

Divine Dungeon

For eons, conquering dungeons has been the most efficient way to become a strong adventurer. Although, not everything is as straightforward as it seems. Several questions have always plagued the mind of those that enter these mythical places of power: Why are there so many monsters? Where do the amazing weaponry and heavy gold coins come from? Why does the very air fill with life-giving energies?!

The dungeons themselves have all of the answers to these age old questions, for a very simple reason. A Dungeon Heart is either a soul forced against his will into a magical stone or the remains of a magical beast who was killed without its beast core being destroyed and left behind. After several lonely years a dungeon is able to regain (or attain) sentience, allowing them to form new memories while slowly growing a dungeon around themselves. With help from a friend (their dungeon wisps) they learn how to create monsters and traps, increasing their power and size quickly.

When a threat to his existence rears its head, dungeons will do anything to stay alive and become stronger. Unfortunately for treasure-seekers, the fastest way for them to achieve this goal... is to eat anyone that enters their depths.

On the other side adventurers seek to brave the depths of the dungeons in order to profit from the vast resources and riches found within, though a dangerous life adventurers dive into the dungeons every day braving traps and monsters of all kinds in an effort to receive the rewards of defeating the creatures within.

Though this at first may seem impossible adventurers (and many of the noble class) use special techniques to cultivate stronger bodies within the essence rich walls of the dungeon slowly becoming stronger with each dive. Able to live longer, fight better, and protect themselves from even greater dangers eventually leading to the dungeon needing to make even greater threats.

War also looms on the horizon as a vast army of undead and demonic entities march against the various countries of the world seeking to burn down what they see as an unjust order so they may rebuild anew led on by the seeds of **Madness** planted deep within their souls. This world will soon reach its breaking point and all who live upon it will be in danger.

Where will you find yourself in this ever growing arms race of personal power and dungeon trickery?

Location Roll Page

Please roll 1d8 or pay 50 cp to determine where you are at the start of this journey! You arrive in the countryside close to the nearest civilised town of your location. If such a town exists.

1. Stoneheart Mountain Kingdom - A Kingdom run by dwarves, the dwarven king has recently had a bit of a falling out with some of his family though and is also ill and close to death. If you need to buy some metals or hire some architects look no further.
2. Tigress Queendom - Home of the Amazons, a race of humans with really funny (and not in a haha way) views on male female dynamics.
3. Lion Kingdom - A kingdom sharing a border with the Phoenix Kingdom and ruled by a human royal family, the rulers genuinely care for their people and try very hard to protect and provide for them. Has a disputed claim over the ownership of the Phantom Mountains.
4. Phoenix Kingdom - A Human kingdom sharing a border with the Lion Kingdom and ruled by a human royal family, the rulers genuinely care for their people and try very hard to protect and provide for them. Has a disputed claim over ownership of the Phantom Mountains.
5. Northern Kingdom - The frozen home of the North Men, Strong large well muscled barbarians with a hatred for the Tigress Queendom.
6. Phantom Mountains - The location of the soon to be built township that the books take place in. A very special dungeon will soon be found in this area. Beware though as these mountains have some rather extreme weather and very cold winters. There is a saying that death is everywhere in the Phantom Mountains.
7. A Tiny Island in the Middle of the Ocean - A small uninhabited island in the heart of the ocean roughly twelve days flight from the mainland. You could survive here with a little difficulty, there is a boat on the beach if you want to try your luck.
8. Free Choice!

Age and Race

For those of you who choose not to be a dungeon core or whisp you can instead choose a race of people that are already native to these lands to become. Choose a race below, your apparent age (the age you look in spite of what your age may actually be) is $1d8+20$. Your gender is what you come in as. You could also pay 50 cp to choose your age and gender if you wish.

Human - More or less the baseline and most common race running around here. Amazons and Northmen are both variant examples of this race.

Elf - There are 5 main types of elves, for more info please see the notes section.

Dwarf - Short, strong, and very good at crafting fortifications and mining, dwarves are rather good in a brawl.

Orc - Brutish and bold rather little is known about the orcs, at least from what little material is shown other than having green skin and large powerful jaws.

Goblin (+300 cp) - The poster boys for why interracial breeding is discouraged. Goblins are a race that came about through the mixing of races, their jaws are often misshapen, their skeletons often do not line up correctly, their bones, muscles, and nerves are all a mishmash of the races they are descended from. Their bodies never work quite right and they are often in a large amount of pain, not to mention many people kill them on sight. Being a goblin is suffering.

Backgrounds!

Choose your story of how you come here and what your past may be, doing so will help guide your future. To determine your age roll $1d8+16$ for the amount of years you appear to have been alive.

Drop in- No background here, we just drop you right down into the nitty gritty of this world with no past. No standing enemies either though so that works out well.

Dungeon Wisp- you are a Dungeon Wisp, a being constructed from magical energy known as essence who both completes a dungeon and help it grow, guiding it as needed and helping to keep it safe and sane. Your presence here will see you bound to a dungeon if you wish, a young dungeon but it will grow quickly if given proper guidance.

Adventurer guild- You are a rising member of the adventurer guild, a guild which has its fingers in a great many pies. You will receive guidance and training to help you rise in the ranks, though a certain amount of kickback will be expected by the guild should you recover any gold or valuables while on a mission. They often supply new adventurers with mentors as well as supplies and access to greater stores from which to buy better equipment and materials in exchange for a percentage of the adventurers take while adventuring. Not a bad deal honestly, so long as you don't mind taking orders.

