

Maddening Delve Combat System

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Vision and Goal: A difficult turn based rpg with buildcrafting, perrying, and large enemy variety. The Maddening Delve starts players with the least powerful version of selectable characters to fight against unfair odds. Players lose characters as they learn how to beat the Delve, eventually allowing them to maintain high level characters to get resources to upgrade the Hub to make their characters the strongest they can be.

Gameplay Loop

Flow: Start Game → Enter Little Blackstone → Choose Team → Get Supplies and Upgrades → Enter the Delve → Explore the Level → Gather Supplies and Fight Enemies

Delve Run Outcomes

1. Fight the boss, defeat it, dive deeper into the Delve
2. Escape the Delve through evac, keep supplies and group, return to Little Blackstone with rewards and curses
3. Die and wipe

Combat Loop

Start fight -> character takes main action and secondary action-> actions resolve-> next in initiative order takes their turn -> repeat until one team is wiped-> gain XP, rewards, and items or return to hub in death.

Stat Baselines

Stat	Scale	Type
Health	0-9999	Absolute
Dodge	0-100	Percentage
Speed	0-9999	Absolute
Strength	0-9999	Absolute

Defense	0-9999	Absolute
Accuracy	0-100	Percentage
Luck	0-100	Percentage
Critical hit Chance	0-100	Percentage
Resistance	0-100	Percentage
Madness Threshold	0-100	Percentage
Curses	Broader Text Based System	Tracker
Blessings	Broader Text Based System	Tracker
Morale	Dynamic	Combat Resource

Hero Stat Formula

Base Stats + Level Buffs + God Blessings + Madness Effects + Weapon + Armor +Accessories + Morale

Enemy Stat Formula

Base Stats + Monster Difficulty + Weapon + Armor + Accessories + Madness Effects

Stat	Scale	Type
Health	0-9999	Absolute
Dodge	0-100	Percentage
Speed	0-9999	Absolute
Strength	0-9999	Absolute
Defense	0-9999	Absolute
Accuracy	0-100	Percentage
Luck	0-100	Percentage
Critical hit Chance	0-100	Percentage
Resistance	0-100	Percentage
Madness Aggression	0-100	Percentage

Curses	Broader Text Based System	Tracker
Blessings	Broader Text Based System	Tracker

Enemies

Madness Repurposed PCs

Madness Lizard Folk			
Madness Human			
Madness Aasmir			
Madness Elf			
Madness Tabaxi			
Madness Halfling			
Madness Tiefling			
Madness Wearwolf			
Madness Drow			
Madness Dwarf			
Madness Wood Elf			

Madness Monsters

Daggers			Removes PC skill abilities until they are killed	
Zippers			Creatures that will open in the middle and inhale a character if a condition isnt cured	

Eye Swarms			Melora eye bunches that deal madness damage, confuse player controls, have middling health	
				Enemy where all of his attacks deal piercing. AoE type that hits everyone for a little
				Enemy that applies fire DoT

Madness Beasts

1	Madness Bull			
2	Madness Moose			
3	Madness Giant Frog			
4	Madness Wolves			
5	Madness Bear			
6	Madness Cape Buffalo			
7	Madness Giant Mosquito			
8	Madness Hippo			
9	Madness Saltwater Crocodile			
10	Madness Poison Dart Frog			

11	Madness Giant Viper			
12	Madness Lamprey			
13	Madness Vulture			
14	Madness Enhidna			
15	Madness Silverback			

Mini Bosses

Madness General			
Line Breaker			Each attack tries to move pc positions around
Madness Giant Frog Variant			Enemy that applies all types of DoT and switches between them
			Enemy where all of his attacks deal piercing. AoE type that hits everyone for a lot

Bosses

Zoo Keeper			
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Smile Back			
Shifty Finger			
Madness Horde			
Reaper			
Madness Mage			
Madness Valkyrie			
Madness Dragon - Kultuv			
Rio			
IT			

Equipment

Slots

- **Weapon** - One equipped at a time
- **Armor** — one equipped at a time
- **Headwear** — one equipped at a time
- **Accessory 1** — independent slot
- **Accessory 2** — independent slot
- **Accessory 3** — independent slot
- Headwear and accessories are NOT specific to a class. They can be mixed and matched. There are 100 accessories and 25 different headwears.

Weapons

- Each class has a specific weapon type they can use.

Class	Armor	Common Description	uncommon Description	rare Description	legendary Description	Mythic description
Breaker	Buster Sword	+1% crit, +10 strength, +3% acc, +1% luck	+3% crit, +100 strength, +4% acc, +2% luck	+5% crit, +250 strength, +5% acc, +3% luck	+10% crit, +500 strength, +8% acc, +4% luck	+15% crit, +1000 strength, +10% acc, +5% luck
Lore Weaver	Lute	+1% crit, +10 strength, +1% Resistance, +3 % luck	+3% crit, +100 strength, +2% resistance, +4% luck	+5% crit, +250 strength, +3% resistance, +5% luck	+10% crit, +500 strength, +4% resistance, +8% luck	+15% crit, +1000 strength, +5% resistance, +10% luck

Consecrant	War Hammer	+1% crit, +10 defense, +3% acc, +1% resistance	+3% crit, +100 defense, +4% acc, +2% resistance	+5% crit, +250 defense, +5% acc, +3% resistance	+10% crit, +500 defense, +8% acc, +4% resistance	+15% crit, +1000 defense, +10% acc, +5% resistance
Beast Warden	Gnarled Staff	+1% crit, +10 strength, +3% Resistance, +1% luck	+3% crit, +100 strength, +4% Resistance, +2% luck	+5% crit, +250 strength, +5% Resistance, +3% luck	+10% crit, +500 strength, +8% Resistance, +4% luck	+15% crit, +1000 strength, +10% Resistance, +5% luck
Fightborn	Spear	+1% crit, +10 strength, +3% acc, +1% dodge	+3% crit, +100 strength, +4% acc, +2% dodge	+5% crit, +250 strength, +5% acc, +3% dodge	+10% crit, +500 strength, +8% acc, +4% dodge	+15% crit, +1000 strength, +10% acc, +5% dodge
Storm Fist	Gauntlets	+1% crit, +10 speed, +3% acc, +1% dodge	+3% crit, +100 speed, +4% acc, +2% dodge	+5% crit, +250 speed, +5% acc, +3% dodge	+10% crit, +500 speed, +8% acc, +4% dodge	+15% crit, +1000 speed, +10% acc, +5% dodge
Oathsworn	Longsword	+1% crit, +10 strength, +3% acc, +1% Resistance	+3% crit, +100 strength, +4% acc, +2% Resistance	+5% crit, +250 strength, +5% acc, +3% Resistance	+10% crit, +500 strength, +8% acc, +4% Resistance	+15% crit, +1000 strength, +10% acc, +5% Resistance
Wayfinder	Crossbows	+1% crit, +10 strength, +3% acc, +1% luck	+3% crit, +100 strength, +4% acc, +2% luck	+5% crit, +250 strength, +5% acc, +3% luck	+10% crit, +500 strength, +8% acc, +4% luck	+15% crit, +1000 strength, +10% acc, +5% luck
Death Marked	Exploding Throwing Knives	+2% crit, +10 strength, +3% acc	+5% crit, +100 strength, +4% acc,	+8% crit, +250 strength, +5% acc,	+14% crit, +500 strength, +8% acc,	+20% crit, +1000 strength, +10% acc,
Blessed Blood	Blood stone	+1% crit, +10 strength, +3% luck, +1% Resistance	+3% crit, +100 strength, +4% luck, +2% Resistance	+5% crit, +250 strength, +5% luck, +3% Resistance	+10% crit, +500 strength, +8% luck, +4% Resistance	+15% crit, +1000 strength, +10% luck, +5% Resistance
Pact Bonded	Tome	+1% crit, +10 defense, +3% luck, +1% Resistance	+3% crit, +100 defense, +4% luck, +2% Resistance	+5% crit, +250 defense, +5% luck, +3% Resistance	+10% crit, +500 defense, +8% luck, +4% Resistance	+15% crit, +1000 defense, +10% luck, +5% Resistance
Arcanist	Arcane focus	+1% crit, +10 strength, +3% acc, +1% Resistance	+3% crit, +100 strength, +4% acc, +2% Resistance	+5% crit, +250 strength, +5% acc, +3% Resistance	+10% crit, +500 strength, +8% acc, +4% Resistance	+15% crit, +1000 strength, +10% acc, +5% Resistance
Clockwork Smith	Clockwork orb	+1% crit, +10 speed, +3% luck, +1% acc	+3% crit, +100 speed, +4% luck, +2% acc	+5% crit, +250 speed, +5% luck, +3% acc	+10% crit, +500 speed, +8% luck, +4% acc	+15% crit, +1000 speed, +10% luck, +5% acc

Armor

- Armor enhances stats for the wearer.

