

DUNGEONS OF DREDMOR

VERSION 1.1.4

Released by Gaslamp Games in July, 2011, this indie product is an old-style turn-based, top-down PC Role Playing Game. The first DLC, "Realm of the Diggle Gods", was released in December 2011, followed by "You Have to Name the Expansion Pack" in June 2012 and "Conquest of the Wizardlands" in August 2012, completing the game covered in this document. The game depends heavily upon random levels, so there is no possibility I can write a linear walkthrough. However, all new players of the game *need* this information in order to have a fighting chance to beat the Evil Lord Dredmor – Chris@Customwalkthrough.org

Create your Character

To begin, first choose one of three difficulty levels. Also, choose whether to accept Permadeth, which ends the game the first time you die. I would *not* recommend this for a first time player. Then choose whether to play full-sized dungeon levels or half-sized levels. The smaller levels are just as difficult. They have fewer Quest Shrines, Lutefisk Shrines and Anvils of Krong.

Then choose seven from a list of fifty skills that your character will upgrade over time. Although you can use *any* of the weapons you find in the game, choosing a skill for a *specific* weapon will, over time, upgrade it with a series of special powers and attacks. A good starting point would be...

Crossbows – Upgrades for this skill eventually give you a devastating ranged attack.

Swordplay – An alternate offensive skill, boosting up-close melee damage with swords.

Master of Arms – Helps protect you from attack as you build up your armored resistance.

Psionics – Retrieve items from islands, open gates, push and damage monsters. Great early on.

Archaeology – Needed for the "Belongs in a Museum" skill, adding bonus Experience Points.

Tinkering – Used to manufacture crossbow bolts from ingots, or materials collected in the world.

Extra Slot – Flesh out your avatar by selecting your final skill choice.

Choose a name for your avatar and then find yourself on the first of 15 game grids. If you have one, equip your crossbow by dragging it from your Inventory (I) to the crossbow slot on your character screen (C). To activate your crossbow, right-click your computer mouse on one of the projectiles (bolts) in the boxes at the bottom of your screen, or bolts from inside your Inventory. The image of these bolts will pop into the *Active Box*, just to the right of your character portrait. To attack a monster, **right-click** on that enemy to throw a bolt at it. Every click shoots one bolt.

Whatever is in the Active Box is what will happen when you next right-click – offense or defense. Attacks are turn-based. After your attack, the monster will defend itself. Then it is again your turn. **Left-click** your mouse to attack with the melee weapon you have currently equipped.

Healing

After you take damage, walk it off if you can, to preserve healing food and drink for the future. The Crystal Healing Psionic Skill puts nine healing squares on the floor. Set these up before you open a door and then heal as you run away from monsters too powerful for you to defeat easily. Note that you can hit the Spacebar to advance the game one turn without having to move.

Autoloot

One of the first things you should do after you create a character is to activate the Autoloot function, which allows your character to automatically pick up most treasure in the game world. Note that, even with Autoloot active, some items must be picked up manually. To do this without moving, hold down the Shift key and then click on the item. To activate Autoloot, choose the following... *Menu Button>Use Autoloot>Configure Autoloot>Select Everything.*

Locked Doors

Using a Lock Pick to open a locked door gives you Experience. Alternatively, you can drop your Lock Picks on the ground and then have the option to kick open a locked door. However, you must remember to retrieve your Lock Picks from the floor after you open the door. Otherwise, you may go off adventuring and eventually realize that you left your picks on another level. They will still be there, because the game is very good at object persistence. Every collectable on a given level will usually stay wherever you left it, throughout the game. Keep in mind that a door that you have kicked open alerts the monsters in the next room, often putting you face to face with them. In addition, you cannot later *close* a broken door. Note that the sweet spot for opening doors is the red vertical line that marks the center point of the door. Left-Click on that spot to open the door. There are *not near enough* Lock Picks to open all the locked chests and doors in this game.

Little Books

These are often found as treasure. They qualify as a magical shield and go in the same slot(s) as a standard type of shield. An unarmed character can equip a shield in the weapons slot as well as the standard shield slot, giving her more defense and partly making up for the lack of a weapon. Books are useful early in the game for their resistances, but include no armor, needed later on.