Dungeon Core (-200) - Wow Look at you! You are a shiny shiny stone, a soul bound to mineral form. As you grow you breathe and consume the essence around you, as you cultivate you craft your form to be larger and more flawless as a gemstone. You can use your essence to actually see everywhere around you that it touches and allows you to interact with the world around you by claiming ground. You can also consume things that come into contact with your claimed area to reproduce it, though you cannot claim anything living or anything being currently held by a living creature. Plants of all types seem to be an exception to this rule though so long as they are either seeds or uprooted/cut in some way. You have the potential to become quite powerful within your walls and can increase the size of your dungeon body by claiming and consuming the dirt around you to carve pathways and build new corridors. As you grow you will learn to create monsters or beings to protect you or traps for the unwary. You must be prepared because people will often see a young dungeon core as a valuable prize for research or magical spell materials.

Perks!

Perks of coming here or having lived here all along, each background receives a 50% discount on all perks in its tree as well as receiving its 100 cp perk for free.

General

100 Title-

As you grow in power you may notice some of your superiors or those just more famous than you often have names they are known by other than their true names, Xenocide and The Master are two examples of this. Now you have such a title too, choose a moniker you wish to be known by and not only will it quickly become associated with you but people will also find it harder to learn your true name behind the title as your fame grows.

(Free/100+) Natural Affinity-

Everyone has natural affinities, the flavor of essence they can take in if you will. Each kind of essence has different properties and contains different forms of corruption, as a Cultivator you can take in certain kinds of essence and purify it with your cultivation technique in order to make yourself stronger. Everyone has some form of affinity though not everyone knows what theirs is, and NOBODY normally gets to choose their affinity. Some people are born with one affinity, some are born with more. You have two essence affinities for free but can buy another affinity for 100 cp each. Essence affinities are usually one of the following types: Earth, Air, Fire, Water, Celestial, and Infernal. Beware having too many affinities can be detrimental, as if you do not have a way to get the proper essence to stay in balance you may cause a buildup of corruption inside you that can lead to symptoms such as sickness, premature aging, insanity, or even death. You shouldn't have a problem though between the items available to all jumpers and your cultivation technique you should burn corruption faster than you take it in under most circumstances.

100 ITS A REFERENCE!-

How many times have you made a quip or joke and get blank looks in reply? People just don't share your unique background required to understand all your jokes. This sad state of affairs can be mitigated however with a bit of coincidence, from now on whenever you make a reference to something there is a high chance that something will be going on that you could reasonably be referring to. For instance screaming "FOUR!" when using a hammer to launch a zombies head into near orbit? Well that was just the fourth zombie you have done it to of course. Or singing "It's amore!" in an area where Italy was never a thing, look over there! It really is a moray, as in an eel, as in celestial feces look at the size of that eel! While there will not always be something to go with everything you will find that your jokes often have accompaniment now. Just a heads up, this ability defaults to puns and may be toggled at will though using it for things other than jokes will usually not work or will fall flat.

100 We Named Him Cliff-

Have you ever looked at a wall or fortification and said "I wish we could make that wall stronger but we just don't have the materials for it"? Well that is a problem that has many solutions, this is one such solution. You can name objects, buildings, or even local geography to give it a purpose and make it moderately stronger. For instance naming a wall Cliff because you don't want it to feel bad being surrounded by mountains. Maybe it is all psychosomatic on the walls part but it does seem to make the poor dear somewhat stronger as it holds itself up against ravaging hordes of semi undead. Watch out though cause once you name it you may start getting attached to it.

300 Paradox Protection-

Ever accidentally kill yourself in the past? No? What about be the cause of your own conception? Still no? How about accidentally send yourself to the past along with a bunch of enemies and accidentally kill yourself there with magic that doesn't exist yet so that you eventually come into being and then send yourself back on accident? Not happening? Well ok then, in any case if something should happen you need not worry about it with this, should anything cause your past to be changed or should someone attempt to erase you from time it just sort of won't stick, sure events might change but you will more or less stay the same none the worse for the wear. Time paradoxes sure are weird aren't they?

Drop in

100 Dumb Luck-

You have better than average luck, going out to tend your fields could result in you stumbling onto a newborn dungeon, maybe you will find something that has a reward offered for its location, or maybe you could just find a 20 in your pocket when you put on your pants in the morning. Either way it looks like it's your lucky day. Increases your luck to slightly better than average but don't count on it to save your life.

200 To Purchase the Land-

They say that property is 9/10s of the law, and here that saying also holds true. Any property you own comes with a bit of metaphysical insurance, a kind of natural order thanks to it belonging to you. By buying property you can tell citizens of the country it is in (for example buying land in america works on Americans) to get off your property and they will. Truth be told they cannot stop themselves, their body carries out your orders and they walk off your property if there is no faster way. Your land is in the middle of inhospitable wilderness and no one can survive out there without supplies? Well they should have thought of that earlier shouldn't they? In order for this to work the best though you really need to register such claims formally in each country in the surrounding area as the effect only works upon citizens of the surrounding areas country and countries that you register your property in and has acknowledged your claim. Do note that this does not work on non citizens, people who renounce their citizenry, undead, non sapient automata, or other mindless drone. It also does not keep anyone from coming back and will not work at all if you do not tell the person in question to leave personally, no blanket "All the redheads must go" like statements or preemptive "If you plan on doing X ever in the future leave now" and in order to work at all you have to actually say "Get off my property" to the person you want to leave. Any spell immunity or other such immunity to magical compulsions will probably blunt or completely block this effect though as it is magical in origin and should the country be destroyed (usually by the destruction of its capital city) the citizens formerly of that country will no longer be valid targets for this ability, it just won't work on them any more.

400 Aura Mastery-

The study of Auras is a field that many choose to devote a large amount of time and energy into, these special energy shields are made of delicately woven essence surrounding the users body in hundreds of thousands of tiny loops and curls threaded and woven for strength to both enhance the users body as well as protect them. Auras however have a different use as well, should you mix elemental essence into them at varying amounts you can use them to completely ground out enemy elemental attacks or even create elemental effects of your own. Depending on your affinities you may even be able to do other things such as bend light around you to become invisible or even create an aura of magic destroying mist/water around you.

