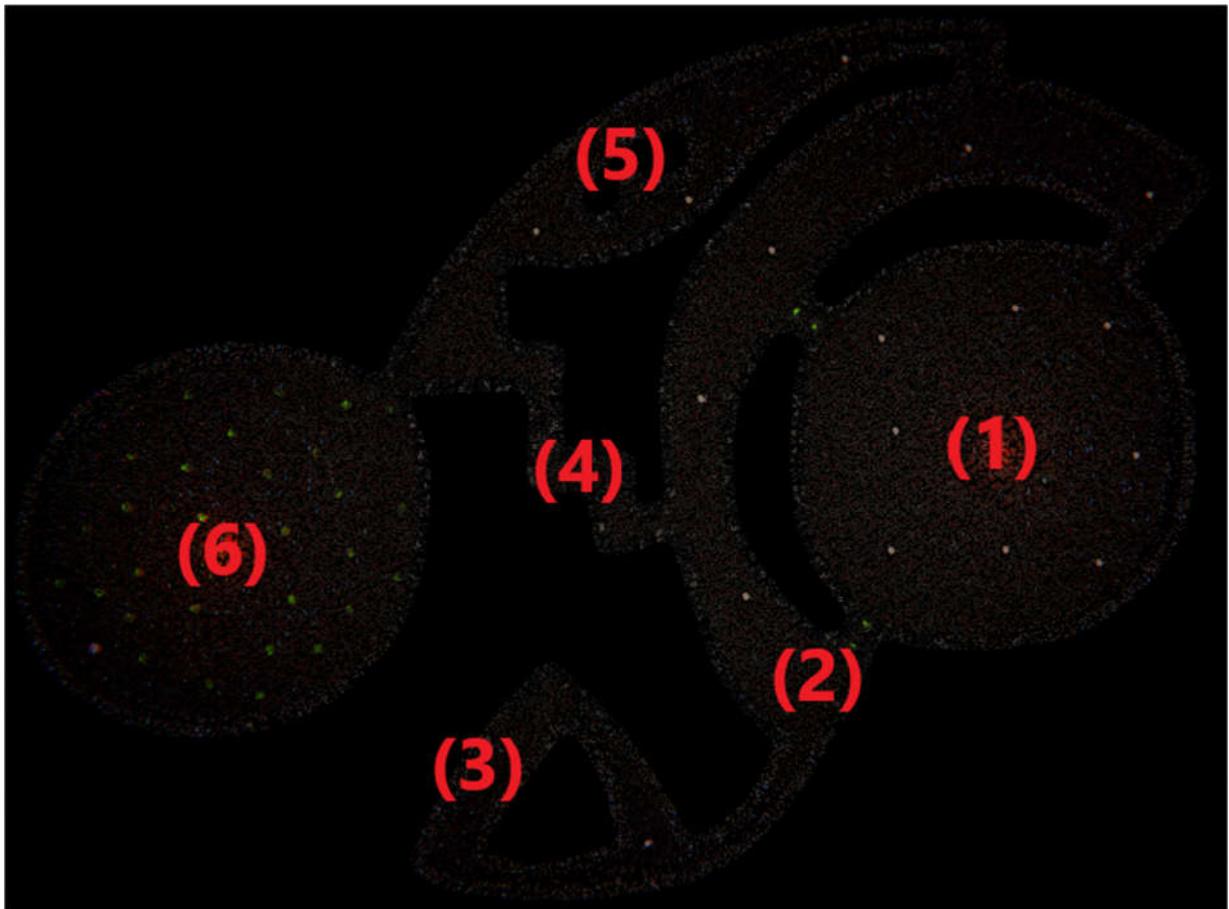
Eases you in, building a false sense of security...

Go east instead and down (either left or right at the fork, either is fine) to (3) - watching out for creatures in the dark on the way. At (3), move along the top of the wall here to find a gap hiding a **Secret Chest**.

Kill any Carrion Crawlers you see along the way to make the Letter Cage Forcefield drop, otherwise you'll need to farm the spawners near the exit.

Make your way down towards (4), which has 3 options for entry. If you already have the Bonus, Word take either of the first two entrances - each is blocked by a poison wall, so keep your distance while you blow it up or you'll be caught in its dying dust cloud. Otherwise, keep going along the bottom curve to the far west entrance to (4), where there is an Acolyte for the Bonus Word. Free the letter (wait for more Carrion Crawlers to appear here or to the west if the Forcefield is not down yet) and escape down the glowing red hole a little above the cage.

Level 2



A spooky level that without this guide can seem daunting at first.

You start at (1) in a giant chasm of darkness with no idea where to go (unless you consult the Eagle Eye, of course, which shows a dim outline that gives you a vague idea). There is a quick route, plus two optional routes - one for the Secret Chest and one for the Bonus Word. For the quick route head directly west from the starting position and enter the shortcut leading to the egg room (6). Otherwise, follow the order laid out here.

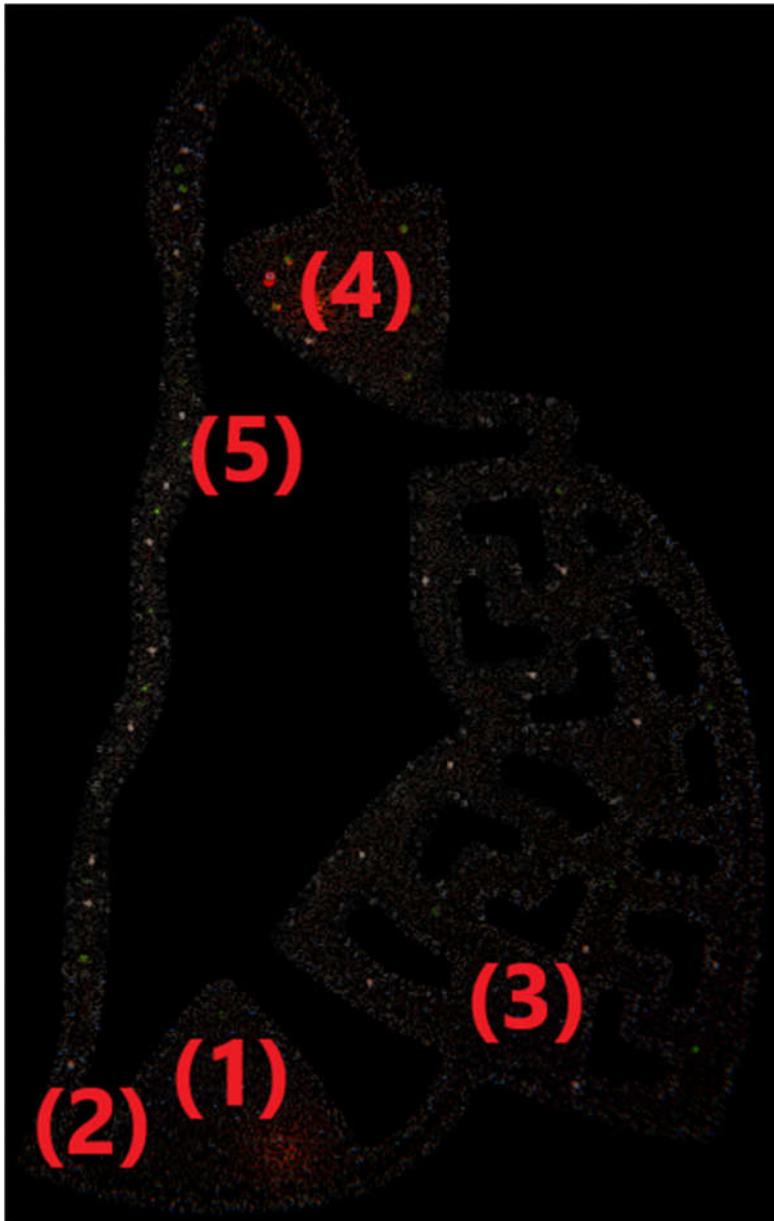
Head south-west to the cavern gap at (2). Don't get caught up on enemies, just shoot as you move. Destroy the poison wall then move into the tight corridor at the south that leads to (3), where you will find the sole Elven Rogue that you need for the Bonus Word.

Return to (2) and follow the left wall up to the shortcut at (4), then move north and when you exit the tunnel move north-west until you reach the fork leading to (5). Take the lower branch and then hug the wall above you until it dips into a little alcove hiding a **Secret Chest** (right below the (5) in the map above). Continue back the way you came and head west to the big egg room at (6).

Be careful here. If you either move or shoot too close to an egg, it will give birth to a Xenophage. If you're not at a decent level (or have decent gear), x's can be very deadly, particularly en masse where they will rush and overwhelm you. If you're powerful (esp if you have good Spell Knockback or a Status Effect such as Slow), go nuts and wipe everything out, but otherwise just move carefully, releasing one at a time and taking care of it. Be careful of stray shots as they can release more x's in the distance.

Make your way south-west to the Letter Cage, and release/kill as many nearby x's as you need to drop the Forcefield then dive into the hole in the middle of (6).

Level 3



This level forces you to make a choice between the **Secret Chest** or the Bonus Word on the way to the exit, though you can go and grab the other before leaving.

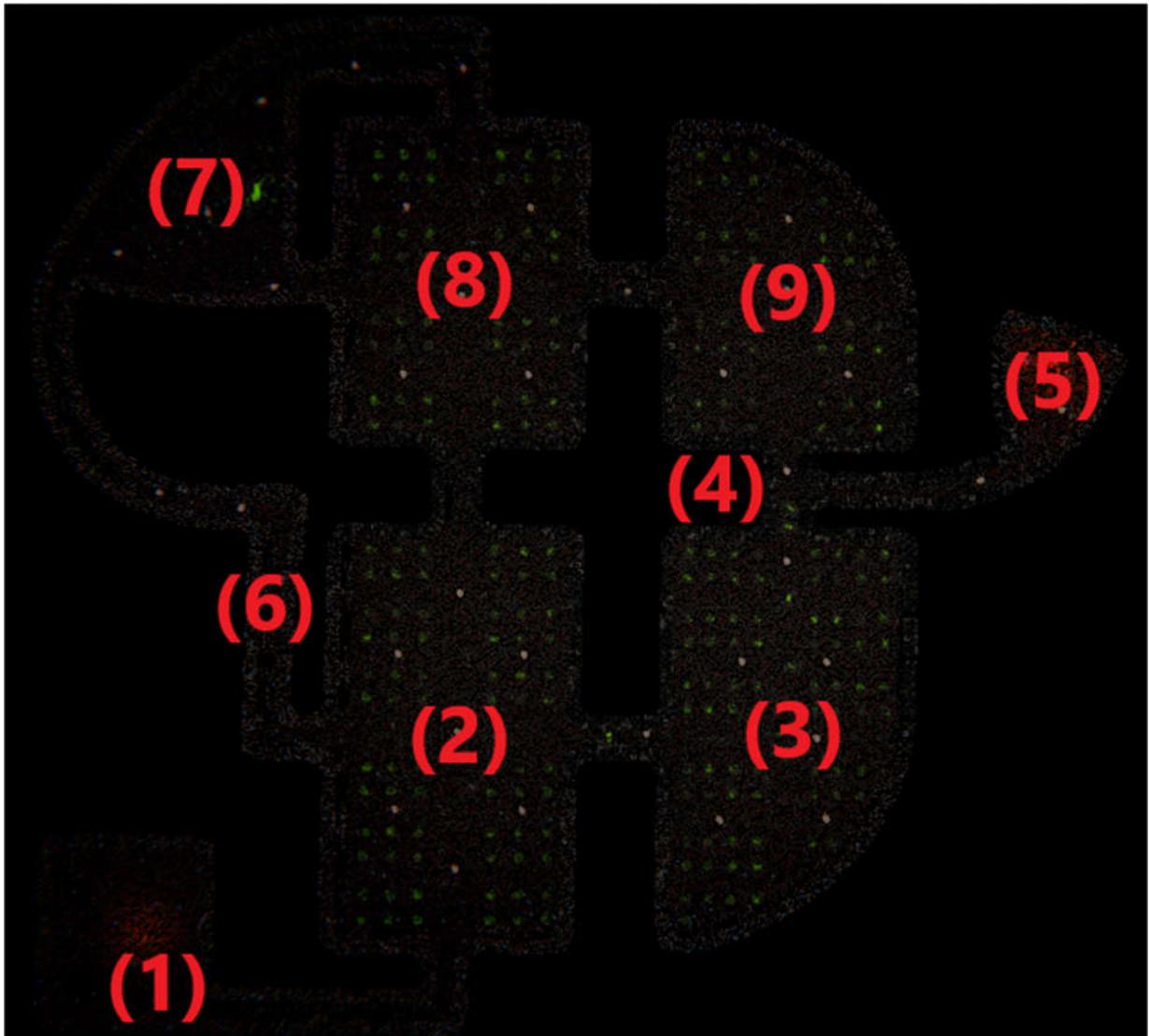
Starting at (1), you have two routes - going up the narrow gauntlet of (2) leads you to the **Secret Chest**, but is the harder path, while (3) is the only place you can complete the Bonus Word and gives you more flexibility for a smoother approach.

If choosing (2), you need to balance going forward with covering your rear as the spawners behind you keep pouring out weenies. Beware of Carrion Crawlers poisoning you and poison

walls along the way, as well as several Xenophages if you shoot ahead. At (5), there are two poison walls hiding the **Secret Chest**. From there just continue up and around the dog leg to the exit at (4).

If you choose the safer route of (3), just work your way north/north-east. The Elven Rogue you need for the Bonus Word is near the center, in the zig-zag tunnel just above the (3) mark in the map above. As long as you don't get lost, you'll eventually make it to (4) and exit.

Level 4



If you're not quite powerful by now, this level can absolutely kick your ass unless you take it very patiently. On the flipside, it can become the best grinding area in the game.

You start at (1), in the calm before the storm. Don't bother searching this room, there is nothing there. Head east into the tunnel and exit up into hell. Now, if you're super-powerful and want to grind, go nuts and wipe out everything like crazy, leaving a big field of loot. But for normal players, take it inch by inch and release a couple of Xenophages at a time from the eggs in your path only. Unfortunately if you fire widely it can release a whole row of x's to swarm you, so watch out.

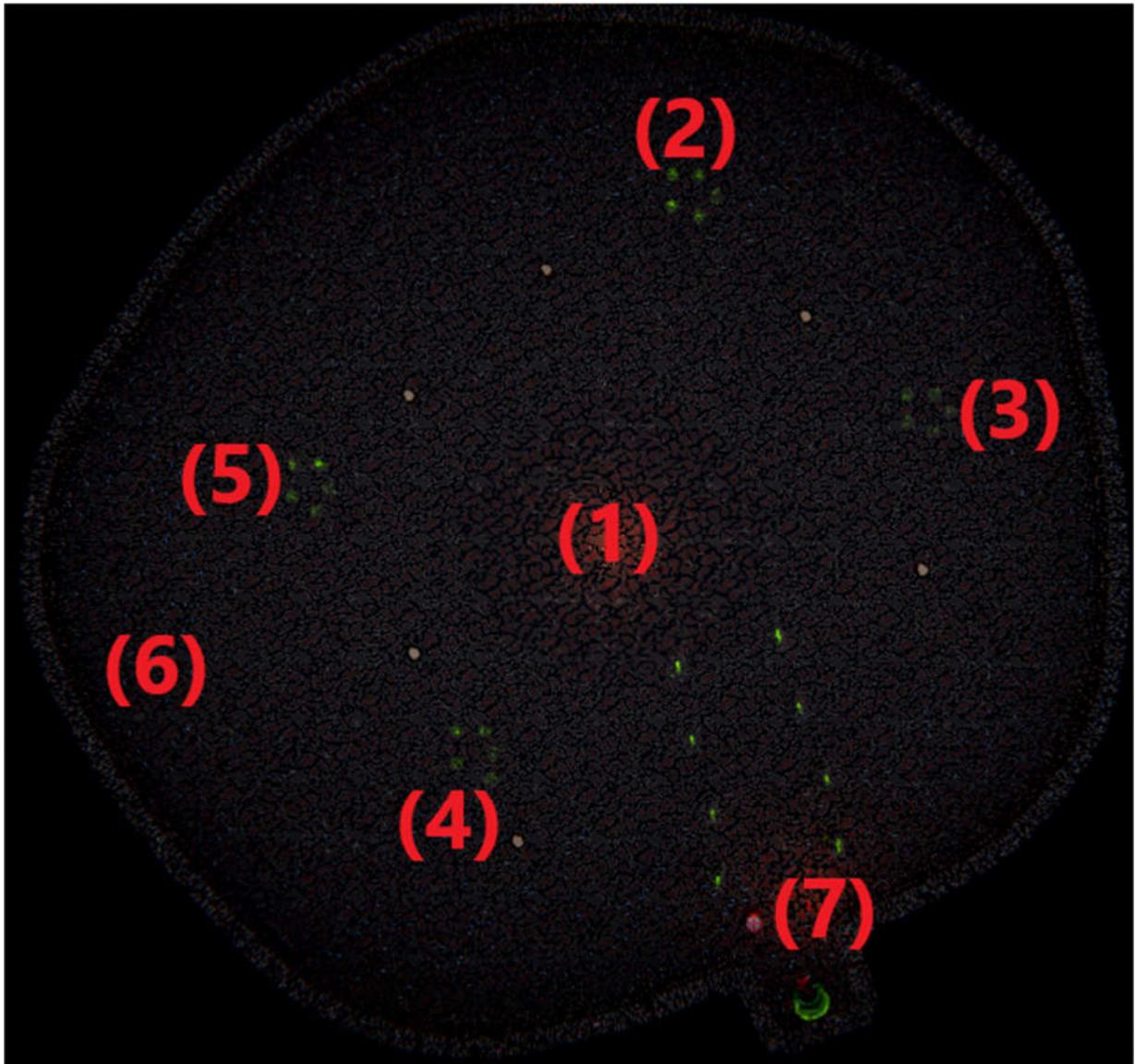
It *is* possible to tread very carefully between the rows of eggs (and *only* melee the spawning creatures that come at you) without activating any Xenophages. But most times you will make a slip and the shit hits the fan anyway.

Given the nature of the Incubator, if you're trying to finish it one run it's safer to ignore the **Secret Chest** and Bonus Word on your first run through (if so, skip ahead to the next paragraph), and come back later to get them. If you do want to get them, from (2) you need to take the western tunnel to (6) and continue up to (7), where the **Secret Chest** is underneath the giant poison wall on the right. Some of the Bonus Word creatures are only along this route as well. After collecting the chest head east to chamber (8) (either the upper or lower route is fine) and fend your way carefully directly west to (9), then down to (4).

If you want to skip the bonuses and just get to the Boss, from (2) take the eastern tunnel halfway up the egg chamber and follow to (3). Shoot a couple of eggs and lead the x's back into the tunnel to kill them, though watch your back from the spawner in the tunnel itself. Repeat this a few times to clear a path up the left-hand wall of (3), then along the top to the tunnel at (4). This blocked by a couple of poison walls, so kill these while watching you back.

Enter the small tunnel at (4) and take the eastern tunnel that branches off, all the way to the exit at (5). Watch out for the Nephilitis here in close quarters, and you're on your way to the Boss.

Level 5 (BOSS - Jack Knife)



There's a trick to this boss that makes it MUCH easier, though it spoils the spirit of the challenge a little...

The general idea is that Jack Knife will charge you where you start at (1), shooting and knifing your guts. His shots can make you Vulnerable and his stabs can Poison you. If you're not fast enough to back out of his reach (or Melee-strong enough to go toe to toe), you can be in trouble. Once he gets about $\frac{1}{4}$ injured though, he runs away and hides in a random nest of Xenophage eggs. If you approach him, the eggs hatch and join Jack in a rush against you, which can be overwhelming.

Every ¼ or so of life Jack loses, he retreats again to another nest (each chosen at random from the points at (2), (3), (4), (5) and (6), but he never repeats a nest) and you have more x's to face with him.

The trick you can use is, once Jack has retreated the first time, instead of following him to his nest, go around to all of the *other* nests and eradicate them at your leisure before facing him. That way when he retreats the next few times, he will be all alone.