- There are 5 different rarities of armor. Common, Uncommon, Rare, Legendary, and Mythic.
- Each PC class has a specific armor type that they wear and can only wear. Breakers wear X while death marked wear y armor.

Class	Armor	Common Description	uncommon Description	rare Description	legendary Description	Mythic description
Breaker	Shatter Plate	+10 health, +5% defense	+50 health, 10% defense	+100 health, 15% defense	+250 health, +20% defense	+500 health, +45% defense
Lore Weaver	Cipher Robes	+10 health, +5% resistance, 2% luck	+50 health, 10% resistance, 5% luck	+100 health, 15% resistance, 7% luck	+250 health, +20% resistance, 10% luck	+500 health, +45% resistance, 22% luck
Consecrant	Hallowed Vestments	+10 health, +5% resistance	+50 health, 10% resistance	+100 health, 15% resistance	+250 health, +20% resistance	+500 health, +45% resistance
Beast Warden	Primal Hide	+10 health, +5% dodge	+50 health, 10% dodge	+100 health, 15% dodge	+250 health, +20% dodge	+500 health, +45% dodge
Fightborn	Chain Mail	+10 health, +5% defense	+50 health, 10% defense	+100 health, 15% defense	+250 health, +20% defense	+500 health, +45% defense
Storm Fist	Thunder Mail	+10 speed, +5% dodge	+50 speed, 10% dodge	+100 speed, 15% dodge	+250 speed, +20% dodge	+500 speed, +45% dodge
Oathsworn	Covenant Armor	+10 health, +5% defense	+50 health, 10% defense	+100 health, 15% defense	+250 health, +20% defense	+500 health, +45% defense
Wayfinder	Leather Armor	+10 speed, +5% dodge,	+50 Speed, 10% dodge	+100 speed, 15% dodge	+250 speed, +20% dodge	+500 speed, +45% dodge
Death Marked	Reaper's Shroud	+10 speed, +5% dodge,	+50 Speed, 10% dodge	+100 speed, 15% dodge	+250 speed, +20% dodge	+500 speed, +45% dodge
Blessed Blood	Sanguine Robe	+10 health, +5% resistance	+50 health, 10% resistance	+100 health, 15% resistance	+250 health, +20% resistance	+500 health, +45% resistance
Pact Bonded	Pact Robe	+10 health, +5% resistance	+50 health, 10% resistance	+100 health, 15% resistance	+250 health, +20% resistance	+500 health, +45% resistance
Arcanist	Arcanist Robe	+10 health, +5% resistance	+50 health, 10% resistance	+100 health, 15% resistance	+250 health, +20% resistance	+500 health, +45% resistance

Clockwork Smith	Clockwork plate	+10 defense, +5% resistance	+50 defense, 10% resistance	+100 defense, 15% resistance	+250 defense, +20% resistance	+500 defense, +45% resistance
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Enchantments

- Enchantments can be made through combining synthesis material inside the HUB. Different materials create different enchantments that can be equipped to a single weapon or armor. Once enchanted the armor can no longer be enchanted and the enchantment can't be changed.
- Enchantments are damage focused buffs.

Enchantment Table

Enchantment	Description	Math
Fire	On hit, apply Burn to the target	1d6 fire DoT per turn for 3 turns. Stacks up to 3 times
Ice	On hit, chance to Slow the target	50% chance to reduce target Speed by 25% for 2 turns
Lightning	On hit, chain damage to an adjacent enemy	Deals 50% of the original hit damage to one neighbouring rank
Poison	On hit, apply Poison to the target	1d4 DoT per turn ignoring Defense for 4 turns. Stacks up to 5 times
Shadow	On hit, apply Bleed to the target	1d4 Bleed DoT per turn for 3 turns. Stacks up to 4 times
Holy	On hit, deal bonus damage to Maddened enemies	+25% damage against any unit with Madness Threshold above 50
Void	On hit, reduce target Resistance by a flat amount	-10% Resistance for 2 turns. Makes subsequent status effects easier to apply
Gravity	On hit, chance to Displace the target backward one rank	35% chance to push target back one rank position
Soul	On kill, restore HP to the wielder	Restore 5% of the wielder's max HP on each kill

Ruin	On crit, deal additional flat damage	+150 flat damage added on top of any critical hit
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Damage Formula

- Class primary damage stat + Equipment affecting primary damage stat + buffs + debuffs

Example:

Strength is primary damage stat.

Base strength of character taking into account base stats character level is (50) + all equipment effecting strength adds another (50) + buffs add 50 percent of base strength stat (25) + debuffs reduction in strength by (-10) + god blessings give (10) strength

- Class primary damage stat are always integers never percentage. (Speed, Strength, or Defense)

Consumables

Name	Category	Description	Effect	Source
Healing Salve	Heal	Restore 20% max HP to one PC	20% HP restore	Common — bought or found
Full Tonic	Heal	Fully restore one PC's HP	100% HP restore	Rare — hub synthesised
Smelling Salts	Revive	Revive a Bleeding Out PC immediately	Returns at 1 HP	Uncommon — bought
Party Ration	Heal	Restore 10% max HP to all PCs	10% HP all PCs	Common — bought
Mending Wrap	Heal	Clear one Wound from the target PC	Removes 1 Wound	Rare — hub synthesised
Clarity Draft	Buff	Reduce one PC Madness Threshold by 10 points	-10 Madness Threshold	Uncommon — found in Delve

Void Suppressor	Buff	Prevent Madness spreading for 3 turns	Madness immunity 3 turns	Rare — hub synthesised
Antidote	Cleanse	Remove Poison and Bleed from one PC	Clears Poison + Bleed	Common — bought
Eye Drops	Cleanse	Remove Blind from one PC	Clears Blinded	Common — bought
Stimulant	Cleanse	Remove Stunned or Paralyzed from one PC	Clears Stun or Paralysis	Uncommon — bought
Purifying Flame	Cleanse	Remove all negative status effects from one PC	Full cleanse	Legendary — hub synthesised
Fire Flask	Damage	Throw at an enemy — fire damage and apply Burn	3d6 + 1d6 Burn for 3 turns	Common — bought
Poison Vial	Damage	Coat weapon — next attack applies 3 Poison stacks	3 stacks Poison on next hit	Uncommon — synthesised
Flashbang	Debuff	Blind all enemies for 1 turn	All enemies Blinded 1 turn	Rare — found or synthesised
Smoke Bomb	Buff	All PCs gain Invisible for 1 turn	All PCs Invisible 1 turn	Rare — synthesised
Iron Skin Draught	Buff	Target PC gains +20% Defense for 3 turns	+20% Defense 3 turns	Uncommon — bought
Speed Tonic	Buff	Target PC acts first next turn regardless of Speed	Priority turn next round	Uncommon — synthesised
Resistance Powder	Buff	Target PC gains +20% Resistance for 3 turns	+20% Resistance 3 turns	Common — bought
Morale Banner	Buff	Instantly raise party Morale by 3 points	+3 Morale	Uncommon — bought
Mana Crystal	Restore	Restore 3 spell slot uses to one PC	+3 spell slot uses	Uncommon — found in Delve

Grand Mana Crystal	Restore	Fully restore all spell slots for one PC	Full spell restore	Rare — found in Delve
Decoy Doll	Control	Force all enemies to target this for 1 turn — then it breaks	1-turn taunt then destroyed	Uncommon — synthesised
Luck Coin	Buff	Target PC gains +10% Luck for rest of combat	+10% Luck rest of fight	Common — bought
Rage Powder	Buff	Target deals +25% damage but takes +10% damage for 3 turns	+25% dmg / +10% dmg taken 3 turns	Uncommon — synthesised
Cursed Idol	Debuff	Apply 2 random negative status effects to a target enemy	2 random debuffs on enemy	Rare — found in Delve

Win and Loss Conditions

- A win in combat means all enemies have been defeated.
- A loss is when all PCs have been defeated.

Madness System

- Scale: 0–100
- Threshold marker visible on bar
- Every maddened parried attack deals madness affliction damage
- Affliction affects the hero mentally — described in notes
- The apparatus (UI element) monitors a hero's affliction and shows effects on the player's mind

States:

- 0–49: Normal
- 50: Threshold — 50/50 chance of early trigger
- 100: Hero permanently lost

8 Combat Choice Categories

Category	Description
Damage	Deal HP loss to a target
Heal	Restore HP to a target
Buff	Apply positive condition to a target
Debuff	Apply negative condition to a target
Revive	Return a Bleeding Out unit to Active state
Displace	Force rank position change
Resource Drain	Remove player character Actions, Blessings, or Curses directly
Flee	Leave the fight without defeating all the enemies. There is a penalty to madness threshold and the enemies continue to pursue the players in the exploration area.

