

GAME DESIGN DOCUMENT



Dungeon of the ~~Mad~~ Dungeon Master

By Epic Board Game
Game Makers®

By:
Mano Marichal, Rover Vos

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Table of contents

Table of contents	2
Game analysis	3
Team	3
General information	3
Gameplay	4
Core gameplay loop	4
Explore phase	4
Dungeon room effects	5
Combat phase	5
Player turn	5
DM turn	6
Combat mechanics	6
Attacking with monsters	6
Ghost players	6
Resolution phase	6
End condition	7
Player wins	7
DM wins	7
Game elements	7
Characters	7
Character cards	7
Player action decks	7
Wallthechef	8
Ranger	9
Hypnobat	11
Raccoins	12
Dungeon Deck	14
Created rooms	14
Encounter Deck	15
Monster cards	16
Treasure cards	20
Treasure Deck	20
Stat tokens	21
Extra ideas	22
Expansion ideas	22

Multiple dungeon decks	22
Trap cards	22
Random ideas	22
Enemies	22
Extra characters	23
Treasure	23
Playtests	24
Playtest 1	24
Playtest 2	25

Game analysis

Team

- Mano
 - Game design
- Rover
 - Game design
- Anja
 - Art
- Fahad
 - Producer, community management

General information

Game description

In Dungeon of the Mad Dungeon Master, a party of adventurers is desperately trying to escape an ever changing dungeon. One player takes up the role as the dungeon master, while the rest play as adventurers. However, unlike classic TTRPGs, in this game the dungeon master's goal is to actually kill the players by creating the deadliest dungeon possible. Adventurers will face monsters, activate traps, obtain treasure and traverse different biomes. The fun doesn't stop when the players die, they turn into ghosts that can still help their allies from the other side.

Genre

Semi serious party game with high fantasy stylized cute animals.

Atmosphere

- Exciting: players never know what to expect
- Battle of wits: It's the players versus the dungeon keeper, trying to figure out his plan

- Replayable: with lots of dungeon tiles the game should provide a different experience every time
- Immersive

Target audience

Casual board game players, fans of classic rpg's

Name

Dungeon of the mad dungeon master

Inspiration

- Here to slay: art
- Darkest Dungeons: combat system
- *Gloomhaven*: dungeon design, combat
- Dungeons & Dragons: mechanics

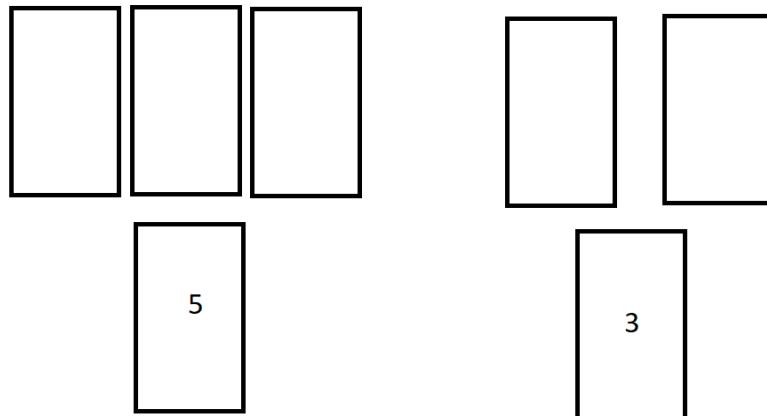
Gameplay

Core gameplay loop

- Players choose their characters starting items
- REPEAT
 - Explore phase
 - Combat phase
 - Resolution phase

Explore phase

- Dm draws two dungeon cards from the room deck, looks at them, and places them face down in front of the players with the backside up. If the dm has no more cards, they draw 10 new cards from the encounter deck
- Dungeon master then allocates encounter cards facedown from his hand to the dungeon cards, lower or equal to the dungeon card's difficulty rating. They do this by placing the encounter cards face down behind the dungeon card.
 - If a dungeon card for example has difficulty rating 6, the DM can allocate for example 2 encounter cards that have difficulty rating 3, or 3 encounter cards with difficulty rating 0 and one with difficulty rating 2.



