

BROKEN SHIELD

Room Item

Light Shield
Defense +2

A weakened shield, abused by the years of being borrowed.

SIMPLE CHEST

Room Item

This is a simple chest. There is no lock. Open it to receive 1 chest item.

MISTLETOE

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

"Mistletoe is rampant in these halls"

APPLE

Chest item

A preserved apple. Good for eating or for making potions.

IF EATEN

+3 health

"Finally! One I can eat!"

MOSS

Room item

A simple ingredient used in potions and food.

IF EATEN

Vomiting

-2 defense

"Moss isn't good luck down here."

RED MOSS

Room item

A simple ingredient used in potions and food.

IF EATEN

Intense Vomiting

-6 defense

"What makes them red is blood."

ROTTEN APPLE

Room item

A simple ingredient used in potions and food.

IF EATEN

Vomiting

Weakness

-2 attack

-2 defense

"Curse these rotten things."

DRY LEAF

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

"The howling winds bring in all sorts of fallen leaves."

WATER VIAL

Room item

A simple ingredient used in potions and food.

IF EATEN

+1 health

Stops vomiting

"I'm not sure I trust this vial."

WATER VIAL

Chest item

A simple ingredient used in potions and food.

IF EATEN

+1 health
Stops vomiting

"I trust that these are clean."

HOLY WATER VIAL

Chest item

A simple ingredient used in potions and food.

IF EATEN

+3 health
+4 attack against spirits for three turns
Stops vomiting

IF EATEN 4 TIMES IN A ROW

Person becomes "blessed".

"Blessed items are the reason we survive this place."

LOCUST

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

"These ones crunch quite loudly."

RICE

Chest item

A simple ingredient used in potions and food.

IF EATEN

+3 health

"Nothing satisfies quite like rice."

3x GRAPES

Chest item

A simple ingredient used in potions and food.

IF EATEN

+2 health

"If only this were wine."

YEAST

Chest item

A simple ingredient used in potions and food.

IF EATEN

No effect

"Why is there so little of this here?"

WINE

Chest item

A simple ingredient used in potions and food.

IF EATEN

Dizziness
-1 attack for two turns
+ 1 health
IF EATEN 3 TIMES IN A ROW

Drunkenness
-5 attack for two turns
-3 defense for two turns
IF EATEN 4+ TIMES IN A ROW

Skip next turn

"Where did all the grapes go?"

OIL VIAL

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

"It seems to be clear and clean."

JITTER LEAF

Chest item

A simple ingredient used in potions and food.

IF EATEN

Dizziness, -1 attack
IF EATEN 3 TIMES IN A ROW
Hallucinations
-10 attack for three turns
-5 defense for three turns
Skip next turn

"*confused mumbling*"

RUSTY CHESTPIECE

Room Item

Medium Armor
Defense +4

A chestpiece heavy and durable but beaten and old.

RUSTY HELM

Room Item

Medium Armor
Defense +2

A rusty and damaged helm. It fits you. No, really it does.

TATTERED LEATHER HELM

Room Item

Light Armor
Defense +1

An ugly leather hat.

TATTERED LEATHER TUNIC

Room Item

Light Armor
Defense +2

A very old leather tunic.

IRON SWORD BLUEPRINT

Room Item

Common One-Handed Sword Blueprint

Requirements

Iron Ingots 2
Leather Strips 1

When crafted

Attack +6

"Make this, and you will never be disatisfied."

HAMMER OF THE GODS BLUEPRINT

Chest Item

Legendary Tool Blueprint

Requirements

Leather Strips 10
Compressed Hammerhead 1
Prayer for the Workers 1

When crafted

User can craft 5 items per turn.

"The prayers of the Holy make this hammer worthy of making the weapons of the angels."

SIMPLE CHEST

Room Item

This is a simple chest. There is no lock.
Open to receive 1 chest item.

"It really could hold anything."

ADVANCED CHEST

Room Item

Requires

Blue Heart Key 1x

This is an advanced chest. There seems to be a lock.

Open it to receive 3 chest items.

