

Generic Dungeon Core Jump

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MURDERHOBOS

Listen, and understand. The PCs are out there. They can't be bargained with. They can't be reasoned with. They don't feel pity, or remorse, or fear. And they absolutely will not stop, ever, until everyone in the dungeon is dead.

Since the dawn of time, there has always been a certain framework to heroism, wherein a hero always faces their weakest opponents first and their strongest adversaries last. A difficulty curve, if you will. While there have certainly been exceptions to this rule, the general consensus is that there would be much fewer successful heroes if villains didn't insist on having evil lairs.

You know, Dungeons.

Now, it's commonly believed that villains just have a tendency towards evil lairs that happen to contain deadly monsters, traps and a surprising amount of treasure, but in reality, Dungeons are created by a certain type of organism known only to the most scholarly of adventurers: The Dungeon Core, a being that feasts on the experience of defeated explorers and heroes while simultaneously luring them in like a venus flytrap.

Yeah, guess what you're doing this time around.

Remember the key in being a dungeon: rewards have to scale with difficulty, and adventurer's must always have a chance. It can be a tiny chance but it has to be there.

Here is a **1000 CP** to start you off on your path of becoming an interesting Dungeon Core. Have fun.

Origins

Pick one of the Origins. Both are free. You may pick the appropriate Age and Gender for free.

Dungeon Core - A dungeon can be a horror, or a boon, or something in between. Your goal as a dungeon is to absorb magic, grow your power, expand your domain, and build. It's also a lure, the lesser mortal races love to risk their lives for herbs, coins, jewels, magic, and other rewards, you know, the shiny stuff, including growing more powerful themselves through experience. Basically crows, if crows were stupid. You gain points by both killing adventures and just having them inside your domain of control. A good dungeon will balance the difficulty with the reward. It's also a tightrope walk. You want adventurers to die so you can steal their power, absorb their equipment to learn new magic potions or spells, or enchantments. Not to mention different types of armor and weapons. As you gain in power, you can add new levels, building down into the Earth, and moving your core lower. Build traps, other challenges, and all that. The more you build and the more challenging, the more power you'll get from more experienced dungeon divers coming to visit. Better and more complicated equipment and magic as well. It is not a good idea to kill everything that enters, however, as that will get you labelled as a dangerous dungeon and will have them trying to completely destroy you rather than just using you for loot.

Monster - Hostile to humans and most other races, Monsters are often hunted down and killed, and rightfully so: they're a menace to society. Raping, killing, murdering, eating raw flesh, and slaying humans for fun, Monsters are usually despised by all races, and many have their heads mounted as trophies. You have a free choice of being a Monster that is tied to a Dungeon or of being a free Monster.

Settings

What sort of world is this? Roll 1d8 for +100 or pick for free, unless you decided to use Supplement Mode, in which case skip this section.

1. Fantasy - Your common high fantasy setting, with elves, goblins, dwarves, dragons, mages, paladins and knights. Anything from Dungeons & Dragons, as well as Lord of the Rings and Chronicles of Narnia, as a few examples.
2. Modern Normal - Your Dungeon and other dungeons might as well be the only example of magic in this world, but expect to find everything else you can find on modern-day Earth. Glee TV Series and White Collar as examples.
3. Modern Occult - Hidden magical societies, groups fighting against forces of darkness, wizards and witches living next to oblivious civilians... Magic has to be kept secret and your existence might prove that a touch difficult to people responsible for this. Harry Potter, Buffy the Vampire Slayer and Charmed would be examples.
4. Modern Science Fiction - Worlds of superheroes and aliens, but still quite limited in ways. Think Stargate and Smallville TV series.
5. Futuristic Science Fiction - The space, the final frontier, filled with a variety of alien races. Star Trek, Star Wars and Green Lantern TAS.
6. Post-Apocalypse - Maybe something bad happened to Earth or maybe it is some other planet, it might have been magical or technological or natural in origin, but for whatever reason, this world is Post-Apocalyptic world, with its inhabitants fighting each minute for their survival.
7. Mixture - A mixture of two or more of upper options.
8. Free Pick - Pick one of the options above.