The two dungeon cards with their complexity rating on the backside, and assigned encounter cards, all face down

- Players choose one of the two dungeon cards
- The dungeon card & its assigned monster cards are turned face up
- Handle the room effect

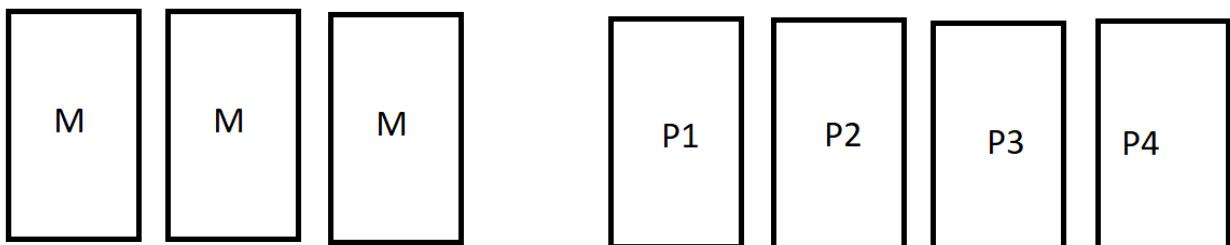
Dungeon room effects

Soom dungeon cards have a special effect on their front side that instantly happens when the card is revealed after being chosen by the players. For example:

- **Ambush**
Before combat starts, the DM instantly adds a single monster card from their hand to the combat regardless of complexity rating.
- **Treasure room**
During the resolution phase, draw two times extra from the treasure deck

Combat phase

- When combat starts, players place their player cards on the right side, dm places the monsters on the left side. Both players and DM can choose in which order they put them.
Treasure cards are put aside for now



- REPEAT: until either all players or monsters are eliminated, players and dungeon master take actions clockwise starting with the player clockwise from the dungeon master.

Player turn

- Draw action cards until you have 5 in your hand

- Play an action card and resolve its effects

DM turn

- DM uses each monsters attack once in an order of their choosing:

Combat mechanics

These are some common terms found on action cards and on monster cards

- The first monster/player
 - This means the first monster/player in line, so either the rightmost monster or the leftmost player
- Move X
 - This means switch the position of the card playing this action with one that is next to it X times. Monsters cannot switch with players and in reverse
- Target any
 - This means you can target both enemies and allies

Attacking with monsters

During the DM turn, they attack with all the monsters. Each monster has a table on their card indicating what attacks it can use. For example for the Snowclops monster it looks like this:

1	Melt: Take 1 damage
2-9	Snowball: Deal 2 damage to the last opponent
10-14	Big smash: Deal 5 damage to the first opponent
16-19	Snow Storm: Deal 3 damage to all opponents
20	Ice Tomb: The first opponent is stunned and takes 5 damage

To attack, the dungeon master rolls a 20 sided dice, and uses the attack to who's number the roll corresponds. For example, if the dm rolls a 10 for Snowclops, they use the "Big smash" attack.

Ghost players

When a player dies, they become a ghost. They discard all their action cards and treasures and flip their character card. During combat, they no longer take a position in the combat line up, but just use one of their abilities listed on the ghost part of the character card. They cannot be targeted by other enemies and allies, and cannot receive treasures

Resolution phase

Discard the dungeon and encounter cards. For every treasure encounter card in the battle, a treasure card is drawn. Players may choose who receives them.

End condition

Player wins

The escape card is part of the dungeon deck. It contains a final boss fight that specifies what enemies to put here. When this card comes up, discards the other options, players have to choose this one. IF they beat this room card, the game ends

DM wins

If at any point, all players have died, the dm wins

Game elements

Characters

Character cards

The main card of a player, has art of the character, stats and description of the ultimate and passive effects. The backside of the character card is the ghost version of the character that is used when the player dies.

Characters have two stats:

- Power, indicated by a capital P
- Maximum Health, indicated by capital HP

And their ultimate, which is an unique ability they can use once per game as an action.



Player action decks

Each character has a deck with action cards. These are actions the character can take in combat and is different for each character. For example “Deal 2P to target enemy”, which means that the character deals twice their P value damage to an enemy of their choice

Wallthechef

Wallthechef is a tanky support hero. He can make soup with different effects to provide buffs and heals to the team.

Stats

Health: 30

Power: 2

Ultimate: Soup Time

Wallthechef cooks up the best soup! Add as many ingredients to the soup as you want. **Sip** and **Throw Soup** and triple all effects. Keep the soup.

Soup

There are multiple different ingredients in the deck each with an ally and an enemy effect. Ingredients are added to the Soup in order to play them, the soup holds up to 3 ingredients. Each turn one ingredient can be added to the soup for free, and another can be played as your action for the turn.

To use the Soup you need to play a card that has **Sip** or **Throw Soup**. Whenever you do this, remove the ingredient that's been in the Soup the longest.

Sip: Let one or more allies have a sip from the soup. Apply all effects of the ingredients in the soup to the selected allies.

Throw Soup: Throw the soup onto the enemies. Apply all effects of the ingredients in the soup to the selected enemies.