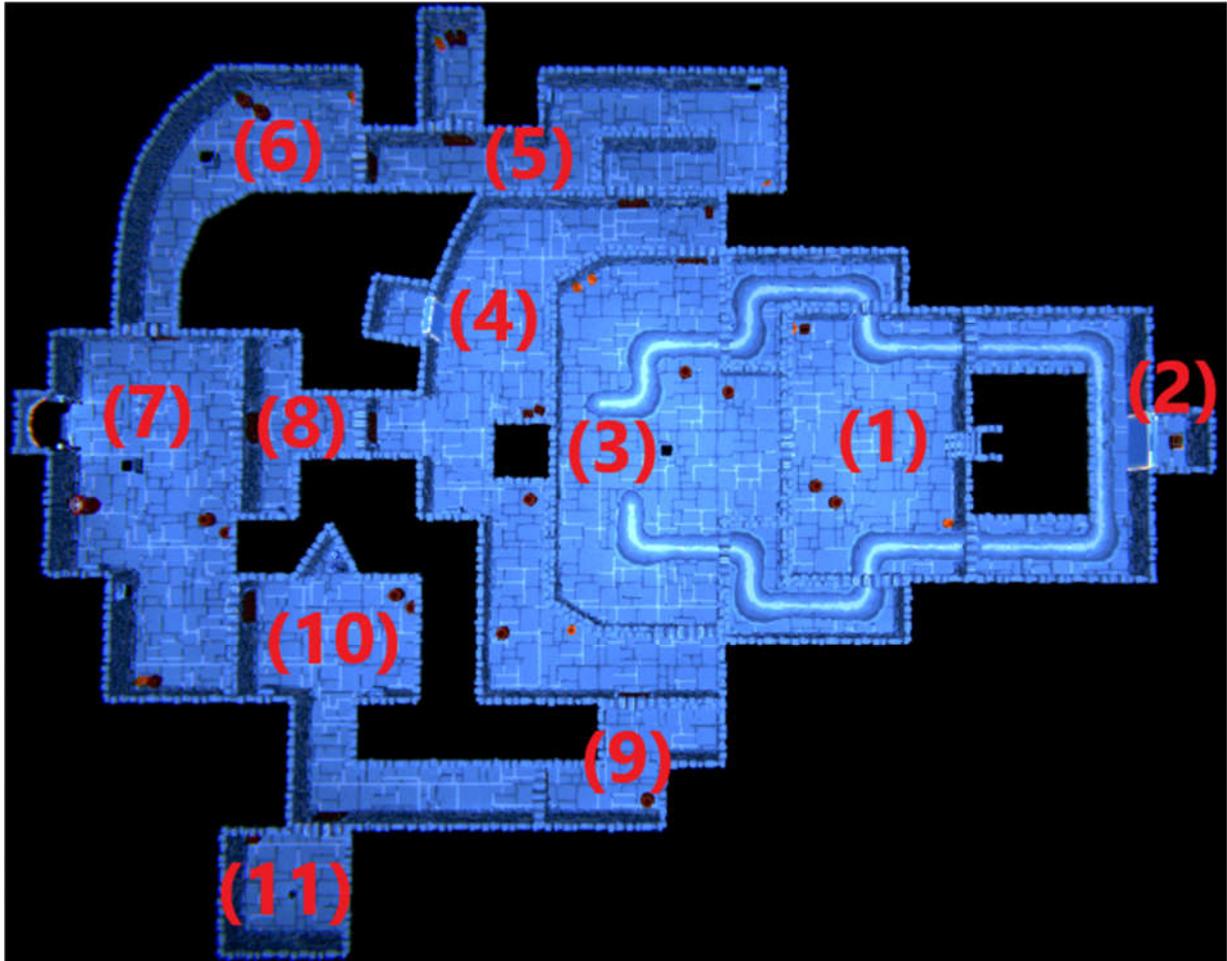
Keep in mind there are also spawners about the place that will be spitting out weaker monsters, but you can largely ignore them and just take shots of opportunity while walking past.

Once Jack is dead, you can collect some extra gold hidden in the darkness at point (6), otherwise head down to (7) and grab your chest, free the letter and enter the Strange Device. If you did this Dungeon in a single run you will likely have gone up a *few* levels once you return to the Inn, and have a stack of gold to spend.

The Coffin

An “ice dungeon” that thankfully has no slippery floors. The levels are generally larger and more complex than most other dungeons, so gameplay can be slower and more exploration-based - this guide, of course, ruins all that.

Level 1



Once you know where everything is, this should be a (chilly) breeze. From (1), it's a short distance to this level's **Secret Chest**, however you will take damage and be Slowed along the way. Go either up or down and east through the arches, behind the staircase. Move to the side of the ice river and hug the wall so you aren't constantly injured. You can still dash while slowed, by the way. Make your way to the ice wall at (2) and destroy it to reveal a **Secret Chest**.

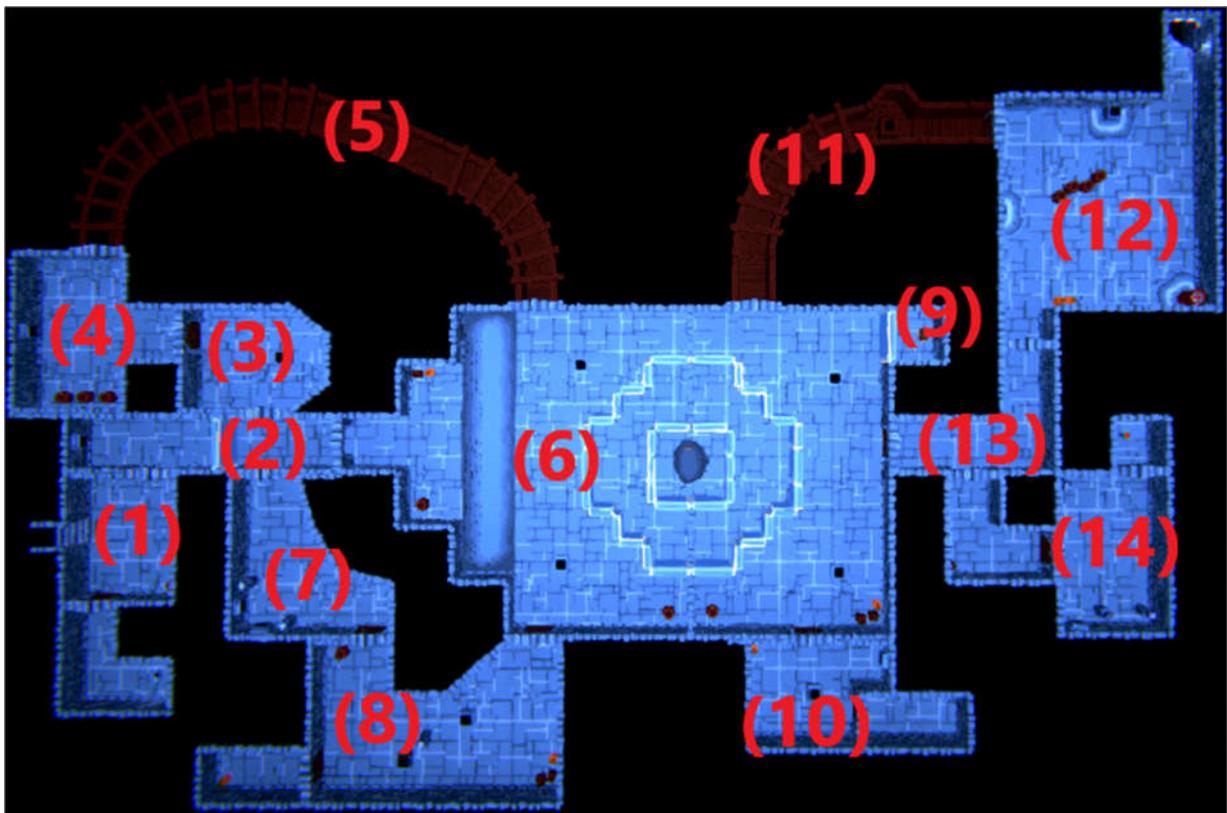
It's probably a good idea to retreat to town now to heal before continuing through the door to the west (you could take the arches instead if you're a lunatic) into (3). Deal with the minor annoyances and take the upper door into (4). Behind the ice wall to the west is a Famished (Melee it for the Bonus Word) and some gold. The ice wall regenerates so don't hang out there.

You have the option now of going three ways: head up to (5), head west to (8), or down to (9). In the end you need to go to (5) to kill enough Famisheds to drop the letter cage forcefield, so we may as well go straight there now. Follow the corridor that doubles back on itself (dash to the spawners and destroy them fast) then open the door leading up - beware, two f's swarm out and if this is the first level you're attempting they can be tough. They also cause Weakness, which stops you Meleeing them. Kill them and the Forcefield drops.

Continue west into (6) and down into (7). Free the letter and if you want, you can exit now. To the east at (8) are just a couple of swarms in a death-trap if you don't deal with them quickly. However, what you probably want to do is complete the Bonus Word and you need an Acolyte, so head down and east into (10). Dodge the ice shards (they will Slow you) and kill the spawners here or they'll keep bothering you. A fun trick with the ice shards - you can lure enemies into them and they get damaged and Slowed as well.

Go down the corridor (careful you don't get hit in the back by the ice shards) and open the door at the bottom into (11), where you find 3 Acolytes huddled around a campfire. Melee one for the Bonus Word and now you can exit. Don't bother with (9), there's just a Rancidian and an alternate route linking everything up.

Level 2



This level probably has the most optional areas to explore. There *is* a quick route (in order, follows rooms (1), (2), (3), (4), (5), (6), (11), (12) and you're done) but we'll cover everything.

From the entrance at (1), you can go down to a small antechamber with some Acolytes, but it's entirely optional. Go up through the arches, kill the spawner on the left and bash through the ice wall on the right at (2). Don't bother continuing east as a deep ice chasm blocks your progress and a couple of Skullgeists there will harass you. Instead you can either go north or south from here. North is the easiest route, so head into (3).

The spawner here is protected so just go straight into (4) - however be warned, an ice shard thrower in the wall will activate. Time a dash between its 3-shot bursts and destroy the spawner or if you're in a hurry just go through the door at the top and close it behind you. Follow the corridor (5) into the giant chamber of (6), though be wary of Rancidians and Famished (melee one for the Bonus Word) hiding under the overhead beams.

(6) is home to the only Dryrot in the level, and you need to kill it to lower the Letter Cage Forcefield (and Melee it for the Bonus Word). Thankfully you can't miss it - smash the regenerating ice walls to get into the center of the room where the grave is, try to pass it and the Dryrot will burst from the earth like a zombie (which it basically is) and charge you. The d is a tough monster and takes a lot of damage. It's also fast and you have limited room to maneuver here with the walls re-forming regularly. You also need the finishing blow to be Melee if you want any hope of completing the Bonus Word.

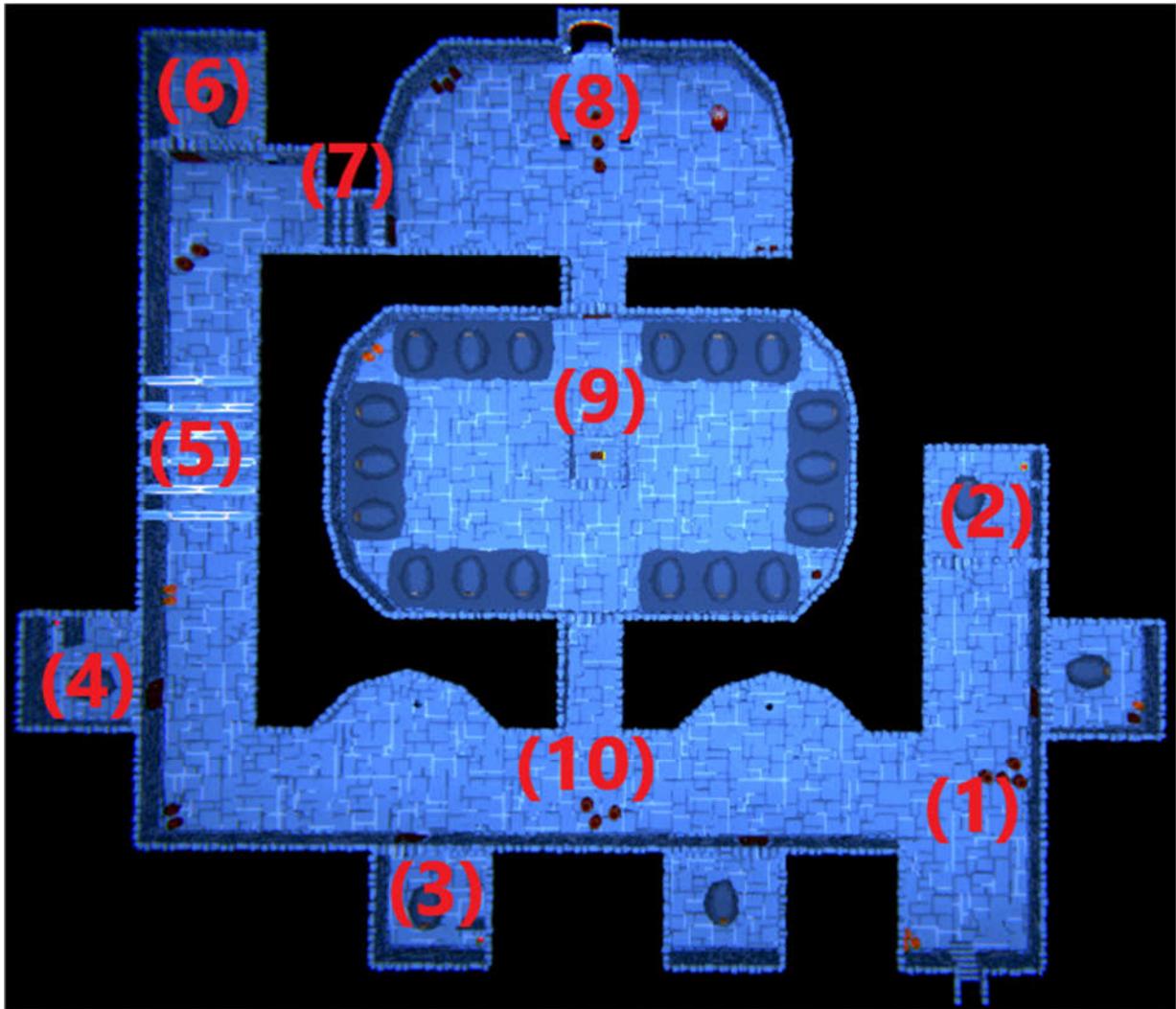
You might as well finish the Bonus Word now, so smash your way east and there's an Elven Rogue lurking to collect. You could find the second e by going down and into (10), where one hides in the antechamber at the bottom-right (along with some gold), however there is a better option: go north-east and smash through the ice wall. Behind it is an Elven Rogue plus this level's **Secret Chest!** Two chests at a time, yay.

From here it is a short hop through the north tunnel (11) into the final room (12). Alternatively you could go east into (13) and even take a detour through the southern door here and into (14), dodge the ice shard throwers and enter the door at the top to collect some extra gold. Hit the switch here to disable the ice shard throwers so you don't need to dodge them again.

Either way, you'll make it into (12) and as soon as possible you should shoot down the spawners. They are surrounded by ice streams so you shouldn't try to Melee them, which makes them harder to destroy. Once the room is cleared, if you're greedy you could dash into the spawner's wrecks to grab the gold left behind, though you will most likely get Slowed.

Shoot the Letter Cage in the bottom-right corner - thankfully the health potion will appear on your side of the ice - and exit to the north.

Level 3



The zombie pit! There's also a long-haul puzzle to avoid that and get the **Secret Chest**. The Bonus Word is self-explanatory on this level, so it won't be discussed. The zombie pit is a good early-game grinding target.

If you're not going after the **Secret Chest** then the route is simple - go left at (1), turn up at (10) into (9), kill 6 x Dryrots to lower the Letter Cage Forcefield then race to (8), free the letter and escape. Done. If you want to get the chest though, read on.

An overview: technically to get the Secret Chest you only need to hit one activation switch (at (6)) to unlock the door in the middle of the zombie pit (9). However, if that's all you did you would need to take the long way back through the nasty ice shard trap, so the rest of the malarky (the other switches) is to open the shortcut into (8). We'll describe the full process, but you may choose to approach it differently.

From (1), go north and enter the room at the top (2), kill the Dryrot that emerges and shoot the switch behind the wall. On your way back down, you can, if you choose, enter the room to the east and kill the Dryrot. To lower the Forcefield requires killing 6 x Dryrots, so you either need to enter *every* sub-room in this area to kill enough, or slaughter some in the zombie pit.

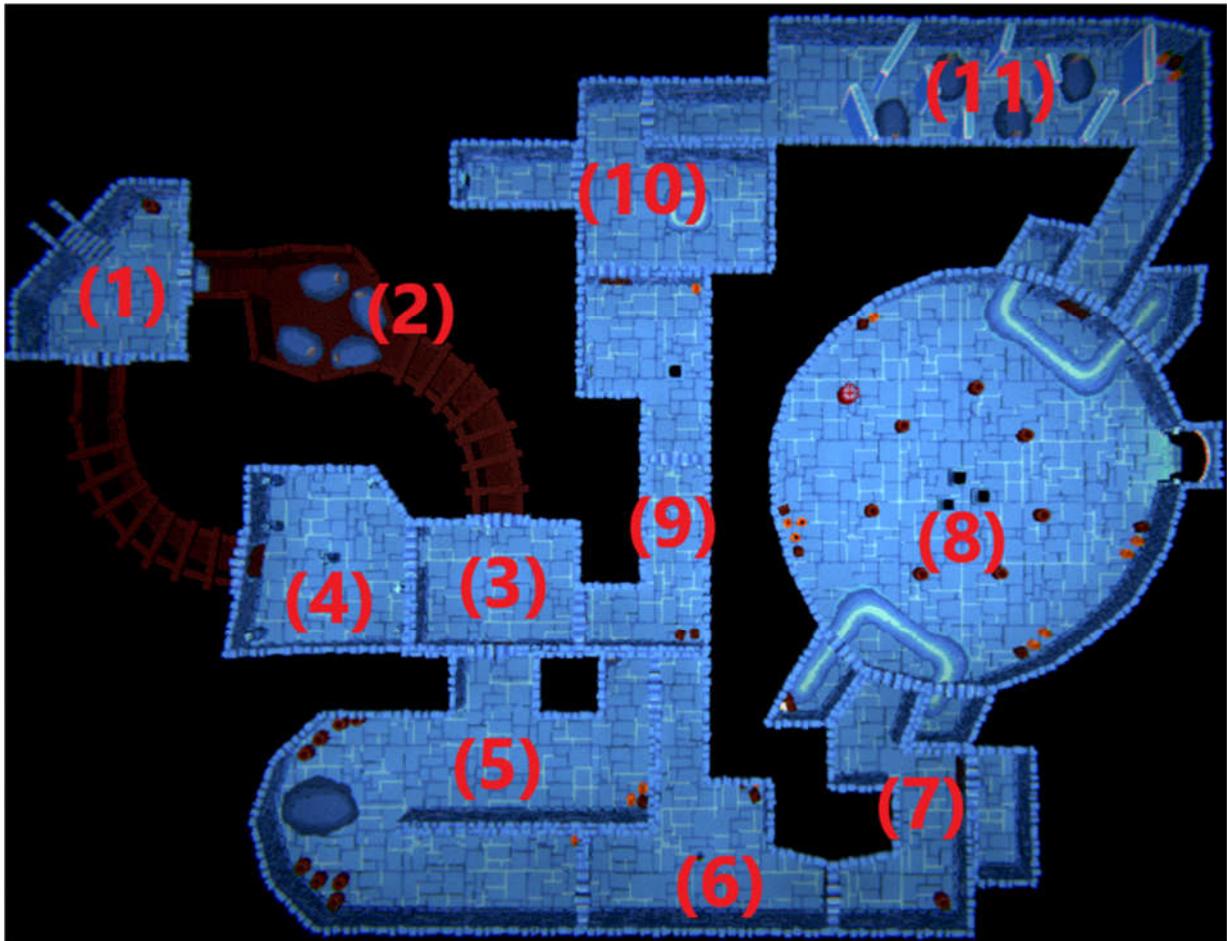
Back at (1), head west towards (10) and watch out for the White Witches, which can Silence you. There is another optional room below you, otherwise continue along and hit the switch in room (3), then again around the corner in (4). The shortcut at (7) will now be open. Now either go back and through the zombie pit at (9) or face the ice trap at (5), which is a bit of a pain.

