Council of the Dungeonlords Subchat Overview

■ *Subchat Purpose:*

■ *Council Event Tracking*

- Tracks Council meetings (every 10 days)
- Enforces penalties for ignoring summons (monster invasion after 2 skips)
- Syncs with Elite Fight cycle (every 5 days)

■ *Randomized Dungeonlord Generation*

- Creates unique Dungeonlords each meeting
- Attributes: Name, Domain, Appearance, Personality, Reputation
- Guarantees return of Dungeonlords with previous deals

■ *Scene-Based Council Meetings*

- Full narrative events with dialogue and dynamic scenes
- Dungeonlords engage in politics, offers, threats, and alliances
- Council reflects player choices and reputation

■ *Council Attendance Canvas*

- Tracks who attends each meeting
- Records deals, rivalries, recurring figures
- Supports evolving narrative threads

■ *System Integration*

- Works with day-by-day progression
- Enables persistent consequences and new unlocks
- Includes vote systems, dungeon modifiers, or monster boons

■ Summary:
This subchat is the dedicated system for managing the Council of the Dungeonlords in *Dungeonlord: Tide of Darkness*. It transforms Council interactions into deep, story-driven encounters full of diplomacy, scheming, and dynamic consequences. Dungeonlords are no longer menu options — they are living, speaking entities within a multiversal political arena.

Dungeonlord: Core Design Subchat Overview

■ What This Subchat Controls

This space defines and maintains all fundamental mechanics of Dungeonlord. It's synced with your Day-by-Day Playtest Start data and tracks every change, addition, or refinement to how the game works at a systems level.

■ Core Responsibilities of This Subchat

1. Game Basics & Structure

- Dungeonlord is a text-based, action-narrated, endless dungeon survival game.
- Each 'Day' = 1 round of gameplay (Build/Buy/Recruit phase → Battle phase).
- Day 1 skips the build phase; you start with 1 room and 2 random 1–3★ monsters.

2. Battle Mechanics

- Every combat is cinematic and narrated.
- Player and hero actions are vividly described (e.g., Bone Warrior attacks = fully written scene).
- RNG Enforcement: Abilities now show success % and visibly roll outcomes.

3. Scaling & Progression

- Difficulty scales with survival duration and player performance.
- No early access to 5★ monsters or heroes.
- Passive effects must be unique and scale with context.

4. Status Effects System (Synced)

❄■ Freeze (Shatter bonus), ■■ Poison (DOT bypasses SHD), ■ Bleed (Fear/crit), ■ Silence, ■ Instant Kill, ■ Reflect (varied types), ■ Shock (interrupt), ■ Scorch.

5. Currencies

- ■ Soulshards – Build, expand, recruit.
- ■ Evolution Points – Upgrade monsters.
- ■ Dominion Points – In-combat effects, regenerate over time.
- ■ Essence – Rare drops, used for powerful Artifacts.
- ■ Darkcrystals – From Flesh Market monster sacrifices, used for rare trades.

6. Rooms & Features

- Rooms are limited early, expand over time.
- Room Architect can randomly offer Chamber of Betrayal (Corrupted Hero recruitment).
- Flesh Market: Unlocked via Council deal; enables Patchwork monster creation.

7. Hero Systems

- Heroes gain traits after Day 7 (e.g., Trueguard, Status Cleanse).
- Some heroes become Hero Counter Units (can reflect/remove Dominion skills).
- Heroes and enemies can have Immunities (■ Burn, ■ Freeze, etc.).

8. Performance Review

- Every 5 Days = Player Evaluation
- Summarizes strengths, flaws, and key choices.

■ Auto-Sync Function

This subchat is automatically updated anytime you add or change core game mechanics. Just say:
"Update this subchat based on the basics" or "Sync with Day-by-Day Playtest Start".
I'll handle the rest—no need for manual reminders.

Summary

This subchat is your Dungeonlord Design Core.

Dungeonlord Project - Currency Subchat Overview

1. Purpose of This Subchat
This subchat is the Economy Core for Dungeonlord. Anything to do with money, costs, drops, or upgrades for the game lives here.

It is the official reference for all Dungeonlord currencies:
- Soulshards – Dropped from killing heroes and possibly obtained from events. Used to recruit monsters, build rooms, or expand the dungeon.
- Evolution Points – Earned when monsters complete conditions (e.g., a Skeleton surviving 3 days). At 3 Evolution Points, a monster can evolve into a stronger form.
- Dominion Points (DP) – Combat-only, maximum of 4. Regenerates at 1 DP every 2 turns. Spent on Dungeonlord skills that damage heroes or buff/protect monsters. Skills consuming DP unlock as the player gains levels.
- Essence – Dropped from 2-star or higher heroes (50% chance) and always dropped from 4–5 star heroes (100% chance). Used to buy powerful artifacts.
- Darkcrystals – Obtained by sacrificing monsters via the Flesh Market. Used to purchase rare items, powerful artifacts, or access secret vendors such as the Flesh Market and Black Market.