If there are no ingredients in the soup, **Sip**, and **Throw Soup** cards can be used to deal P damage to the first enemy.

Cards

Name	#	Effect(Ally)	(Enemy)
Taste Test	2	Each ally has a Sip. Move to the back. Remove the oldest ingredient.	
Belly Flop	3	Jump to the front of the line dealing 2P to the front enemy.	
Soup Throw	3	Throw Soup onto all enemies. Remove the oldest ingredient.	
Delivery	2	Change one ingredient to the newest ingredient. Sip one. Remove the oldest ingredient.	
Ladle attack	2	Sip one and throw soup onto the first enemy. Remove the oldest ingredient.	
Super Sweet Pepper(Ingredient)	3	+1P	
Shiny Noodles(Ingredient)	3	Ally moves 2	Move the enemy
Veggie Bomb(Ingredient)	3	Heal 1P	1P Damage
Golden Snapper(Ingredient)	1	Play upto one card now	3P Damage

Ghost action

Ladle Slap	Deal P damage to the first enemy
Spectral Soup	Heal target Ally P.

Ranger

Ranger is a high-damage support hero. They shoot arrows to interrupt the enemy or deal massive blows. Watch out for the tail as that is their most devastating weapon.

Stats

Health: 15

Power: 3

Ultimate: All in one

Put 3 arrows from your arrow deck into your quiver, ignoring the limit. Combine as many arrows from your quiver effect into one arrow and shoot it.

Class Ability

The ranger has two decks. One with action cards and one with arrows. At the start of your turn fill your quiver with the top cards from the arrow deck. Upto 3 arrows.

There can be max 3 **arrows** in your **quiver**.

Unless damage is specified all arrows deal **1x power** to the target.

Cards

Name	#	Effect
Barrage	3	Shoot all arrows that are in your quiver.
Double shot	3	Combine the effects of two arrows into one arrow from your quiver and shoot it.
All might tail stab	1	Move to the front dealing 3P to the first enemy.
Dodge Roll!	1	Play this card when you would take damage, take no damage instead.
Bullseye	1	Shoot one arrow from your quiver, for this shot double your P.
Smoky Business	1	Move, deal 1P damage to the first enemy and heal 3.
Knockback Arrow	3	Target enemy moves back two spaces.
Slaying Arrow	3	Deal 2P to the target enemy. If the target dies, repeat this card.
Piercing Arrow	3	Hit 2 extra targets.

Holy Arrow	3	Target heals 1P . This arrow deals no damage.
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Ghost action

Spectral Tail Stab	Deal 2P to the first enemy
Shoot	Deal 1P to target enemy

Hypnobat

Vampiric bat that can hypnotize enemies. Their main mechanic is that their cards often have an hp cost, so their main gameplay loop is healing up to be able to use their stronger cards.

Stats

Health: 25

Power: 3

Vampire

Every time you kill an enemy monster, heal P

Ultimate

Supersonic Scream: Hypnobat unleashes a terrifying scream that deals P damage to every enemy. Enemies below 10 HP after the attack are instantly executed.

Action deck:

Card name	Health cost	# in deck	Description
Hypnosis	3	3	Choose an enemy and immediately use its attack by rolling a d20 and carrying out the effect described on its card.
Charm	2	1	Target enemy moves to the front
Refill	/	3	Deal P damage to the first enemy and heal P. Move 1.
Feast	/	1	Move the the front, deal 2P damage to the first enemy and heal 3P
Sneer	2	1	Choose an enemy. This enemy deals

			permanently one less damage.
Blood taxi	/	1	Choose a target ally, move them to a position of your choice. Then deal 2 damage to that ally and heal P.
Gust	3	2	All enemies take P damage.
Regenerate	5	1	Move to the back, at the start of your next turn, heal 10
Sky Assault	2	1	Enemy of your choice takes 2P damage.
The Smell of Blood	2	1	Target enemy of your choice. It takes P damage. If the enemy is below 5 HP after attacking, execute it and take another action.

Ghost actions

Ghost Bite	Deal P damage to the first enemy.
Ominous Presence	Choose an enemy, this enemy deals 2 less damage next round
Scare	First enemy moves 1 back.

Raccoins

Gold addicted raccoon themed around gambling

Stats

Health: 20

Power: 3

Ultimate

Jackpot:

Draw three treasures from the treasure deck. Discard the drawn treasures after combat is over if you haven't used them.

Cash out

At any point during your turn, when you have at least a token saved up here, you can choose to take on one of the actions in the table below, depending on how many tokens you had saved up. After using one of the actions, remove **all** tokens.