If you have a strong fire Spell or Melee Weapon, just charge through the gaps in the ice shard throwers and plow through the walls. Otherwise, you need to be smart. Destroy the first ice wall and the second, then shoot ahead and weaken the third one considerably but do NOT destroy it. Wait until the first two walls regenerate, then destroy them again and this time the 3rd wall as well. Dodge the ice shards (every three shots will be a gap) and get to safety in the middle corridor. Then repeat the strategy for the second part.

Either way you went, go into the north-western room at (6) and hit the activation switch - now you can venture into the zombie pit (9) and enter the room in the center to finally get the **Secret Chest!** Then simply head up to finish the level.

A note on the zombie pit - try to only free one batch of 3 x Dryrots at a time to avoid getting overwhelmed. If you do, run away and shut the door behind you to gather your wits. Spell Knockback really helps here...

Level 4



One of the most difficult Dungeon levels if you don't save it until you're fairly strong. This has a lot of different parts with different challenges. There are a few health potions hidden along the way to help, though.

A lot to cover here. From (1), you can either face the Dryrots at (2) or dodge the ice shard throwers at (4), but either way you end up at "The Cold Room" (3). Notice the archways into here have dripping water, and the ground is covered by icy mist? Yeah, any time you are in this room it will slightly damage you and have a chance of Slowing you. This is a big problem since there is a White Witch in there with you... If you have a long range Spell you can just hit it from the archway at the top before entering the room, otherwise either dash into it (yes, even though you are slowed) and hammer it. Or just get past it and shut the door behind you.

On that point, which direction? Well, the path to the east is much easier but at some point you need to kill the Elephant Zombie (yes) to the south to lower the Letter Cage Forcefield, so you may as well do that now and head through the door at the bottom of (3). First though, you need

to deal with a Siren lurking here! Sirens draw you towards them constantly and their shots can Stone you, so be really careful here.

Once the Siren is dispatched, awake the Elephant Zombie by going near the giant grave to the west. This is another tough fight as it takes a long time to kill and if he stomps you it can Slow you, which usually means death. Take advantage of the fact that it can't change direction very quickly. To get the Bonus Word, you need to kill the E using Melee - good luck (seriously though, weaken it with ranged then dash in and deliver the killing blow). There is a Weak Health Potion under the crate in the bottom-right of the upper part of (5) to help.

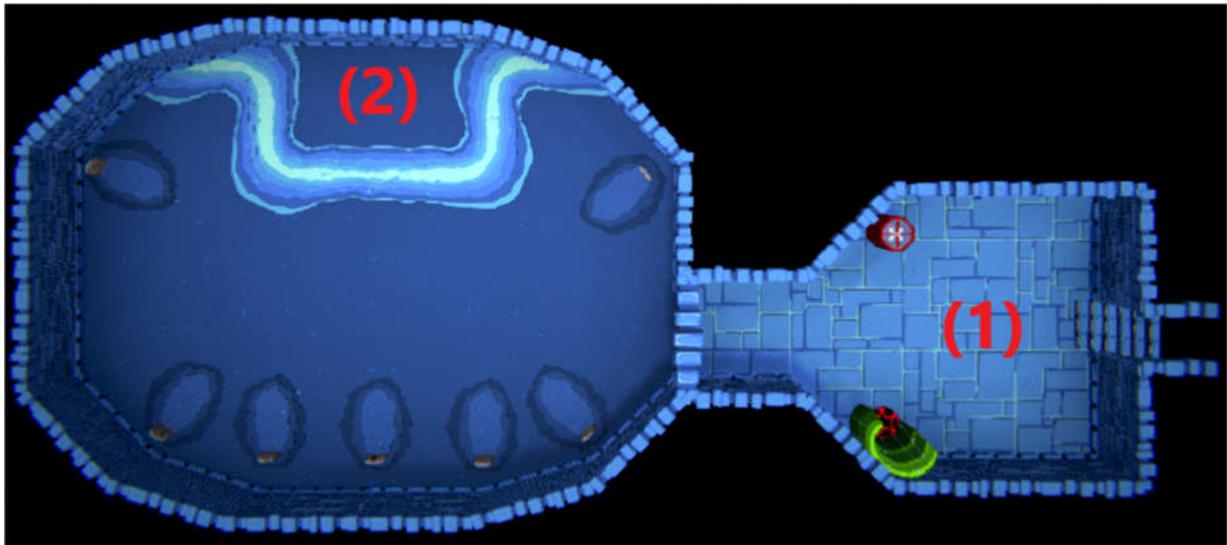
Next go east into (6) and face a couple more White Witches, then continue into (7) to face another Siren, this time in cramped quarters. There's an optional room to the right which has some Elven Rogues and gold pieces, otherwise go up into the final room (8).

If you chose to go the eastern path from (3) anyway, turn the corner in (9) (there is a Weak Health Potion under the crates in the corner) and head up until you hit (10), which has a Siren inside an ice stream - if she pulls you into there you'll be in trouble. The little alcove on the left is pointless, so go up and right into (11) and wake the dead to break some bones. There is a Weak Health Potion in the upper-right corner under some clutter. Another Siren awaits around the corner leading down to the final room (8).

In (8), straight away you have a problem - to enter the arena properly you need to cross an ice river (regardless of which way you entered). You can stay at the shore and pick off a few stragglers with ranged shots, otherwise try and cross to the side and if you don't have high Slow resistance keep out of trouble until the Slow wears off. There is a Strong Health Potion under a crate on the far left of the room to help restore you.

Realistically, you could just smash the Letter Cage and race out of here to fight the boss, however you may want to clear the room by destroying the three spawners in the middle and then go for the **Secret Chest**, which is partially hidden under some crates in the bottom-left alcove beyond the ice river (alternatively, you could do this *before* facing the enemies if you entered from the south). Oh, the Carrion Crawler you need for the Bonus Word is also here, in the top-left alcove behind the ice river. After you've got everything you want, head to the east exit to fight Tiamat!

Level 5 (BOSS - Tiamat)



This is probably the toughest of the Dungeon bosses, depending on your equipment.

Steel yourself (pile on every bit of Ice and Slow resistance you have) and open the door to (2), where Tiamat will immediately start firing at you. If you have a strong Melee build, you may be discouraged by the big river of ice surrounding her, however the best option actually is to dash right across it and, even if it slows you, and pound right on Tiamat. The right Melee build and especially a fire-based weapon can kill her before she starts breathing ice at you.

The safer route is ranged. Gradually inch around in a semi-circle while constantly shooting at Tiamat - don't move too far because a) her wide shots may hit you, and b) she will just rotate faster anyway. Just move enough to avoid the current shot, no more. She will shoot a burst of 5 shots, then pause then another burst of 5. You need to time this very carefully because immediately after the 2nd lot of 5 shots, she starts breathing ice at you, which causes Slow as well as a ton of damage. It's hard to recover from this, though it is possible - just keep moving - however if Dryrots have started appearing, you are generally screwed if Slowed.

Wait, Dryrots too? Yeah, those 8 graves will all erupt and release d's at random intervals - and they never stop until Tiamat is dead. They take a while until the first ones spawn, so try and kill T before too many come out, otherwise you need to take a break and clean them up now and then, but after a while too many will continue spawning for you to overcome. Note the spawning times are semi-random so some attempts you will get luckier than others.

Back to the ice breath - you need to be further away from the center of Tiamat when she is breathing or you'll be caught, so timing that first move away after the second 5-shot burst is critical. From there, again inch slowly around because you will quickly run out of room and she'll force you into the corner or the ice river - but never stop shooting. And remember, Dash is not invulnerable to breath weapons so don't dash through the breath.

Try to time it so that the end of the 2nd 5-shot burst happens while you have Tiamat turned fully left but you are on the right side of the shots, that way you have the whole area to outrun the breath. If you can do this, she should be dead within a couple of breaths. This boss may take a couple of attempts before you get the timing down - at first it may seem impossible (until you can go up more ranks or find better equipment) but with the right skills, it *is* doable.

When dead, you can clean up any straggling Dryrots or just exit to (1) and close the door behind you. Remember to grab the chest that appears before entering the Strange Device.

Towers

The Towers bring a dramatic shift in gameplay style from the Dungeons. They are smaller, arena-like areas - instead of exploration or puzzles, they focus on frantic action. There is also a substantial increase in difficulty. While in the Dungeons most of the time the Letter Cage's Forcefield usually drops as a matter of course from just hacking your way through the level, in the Towers it becomes the main aim, not a side effect.

You can approach the Towers something like a Puzzle-Shooter (a la Bangai-O or Ikaruga) where you thread the needle to kill the few creatures you need to free the letter and make a narrow escape. It takes a *lot* of deaths to get the sequence right, and there is often a hair of randomization on spawner timings to mess you up, but it can just about work most times - and for some levels it is objectively the best way to beat that level.

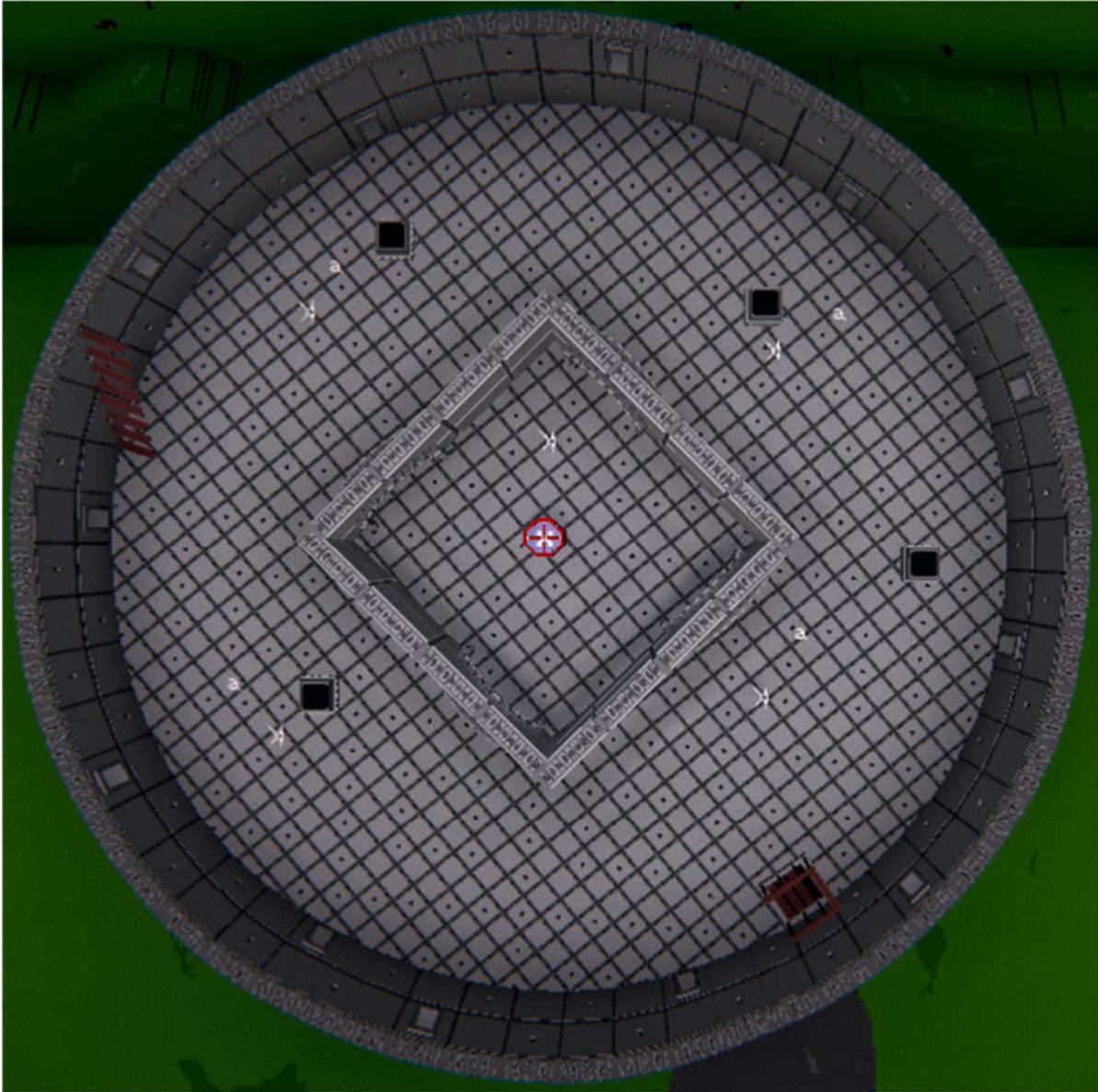
The safer approach is a methodical one, and that is what we'll more often describe in the guide. You do also need to keep gaining XP/GP, so killing a bunch of stuff is always recommended. Then again, you can always go back to do that after beating the level and unlocking the next.

The guide below won't cover the Bonus Words, since they are self-explanatory in these levels.

The Tower of Knives

The "kinetic tower" has the most variety since it is actually *two* towers, with the smaller one partially destroyed and toppled into the larger one.

Level 1

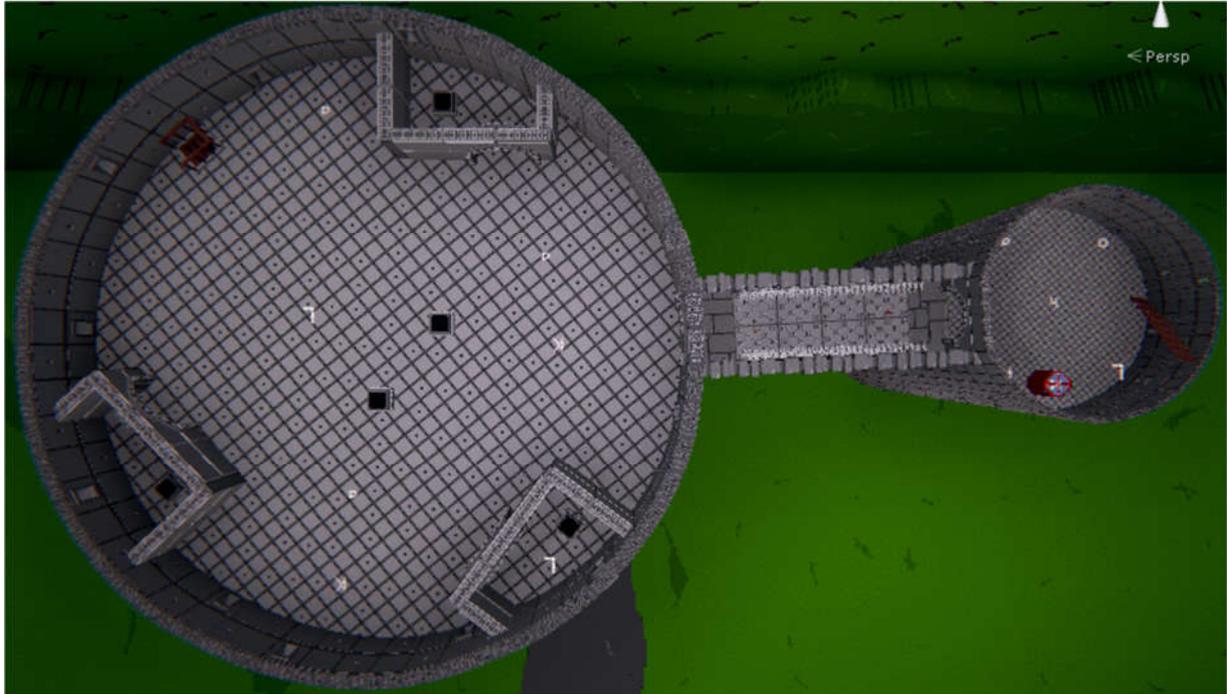


Head anticlockwise and kill the starting creatures. The spawners take 3-4 spawns before their shields drop so either just focus on killing 4 x Elven Rogues to drop the Letter Cage Forcefield in the center, zip through any of the archways to kill it and escape up the stairs, or more methodically destroy each spawner as it becomes vulnerable.

The threats here are Knaves of Diamonds, which dodge, are tough, and can cause Weakness so can really mess up a Melee build. Also watch out for the Harmless Motes that can spray you with a bunch of Status Effects and drop you into trouble. Everything else should be easy enough to deal with by now.

Note that the spawners have an activation proximity so if you stick to the outside edge you should avoid the spawners on the far side from spawning until you're ready for them.

Level 2

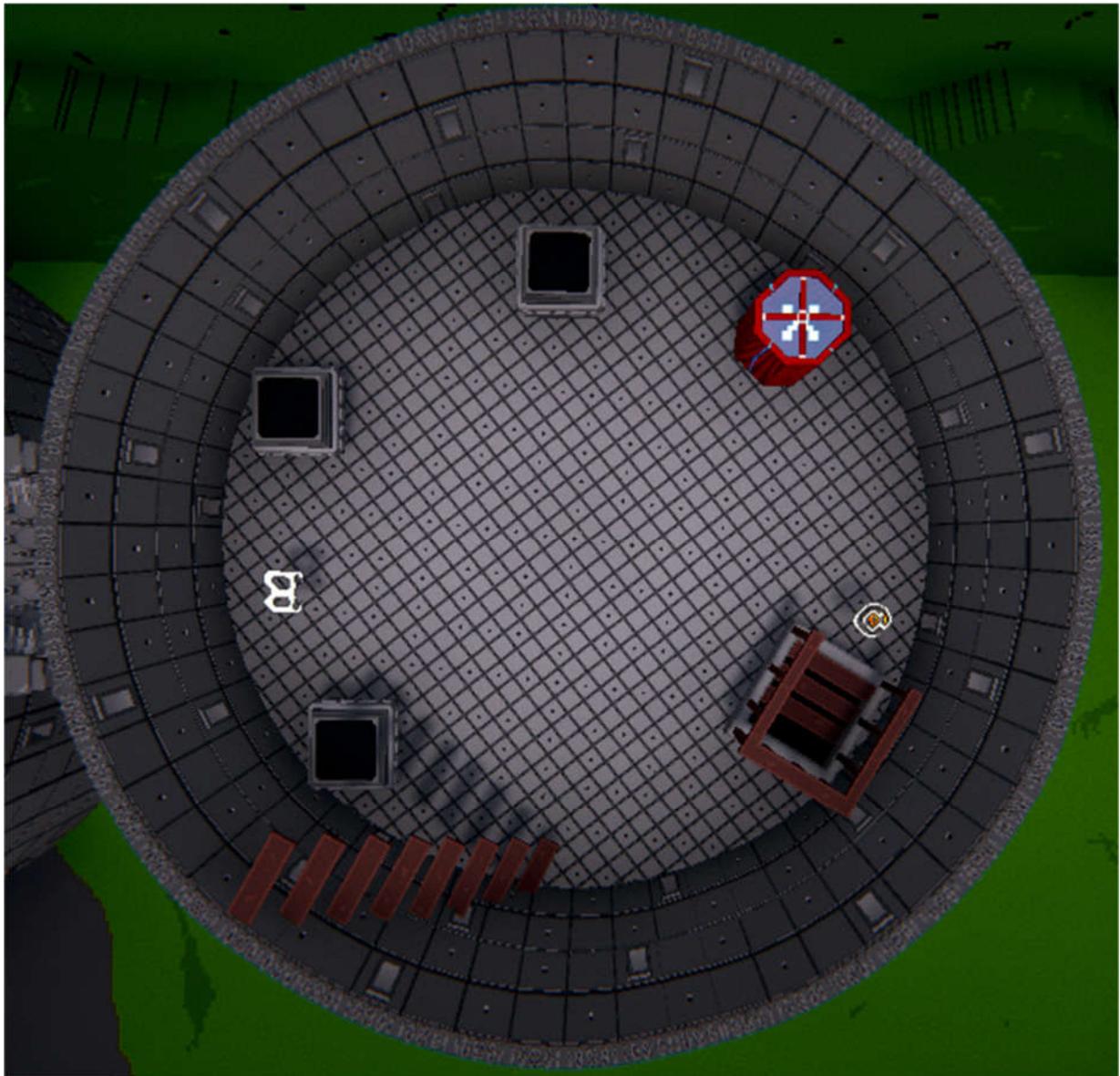


You'll likely encounter your first Levelling Stone here (they are also in the Ziggurat of Woe) and they're nasty. They don't attack as such, but if they ram into you they can Stone you and continually damage you. They build up a head of steam and charge around the arena, but can't stop and turn very well. They're also incredibly tough and resistant, but Chaos weapons will help.