"The more the items, the better the chance it's something good."

EPIC CHEST

Room Item

Requires

Golden Circle Key 1x

This is an epic chest. There seems to be a lock.

Open it to receive 5 chest items.

"Five apple's is all I got."

LEGENDARY CHEST

Room Item

Requires

The King's Key 1x

This is a Legendary chest. There seems to be a lock.

Open it to receive 8 chest items.

BLACKSMITH

Character Class

Able to use Blueprints to make tools and weapons. Can craft 1 item per turn unless item changes that.

Health 15

Attack 3

CHEMIST

Character Class

The Alchemist has a knowledge of all things chemistry. They produce potions that can restore health and mana or grant a user special abilities from recipe pages found in the Dungeon.

Health 11

Attack 1

JUGGERNAUT

Character Class

The Juggernaut is a damage taking Class that plays the role of support.

Health 15

Defense 20

Attack 2

Can not use One-Handed Weapons

MAGE

Character Class

Able to cast magic from Spellbook. The mage is one of the ranged team members. A mage is better off sticking to magic.

Health 10

Mana 10

Attack 2

PRIEST

Character Class

The Priest is able to use the Prayer Book in order to support teammates or self. The light of holiness protects the Priest from the undead and spirits that haunt the dungeon.

Health 15

Defense 2

Attack 1

Defense Against Spirits & Undead 10

ROGUE

Character Class

The Rogue is able to avoid combat by sneaking when they choose to enter a room alone. A Rogue needs to roll a D6 and get higher than a 4 (unless changed by an ability) in order to successfully sneak. Failing to sneak results in -2 defense. All teammates take 1 turn each to enter room as well once a rogue sneaks.

Health 10

Defense 2

Attack 5

WARRIOR

Character Class

The warrior is the attacking force of the team. They lead the team ahead and are best used in combat.

Health 10

Attack 8

YEOMAN

Character Class

Able to use bow and arrow. The Yeoman is the archer and one of the ranged team members. A Yeoman can use his skill to attack at a distance. All Yeoman, unless modified by an item or ability, have a 50/50 chance of hitting their target.

Health 8

Defense 2

Attack 2

Ranged Attack 8

Roll D6 > 3 for target hit

GIANT SPIDER

Lvl 1 Beast

Health 5
Defense 1
Attack 2

A disgusting and large arthropod. Easily killed, but seemingly infinite in numbers.

GIANT WORKER SPIDER

Lvl 3 Beast

Health 10
Defense 3
Attack 5
AFTER KILLING

Roll D6 > 3 for

A disgusting and large arthropod. This one, in particular, is larger and seems to carry items back to the nest and may have loot!

SKELETON

Lvl 2 Undead

Health 5
Defense 1
Attack 3

A soulless pile of bones, possessed by the evil spirits that linger. Killing it should not be hard.

SKELETON GUARD

Lvl 5 Undead

Health 10
Defense 5
Attack 7
AFTER KILLING

Roll D6 > 4 for

The remains of an ancient guard, now possessed by lingering spirits. He seems harder to kill but may drop some goodies.

ARTHANICA

Lvl 40 Beast Mini-boss

Health 20
Defense 19
Attack 21
Defense against Bronze weapons -5
AFTER KILLING

Roll 2D6 > 7 for

The Queen of all spiders that roam these halls. Her age makes her weak to the ancient bronze weapons here.

DOXUS THE ABANDONED

Lvl 52 Spirit Mini-boss

Health 12
Defense 20
Attack 25
AFTER KILLING

Roll 2D6 > 9 for 1 chest items

Doxus was a knight who was abandoned on the battlefield by his soldiers and died after being trampled by his own horse. He is a vengeful spirit seeking to destroy anything he can find.

GORGUS, MASTER OF THE

Lvl 38 Undead Mini-boss

Health 15
Defense 40
Attack 18
Rusted Weapons do 0 damage
AFTER KILLING

Roll 2D6 > 5 for 1 chest items

Gorgus, the valiant leader of the ancient guard, was never laid to rest properly. Now he haunts the very halls he safeguarded.