# tokens	Description
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0	Deal P damage to the first enemy
2	Deal 2P damage to target enemy
2	Deal P damage to all enemies
2	Heal up two 2 allies for P
3	Draw a treasure from the treasure deck
4	Restore your ultimate

Gambler for life

Whenever you play a card with a coin token on it, flip a coin and predict either head or tails. If the coin matches your prediction, place a token on **Cash out**. If it doesn't match your prediction, you immediately take one of the actions described in **Cash out** (even if you have 0 tokens). A card can have multiple coin icons.

Ghost actions

I even gamble with my afterlife	Roll a d20, on a 1, you are permanently destroyed. Otherwise deal P damage to target enemy or heal target ally P. On a 20, do this twice.
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Action cards

Card name	Coin icons	# in deck	Description
All in	3	1	/
Coin toss	0	3	Deal P damage to up to two enemies.
Pay to win	1	1	Target enemy skips his next turn
I see something shining!	1	2	Move 2.
High steaks	1	1	Heal P
Do gamble with your life	2	1	Move to the front, deal 2P damage to the first enemy.
Flip the table	0	1	Deal P damage to all enemies.
Ace up my fur	0	1	Deal 5 damage to target enemy
It's not cheating	0	2	Deal P damage to the first enemy. Add 1 token to

Card name	Coin icons	# in deck	Description
All in	3	1	/
Coin toss	0	3	Deal P damage to up to two enemies.
Pay to win	1	1	Target enemy skips his next turn
I see something shining!	1	2	Move 2.
if no one sees it			Cash Out.
Feeling lucky!	0	1	Draw and play the top two cards of your deck immediately

Dungeon Deck

A deck consisting of dungeon rooms. Each dungeon card has a challenge rating of 3-6 and can have a special effect. The backside of these cards have the difficulty rating on them, while the front side has the difficulty rating and if a card has a special effect, it is written on the front. Special effects are things like; Vulcano Room: each player takes 5 damage; Holy room: If the players defeat this room all players heal 10; etc.

The challenge rating of 3-6 has been decided, because then the biggest monster in the game(CR3) can always be played and at most the strongest monster can be in one room twice.

Created rooms

Decks shouldn't be too big, otherwise balance can get scuffed, for example if there are more than 14 CR 6 rooms then a chance exists only CR 6 cards get drawn. Preferably we want to somewhat control how a game looks while still offering variety.

Assuming an average game lasts 7 rooms and 21 rooms in total

~1 CR 8-10 room = 3 in deck

~1 CR 7 rooms = 4 in deck

~3 CR 6 rooms = 8 in deck

~2 CR 5 rooms = 6 in deck

CR	#	Special effect	Art idea
5	2	-	Something generic

5	2	Ambush Before combat starts, the DM instantly adds a single monster card from their hand to the combat regardless of difficulty rating.	dark room with eyes sneering at you from the dark
5	1	Dead end Don't discard the room card that was not chosen. During the next exploration phase, players need to choose this room card.	Dead end tunnel
5	1	Graveyard The dungeon master chooses two monsters that have perished earlier from the discard pile, and adds them to their hand.	Graveyard
6	2		Something generic
6	2	Sanctuary A holy shrine. During the resolution phase, everyone heals 6 HP	A holy shrine
6	2	Mimic At the start of combat, if the party has treasures, the dungeon master takes one of them. They can use the treasure this round. Discard it during the resolution.	Mimic
6	1	Cobwebs This room is covered in cobwebs. Adventurers cannot move during combat while in this room.	A tunnel covered in cobwebs
6	1	Poison trap Every player P's value is lowered by one until the end of combat.	Gas cloud spewing from wall
7	1	Play with fire Before combat starts, every player one by one is allowed to do the following; Roll 2d6, take that amount of damage, and then draw a treasure from the treasure deck. Repeat this as much as you want.	A demon that offers a deal
7	1	Crossroads The next exploration phase, draw three dungeon room cards instead of two.	Something generic
7	1	Eruption Before combat starts, roll a d6; every player and monster takes this amount of damage	Erupting Volcano
7	1	Dragons Lair At the start of combat, either hand over 2 treasures to the dragon and discard them or replace one monster	normal dungeon looking tile

		card with a dragon.	
8	2	Treasure room During the resolution phase, draw two times extra from the treasure deck	Treasure
10	1	The vault During the resolution phase, draw five times extra from the treasure deck.	A large vault door