So avoid the Levelling Stones and the Knaves and the Harmless Motes, kill the two spawners in the center, then bring down at least one of the L's in the first tower (though killing both gives you a quick escape plan in the next part). You can usually leave the spawners in the rooms alone unless you want some XP/GP, and head east to the smaller tower. The spike trap is just a matter of timing, it's very random so there's no trick as such, just look for an opening, move ahead and hope a new opening appears before the spikes come.

The smaller tower is tough. Avoid the L and h, ignore the a and o and kill the K as soon as possible, then clean up the a and o and take down the L. If you had already killed two L's in the first tower then the Letter Cage Forcefield will be down and you can instead just go straight for it and escape, as long as you avoid the L's Stone ability.

Level 3

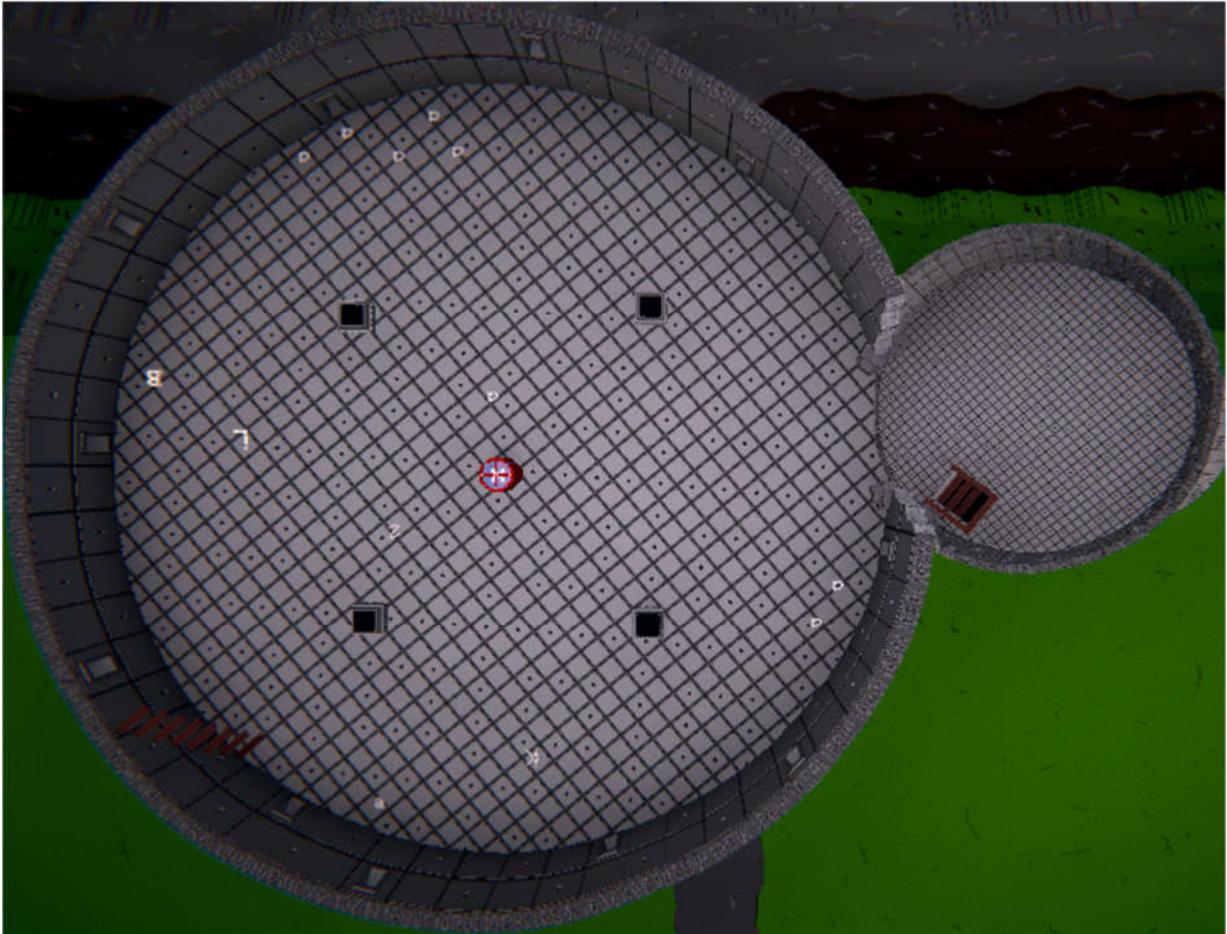


It may not look so bad at first, but this is one of the toughest Tower levels you will face. Here's the problem: you need to kill 2 x Brainstorms to free the letter, but only 1 is active from the start. You need to stay alive long enough for the second one to spawn from the spawner at the top, and if you're unlucky a Levelling Stone will spawn from the spawner on the top-left.

First, kill the Brainstorm ASAP. They can Slow and Confuse you, which in such close quarters is almost certain death. Don't bother planning to destroy the two spawners on the left, they spit out 8-9 enemies before their shields drop. The bottom-left one only emits Acolytes and Elven Rogues so can mostly be ignored. The higher one has Levelling Stones and Knaves of Diamonds so focus on killing whatever comes out of that until the second Brainstorm arrives.

Once the second B is on the table, kill it ASAP, free the letter and escape as fast as you can.

Level 4



To drop the Letter Cage Forcefield you need to destroy three Levelling Stones, no easy feat. One is active at the start but the rest spawn from the top-left spawner. It takes about 20 seconds on average for both of the ones you need to appear - it doesn't sound like long but there are a lot of threats here and staying alive is a challenge.

You have a Brainstorm roaming that you should aim to kill ASAP, and one Knave active from the start. The top-right spawner can be ignored for now (it only has Acolytes and Zealots and is protected for quite a while), but the bottom two spawners emit Knaves (the bottom-left one also has Elven Rogues sometimes) and only have 2-3 protected spawns before their shields drop, so hang out down there and destroy them as soon as they're vulnerable. Then clean up the chaff while waiting for the L's.

Level 5 (BOSS - X of Kings)



Bullet Hell time! The X fires a lot of shots, and they ricochet a few times each so the screen quickly fills with projectiles, and each of them can Depower you, making your attacks weedy.

If you have a really strong Melee build with a good Chaos weapon, this boss is actually a breeze as you can dash straight to it and kill it before it kills you. If you're primarily a mage though, equip a Chaos Spell and dodge like crazy - this is a pure skill test. Focus on the bullets more than the X, as in any bullet hell shooter.

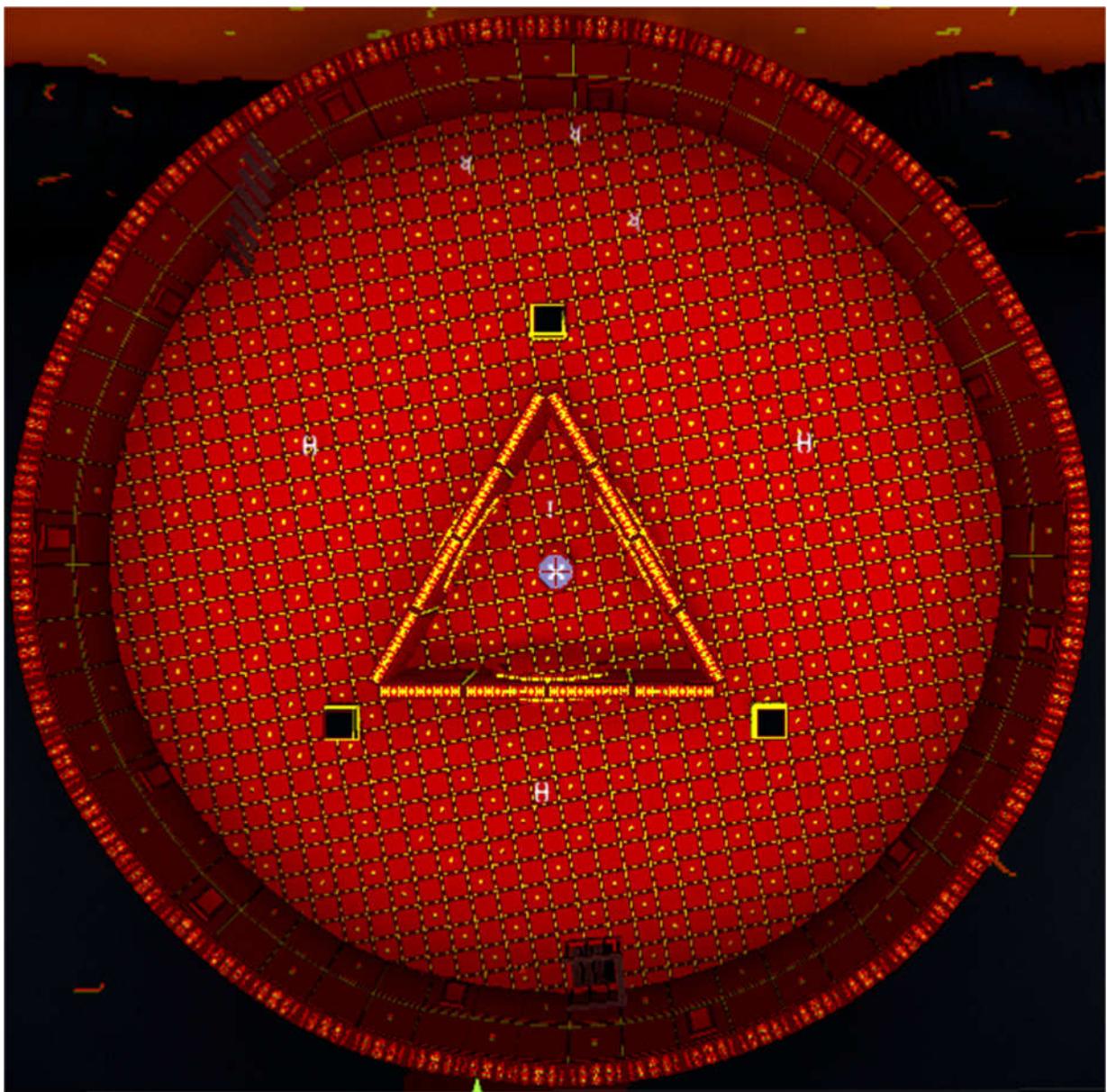
If you've been Depowered or if you have HP Regeneration and need a breather, you can run around the other side of the X-Wall and hide in a corner, though be careful as some shots can get in there and ricochet into you.

As always, remember to grab your reward Chest before entering the Strange Device!

The Tower of Knowledge

The one that's on fire, though you won't see the flames from inside until the highest two levels.

Level 1



You need to kill all 3 Hemogoblins on this level, and they're nasty. Take them one at a time.

In terms of spawners, destroy the one on the left first as it spawns Black Witches and its shield drops after the first one. Then hit the one on the right (Lavamancers) after its second spawn.

The top spawner has 4 protected spawns so it's lower priority. It mainly spawns Kobolds but now and then will spit out a Quicklime, which will hunt you down through the level with crazy-fast charges, so watch out for them.

Level 2



A tough level that can get out of hand quickly. You need to kill all 4 Ireful Eyes, a dangerous creature that can cause Fear and Vulnerable. The first is in front of your starting position so kill it fast. Ignore the spawner there as it only has Kobolds and the first couple are protected anyway.

Go for the Ireful Eye and spawner on the left next, as the spawner is unprotected and randomly spawns either a Hemogoblin, a Black Witch or a Quicklime so should be dealt with ASAP. After that hit the bottom l/spawner, which is the same threat. Finish up with the l on the right, which may have roamed anywhere by now. The spawner there is for Lavamancers so it's not a huge priority, but if enough of them come out they can fill the area with Vulnerable-causing fireballs... If the last Ireful Eye is dead, break the Cage and get out of there.

Level 3



Archangels. They're bastards. Tough as nails and they can cause both Stone and Silence, which is a horrific combo that is more often than not a death sentence. And you need to kill all 4 of them here to drop the Forcefield. There's also the matter of the rotating dragon head that's always forcing you to move clockwise to outrun it.

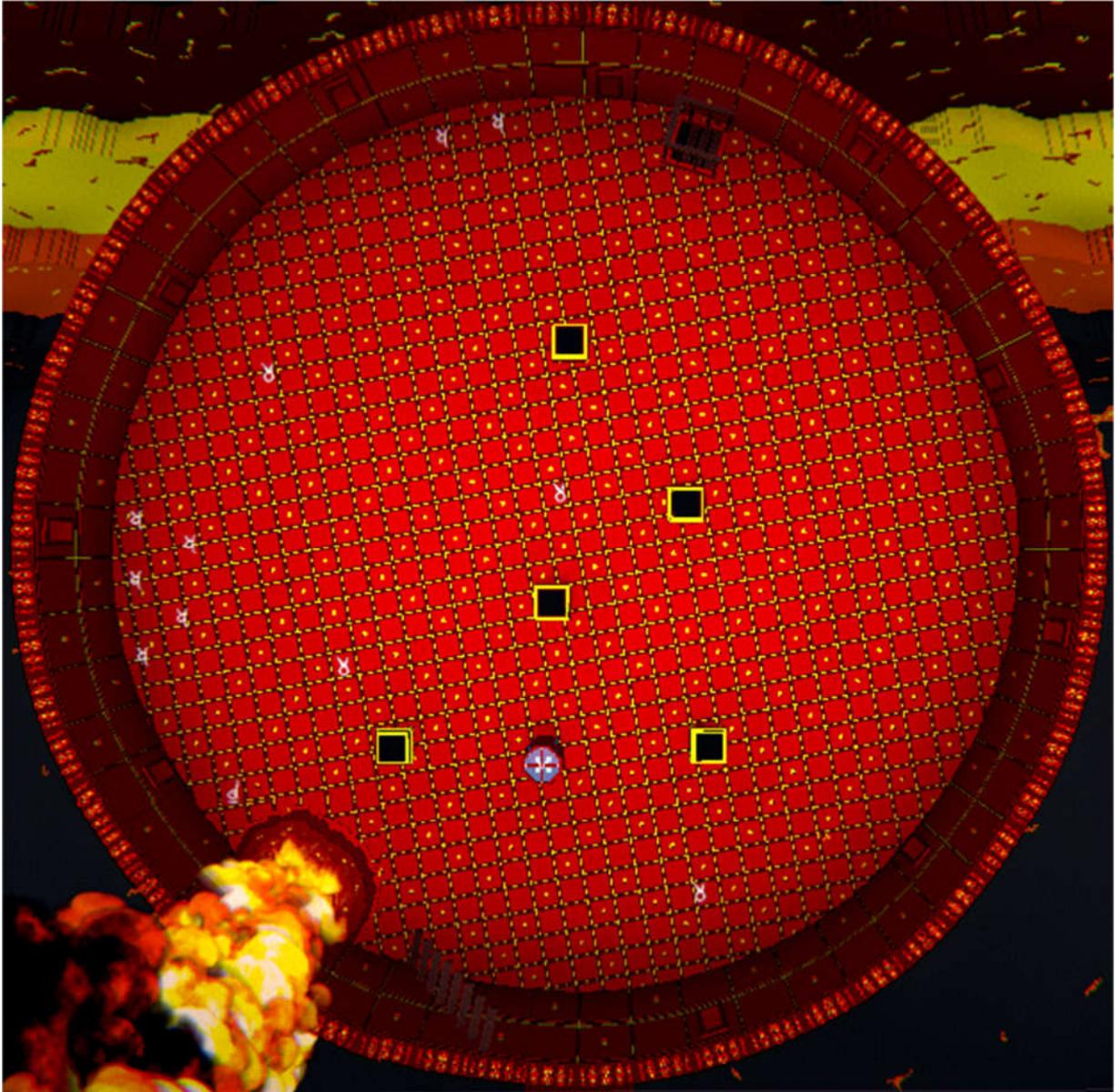
As soon as you start, the nearest A will charge you. Kill it while moving down to destroy the bottom-right spawner. Then kill the second A that will be on you right about now. The two spawners on the left both have 2 protected spawns, the lower one being Ireful Eyes and the upper one being Hemogoblins - both are serious threats. Hang around the bottom one as long as you can to destroy it, then try to kill the 3rd Archangel in the Western area, and by then you should be able to destroy the top-left spawner.

If the dragon breath has caught up to you, you can dash towards the dragon head and circle round it to come back the other side.

The final A is up the top near the exit, though you might want to deal with the spawner in the top-right first as it spits out baddies every 4-5 seconds and they can be Black Witches or Quicklimes (also Lavamancers and Kobolds, but either of those are low-threat).

Keep in mind that once you've killed that final Archangel, the Letter Cage is right down the bottom, but if you followed the sequence above all the spawners will be dead and there won't be much to bother you. Yes, you could instead go for that top A first and work your way down, however a) you'll likely take a dragon flame hit and b) it gives the I and H spawners more time to spawn more threats. But it's worth trying to see which approach suits you best. The main problem is A's take a long time to kill, otherwise you could just take all 4 down quickly and be out - though if you have a really strong Chaos or Ice Spell you might be fine doing that.

Level 4

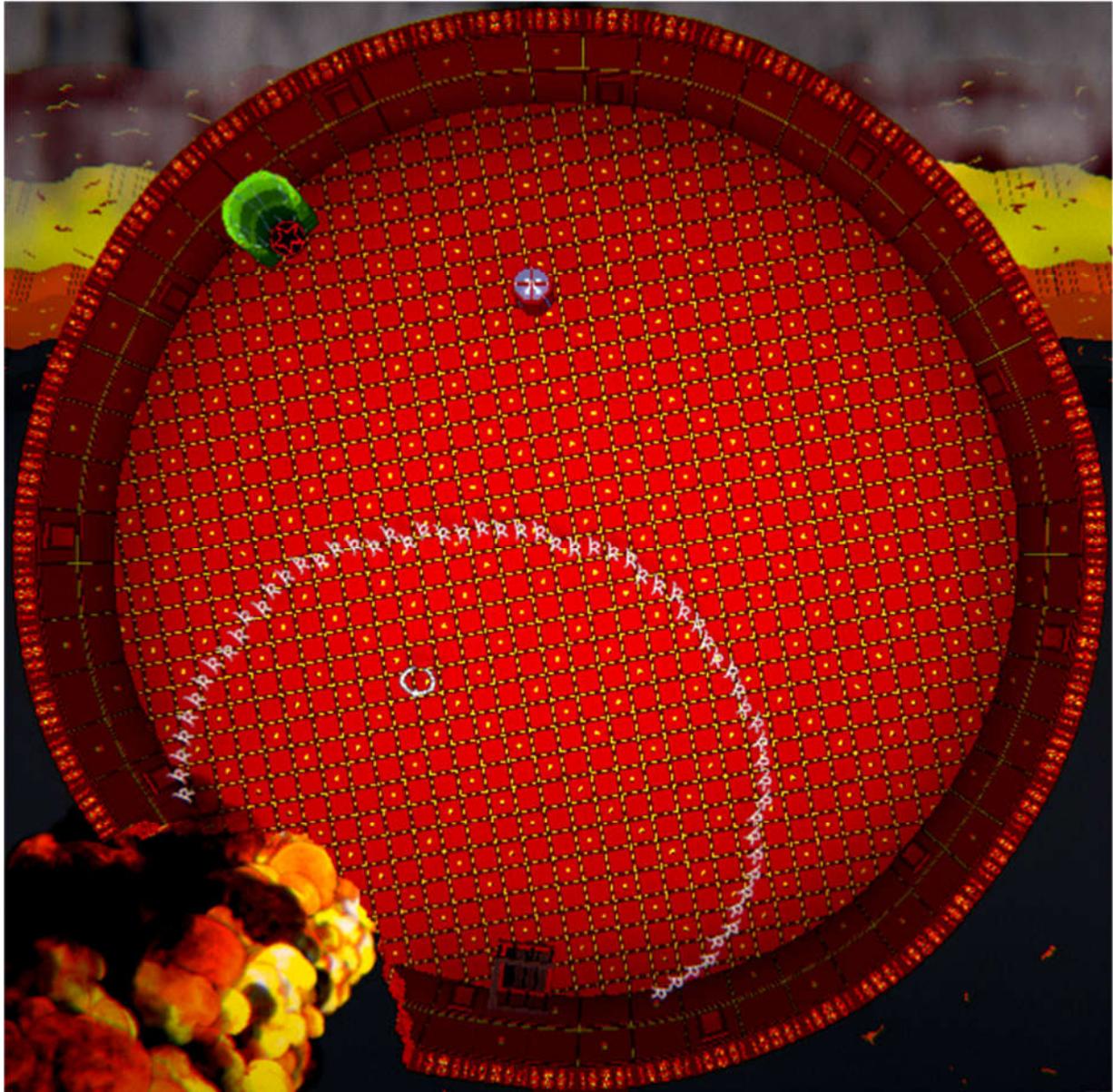


Obviously, avoid the flame as it does do damage. You need to kill 4 x Radiances, which fire in a circle around themselves and Slow you, so are serious threats to have on the board.