THE GUARD

Lvl 60 Undead Mini-boss

Health 40
Defense 35
Attack 50
Bronze & Rusted Weapons do 0 damage
AFTER KILLING

Roll 2D6 > 8 for 4 room items

The Guard was in charge of keeping watch over the dungeon for centuries. Over time, their bodies and brains decayed, as the curse of the dungeon consumed them.

VERONICA THE SIREN

Lvl 35 Beast Mini-boss

Health 15
Defense 20
Attack 16
AFTER KILLING

Roll 2D6 > 6 for 1 chest items then,
Roll D6 > 5 for 2 room items

Veronica, as any siren, was attracted to the sound of troubled men. She feasted on desperate men. She was hunted until the day the dungeon was abandoned and now feasts on what's left.

GARRAHESHI THE HUNTER

Lvl. 85 Human Boss

Health 50
Defense 50
Attack 70
Arrows do 0 damage

AFTER KILLING

Roll 2D6 > 8 for 5 chest items

Veronica, as any siren, was attracted to the sound of troubled men. She feasted on desperate men. She was hunted until the day the dungeon was abandoned and now feasts on what's left.

LORMUS OF BARRAGE

Lvl 89 Beast Boss

Health 35
Defense 50
Attack 45
Attack against player/team with 3 rotten apples -20

AFTER KILLING

Roll 4D6 > 18 for 3 chest items

Lormus, son of the DragonKing, Kairus, is an evil dragon who tortures the souls of the dungeon. He is known as the "Souleater". Losing to him results in irreversible annihilation with no ability to be resurrected.

PITALTHAFEX

Lvl 95 Spirit Boss

Health 35
Defense 60
Attack 40
Defense against magic Additional 40
Defense against blessed player 0

AFTER KILLING

Roll 2D6 > 10 for 10 chest items

Pitalthafex is the spirit of the Old King. Betrayed by his people, the king was left to die and now haunts the lands he once ruled over. Pitalthafex can kill a priest instantly and will target any priest in the room, as Pitalthafex knows he is vulnerable to priests.

SENI THE FALLEN QUEEN

Lvl 70 Beast Boss

Health 40
Defense 30
Attack 35

AFTER KILLING

Roll 2D6 > 9 for 5 chest items

Seni was once a beautiful leader of her father's kingdom. She had gained the ability to resurrect the dead and even was able to create a magical seal over her heart, letting her come back to life so long as the person who killed her ever roles a D6 3.

BLUE HEART KEY

Room Item

A key used to open Advanced Chests. You can only use one per chest.

RED CIRCLE KEY

Room Item

A key used to open Advanced Chests. You can only use one per chest.

THE KING'S KEY

Chest Item

LEGENDARY KEY

The King's key is the rarest item in the dungeon. The King himself saw to it that the treasure it guarded was protected well. Find the Legendary chest, and you will be rewarded.

COPPER INGOT

Room Item

BASIC PART

1x Copper Ingot

LEATHER SHEET

Room Item

BASIC PART

3x Leather sheets

LEATHER STRIPS

Room Item

BASIC PART

3x Leather strips

OLD SWORD HILT

Room Item

BASIC PART

1x Old Sword Hilt

COMPRESSED HAMMERHEAD

Chest Item

LEGENDARY PART

1x Compressed Hammerhead

IRON INGOT

Room Item

BASIC PART

1x Iron Ingot

BASIC BOW BLUEPRINT

Room Item

Common Bow Blueprint

Requirements

Weak Bow Piece 1

Bowstring 1

When crafted

Ranged Attack +4

STRENGTHENED BOW BLUEPRINT

Room Item

Common Bow Blueprint

Requirements

Sturdy Bow Piece 1

Bowstring 1

When crafted

Ranged Attack +7

STURDY BOW PIECE

Chest Item

UNCOMMON PART

1x Sturdy Bow Piece

A strong and straight bow piece.

BOWSTRING

Room Item

BASIC PART

1x Bow String