Flee

- The option to flee is present in some fights. Boss fights do not allow players to flee.
- Fleeing has a percentage chance of working based on the enemy challenge rating.
- Whatever the highest rated monster is determines the % chance
- The UI will have chains over the flee option when in battle in no fleeable fights.
- Fleeing gives each PC +25 madness penalty.

Flee Monster Challenge Rating table

Challenge level	Percent flee chance
Easy	50%
Medium	35%
Hard	25%
Mini Boss Easy	20%
Mini Boss Medium	15%

Mini Boss Hard	10%
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Hit and Miss Resolution

- Hit Chance % = Attacker Accuracy % – Target Dodge %
- Dodge indicates the chances of avoiding an attack directed at the unit; it is directly subtracted from an attack's Accuracy, and the resultant number will be the percentage chance of the attack landing successfully.
- The floor is 5% so a character can never miss. The ceiling is 100%. A PC can make a build that can always hit once they get the correct build.

What this looks like in practice:

Scenario	Attacker Acc	Target Dodge	Raw Result
Level 1 hero vs basic enemy (5% dodge)	60%	5%	55%
Level 1 hero vs fast enemy (20% dodge)	60%	20%	40%
Level 99 geared hero vs basic enemy	95%	5%	90%
Level 99 geared hero vs dodge enemy	95%	25%	70%
Enemy (50% acc) vs level 99 dodge build	50%	25%	25%
Enemy (80% acc) vs level 1 hero	80%	10%	70%

Spell Slots

- Spell slots are represented through the skills each character has to make an attack action each turn. The difference is they have a limited use before they need to recover the ability to use those skills again.
- Example) Arcanist has a fireball skill. The fireball skills hits the front 4 ranks for an average damage of 30 plus has a 50% chance to apply burn to each enemy. This is one skill action that can be selected from the 5 skills the arcanist has to use on each of their turns. There is a limit of 5 fireballs they can use before they need to use a consumable, find a special god shrine, or return to the surface to replace those five actions. The player needs to equip one non magic attack option to magic classes so they are never completely useless in combat.

Crit Resolution

- Any time a player character attacks and hits then the game checks the critical hit chance on that player character. If the critical hit rate activates then the total damage is doubled and any damage over time effects have their length doubled as well.
- For example) The arcanist has a 5% crit chance. They use a fireball to hit 4 enemy ranks. They get lucky and the 5% crit hits! All enemies take 30 damage doubled to 60! There is a chance to apply burn, a 50% chance. If that succeeds the enemies take 10 burn damage per turn for three turns. That is doubled to 10 burn damage for 6 turns on the crit! [luck impacts the activation chance of applying an status effect.

Parry

- A parry occurs when a PC is attacked by an enemy unit and presses the parry button within the correct time window.
- A parry reduces the damage by a set number.
- A parry can reduce damage to 0 causing the attack to miss.
- Each enemy unit has a % chance to parry a PC attack. Typically set at 10% for a normal enemy unit and scaling based on enemy unit difficulty.
- Parry chains occur when a PC attacks an enemy and the enemy unit parries the attack, there is a limited window in which the player can press the parry button to “parry the parry” and deliver an attack for double damage.
- Parry damage reduction is calculated by taking 10% of the character’s defense stat and subtracting it from the attack. The attack can never do negative damage.
- Parries always stop after the first response except with bosses. For example: PC attack -> enemy parry -> PC parry -> END.
- Bosses are the exception , which cap out at a 5 parry chain. Each parry window gets tighter and more difficult to pull off. Bosses automatically parry up until the limit of that boss’s parry limit when the parry is procked. For example: there is a 10% chance to parry and the boss has a limit of 4 parry chains. So when it triggers PC attack-> enemy parry -> PC parry (1) -> enemy parry -> PC parry (2)-> enemy parry -> PC parry(3) -> Damage END

Enemy Parry Chance

Challenge level	Percent flee chance
Easy	10%
Medium	15%
Hard	20%
Mini Boss Easy	15%

Mini Boss Medium	20%
Mini Boss Hard	25%
Bosses	Specific to each boss

Turn Order

- Turn order is determined by each PC and monster speed.
- Ties let the monster go first.
- Multiple ties then look to other stats to determine order. Dodge, Luck, Critic Chance, Accuracy, Resistance, Strength Defense health.
- If there is still a tie, then the turn order is randomly chosen between the ties.

Action Economy

- Each PC gets one primary action and one secondary action
- Primary actions allow the PC to choose a skill. One skill is one primary action. Skills can allow for multiple attacks, hitting multiple enemies, Healing multiple PC etc.
- Secondary actions allow PC to use consumables during a fight. Consumables are inside the player inventory and are activated by using a secondary action. When used the consumable is destroyed.
- Enemy units have 1-2 skills and use them every turn.
- Enemy units use secondary actions when logic permits. I.E. if enemy unit is below 50% hp is secondary action to use consumable to cause bleed on PC.
- Once unlocked, PC's can use HERO ACTIONS that allow them to take an additional primary action. HERO ACTIONS are chose on a 0-100% scale and allow the PC to gain that specific action in addition to their action. These can only be used once per Delve run.
- Enemies have VILLAIN ACTIONS, which are specific actions an enemy unit has and can use once per fight.

Skills

- Skills are what PCs can use for their primary actions during their turns in combat.
- Skills are powerful actions that have their own descriptions and effects.
- Skills using magic instead of material effects have limited time use. They must be replenished at the hub, by shrines, or consumables.
- A player chooses a number of skills to bring into a Delve run and can't change them unless otherwise stated.

- A default of 5 skills is enabled for all PC classes. A max of 8 skills can be brought into a Delve after proper upgrades in the Hub.

Consencant Skill Table					
Name	Description	Math	Unlockable	Magic Based?	Uses per combat
Mass Healing Grace	Heal Full Party	15 healing to each party member and a temp +3 to dodge for 2 rounds	No	Yes	As long as spell slots are available
Healing Grace	Heal Single Target	30% HEAL, +2 to resistances, +2 to attacks for two rounds	No	Yes	As long as spell slots are available
Summon Weapon	Ranged Attack – Summon weapon to attack	1d8+5	No	Yes	As long as spell slots are available
Holy Bolt	Ranged Spell Attack – Bolt	4d6	No	Yes	As long as spell slots are available

Holy Protection	Divine light washes out from you and coalesces in a soft radiance around you. All party members have advantage on all saving throws (+5), and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.		No	Yes	As long as spell slots are available
Melee Strike	One handed Warhammer melee attack	2d6	No	No	unlimited
Holy Intervention		full group heal, max out stats, send enemy health to 1	Yes	No	once per delve run

Holy Blessings	Creature is cured of all diseases and poison, becomes immune to poison and being frightened for rest of combat, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points.		Yes		As long as spell slots are available
Rain Holy Fire	Hits the entire enemy team with fire damage from magic summoned.	7d10 with DoT with a half life for three turns	Yes	Yes	As long as spell slots are available
Revive	Revive a teammate within a turn of their death		Yes	Yes	As long as spell slots are available and has not been used more than twice in a single delve run
Holy Full Heal	The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. Target gets +5 to all positive stats for a turn		Yes	Yes	As long as spell slots are available

Hero Actions

- Hero actions are unlocked with completion of the secret main quest easter egg for each level. Each level requires a different PC. Each getting their spotlight and assigned their hero action.

Hero Action Table

Integer roll	Action	Description
1	Devine Intervention	A god intervenes destroying the enemy party.
2-8	Give Weakness	All enemies are vulnerable for the rest of the fight
9-12	Mass Heal	All PC heal 100%
13-21	Power Fantasy	All PC's deal crits this turn
22-26	Madness controlled	All PC's auto succeed madness checks for this fight
27	Power Up	All PCs get a legendary weapon or armor added to their inventory and can be equipped as a free action.
28-35	Madness Heal	Reduce any madness back to 1 point.
36-39	Morale Momentum	Max out morale and lock it at full capacity for the remainder of the fight
40-43	Death over time	All enemies have 10 DoT damage applied for the next 10 turns.
44-54	Damage Wave	Deal 50% damage to all enemy health
54-69	Unchangable	All PCs gain 100% resistance for the raminder of the fight.
70-76	Fortress	All PCs gain 50% defense boost
77-80	Cracked	All PCs gain all positive

		status effects for three turns
80-84	Cursed	All enemies gain all negative status effects for three turns
85	Unhittable	All PC's dodge is maxed for the turn
86-89	Temporary boost	All PCs gain 20% health until end of fight
90-98	Flawless	Acc is 100% for remainder of the fight
99	Invulnerable	All PC are invulnerable for two turns
100	Heroic Intervention	A PC not inside the party shows up dealing massive damage to the enemies then leaves.

