

BROKEN SHIELD

Room Item

Light Shield
Defense +2

VOID

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.

VOID

MISTLETOE

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

VOID

"Mistletoe is rampant in these halls"

APPLE

Chest item

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

IF EATEN

+3 health

VOID

"Finally! One I can eat!"

Moss

Room item

A simple ingredient used in potions and food.

IF EATEN

Vomiting

-2 defense

VOID

"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

VOID

"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

VOID

"Curse these rotten things."

DRY LEAF

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

VOID

"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

VOID

"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

VOID

"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".

VOID

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

LOCUST

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

VOID

"These ones crunch quite loudly."

RICE

Chest item

A simple ingredient used in potions and food.

IF EATEN

+3 health

VOID

"Nothing satisfies quite like rice."

3x GRAPES

Chest item

A simple ingredient used in potions and food.

IF EATEN

+2 health

VOID

"If only this were wine."

YEAST

Chest item

A simple ingredient used in potions and food.

IF EATEN

No effect

VOID

"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

VOID

"Where did all the grapes go?"

OIL VIAL

Room item

A simple ingredient used in potions and food.

IF EATEN

No effect

VOID

"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

VOID

"*confused mumbling*"

RUSTY CHESTPIECE

Room Item

Medium Armor
Defense +4

VOID

A chestpiece heavy and durable but beaten and old.

RUSTY HELM

Room Item

Medium Armor
Defense +2

VOID

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

TATTERED LEATHER HELM

Room Item

Light Armor
Defense +1

VOID

An ugly leather hat.

TATTERED LEATHER TUNIC

Room Item

Light Armor
Defense +2

VOID

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

VOID

"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.

VOID

"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.

VOID

"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.

VOID

"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.

VOID

"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.

VOID

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

VOID

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

VOID

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

VOID

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

VOID

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

VOID

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

VOID

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

VOID

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

VOID

GIANT SPIDER

Lvl 1 Beast

Health 5
Defense 1
Attack 2

VOID

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 1 Room item

VOID

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

VOID

VOID