600 Crossing the Streams-

Normally a person or thing can only draw essence of the kind it is the most attuned to, for instance a person or creature with a high attunement in earth or fire could only draw essence in a place with large amounts of earth and fire such as volcanic areas or inside of a smithy. You however have the rarely seen ability to pull essence from all sources to be purified within your body. This has some rather large downsides however, doing this causes a rather large amount of corruption to build up within you which will usually take a rather large amount of time (depending on how much you draw from a source you are not attuned to) to work its way out of your body naturally (it will never quite become too much for you to handle though). What this means for you is that you now naturally can use any elemental affinity essence and no longer have to worry about taking in or absorbing too much power at any one time, you might end up feeling terrible, you may end up in horrible pain for a while, but you will never “pop” from taking in or using too much energy. The best part of this process though? Unlike other people who could be killed by this process the corruption in your body will actually strengthen your body after all is said and done.

Wisp

100 Not even Slightly Tasty-

Dungeons and other beasts must eat to survive and grow just like everything else, which can be a bit of a pain really. You don't really need to worry about that though, for some reason you give off a aura that tells people you taste just awful, anything that attempts to eat you will promptly make other arrangements and should it still attempt a chomp it will promptly spit you out without causing any harm.

200 Teacher-

A wisps job is to make sure their dungeon partner has a friend and to take care of their partner so that they stay healthy and safe, teaching them everything and helping them grow from the simple thoughts of a child into the complex minds of an adult. You are very good at this job, you have a knack for wording and explaining things so that you can make even the most complex things easy to understand as well as having an amazing amount of patience when it comes to those you are attempting to teach.

400 Sharing is Caring-

Wisps are not actually all that powerful on their own, they can do a few minor tricks with their inherent abilities such as becoming invisible but overall they are pretty weak. The exception to this rule however is when a wisp and dungeon are bound together, when they enter a partnership the wisp gains access to the power of the dungeon, able to draw on its reserves as their own to protect it when needed and to direct it in ways a dungeon cannot through spells. Just like a wisp you can do this with your dungeon, unlike other wisps however you are not bound to a single source. You can make a binding agreement with beings to allow you to borrow their power to fuel your abilities just as other wisps do from their dungeon core partners. This means that should you enter an agreement with a mage you would be able to draw upon their mana or essence reserves as your own should you need too. Be warned however that doing so has no protections on those you draw from and essence fatigue can kill the unwary.

600 Stabilizer-

Another job of a wisp is to stabilize and nurture the minds of their dungeon companions, this comes not only from normal conversation but in attempting to help them through any trauma that they may endure, your presence is very good for the sanity of others, just being near you has the property of making even the most bloodthirsty killer or the most broken mind slowly regain their sanity and mental clarity. Though be warned, this can take a while to be achieved completely and should a person become too reliant on your presence without learning to think or act for themselves there is a chance that they could backlash should you disappear you leave unexpectedly. That said simply spending a couple weeks in your presence would be enough to rehabilitate even a completely shattered mind.

Adventurer Guild Member

100 Spotters Insight-

Spotters are, quite frankly, Weird. The spotters guild is one of the branches of the adventuring guild, they all have very odd and strange interests but if you need someone to identify something you need look no further than these folks. As of now you are a fully fledged spotter, able to discern a plethora of information about an object by interacting with it in different ways. For instance you could learn the basic composition of something by licking it, the amount of maximum damage it can take by hitting it with a hammer, or tell how old something is from sniffing it, at the least you can get a general idea of what it is you are studying. In the simplest terms this allows you to gain much more information from your senses then you normally would.

200 Contractually Obligated-

Magically binding contracts are very important things, Created in order to make sure both parties follow their end of the deal and completely unbreakable under most circumstances. Many governments in this world use such contracts for land purchases and important alliances. You are now able to create such binding contracts as well as knowing the ins and outs of contract creation as well as how to negotiate contracts so that you get exactly what you want out of the deal more often than not. All contracts must be entered into with the informed consent of both parties of their own free will or the contract will be considered null and void.

400 Artful Enchanter-

Enchanting is a rather useful ability that involves using runes and essence to imbue temporary or permanent special effects on items, sadly very few people think it is a skill worth devoting time and effort to due to the creator needing to use their own essence to create the items permanently reducing their current cultivation by a small amount (Though it is possible to regain what is lost through cultivation). Those who master this skill are few and far between as well as extremely sought after. You are now one of those enchanters, you can use runes and essence to create many effects from a pair of boots which repel any liquids around them allowing one to have dry feet (even if they were walking through a pool of acid) all the way to bags of holding with entire rooms worth of storage inside a backpack sized bag or even cursed equipment which is unable to be removed short of destroying the enchantment itself. Just for reference temporary effects are called enchantments while Permanent ones are called Inscriptions.

600 Ritual Master-

Ritual magic is a strange and often misunderstood branch of magic which many people consider to be completely not worth studying because the materials required to set up the spells are quite simply expensive or difficult to obtain. However a master of ritual magic can create spells that have the ability to change the world as a whole if done correctly. Such things as creating a world spanning leyline network that funnels essence to you or a massive magical runespell that has the power to drag a moon from orbit are both examples shown of this type of magic. You are now a master of this magic, able to create spells that vary from simple effects such as digging a new well all the way to such effects as the aforementioned moon destruction though all such spells have a price that is paid in various materials and essence and sometimes even mana. Larger spells require rarer more powerful materials to be expended in their use however and the largest may require the sacrifice either willingly or otherwise of a great many sapient lives.

