



# DUNGEON BOUND

## RPG Game Manual

A practical field guide for adventurers, monster players, estate owners, and anyone trying to carry treasure, ore, cards, and glory out of the dungeon alive.

### Enter

Choose an adventurer or join as a monster controller.



### Survive

Fight, flee, rest, and manage your belt.



### Escape

Beat the Warden and leave with banked rewards.



### Build

Spend gold, farm herbs, craft supplies, and grow your estate.

# Quick Start

Dungeon Bound is a compact multiplayer dungeon RPG. Adventurers descend through five floors, collect loot, survive monsters, defeat the Dungeon Warden, and escape. Monster-bound players can join the opposing side and take control of dungeon creatures.



## The most important rule

**Gold, iron ore, and Battle Card drops are only kept if you escape. If you die, the dungeon keeps them. When a rare card drops, the game tells you what you found and reminds you to head for the stairs.**

## Beginner priorities

- Do not treat every fight as mandatory. Space, doors, scrolls, resistance potions, and rest are survival tools.
- Use food, potions, fountains, and Rest when low. The UI highlights recovery options at low HP.
- Use Scrolls of Recall to escape bad fights. Teleporting does not trigger opportunity attacks.
- Carry resistance potions into elemental floors. Fire, cold, and lightning resistance can nullify dangerous elite monsters.
- On floor 5, the exit is sealed until the Dungeon Warden falls.

# Core Loop And Rewards



## Reward types

Reward	Where	Rule
Run gold	Collected in dungeon	Banked only on escape
Account gold	Stored in vault	Spent on estate upgrades
Iron ore	Rare dungeon resource	Banks only on escape; smelts into bars
Herbs	Estate farm crop	Used at alchemy bench
Battle Cards	Very rare monster drops	Pending until escape, then Collect
XP / levels	Earned by kills	Improves future run stats

## Victory and defeat

- Victory/escape adds run gold and iron ore to the account vault and lets you collect pending Battle Cards.
- Defeat loses unescaped gold, ore, and pending cards. Results can show what was lost.
- Battle Card drops are intentionally rare: 0.5 percent from regular monster kills and 50 percent from the Warden.

## Design note

The game is built around extraction tension. The moment you find something valuable, the correct question is not 'can I kill one more thing?' but 'can I get out?'

# Controls And Dungeon UI

Action	Where	What it means
Move	Tap/path or directional controls	Moves one step when your cooldown is ready.
Bump attack	Move into enemy	Attempts a melee attack with hit chance.
Inspect	Tap enemy/body/object	Shows HP, effects, danger hints, and odds.
Belt	Bottom item row	Use potions, food, scrolls, and estate potions.
Ability	Class buttons	Target enemies for class powers. Abilities can miss.
Context	Action buttons	Rest, Pray, Drink, Eat, Disarm, Descend, etc.
Map	Map panel	Shows explored memory, bodies, stairs, and discovered features.

## UI warnings to trust

- Low HP: health bar turns red and recovery buttons glow.
- Melee danger: leaving an alerted adjacent enemy can draw a free light strike.
- Feature cards: altars, graves, and fountains explain risk before you use them.
- Enemy inspect: danger hints call out paralysis, drain life, elemental threats, and boss sealing.
- Card found: a quick message means the card is pending. Escape to keep it.

## Fog of war

Dungeon Bound keeps fog of war but does not use permanent NetHack-style lighting-as-you-go. Currently visible tiles are bright. Explored tiles remain remembered and dim. Unexplored tiles stay hidden. Blind reduces the current sight radius.

# Adventurer Classes



## Fighter

HP

32

ATK

8

DEF

4

SPD

2 ticks

### Power Strike

Durable frontline class. Power Strike hits hard but can miss and consumes cooldown. Best at absorbing hits and controlling melee space.



## Rogue

HP

20

ATK

11

DEF

1

SPD

1 tick

### Backstab

Fastest class. Acts twice as often as Fighter/Wizard and has high attack, but low HP/DEF. Strong when choosing fights carefully.



## Wizard

HP

18

ATK

5

DEF

0

SPD

2 ticks

### Magic Bolt / Frost Bolt

Fragile ranged class. Magic and frost bolts can defeat threats before melee contact. Keep distance and break line of sight when needed.

