* Randomly generated maps including a spawn room, treasure rooms, market rooms, trap rooms, mob rooms, and boss rooms.
* Guns will be picked up off the floor and can be found in chests around the dungeon. Max number of guns that can be held at a time is 2. If you pick up a third gun it will replace the current gun.
* Ammo will be dropped by fallen enemies. Newly found guns have 1 full magazine when picked up.
* Spells and potions can be purchased from vendors using gold. These markets can be found on the map and the loot they have will be random.
* Fallen enemies will drop gold.