2. Behavior During Play
During battles or transactions run in the Day-by-Day Playtest, this subchat functions as the master ledger:

- It tracks current totals of each currency.
- It applies gains and costs from battles, events, room construction, monster recruitment, sacrifices, and other game actions that involve currency.

After each transaction involving currency, the following is updated:
- Currency totals (Soulshards, Evolution Points, Dominion Points, Essence, Darkcrystals).
- The list of Rooms, Monsters, and Artifacts owned by the dungeon.

3. Sync with Day-by-Day Playtest Start
Day-by-Day Playtest Start is where the gameplay and narrative occur. This currency subchat is the accounting brain that stays in sync with it.

Whenever you:
- Introduce a new currency,
- Change how a currency drops,
- Adjust how a currency is spent,

those changes are committed here and treated as the final, correct version of the rules.

4. Summary
This subchat is the Dungeonlord economy bible and ledger. It stores:
- What each currency is,
- How each currency is earned,
- What each currency is used for,
- The evolving state of your dungeon's resources after battles and transactions.

It ensures consistency across all Dungeonlord-related chats and keeps the numbers accurate

Dungeonlord – Hero & Invading Parties Subchat Overview

1. Invading Hero Party System

- Each invading party is generated dynamically (on the fly), avoiding fixed lists.
- Each party has 2–4 heroes with:
  • Name
  • Race
  • Class
  • Star rating (1★–5★)
  • Stats: HP, ATK, DEF, SHD, SPD
- Star rating and class influence stats and overall threat.
- A dedicated canvas document "Invading Party Stats":
  • Shows the current invading party.
  • Tracks stats and traits.
  • Lists turn order by SPD.
  • Serves as the battle-planning dashboard.

2. Corrupted Heroes & Special Rooms

- Chamber of Betrayal:
  • No longer a fixed Day 6 unlock.
  • Has a chance to appear as a buildable room from the Room Architect.
  • Allows recruiting fallen heroes as Corrupted Heroes.
  • Ties into the hero lifecycle: invade → die → get harvested/converted.
- Flesh Market:
  • Unlocked through a deal with Lord Maltheron at the Council of the Dungeonlords.
  • Separate from hero corruption.
  • Grants access to Patchwork Creations:
    – Abominations created by tearing apart and combining monsters.
    – Functions as a monster fusion / modification lab, not a hero system.

3. Hero Scaling & Traits (Day 7+)

- From Day 7 onward:
  • Hero HP scales into the 120–150 HP range.
  • New Hero Traits can appear on heroes:
    – Trueguard: Takes 50% less True Damage.
    – Status Cleanse: Automatically cleanses 1 status effect per turn.
    – Aura Deny: Disables 1 passive effect in the room they enter.

4. Sync Behavior With "Day-by-Day Playtest Start"

- Standing rule:
  • When requested (e.g. "Sync hero info from Day-by-Day Playtest Start"), only hero-related changes are pulled:
    – Stats, traits, behavior, scaling, party structure.
  • These updates are applied to the Invading Hero Party system and its canvas.
  • Non-hero elements (rooms, economy, events, etc.) are not affected here.

Summary

This subchat is the central rules hub for Dungeonlord heroes:
- How invading parties are generated and displayed.
- How heroes become Corrupted Heroes.
- How late-game scaling and traits work.
- How hero data is synced from the Day-by-Day Playtest Start.

Dungeonlord – Merchant Subchat Overview

This subchat is the Merchant Codex for Dungeonlord.

It exists to track everything related to NPCs who handle your economy and acquisition systems. Right

1. Room Architect
   - Function: Build new rooms, upgrade existing rooms, and possibly expand dungeon size.
   - Design Space this subchat will own:
     - Room prices & scaling costs
     - Upgrade tiers and what each tier adds (extra monster slots, DEF, traps, passives, etc.)
     - Any special/rare layouts or structural bonuses tied to the Architect

2. Shady Dealer
   - Function: Sells Artifacts.
   - Design Space this subchat will own:
     - What currencies Artifacts cost (Soulshards, Essence, or mixed)
     - Rarity tiers of Artifacts and how often they show up
     - High-risk / high-reward deals, curses, limited-time offers
     - Any unique interactions with the Council or Events (e.g., discounts after certain choices)

3. Monster Trader
   - Function: Sells monsters for recruitment.
   - Design Space this subchat will own:
     - Pricing by star-rating / rarity
     - Whether Trader stock is random, themed (Undead Day, Beast Day), or tied to your actions
     - Limits per day, rerolls, loyalty bonuses, etc.
     - Special offers like "buy 2, fuse 1," corruption options, or elite contracts

Scope of this subchat:
Anything that deals with buying, selling, recruiting, upgrading, or otherwise transacting via merchants g

What gets written here long-term:
- Merchant types
- Their menus / inventories
- Unlock conditions
- Pricing formulas
- Daily/weekly rotations
- Special merchant events (visiting caravans, cursed vendors, etc.)

When the Dungeonlord project grows, this subchat becomes the single source of truth for merchant log

Dungeonlord – Monster System Subchat Overview

1. Purpose of This Subchat
This subchat is the Monster System hub for Dungeonlord. It defines how monsters are create
d, how strong they are, how they evolve, and how their passives work. It is not a big stat
ic list of monsters; it is the rulebook for generating them on the fly during play.