It Belongs in a Museum Skill

This skill is part of the Archaeology skill tree. Treasure may be so valuable that it qualifies as an *artifact* and can be converted into Experience Points. Keep in mind that the Experience Bar resets to zero after each level-up, so that this skill could be partially squandered if you use it at the very end of a level. All rewards from a Lutfisk Shrine are artifacts. All gear upgraded at an Anvil of Krong are artifacts. All quest rewards are artifacts. Items you have retrieved from islands are also artifacts. Sometimes you find artifacts inside Chests of Evil. An artifact often has a name related to a fictional person. Put the Museum Skill into the Active Box and then right-click on an artifact to create the Experience. If the object *qualifies* as an artifact, a pop-up window tells you so.

Horadric Lutefisk Cube



These golden cubes are sometimes found inside a Crafting Vending Machine or scattered about the game world. Any time you find some minor treasure that you need to get rid of, right-click the cube to open up a tiny window that can recycle any item into a lump of Lutefisk. These can be used as healing items or offered to the Lutefisk god at one of his shrines. Depending on how many Lutefisk you give to the shrine, it may reward you with an artifact or merely accept your generous donation and keep track of how much you have donated. A higher total donation gives you a better *chance* for a reward. From 125 to 249 Lutefisk, you get an artifact scaled to the level where you donated the Lutefisk and one enchantment. From 250 to 374 Lutefisk, get two enchantments. From 375 to 499 Lutefisk, get three enchantments. The more you donate; the higher your chance for a reward. At 500 Lutefisk, you always get a reward with four enchantments.

The reward you get can be a weapon, shield or clothing. Every Lutefisk reward is considered an *artifact* and as such can be converted to Experience if you have the “It Belongs in a Museum” skill. Playing the small levels, the reward comes after donating only 100 Lutefisk. However, there is no Lutefisk Cube in the smaller levels, so you can’t convert all of the junk you collect into Lutefisk.

Mysterious Portals

Watch out for light-blue squares that transport you to sometimes high-level dungeons. They would not be so dangerous if there were more than one save in the game. If you save *inside* these portals, you will have to play through the entire Mysterious Portal, over and over again until you fight your way to the other end of the portal level. At the exit, the game puts you back in the same spot where you stumbled into the portal. Then the portal disappears from the game.

Bookshelves

Click on these to get recipes used for crafting, as long as you have the skill and all the parts.

Area Effects

After you or your monster opponents use certain spells, puffs of gray smoke, fire or other visual effects may remain active in the area for several moves (Space Key) after the spell has been cast. If you or monsters remain in that area, you and/or the monsters may take damage every turn.

Monster Zoos

These are rooms jammed with monsters, sometimes up to 99. The first thing you should do is run to the base of an *up* stairway because you have presumably cleared the level above. If you get into trouble, climb the stairway and then find a different stairway back down to the zoo level. Do not allow monsters to surround you, or you will surely die. Keep in mind that some monsters have the ability to teleport behind you, blocking your retreat. Look for boss monsters hiding among the lesser monsters. Recognize them by the white spikes around these enemies, worth much more Experience than other monsters. Text under your map may tell you how many monsters remain.

The Pocket Dimension

On the first level of the game, you come across a small brown square called the Lost Wizard Keys. They activate a portal to a workshop and warehouse where you can keep piles of material used to craft objects. From that point onward, you can enter the portal by clicking on the blue oval icon in the lower-right of your screen, although there is a 30 second cool down period after you leave the warehouse, before you can again enter it. Inside the dimension, drop piles of sorted treasure on the floor against the walls and then later use that treasure to create armor, clothing, weapons, ammunition and many other items, depending upon your skills and their levels. Also keep a pile of valuable gear that you cannot use but would like to sell to Brax vendors when you meet them. Use that money in vending machines and at the Brax Vendor's tables. This warehouse is also a great place to store a spare supply of Lock Picks, which are best use for opening locked chests. Kick doors open, to conserve your limited supply of Lock Picks.