Dungeon Heart

Dungeon Creation (Unique, Free dungeon only)

You can create anything you have consumed by expending essence so long as you understand its properties such as its chemical makeup and how it is made as well as how it functions. More complex, rare, or esoteric things cost more essence to recreate for example a lump of iron will cost more than dirt, an iron sword will cost more than iron, an enchanted weapon will cost more than an iron sword. The cost scales directly with how powerful or rare the materials used within the object or creature are. The other downside is that you cannot create anything that is more powerful than yourself, so any autonomous or living creations must be of at most equal or lesser strength than yourself. You may import a building or property you own to become part of your dungeon free of charge however once it is part of your dungeon it will always be a part of your dungeon.

100 mental pillars- You have the amazing ability to create facets of your mind and persona that cannot be shaken by outside forces as unchanging unshakeable parts of your being. What this means is that you can now pick and choose things you like about yourself to make permanent parts of your being while still allowing you to grow and change as a person.

200 Knowing-

A dungeons core gem may be its heart but the entirety of a dungeon from its entrance to its depths are all part of its body. As such dungeons can consume anything within their body (so long as it is no longer alive) absorbing it and learning everything about it.) Anything that you consume whether it be through physically eating it or having it break down within the walls of your dungeon body, gives you knowledge of itself. For instance consuming a stone would give you all the information on the chemical makeup of the stone as well as knowing how it is put together, consuming a plant would allow you to know possible uses for the plant medicinally as well as what it requires to live, consuming a creature allows you to understand what it is made of as well as how it functions and what it requires to survive. Though this does not let you know the experiences or knowledge stored within the thing you consume it does provide you with a perfect blueprint to recreate it later if you have the required materials and ability.

400 Incorruptible-

Corruption is where your body builds up impurities through everyday activities both magical and mundane, slowly these impurities buildup and cause harm to the body of the person they are inside, but not to you it seems. You have the ability to spit out corruptive forces of all kinds, for instance if you absorb or eat something that would negatively affect you, you can instead keep the power gained while spitting out a vile black sludge that contains all the bad parts as well as causing the harmful to effects out. This allows you to keep your mind and body pure while allowing you to still profit from things that would otherwise be harmful. This sludge is also useful as a very potent poison and can actually be detrimental to a person's cultivation if you manage to get it into them by way of ingestion or maybe even coating a blade with it.

600 Tinkerer- You know how people say time flies when you are having fun? Well it seems that is not always the case. when you focus on doing something you enjoy the world seems to slow down around you, you could spend what seems like days tinkering to stand up and see only a few short hours have passed. Just like when a certain dungeon nods off working on his runes or his new floors you can just sort of lose yourself if you wish and enjoy yourself, this doesn't really work for combat purposes though and the best use seems to be for building things.

Items!

Every background receives a 50% Discount on items that fall under their line, 100 cp items are free for those who receive their discount. As a jumper you will also receive a 500 cp stipend for use in the item section only. Wisps may also choose another background to receive item discounts from in addition to their normally discounted item line to represent how they often try to gather things to bring back to their dungeon.

General Items

(free/100/200) Cultivation Technique- Everyone who is anyone can cultivate and you are no exception. This here is a Memory crystal containing a cultivation technique of average quality, able to get you up to high B rank with very little trouble. It contains the stored memories of someone who absolutely knew what they were doing. By holding it against your head the memories of this person will be granted to you so that you will know exactly how to use the stored technique. For an added 100 cp you can get a method of a truly amazing cultivator by way of the memories of a former king containing a method of first rate quality able to quite easily make you positively fly up the ranks provided you can find an area with your needed essence in good supply. For an extra 100 cp (For a total of 200 cp) You can instead buy a technique that was created specifically for and by a dungeon heart in imitation of a wisps core matrix, such a method would allow you to suck an area completely dry of essence and raise you through the ranks so fast that people will probably start asking questions about who you are and where you got it.

(Free/50) Essence Source-

A small bag of stones that when placed in a circle around you will produce small amounts of essence of the kinds you cultivate. Usually when cultivating one would require much more preparation to create conditions favorable to cultivate in (such as someone who cultivates in fire essence affinity making a ring of coals around them, or water sitting on the banks of a stream) but these are special in that you can basically plop them down and go to town. Everyone receives one bag of stones free and may buy more for 50 cp each. A bag produces enough essence for 1 person.

50 Semi Consecrated Item of Faith-

A pendant with various inscriptions that can be used to channel essence and turn away infernal creatures of low level, normally this would be attuned towards celestial essence but this one is completely blank, at least until you channel a specific kind of essence into it. Once you do that it will lock on to the first essence channeled into it and become a great channel for that type of essence and if for some reason you are using it with infernal essence? Well at that point it will instead be able to turn away low level holy creatures instead of infernal ones.

50 Bag of Gold -

Enough gold to buy two mountains if you so chose. Easily enough to live on for the rest of your natural life if you live frugally and aren't a cultivator, if you are a cultivator then well it's enough for around a couple months. Equipment is expensive.

50 Box of Blank Memory Crystals-

A box containing 100 golf ball sized memory crystals, you could upload the entirety of your life experiences into one of these, or just the parts you want simply by concentrating and holding them to your head. Afterwards someone can use these to learn simply by doing the same, you could teach entire courses in a day if you wanted too though some things would still require practice to get the hang of afterwards. Will restock once a month to replace those that have been used.

100 Large Box of Beast Cores-

A mixed bag box of beast cores, this box contains beast cores pulled from everything from a small bunny or fish all the way up to large manticores. They have a variety of uses from preparing a person to start cultivation by flushing the corruption from them in a rather violent manner, up to being crushed for a quick spurt of essence. You could also bury them on the ground for a couple hundred years if you want and eventually they will become a new dungeon core, but since these are all from non sapient beasts that will take quite a while and even longer until they become fully sapient. You have 200 in all of varying rarities and they will restock once per month if used or destroyed.