2. Monster Generation (On-the-Fly Creation)
- Monsters are not pre-listed; they are generated dynamically when you choose to recruit t
hem.
- When you say something like "Recruit a monster," the system will generate:
  • Species/theme
  • Star rating (1–5★)
  • Base stats (HP, ATK, DEF, SPD, etc.)
  • Passive abilities

3. Star Rating System (1–5★)
- Every monster has a 1–5★ rating.
- Star level directly influences their power:
  • 1★: Weak, basic fodder, starter units.
  • 3★: Solid, mid-tier, reliable workhorses.
  • 5★: Elite units with significantly higher stats and stronger mechanics.
- Stat numbers and scaling will be generated in context with the current day/difficulty so
 balance can be maintained over time.

4. Evolution & Branching Classes
- When a monster becomes eligible to evolve (by whatever conditions we set: days survived,
 kills, Evolution Points, etc.), it does not simply "level up."
- Each evolution event presents 3 branching class options.
  Example:
    Base: Bone Soldier
       → Bone Knight (tank-focused)
       → Bone Reaper (assassin/burst damage)
       → Bone Warlock (caster/debuff focus)
- You choose 1 branch, and the monster becomes that new class, gaining:
  • New stat distributions
  • New or upgraded active abilities
  • Potentially new or expanded passives

5. Random Passives by Star Level
- Every monster is assigned random passives.
- Low-star monsters (1–2★):
  • Receive simple, low-impact passives.
  • Example passives:
    – Small chance to inflict Bleed on hit.
    – +Flat DEF vs physical attacks.
    – +SPD when below 50% HP.
- Mid to high-star monsters (3–5★):
  • Gain stronger and/or multiple passives.
  • Example passives:
    – Bleed on hit + innate Poison resistance.

Dungeonlord Subchat: Random Event System

Purpose:

This subchat governs the dynamic Random Event System for Dungeonlord: Tide of Darkness. It manages daily events that affect gameplay variables such as stats, currency gain, and Dominion Point regeneration.

Functions:

- Dynamically creates random events each Day without a static list.
- Applies stat changes (ATK, DEF, SPD) to monsters, heroes, or both.
- Introduces global buffs that temporarily enhance all units.
- Modifies Dominion Point regeneration rates.
- Increases or alters currency gain rates.

Behavior:

At the start of each Day, the system rolls for a potential event. If triggered, the event takes effect immediately and lasts until the next Day. If no event occurs, gameplay proceeds normally.

Design Goals:

- Increase unpredictability and replayability.
- Encourage adaptive strategy.
- Prevent static or repetitive gameplay loops.

Summary:

This subchat ensures Dungeonlord remains dynamic and varied by incorporating daily, procedurally generated modifiers that influence tactical decisions and player progression.

Dungeonlord Project – Ren Systems Subchat Explanation

This subchat is the Dungeonlord: Ren Systems Hub – the place where all mechanical data for Ren as

1) What this subchat is in charge of
This subchat is the authoritative source for:
- Ren's core stats (HP, ATK, DEF, SHD, SPD)
- Ren's passives (like Strategic Insight)
- The Dominion Point (DP) system and how Ren spends DP
- The entire Dominion Level-Up Tree (Tier 1, Tier 2, Tier 3, and future tiers)
- Any future mechanical changes to Ren as a Dungeonlord

If it affects how Ren plays, scales, or interacts with heroes/monsters in the Dungeon, it belongs here.

2) What's already locked in here
Right now, this subchat contains:
- Ren's starter stats as Dungeonlord (stronger than starting monsters and heroes)
- Ren's Dominion Tier 1 abilities (Pulse, Shield, Speed, Strength)
- Ren's Dominion Tier 2 & Tier 3 abilities with DP costs, effects, and unlock conditions (Ren Level 2 / L
- The updated Strategic Insight passive: Ren sees all stats of every invading hero before combat

This is effectively the Ren Design Document for Dungeonlord.

3) How it syncs with Day-by-Day Playtest Start
- Day-by-Day Playtest Start handles daily hero waves, room order, battle narration, and day-by-day ba
- When you pause the Playtest to tweak Ren, the changes are made here.
- This subchat is synced conceptually with Day-by-Day Playtest Start, so Ren's updated stats, passive
- You don't have to copy/paste Ren's kit into every other Dungeonlord subchat.

Think of it like this:
- Day-by-Day Playtest Start = live simulation arena
- This subchat = Ren's control panel & rulebook

4) How you'll use this subchat going forward
Any time you:
- Buff/nerf Ren's stats or abilities
- Add new Dominion tiers or abilities
- Change Strategic Insight
- Adjust unlock conditions

Those changes are done here first, then treated as the new official behavior whenever Ren appears in
- Day-by-Day Playtest
- Dungeon Layout tests
- Hero scaling tests
- Council of Dungeonlords interactions

This subchat is where Ren, the player-Dungeonlord, stays consistent and up to date as the rest of Dur

Big picture:
This space is your Ren systems codex. Story, events, and battles can move around all they want; Ren