Dungeon 1

1. Entrance Room
   1. Examine Statue
      1. String Statue describe how it is melted, and scratched by a dragon(without using word dragon)
   2. Examine Ground
      1. String describing how there are a few tracks of a humanoid smaller than a human
   3. Enter Foyar Room
2. Foyar Room
   1. Combat Goblin
   2. Open Chest
      1. Roll 1d20 + Wisdom > Difficulty Class(DC) 10(need to roll higher than 10) to see trap(+10 to roll if you have key) Flavor text of how you see and avoid trap
         1. If Failed. Roll 1d20 + Dex > DC 15 to avoid Fireball dealing 1d12 Damage Flavor text of how you avoid or get hit by fireball
            1. If you die, game over. Pathetic flavor text
      2. API Item Burning Hands(flavor text it’s a scroll)
      3. 30 Gold Coins
      4. API Item Potion of Cure Light Wounds(should heal player to full health)
   3. Take Torch
      1. API Torch
      2. Character vision is now +1 can see in dark
      3. Add torch object to inventory
   4. Examine Strawbed
      1. Key For chest. Immune to trap
   5. Go into Next room
      1. Conditional based on visibility
3. Spider Room(this room is ‘dark’ player needs visibility of 1 to see)
   1. Combat Spider(have API for this)
   2. Burn Webbings(burnable hiddle attribute)
      1. Use Torch
      2. Effect will be spider takes 5 damage. Flavor text about this stuff
   3. Loot Dead Body
      1. API Item Acid Arrow
      2. Gold 10g
   4. Go into Goblin room
4. Goblin Room
   1. Talk to Goblin(Roll 1d20 + Charisma > DC 10)
      1. (optional store/exchange system).
      2. Success: Give you the maul
      3. Failure: Tells you to fuck off
   2. Combat Goblin
      1. Drops loot of maul API needed.
      2. Drops loot of rope gives +10 to Strength check on climb
   3. Climb Wall
      1. Strength check 1d20 + Strength vs 10 DC
      2. Succes: Go into next room
      3. Failure: Take 1 damage
5. Treasure Room
   1. Combat Dragon(its asleep)
   2. Loot treasure pile
      1. 100 gold
      2. Fame and fortune
      3. More flavor Text
   3. Leave Dungeon
      1. Cant leave dungeon until you kill dragon

Spells

Dancing lights: Don’t need API for this spell, Just hve a indicator that owning this spell means that visibility is +1

Burning Hands

Properties needed. Name, Description, Damage(red highlighted is important)

"damage": {

"damage\_type": {

"index": "fire",

"name": "Fire",

"url": "/api/damage-types/fire"

},

"damage\_at\_slot\_level": {

***"1": "3d6",***

Magic Missile

Properties needed. Name, Description, Damage(red highlighted is important)

"damage": {

"damage\_type": {

"index": "force",

"name": "Force",

"url": "/api/damage-types/force"

},

"damage\_at\_slot\_level": {

"1": "***1d4 + 1***"

Acid Arrow:

Properties needed. Name, Description, Damage(red highlighted is important) 4d4

"damage": {

"damage\_type": {

"index": "acid",

"name": "Acid",

"url": "/api/damage-types/acid"

},

"damage\_at\_slot\_level": {

***"2": "4d4",***

Weapons:

Maul

Properties needed. Name, Damage

"damage": {

"damage\_dice": "***2d6***",

Heavy Crossbow

Properties needed. Name, Damage

Longsword

Properties needed. Name, Damage

Mace

Properties needed. Name, Damage

Dagger

Properties needed. Name, Damage

Creatures

We will make our own creatures. Nothing in the API is needed.

Potions

Potion of cure light wounds

Need description(if any) if not, flavor text

Need how much it heals, 1d8+1