## Leveling

- Levels now matter. Higher-level characters start future runs with class-specific stat bonuses and slightly better hit reliability.
- Fighter gains HP and periodic defense. Rogue gains HP and attack. Wizard gains HP and periodic attack.
- Level-up benefits apply to later runs, not in the middle of the current dungeon floor.

# Combat System

## Hit chance

Attacks start at 65 percent hit chance, then compare attack against defense. Abilities gain a small accuracy bonus. Blind and confusion lower accuracy. Incapacitated enemies are much easier to hit. Hit chance is capped between 10 and 95 percent, so misses remain possible.

**Basic damage:**  $(\text{ATK} \times 0.85) - (\text{DEF} \times 0.25) + 0-2 \text{ random, minimum } 1$

**Ability damage:**  $(\text{ATK} \times \text{multiplier}) + \text{base} - \text{DEF} + 0-2 \text{ random, minimum } 1$

## Turn timing

- The game ticks every 600ms. Movement, attacks, and abilities put a body on cooldown.
- Speed is the number of ticks between actions. A speed 1 rogue acts more often than speed 2 classes.
- Slow doubles cooldown. Stun, sleep, and paralysis block actions. Control immunity gives adventurers a brief STEADY window after hard control expires.
- Opportunity attacks can occur when retreating from alerted adjacent enemies. Scroll of Recall avoids that movement path.

## Tactical options

Tool	Use
Rest	Heal if no enemies adjacent; monsters get ticks.
Doors	Use chokepoints to limit how many enemies can reach you.
Recall	Blink to a safer tile; does not trigger opportunity attacks.
Resist potions	Carry and drink before fire/cold/lightning threats.
Belt healing	Food and potions are real lifelines, especially low HP.

# Status Effects And Counters

Effect	What it does	Counterplay
Poison	Damage over time	Food can reduce duration.
Fire	Heavy burn over time	Fire resistance; fire suppresses troll regen.
Cold	Damage plus slow pressure	Cold resistance.
Electricity	Damage plus stun pressure	Lightning resistance and STEADY.
Drain life	Damages target and heals source	Avoid skeleton/wyrm melee.
Acid	Strips defense, then damages HP	Avoid gel cube melee.
Disintegration	Telegraphed burst, non-lethal cap	Break line of sight and act fast.
Blind	Reduces sight and hit reliability	Wait it out or retreat.
Confusion	Randomized movement	Avoid moving near pits/enemies.
Slow	Doubles cooldown	Food clears slow; some effects expire.

## Hard control

- Stun, paralysis, and sleep completely block actions for their duration.
- After hard control expires on an adventurer, STEADY appears briefly and blocks another stun/paralysis/sleep from immediately chaining.
- Slow, confusion, and damage-over-time effects still apply during STEADY.

## Immunities

Monsters can have hard resistances and physiology rules. Skeletons ignore many living-body effects. Gel cubes are mindless/no-eyes and resist several control or elemental effects. Always inspect unfamiliar enemies.

# Dungeon Features

Feature	Where	Hint	Effect
Stone Altar	Shrines	SAFE	One use. Heal, cleanse, reveal nearby passages, or reveal secrets.
Ancient Grave	Hidden rooms	RISKY	Treasure, skeleton ambush, or confusion.
Magic Fountain	Depth 2+ rooms	UNCERTAIN	Heal, resistance, refresh, slow, or confusion.
Corpse	After kills	Varies	Eat for monster-specific risk/reward effects.
Trap	Depth 2+	Danger	Fire, sleep, shock, dart, gas, alarm, teleport, and snare traps.
Secret Door	Hidden walls	Reward	Can be exposed by bumping, rogue detection, altar secrets, or map/reveal effects.

## Feature feedback

- Inspect cards appear when adjacent to features and embed the action button.
- Tile pulses show outcomes: gold for positive, red for danger, purple for negative.
- Map markers track discovered altars, graves, and fountains; used features dim on the map.
- The old lighting-as-you-go feature was removed. Reveal effects should not permanently light the dungeon.