100 Enchanted Weapon and Armor-

A rather low grade set of enchanted armor made of good steel in either chainmail or plate armor style, the enchantment merely keeps it from getting dirty or rusting and makes it a bit stronger, as well as a weapon of your choice also made of steel and strong wood with either an enchantment to hit harder, never grow dull, or if you choose a bow it will simply cause your arrows to strike harder.

200 The Pleasure House-

A two storied establishment that everyone loves to partake in, every morning noon and night if possible! Everyone who goes in comes out satisfied and the girls who work there are absolutely gorgeous! Ok ok get those thoughts out of your head pervert. The Pleasure House is a restaurant that serves some of the best food in the world at very reasonable prices, or so they claim, and their customers are keen to agree with that statement. They can cook up delicacies of many different varieties to suit anyone's tastes. If there are any rare plants or animals in the area they will be keen to cook up some new experimental and over all delicious dishes. The people don't follow you between jumps but cooks and waitstaff with similar skills will replace them each jump.

200 Celestial Church of Holy Light-

A large church staffed by dedicate priests of light all of these priests can use celestial essence to purify infernal corruption, heal injuries, and cure diseases. They are all very nice people who are also very good at swinging a mace or hammer to do massive damage to infernal creatures. They hold sermons often and will pray for the salvation of any who seek them out. They all are more than willing to follow your orders so long as they are within reason, you are the one who paid for them to build here after all. The priests will not follow you though priests of similar skills will replace them in each jump.

200 Infernal Fortress of Darkness-

A small fortress that positively reeks of infernal essence and staffed by necromancers and cultists of all manner. Everyone here can use infernal essence to summon undead or make bargains with demons. Rather unhinged over all but not necessarily bad people, all things considered. They all agree on one thing above all and that thing is you are in charge here as the proprietor of the fortress. The people here can use their infernal powers to snuff out lights and cause sickness in others and should you need power quickly there are always people willing to make a deal if you do not care for the consequences. These people will not follow you between jumps but people with similar skills will replace them each jump.

200 A Crate of Aluminum Ingots-

A 3 foot wide wooden crate full of pure, refined, high grade aluminum ingots. You could live like a king for this, in fact you may be able to buy a small city for this amount. Now you may be asking, why is aluminum worth such a price? Easy question to answer! Aluminum is easily worked, can be made into many shapes, is extremely light, and when you channel essence through it after it is in the shape you wish the metal undergoes a qualitative change and becomes a silvery purple metal called Mithril, stronger and lighter than steel while holding essence with an amazing efficiency. This is literally worth more per ounce than platinum here. It will refill once per jump.

300 Silverwood Tree Sapling-

Though this sapling is small, barely a foot tall, it is one of the most magical plants around. It naturally purifies essence in its surroundings and its pollen is able to boost the fertility rate of long lived (or just low fertility) species. Normally they refuse to grow outside their groves but this one will grow wherever you plant it and it will grow amazingly fast if you give it essence. It may also be sapient but it certainly won't talk much.

400 Magic Workshop-

A workshop positively overflowing with materials of every type as well as tools for nearly any building or research purpose, those who work here can do so in safety and privacy without needing to worry about running low on resources. For a price. Everyone must pay for their time here with a gift of knowledge, by gifting their experiences the room allows them to work in it, new knowledge and scientific breakthroughs allow them more time to research or craft to their heart's content. All knowledge gained in this way is added to the master memory crystal stored in a small room accessible only to the owner and those he gives access too, memories can be collated for easier access or even uploaded into smaller more specific disciplines. Basically this room offers all you require for any purpose but those who want to use it must pay for, raw materials cannot be removed from this room under any circumstances. You may use this as part of your dungeon if you wish or you may make it a part of your warehouse after this jump. While this room does not contain any out of jump materials it is possible to feed them into it to gain access to them later.

Drop In

100 A Mountain Of Your Own-

An entire mountain all for you, well more like a mountain and the surrounding area. Complete with forested valleys, lakes, caves, and even a rather nice flat section that would be perfect for a village, you own the entire mountain and roughly ten miles in any direction around it as well as underneath it. After the jump it will attach itself to your warehouse if you wish, or insinuate itself into the local geography of the next jump. It also comes with a writ of ownership proving beyond a doubt that you do indeed own it.

200 Crate of Rulers Knowledge-

A large box of memory crystals detailing a rather nice assortment of subjects from martial arts to proper etiquette for when meeting a ruler of a neighboring land. Basically all the knowledge you would need to be a successful ruler of a small medieval country can be learned from these stones. They are all neatly labeled and sorted for easy use and can be used many times without worry, should they be destroyed or lost you shall find them roughly a week later in your warehouse good as new.

400 Set of Semi-Cursed Gear-

Would you look at this!? A set of armor perfectly tailored for you made out of pure mithril and enchanted to always stay clean, repel liquids from the outside (Which can be triggered for devastating effects if you happen to have your hand inside something fleshy), and self repair over time. People would and have killed for gear this good. This set also has the added bonus that allows you to pull the essence of a dead creature through it into yourself to vastly speed up your cultivation, It comes in the design of your choice plate armor, clothlike mithril weave, chainmail, basically any kind you want and unlike some other armors like it this one absolutely CAN be removed whenever you wish. Just not by others. Should you have a suit of armor you are attached to you may import it at no charge to gain these effects and an aesthetic makeover if you wish (Makeover optional)

600 School-

Well now THIS is really something! An academy, school grounds and staff trained and able to teach any course you want starting from childhood all the way up to university level and beyond! This rather illustrious college of learning defaults to teaching the cultivation methods of these lands and will allow students you choose to participate as well as draw from the surrounding world for new, talented, youths. You can introduce new subjects to be taught whenever you wish as the owner of the school you have quite a large amount of say in matters of its governance, it defaults to a large campus able to house thousands in the form of a medieval fortress but you may choose a different aesthetic if you wish, you were there when it was build of course. This school is fully accredited and has all the proper paperwork to teach whatever subjects you wish to its students such that no local university shall have any reason to gainsay their ability or right to exist as a proper location of higher learning. The staff and teachers are replaced in each new jump with those of similar skills and after the jump it can either be placed in a location of your choosing or added to your warehouse as an attachment. The teachers here are all rather powerful cultivators of this land and are rather protective of their students. Should you decide to improve upon your campus changes will carry over to the next jump.