Status Effect Master Reference

- Apply Status Effect Formula = (Luck + skill chance %) - enemy resistance
- Example = (15% + 50%) - 5% = 60% chance to apply
- Status effects can be stacked as high as possible.
- Status effects can be removed through restoration skills or consumables.

Status Effect Table

Status Effect	Type	Effect	Duration	How Removed	Symbol
Burn	DoT	1d6 damage per turn	3 turns	Fire/water skill or consumable	Fire
Bleed	DoT	1d4 damage per turn, stacks	4 turns	Healer skill or consumable	Red Blood Drop

Poisoned	DoT	1d4 damage per turn per stack	5 turns	Antidote consumable or healer skill	Green Skull
Stunned	Control	Skips affected unit's turn entirely	1 turn	Expires automatically	Loading symbol
Marked	Debuff	Target takes +10% damage from all sources	3 turns	Expires or cleanse consumable	Red X
Blinded	Debuff	Reduces Accuracy by -5%	2 turns	Expires or eye-drop consumable	Eye with an X inside the cornea.
Charmed	Control	Affected unit attacks their own party	2 turns	Taking damage from own party breaks it early	Broken Heart
Frightened	Debuff	Cannot target the source of the effect	3 turns	Expires automatically	Hands over eyes
Invisible	Buff	Cannot be targeted — attacks break it	Until next attack	Using any offensive action removes it	Translucent eye
Paralyzed	Control	Cannot move or use skills	2 turns	Healer skill or Antidote consumable	Spider fangs

Petrified	Control	Takes triple damage, cannot act	2 turns	Specific healer skills only	Medusa head
Restrained	Control	Locked in current rank, cannot reposition	3 turns	25% chance per turn to break free	Rope
Exhaustion	Debuff	Reduces Speed and Dodge by 10% per stack. 10 stacks = death	Permanent until cleared	Hub rest or specific consumable	three squiggly lines
Madness	Special	Increases Madness Threshold permanently by X	Permanent	Cannot be removed mid-Delve. Hub reduces it.	Melora's Eye
Sleep	Control	Cannot move or use skills	Until hit or healed	Any damage or heal from an ally wakes them	Zzz

Techniques (formerly features)

- Techniques are permanent abilities a character earns through level ups or buys at the HUB.
- When purchased at the HUB the PC can't go on the next Delve mission. They must train to get their feature.
- Features can be assigned to any class unless stated otherwise.

Techniques's Table

Technique	Description	Type	Cost
Bullwork	PC can't be moved from their rank by any enemy displace action.	Passive	5 Glowstone
Sharpshooter	Reduce Accuracy by 5% but increase attack damage by 15%.	Passive trade-off	8 Glowstone
Spell Regen	Sacrifice 70% of current HP to regain use of all spell skills.	Active — once per combat	15 Glowstone
Iron Will	When HP drops below 20%, gain +10% Defense and +10% Resistance for 3 turns.	Passive trigger	10 Glowstone
Parry Master	Extend parry input window by 30%. Successful parries restore 2% max HP.	Passive	12 Glowstone
Bloodthirst	Each enemy kill restores 5% max HP.	Passive	10 Glowstone
Last Resort	When the last PC alive, all damage dealt increases by 20%. Stacks with Last Stand.	Passive (Last Stand synergy)	18 Glowstone
Calculated	Once per combat, delay your turn to act last. Next attack has +15% Crit Chance.	Active — once per combat	12 Glowstone

Fortification	Reduce all incoming DoT damage by 50%.	Passive	8 Glowstone
Quick Hands	Secondary action (consumable) does not cost the secondary action slot once per combat.	Active — once per combat	10 Glowstone

Morale

- Moral is a dynamic stat boost or reduction to the heroes party.
- Moral will trigger when: Player Character Crits, an Enemy crits, a hero dies, an enemy dies, when an enemy takes 5 turns of DoT, when a player character takes 5 turns of DoT, when there is a max heal to any player characters, when there is a max heal to any enemies, when a player character succeeds their madness check and becomes madness controlled, when a player character fails their madness check and becomes a maddened, when a player character succeeds in last stand, when a special enemy uses a fear secondary action (typically a roar or bellow).
- Moral is a 21 point scale starting at 0. Moral points max out at 10 and bottom out at -10. Every point of moral adds a specific buff when positive and a debuff when negative.
- Morale is meant to change frequently throughout a fight but not constantly.
- Morale starts at 0 and continues tracking through a Delve run, then reset on a new one.

Moral Value	Effect
10	+10% crit, +10% Luck +5% Reist
9	+9% crit, +9% Luck +4% Reist
8	+8% crit, +8% Luck +4% Reist
7	+7% crit, +7% Luck +4% Reist
6	+6% crit, +6% Luck +3% Reist
5	+5% crit, +5% Luck +3% Reist
4	+4% crit, +4% Luck +2% Reist
3	+3% crit, +3% Luck +2% Reist
2	+2% crit, +2% Luck +1% Reist
1	+1% crit, +1% Luck +1% Reist

0	+0% crit, +0% Luck +0% Reist
-1	-1% crit, -1% Luck -1% Reist
-2	-2% crit, -2% Luck -1% Reist
-3	-3% crit, -3% Luck -2% Reist
-4	-4% crit, -4% Luck -2% Reist
-5	-5% crit, -5% Luck -3% Reist
-6	-6% crit, -6% Luck -3% Reist
-7	-7% crit, -7% Luck -4% Reist
-8	-8% crit, -8% Luck -4% Reist
-9	-9% crit, -9% Luck -4% Reist
-10	-10% crit, -10% Luck -5% Reist

Morale trigger values

Event	Morale Change
Critical hit landed	+1
Enemy defeated	+1
Easter egg / secret discovered	+2 (whole party)
Hero takes heavy damage (WOUND)	-1
Hero is Stunned	-1
Parry counter failed	-1
PC dead	-2 (whole party)
PC takes 5 turns of DoT in a row.	-1
When there is a max heal to any PC in the party.	+1
when a player character succeeds their madness check and becomes madness controlled	+3
when a player character fails their madness check and becomes a maddened	-3
when a player character succeeds in last stand	+2
when a special enemy uses a fear secondary action (typically a roar or bellow).	-1
When there is a max heal to any enemy in the unit.	-1
Enemy takes 5 turns of DOT in a row	-1
Enemy Dies	+2
Enemy Crit	-2

Wound System

- A WOUND is suffered when a character takes 50% or more damage to their total health in a single attack.
- They receive the WOUND condition which affects a player character stat negatively until they return to the hub to get it fixed, use a high level spell skill to heal it, or have a legendary consumable to heal it.
- All normal enemy units can receive WOUNDS besides mini bosses and bosses.
- A WOUND is randomly chosen from the WOUND table. Each wound is assigned a number and then a rng calculation is made with no weighting.

Wound Table

Wound	Description
Broken Arm	Accuracy reduce by 20%
Broken Leg	Dodge reduced 20%
Broken Sternum	Total Health reduced 20%
Hernia	Speed reduced 20%
Double Vision	Crit chance reduced 20%
Shattered organ	Defense reduced 20%
Open gash	Resistance reduced 20%
Concussion	Luck reduced 20%
Ripped muscles	Strength reduced 20%

Bleeding Out

- When a character reaches 0 hit points and the damage does not exceed twice their health, the character goes into a bleed out state.
- The character will bleed out and die in three turns if nothing is done to heal them.
- If the character takes a hit in the bleed out state they have a % chance of dying or surviving the hit.
- With each successful hit and new turn the percentage at death increases until it caps at 100%.
- Player characters can still parry when bleeding out to prevent damage from going through. If no damage goes through the death percentage does not increase.

- If a PC is revived they return with 1 HP, unless they are revived by a spell skill action, then normal healing applies.

Description	Percentage amount
Start Bleed Out chance	20%
Turn 1	+10%
Turn 2	+30%
Turn 3	+40%
Hit	+20%

Death

- When a player character dies a brutal blood splatter is left in their place.
- The player loses all of their equipment, gear

Last Stand

- Triggered when one hero remains alive.
- If the remaining PC survives the fight they receive 20% HP restoration (adrenaline rush condition) and deal 5% more damage for the remainder of the Delve run. This 5% can stack to 50% total damage.