## Use features when...

Feature	Best use
Altar	Low HP, poisoned, confused, slowed, or hunting a secret door.
Grave	You can survive a skeleton or confusion and want treasure.
Fountain	You need healing/resistance and can tolerate a curse outcome.

# Items, Belt, And Escape Tools

Item	Where	Use
Healing Potion	Belt	Restores HP immediately.
Estate Healing Potion	Belt at run start	Crafted from herbs; one is packed if vault has stock.
Iron Ration	Belt	Restores HP safely, clears slow, reduces poison.
Scroll of Recall	Belt	Blink to safety; safer tile preference; no opportunity attack.
Scroll of Fear	Belt	Nearby monsters flee.
Scroll of Ward	Belt	Protective utility.
Map Reveal	Belt	Reveals map information/exploration memory.
Resistance Potions	Belt	Fire/cold/lightning resistance for the current floor.
Weapons / Armor	Equip	Auto-equip from dungeon pickups; estate sword unlock is permanent.

## Belt management

- The belt has 5 slots. Scrolls, potions, food, and crafted estate potions compete for space.
- Weapons and armor normally equip instead of filling the belt.
- Resistance potions are strongest before elemental fights, not after the damage starts.
- If low-health UI highlights a recovery option, use it before the next hit decides the run.

## Estate Iron Sword

Fort stage unlocks smelter and blacksmith. Smelt 3 iron ore into 1 iron bar, then forge 5 bars into the permanent Estate Iron Sword. Once unlocked, every class starts future dungeon runs with a +2 ATK sword equipped.

# Magic Items And Dungeon Gear

Magic items are the run-saving tools that turn a bad room into an escape. Most live in the belt, so every pickup asks the same question: will this help me survive the next floor, or is it taking space from something better?

Magic item	Slot	How to think about it
Healing potions	Belt	Restore HP instantly. Use before a follow-up hit can finish you.
Resistance potions	Belt	Fire, cold, and lightning resistance are best before elemental fights.
Scroll of Recall	Belt	Emergency blink/escape tool. Strong when trapped or surrounded.
Scroll of Fear	Belt	Pushes nearby monsters away and buys room to retreat or reposition.
Scroll of Ward	Belt	Defensive utility for dangerous rooms or final-floor pressure.
Map reveal scroll	Belt	Adds exploration memory so the party can route toward stairs safely.
Food / rations	Belt	Recovery and condition relief when a potion would be wasteful.
Weapons and armor	Equip	Usually auto-equip from pickups instead of filling belt slots.

## Use timing

- Healing is not a score bonus. Spend it before one more monster action becomes fatal.
- Resistance potions are prevention. Drinking after the breath weapon lands is often too late.
- Recall and fear are escape tools. They are strongest when they preserve carried gold, ore, or pending cards.
- Map reveal is strategic value: it helps find stairs, avoid dead ends, and choose when to leave.

## Estate magic gear

- Alchemy turns herbs into estate healing potion stock. Stocked potions are packed into runs automatically.
- The smelter turns 3 iron ore into 1 iron bar at Fort stage and beyond.
- The blacksmith turns 5 iron bars into the permanent Estate Iron Sword unlock.
- The Estate Iron Sword does not run out like potions; once forged, every class starts future runs with it equipped.

# Monster Guide: Early Threats

## Bat

T1



HP **8**

ATK **4**

DEF **1**

**Poison**

Fast nuisance; poison bite can force early caution.

## Rat

T1



HP **10**

ATK **5**

DEF **0**

**Poison**

Low stats, but poison and pairs teach swarm danger.

## Goblin

T1



HP **20**

ATK **7**

DEF **1**

**Gold steal**

Steals gold and flees. Annoying more than lethal.

## Giant Snake

T1



HP **26**

ATK **8**

DEF **2**

**Paralysis**

One of the most dangerous early foes. Paralysis can kill.

# Monster Guide: Mid Dungeon

## Orc

T2



HP **38**

ATK **11**

DEF **3**

**Stun**

Heavy melee fighter with stun pressure and good loot.

## Skeleton

T2



HP **24**

ATK **8**

DEF **2**

**Drain life**

Resists many effects and drains life in melee.