Wisp

100 A Fleshy Body All Your Own!-

Wisps have a bit of a problem, they aren't very big and they are basically made of essence. Which as you can probably tell in a setting where everyone is consuming essence by the truckload is probably a bad thing. However Wisps can also inhabit the bodies of other, specially prepared, creatures. Dungeon creatures with or without a mind of their own can be possessed by wisps whereupon the wisp can use the body as if it belonged to them all along. You gain one of these empty shells, the body of a race from these lands without a mind of its own (unless you choose to give it one) and containing a beast core in its brain. At its simplest this body is a guilt free body ready for you to take control of, and should it be killed a new one will find its way to your warehouse in a week. After this jump you may use this body as an altform if you choose or simply keep the mindless comatose shell for other purposes, it will not expire on its own.

Adventurer guild

100 Selection of Potions-

A ten pack of high grade healing potions, able to restore even severe wounds back to normal simply by drinking it. It will restore itself once a week. As a bonus you can even have two potions of cure disease of a sexual nature free of charge! They will also regenerate weekly and will cure you of any diseases of the like.

200 Bag of Holding-

This bag is quite a lot bigger on the inside than it is on the outside due to some tricky essence crafting. You could store 100 cubic feet of stuff in this one bag, which is quite a bit more than normal bags can hold.

400 Book of Runes-

A large book containing hundreds of runes useful in any enchanting you may have in mind, these runes are gathered from all over the world and obtaining even a few of these would normally cost many hundreds of thousands of gold as many are held in tight secret by the powers that keep them for their own uses. Beware using these lightly as putting together the wrong runes can lead to dire consequences, like opening a portal to the abyss to let demons and distortion cats out into your surroundings, or just sucking up all the essence in the area before exploding. Im sure you will find a use for these though, even a simple repel liquids rune can be a powerful weapon.

600 Guild Branch-

Your own branch of the adventurers guild complete with secretaries, supply closets full of all the needed supplies to train and provide for a couple hundred adventurers, mission boards, a well stocked larder and kitchen, and most importantly a piece of paper saying you are in charge and nobody can order you around while inside this guild. It is all you need to train up a generation of strong brave adventurers including low grade cultivation techniques and trainers ready to teach even absolute newbies the ropes. You receive a contract at the beginning of each jump that can be used to have a new guild branch constructed within a weeks time, less if you have a more suitable building already available. Your guild will attract new adventurers from around the world and though your employees will not follow you, those with similar skill sets will be found to take their place each jump. Not only that but there is also a tiny bonus on top, every adventurer that is a member here will give your guild (and by extension you) a percentage of everything they earn, you did teach them after all.

Dungeon Heart

100 A Small Animal-

A small animal of some kind that can be used as the blueprints for the first monsters in your dungeon, you can kill it with a flex of your will and a new one will take its place a week or so, it also has a beast crystal in its skull containing some essence and allowing it to retain memories through its various incarnations. The animals you can gain from this are generally the size of a large rabbit and not much more dangerous than a rather angry house cat though you can choose pretty much whatever you want them to be within that range. Other than being killed this animal will not die of natural cause and any experiments done to it will not carry over upon its respawning unless you wish them too.

200 Rare Plant Samples-

A selection of rare medicinal plants that you can plant in your dungeon that will draw in both animals and adventurers looking to sell to medicine makers. They grow lushly with very little effort on your part able to go from a seed to a flower in mere hours. Very valuable to the right people.

400 Selection of Essence Channeling Minerals-

A selection of minerals which can be used to channel various types of essence much like how an electrical cord channels electricity, if that cable could also store and increase the power. You get a selection of precious gems and minerals from topaz to opal as samples you can use to increase your dungeons power. Many of these substances but beware as some of these are very much controlled substances in most parts of the world.

600 A (Empty) Town of Your Own-

A town, a whole town, complete with houses and a fountain and even a market and stalls, made in a fashion of your choice. All the homes are furnished with luxury items and have running water and large opulent bathing tubs. This town is basically the lap of luxury, or it would be. You know. If anyone was here to live in it. As of this moment it is just a very nice very clean city just waiting for residents, there are even some larger warehouses and buildings that would be perfect for guild halls and even a few unclaimed taverns. Somehow all litter and refuse thrown upon the ground vanishes in moments, I wonder why that would be? (If you are a dungeon this is because you probably absorbed it yourself, if not? Well who knows where it goes?) This town will carry changes over between each jump and may be placed in a location of your choosing each jump. Or alternately it can be made a part of your dungeon.

Companions

Dungeon Wisp - 100 cp, free to dungeon if they do not have one.

A wisp, a ball of free floating magical flame, is bound to you. As long as you are alive you will always have a friend to share experiences with, they receive the wisp background as well as 300 cp to use as they wish. Due to the nature of the bond a wisp has with their partner (in this case you) they gain weaker versions of any powers you may have. However should either one of you die the other will certainly soon follow. This drawback is removed at the end of the jump. You may also use this option if you wish to import someone as a wisp. (Dungeons may import someone as a wisp for free as well using their discount) they receive the wisp background and 300 cp to spend as they please, and they receive discounts on the Wisp tree.

