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r/slaythespire • 3 yr. ago

PaleontologistFit279



## Are there any Downfall guides/discussions/tips/streamers/subreddits? And should we make a Downfall tag?

DISCUSSION

Hey everyone!

I've recently started playing the Downfall mod and have been having so much fun. Considering the quality of the mod (a full blown expansion!) and how it's now on its own Steam page, I was quite surprised to see so little discussion about it on the internet.

I'm particularly interested in finding guides, tips or streamers of the mod, because it would be cool to have experienced players' opinions on the new classes' cards and such.

Personally, I've gathered some thoughts about the different classes and what seems to be their strong points or cards (haven't tried the Hermit yet though), feel free to discuss them if you have an opinion on it!

**The Slime Boss:** seems to be a very strong class, the split mechanic particularly seems very strong due to how

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88



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Jasmine1742 • 3y ago

I love downfall but it definitely suffers from being a bit less polished and complexity creep. I think my favorite mechanic from it is socketing with the guardian but gotta love sneko for giving the true sneko experience.

They did a sizable update though so I've been trying to figure out what all they've changed with the characters since I played it. I know the guardians base deck got changed a bit.



21



Reply



Ruskyt • 3y ago

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god, but as a serious game, the balance is way off.

There are some cool ideas in there, but it also seems like there weren't any ideas that were rejected either, haha.

↑ 6 ↓ ○ Reply ...

⊕ 3 more replies



**PaleontologistFit279** OP • 3y ago

Oh interesting, I didn't know the classes of the mod used to be different! And yeah the bosses do feel very busted, I guess that's the price to pay for no Time Eater and just the crazy combos that the new classes enable ahah

↑ 1 ↓ ○ Reply ...



**Antrax-** • 3y ago

The issue is Downfall has been around for a while before gaining the "official" status, so people already experimented with it so I guess there's not much novelty for experienced players.

My personal experience, not to take anything from the considerable amount of work done on it and impressive recognition it received, is that it's not as good as the base game and I still enjoy the base game.

Specifically, some cards I remember were too strong, and there were some over-complex characters, like the automaton, which starts out "okay fuse these basic things together to create new cards" which is nice, but then they heap on all this extra stuff like bugs and anti-bugs and come on.

A part of the beauty of STS is how the mechanics are relatively simple but create complex gameplay, and that's hard to recreate, and obviously to properly balance you need a ton of data and effort, AFAIK STS' current balance was only achieved three years after release.

⊖ ↑ 24 ↓ ○ Reply ...



**PaleontologistFit279** OP • 3y ago

Ooh ok I see! Definitely see where you're coming from, some cards do feel overpowered in the Downfall mod, OG StS is indeed more nuanced in its balance (except from Watcher ofc lol) and the design of the characters feels a bit "cleaner" (even though the chaotic nature of the Downfall classes feels refreshing ahah)

↑ 8 ↓ ○ Reply ...



**SuperLuigi231** • 3y ago

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many of them are still putting out Downfall content. I know Retromation at least has been putting out consistent runs on Youtube for the last couple of weeks.

↑ 9 ↓ Reply ...



**PaleontologistFit279** OP • 3y ago

Tysm for the info, will definitely check it out! Cheers!

↑ 1 ↓ Reply ...



**doblothe25th** • 3y ago

I'm not sure if it's actually good or not, but playing lick decks as slime boss is insanely fun, especially without the looming threat of time eater

↑ 3 ↓ Reply ...



**PaleontologistFit279** OP • 3y ago

Yeah the fact that Time Eater / the beat of the Heart don't exist in that mod really allows you to enjoy more combo-y/spammy playstyles and that's great imo ahah

↑ 3 ↓ Reply ...

⊕ 2 more replies



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## Is Downfall still compromised?

2 upvotes · 6 comments



**r/slaythespire** • 6 days ago

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r/slaythespire • 3 yr. ago

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1 upvote · 5 comments



r/rpg • 8 yr. ago

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r/Pathfinder2e • 3 yr. ago

### Tuesday at 2 pm EST, make sure to join Derik from Knights of Last Call (and Stephen and Mark) -- Why do D&D Players LOVE 3rd Party Content More Than Pathfinder Players?

13 upvotes · 7 comments



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r/slaythespire • 2 yr. ago

### Is it worth buying again just to play Downfall?

11 upvotes · 10 comments



r/slaythespire • 3 yr. ago

### What is your favorite Downfall character

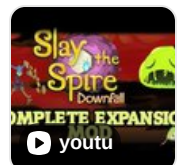
9 upvotes · 8 comments



r/slaythespire • 5 yr. ago

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218 upvotes · 25 comments



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9 upvotes · 11 comments



r/slaythespire • 10 mo. ago

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r/slaythespire • 3 yr. ago

### How do you play the Downfall mod?

3 upvotes · 5 comments



r/slaythespire • 1 yr. ago

### [Downfall] An introduction to the Champion

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r/slaythespire • 1 yr. ago

### [Downfall] Guide to Automaton

21 upvotes · 10 comments



r/slaythespire • 2 days ago

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r/slaythespire • 3 yr. ago

### You guys think downfall characters are as balanced as vanilla?

23 upvotes · 16 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



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### Anyone played the Downfall Mod?

15 upvotes · 6 comments



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3 upvotes · 20 comments



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### Help with downfall mod

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