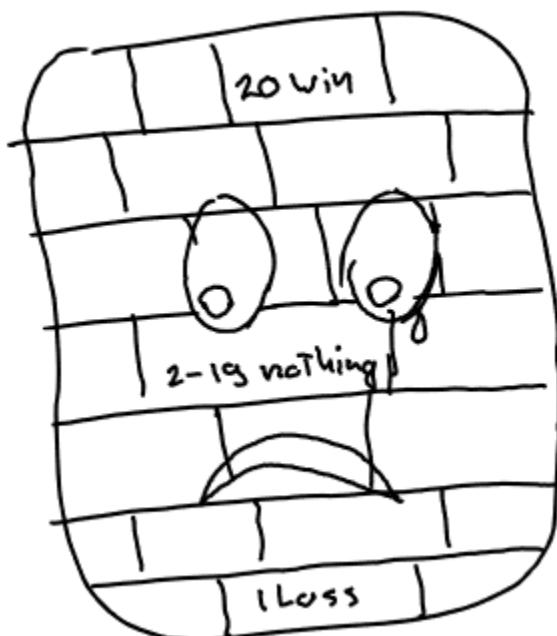
Encounter Deck

This is the deck that the dungeon master draws from that has encounter cards. Encounter cards are either monster or treasure cards. The backside of these cards is empty, while the front side features the difficulty rating and the rest.

Monster cards

Cards that have art of the monster, their stats and abilities. They fight against the player(s) during combat. They have a **Combat Rating** CR of 1-3;

All monsters should be interesting. No filler monsters allowed. A CR1 would be something like a goblin wizard that casts weird spells and CR3 would be a dragon.



Created monsters:

Monster	#	CR
Punkblin	5	1
Snowclope	3	1
Dragon Turtle Baby	3	1
The Wall	2	2
Sifi/Amfi	2	2
The Gargoyle twins	2	2
Red Dragon	2	3
Steve the Lich	1	3

Punkblin 1CR

HP: 5

Power of the Crowd: if there are 3 or more punkblins they have +1 on all 1d20 rolls

1	I Against I: Take 1 damage
2-8	Unsatisfied: Deal 1 damage to the first opponent
9-12	I wanna be sedated: All enemies heal 1 damage
13-16	Sonic Reducer: Deal 1 damage to all opponents
17-19	Forming: Deal 1 damage to the first opponent for each punkblin
20	Anarchy: Deal 1 damage to all opponents for each punkblin

Snowclope 1CR

HP: 10

Cold aura: Deal 1 damage to all opponents when you roll to attack

1	Melt: Take 1 damage
2-9	Snowball: Deal 2 damage to the last opponent
10-14	Big smash: Deal 4 damage to the first opponent
16-19	Snow Storm: Deal 3 damage to all opponents
20	Ice Tomb: Deal 6 damage to the first opponent

Dragon Turtle Baby 1CR

HP: 8

Tough: Dragon Turtle Baby always takes 1 damage less

1	Flip: Do Nothing
2-10	Shell bash: Deal 2 damage to the first opponent. Move.
11-15	Bubble Breath: Deal 2 damage to all opponents
16-19	Bite: Deal 3 damage to the first opponent
20	Bubble Steam Breath: Deal 3 damage to all opponents

The Wall CR2

HP: 25

Wall: You can't target behind the wall

1	Fall backwards: Deal 10 damage to the first 3 targets behind the wall and die.
2-19	Wall: Do nothing
20	Fall forward: Deal 10 damage to the first 3 targets in front of the wall and die.

Sifi/Amfi 2CR

HP: 15

Cat's stay together: If both Sifi and Amfi are on the battlefield. Instead of rolling one d20 for each, instead roll 2d20's and pick the same roll for both.

1	Hairy-fireball: take 1 damage
2-10	Pounce: Deal 2 damage to the first opponent. Move.
11-15	Burning retreat: Move the first opponent 2 back and deal 2 damage. Move.
16-19	Fireball: The first two opponents take 3 damage.
20	Hellishpurr: Deal 4 damage to all opponents

Dusk & Dawn The Gargoyle twins 2CR

HP: 12

Double trouble: Whenever Gargoyle twins attack an opponent, deal equal damage to the opponent behind the target..

1	Dance: Move 1.
2-10	Kick: Deal 3 damage to the first opponent. Move 1.
11-15	Irresistible Dance: Shuffle all opponent's positions and deal 2 damage to the first opponent. Move 1.
16-19	Twin Love: Heal 5, move 2, and deal 2 damage to the last two opponents
20	Dance Macabre: Deal 5 damage to the first opponent. Move.