Adventuring partner -50 cp

You may import or create a person to become your companion here, they receive the adventurer background and 300 cp to spend as they please, they receive discounts on the adventurer tree.

Adventuring Party - 200 cp

You may import or create a up to 8 people to become your companions here, they receive the adventurer background and 300 cp to spend as they please, they receive discounts on the adventurer tree.

Dungeon Partner - 100 cp free wisp if the do not have one.

Ok I am not sure how exactly you pulled this one off but you now have a companion who is a dungeon. Since dungeons are largely sedentary creatures you won't see them traveling around too much, they receive discounts to the dungeon tree, If you are not a wisp they receive their own bound wisp partner as well (making them a double companion) should either of them die the other will soon follow as the dungeon descends into madness or the wisp starves. After the jump this weakness is removed. Should you wish to import a companion as a dungeon you may also do so. This dungeon is young, containing only one floor and is easy enough for newbie adventurers to challenge with relative safety. It will grow with time and deaths. (Wisps may import someone as a dungeon for free as well using their discount.they receive the Dungeon Core background and 300 cp to spend as they please, and they receive discounts on the Dungeon Core tree.

Drawbacks,

There is No limit on the drawbacks you can take, if you are masochistic enough to take more and can take the pain they inflict.

+0 Earlier Landing-

If you wish you may start your time here a few decades earlier, not much will have changed in this time but you may be able to help out and see the sights before the main storyline kicks off, or possibly divert it all together if you find where a certain person will be killed you will be staying here until the end of the events portrayed in the book series come to pass.

+100 Absolutely Filthy-

Your meridians were completely clogged with corruption for years before you learned to cultivate meaning you aged much faster than you had any right too, no matter what race you are you look positively old and sickly, even as a dungeon core you will find that you do not look appealing in any way, where others look like shining diamonds you look like a ball of disgusting dirt and feces inside a thin coating of crystal. This doesn't affect your abilities in any way but people will definitely treat you more poorly.

+100 Prideful-

It is said that Pride is the greatest sin, and you are basically the embodiment of that saying. Anytime you hear someone doing something better than you it will make you amazingly jealous and heaven forbid they actually speak out against you within earshot or you will be driven to punish them for their heinous transgression. Often times far more harshly than the situation actually calls for.

+100 Jumper the Quickshot-

Or maybe jumper the whore? Jumper the Harlot? Or Jumper the Poor? Whatever, it seems you pissed off someone and that someone saw fit to hire an entire team of bards to write a song about how terrible, disgusting, and over all shitty a person you are. Now that might sound bad enough except the damn song is so catchy that it has spread across the entire continent! Everyone knows your name and they all know what you are like, or at least what the song has painted you as. To top it off you have a bad habit of humming it to yourself on occasion accidentally, It's just so damn catchy!

+200 Cursed Armor-

I hope you really like your equipment jumper because you will NOT be removing it for your time here, you find yourself in a set of rather lackluster armor (the design is of your choosing though none of it seems to be very good), this armor heals itself when damaged overnight and can clean itself from any kind of dirt, blood, grime, or other miscellaneous filth. Good thing too because other than the helmet and gauntlets none of it can be removed for any reason. Sure you could pull certain parts aside if you need too but actually removing it is just not happening as it tightens up around your limbs and digs into the flesh and bone if you try too hard. Good luck going to the bathroom in that, maybe that is the reason the self cleaning system is so good? If you wish you can keep it after the jump and it will no longer be cursed, if you still want it that is. If you are a dungeon core or whisp this will equate itself to a rather annoying amount of putrid essence that you find positively uncomfortable constantly tickling your mind and dragging you out of whatever you are trying to do in more and more annoying ways, I mean if you seriously want to play dress up as a wisp or core then it can also take the form of a tiny suit of armor for you, but you will still be getting the effect of that annoying putrid essence added on top. It also has the bad habit of destroying things you want just before you can grab hold of them, just thought you might want to know that.

+200 Fiery Blood-

You have a bit of a short temper my friend, or maybe more than a bit short. Due to an imbalance in your cultivation your moods swing wildly from one side to the other, first manic happiness straight to blind fury at the least provocation. From elation to rage to depression in the course of a few short moments depending on the situation. Your moods have no middle ground anymore, they are all cranked up to 11 and a party is going on in your heart. You may be able to treat this imbalance, if you can find a good teacher and can struggle up enough patience to sit through what they have to say but you will never be quite normal.

+200 Old Enemies-

Somewhere out there in the world at this moment while you are training and going about your day there is someone who absolutely hates your guts. Shocker I know, this person has made it their personal mission in life to bring you down, they will forge evidence against you, spread rumors, bribe others, steal, or even attack you outright if they can get away with it. All they think of is newer better ways to ruin your day as thoroughly as possible. Miraculously they never seem to die either, though if tried they do get angrier.

+300 Burned Inside-

Some people are too filthy inside to properly cultivate but have enough money to afford a way to rectify the situation by buying a beast core and enough help to willingly use it to purge the corruption flowing within them. This normally works well, normally, the problem is when the process is done against someone's will. When that happens the core will hook into the person's stomach and cause massive amounts of damage to them and their meridians, it seems this, or something similar to this, happened to you at some point. Circulating essence is like running a nerve across sandpaper to you now which would be a terrible thing if you are a normal person, if you happen to be a whisp or a dungeon core you will basically be in amazing amounts of pain 24/7. Though you don't have to worry about it causing any more damage to you physically and it will not TRULY affect your cultivation should you push through the pain you will not enjoy a single moment of it.

+300 Conscripted-

War is coming and the kingdom wants YOU! Somehow they have decided you would be perfect for their forces, either as canon fodder, for experiments, or even as a base of operations. You may not think this sounds very scary, however they also have a way of killing you if you do not play ball and do your part. How you may ask? Well for dungeons or whisps they might just drain all your essence before crushing you and eating your soul, for normal mortals they might kill you first. The specifics are not important, what is important is that for now they are holding the leash, there may be a chance to escape in a year or so, but if you try and fail then chances are you will not have a second chance.

