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

**ENTRANCE**

package com.ex.pojos.ActionPojos.Entrance;

import com.ex.pojos.ActionPojos.Action;

public class EntranceRoom extends Action

{

String desc = "Before you lies the adventurous dungeon you have chosen. To your left there is a statue that is " +

"practically unrecognizable. You see tracks in the mud leading into the ivy covered entryway of the dungeon. " +

"It is a beautiful day outside, but your purpose and dreams of fortune and fame, lie within";

//examine statue

//examine tracks

//enterFoyarRoom

}

package com.ex.pojos.ActionPojos.Entrance;

import com.ex.pojos.ActionPojos.Action;

public class ExamineStatue extends Action {

String desc = " In front of you stands a marble statue of what appears to be an elven woman wearing robes. It is hard" +

"to determine who it depicts as it is heavily damaged. You see claw marks ravaging the lower parts and acid " +

"bubbles on the upper torso. Her left arm seems to have been broken off and lies on the ground next to her. "

}

package com.ex.pojos.ActionPojos.Entrance;

import com.ex.pojos.ActionPojos.Action;

public class ExamineTracks extends Action {

String desc = " Beneath your feet you see a few trails of footprint. They are smaller than your and apear to be of " +

"goblin origin. They lead both in and out of the curtain of ivy blocking vision into the dungeon, with more " +

"tracks leading into, than out of. One hopes you are prepared for the invasion of a goblin home. "

}

**FOYAR**

public class AttackGoblin

{

String desc = " Before you stands a ugly wretched creature. The foul goblin of the dungeons. Its overly large head," +

"sharp pointed teeth and small beady eyes shows its distain for you. It does appear frightened of you, but its" +

"posture and sharp rusty dagger in its hand betrays its ill intentions towards your phsyical wellbeing. You " +

"ready your weapons and your mind for the coming fight";

}

public class EnterFoyarRoom

{

String desc = " You enter what appears to be a normal cave. You see on the other end, what could generously" +

"be called a doorway leading to another room. In here, you see a small angry looking goblin, a wooden chest, a strawmat " +

"with rags that might be called a sheet. Lighting up the whole room, is a torch at eye level near the entryway";

}

public class ExamineStrawbed

{

String desc = " On the stone floor lies a ragged bed made of straw. It looks exceptionally dirty and unfit for " +

"civilized service. Looking closely you notice a key in the middle of the straw. Picking it up, you assume " +

"that this key matches the chest in the room. You doubt the goblin would be happy with your messing with " +

"his stuff";

//add key to inventory. Key's only purpose is to add a 1 time +10 roll to check to open chest

}

public class GrabTorch

{

private int visibility;

String desc = " You grab the nearby torch on the wall. It is 2feet long with cloth and oil wrapped around one end. " +

"Unusaully, you also see it doesnt seem to actually burn away the oil and cloth, but rather the flame is burning " +

"with no visible source of fuel. It still is hot and gives plenty of heat and light for the surrounding area."

//add torch to inventory.

// function addTorch

}

public class openChest {

public Map<> inventory;

//API the scroll of burning hands(its a spell with the scroll description), API the potion of healing, and 30 gold coins

public String value;

public String Observe = "You see a 3ft wide 2ft high wooden chest sitting against a nearby wall ";

public String successWis = " Noticing and avoiding the trap, you are able to open the chest carefully enough to not " +

"trigger the fireball. Looking inside your see a few desirable items, your first loot of the day. ";

public String failWisfailDex = "Opening the chest carelessly was a mistake. A hidden fireball trap was rigged to the " +

"inside of the chest. You are hit and take fire damage. Shameful and a poor start to your advenure";

public String failWisSuccDex = " Despite your careless disregard for your own safety, you fling open the chest and " +

"narrowly dodge the fireball trap inside. Your close brush with death is offset by the goodies you see in " +

"front of you. It was worth the risk";

//roll a d20+wisdom

// something todo with trap here.

//The toSTring will be the description of the chest, plus the map of its inventroy.

--pubic String toString()

{

}

}

**GOBLIN ROOM**

public class AttackGoblin2

{

String desc = " How dare you attack me traveler. I was here just like you, to loot a forgotten cave. You will pay for " +

"this treachery. The goblin starts swinging his maul";

//combat mechanics. Player receives API maul, and Custom rope and API potion of healing after this battle

}

public class EnterGoblinRoom

{

String desc = " This open and spaciaous cavern is a breath of fresh air after traversing through the spider's home. " +

"Before you stands a 5ft tall goblin with a large maul in his hands, and a pile of rope at his feet." +

" He does not seem hostile currently, but " +

"has his eye on you. Beyond him, you see a 15ft rough cliff that leads to the next room. Perhaps you can talk " +

"to this goblin and ask him for his rope to assist you, or maybe even his maul. Or you could defeat him and take" +