Red Dragon CR3

HP: 25

Flying: Can move positions after each turn after attacking

1	Misfire: Do Nothing
2-10	Flyby: Deal 5 damage to the first opponent.
11-15	Wing buffet: Move front enemy 2 back. Deal 3 damage to each enemy.
16-19	Bite: Deal 7 damage to the first opponent

20	Fire Breath: Deal 6 damage to all opponents
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Steve the Lich CR3

HP: 25

I am the 1%: Steve the Lich is always the last enemy and rolls with 2d20 pick one.

1	Where is my wallet: Do nothing
2-6	Corporate greed: Sacrifice 1 ally and heal their health or deal 2 damage to the first opponent
7-11	I buy power: Deal 3 damage to all opponents
12-14	Workforce: Summon two Skeletal workers
15-17	Hush money: Deal 7 damage to the first opponent
18-19	Time is money: Roll again, but use both rolls. Anything higher than 17 is 17.
20	I buy life: reanimate one monster from the discard pile. It starts with half health.

Skeletal worker

HP: 5

Skeleton worker always deals 1 damage to the first opponent

Treasure cards

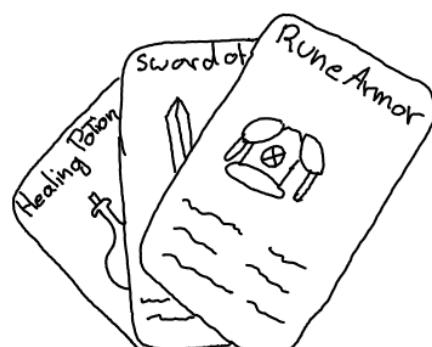
They have complexity rating 0, when combat is over, the players draw from the treasure deck for each of these cards that was played

Treasure Deck

A separate deck with treasures players can draw from. On receiving a treasure card, immediately place it in front of you. If a treasure card reads “On use”, this means that any time during your turn, you can use the treasure card to cause a one-time effect, discard the treasure card after.

Example

- Reflect all damage until your next turn
- Take 1 damage at the start of your turn permanently



- Target that is next to you immediately takes 5 damage.

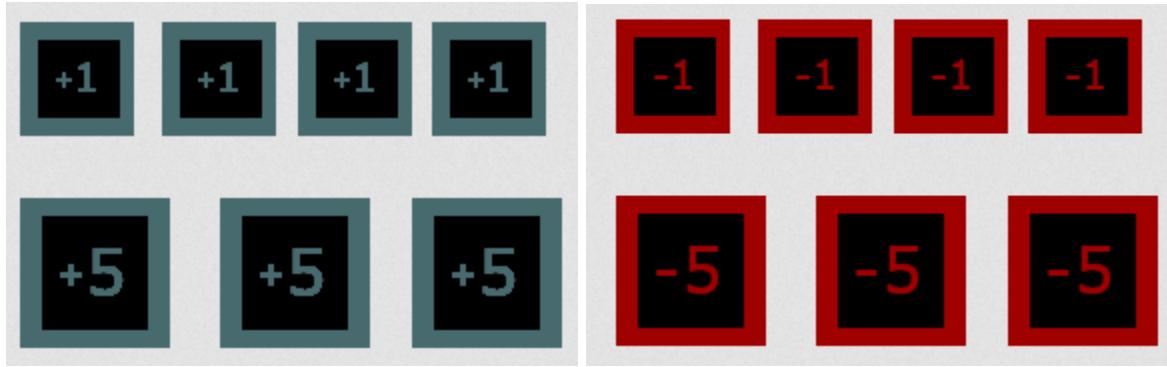
Treasure cards should always clearly mention how long they stay active for, and are discarded after their effect ends. There is no limit to how much treasure cards a player can have in their hand.

Created treasures:

Name	# in deck	Effect
Health potion	4	On use Heal 6 HP
Get down mr adventurer	1	The next time you would take fatal damage, discard this card and heal to 5 hp.
Ultimate Potion	2	On use Restore your ultimate
Time Warp Potion	4	On use After you finish your current action, immediately take another one.
Cool sword	2	Raise your P value by 1 as long as this treasure remains in front of you.
Almost Resurrection scroll	1	On use A dead ally comes back alive, with 5 HP. After the current combat round ends, they die again.
Long Lasting Potion	1	While this card is in front of you, at the start of your turn, heal 1 hp
Glass cannon	1	While this card is in front of you, your maximum HP is 10, but your P value is increased by 2

Stat tokens

These are a bunch of small, square tokens with either +1 and -1 on their front/back side, or +5 and -5 on their back. They are used for various purposes, like indicating that you took damage (place minus tokens on your hp stat), you have increased power (place plus tokens on your P stat) etc. Here is an example of the back and front of the tokens



Extra ideas

Expansion ideas

Multiple dungeon decks

Since dungeon decks are really small, it would be cool to have multiple dungeons, like a desert themed deck

Trap cards

Instant cards that have certain conditions to activate in the encounter deck.

