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r/slaythespire • 1 yr. ago

MengisAdoso



## Any thoughts on the Downfall mod? How about mods in general?

I've become a huge fan of this one over the last couple of months. If you haven't seen it, it's a [gigantic free fan mod](#) with eight new characters and an absurd amount of new content. I wouldn't say the balance is perfect -- I hit ASC 20 with the Guardian in about a week, and I was nowhere *near* that good with the base four -- but it's good and it's got some ingenious new mechanics.

So I'm surprised I don't hear more discussion of Downfall here, because it's become a standard part of my daily games. Really, I don't hear much discussion of the mods at all, and now I'm curious. How many of you are playing Downfall? What other good mods am I missing? How many of you just don't play with mods at all? What's the general feeling about mods among the elite players?

(Oh, and am I the only one who ships the Spire bosses? :))

119

74



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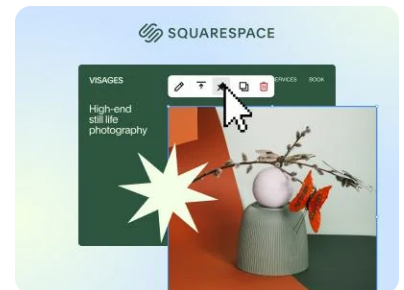
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SANcapITY • 1y ago

I really enjoy playing The Hermit. The dead-on mechanic is very interesting and he has a lot of fun ways to play.



108



Reply



Nichard63891 • 1y ago

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with Hermit, I usually force a Strike - Defend deck, lol

 28   Reply ... 1 more reply**InfiniteClockWise** • 1y ago

QoL mods for me. Along with a few visual mods. Silent does a backflip, Ironclad speens. So long as none of them affect core gameplay its fine by me. I even have achievement enabler on because of that. Don't want to accidentally not get an achievement that I rightfully obtained because of some silly visual mods.

  63   Reply ...**MengisAdoso** [OP](#) • 1y ago

I have \*profound\* ADD and the attention span of a dustmite, and also like to sneak games in on work breaks, so the speed mods are absolutely crucial for me. :)

 15   Reply ...**IhrFrauen** • 1y ago

Downfall devs recently made a similar game to StS called Tales and Tactics. Didn't like the demo very much because it felt limiting and scaling felt very hard. Try it if u want though

 19   Reply ... 6 more replies**TheDaspien** • 1y ago

I'd recommend packmaster, it's the only modded character that I bothered to climb to A20 with and I enjoy a run once in a while.

  42   Reply ...**NoNotInTheFace** • 1y ago

Once you get to know Packmasters different packs, and strategize your picks, A20 feels more like A15 at most. Still great fun though! Very nice when you just want to do broken stuff.

 23   Reply ... 4 more replies

[Skip to main content](#)[Log In](#)**TessyDuck** • 1y ago

I think the devs made a pretty well balanced game. It's not without its faults, but it's ultimately the experience I want to play. Mods can be fun for a bit, but most of them are poorly balanced or don't really fit the game.

⬇️ ⬆️ 10 ⬇️ 🗨️ Reply ...

**Missionignition** • 1y ago

This is kinda how I feel. STS feels like it strikes a difficult balancing act between hard and not too hard and went through years of testing and iteration which mods can't really do on their own

⬆️ 8 ⬇️ 🗨️ Reply ...

**Alternative-Spare-82** • 1y ago

Did you know that you can play as regular characters in Downfall mode and vice-versa? Just go to mods tab, find Downfall and change configuration(you can unlock all downfall relics and cards if you hate grind)

⬆️ 10 ⬇️ 🗨️ Reply ...

**edgefigaro** • 1y ago

I really like most things about Marisa mod. There are a couple mechanics and cards that shouldn't exist in slay the spire at all and a couple more that shouldn't make it into the base game but are great for a mod. As a whole, however it matches the tempo of what slay the spire should be of early cards for a1 tempo -> different scaling mechanics for later.

Thievery is a fun win more card.

⬇️ ⬆️ 8 ⬇️ 🗨️ Reply ...

**MengisAdoso** OP • 1y ago

I was pleasantly surprised by most of the Touhou fan characters and some of the other anime fanbait. I don't play regularly with Marisa but I've got her installed and recall being pretty impressed. I should give that whole set another try... and maybe get my shmup-goddess wife to help me get into the actual Touhou games someday.

⬆️ 7 ⬇️ 🗨️ Reply ...

**doodsreternal** • 1y ago

I love my qol mods; minty spire, keyboard shortcuts and map colors

⬆️ 7 ⬇️ 🗨️ Reply ...

**SeminoleSteel** • 1y ago

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there's a bunch of good mods! people already mentioned the packmaster, that is a super well designed and fun character.