Supplement Mode - Instead of going to some previously unknown world for this jump you can combine it with any one of the existing non-generic jumps for free. CP budgets of both jumps are separate as per standard rules and CP cannot be transferred between them.

Perks

All perks are discounted 50% for their respective origins. From among these pick one 100 CP perk to instead get it for free.

General

Pick 1 perk in this section to discount by 50%.

Reincarnated (-100 CP/-200 CP) - You have reincarnated and retained the knowledge and skill you gained in your past life. You have roughly 100 years worth of experience in a mundane skill or profession of your choice, the experience gained is higher the narrower your choice is.

A supernatural skill or profession may be purchased for 200 CP. It must be noted that this only grants access to experience. If you have 100 years as a spellcaster but no magic then you're out of luck.

You may choose whether you gain memories with a purchase or only skills. This may be bought multiple times for different skills or professions or to increase your skills if you purchase the same ones. If you make multiple purchases you must decide if you have lived a long life, reincarnated multiple times or both.

An Unusual Trait (-100 CP) - You have a trait that is not usually seen in your race. Maybe access to an energy your race isn't known for, natural armor or even a racial ability that is stronger than the norm. This may be bought multiple times.

The Reality of Dungeons (Free) - Far too many realities are lacking, both in Dungeons and in the ease of Gamer/RPG mechanics. This allows you to change that by imposing either of these onto the new reality. Changes will start slowly, but gain momentum and will be impossible to stop. Should you buy any themes, effects of these will be included in changes, including new species incorporated as needed. At a minimum, this will start causing appearances of naturally formed Dungeons all over the world.

The RPG System Existence (Free/100 For monster to keep) - No matter which origin you pick, there will be a lot of things you are going to have to keep tracking there, so you receive this is Hybrid RPG system, which will keep tracking your stats and skills, and will let you level up nice and easy. HP/MP/Stamina, EXP for killing things and/or learning things, Hammerspace inventory, Levels, Titles, Achievements, Skills and abilities with levels and books, Menus, Party Groups, etc. If you can imagine it or have seen it in a Gamelit story this can include it, allowing you to fully customize it to your tastes. It will seamlessly integrate with any similar systems, should you already have access to them. Should you wish this will affect the entire setting.

Announcer (-100 CP) - Like a sports announcer that announces in a maximum way to either troll or humiliate the adventurers in your dungeon. Should you instead be a Monster it will do the same to those who fight you. For an extra **50 CP** there is a tavern that you own outside your area or dungeon that in addition to being a standard inn/tavern which you gain income from. It

has both replays most trolling/embarrassing that also archive all such scenes. Should you wish they may also include the better showings of the Adventures as well as the ladder and timed runs.

Blood Stone (-100 CP) - One of the most feared items in existence, as even if used by somebody without any knowledge and skill at Blood Magic it can lay waste to armies, and in skilled ones utterly destroyed entire countries. It is a complete repository of all knowledge on Blood Magic and can teach you several skills with it, but unlike standard blood stones it will not puppet your body or control you in any way. It also serves to enhance your blood magic.

Book Creation (-300 CP) - Using magic-infused paper and mana you can make skill books to teach any of your skills or abilities, races, expertise, perks, or spells. The more powerful and/or the more esoteric the more mana it takes to finish the book. Can work with others to make skill books of their skills or magics. Also conveys the needed abilities to use the skill such as a mana pool.

It's MATH Not Magic (-300 CP/-400 CP) - Learned at the foot of a family of dimensionally travelling lizards, this is a MATH which just looking at can cause a mortal human's brain to melt. Thankfully you are protected from that. It's Fractal Dimensional Math which through equations alone can make things bigger on the inside with no limit. Create a full suit of armor that when a button is pressed right will nestle itself into a necklace, which weighs no more than a necklace made out of those materials should. Finally though, the math alone will allow you to connect two points far in distance to each other together, as well as being able to teleport just using math by itself. For an additional **100 CP** you also gain the ability to teach all magic by using this math (by converting the magics to math first).