Random ideas

- Character-specific powers (abilities)
- Animals, plants, objects
 - Shrooms
- Size matters
- Escape item - you can run away and ditch
- Combat - push back enemies, hook (change positions in combat)
- Playtest sheets
- QR Code on each tile that leads to a spotify playlist that creates the feel of the tile
- Trailer
 - Starts off with a group of people playing D&D
 - DM introspective about they have this favorite npc that they have been waiting to introduce
 - DM introduces them
 - Player says "I cast fireball on the npc"
 - DM flips and starts attacking player
 - Screen fades out to "Play now, dungeon of the mad dungeon master"
 - Short trailer with overview

Enemies

- The wall
 - falls backwards when you roll 1, falls forward for 20. Doesn't do anything otherwise
 - Entire card is wall
 - [Stoic boi](#)
- Pipe knight doggo
 - [The most important idea](#)
- Yahtzee style enemies, dice rolls in a pattern 1,2,3,4,5 has special effects

Extra characters

- Stefan/steven the skeleton
- Charles the salaryman (randomly there)
 - uses coffee and money to bribe/fight
- Rat disease character
 - Horizontal spin
- Gamble character
- Goose/duck
- Sad naked cat
- Hermit crab that switches shell with abilities
 - Collab with Hermit
- Treasure character
-

Treasure

- Tutel: takes fatal damage for you
- If player dies in the same room as you - you become powerful ayy

Playtests

Playtest 1

The first play test Dungeon of the Mad Dungeon Master

The first playtest was held to test the initial system. We build the first game prototype and tested the game on the same day. We found that it had potential, but it was going to be hard. Lots of aspects are shaky and lots of designing needs to be done. We didn't get a lot of written out of this playtest as we just wanted to get a feel for the game system. We didn't look at specific mechanics/abilities that weren't extremely over the top/broken.

Aspects noted:

The combat system works! It is quite nice and works rather fast. It's easy to understand, easy to work with and has a lot of potential for interesting abilities.

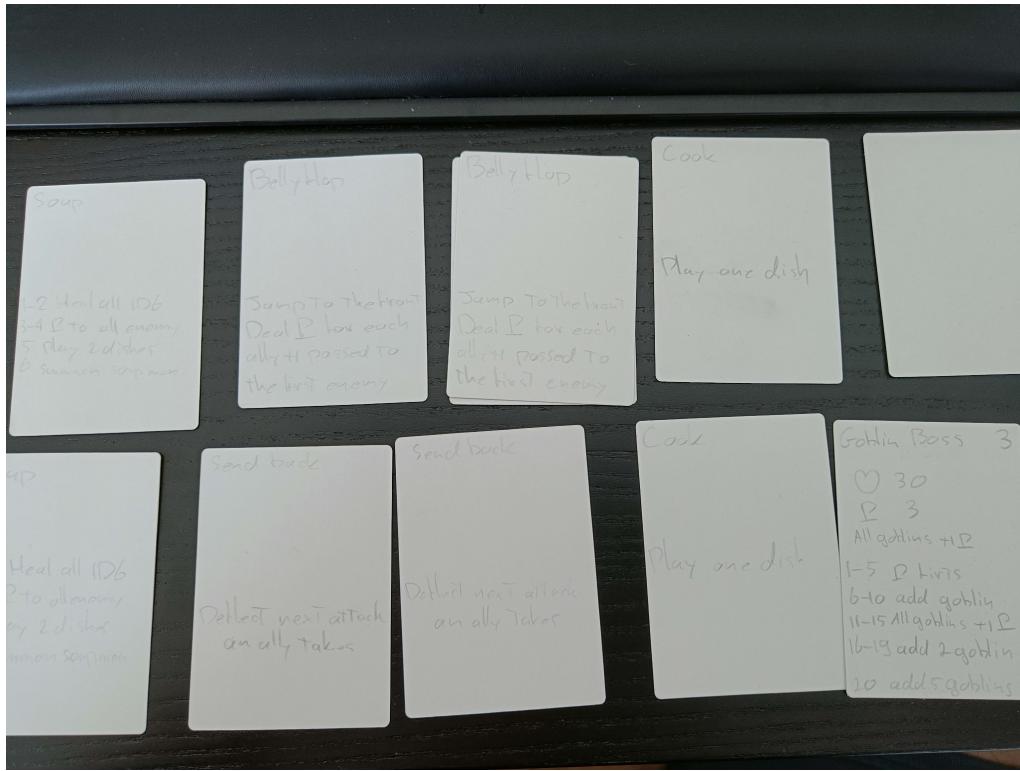
Using white cards with pencil is not handy at all. You can't distinguish between card types and it's hard to read sometimes.