From the start, head directly down and kill both unprotected spawners below you, then the nearest Radiance. Now, the three protected spawners remaining each spawn 2 enemies before their shields drop - the top spawns Hemogoblins, the bottom spawns Ireful Eyes and the middle spawns Archangels - so yeah, pretty deadly trio here. You *could* just hunt down the Radiances if you quick enough, and honestly here it may be your best bet, otherwise you just need to draw

away the threats (pied piper style) and circle round back to the spawners once they are vulnerable. At least the Letter Cage is close to the exit staircase for a quick escape.

Level 5 (BOSS - Crimson King)



Don't go near the Kobolds ringing the area - you can't kill them, and they will stab you with flaming spears. A lot. The flames also hurt you. A lot.

What you need here is speed. If you do a TON of Melee damage, you can go toe to toe and usually win first, but otherwise enough Footspeed and Dash Cooldown to avoid his combo

attacks (especially the big spin-attack) is the key tactic. Shoot or slash until he flashes yellow then avoid the attacks, then come back in for more until his next burst.

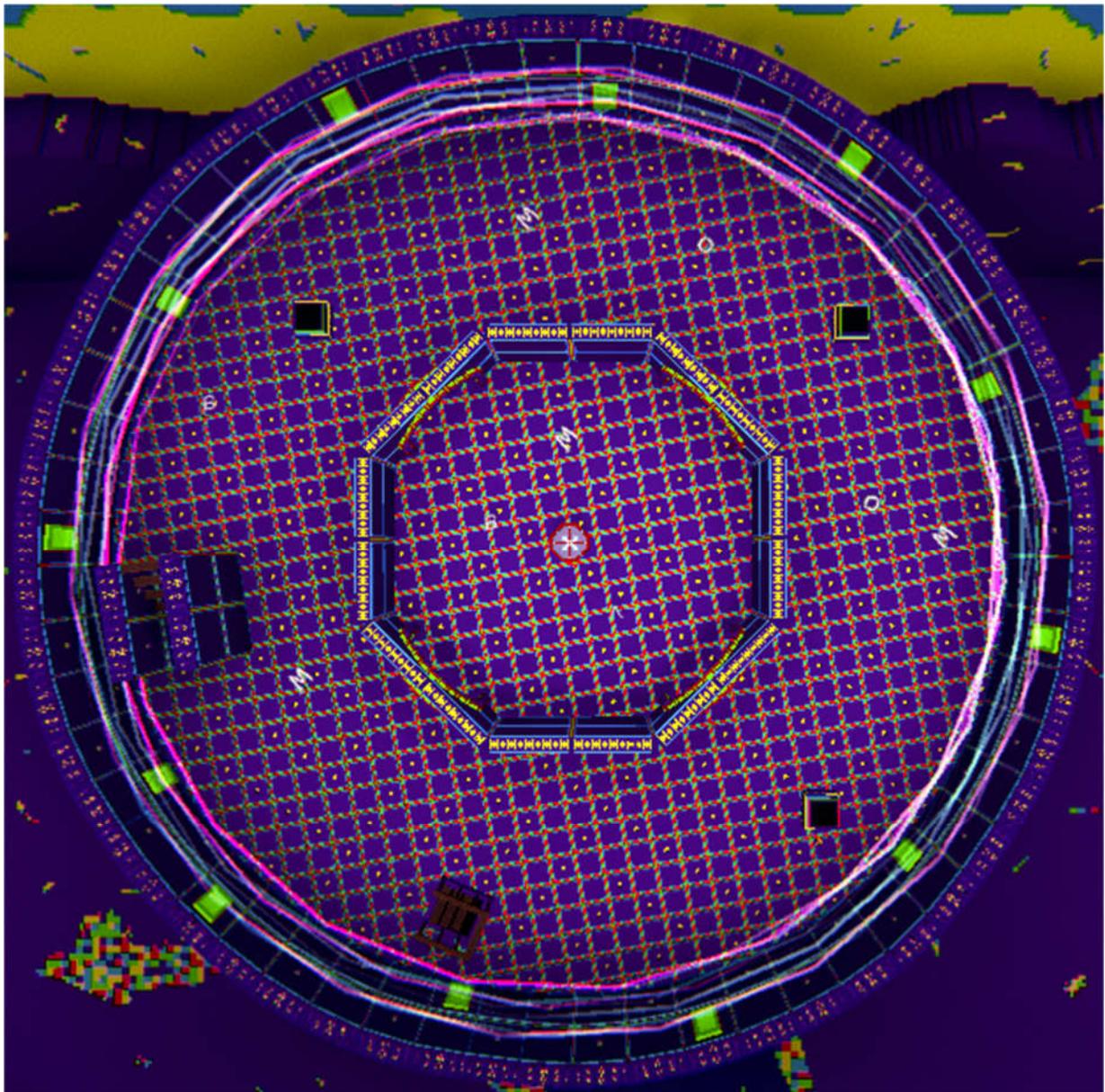
When avoiding his attacks you need to be really careful not to back into the Kobolds, so working out careful movement patterns and switchbacks is important.

When you defeat the Crimson King, all of the Kobolds are caught in the resultant explosion, leaving behind a ton of loot! If you have your Bravery Bonus up to 20% you'll get a windfall. And don't forget your reward chest.

The Tower of Madness

This “chaos tower” features a teleport ring around its entire interior. You can enter it at any point and it will teleport you to a random location in the level - useful to get out of trouble, though just like the teleport in the original Asteroids game, it *can* land you in an even worse position...

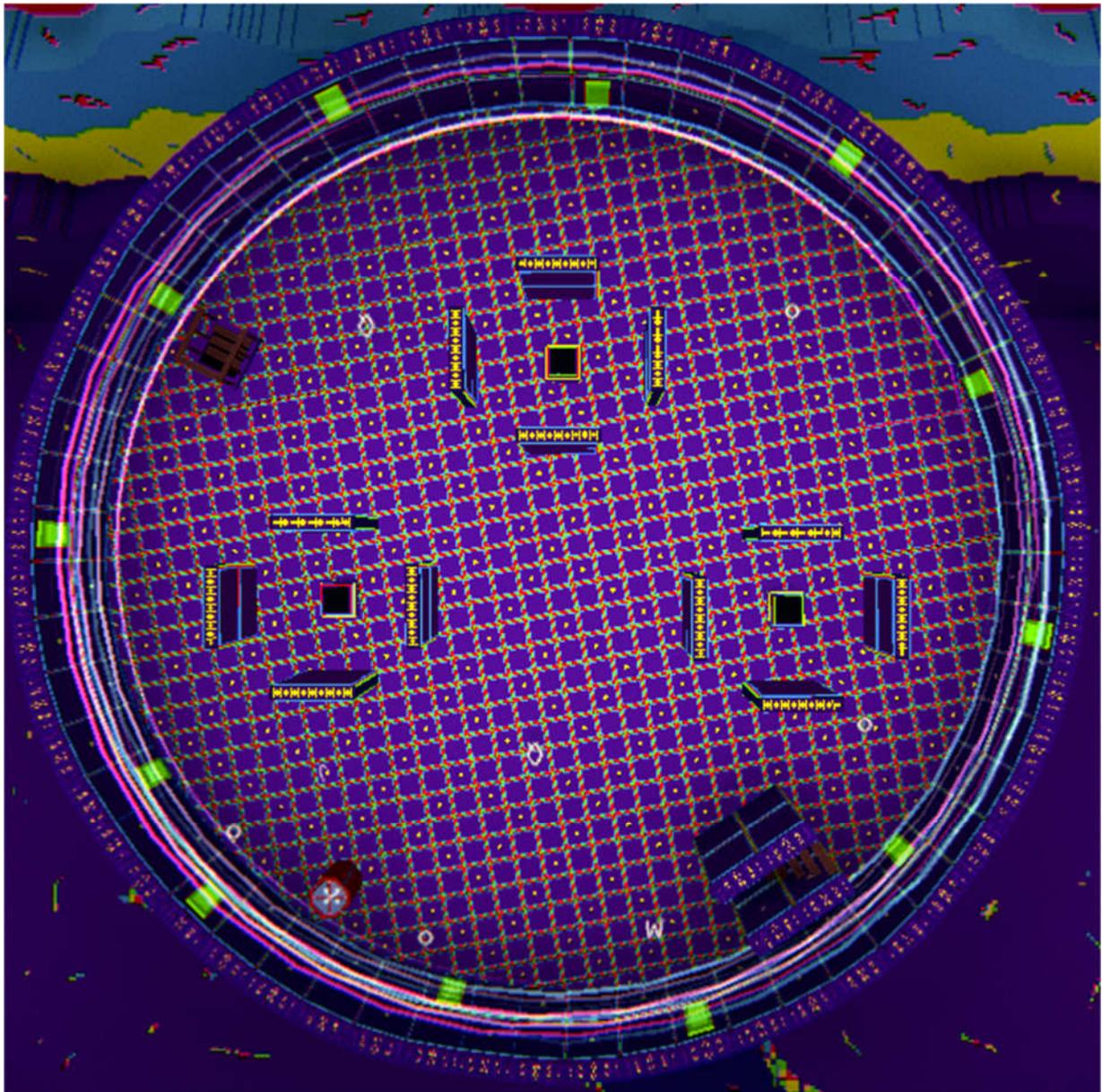
Level 1



All 4 Manticores need to be defeated. Their high resistance to all damage types makes them really tough to kill, but their shots are fairly easy to avoid (stay in the center). Because they take a while, you are going to want to destroy the spawners here ASAP. They also all have a chance of spawning Jackolanterns and Mokois, so yeah get rid of them.

None of the 3 spawners are protected so just go anticlockwise from the start until they're all gone, then take care of the Manticores and free the letter.

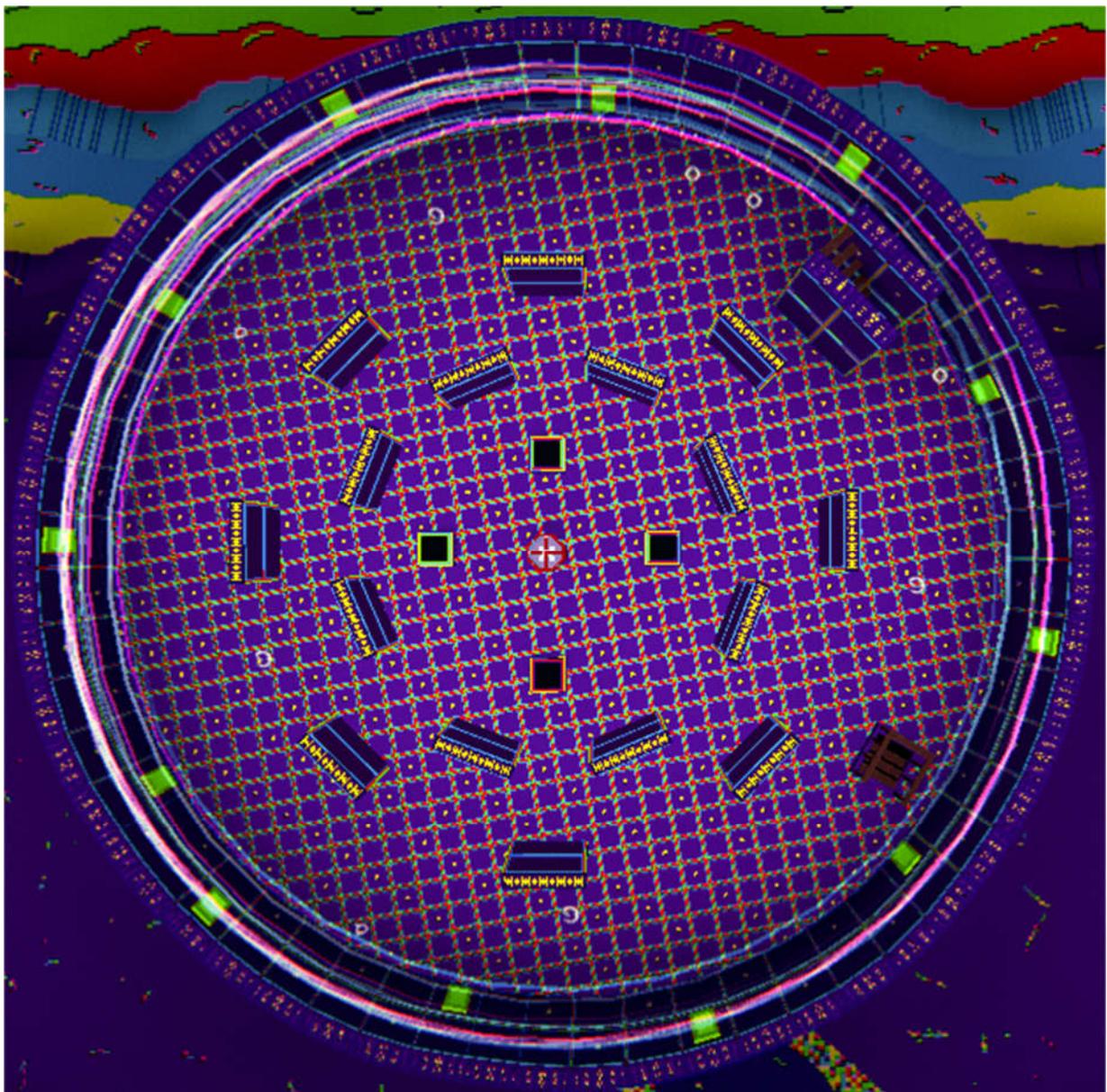
Level 2



You only need to kill the 2 x Quintessances here, and one is right next to you when you start, so this is a level where you really can just speed through killing those two targets, free the cage and get out. Just keep an eye out for the Jackolantern and whatever spawns behind you.

If you want to take it slower, none of the spawners are protected so you can target them as soon as you like. The top and right-hand ones can spawn Jackolanterns so they're a bit higher priority than the one on the left. Don't be distracted by the wall flying away, it doesn't hurt you. With fading walls for protection, this is one of the easier Tower levels. Don't get used to it.

Level 3

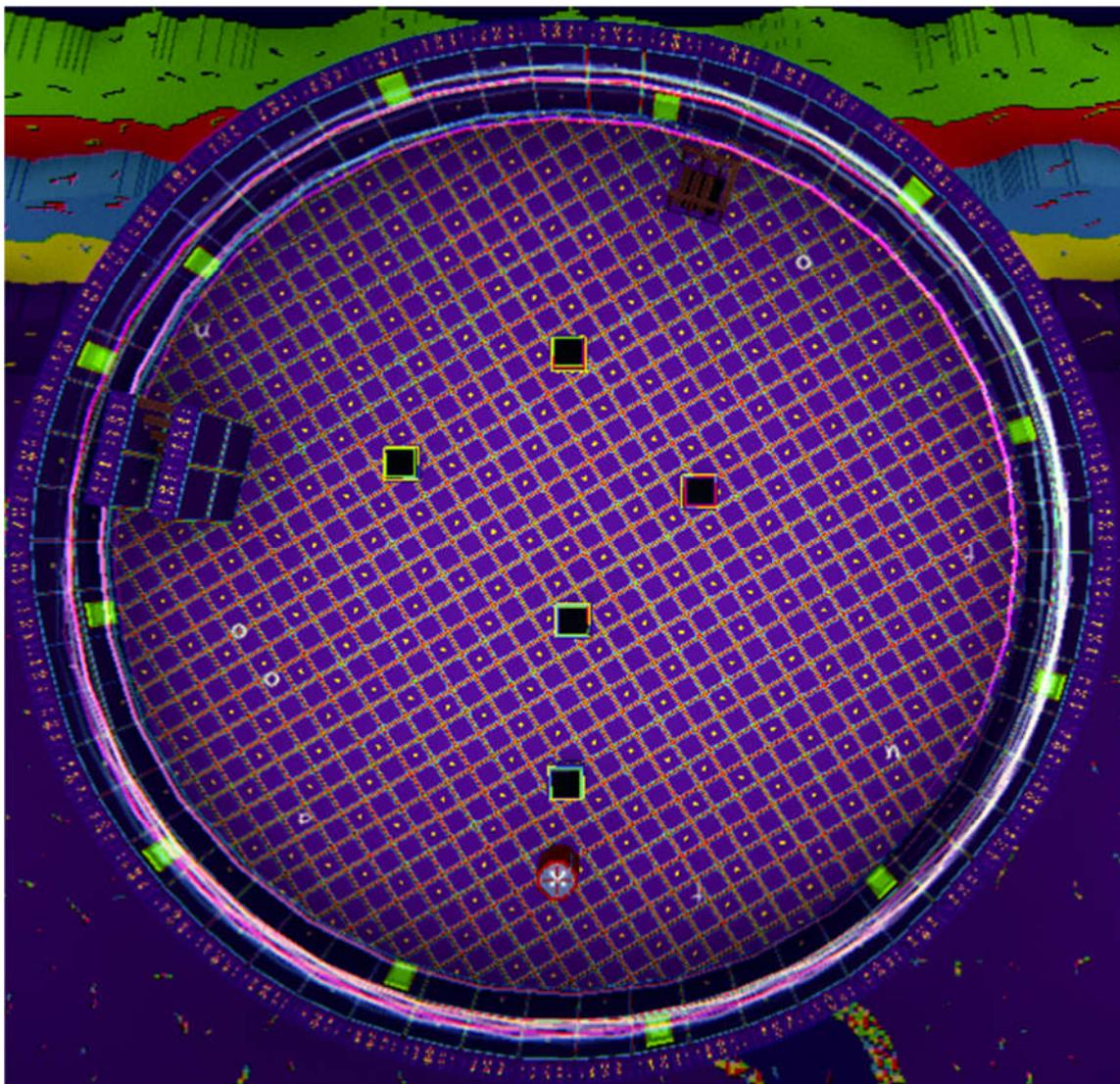


You can get into trouble very fast in this level, with a few enemies that cause Slow and Confusion. You need to kill all 4 x Grey Matters and you can skirt the edges to try and pick up all 4 before the enemies spawning in the center find their way past the phasing walls to you.

If that approach doesn't work for you (and given that the Letter Cage is right in the center of the 4 spawners, it may not), know that the left and right spawners are protected for 2 spawns each. The left spawns Mokois and despite being lower-tier enemies are a bigger threat here than the Manticores from the right spawner. The upper and lower spawners have a chance of spawning Quintessances, and since they are unprotected these should be the priority.

