Dungeon Masters

# **Core Concept**

Players create and grow a band of ***'Dungeon Heroes'*** - of different races/classes as per D&D - and use them to attempt to overcome opposing players’ dungeons to get Gold. With this Gold, they can then build and upgrade a dungeon of their own. They can then control their own dungeon to stop other attacking players from getting into it.

Sending heroes into dungeons allows the player to be able to get special loot and items to build up their dungeon and raise the level of their heroes. Whereas running the game as the dungeon lord allows the player the possibility to increase their dungeon’s “Infamy” – required to unlock new dungeon items and upgrades.

So it is important for players to engage with both dungeon raiding expeditions and looking to expand their own dungeons.

Players can form ***'Hero Alliances'*** with their friends to create dungeon teams to take on more difficult dungeons for joint rewards.

Players begin with basic low-level characters that they hire. Through quests into other players’ dungeons, they can level up their heroes - the level-up process will open specialist paths for the heroes, to decide on specific classes etc.

The game is played on a turn-by-turn basis as the heroes attempt to make their way through the dungeon. The dungeon owner will also have turns to control his dungeon minions.

Play is determined by the use of a set number of Action Points to be used in a turn. Players use their action points to assign actions to their heroes.

The intention of the game is to try and replicate some of the feel from a true D&D role play campaign, with players building a team of role play characters to take on a dungeon.

## General Concept:

Consider a cross between Dungeon Keeper, Divinity: Original Sin and UFO: Enemy Unknown!

# **Dungeon Heroes**

## Hero Creation

Heroes can be hired at the tavern and are randomly generated. Individual races have different bonuses and deficiencies, and these can affect how the different Hero Classes perform also.

## Movement:

Dungeon Hero movement is unrestricted until an encounter is triggered, wherein movement is then controlled on a turn basis with the player’s hero team progressing through the dungeon / encounter bit by bit. The dungeon owner is able to view the player’s movements, but cannot make any changes to the formation of the dungeon until a section is “discovered” and the events of the encounter are played out.

## Hero Races

Dungeon Heroes consist of one of the following races:

* Human
* Elf
* Dwarf
* Orc

## Hero Classes

Dungeon Heroes consist of the following available classes:

* Knight
* Thief
* Mystic
* Healer
* Barbarian
* Clansman

## Hero Attributes

Attributes govern how the heroes can perform in given situations. These attributes are randomised (though they are also affected by the hero’s racial traits)

* Strength
  + Affects damage with melee weapons
  + How much they can carry (contributes to party weight limits)
  + What armour they can wear
* Dexterity
  + Affects damage with ranged weapons
  + Affects ability to dodge incoming attacks
* Agility
  + How well a hero can perform acrobatics
  + Affects balancing, etc
* Endurance
  + Affects how much damage a character takes at a time
  + Affects the duration of effects
* Mysticism
  + Affects damage with spells
  + Affects spell duration
* Will
  + Affects chance of spells and attacks succeeding against enemies
  + Affects character’s resolve (whether they will panic in a fight)
  + Affects character persuasions
* Perception
  + Affects the ability to see hidden objects, traps etc
  + Affects how well a character can sense things around them
  + Affects the ability to charm others

## Hero Talents

Talent are special actions that any hero can perform (if they have unlocked them) to try and gain an advantage in a battle, access areas, persuade enemies / NPCs, affect the dungeon around them in some way. Players can assign values to these skills and then use them in a dungeon (if they have them).

* Leap
  + Scale high walls / large crevices, etc
* Grace-Fall
  + The ability to recover from a high fall, like a cat. Prevents falling damage, etc.
* Second Life
  + Damage that would normally kill this hero instead leaves him on low health
* Charm
  + Get an NPC / Enemy to do your bidding
* Unlock
  + Change a lock from being locked to… not locked.
* Force
  + The ability to force something against its will (example, make a closed door open)