The Red Prison Full Crack

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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 rule 5d3b920ae0

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

Minimum:

OS: Windows XP

Processor: 1Ghz

Memory: 128 MB RAM

Graphics: 102

English

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Download issues resolved : It seems that there was a weird problem on the Steam backend which meant the games download link wasnt showing up. Its now resolved and hopefully everything is working properly.. 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 regrenerate 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.

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