Element	Effect
Music	Changes to more dramatic variant
Visuals	Slightly alter
Camera	Pushes in slightly
Parries	Cause DoT to enemies instead of normal effect
Survival reward	Last stand hero regains 20% HP on surviving

XP System

- 0-99 levels
- Level 100 is a secret unlockable level

- Leveling up a character to 100 is an estimated 5-6 hour process. (potentially needs play testing)
- Percentage stats do not gain range increases with level ups. They have a fixed constant gain.
- Each level up causes stats to increase by a range [x-y] with certain level milestones unlocking permanent features for the playable characters.
 - 0-10
 - 11-20
 - 21-30
 - 31-40
 - 41-50
 - 51-60
 - 61-70
 - 71-80
 - 81-90
 - 91-99
 - 100

XP System Milestone Table

Level	Reward
10	Range increase
20	Feature
30	Range increase
40	Feature
50	Range increase
60	Feature
70	Range increase, Feature
80	Range increase, Feature
90	Range increase, Feature
99	Range increase, Feature
100 (secret)	Special Feature

Example character level up

Breaker XP Level up

Ability (Range Increases apply)	Range (Range Increases apply)
Health	1-10
Speed	1-3
Strength	1-10
Defense	1-8
Ability (Range Increases DO NOT apply)	Range (Range Increases DO NOT apply)
Accuracy	0.15–0.40
Luck	0.2-0.8
Critical hit Chance	0.2-0.8
Resistance	0.2-0.8
Dodge	0.2-0.8

Specific xp numbers and calculations are in the appendix. [Classes may have different xp gain rates depending on lift].

Combat UI

- Players can always see their health, skills, and inventory
- Players can unlock the ability to see enemy health bars and skills by defeating them and using the clockwork smith's research ability
- The UI can be affected by madness conditions and are on a per character basis. If all 4 characters have madness effects messing with the UI one character will lose that condition after a turn.

Boss Rules

- Can't flee from boss fights
- Bosses can have multiple villain actions
- Bosses have damage thresholds that don't allow damage to carry over between phase changes.
- Bosses are the hardest enemies in the game

- Boss environments may play a factor into the fight, allowing PC to target specific objects in the environment to defeat the boss. IE destroy a crystal to make the boss vulnerable.

Economy

- Gold Coins
- Glowstone

Currency is Glowstone which is rare to find and only inside the dungeon. Obtained through exploration of the Delve or through defeated enemy units. Items are collected at the end of combat. and gold coins. gold coins are common place and the normal currency used to buy items in the hub.

Telemetry

- What killed the last PC
- What level are PCs dying at
- How long is combat taking
- How many rounds of combat pass before it ends
- What player characters are doing the most damage and how much
-

Core Experience I want the player to have

Fighting to their last resource and triggering Last Stand mode. Performing perfect parries and making great strategic choices that allows the player to over come the odds and pull a win from certain defeat. Dressed in a cinematic feel (not actual camera changes), but highlighted by music, vfx, and special last stand animations.

The top tier dream is to have this moment be even more special in boss encounters, and have the player perform extremely skilled survival causing an outline of champion armor to start forming around their character, slightly boosting their stats until it full materializes, their player becoming super charged, and becoming a chosen champion of a god in the moment. Wielding incredible power to defeat a boss. This continues the narrative of the gods teaming up to defeat the corrupted Melora in the past.

I want the player to enjoy exploring areas and have tension on whether they should delve deeper or retreat. I want the player to enjoy the menuing and strategy planning that comes with a Delve. I want the hub pcs to be loved or enjoyed by players and the meta systems to reward players who put enough time into the game. Anyone who invests hours will eventually become overpowered. The exception is on higher difficulties, where the tuning is made for a different more hardcore experience.

Appendix

Headwear Table

Name	Stats	Rarity
Iron Helm	+20 Defense, +5% Resistance	Common
Leather Cap	+10 Speed, +3% Dodge	Common
Scholar's Hood	+5% Resistance, +5% Luck	Common
Raven Mask	+8% Crit Chance, +5 Speed	Uncommon
Blindfold of Sight	+10% Accuracy, -5% Dodge (trade-off)	Uncommon
Warden's Crown	+50 Health, +5% Resistance	Uncommon
Battle Visor	+10% Accuracy, +10 Defense	Uncommon
Fool's Cap	+10% Luck, -3% Accuracy (trade-off)	Uncommon
Circlet of Will	+5% Resistance, +5% Crit Chance	Uncommon
Shadow Cowl	+8% Dodge, +5 Speed	Uncommon
Thunderhelm	+30 Speed, +3% Crit Chance	Rare
Titan's Brow	+100 Health, +10 Defense	Rare

Cursed Crown	+15% Crit Chance, -10% Resistance (trade-off)	Rare
Veilweave Hood	+10% Dodge, +10% Luck	Rare
Arcanist's Mitre	+10% Resistance, +8% Accuracy	Rare
Madness Helm	+5% Crit Chance per 10 Madness Threshold (scales with madness)	Rare
Fang Mask	+10% Crit Chance, immune to Frightened	Rare
Stone Crown	+150 Health, immune to Displace	Legendary
Crown of Sorrow	+15% Crit, +15% Luck, -10% Defense (high risk/reward)	Legendary
Deathwatch Visor	Reveals enemy HP. +5% Accuracy per depleted enemy HP threshold	Legendary
Helm of Last Rites	On any PC death — all surviving PCs gain +5% Crit for rest of fight	Legendary
Shroud of Silence	Immune to Charmed, Frightened, Sleep	Legendary
Godseeker's Veil	+20% to all percentage stats — cannot equip any Accessories	Mythic
Ruin Crown	Parry successes deal +100 flat bonus damage	Mythic
The Last Sight	On entering Last Stand Mode — all stats +20% for rest of run	Mythic

Accessories

Name	Stats	Rarity
Ring of Vigor	+20 Health	Common
Swift Band	+10 Speed	Common
Sharpened Stone	+10 Strength	Common
Guard Clasp	+10 Defense	Common
Lucky Charm	+3% Luck	Common
Steady Grip	+3% Accuracy	Common
Warding Bead	+3% Resistance	Common
Tumbler's Ring	+3% Dodge	Common
Keen Edge	+2% Crit Chance	Common
Copper Band	+15 Health, +5 Defense	Common
Sprinter's Bangle	+15 Speed	Common
Brawler's Wrap	+15 Strength	Common
Iron Buckle	+15 Defense	Common
Four Leaf Token	+4% Luck	Common
True Aim Lens	+4% Accuracy	Common

Shell Fragment	+4% Resistance	Common
Dancer's Anklet	+4% Dodge	Common
Bloodstone Chip	+3% Crit Chance	Common
Mending Clasp	+20 Health, +3% Resistance	Common
War Bead	+20 Strength, +5 Defense	Common
Quickstep Ring	+20 Speed, +2% Dodge	Common
Stalwart Pin	+20 Defense, +10 Health	Common
Fortune's Knot	+5% Luck, +2% Crit Chance	Common
Hunter's Mark	+5% Accuracy, +2% Crit Chance	Common
Bark Charm	+5% Resistance, +10 Health	Common
Shadow Step	+5% Dodge, +10 Speed	Common
Soldier's Badge	+10 Strength, +10 Defense	Common
Wanderer's Token	+10 Speed, +3% Luck	Common
Scout's Lens	+4% Accuracy, +3% Dodge	Common
Ember Shard	+3% Crit Chance, +5 Strength	Common
Pilgrim's Bead	+5% Resistance, +3% Luck	Common

Vanguard Clasp	+15 Defense, +3% Resistance	Common
Sprout Charm	+25 Health	Common
Thorn Ring	+15 Strength, +2% Crit Chance	Common
Fleet Band	+20 Speed, +3% Accuracy	Common
Ward Rune	+5% Resistance, +5% Dodge	Common
Crit Shard	+4% Crit Chance, +3% Luck	Common
Haste Loop	+25 Speed	Common
Bulwark Stone	+25 Defense	Common
Raider's Knot	+25 Strength	Common
Signet of Power	+50 Strength, +10 Defense	Uncommon
Swiftness Band	+50 Speed, +5% Dodge	Uncommon
Ironhide Clasp	+50 Defense, +20 Health	Uncommon
Vitality Ring	+100 Health	Uncommon
Assassin's Loop	+8% Crit Chance, +5% Accuracy	Uncommon
Gambler's Dice	+10% Luck, +3% Crit Chance	Uncommon
Toughskin Band	+8% Resistance, +20 Defense	Uncommon

