Main

1. New
2. Load
3. Exit

New Option:

1. Option: 1-4 players.
2. Map: Size small (4\*4), Medium(6\*6), Large(8\*8), random (4-8)\*(4\*8)
3. Start
4. Back
5. Each time we start a new game, a new Map generated

GAME

**Player class (attributes) – Roll at the start**

* int hitPoints (20)
* int Strength (3D6)
* int Wisdom (3D6)
* int Agility (3D6)
* Weapon weapon (fists)
* Armor armor (cloak)

**Specialty – can be pick after roll**

(Fighter +3 strength, -3 wisdom )

  -Bash (does regular damage but stuns the target so they lose a turn)

(Thief +3 Agility, +2 wisdom, -2 strength )

  -Steal (from a target, Agility minus 1D20 > 0 - they steal a weapon)

(Wizard +5 wisdom, -5 strength, -3 agility )

  -Fireball (does 1D10 damage )

**6 different types of NPCs - rank 1-6 ( pick some interesting names )(in the map)**

**NPC class**

* **int hitPoints - ( rank D3 )**
* **int Strength ( rank(1-6) rolls of a 3 sided die )**
* **int Wisdom ( rank D3 )**
* **int Agility ( rank D3 )**
* **Weapon weapon ( random chance of having a weapon 3/4 )**
* **Armor armor ( random chance of having a weapon 3/4 )**

**Weapon and Armor**

* 3 ranks ( 1-3 ) -  3 types of each
* Weapon rank determines additional damage ( +1, +2, or +3 )
* Armor rank determines damage reduction ( -1, -2. or -3 )
* Weapons and Armor also have a durability score ( random 1-20 ) ( every time it's used, the durability goes down by one until breaks at 0 )

**Every time the party enters a room**

* 80% chance of encounter a group of NPCs
* 1-6 NPCs being in the room.
* Rounds until
* all NPCs are dead
* run away
* all the players are dead

**Players and NPCs pick their action and they all get stored:**

1. Attack(target) - pick a target in the NPC group and attack it (special ability or not)

* Agility - 1D20 > 0 = hit
* you do Strength / 3 (round down) damage (plus any weapon damage)

1. Run away (back to previous room, now free of NPCs)

* NPCs get 1 free hit on a random target in the party

1. Hide

* no attack, but chance of getting hit is reduced by 75%

**NPCs always attack a random target**

**Once everyone picks their actions, they are resolved in priority order based on agility**

* the higher the agility goes first (ties are ok, just pick one to go first)

**Once a Player or NPC hit points is reduced to 0, they are out of the game.**

**Once NPCs are gone, players can sleep in the room**

* Sleeping – every player gains +1hp, max 20 - 1/6 chance a new NPC group enters the room while you are sleeping (once per room visit)
* Search the room (if Wisdom - 1D20 > 0) (each player can only search once per room) - 25% of finding a healing potion +1 HP, 75% chance of finding gold (1D20)

**Loot the NPCs for armor and weapons**

**Go to the next room -** go North, East, South West.

**The goal of the game is to clear all the rooms without dying.**