

The Red Prison Activation Code [portable]



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About This Game

The Red Prison is a roguelike based on the OGL-content of the SRD for 5th edition Dungeons & Dragons. The Basic Rules is (largely) a stripped back version of those rules and this game takes a similar approach. The game mostly follows those rules faithfully and they are included with the download. Development is still in its early stages and at this stage any available builds are playable but unstable.

The game features four classes (fighter, rogue, wizard and cleric) and four base races with subraces (human, mountain dwarf, hill dwarf, wood elf, high elf, lightfoot halfling and stoutheart halfling). You can fully customise all aspects of your character and recruit magic users, fighters, thugs and priests as henchmen to support you as you explore the depths of the Red Prison. There is an infinite procedurally generated dungeon filled with hordes of monsters to encounter in this traditional roguelike.

Title: The Red Prison
Genre: RPG, Early Access
Developer:
Patrick Wilson
Publisher:
Patrick Wilson
Release Date: 20 May, 2019

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Minimum:

OS: Windows XP

Processor: 1Ghz

Memory: 128 MB RAM

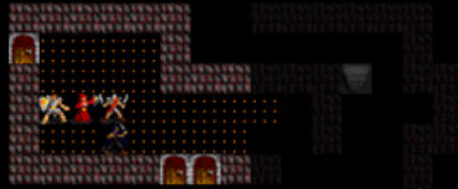
Graphics: 1024 × 768 resolution (or higher) video adapter

Storage: 20 MB available space

Sound Card: N/A

English

Tana Hahpet
 Human Wizard
 Str: 9 Dex: 14
 Con: 13 Int: 16
 Wis: 13 Cha: 15
 Level: 2
 HP: 3/7
 XP: 715/988
 Quarterstaff
 To hit bonus: 1
 Damage: 1d6-1
 - Bludgeoning
 - Proficient
 Armour class: 17
 Shield +3
 - Not proficient
Illumination
 - Thug
 Guard (1/11)
 Veteran (24/58)



Dungeon level: 3

1:2 2:8 3:8 4:8 5:8 6:8 7:8 8:8 9:8

Tana Hahpet no longer affected by illumination.
 The guard says, "Tana Hahpet, you are my only friend."
 Finished exploding.
 Tana Hahpet casts light and the nearby area is illuminated.
 Finished exploding.
 Tana Hahpet no longer affected by illumination.
 Tana Hahpet casts light and the nearby area is illuminated.
 Guard hits thug for 2 hit points.
 Veteran hits thug for 6 hit points. (OA)
 Select a target for the spell.
 Tana Hahpet casts charm person successfully on thug.
 Select the creature that you wish to talk with.
 Select the creature that you wish to talk with.
 Choose a location to move to.
 Select the creature that you wish to talk with.
 Choose a location to move to.

Aelar Liadon
 Wood Elf Rogue
 Str: 11 Dex: 17
 Con: 10 Int: 8
 Wis: 10 Cha: 15
 Level: 3
 HP: 13/22
 XP: 1973/2788
 Blowgun
 to hit bonus: 3
 Damage: 1d1+3
 - Piercing
 - Ranged
 Armour class: 14
 Leather armour
 - Proficient
 0 Bandit (5/11)
 1 Orc
 1 Torch

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Dungeon level: 3

1:0 2:0 3:0 4:0 5:0 6:0 7:0 8:0 9:0

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Crocodile attacks Aelar Liadon but misses. (-)
Aelar Liadon hits crocodile for 10 hit points. (-)
Crocodile hits Aelar Liadon for 11 hit points. (-)
Aelar Liadon hits crocodile for 10 hit points.
The crocodile is dead! You gain 100 experience points.
The guard says: "Aelar Liadon, you are my only friend."
The guard says: "Look after yourself Aelar Liadon, I need you."
Exploration has been interrupted!
Aelar Liadon sneak attacks orc for 11 hit points!
Orc resists being poisoned.
Orc hits guard for 4 hit points.
Guard attacks orc but misses.
Aelar Liadon sneak attacks orc for 13 hit points!
The orc is dead! You gain 100 experience points.
Finished exploring.
Finished exploring.
```

```

Aelar Liadon
Wood Elf Rogue
Str: 11 Dex: 17
Con: 10 Int: 8
Wis: 8 Cha: 15
Level: 3
HP: 8/22
XP: 2386/2788
Shortbow
to hit bonus: 5
Damage: 1d6+3
- Piercing
- Proficient
- Two-handed
- Ranged
Armour class: 14
Leather armour
- Proficient
Unconscious
- Bugbear
- Guard (0/11)
- Guard (0/11)
- Bandit (0/11)
- Giant bat
- Arrows
- Arrows

```



Dungeon level: 4

1:0 2:0 3:0 4:0 5:0 6:0 7:0 8:0 9:0

```

Guard hits bugbear for 2 hit points.
Bugbear attacks guard but misses.
Guard attacks bugbear but misses.
Bugbear attacks guard but misses.
The guard brandishes his weapon menacingly.
Guard attacks bugbear but misses.
The bandit brandishes his weapon menacingly.
Bugbear hits bandit for 8 hit points. (-)
The bandit is knocked unconscious!
Guard attacks bugbear but misses.
Bugbear hits guard for 12 hit points. (-)
The guard is knocked unconscious!
Bugbear attacks guard but misses.
Guard attacks bugbear but misses.
Bugbear critically hits guard for 21 hit points!
The guard is knocked unconscious!

```

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New version - name changes for player and NPC's, poison reworked and new monsters:

New version released and the main things that happened this week are:

* Custom names for player and for NPC's. During custom character creation you are still given a suggested name (and implied gender) but you can regenerate this until you're happy or enter your own name. During the game, when giving orders to your allies, you can also choose to name them now as well.

* Reworking of the poison system. Before this I just lazily created a 'poisoned' condition which applied 1 hit point of damage per turn for a set number of turns. This didn't really reflect how poison works in the rules where there are a number of different poison types which instead apply damage instantly with various dice rolls to determine this, along with the chance of saving throw against variable difficulties with differing results if you succeed... there's a lot to deal with there from a programming point of view! But it's all implemented now and each monster with venom follows the rules as written in terms of how it's applied, how much damage it does, and whether you have a chance at a saving throw or not and what chance that is.

* New enemies: owl, owlbear, panther, pegasus, phase spider.

The poison rework actually has been a sorely needed buff for the rogue class because they start with a blowgun and poisoned needles. Needles only do 1 hit point of damage, but on top of that you add the dexterity bonus along with a possible sneak attack bonus and a further possible critical hit bonus AND now a further 1d4 poison damage. The end result is that rogues can dish out quite significant damage against poison vulnerable enemies right from the start of the game and it's even possible (although very hard) to play an effective solo rogue without a light source and specialise in hiding and sneak attacking from the shadows..

Download issues resolved:

It seems that there was a weird problem on the Steam backend which meant the game's download link wasn't showing up. It's now resolved and hopefully everything is working properly.

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