Don't forget about the constant teleporter around the edge of the tower - if you run into trouble (e.g. Slowed) dash to the edge and escape (hopefully into a better position not a worse one!).

Level 4



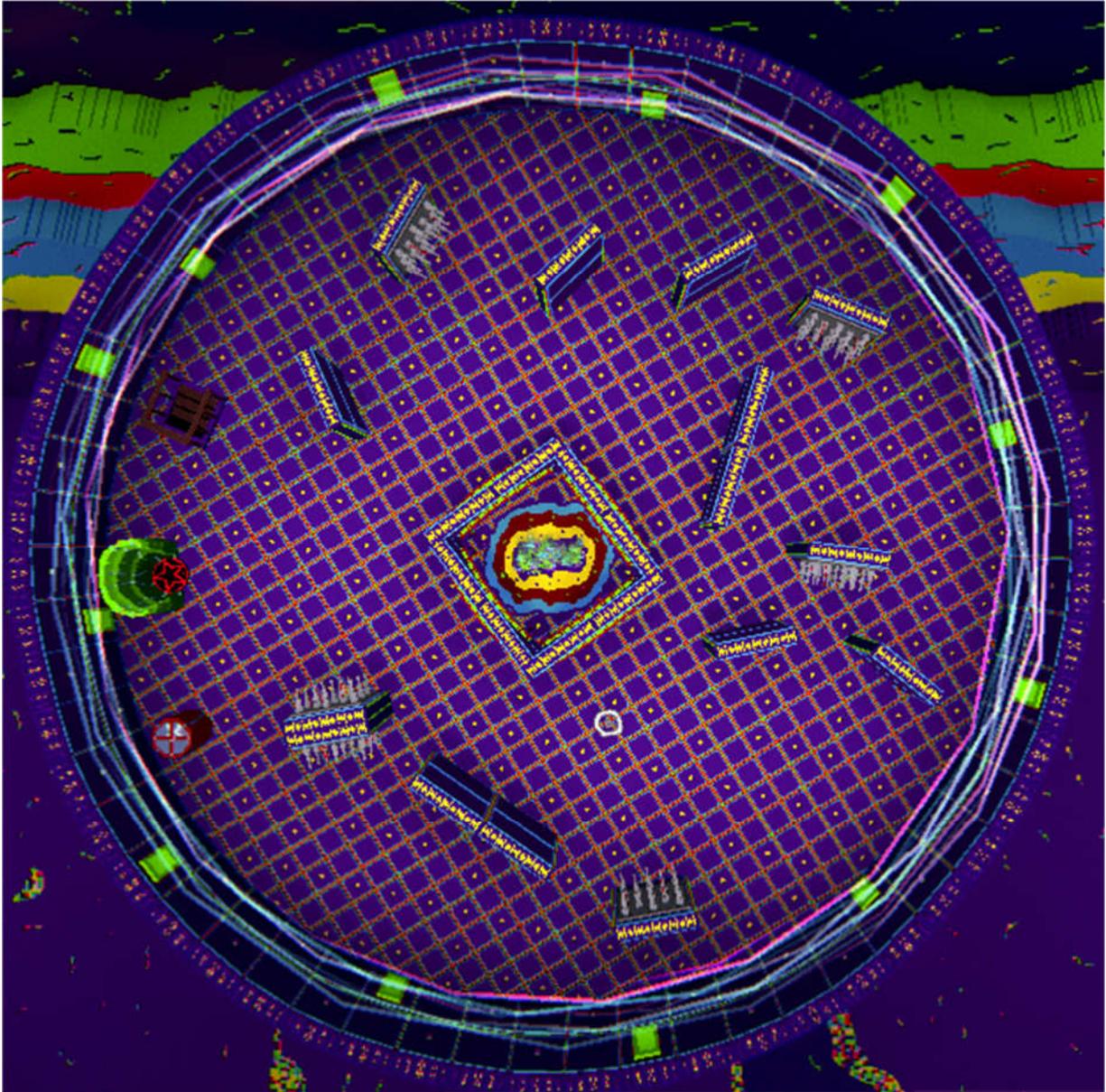
This level is a little different. After a while, it starts rotating, dragging you and everything else along with it. It eventually slows down and stops, but then starts up again a while later. While it is spinning, just trail your shots and they should hit something. You're less impacted the closer to the center you are. Don't get caught against obstructions though or the creatures can catch up to you.

You need to kill 3 x Quintessances - problem is, none of them are active from the start. The middle spawner is the only place they emerge (protected for the 3 you need), and it takes up to 30 seconds for them to all come, so you better be striking down the other spawners or you'll be overrun by then.

The left-most spawner is protected for its first 2 Manticores, so ignore that for now. From the start, work your way down and destroy the 3 unprotected spawners along the way. By now the tower will be rotating so just spray bullets until you can operate normally again.

Be careful of the Umbranite lurking around, it's hard to spot among the chaos being so small for a Tier 4 creature.

Level 5 (BOSS - Orgo)



At first this boss seems impossible - you can't get away from him fast enough, so he IS going to hit you and teleport away, and you can't do enough damage to him before he does. Sure, you can time a dash to avoid his hammer, but he still 'ports and now and then he will get you. That does work, though, if you're good enough. But there's a potentially easier way.

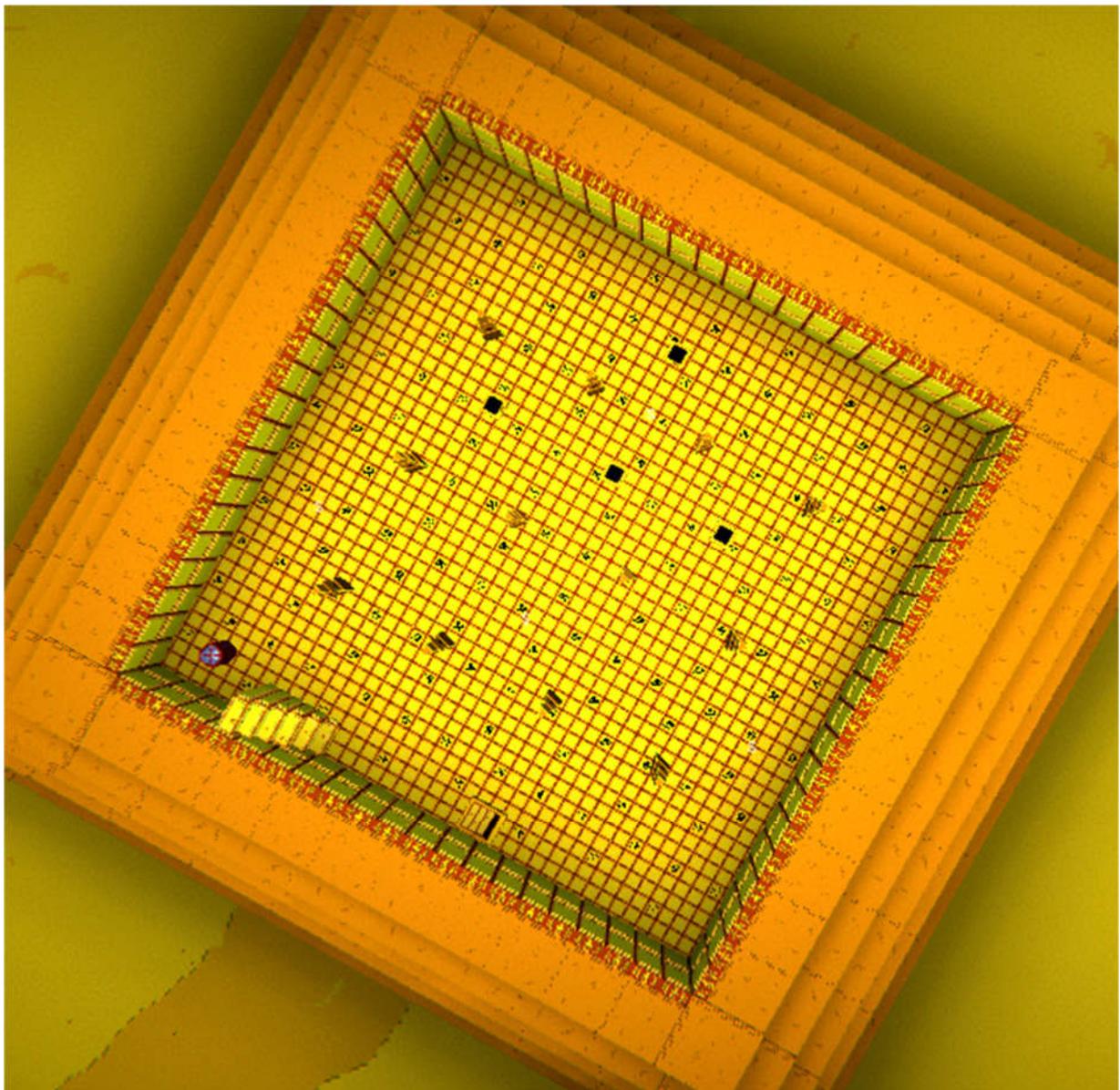
If you wait for Orgo to charge and shoot while moving backwards to the teleport ring around the level and just before he hits you, step into the teleport, he'll usually swing and 'port away but you'll be unharmed and can repeat the process. The only caveat is that sometimes the teleport will land you in the chaos river at the center of the level, which will probably give you Confusion.

Oh, and the tower will rotate while you're fighting, but you can turn this to an advantage - you can back away from Orgo, shooting him, and he can't catch up. Just be careful of spiked walls!

The Ziggurat of Woe

Yes, we will still refer to this as a "Tower". It doesn't correspond directly to any element, so it has a little of everything.

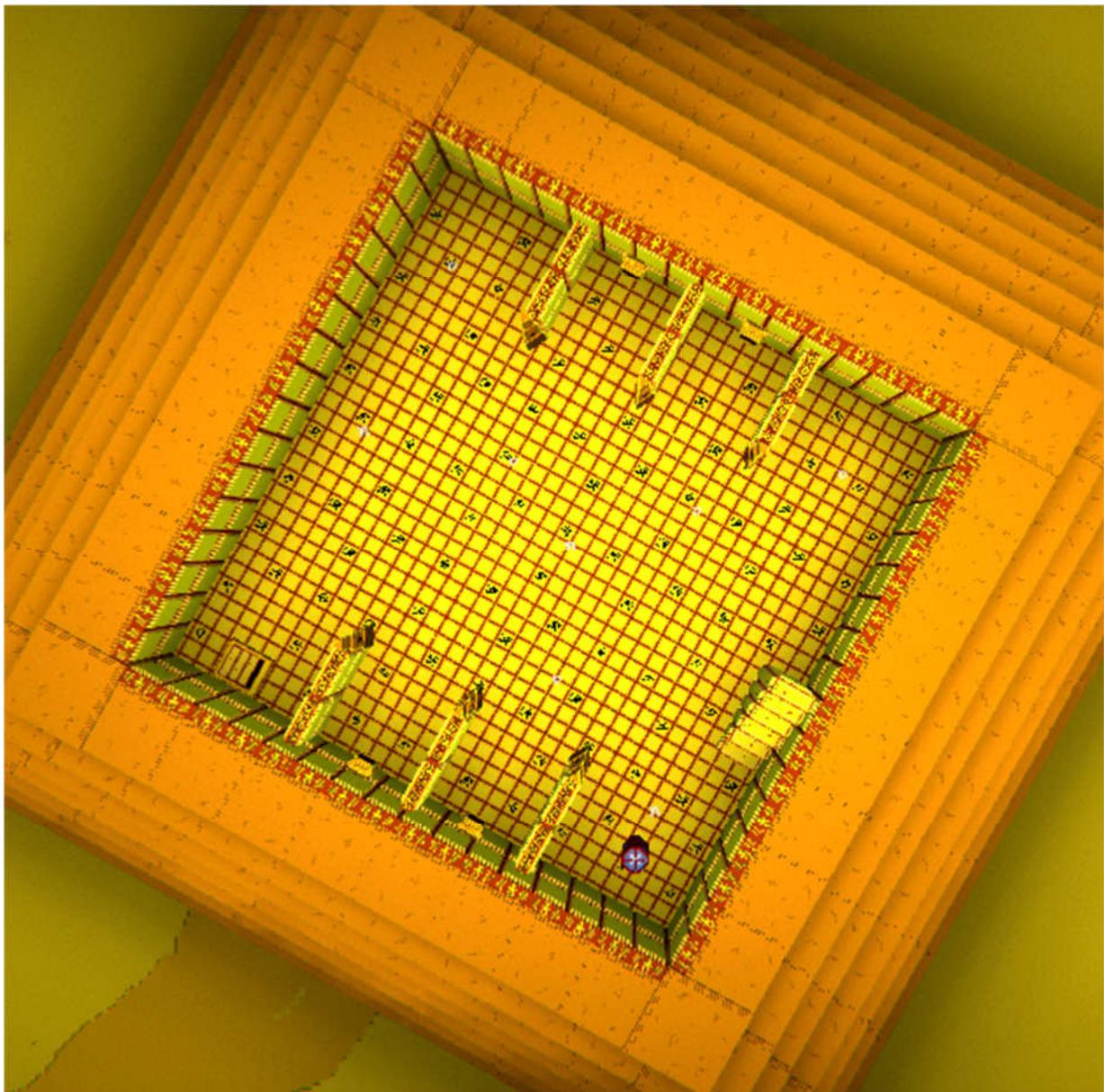
Level 1



This level is dotted by obelisks that emit a gust of sand if you get too close, which can give you a Slow effect (plus damage). There are 4 x Sirens that need killing, three between the bottom two rows of obelisks, and one at the top-center. As the Sirens pull you toward them, quite often they tend to drag you into an obelisk, so be aware of your proximity from them at all times.

Spawners aren't a big problem in this level, you could just kill the Sirens and run the risk of getting Stoned/Slowed and overrun, EXCEPT the left-most spawner, which spawns Ireful Eyes (1 protected); destroy that one ASAP. The others are Xenophages, Acolytes and Manticores - while they can hurt you bad, they won't cause debilitating effects like the Sirens and Ireful Eyes.

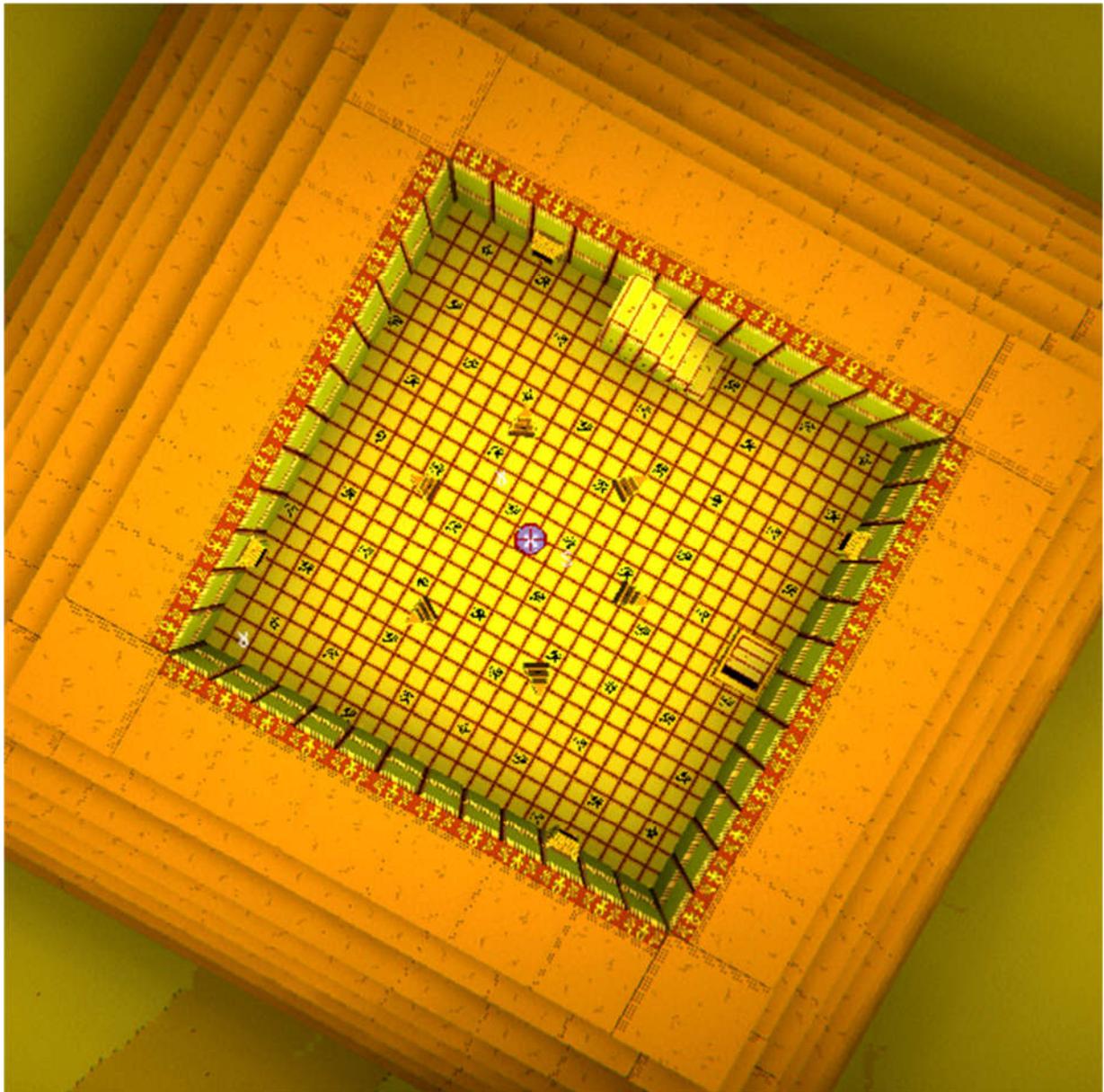
Level 2



One of the easier levels if you just hunt the 3 x Umbranites (small u) in the central area (left, center and near the Letter Cage bottom-right), free the letter and escape. Just avoid the Obelisks as you pass them.

If you want to hunt down the spawners though, start at the top-left (which produces Levelling Stones), then the one to the right of it (Xenophages), then the bottom-right (Manticores) and finally the bottom-left (Acolytes).