+600 madness-

Uh Oh you seem to have become a tad off my friend. You hear the whispers, you can feel the plotting and scheming eyes of others, you know nobody can be trusted, not even yourself! ESPECIALLY NOT YOURSELF! You have gone stark raving mad, prone to violent outbursts and random seemingly idiotic or disturbing actions. Do try to be careful, good luck keeping Xenocide away from you as he cultivates madness and will not hesitate to kill someone from stealing his whispers, unless he does.

+600 Attempted Murder!- (Cannot be taken by Goblins)

Oh this is not good, it seems you were directly on top of a massive confluence of magic that exploded, now you and all your companions have been turned into Ravens. Absolutely normal, if smart, ravens with no powers other than what ravens here normally would have (No warehouse or out of jump powers) except for keeping your normal human mind. It is a hard world for a bird jumper, try to stay alive but you will not have to worry about dying of old age while here at least. Should you survive you may keep this form as an altform after the jump.

An End to All Things

Your time here is at an end. Your future opens up to you. What do you choose? Whatever you choose your drawbacks will be removed at the end of the jump.

Stay here - Retain all you have and all you are but make this your new home?

Continue on - Towards the next adventure

Go Home - Retain all you have, all you are, and return to the place you originated from.

Notes

Essence- Essence is complicated. The real name of it is 'Quintessence', but that is a mouthful so it is usually shortened. It is the fundamental energy of the universe, the pure power of heavens and earth that is used by the basic elements to become... everything. Rocks turn it into earth Essence, water into water Essence, though both are impure forms.

Cultivating- Cultivating is the process of absorbing Essence from the Heaven and the Earth around you. It is a part of all things, and all things are a part of it. The purer you can refine it, the closer it becomes to the true form of Essence." If the accumulated Essence you have is the purest possible It will make you stronger, healthier, and smarter. After you reach rank B in cultivation you will gain access to what is known as the Tower of Ascension. The tower is a metaphysical representation of all the **Laws** that make up the world. Each higher law encompasses those below it on the tower, climbing the tower is difficult even though one does not do it physically they must have an understanding of the law they wish to grasp making lower tier laws such as **Fire** or **Earth** easier to understand than more esoteric laws such as **Blood** or **Plant** and even more esoteric **Laws** such as **Nature** and **Eruption**, or even high tier laws such as **Madness**. As a person learns to access their law they gain the ability to convert Essence into Mana, and improve their minds and bodies even more while manipulating the world through their **Law**. It is not out of order to say that in some ways the Mage becomes their **Law** as it influences them in everything they do.

Levels of Cultivation- There are many different levels of Essence cultivation. Starting with the lowest, we have G, F, E, D, C, B, A, S, SS, SSS, Heavenly, and Godly. Each rank has ten levels within it. The lowest being zero and the highest at nine. On average it takes at least 10 people of the previous rank to overpower someone of a higher rank however after one reaches the mage levels (ranks B+) this becomes more of a guideline than a rule. The strongest we have seen in the story is Xenocide the cultivator of **Madness**. He was able to casually kill dozens of S rank cultivators while he was an SS rank without breaking a sweat before ascending to SSS rank and attempting to drop one of the worlds moons onto the planet to destroy all life.

S rank cultivators have been shown to be able to destroy mountains with a single attack.

It is strongly implied that the world of this story is our world except so long ago that no one could possibly remember it.

Corruption – Corruption is the remnant of the matter that pure Essence was formed into. It taints Essence but allows beings to absorb it through open affinity channels. This taint has been argued about for centuries; is it the source of life or a nasty side effect?

After the jump you may take any dungeons you may have created with you as warehouse attachments to be placed as you see fit later on. They will carry changes made to them.

Types of Elves

High Elves: the largest nation of Elvenkind, they spend most of their time as merchants, artists, or thinkers. Rich beyond any need to actually work, their King is an S-Ranked expert, and their cities shine with light and wealth. They like to think of themselves as 'above' other Elves, thus 'High' Elves.

Wood Elves: Wood Elves live more simply than High-Elves, but have greater connection to the earth and the elements. They are ruled by a counsel of S-ranked elders, and rarely leave their woods. Though seen less often, they have great power. They grow and collect food and animal products for themselves and other Elven nations.

Wild: Wild Elves are the outcasts of their societies, basically feral, they scorn society and civilization, and the rules of others. They have the worst reputation of any of the races of Elves, practicing dark arts and infernal summoning. They have no homeland, living only where they can get away with their dark deeds.

Dark: The Drow are known as Dark Elves. No one knows where they live, only where they can go to get in contact with them. Dark Elves also have a dark reputation, as assassins and mercenaries for the other races. The worst of their lot are 'Moon-Elves', the best known assassins of any race.

Sea: The Sea Elves live on boats their entire lives. They facilitate trade between all the races of Elves and man, trying not to take sides in conflicts. They work for themselves, and are considered rather mysterious.

Dungeon wisps can be any color they want.

Dungeons can be any gem they want to be out of the naturally occurring gemstones from earth.

Changelog: Clarified how to purchase the land works

Added option to import properties to your dungeon

Added 300 cp to all companions as the amount of cp they gain

Edited some capitalization

Added the pleasure house, holy church and infernal fortress, added low grade armor, added crate of aluminum.

Changed goblin to give 300 cp but cant take the attempted murder drawback.

If you want to teach others it is as simple as giving them a cultivation technique and seeing what affinities they have as essence exists in small amounts in literally everything so cultivation can be done easily by surrounding yourself with things heavy in your attribute

An Aionon Jump. I am so sorry.