Creating the map requires a lot of space and doesn't add anything to the experience. Try to fix this.

The DM's instant action cards are a lot of fun.

The current version of Wallthechef is too random. The player doesn't have any agency.

Status effects are a bit difficult to work with, how do we make it so that players remember that they are active.



Playtest 2

The second play test Dungeon of the Mad Dungeon Master.

For this playtest we printed all card and made the cards using NanDeck. NanDeck is a very nice piece of software were you can upload excel documents and write some code to get cards on a pdf from images and text.



Notes during session

Punkblins broke

Wallthechef got ingredients too slow

HP values too high

Dragon turtle is too tanky. Fighting against tanks is boring.

Arrow cards are VERY specific -> Got stuck on arrows to use

DM doesn't do much if they only have a couple monsters

Do we need a DM?

Remove stuns. Players, including the DM should keep agency and taking away their options is not fun.

Many encounters VS few very difficult encounters

DM too random

Barbed arrow remove

Smoke bomb remove

Mine arrow remove

Monsters move around too much

Dungeon picking is scary, good

Ranger/chef ingredients/arrows should be free. Maybe an extra deck.

Monsters remove heals

Status effects are annoying to keep track of.

Wallthechef

- Shiny noodles move

Ladle attack -< soup throw first

- Remove most ingredients
- Lower amount of types of ingredients, the useless once
- Taste test -> All ally's instead of all behind

More abilities should hit the first enemy

Being the DM is fun, if you have a bunch of monsters to control.

Transcription and thoughts

We found that any ability that removes agency from a player is not fun. Players skipping turns is apparently always bad. So we will be removing all stuns, roots, etc. From both the monsters and player abilities

Tanky monsters and monsters that heal are also bad. They turn the game into a slugfest. Combine that with those monsters not doing a lot of damage and it's just a drag. Whatever moment in the game, players should always be scared of the monsters. Thus tanky monsters with low damage don't do much.

Overall most monsters have too much health. This is part of tanky monsters, but more a general thing. Player damage is too low compared to monster health. So we can either buff the players or nerf the monsters. Lower numbers are better and easier to handle, so nerf it is.

We found and tested during the play test that the DM isn't having a lot of fun when there are only a couple of monsters on the battlefield. So we increased the challenge ration of each room

by 3 which gave the DM more options and more things to do. The players could still fight off the stronger rooms.

We found that the players found that the choosing of a dungeon is always scary for the players and that the DM is having fun setting the dungeon's up. The only thing is that the DM sometimes finds it sad when they didn't pick the dungeon room they wanted the players to pick.

We found that the ranger had the issue that the arrow cards weren't always useful. Sometimes they would just have no effect. Next to that we found that you will gather too many arrow cards in your hand that you can't do anything with. Possible solution is to remove some of the types of arrow cards and transfer all the arrows into a separate arrow deck. We think that a second deck with that is used to fill up the quiver while your hand just has cool abilities that use the arrows is a lot better. For now at least remove barbed arrow, mine arrow and smoke bomb.

We found that Wallthechef is a lot of fun to play, but is quite difficult. The player needs to really think about their turns and combo off. We also found that the player should be allowed to place ingredients into the soup for free and that it might be better as a separate hand/deck, but I don't think that's a good idea for Wallthechef as you can't combo anymore if you lose agency of your ingredients. Some of the things we want to change are some of the ingredients. They don't do a lot and there are too many of them in the deck, mainly the ones that CC enemies and remove debuffs. These shouldn't be needed as we are removing all of these effects across the board. Taste Test should hit all allies, not just the ally's behind Wallthechef. During the play test I wrote down that ladle attack should soup throw the first enemy, but I think that might be a bit too much, testing required.

We found that many of the player abilities target any enemy they want, this is nice, but removes agency of the DM when moving around their monsters. What is the use of moving them if they can get attacked anyway. So a lot of the player's abilities should turn into attacking the first enemy, instead of attacking any enemy.

To do

Remove everything that removes agency from a player. Aka CC.

Change all the tanky monsters into a not so tanky version with more damage.

Nerf all monsters' health.

Increase dungeon room challenge ratings

Rethink how the ranger works. Also come up with a name.

Change some things about Wallthechef.

Increase the amount of abilities that target the first enemy by decreasing the amount of abilities that target any enemy.