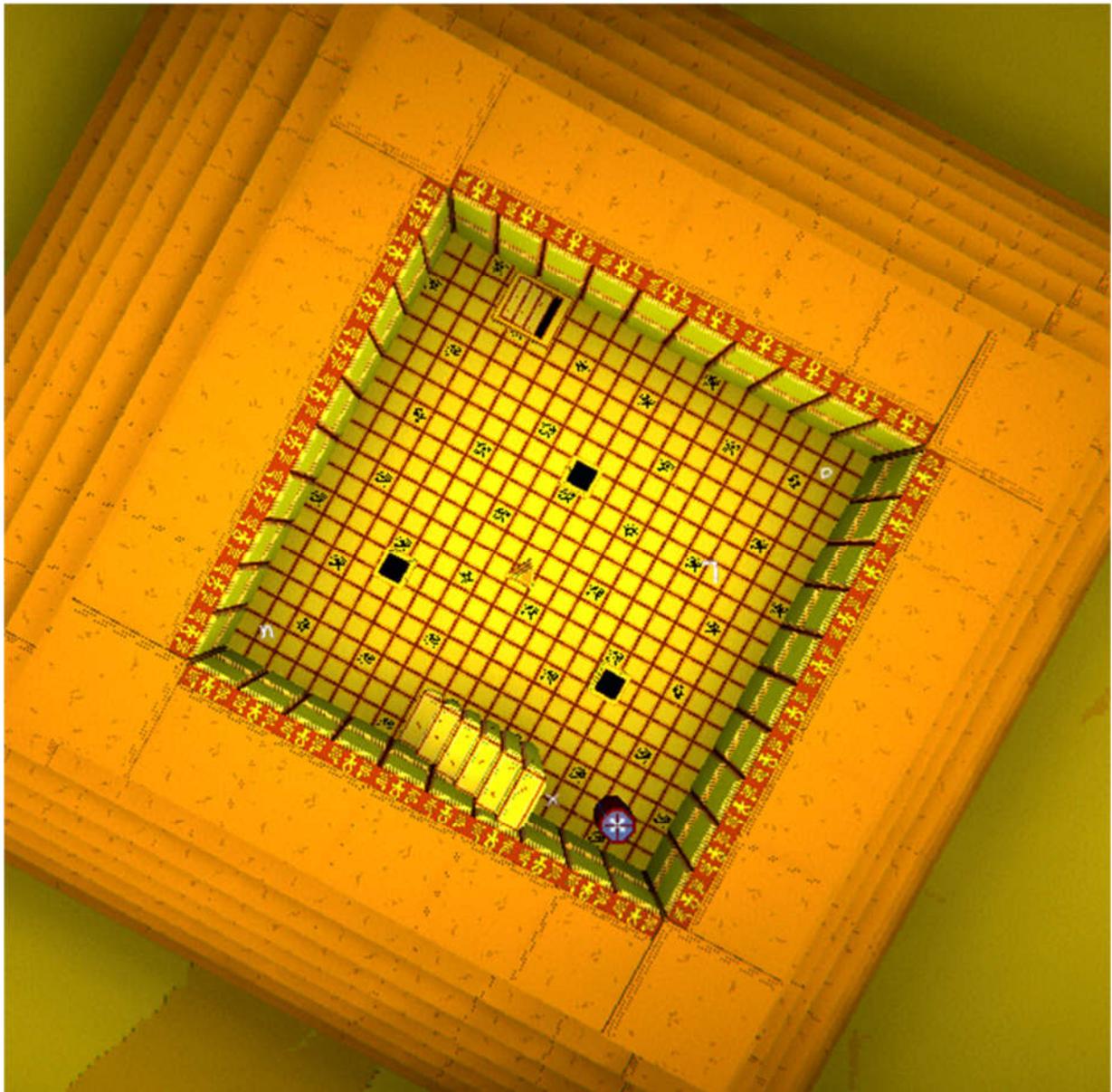
Level 3



Only 2 x Radiance to kill to drop the Letter Cage Forcefield, doesn't sound like much? It's not, but a ring of obelisks makes the job more difficult.

If you take the more methodical approach, kill the spawner directly above your starting position, then head up and left to kill the other Manticore/Xenophobe spawner there. Then head down along the left wall to kill the Umbranite spawner. Ignore the bottom-right spawner until the Radiance are dead, as it only spits out Acolytes.

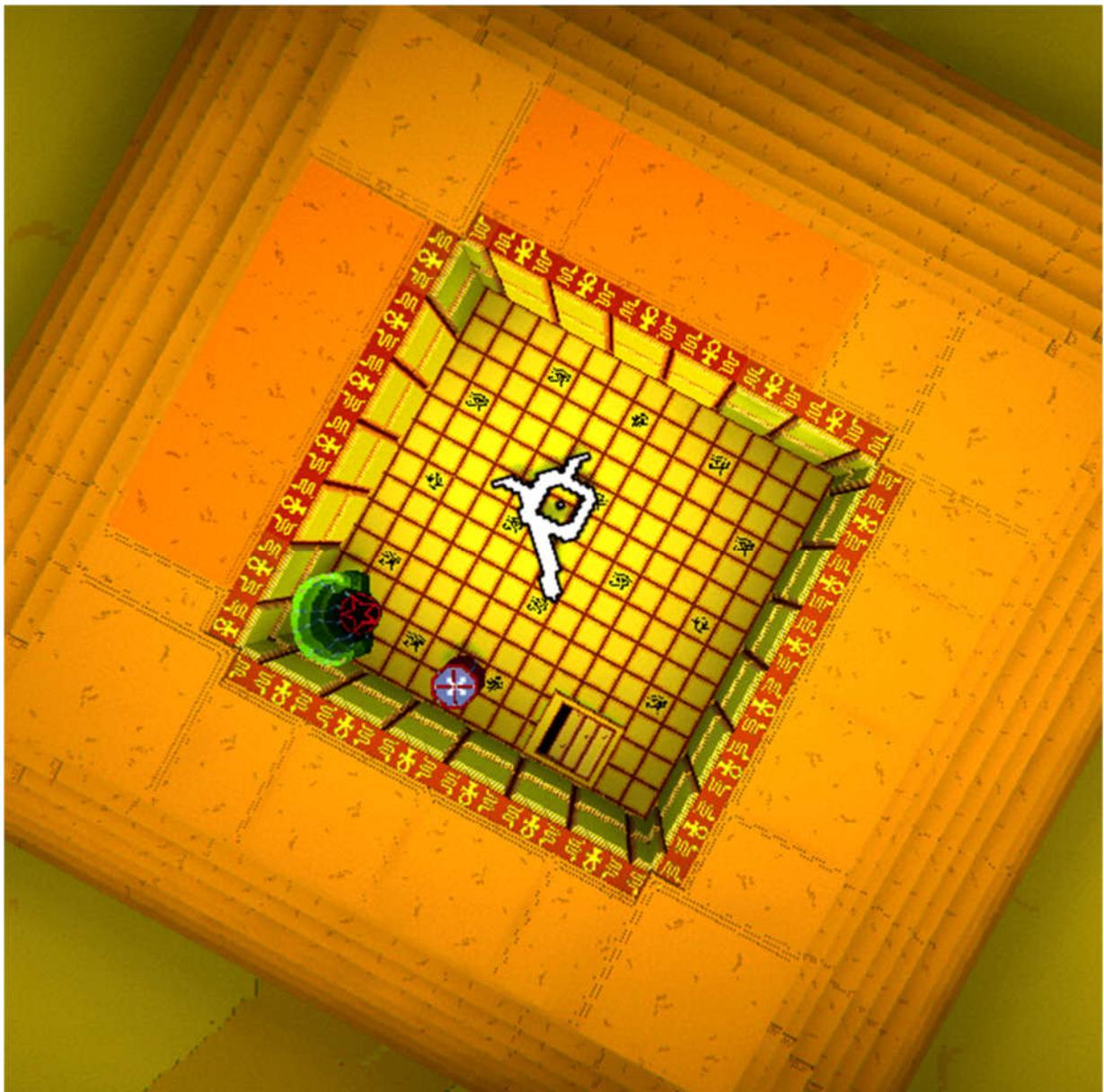
Level 4



Only one obelisk, though it's in the middle of 3 spawners so can catch you out. You need to kill 3 x Radiances, but none are active at the start. They all come from the bottom-right spawner (protected until 3 appear). It wouldn't be so bad to just lurk down there until they're killed, except for the damn Levelling Stone lurking. There's also an Umbranite that can escape attention.

Given that, and the fact that it will be over 20 seconds until enough Radiances are on the board, you should kill the nearest spawner immediately, before it spawns Manticores. The left-hand spawner only spawns Xenophages and Acolytes and is protected for 5 spawns, so ignore it and take care of that Levelling Stone and Umbranite first, until the Radiances are cooked and ready.

Level 5 (BOSS - Petragryph)



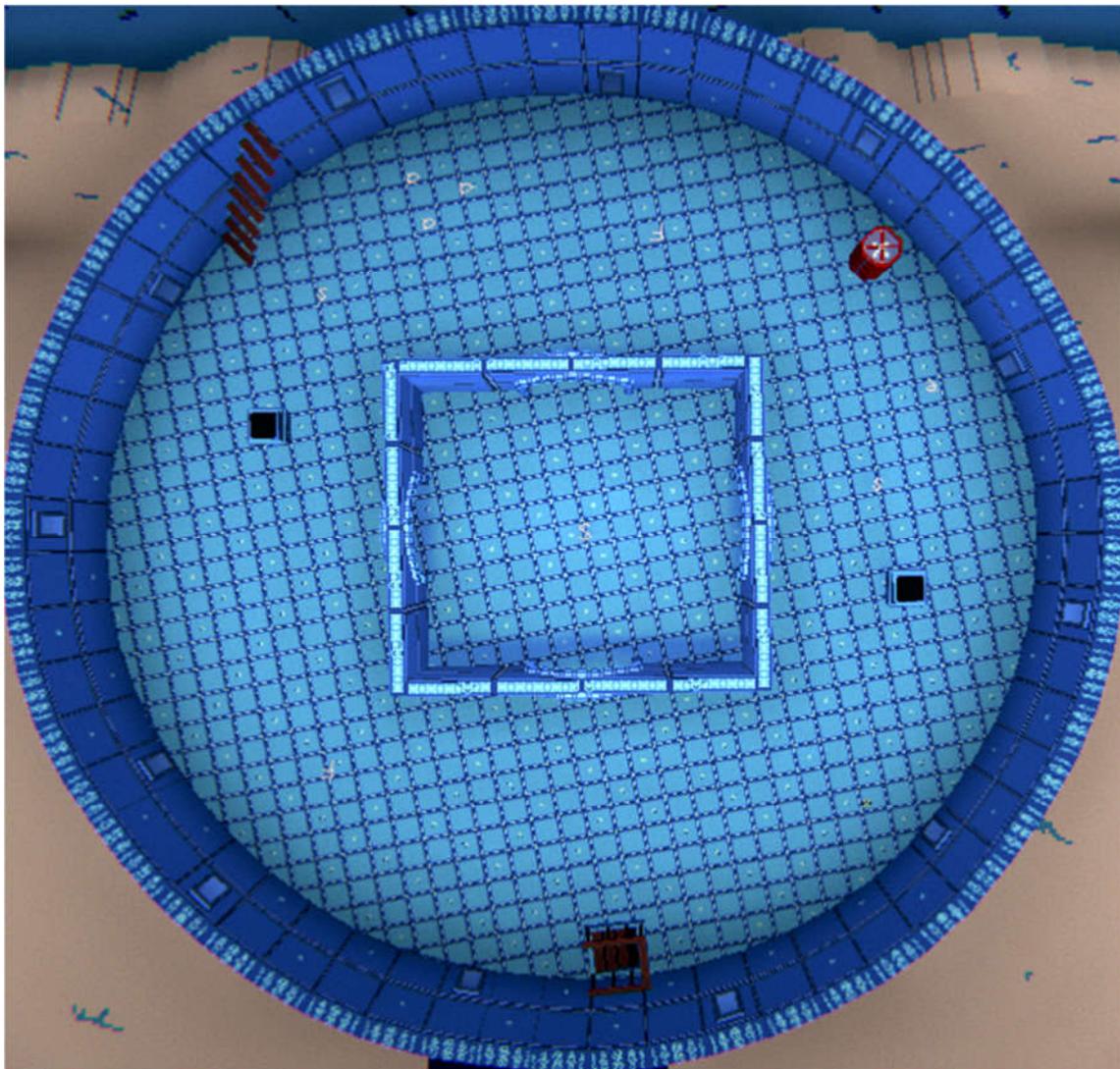
A nice shooter boss, you can be patient but not *too* patient as it Regenerates health constantly.

Immediately dash in to slash/shoot it; it can't hurt you yet. You'll get a swing in before it crashes through the wall and flies around. Move to the left wall where it will crash back inside and get a few more swings/shots in. Once it flies back outside for the second time, it will start shooting so disengage then. From here on, dodge its sand projectiles and shoot it, then when it flies away move to the other side, inside the broken wall area, and line up a shot for its next approach. Scoot back in as it fires, and when the going gets too tough hide in the top corner, where it is safe. Rinse and repeat - and don't forget the chest before entering the Strange Device.

The Tower of Shadows

The "ice tower", with rising fog.

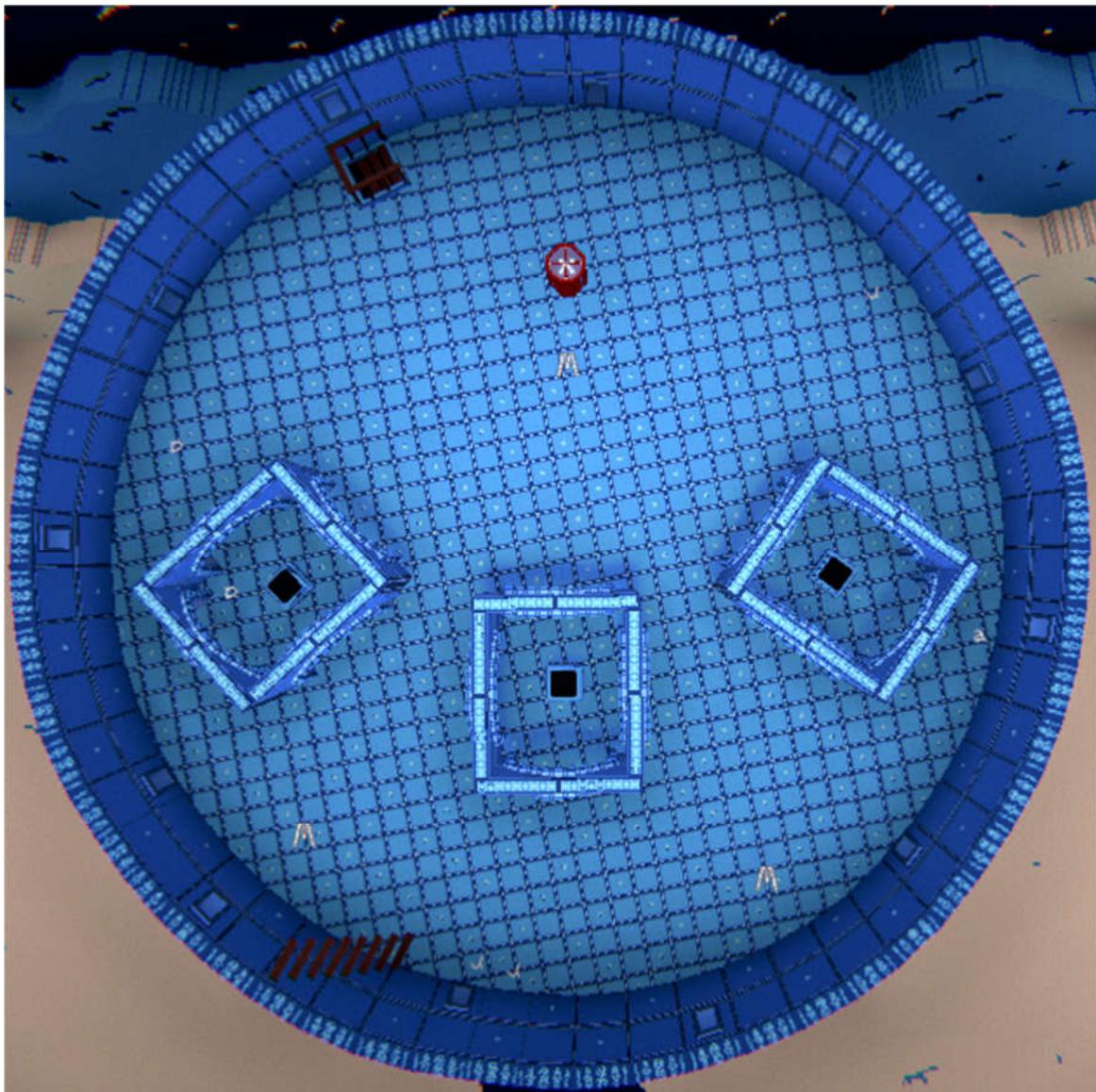
Level 1



A relatively easy introduction to Tower levels, this is a good choice for first one to tackle. There is only one creature to kill to drop the Letter Cage Forcefield: a Siren right in the center. It tries to drag you into the dripping water of the arches, which will damage and Slow you. With a long range Spell, you can shoot it from just outside the arch.

Before doing that, you want to kill the Fading Beauty to the left of the starting position or it will hound you. There is a second F right up the top, but you can usually ignore that until the Siren is dead. Once it is, you can smash the Letter Cage in the top-right and escape up the stairs top-left, though you might need to kill that second F to get there safely. Both spawners are protected for 3 spawns, so aren't a priority. They pop out a White Witch about 1 in 3 times, so be careful.

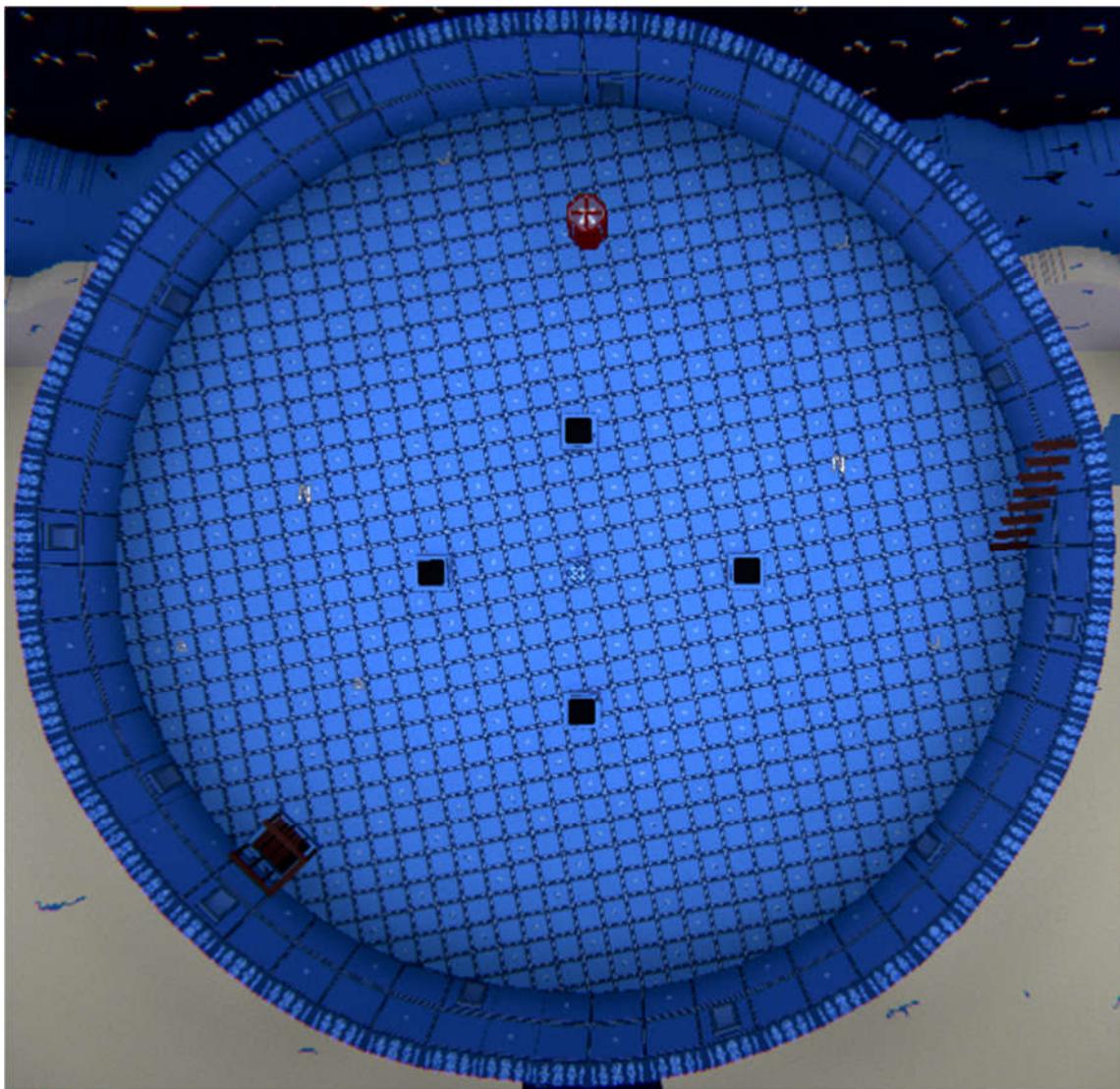
Level 2



Werebears appear for the first time here, and they are tough, soaking up a lot of damage. They're also fast and their lunge can take you by surprise, causing a Fear effect. So watch out for the W! You need to kill 2 of the 3 here to proceed, but to free the letter you'll need to go back to the top of the level, putting yourself in further danger, so a methodical approach suggests itself - the problem with that is that the spawners are all protected for 3-4 spawns. So a drag-out fight to kill 2 x W's ensues.

