

## 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.