Ghost Step Ring	+8% Dodge, +20 Speed	Uncommon
Sniper's Bead	+8% Accuracy, +3% Crit Chance	Uncommon
Warlord's Clasp	+50 Strength, +5% Crit Chance	Uncommon
Barrier Stone	+50 Defense, +5% Resistance	Uncommon
Rush Anklet	+50 Speed, +4% Accuracy	Uncommon
Bloodletter Ring	+5% Crit Chance, +30 Strength	Uncommon
Escapist's Token	+10% Dodge, +30 Speed	Uncommon
Warding Sigil	+10% Resistance, +30 Defense	Uncommon
Opportunist's Band	+8% Luck, +5% Crit Chance	Uncommon
Phantom Bangle	+8% Dodge, +8% Accuracy	Uncommon
Duelist's Loop	+6% Crit Chance, +6% Accuracy	Uncommon
Rampart Stone	+75 Defense	Uncommon
Titan Band	+75 Strength	Uncommon
Windrunner Ring	+75 Speed	Uncommon
Lifeline Charm	+150 Health	Uncommon
Stalker's Wrap	+8% Crit Chance, +8% Dodge	Uncommon

Fortune Band	+10% Luck, +5% Accuracy	Uncommon
Bastion Clasp	+8% Resistance, +8% Dodge	Uncommon
Battle Signet	+50 Strength, +50 Defense	Uncommon
Storm Bangle	+50 Speed, +50 Strength	Uncommon
Warden's Loop	+8% Resistance, +8% Luck	Uncommon
Precision Ring	+10% Accuracy, +50 Strength	Uncommon
Bone Charm	+5% Crit Chance, +50 Defense	Uncommon
Relic of Fury	+150 Strength, +10% Crit Chance	Rare
Sentinel's Band	+150 Defense, +10% Resistance	Rare
Quicksilver Ring	+150 Speed, +10% Dodge	Rare
Heartstone	+250 Health, +5% Resistance	Rare
Deadeye Loop	+15% Accuracy, +8% Crit Chance	Rare
Windfall Charm	+15% Luck, +8% Dodge	Rare
Deathmark Ring	+12% Crit Chance, +100 Strength	Rare
Fortress Band	+12% Resistance, +100 Defense	Rare
Phantom Loop	+12% Dodge, +100 Speed	Rare

Storm Signet	+150 Strength, +150 Speed	Rare
Ironwall Clasp	+150 Defense, +150 Health	Rare
Predator's Mark	+10% Crit Chance, +10% Accuracy	Rare
Trickster's Band	+15% Luck, +10% Crit Chance	Rare
Shadow Relic	+15% Dodge, +10% Crit Chance	Rare
Juggernaut Ring	+200 Strength, +5% Crit Chance	Rare
Unbreakable Clasp	+200 Defense, +5% Resistance	Rare
Gale Band	+200 Speed, +5% Dodge	Rare
Titan's Heart	+350 Health	Rare
Voidwalker Ring	+10% Dodge, +10% Resistance, +50 Speed	Rare
Runic Sigil	+10% to all percentage stats (accuracy/luck/crit/resist/dodge)	Rare
Shard of Ruin	+500 Strength, +15% Crit Chance	Legendary
Fortress Heart	+500 Defense, +15% Resistance	Legendary
Tempest Band	+500 Speed, +15% Dodge	Legendary
Soul Vessel	+500 Health, +10% Resistance	Legendary
Eye of Fate	+20% Luck, +15% Crit Chance	Legendary

Perfect Sight	+20% Accuracy, +10% Crit Chance	Legendary
Immortal's Loop	+300 Health, +10% Resistance, +10% Dodge	Legendary
God's Gambit	+20% Luck — all percentage stats scale off Luck value	Legendary
Twin Fang Ring	+15% Crit Chance — crits apply a random status effect	Legendary
Ruinbringer Clasp	+500 Strength, +500 Defense — Speed reduced by 100	Legendary

Skills

Breaker —
Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Skull Crush	Smash one enemy for heavy damage. 30% chance to Stun.	3d10 + Strength	No	Unlimited
Reckless Charge	Rush a back-rank enemy ignoring rank restrictions. +20% dmg but take 10% of dealt damage yourself.	4d8 + Strength	No	Unlimited
Ground Slam	Strike the ground — AoE damage to all front-rank enemies.	2d10 + Strength to R1-R2	No	Unlimited
Berserker's Roar	Raise party Morale by 3. Next attack deals +30% damage.	Morale+3, +30% next hit	No	3 uses

Iron Skin	Gain Fortified — Defense +30% for 3 turns.	+30% Defense 3 turns	No	3 uses
Skull Splitter	BURST — 3 rapid strikes on one target. Breaker stunned for 2 turns after.	3x 2d8 + Strength, self Stun 2 turns	Yes	2 uses
Titan's Throw	Hurl weapon at any rank enemy. Ignores Defense.	4d10 + Strength, ignore Defense	Yes	2 uses
Death March	UNLOCKABLE — Party deals +15% damage and takes +10% damage for 5 turns.	+15% party dmg / +10% dmg taken 5 turns	Yes	1 per run

Storm Fist — Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Lightning Strike	Fast melee hit. Always goes before enemy turn regardless of Speed.	2d6 + Speed, always first	No	Unlimited
Tornado Kick	Hit all front-rank enemies in rapid succession.	1d8 + Speed each enemy R1-R2	No	Unlimited
Pressure Point	Target loses 20% Speed for 3 turns.	-20% enemy Speed 3 turns	No	4 uses
Phase Step	Gain Invisible for 1 turn, then attack with guaranteed hit next turn.	Invisible 1 turn + 100% Acc next	No	3 uses
Thunderclap	AoE Stun — 50% chance to Stun all enemies for 1 turn.	50% Stun all enemies	No	3 uses

Storm Barrage	BURST — 4 rapid hits on one target. Each hit applies 1 Bleed stack.	4x 1d6 + Speed + Bleed each	Yes	2 uses
Wolf Form	Transform — +100 Speed, +50% Dodge for 3 turns. Cannot use skills.	+100 Speed, +50% Dodge 3 turns, skills locked	Yes	2 uses
Apex Predator	UNLOCKABLE — Attack every surviving enemy once this turn.	1d10 + Speed vs each enemy	Yes	1 per run

Pact Bonded — Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Eldritch Blast	Ranged dark energy bolt at any target.	3d8 + Defense	Yes	Spell slots
Curse of Weakness	Target enemy loses 20% Strength and 10% Accuracy for 3 turns.	-20% Str, -10% Acc 3 turns	Yes	Spell slots
Dark Shield	Wrap one PC in dark energy — absorb next 200 damage before HP is touched.	200 damage absorb shield	Yes	Spell slots
Soul Drain	Steal life force — deal damage and restore HP equal to 50% dealt.	2d10 + Defense, heal 50% dealt	Yes	Spell slots
Void Tendrils	Restrain all enemies for 2 turns. Cannot change rank.	All enemies Restrained 2 turns	Yes	3 uses
Pact Strike	Melee fallback — dark-infused punch using Defense stat.	2d6 + Defense	No	Unlimited

Patron's Gift	BURST — Damage all enemies and apply Marked to all.	2d8 + Defense all enemies + all Marked	Yes	2 uses
Eternal Pact	UNLOCKABLE — Sacrifice 50% HP. All enemies take 30% current HP as damage.	30% current HP damage all enemies	Yes	1 per run

Beast Warden

— Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Thorn Whip	Vine attack that Displaces the target back one rank.	2d6 + Strength + Displace	Yes	Spell slots
Poison Spores	Cloud attack hitting all enemies — 60% chance to apply 2 Poison stacks each.	60% Poison x2 all enemies	Yes	Spell slots
Predator's Mark	Mark an enemy — all party attacks deal +15% damage to that enemy.	+15% party dmg vs marked 3 turns	Yes	4 uses
Nature's Mend	Heal one PC. Clear Bleed or Poison.	2d8 + Strength heal + cleanse Bleed/Poison	Yes	Spell slots
Swarm Strike	Send a swarm at all enemies — 50% chance to Blind each.	1d6 each enemy + 50% Blind each	Yes	Spell slots
Primal Strike	Heavy melee — no magic, reliable damage.	3d8 + Strength	No	Unlimited

Pack Howl	BURST — Spectral beast attacks 3 times. Beast vanishes after.	3x 2d6 + Strength, self Stun 1 turn	Yes	2 uses
Plague Bloom	UNLOCKABLE — Infect all enemies with 5 Poison stacks each.	5x Poison all enemies	Yes	1 per run