"both for yourself, though this may weaken you against future foes. "

}

public class TalkGoblin

{

String talk = "Greetings adventurer, Ive got what you need. I assume you plan on climbing up this here cliff and doing " +

"battle with the dragon in the next room. How about this, you give me 10 gold, and ill sell you this here rope. " +

"If you trade me your weapon, ill give you my maul. ";

String dealmade = " Wise choice, I am sure you wont regret it";

String highCharisma = "You know, I like you, I really do. You seem like a swell chap. Here, because you obviously cleared " +

"the roomed behind you. Ill give you this rope for free. If you want this maul, youll have to trade me your weapon. Fair is fair. " +

"hurry up now, time is money.";

// custom item, rope

// API call for maul

}

**SPIDER NEST**

public class AttackSpider

{

String desc = " Stepping lightly upon the webbings is a large spider. No spider should ever reach this size, having " +

"grown so large it cannot leave this room. Its mandibles click and clatter "

}

public class BurnWebbing

{

//Check whether the player has a torch. if no, fail, if yes, succ

String failDesc = " If only you had some flames able to burn these spider webs.";

String succDesc = " The flames from your torch quickly spread throughout the room clearing out most of the webbings." +

"You hear a screech from the spider, it seems both angered and in pain from your arsonic ways. ";

//spider takes 5 damage

}

public class EnterSpiderRoom

{

String checkVisibility;

String descDarkvision = " This dark room is visbile only due to your innate racial heritage. All around you are heavy spiderwebs. " +

"You see spiderwebs covering almost all the ground, walls and ceilings of the room. " +

"You can see the entrance to another room across the way, with minimal webs blocking your path. " +

"The skittering sounds of a giant spider reach your ears and strike fear into your heart. Pherhaps this was " +

"a bad idea? It is too late however, there is only moving forward. The corpse of a dead humanoid lies on the" +

"ground wrapped so heavily is spidersilk you are unable to determine who or what it once was.";

String descTorch = " This dark room is visbile only due to your torch. All around you are heavy spiderwebs. " +

"You see spiderwebs covering almost all the ground, walls and ceilings of the room. " +

"You can see the entrance to another room across the way, with minimal webs blocking your path. " +

"The skittering sounds of a giant spider reach your ears and strike fear into your heart. Pherhaps this was " +

"a bad idea? It is too late however, there is only moving forward. The corpse of a dead humanoid lies on the" +

"ground wrapped so heavily is spidersilk you are unable to determine who or what it once was.";

String descSpell = " This dark room is visbile only due to your innate magical talents. All around you are heavy cobwebs. " +

"You see spiderwebs covering almost all the ground, walls and ceilings of the room. " +

"You can see the entrance to another room across the way, with minimal webs blocking your path. " +

"The skittering sounds of a giant spider reach your ears and strike fear into your heart. Perhaps this was " +

"a bad idea? It is too late however, there is only moving forward. The corpse of a dead humanoid lies on the" +

"ground wrapped so heavily is spidersilk you are unable to determine who or what it once was.";

}

public class LootWebbedCorpse

{

String desc = " Lying tussled on the stone floor is the corpse of a humonoid creature of some kind. As you search around" +

"you realize that it is too tightly wrapped to pull away any of the silk. However, next to the cadaver a scroll" +

" is just lying there, seeming to beckon you and use it. Along with a fair number of gold coins lying around" +

"just waiting to be taken by the next adventurer to pass through. ";

// API item acid arrow

// also 10 gold

}

**TREASURE TROVE**

public class EnterTreasureRoom

{

//Have mechanics of a STR check to try and enter the room. If failure, you fall and take 1 damage

String climbfail = " Despite your 'best' efforts, you we only able to climb partway when you fell 10 feet back to" +

"the ground. You have sprained your ankle and have taken 1 fall damage. Get good noob";

String climbSucc = " Huffing and puffing, you are able to pull yourself over the edge of the stone cliff. YES! You " +

"knew your times of swinging your sword would be handy in other situations. Carefully looking around, a large " +

"shiney, pile of gold catches your eye. Laying in a 4 poster bed next to the gold, lays a small Black Dragon" +

"wyrmling. From where you are, you cannot determine if they dragon is awake or asleep. "

}

public PlayerCharacter(Species spes, DnDClass prof)

{

//need to initialize ALL private attributes except PCID

profession = prof;

race = spes;

Dexterity = spes.getDexterity() + prof.getDexterity();

Strength = spes.getStrength() + prof.getStrength();

Constitution = spes.getConstitution() + prof.getConstitution();

Intelligence = spes.getIntelligence() + prof.getIntelligence();

Wisdom = spes.getWisdom() + prof.getWisdom();

Charisma = spes.getCharisma() + prof.getCharisma();

visibility = spes.getHidden\_Visibility();

}