## Gel Cube

T2



HP **28**

ATK **7**

DEF **0**

**Acid, stun**

Punishes melee with acid and control. Use distance.

## Troll

T2



HP **46**

ATK **13**

DEF **2**

**Regen**

High HP and regeneration. Fire suppresses regen.

# Monster Guide: Elemental Elites

## Frost Serpent

T3



HP **28**

ATK **9**

DEF **1**

**Cold, confusion**

Cold and confusion control space and movement.

## Fire Drake

T3



HP **40**

ATK **10**

DEF **1**

**Fire breath**

Burns large chunks of HP. Fire resistance matters.

## Shock Wurm

T3



HP **34**

ATK **9**

DEF **2**

**Lightning, ray**

Stun, drain, and disintegration make it the scariest elite.

# Dungeon Warden And Finale



## Dungeon Warden

A giant skeleton boss on depth 5. The Warden seals the only way out. Defeat it to open the exit, then escape.

HP **90**

ATK **16**

DEF **6**

### Finale rules

- Depth 5 spawns one Dungeon Warden plus elite guards.
- The stairs/exit remain sealed while the Warden lives.
- The Warden resists fire, cold, lightning, stun, drain life, disintegration, and more undead-unfriendly effects.
- The Warden has a 50 percent chance to drop a pending Battle Card. Escape to keep it.

### Warden tactics

Moment	Advice
Before floor 5	Carry healing, resistance, and escape tools.
During fight	Manage guards first if they block space. Avoid getting trapped.
Low HP	Do not greed. Use belt items and Rest only when safe.
After drop	A found card is not yours yet. Finish and leave.

# Adventurer Co-op

Adventurer co-op is about shared survival, not just shared damage. Players can split scouting, call out danger, cover each other during retreats, and coordinate resource use before a bad fight turns into a death spiral.

## System

## Why it matters

Party HP strip	Shows ally health and status so you can see when someone is about to fall.
Ping/milestones	Vault key, shrine, stairs, and finale callouts help the group coordinate.
Per-player memory	Explored map memory and discovered features can be local to a player.
Shared danger	A monster chasing one player can quickly become a party problem.
Drops	Run rewards belong to the character/account logic. Pending cards must be escaped with.

## Good co-op habits

- Do not drag alerted enemies through injured allies unless you are deliberately kiting.
- Let high-HP/DEF characters hold doors and corridors while fragile classes attack from range.
- Announce when you found a shrine, fountain, grave, vault key, stairs, or card drop.
- If someone is paralyzed, stunned, or trapped, switch from damage mode to rescue mode.
- Before descending, check belts. Floor transitions can punish an unprepared party.

# Monster PvP System

Monster-bound players join the dungeon side. They do not play like adventurers collecting loot. Their job is to pressure the party, control space, exploit overextension, and turn the dungeon's monsters into a coordinated threat.

Topic	Details
Role	Take control of eligible dungeon monsters, not bosses like the Warden.
Information	Monster-side strategic panels show party pressure and objectives.
Objective	Stop the adventurers from escaping, not from picking up every coin.
Pressure	Block corridors, punish retreats, force belt use, and split the party.
Limits	Some creatures are not controllable, including the Dungeon Warden.

## Monster tactics

- Use alerted monsters near choke points to threaten opportunity attacks when adventurers flee.
- Pair control monsters with damage monsters. A slow/confused/paralyzed adventurer is vulnerable.
- Fight around traps and hazards. The dungeon is part of your team.
- Do not always chase the healthiest adventurer. Force low-HP players to spend scarce items.
- In the finale, guards buy time for the Warden by occupying space.

## Fair play feel

The best monster players make the dungeon feel intelligent without making it feel impossible. Pressure, ambush, and denial are more interesting than simply dogpiling the first player you see.

# Estate And Account Progress



Stage	Cost	Unlock
Land	500g	Walkable plot; sign changes from for sale to sold.
Shack	250g	Unlocks vault storage and harvesting.
House	750g	Adds alchemy bench for estate healing potions.
Fort	1750g	Adds smelter and blacksmith.
Castle	4000g	Final estate stage; future rooms can build on it.

