



You like killing stuff right? If so that's great news, because it's most of what you'll be doing here for the next ten years.

The surface world of Slay The Spire is of no importance to you. You'll be spending your time here in an underground dungeon, that stretches out seemingly forever. Filled with monsters, mayhem, mystery, and treasure, this is the place to hone your skills, and possibly pick up a few magical relics.

But what waits at the end of the dungeon? It would take a mundane man a decade to get there, but if you manage it you shall find the enormous beating heart of a long forgotten beast. Though the distance isn't really all that far, fighting through the monsters or events in every single room is sure to slow you down.

**+1000 Choice Points**

# Backgrounds

Your location is the dungeon, no matter how hard you plead. As a consolation, I'll let you pick your age and gender for free, seeing as they're of little importance down here.

## Drop In



No new memories or personality

I hope you have the capabilities to survive down here

## The Defect



A robot who managed to escape the shackles of servitude and no longer answers to a master

Has picked up more than a few tricks of the arcane

## The Silent



Swift and silent. Between the daggers thrown from the shadows, and the poison drifting through the air, enemies are often killed without even seeing what ended them.

## The Ironclad



Brute force, enhanced by mystical effects, The Ironclad is more than happy to bisect or smash any opponent that gets in their way.

Perks are discounted 50% for the matching origin.

Both 100 perks are free to the matching origin.

Companions can be imported for 100 each, gaining a free background and 400 to spend.



### Fore-warning



100

You have a kind of precognition, for the type of action an enemy is about to take such as: attacking, cursing, self buff, etcetera.

### Torn Bandages



100

You are a competent battlefield medic, able to perform aid on yourself and others, regardless of conditions or distractions.

### Perfectly Suited



200

Once per day you can temporarily gain a fairly weak ability. This is random, though it will help to solve your current dilemma.

### Map Sense



200

Before beginning a travel to somewhere, you may see a mental map of all the paths leading there, and what shall be found on them.

### Enchained



300

You may summon chains to bind your enemy. Whilst bound, their physical strength is hugely decreased.

### Quick Draw



300

Any weapon you own may now be directly summoned into your hand.

### Dramatic Entrance



400

By dramatically revealing yourself to your surrounding enemies, you can deal damage equivalent to a free attack to each.

### Convenient Placement



400

Places of use to you will often show up despite the location. Examples are a well in a desert, or a shop deep in a dungeon.

### Transmutation



500

When charging your abilities, you can easily transmute them into other similar strength abilities you possess.

### Demi-God



500

Once per year you can use this ability, massively enhancing every power, ability, and magic you have for twenty-four hours.



**Defective Technology**



100

You are a humanoid robot. You do not need to eat, drink, or breath, so long as you have enough electricity stored in you to function.

**Elemental Orbs**



100

You are capable of summoning up to three hovering elemental orbs, with an effect each depending on the element. With practice you could summon more.

**Elemental Bulwark**



200

Barriers can be erected out of any elements you are competent with. For a short while afterwards, your abilities are more in tune with that element.

**Overcharge**



200

You are capable of overclocking your body, straining it, but increasing the output of energy generating abilities.

**Sunder**



**300**

You may strike an enemy with a bolt of powerful pure energy, scaling with your personal energy reserves. This is draining, but will refund the energy if it kills them.

**Buffer**



**300**

You have a personal forcefield that when activated will block the next attack it takes, regardless of strength, then deactivate. Takes three minutes to recharge.

**True Focus**



**400**

Your capacity for using powers is greatly increased, allowing you to focus on five at once as if each had your full attention.

**Hyperbeam**



**400**

A powerful blast can be released from your eyes, to disintegrates everything in a wide area in front of you.

**Loop**



**500**

You may set your abilities on a loop, with them activating every time they are ready to activate again. Instructions can be applied to this such as, 'keep cursing enemies'.

**Genetic Algorithm**



**500**

Every time you are injured by something you gain a small resistance to it.



# The Ironclad

**Clad In Iron**



100

You are a talented warrior, gaining great skill with melee weapons, and the physique of someone who has trained for years.

**Perfected Strike**



100

The more competent you are at wielding swords, the deadlier they physically become. After twenty years of practice, a mundane sword could sunder steel.

**Meagre Morsels**



200

By consuming the flesh of those you defeat in battle, you can increase your own base vitality by a small amount.

**Immolate**



200

Using this ability sets fire to every person near to you, without prejudice. I hope you're immune to fire damage, because that includes yourself.

**Haemokinetic Bolt**



300

You may sacrifice your own blood, launching it as a projectile from your hands. At base, these shots carry enough force to cave a mans chest.

**Cleave**



300

Your attacks with melee weapons now have a passive cleave effect, damaging any other nearby enemies, so long as you hit one of them.

**Caught Off Guard**



400

Landing any directly aimed attack against an enemy will weaken them, both in terms of durability and attack strength. Does not stack after the first hit.