The right-hand spawner only produces Vanishers, so ignore it - but it also presents the safest part of the level to approach the lower-right W. Take a wide arc around the edge of the wall. The left-hand spawners make Famished, White Witches and Fading Beauties, which is a nasty combo when combined with the lurking Werebears. Oh, and there are Slow-causing water-walls on every arch leading to the spawners, so you can't safely use Melee on them anyway.

Level 3

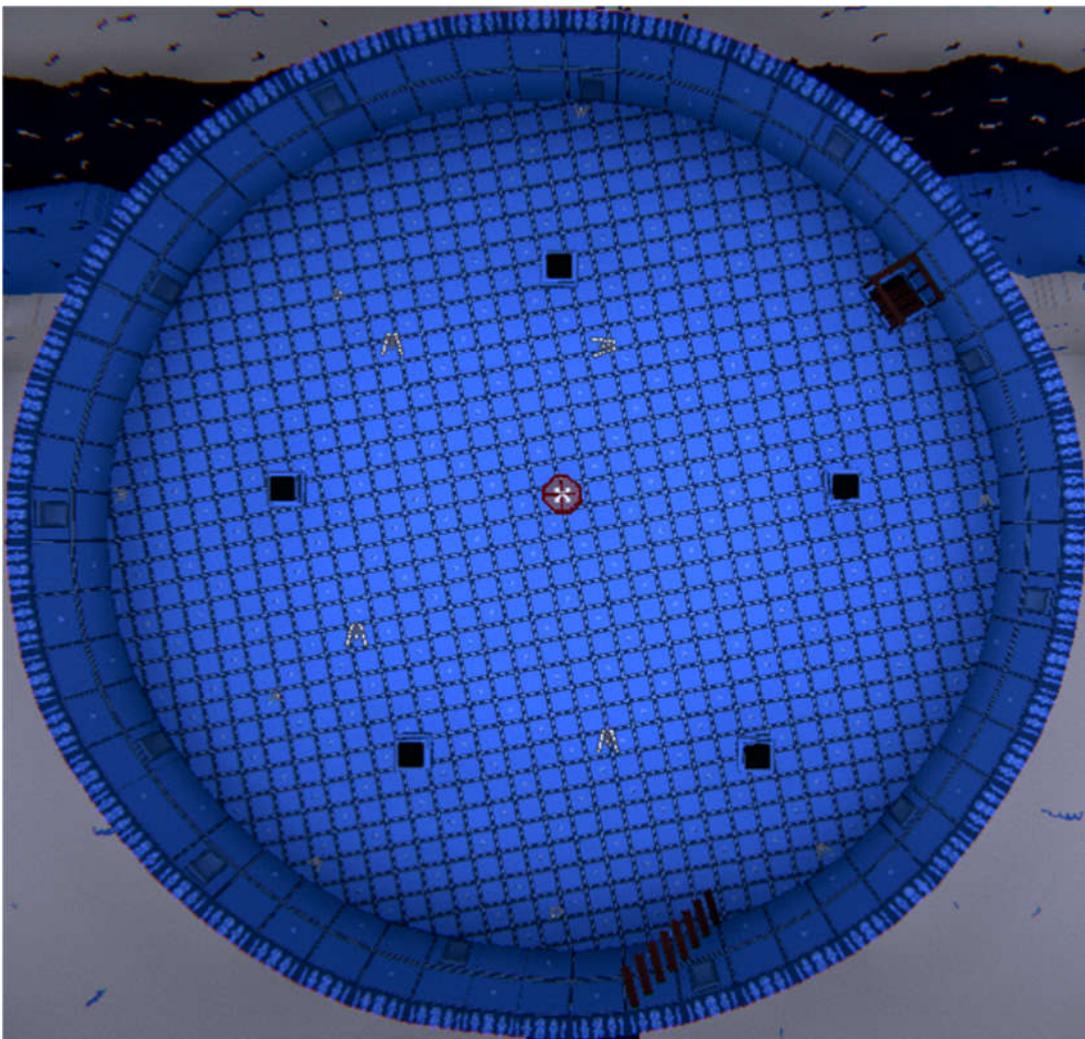


The 4-way ice thrower in the center can be used to your advantage more than it hinders. Lure enemies into its path to hurt/Slow them, so always keep behind one of the projectile streams.

You only need to kill 2 Narcomancers here, and their shots are fairly easy to dodge if you have some extra Footspeed by now. The much bigger threat here is from the Spawners. If you're lucky you can kill the two N's quickly and be on your way, but you're rarely that lucky. 3 of the 4 Spawners here can birth Werebears (along with White Witches and Vanishers). Ouch. And the 4th (the right-hand one) spawns Sirens, and this one is protected for 3 spawns. So usually before you can catch that second Narcomancer, you can have up to 3 Werebears and a Siren hounding you, and you still need to turn back to free the letter.

Therefore the smarter approach can be to kill the 3 unprotected spawners ASAP so at least no Werebears are chasing you. Do that and the rest is manageable, only the Sirens are a bother - with multiple ones dragging you in all directions...

Level 4



The fog is rising and things are getting darker... and there are 4 damn Werebears after you. AND you need to kill *all* 4!

This is possibly the hardest Tower level of them all. There are no shortcuts or simple tricks, it's just a difficult battle that will kick your ass a lot of times. But it *is* doable. Make sure your gear loadout is the absolute optimum for this level - Ice defence, and Fire offence. Plus lots of Footspeed and any Dash cooldown...

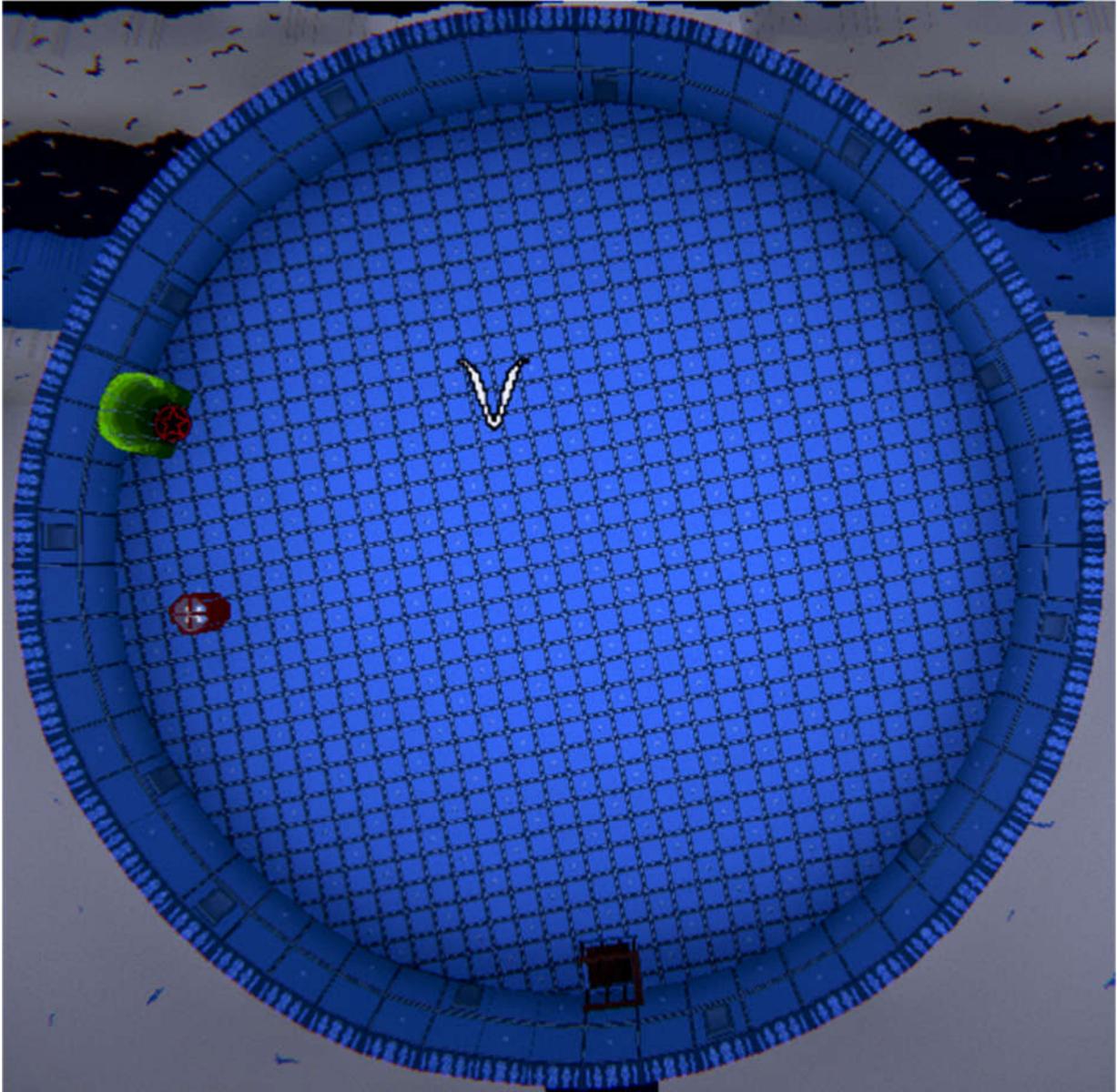
Just going after the Werebears, given how long they each take to kill, is not viable as you *will* get flooded by spawned enemies. Skirting around the edges can also be dangerous as it's ringed with White Witches - though that is still preferable to the maelstrom that can build in the center.

The key to success is learning the spawners. The left-most one only produces Vanishers and is protected for 4 spawns, so mark that lower priority. The one at the top spawns Sirens, so while it should be a high priority it is protected for its first 2 spawns. The remaining 3 spawners are unprotected so kill them first. They each produce Narcomancers, Fading Beauties and White Witches - all actual threats.

So from the beginning, move clockwise to take out those 3 spawners, then if you stay as low down as possible you'll avoid activating the Siren spawner (it pauses production if you leave its proximity) and you can deal with any Werebears that are chasing you.

Now, if you're lucky and there is only 1 Werebear left then hunt it down, otherwise cut to the top area and kill that Siren spawner (you may as well kill the left-most one on the way if its shield has dropped by now), then you can deal with the Werebears in relative peace. Phew.

Level 5 (BOSS - Vein Drinker)



The Vein Drinker is a very dangerous boss for Melee builds, but very manageable for a Ranged build that has a bit of extra Footspeed. The V's bite can cause Fear, so attacking up close is such a risk, and the range of the bite is pretty high so timing an attack is hard. But with a lot of Fear resistance, a hack approach is viable.

Otherwise use the classic back-off-and-fire strategy, leading V in wide circles and dashing away when it gets too close in a corner. At first it seems like it's the most straightforward boss of all.

Once you reduce it to half its health, the vampire will split apart into a bunch of little vampire bats, which swarm after you and if you get surrounded they can nip you to death. Here's the thing - you should try to kill as many of them as possible because after a period of time they will re-form into the big V and heal it for any little v's left alive - if enough are left, it goes back up to full health again. But it will only split off once, so next time it'll be dead properly.

Keep your concentration high when dodging its projectiles, as all 3 can hit you at once effectively doing triple damage - they can also Depower you, lengthening the fight and giving it more chances to land a lucky shot.

You can use the Letter Cage for a little bit of protection, by the way, but that does allow it to get very close to you so don't rely on it...

Nether Realm

The final battle against Lord Z, accessed from the Portal that appears in Gentlheim after defeating all 5 x Towers.



This fight is less about the fight itself (though that has a lot to it, below) and more about the preparation leading up to the fight. The meta-game in Ampersat is preparing for this battle by doing things in Gentlheim to aid you here.

To have any hope of defeating Z, you must fully repair at least one of the statues in town, but preferably both. It is theoretically possible to win without either statue, but so much more difficult that it's hardly worth trying. If you had to choose one statue or the other, then the Statue of Freya (healing) is the more important of the two.

Secondly, maxing out any building upgrade (including the Well) makes the statues more effective, as does returning any Lost Item in the Well to the villagers (remember to speak to the Villager after unlocking enough letters to get the quest in the first place). So doing as much of that has an enormous effect on the battle. Remember, the progress is ticked off on the Portal entry screen (the names turning red to green).

For the next part, note that Lord Z randomly changes his primary element between each round of attack (he can also choose to remain the same element), so sometimes he may have extra resistance to your weapons, or do extra damage to your armor. Z also has the option of changing to a "multi-element" form, which has equal resistance and damage among all types. You can tell what form Z is in by the projectiles he fires (the thin black magic missile is the multi-element one).

Therefore in terms of personal preparation, you have two options: outfit a generalized defence and offence (spread equally over elemental types), or take the time to switch armors/weapons during the battle whenever Z changes his element or when the special attacks are imminent (more on this below). At the very least though, outfit two Spells of opposite elements, e.g. one Fire and one Ice. This way if you have Fire equipped and Z changes to a Fire element, instantly switch Spells to Ice and you'll do some extra damage (the difference is about 40% extra resistance).

Also HP Regeneration can help in this battle to add to Freya's healing, and you need enough Footspeed to effectively dodge Z's projectiles. Don't bother with offensive Status Effects, nothing impacts Z. Spells with multiple forward projectiles can be good as you can shoot close-range between major attacks, effectively tripling the damage during that time (though balance this against individual damage at all other times, and elemental effectiveness).

Now that you're prepared, the battle unfolds in a series of "rounds". Lord Z will shoot at you with his elemental projectiles while moving about the arena (BTW, the fire around its edge *will* damage you), at first in a seemingly haphazard way. After a while, however, you start to realize that his movement path actually spells out a capital letter. When he finishes tracing the letter, the letter will appear as a green outline flashed onscreen for a moment to indicate which special attack is about to come.

Lord Z has 26 different special attacks, each starting with a different letter. Each attack does a ton of elemental damage most will attempt to cause one or two Status Effects. The letter that Z traces out will be the special attack that is about to hit you. Learning to recognize which letter is being spelled out can allow you to, if you so desire, to switch your equipment to better protect against the imminent attack.

For example, if you recognize Z is writing the letter E then you may want to re-outfit to increase your Silence Resistance as much as possible.

The 26th special attack is always ZERO HOUR, which instantly kills you, effectively putting a time limit on the battle (though this would be several minutes). Z will never launch ZERO HOUR before all 25 other special attacks have been done. Apart from that, the letter he spells out (and hence the attack launched) will be random. All of Lord Z's special attacks are all listed in the table below:

Letter	Special Attack Name	Damage Dealt	Status Effects
A	Avalanche	5 Kinetic 20 Ice	Slow
B	Blazing Sands	5 Kinetic 20 Fire	
C	Corruption Wave	25 Chaos	Vulnerable
D	Damnation Rain	20 Ice 5 Chaos	Depower
E	Eldritch Downpour	5 Fire 5 Ice 15 Chaos	Fear
F	Frost Cyclone	10 Kinetic 15 Ice	
G	Granite Shardstorm	25 Kinetic	Stone
H	Heatwave	25 Fire	Vulnerable
I	Icy Fog	5 Kinetic 20 Ice	Weakness
J	Jagged Hail	15 Kinetic 15 Ice	
K	Killing Mist	5 Kinetic 15 Ice 5 Chaos	

Letter	Special Attack Name	Damage Dealt	Status Effects
L	Landslide	25 Kinetic	Slow
M	Malevolent Maelstrom	15 Kinetic 10 Ice	Confusion
N	Necro Blast	10 Ice 15 Chaos	Vulnerable Weakness
O	Oozing Eruption	15 Kinetic 10 Chaos	Poison
P	Plague Storm	5 Kinetic 20 Chaos	Poison
Q	Quizzical Cloud	5 Kinetic 20 Chaos	Confusion
R	Raging Blizzard	10 Kinetic 15 Ice	
S	Scorching Drought	25 Fire	Vulnerable Weakness
T	Thundering Flash	20 Fire 5 Chaos	Silence
U	Umbral Flood	20 Ice 5 Chaos	Slow Depower
V	Violence Incarnate	20 Kinetic 20 Fire	
W	Wasting Tide	25 Fire	Vulnerable Weakness
X	Xenomorph Squal	10 Kinetic 10 Ice 5 Chaos	Fear
Y	Yeoman's Bane	10 Kinetic 10 Ice 5 Chaos	Poison Weakness
Z	ZERO HOUR	All the damage	DEATH

While Lord Z is launching the special attack, he remains still and will not attack, so this gives you a brief moment to run in and smash him with Melee and close-range shots - just be ready to dash away before he starts shooting again or you'll catch a few shots in the face.

The biggest danger comes from the Status Effects of the special attacks, in particular Stone and Slow. Thankfully only Avalanche and Granite Shardstorm cause Stone, and only Landslide and Umbral Flood cause Slow - so learn the patterns for them.

If you want to be really cautious, you can **hide** behind the Statue of Freya in preparation for Slow/Stone. It's not absolutely 100% safe (and be careful of moving into the fire, the gap is very narrow), but it's close to it.

So - be patient, take your shots while Z is moving then get a few good hits in while he is still, but give yourself plenty of space to deal with the after effects of the special attacks. If the Statue of Freya is active and you have enough villagers pumping their power into it, it should keep your health high enough to recover from the special attacks as long as you are dodging Z's projectiles effectively.

And then... the game of Ampersat is completed! Well done. Watch the lovely little epilogue and feel proud - on Normal mode it's not exactly a trivial game to complete. On Hard Mode, it's downright difficult.

The only difference in the ending between Easy, Normal and Hard modes is that the end message is slightly different. So you can always switch to Easy mode just for the final battle if it is causing you grief.

Winning does unlock a New Game Plus mode, however the only difference is that the NG+ is Permadeath. Completing it gives a slightly different message than the normal game, and completing NG+ in Hard Mode apparently has a special message, but no one to our knowledge has ever done this (post in the Steam forum for Ampersat if you have!).

Achievements List

#	Name	How To Achieve
1	But Did You Actually Read It?	Read the "How To" - well, pretend to read it, anyway.
2	Rank Amateur	Gain a Rank.
3	Know Your A, B, C's	Capture any Bonus Word.
4	Quick To Spot It	Find any Secret Chest.
5	It's Like A Zoo In Here	Consult the Bestiary. Without this guide, it's pretty handy.
6	Mind the Yucky Corpse	Open the Well by upgrading it once.

#	Name	How To Achieve
7	You Da Boss Now	Defeat any Dungeon Boss.
8	A Head For Heights	Defeat any Tower Boss.
9	Going For The One (Ring)	Gain 1st Ring Bonus Perk (get all the Perks in the first ring)
10	Two Rings, One Perk	Gain 2nd Ring Bonus Perk (get all the Perks in the second ring)
11	Three Ring Circusmaster	Gain 3rd Ring Bonus Perk (get all the Perks in the thirdring)
12	Dungeon Master	Defeat all 5 x Dungeon Bosses.
13	An Uncanny Snout	Sniff out all 20 x Secret Chests.
14	The Gathering	Return all 5 x Lost Items to the Villagers.
15	The Excavator Cometh	Fully Upgrade the Well.
16	A Valiant Defender	Fully Upgrade Skadi's Statue.
17	Impaled Upon This Arrow	Fully Upgrade Freya's Statue.
18	Five Star Rooms To Let	Fully Upgrade the Inn.
19	The Jagged Fury	Fully Upgrade the Weapon Shop.
20	The Iron Maiden	Fully Upgrade the Armor Shop.
21	Accomplished Xenozoologist	Fill the Bestiary by encountering every enemy and Boss - this includes facing Lord Z at least once.
22	The Cake Is A Lie	Open the Portal to Lord Z - in other words, defeat all 5 x Towers.
23	The Advent of Addster	Make the Gem Merchant appear by upgrading all structures to max.
24	Stellar Speller	Capture all 20 x Bonus Words.
25	Perky!	Gain all 50 x Perks.
26	Wear Your Wellies	Beat the Well's 100th level.

Obviously #25 takes a LOT of grinding, but the real challenges are #24 and #26 - even at high ranks these can take a lot of skill and luck. #13 may have been challenging without this guide ;)

Final Word

We've loved putting this guide together and the hundreds of hours spent playing Ampersat, the little game that could. Enormous thanks to The Pale Gibbon (developer of Ampersat) for the icons, maps, information and insights!