The Map

Located on the upper-right of your screen, the game map shows you on what level you stand. The map also shows stairways up (green) and down (brown). The map shows other items too, such as Eyeball Shrines and Monoliths. The pink-colored areas are Brax Vendors, where you can buy and sell items. The map also shows the current position of your character. Red-shaded Displacement Glyphs teleport you to other glyphs on the *current* level. After you complete a quest, if you forget to pick up a quest item from a defeated boss, look for it where you see a gold circle on the map. Quest monsters on a *cleared* map can be seen as a cluster of undifferentiated red and black squares. Anvils of Krong, both used (dark) and new (gold), show on your map too.

Uber Chests

These golden chests cannot be unlocked with a Lock Pick or bashed open. They must instead be opened by pulling a lever. That lever will always be accompanied by text that says "You hear sounds of machinery". In addition, you know you might have found the right lever because it will not move again after the first pull. These levers are often placed far away from the Uber Chest.

Statues of Consequentia – Quests

These statues are where you get your quests. They appear on every level. All quests require that you defeat a boss monster(s). Some quests require that you take a dropped quest item to a specific location and drop it onto a Monolith, Mellow Shrine or an Eyeball Shrine. Drop these quest items at the *foot* of the shrine or monolith, to advance the quest. Every quest must be completed on the same level where you received the quest. If you forget what the quests are, click open the Quest Menu. Un-retrieved quest items can be seen as gold circles on your map. Previously discovered Statues of Consequentia can be seen on your map as yellow exclamation points. Quests are best accepted after you have cleared the entire level, for safety and to take advantage of re-spawned monsters and the Experience Points they can give you.

Traps



Some traps can be disarmed if you have good fortune. Otherwise you may set off the trap and take some damage. Other kinds of traps can be picked up and reused in locations of your choice, to slow down monster attacks or be sold to Brax vendors. Some traps are already in unique positions to damage monsters and can be used tactically to defeat them.

Arcane Addresses

Inside the Pocket Dimension, find a Portal Control Panel. After you click on it, a small window pops up. Enter one of the many addresses you find in the game world, marked as colorful rainbow graffiti on many of the walls. Activate the window to create a sparkling red portal next to the Portal Control Panel. Use the portal to travel to a random level full of monsters, some of them very high-level. Be advised that, early on in the game, this is a good place to die. The following is a list of several of the many cryptic addresses I found:

Eynuzbalechlech	Achtwezarkiiit	Nogakjalpoksee
Sapunfkiinuzzan	Mlozarunfliooarp	Kromizompotewn
Lweitjongtwe	Mutwaomlioorho	Binbarahpotnuz
Archbaitgorpor	Plizangkolcra	Pakchamagnuszar
Wkzukfrogorpot	Bzatapzannuspor	Pvarpjokolsee

Saved Game Location

There is only one save for each character, in keeping with the retro theme of this game. That save is located in: Users>My Documents>Gaslamp Games>Dungeons of Dredmor
The game installation itself is located in: Program Files>PXG

What do all the Icons Mean?

An expansive list of icons are listed inside the Character Menu, along with descriptions of what they signify. However, many icons remain deliberately unexplained until you use them. The running text commentary in the upper-left part of your screen will tell you what these icons represent. Dungeons of Dredmor is turn-based. You have plenty of time to learn how to survive.

Levers



Levers can do several things. They can transport you to other parts of the level, open Uber Chests and open secret rooms with treasure that you would otherwise not find. The default position of all levers is leaning to the right. Some levers can be used as many times as you wish. Levers for Uber Chests can only be used once and will not move after the first use. Generally, pull all levers.

Crossbow Bolts

Bolts for a Crossbow are at first hard to find. Using a *Tinkerer Parts* chest, you can manufacture five kinds of Bolts from Steel, Iron, Bronze, Copper and Plastic Ingots. Using an Ingot Press, you can make ingots too. The materials to collect for making Bolt Ingots are: Tin Ingots, Scrap Steel, Scrap Iron, Scrap Copper, Hematite, Malachite, Bituminous Coal and Chalk. The higher your Tinkerer Skill, the more bolts you get from each ingot and the more damage those bolts deal. Tinkerer's Goggles add one extra bolt, even if your Tinkerer Skill is maxed out.

The Brax Vendors

Pink-colored areas on your map are Brax Vendors, where you can buy and sell items. To sell your unwanted treasure, drop the item at the feet of Brax, to get a pop-up window that asks you if you want to sell the item in exchange for the currency of the game, called Zorkmids. There is far more money in the game than you can possibly spend. Be warned that if you attack a Brax vendor or try to steal from one, he will attack you. They are very powerful and, early in the game, can kill you with one hit. In addition, half a dozen Red Devils will spawn nearby, to aid the Brax vendor.