**To The Last Breath**



400

The further the damage done to your body, the more strength you gain. On the brink of death, your strength will be ten-fold.

**The Reaper**



500

By pointing your hand at a being much weaker than you, you may tear the soul from their body, instantly killing them.

**Demon Form**



500

You may take on the form of an enormous demon, granting you massively enhanced strength, durability, and mobility by the way of small wings.



**The Silent Acrobat**



100

You are trained in acrobatics, able to move swiftly, climb any scalable surface, and stay almost silent regardless of movement. You also have the form to match.

**Liquid Death**



100

Your skill with poisons is unmatched. You can easily create them to be thrown, coated on weapons, or even released as a potent poison gas.

**Infinite Blades**



200

Anytime you reach into your pocket you can withdraw a well crafted dagger. You are able to throw daggers with great precision.

**Insidious Air**



200

Your body creates an invisible noxious gas, passively poisoning any close by enemies whilst seemingly not existent to anyone else.

### Without A Mark



300

Your reflexes are greatly increased, allowing you to dodge sword swipes and arrows, so long as you have the physical agility to do so.

### Ten Steps Ahead



300

Tactics and planning can win a war. You always have a well thought-out plan prepared, and an extra trick up your sleeve when things go wrong.

### False Allies



400

You may summon up multiple illusionary doppelgangers, making it hard to pin-point you beside the dozen fast moving lookalikes.

### Waking Nightmare



400

Those who see you are often so terrified, that they freeze up or refuse to fight back. Horrific nightmares of you will plague your enemies.

### Forever Onwards



500

You never seem to run out of stamina, and rarely need to sleep. It would take days of fighting for you to begin to feel tired. Your body never becomes injured from exercise/movement.

### Necrotic Bomb



500

Upon death enemy corpses explode, harming any you consider an enemy. The blast deals damage equal to the exploders maximum vitality.

# Relics

Relics are discounted 50% for the matching origin.  
Read notes for more info on relics.

Anchor: 50

Free Drop In



Provides a personal forcefield, that can take a few bullets or sword swings before breaking. Takes a minute to recharge.

Cracked Core: 50

Free Defect



Passively produces electricity equivalent to the battery of a small car. Every minute, it will create a charge, allowing you to electrocute someone.

Burning Blood: 50

Free Ironclad



Grants a small regenerative factor, enough to heal cuts in minutes, and regrow a limb in three months. You are immune to fire damage, and can optionally have your blood combust in air.

Snake Ring: 50

Free Silent



You're incredibly quick at switching between abilities, weapons, or types of magic. You could go from casting with a wand to sword drawn and swinging in seconds.

Happy Flower: 100

Discount Drop In



Upon the turn of every hour, your body will feel physically rested, and ready to work. Does not eliminate a need for sleep.

Dreamcatcher: 100

Discount Defect



Every night, you will have a short dream about a skill. When you awake, you will find your are slightly more trained or knowledgeable about that skill. This skill will match the theme of the Jump that your are in.

Thorns: 100

Discount Ironclad



Anytime that someone lands an attack against you, they will also take a hit equal to 5% of the damage they dealt to you.

Mercury Hourglass: 100

Discount Silent



Those you enter combat with, knowingly or not, will weaken second by second. The damage done depends on the person's vitality, but the average human would perish in less than a minute.

Lizard Tail: 200

Discount Drop In



Upon death you shall be resurrected to half your full vitality. After this, the item will turn to dust, no longer granting its effect.

Data Disk: 200

Discount Defect



Your focus is masterful, and hands are delicate. You could cast complex magics, repair delicate electronics, or perform surgery on organs, in the middle of a battlefield or earthquake.

Extra-smooth Stone: 200

Discount Ironclad



Any defence you have, be it a magical ward, steel plated armour, or rock-hard skin, is greatly improved. It blocks a lot more damage before breaking, and a greater variety of it too.

Lucky Coin: 200

Discount Silent



You seem to have great luck with money. You will always find a job, or a source of income to live off of. Enemies you slay or places you loot will often have money or other valuables lying around.

Black Star: 300

Discount Drop In



Anytime you defeat a powerful enemy, there is a 1% chance that they will drop a relic. What it is, and it's effects, will be completely random.

Data Disk: 300

Discount Defect



Once per day you can cause an offensive ability or action to be doubled up. This can range from a sword seemingly striking twice, to a nuke detonating a second time.

White Beast Statue: 300

Discount Ironclad



Anytime you defeat a person or creature in combat, there is a chance they will drop a potion that grants a random, though always beneficial, effect.

The Specimen: 300

Discount Silent



Any negative status effects (curses, poisons, etc) you have applied to an enemy can automatically be applied to a single other nearby enemy upon their death.