Consecrant — Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Mass Healing Grace	Heal all PCs. Apply temp +3 Dodge for 2 turns.	15 HP each PC + Dodge+3 2 turns	Yes	Spell slots
Healing Grace	Heal single target. +2 Resistance and +2 Accuracy for 2 turns.	30% max HP + stat buffs	Yes	Spell slots
Holy Bolt	Ranged divine bolt at any target.	4d6 + Defense	Yes	Spell slots
Holy Protection	Party-wide saving throw advantage. Melee attackers risk Blind.	+5 saves party, 50% Blind on melee attacker	Yes	Spell slots
Summon Weapon	Summon a divine weapon to strike an enemy.	1d8+5 + Defense	Yes	Spell slots
Melee Strike	One-handed warhammer — fallback melee.	2d6 + Defense	No	Unlimited
Rain Holy Fire	Call holy fire on all enemies. DoT follow-up.	7d10 all enemies + DoT half-life 3 turns	Yes	Spell slots

Holy Intervention	UNLOCKABLE — Full group heal, max all stats, reduce all enemies to 1 HP.	Full heal all, max stats, enemies to 1 HP	Yes	1 per run
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Oathsworn — Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Divine Smite	Channel faith into a melee blow. +25% damage vs Maddened enemies.	3d8 + Strength, +25% vs Maddened	Yes	Spell slots
Shield of Faith	Grant one PC a damage absorb shield equal to 20% of their max HP.	20% max HP absorb shield	Yes	Spell slots
Oath Strike	Heavy melee — if it kills, party Morale +2.	4d6 + Strength, kill = Morale+2	No	Unlimited
Lay on Hands	Touch-heal a single PC for a significant amount.	50% max HP heal to one PC	Yes	Spell slots
Aura of Courage	Party cannot gain Frightened for 3 turns.	Frightened immunity 3 turns all PCs	Yes	4 uses
Radiant Lance	Ranged divine spear. Applies Marked to target.	3d10 + Strength + Marked 3 turns	Yes	Spell slots
Condemn	BURST — 2 strikes. Second strike deals double if target is Marked.	2d8 + 4d8 if Marked	Yes	2 uses
Last Vow	UNLOCKABLE — Sacrifice all but 1 HP. All	Self to 1 HP, party +50% dmg 3 turns	Yes	1 per run

	PCs gain +50% damage for 3 turns.			
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Blessed Blood

— Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Blood Bolt	Dark ranged bolt fueled by own blood — costs 5% HP to cast extra damage.	4d8 + Strength, costs 5% HP	Yes	Spell slots
Crimson Wave	AoE blood magic hitting all enemies.	2d10 + Strength all enemies	Yes	Spell slots
Sanguine Shield	Convert 10% max HP into a damage-absorbing barrier.	10% HP as absorb shield	Yes	Spell slots
Life Tap	Drain HP from one enemy — restore half as own HP.	3d8 + Strength drain, heal 50%	Yes	Spell slots
Blood Curse	Afflict enemy with 4 Bleed stacks immediately.	4 Bleed stacks instant	Yes	Spell slots
Desperate Strike	Melee fallback — deals more damage the lower own HP is.	2d6 + Strength + missing HP% bonus	No	Unlimited
Hemorrhage	BURST — Massive AoE blood explosion. All enemies Bleed 3 stacks.	4d10 all enemies + 3 Bleed each, self Stun 2 turns	Yes	2 uses
Final Offering	UNLOCKABLE — Sacrifice to 1 HP. Damage all enemies equal to HP sacrificed.	HP spent = damage all enemies	Yes	1 per run

Wayfinder —
Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Precision Shot	High accuracy ranged shot. Always targets any rank.	3d8 + Strength, any rank	No	Unlimited
Volley	Fire arrows at all enemies in one chosen rank.	2d6 + Strength to chosen rank	No	4 uses
Hunter's Mark	Mark an enemy — next 3 attacks deal +20% damage to that enemy.	+20% dmg next 3 hits vs marked	No	4 uses
Hobbling Shot	Shoot enemy legs — apply Restrained and -20% Speed.	2d6 + Strength + Restrained + -20% Spd	No	3 uses
Nature's Camouflage	Gain Invisible for 2 turns. Next attack breaks it with +30% damage.	Invisible 2 turns, +30% dmg break hit	Yes	3 uses
Barbed Arrow	Apply 3 Bleed stacks on hit.	2d8 + Strength + 3 Bleed	No	4 uses
Rain of Arrows	BURST — Fire 5 arrows at random enemies. Each can crit independently.	5x 1d10 + Strength random targets	Yes	2 uses
Called Shot	UNLOCKABLE — Choose a stat. Enemy loses 30% of that stat for rest of fight.	-30% chosen stat permanent fight	Yes	1 per run

Arcanist —
Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Fireball	AoE fire blast hitting front 4 ranks. 50% chance to apply Burn each.	3d10 + Strength all R1-R4, 50% Burn	Yes	Spell slots
Arcane Missile	Rapid 3-hit ranged volley at one target.	3x 1d8 + Strength	Yes	Spell slots
Frost Nova	Freeze one enemy — apply Paralyzed for 2 turns.	2d6 + Strength + Paralyzed 2 turns	Yes	Spell slots
Gravity Well	Pull all back-rank enemies to R1-R2.	All R3-R5 Displaced to R1-R2	Yes	Spell slots
Time Slow	Reduce all enemy Speed by 30% for 3 turns.	-30% all enemy Speed 3 turns	Yes	Spell slots
Staff Strike	Melee fallback — staff hit.	2d6 + Strength	No	Unlimited
Supernova	BURST — Massive AoE blast. All enemies take heavy damage. Arcanist Stunned 3 turns.	6d10 + Strength all enemies, self Stun 3 turns	Yes	2 uses
Temporal Rift	UNLOCKABLE — All PCs get an extra turn. All enemies skip next turn.	Extra turn all PCs, enemies skip	Yes	1 per run

Death Marked
— Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
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Serrated Throw	Fast knife throw — 40% chance to apply Bleed.	2d8 + Strength, 40% Bleed	No	Unlimited
Exploit Weakness	Attack a Marked, Blinded, or Stunned enemy for +50% damage.	+50% dmg if target has any debuff	No	Unlimited
Smoke Screen	All PCs gain Invisible 1 turn. Enemies Blinded 1 turn.	All PCs Invisible + all enemies Blind 1 turn	No	3 uses
Knife Fan	Throw knives hitting all enemies — 30% chance to Bleed each.	1d6 + Strength each enemy, 30% Bleed	No	4 uses
Shadow Step	Instantly reposition any PC to any rank as a free action.	Free rank change any PC	No	3 uses
Execution Strike	Massively boosted attack against enemies below 30% HP.	6d10 + Strength vs <30% HP targets	No	4 uses
Detonation Volley	BURST — 4 exploding knives at one target. Each applies Burn.	4x 2d8 + Strength + Burn each	Yes	2 uses
Death Mark	UNLOCKABLE — Mark an enemy. They die at end of 3 turns regardless of HP.	Target dies end of turn 3	Yes	1 per run

Clockwork Smith

— Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Deploy Turret	Place a trap that fires at the first enemy to attack next turn.	3d8 + Speed when triggered	No	4 uses

Gear Bomb	Throw an explosive — AoE hitting chosen rank.	3d10 + Speed to chosen rank	No	4 uses
Smoke Canister	Deploy smoke — all enemies Blinded for 2 turns.	All enemies Blinded 2 turns	No	3 uses
Repair Unit	Heal one PC using tools. Not magic — no spell slot cost.	30% max HP heal, not magic	No	4 uses
Overclock	Target PC gains +50% Speed and +10% Accuracy for 2 turns.	+50% Spd +10% Acc 2 turns one PC	No	3 uses
Wrench Strike	Melee fallback — heavy tool strike.	3d6 + Speed	No	Unlimited
Clockwork Swarm	BURST — Mechanical swarms hit all enemies 3 times.	3x 1d8 + Speed all enemies	Yes	2 uses
Grand Design	UNLOCKABLE — Place 3 traps simultaneously. All trigger on next enemy action.	3 traps, all fire on next enemy action	Yes	1 per run

Fightborn — Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Power Strike	Reliable heavy melee hit.	4d6 + Strength	No	Unlimited
Shield Bash	Stun target for 1 turn. Deal moderate damage.	2d8 + Strength + Stunned 1 turn	No	4 uses

Second Wind	Heal self for 25% max HP. Can be used when Bleeding Out.	25% max HP self-heal, works bleeding out	No	3 uses
Rally Cry	Party Morale +2. All PCs gain +10% Accuracy for 2 turns.	Morale+2, +10% Acc 2 turns all PCs	No	3 uses
Riposte	On successful parry — immediately counter for bonus damage.	Counter hit 2d10 + Strength on parry success	No	Unlimited
Whirlwind	Spin attack hitting all enemies in R1-R3.	2d10 + Strength to R1-R3	No	4 uses
Blade Storm	BURST — 3 rapid heavy strikes on one target.	3x 3d6 + Strength, self Stun 1 turn	Yes	2 uses
Unbreakable	UNLOCKABLE — Cannot be reduced below 1 HP for 2 turns.	Immortal 2 turns (HP floor 1)	Yes	1 per run