## Estate room

- The estate is its own peaceful realtime room, hosted by the owner with a join code.
- Up to 4 players can visit a live estate room.
- Visitors can walk around and inspect hotspots, but only the owner can upgrade or craft.
- Estate maps are handcrafted 25x25 spaces, about one quarter of a dungeon floor.
- Structures stay mostly in the upper half of the map so the lower yard can grow later.

# Farming, Vault, And Crafting



## Estate Vault

The vault is account-wide estate storage. It tracks banked gold, herb seeds, herbs, healing potion stock, iron ore, iron bars, and the permanent iron sword unlock.

System	Where	Rule
Farm plots	4x4 lower yard	Till, plant, water, harvest herbs.
Seeds	Vault	Needed to plant; starter seeds arrive at shack.
Water timing	Real time	After 12 hours planted, crop needs water.
Growth timing	Real time	6 hours after watering, crop becomes grown.
Alchemy	House+	2 herbs -> 1 estate healing potion stock.
Smelter	Fort+	3 iron ore -> 1 iron bar.
Blacksmith	Fort+	5 iron bars -> permanent +2 ATK estate sword.

## Dungeon resources

- Iron ore nuggets can appear in dungeon runs once a player has shack/vault access.
- Ore banks to the vault only on escape. Defeat loses ore found during that run.
- Estate healing potions are packed automatically at run start if the vault has stock.
- The estate sword is eternal once forged. It does not run out like potions.

# Battle Cards Drops

Dungeon Bound RPG can drop cards for the separate Dungeon Bound Battle Cards game. Cards are cross-game rewards stored in ownerStorage, but a found card is only yours if you escape the dungeon.

Source	Drop chance	Note
Regular monster	0.5%	Very rare. Most runs will not see one.
Dungeon Warden	50%	Primary card-hunting target.
Chests/fountains/etc.	0%	Cards do not drop from ordinary objects.

## Drop flow



## Rarity tables

Rarity	Regular	Warden
Common	70%	35%
Uncommon	22%	35%
Rare	6%	20%
Epic	1.75%	8%
Legendary	0.25%	2%

## Duplicates

Each card caps at 2 owned copies. Third copies become shards: common 5, uncommon 20, rare 100, epic 400, legendary 800. The system weights cards you do not own more heavily.

# Survival Tactics

Tactic	Why it works
Door fight	Use narrow spaces to limit how many enemies can hit you.
Break line of sight	Stops many ranged threats from getting clean casts.
Retreat smart	Opportunity attacks exist. Recall can be safer than walking away.
Inspect first	Enemy cards reveal HP, effects, and danger hints.
Do not hoard	Unused potions do not help a dead character.
Card found	Do not greed after a rare card drop. Escape value just increased.
Boss prep	Reach depth 5 with belt space, healing, and resistance options.

## Bad situations and answers

- Paralyzed near monsters: allies should body-block or kill the controlling threat.
- Confused near hazards: stop moving if possible and wait for a safer window.
- Burning/freezing/electrified: resistance potions are prevention, not just cure.
- Gel cube in corridor: range, magic, or reposition. Melee can get punished repeatedly.
- Shock Wurm line of sight: break it. Stun plus disintegration is too dangerous to trade with.

# Glossary And Field Checklist

Term	Meaning
Belt	Five-slot quick item row used for potions, food, and scrolls.
Cooldown	How long before a body can act again.
Explored	Tiles remembered on the map after you have seen them.
Fog of war	Unseen tiles hidden; remembered tiles dim.
Pending card	A card found during a run but not owned until escape.
STEADY	Short immunity to stun/paralysis/sleep after hard control ends.
Vault	Account-wide estate storage for gold, herbs, ore, bars, and crafted stock.
Warden	Depth 5 boss that seals the exit.

## Before descending

- Check HP and effects.
- Check belt: healing, food, resistance, recall.
- Check party: is anyone low, stunned, or separated?
- Check objective: are you carrying gold, ore, or a pending card worth protecting?

## Before floor 5

- Assume the Warden fight will take resources.
- Kill guards before they trap fragile players.
- Save emergency healing for the final push.
- If the Warden drops a card, escaping becomes the priority.