Unnamed Roguelike with cats

**Story:**

You were living hapilly with your three cats in a small house just outside the town.

Life was filled with joy and the kittens were healthy and happy, until one mage decided to [do something].

It resulted in drastic earthquake and curse, that somewhat marked only your cats.

They began to act very, very calmly, almost lifeless and you thought that they were just afraid and went to the basement to get them something to eat.

When you descended to your basement, you thought you heared screeches and noises down, in the ground.

You neglected it and returned upstairs.

One day later, you were visited by an mournful sage, that has been riding all over the village to check how detrimental was his mistake.

He was surprised, because you were only one to survive his miscasting, and told you of what’ve happened and asks if there was anything that caught your attention.

When you mention noises in the basement, he saddens immedietely, telling you [the story behind spell and that it corrupts earth, and there is only one way to uncorrupt – to cast the corpse of the most gruesome demon into the lava].

(make that end game goal more sophisticated)

He gives you equipment, looted off of the corpses of villagers and hands you a powerful spellbook that can stun any evil force.

Development

Start very simple, without story.

1. Dungeon (cellular automata, if that fails – something simpler)
2. Monsters, potions, scrolls