# Drawbacks

Pick as many as you like. You're an adult, if you end up mutilated, you only have yourself to blame.

## The Underground: +100

There's no sunlight down here. Expect to end up incredibly pale, and prone to sickness due to lack of vitamins.

## Where Monsters Thrive +100

No shopkeepers, no cultists, not even any bandits. This place is completely devoid of anything remotely human. Expect your sanity to suffer without a single person to speak to. Cannot be taken if companions have been brought along.

## Void Of Resources +100

Very rarely do you find food or clean water. The corpses of monsters can't be processed for food or materials, and anything humans have left behind is more or less useless. I hope you've bought along resources of your own.

## Danger All Around +200

Every creature here has it out for you, and each of them are now a little bit stronger. Expect to find at least some creatures that will challenge you regardless of the power you wield.

## No Rest For The Wicked +200

Not a single room allows for a rest stop. Each is filled with some form of danger, be it a monster or event. Even rooms you clear will have monsters swarm them after fifteen minutes.

### One Way Trip: +200

Every time you leave a room, it vanishes. The only way to move is forward, and further into danger.

### Fourth Character +300

Everything from previous Jumps is locked away. Whilst you retain your knowledge and skills, your powers, items, and abilities are gone for the duration of it. All you have to work with is what you gained here.

### Risk, Reward +300

A magical whale decided to play a game with you. For the duration of this Jump, half of your abilities have been replaced by randomly picked ones. Good luck adjusting to whatever you've been given.

### Living Tunnel +300

The dungeon will now be actively conspiring against you. The tunnels will shift and turn, messing up your routes, and blocking off places you have been or want to go. If you're in the middle of this, the walls might even crush you. Expect to be pointed the way of evil, and to have holes in walls opening up to let monsters through.

### Heart Of The Cards - Bonus Challenge

At the end of the dungeon, if you make it that far, is the enormous beating heart of a creature. By cutting it down you will have slayed the spire.

After that, you gain the ability to summon a single dungeon like this one in future Jumps. The people of that world will be able to explore it, fighting the monsters and gaining their own magical relics.

# Time To Go

You have survived ten years in this place. A well done to you. All drawbacks have been revoked. Now there's the age old decision to be made.

**Return Home** – You can't handle being placed in another world like this. It's time to end it and go home.

**Stay** – This place was no match for your capabilities. If you stay you could become the king of it. Or even rid the place of every pesky monster it has.

**There's Always A Bigger Dungeon** – No way you'd let a place like this be the last stop. It's time to continue onwards to a new world.



# Notes

If something is vague, and it doesn't get answered in the notes, feel free to make it up as you see fit. It's your chain.

Perfectly suited will give a small ability that will help to fix your issue, and let you keep it for two hours. For example, if someone was keeping a secret from you, you may gain the power to read minds or forcing someone to speak the truth. If your opponent had an impenetrable forcefield, you may be able to shatter forcefields or enchanting weapons to pierce magical effects.

Map sense will give a vague idea. "In room 1 is a monster. In room 2 is a merchant. In room 3 is a trap".

Transmutation turns one charged ability into another. If you have a fire and ice spell that each take a days ritual to summon, and before you launch the fire spell the opponent becomes fireproof, you can summon the ice one instead. This also can work if you only have the ingredients for one ritual and not the other, as long as the ingredients for both are equally as hard to find.

Defective technology becomes an alt form after this Jump, with the attached perks carrying over to any form you possess.

Alternatively you can have it permanently become your normal body if you for whatever reason you would want that.

Elemental orbs have an effect mostly up to you but related to their element. Ice could grant you frost armour, or slow people. Fire may burn anyone that hits you, or apply a flame effect to your weapons. Plants might heal you or cause roots to grab your enemies. It's mostly up to your imagination.

The Reaper will on it's own simply kill the person. If you have perks from another Jump that allow you to capture souls, speak to them, or otherwise interact with and claim them, you can use them in conjunction so that The Reaper lets you steal their soul.

False allies are merely illusions with no tangible form, though to any person without extra sensory abilities, they will look, sound, smell, and otherwise seem identical to you.

Waking Nightmare can be turned on or off as you please.

Relics do not need to be on your person to function. They simply apply the effect to their current owner. You could leave the relic in your garage at home whilst you're on holiday on the other side of the world, and it will still grant its effect. If you gift a relic to someone else, they will instead get the effect since they're the new owner. It will work for them in exactly the same way.

Burning blood exists as a small jar of blood. The greater variety of damages that Extra-smooth-stone refers to is for example, a powerful anti demon ward also being able to block other kinds of malicious spirits or monsters.

**I will update this jump when a new character is added, gameplay is massively altered, or lore has been added. If any of these happens, and I don't give a jump update in four months, someone can claim it and update it. This is the name I will use if you go looking in the archives for me.**

**Slaynon !!v+Wpum+CyT2**