Lore Weaver

— Skills

Skill Name	Description	Math / Effect	Unlockable	Uses Per Combat
Discordant Note	Ranged sonic blast — 40% chance to Stun target.	2d8 + Strength, 40% Stun	Yes	Spell slots
Battle Hymn	Party-wide Accuracy +10% and Strength +20 for 3 turns.	+10% Acc, +20 Str all PCs 3 turns	Yes	Spell slots
Lullaby	60% chance to put all enemies to Sleep for 2 turns.	60% Sleep all enemies 2 turns	Yes	Spell slots

Dirge of Ruin	Enemy Morale contribution reduced by 2 for 5 turns.	Enemy Morale events -2 for 5 turns	Yes	Spell slots
Inspiring Verse	Target PC immediately takes a bonus action (consumable use or skill).	One free action to target PC	Yes	3 uses
Dissonance Wave	AoE — 50% chance to apply random debuff to all enemies.	50% random debuff each enemy	Yes	Spell slots
Staff Swing	Melee fallback — instrument used as weapon.	2d6 + Strength	No	Unlimited
Magnum Opus	UNLOCKABLE — All PCs heal to max HP, all stats maxed, Morale set to 10.	Full heal, max stats, Morale 10 all PCs	Yes	1 per run

XP Tables

Note: I want to reward grinding faster. I don't want my players pointlessly grinding. If they want to put in 3 hours to grind to get a max level, I want them to have it.

Maddening
Delve —
Full XP
Table
(Levels
1–100)

Level	XP to Next Level	Cumulative XP	Milestone Reward	Notes
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1	0	0		
2	1	1		
3	5	6		
4	15	21		
5	30	51		
6	50	101		
7	77	178		
8	108	286		
9	147	433		
10	191	624	YES — Range Increase	
11	241	865		
12	298	1,163		

13	360	1,523		
14	429	1,952		
15	504	2,456		
16	586	3,042		
17	673	3,715		
18	768	4,483		
19	869	5,352		
20	977	6,329	YES — Feature	
21	1,091	7,420		
22	1,212	8,632		
23	1,339	9,971		
24	1,473	11,444		

25	1,614	13,058		
26	1,761	14,819		
27	1,916	16,735		
28	2,077	18,812		
29	2,245	21,057		
30	2,420	23,477	YES — Range Increase	
31	2,602	26,079		
32	2,790	28,869		
33	2,986	31,855		
34	3,188	35,043		
35	3,398	38,441		
36	3,614	42,055		

37	3,838	45,893		
38	4,068	49,961		
39	4,306	54,267		
40	4,551	58,818	YES — Feature	
41	4,802	63,620		
42	5,061	68,681		
43	5,328	74,009		
44	5,600	79,609		
45	5,881	85,490		
46	6,168	91,658		
47	6,462	98,120		
48	6,765	104,885		

49	7,074	111,959		
50	7,390	119,349	YES — Range Increase	
51	7,713	127,062		
52	8,045	135,107		
53	8,382	143,489		
54	8,729	152,218		
55	9,080	161,298		
56	9,441	170,739		
57	9,809	180,548		
58	10,183	190,731		
59	10,566	201,297		
60	10,954	212,251	YES — Feature	

61	11,352	223,603		
62	11,757	235,360		
63	12,168	247,528		
64	12,587	260,115		
65	13,014	273,129		
66	13,448	286,577		
67	13,889	300,466		
68	14,339	314,805		
69	14,795	329,600		
70	15,259	344,859	YES — Range Increase	
71	15,731	360,590		
72	16,210	376,800		

73	16,696	393,496		
74	17,190	410,686		
75	17,693	428,379		
76	18,201	446,580		
77	18,719	465,299		
78	19,242	484,541		
79	19,775	504,316		
80	20,314	524,630	YES — Range Increase	
81	20,862	545,492		
82	21,417	566,909		
83	21,979	588,888		
84	22,549	611,437		

85	23,127	634,564		
86	23,712	658,276		
87	24,306	682,582		
88	24,906	707,488		
89	25,515	733,003		
90	26,131	759,134	YES — Range Increase	
91	26,755	785,889		
92	27,387	813,276		
93	28,026	841,302		
94	28,673	869,975		
95	29,328	899,303		
96	29,990	929,293		

97	30,661	959,954		
98	31,339	991,293		
99	32,024	1,023,317	YES — Range Increase	
100	32,719	1,056,036	YES — Special Feature	SECRET LEVEL

Milestone Levels Summary

Level	Cumulative XP Required	Reward
10	624	Range Increase
20	6,329	Feature
30	23,477	Range Increase
40	58,818	Feature
50	119,349	Range Increase
60	212,251	Feature

70	344,859	Range Increase + Feature
80	524,630	Range Increase + Feature
90	759,134	Range Increase + Feature
99	1,023,317	Range Increase + Feature
100	1,056,036	Special Feature (Secret Level)

Enemy XP Values

Enemy Type	XP Reward	Multiplier vs Easy Monster	Notes
Easy Monster	20	1.0x	Standard — levels 1-8, most common encounter
Medium Monster	50	2.5x	Standard — tougher variants, mid-encounter
Hard Monster	120	6.0x	Standard — dangerous, role-specific mechanic tags
Easy Mini-Boss	500	25x	Mini-boss — room guard or random encounter variant
Medium Mini-Boss	1000	50x	Mini-boss — standard difficulty
Hard Mini-Boss	2000	100x	Mini-boss — fully tuned, dangerous
Easy Boss	5000	250x	Level boss — lower difficulty setting

Medium Boss	10000	500x	Level boss — intended difficulty
Hard Boss	20000	1000x	Level boss — hardest in game, maximum XP reward

Enemies
Required to
Reach
Target
Levels

Target Level	Cumulative XP	Easy Enemies Only	Mixed Combat Avg	Full Runs	Est. Time
5	51	3	2	0.0	~0 hrs
10	624	32	15	0.0	~0 hrs
15	2,456	123	56	0.1	~0 hrs
20	6,329	317	144	0.3	~1 hrs
25	13,058	653	297	0.7	~1 hrs
30	23,477	1,174	534	1.2	~2 hrs
40	58,818	2,941	1,337	3.0	~6 hrs
50	119,349	5,968	2,713	6.1	~12 hrs

60	212,251	10,613	4,824	10.8	~22 hrs
70	344,859	17,243	7,838	17.5	~35 hrs
80	524,630	26,232	11,924	26.6	~53 hrs
90	759,134	37,957	17,254	38.5	~77 hrs
95	899,303	44,966	20,439	45.6	~91 hrs
99	1,023,317	51,166	23,258	51.9	~104 hrs

Assumptions:

Mixed combat = 55% Easy (20 XP), 30% Medium (50 XP), 15% Hard (120 XP). Weighted avg = 44.5 XP per fight.

Full run = 8 levels × avg enemies + 4 medium mini-bosses + 1 medium boss = 19,700 XP per run.

Time estimate assumes 2 hours per full run.

NOTE: I want to reward players at higher levels. I will give bonuses to make their xps go faster. There is no way I want 104 hours of gameplay for a single level 99 class. At most 5 hours for a single PC class.

Level
99
Average
Stats
Projecti
ons —
All
Charact
ers

Character	Health Base	Health Avg L99	Speed Base	Speed Avg L99	Strength Base	Strength Avg L99	Defense Base	Defense Avg L99	Accuracy at L99	Dodge at L99
Breaker	150	1680	20	579	50	1586	30	1293	85%	15%
Storm Fist	100	1079	50	1169	35	1155	20	860	85%	15%
Pact Bonded	170	2126	25	445	40	1301	35	1016	85%	15%
Beast Warden	120	1243	30	728	35	1152	25	864	85%	15%
Consecrant	200	1881	20	441	25	724	40	1715	85%	15%
Oathsworn	140	1399	30	589	45	1438	30	1151	85%	15%
Blessed Blood	90	932	30	591	20	859	15	575	85%	15%
Wayfinder	110	1089	35	734	40	1294	20	719	85%	15%
Arcanist	90	932	25	445	15	575	15	575	85%	15%

Death Marked	100	939	45	1025	45	1580	15	575	85%	15%
Clockwork Smith	110	1091	40	740	30	1013	25	1007	85%	15%
Fightborn	130	1391	25	445	40	1442	35	1295	85%	15%
Lore Weaver	140	1258	20	440	25	866	40	1577	85%	15%