I also really like:

chimera cards: randomly card rewards will have modifiers. there are all sorts of really interesting cards you can get.

wandering minibosses: this adds a strong enemy that can randomly show up during fights. if defeated it gives a special reward.

battle towers: an optional short dungeon halfway through act 2. some of the events are kind of bullshit but it adds all new relics and enemies.

hubris, aspiration, replay the spire and infinite spire all add extra events, relics and bosses. a lot of the relics are a little overpowered, but there are honestly some really interesting ideas and they're all compatible with each other.

if things get too easy, try the humility mod. it makes all the enemies tougher, but in interesting ways. nearly every monster has some kind of new mechanic or trick. it's very well thought out, even if nob is kind of unfair

 5   Reply ...**rinmperdinck** • 1y ago

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when they were first released in WoW

- Necromancer - kinda OP, but a very fun theme anyway. Assemble an army of zombies, vampires and other undead to crush everything in your path

QoL mods:

- SuperFastMode - really surprised that more people I talk to don't run this. You can customize the game speed anywhere from 0% to 1000%, which includes menu animations, which saves you tons of time IRL
- Minty - pretty much everyone I know uses this, but if you don't, you should. Just adds lots of useful tooltips and other QoL fixes (particularly a turn counter!) that should have been in the base game

Self-promo:

- [Kill la Kill](#) - Fully realized character designed to be played as a hybrid between Ironclad and Silent with lots of exhaust/discard/vulnerable synergies. Lots of custom powers, full deck of custom cards, custom SFX, custom animations, custom music.

Also:

- If you are interested in modded Slay the Spire, I am looking for playtesters for my upcoming expansion mod, [spiRelics](#) - 100+ new relics, 50 new potions, new events, dozens of new cards. Fully playable state, just looking for feedback/suggestions.

↑ 4 ↓ [Reply](#) ...



**Minh1403** • 1y ago

I love Downfall. I don't love climbing ascensions, though....

↑ 3 ↓ [Reply](#) ...

⊕ 1 more reply

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**r/slaythespire** • 2 yr. ago

## Downfall

15 upvotes · 15 comments



**r/slaythespire** • 2 yr. ago

## Don't understand why there isn't more chat about the officially-endorsed Downfall mod.

383 upvotes · 75 comments

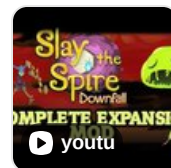
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2 upvotes · 4 comments



r/slaythespire • 5 yr. ago

**Slay the Spire: Downfall - this MOD is basically a complete expansion for the game, switch sides and defend the heart from the four vanilla heroes.**



218 upvotes · 25 comments



r/slaythespire • 3 yr. ago

**"Downfall - A Slay the Spire Fan Expansion" is now out on on Steam for free!**



1.6K upvotes · 154 comments



r/slaythespire • 3 yr. ago

**How do you play the Downfall mod?**

3 upvotes · 5 comments



r/slaythespire • 3 yr. ago

**Downfall Mod Expansion has its own store page now! Complete with the Guardian, Slime Boss, Hexaghost, Hermit, and a new Downfall game mode where you travel down the Spir...**



1.2K upvotes · 84 comments



r/slaythespire • 15 days ago

**Should We Ban AI Art?**

3.7K upvotes · 947 comments



r/slaythespire • 3 yr. ago

**Wondering what people think about the Downfall mod at this point.**

39 upvotes · 17 comments



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**Warning: Downfall mod on the Steam store has been compromised**

982 upvotes · 49 comments



r/slaythespire • 6 days ago

**Am I thinking about Cursed Key the wrong way?**

146 upvotes · 75 comments

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543 upvotes · 40 comments



r/pcgaming • 1 yr. ago

### Downfall (Slay the spire fan expansion) was compromised after a security breach



486 upvotes · 21 comments



r/YuGiOhMasterDuel • 7 mo. ago

### Who else is in the same boat?



50 upvotes · 54 comments



r/slaythespire • 21 days ago

### What is a card on a Silent run that you ALWAYS try to upgrade?

122 upvotes · 97 comments



r/slaythespire • 3 yr. ago

### Instant Unlock of All Content for StS Downfall Fan Expansion

15 upvotes · 6 comments



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### [Downfall] An introduction to the Champion

23 upvotes · 4 comments



r/slaythespire • 2 yr. ago

### Steam question - Downfall Mod vs Standalone App?

2 upvotes · 2 comments



r/numetal • 10 mo. ago

### Evil versions of Nu Metal bands



344 upvotes · 48 comments



r/slaythespire • 1 yr. ago

### Slay the Spire: Downfall is amazing!!

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### why is the defect considered the hardest?

116 upvotes · 69 comments



r/slaythespire • 5 yr. ago

### You should definitely try out the Downfall expansion mod!

95 upvotes · 32 comments



r/slaythespire • 3 yr. ago

### Downfall Mod:. How to gain block with Slime Boss

6 upvotes · 5 comments



r/ExplainAFilmPlotBadly • 5 yr. ago

### Black man rises to power in a white man's world, does better job than they ever did, screws them out of their money (based on a true story).

409 upvotes · 47 comments



r/slaythespire • 21 days ago

### What is the most iconic slay the spire relic?

234 upvotes · 83 comments

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[Stalker Shadow of Chernobyl Mods](#)

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