Three Special Runes

You will eventually come across a room with three runes:



The Rune of Pillars which looks like the number 1.



The Rune of growth and Decay which looks like a squiggly line.



The Rune of Scrutiny which looks like a circle with a dot in the middle.

Near the three runes will always be a set of three vertical black squares and a lever. The runes fit into the squares in a variety of ways, creating one of several different types of vending machines. After you place the runes into the black squares, pull the lever to create the machine. If the runes seem not to want to go into the squares, stand just north of the top square to place that rune and just south of the bottom square to place that rune.



Food

Drink

Bolts

Crafting

Throwing
Weapons

Nothing

Anvils of Krong

Usually find at least two of these golden anvils on every large dungeon level. If you drag one of your weapons or a clothing item onto the anvil, Krong may reward you. Usually, you will get one or two enhancements to an item. Early in the game, you may get three enhancements. On *very* rare occasions, you may get four enhancements. Alternatively, Krong may be displeased with you and take away one or more enhancements you already have. There is a five-in-seven chance to get a positive outcome. You can only use the anvil one time, unless you have chosen the Archaeology Skill called the "Ancient Kronian Ritual", which resets the anvil for a second use.

The image below shows what very good fortune with the Anvil of Krong can do for Wklech, a decent crossbow all by itself. This screenshot shows that there are so many buffs that they are crowding each other. There are four rows of buffs, values of them listed to the right of the picture:



- 2 – Slashing
 - 1 – Blasting
 - 17 – Piercing
 - 10 – Fire Damage
 - 2 – Frost Damage
 - 20 – Toxic Damage
 - 1 – Righteous Damage
 - 2 – Putrid Damage
 - 2 – Transmutative Damage
 - 4 – Aethereal Damage
-
- 2 – Toxic Resistance
 - 1 – Asphyxiative Resistance
-
- 6 – Burliness
 - 5 – Sagacity
 - 7 – Nimbleness
 - 2 – Caddishness
 - 7 – Stubbornness
 - 5 – Savvy
-
- 2 – Melee
 - 1 – Magic Power
 - 4 – Critical Hits
 - 5 – Haywire
 - 6 – Counter Attack
 - 8 – Enemy Dodge Reduction
 - 5 – Armor
 - 1 – Health Regeneration
 - 5 – Mana Regeneration
 - 1 – Trap Affinity
 - 1 – Visual Sight Radius

Note that adding offensive upgrades (square icons) to a crossbow or other *weapon* gives you benefits to either Ranged *or* Melee damage. However, all other gear upgrades (clothing) apply to both Melee *and* Ranged attacks, so when you find a piece of clothing you like, use the anvil on it to get the double benefit. The round icons are *resistances*, helping you survive both Ranged and Melee battles. Unfortunately, Anvil of Krong rewards are most-commonly resistances. Life is hard.

Dry Docks

Occasionally, you will come across a room that contains a small square pool of water. In front of it is a smaller square colored red or blue. When you step on the blue square, the game fully refreshes your Health and Mana bars, much like a Potion of Purity. Alternatively, if you step on a red square, a group of monsters spawn close to you. In addition, your sight radius is temporarily reduced to almost zero, so if you run away from the monsters, you may no longer see them.

Statues of the Diggle God

On Level 11, you should find one of these five dark statues (Level 14 for the smaller levels). These statues represent the Diggle gods of War, Secrets, Digging, Fertility and Death, which is the most powerful but is also the only one with *negative* effects. This statue benefit stays with you for the rest of the game. You may, however, choose *not* to get a blessing from any statue.

End Game

On the last level of the dungeon, which can be the tenth or the fifteenth, depending upon the settings you chose when you created your character; you meet the Evil Lord Dredmor. He will throw every offense in the book at you. He has 2,169 Hit Points. However, if you have carefully developed a powerful character, you can defeat him. I used my unique seriously-upgraded crossbow and about a half-dozen Clockwork Drill Bomb Bolts, which I hoarded throughout the game so I would have them for the final battle – when I needed them.

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