Working Title: Lost in the Darkness

Story: The player and their companions (other players, maybe), entered a dungeon to slay an ancient horror. However, it got the better of them and they are now separated on the level above its lair and must escape from the dungeon.

Map Format:

* Transitions are 0 red, 0 green, 128+target area blue.
* Black – Wall
* White – Floor

There are 7 stats, 5 of which you can start with:

* **Strength**
* **Agility**
* **Endurance**
* **Magic**
* **Aura**
* Armor
* Resistance

Maneuverable

TODO:

* ~~Chat~~
* ~~Stats~~
* ~~Items/Inventory~~
* ~~Writing on the floor~~
* ~~A\* Pathing~~
* ~~Zone transitions~~
* ~~Monsters~~
* ~~Combat~~
* ~~Abilities~~
* More levels
* GM interface?

9 Abilities:

* Whirlwind attack (STR)
* Strike (STR)
* Charge (Rush and stun, STR)
* Fireball (MGC)
* Curse (MGC)
* Sleep (MGC)
* Heal (ARA)
* Bless (ARA)
* Shield (ARA)

(Removed: Slam)

5 Status Effects:

* Sleeping
* Stunned
* Blessed
* Cursed
* Shielded

Regeneration

WHAT NEEDS TO BE DONE:

* Test on internet
* Add in remaining creatures
  + Tentacle
  + Cave Slug
  + Demon
  + Lich
  + Frost Elemental
  + Fire Elemental
  + Reaper
* Add in title screens

You were with a band of adventurers who entered a dark

lair, hoping to slay the ancient beast that was rumored

to lurk within and possess a lot of treasure.

The rumors were true, but they forgot to mention how

powerful the beast was. Many of your party were slain

and you were separated during the flight.

Now alone, you must escape from the dungeon, but you

have forgotten where the exit is. Maybe you can find your

companions around here somewhere...