Dungeon\_Game name ideas

Quicksilver

Cloak and Blade

Tann’Dar

**Map 1 interactions**

* When you exit, you hear a mad cackle and the passageway behind you crumbles in preventing you from going back

**Map 2 interactions**

* If you acquire stale bread, salt rock, canteen, and water for the canteen before your first encounter with starved men (disillusioned only) starved men can be given all these items; in exchange you will no longer be able to fight starved men in the area, and they will tell you about the their stories
* If disillusioned the only way to get the ventilator is by giving the scientist the scalpel
* The no illusions sword route is unable to get the ventilator
* Adoma will instantly kill you if you reduce him to half health with the sword
* Once you get the charm of awareness you can rest at any time to restore half your health and stamina, with a chance of starting an encounter
* To exit you descend from the pitfall, and are unable to ascend back up

**Map 3 interactions**

* If you kill the minotaur of the labyrinth hunting monsters scurry back to their hiding holes.
* If you killed the maiden in the first fight, earth maiden doesn’t exist to manipulate the walls
* When you reach certain locations, not if you’re on the illusioned route, the earth maiden changes the map. When you fight the earth maiden, she runs again and the map will stop shifting.
* When you exit the labyrinth the immense stone disk you needed to move prior resets and rolls over to block the labyrinth's exit.

**Map 4 interactions**

* Moving to certain locations before fire maiden is killed triggers events (e.g. wall torches flare up)
* If you trigger all 9 fire traps before fighting the fire maiden she berates your “stupidity” and has two more skill tokens
* When you exit map 4 a series of metal gates lock down the passageway you’ve just crossed and you are trapped in the throne room

**Map 5 interactions**

* If you kill every guard before fighting Devora in no illusions or disillusioned route the fight skips phase 1, and Devora tells you where the demons come from.
* If you are on the illusioned route Devora appears as a beautiful maiden trapped by a wicked king, the consort. When you defeat the high guard and the consort she embraces you, and you fall asleep with a warm blissful feeling. No epilogue.
* If you kill every guard before defeating the high guard and consort in the illusioned route Devora berates you for being “not much of a hero..” and overly aggressive.
* If you are in the disillusioned route and have ever used the maiden effects, Devora instantly saps your strength and kills you when she hits half health. This death is an ending and not a game over.

**Epilogue interactions**

* If you killed Adoma, the cult knows in advance that you will be a problem for them and are all waiting to slay you when you exit the cave. You are pummeled to death by a barrage of holy magics. This is an ending
* If you killed Adoma and kept the silver idol, the cults “holy” magics have no effect on you and you survive the initial attacks. Following they draw unholy artifacts (swords, axes, sickles, etc.)  from their cloaks and attempt to charge after you. You suffer severe injuries but best the lot of them. You get some distance from the cave and rest for a bit. As you rest the remainder of your memories are regained and you finally return home…
* If you have the sword, you are ushered back seemingly as a grand victor, however the leader of the cult takes the sword from you and you feel frail and weak. You see him absorb the energies from the sword and then throw it back to your feet. You pick it up but you feel weak and frail like before you ever started this journey. The leader dashes across the room lighting fast and blows your chest apart with a swift palm strike. Your life ends.
* If you neither fought Adoma nor have the sword, the cult comes to “congratulate” you, and to escort you to their facility to meet the leader for your “reward”. However noticing you have no sword on you they panic and scurry to attack you but too late, there are many of them and only one of you but they were unprepared for a fight and you were able to best them with only moderate injuries. You rest a moment and all of your memories come back to you. You press on to go meet the cult leader and free your hometown from their wicked grasp. You find Adoma, the leader, standing near the back of the facility with his cloak and arms drenched in blood, as well as the blade dripping with it by his side. He tells you “you’ve proven to hold a troublesome bloodline, with you that should be ended”.. Your eyes flare wide and you peer in the dark room behind him. In the room, hardly recognizable, is your family butchered and sliced into pieces. You fight Adoma with the blade (Same as the fight on map 2 but bonus attack options with the blade and additional skills / stats). Win or lose are both separate endings.