Supplement Perks

Pick one of 100 CP perks to receive for free. Others are discounted 50% if you picked Supplement Mode.

Bullet Train Plot (-100 CP) - Sometimes you want to get the plot out of the way fast, either because it takes too long or because you want to play around after. This ensures that even if you replace or kill the main characters, it will hit all the canon checkpoints. Should you be taking part in it you will find things passing for more quickly than time should actually allow. Buildings go up in hours when they should take days or weeks, dungeon delves that take weeks to pass go by in days or hours, building friendships and reputations happening quickly enough to remain relevant to the plot. You may use this effect as much as you wish, but you can't use it to cheese challenges.

Character's Friend (-100 CP) - Choose a native of the world you will be visiting. You are now guaranteed you will form a great friendship with them. You can bring them along as a companion to future jumps for free.

Canon Creation (-200 CP) - No, not the cannon, the canon. Sometimes, when you want to interfere in the canon you either won't be believed or there will be so much info it would be hard to relate all of it. This perk will let you create Canon Books of any setting you might wish. These function much like skill books, in that they directly upload the knowledge to the user's mind, and guarantee that info in them will be believed.

Boosted Orb of What Might Have Been (-200 CP/-300 CP) - Instead of a canon book, this is a far more powerful variant. This orb, that you now have the knowledge to create, allows the characters who touch it to live out what would have been canon and gain all the skills/spells/training and abilities that they would have gained through the entirety of the story, without the pain. Can be used by groups at the same time. For additional **100 CP** and if users choose to experience the pain they would have experienced and to sacrifice appropriate amount of mana (will not work if they do not have enough of it), then they may also gain all the items they would have gained over the course of canon, which will appear in a soul-bound bag of holding next to each user. Depending on the amount of mana sacrificed these items will respawn if destroyed.

Now it's MY Story (-200 CP) - Sometimes you want to be the main person in the play. This perk allows you to take the place of either the protagonist or one of the other main characters. This happens in a special way, your benefactor finds a world where the person you choose was not born and arranges it so you are born to take their place. You will go through their childhood experiencing all that they did. You will undergo all of their training and gain all of their skills/abilities/powers/spells and knowledge. This does not count towards your ten years. In future jumps can be used to replace characters, but does not provide you with anything else.

Dungeon Core

Dungeon Basics (Restricted to Dungeon Core, Free/-100 CP) - All the things that you need now that you are a Dungeon Core, but if you want to keep them past this jump you need to pay 100 CP. You get the following abilities:

- **Absorb**, the ability to absorb material and items to learn their make up for construction and conversion to and from mana.
- You will need to know what things are, so here is **Identify**. The ability to know what something is by focusing on it. As a Dungeon Core, you can see all statistics of an item, including durability, enchantments, attack or defense, etc.
- You are going to need a reason for others to dive so here is how you do that **Loot Creation**, the skill to create a loot drop table for your monsters and chests.

- You need to build things, so you get **Construct**, the ability to create rooms and buildings within your radius.
- Here is **Osmosis**, so you can glean some information from those that die in your domain and use it against those who come later. The more you level it up the more you can learn and add that info and skills to your Lore Library.
- You will also need the **System Shop** so you have a place to buy blueprints and items to add to your dungeon; uses currency or mana to pay for purchases.
- As your main body is the Dungeon Core you no longer age, and do not need to eat/breathe/drink/sleep.
- You never tire of the joys of life and your emotions will never be dulled by the mere passage of time. Adapting to cultural change over the centuries will never be grating.

Humanoid Avatar (-100 CP) - While your core is still a crystal, you may also take a humanoid form, an avatar, though you remain bound to the confines of your dungeon. Should your avatar be destroyed your mind just wakes in your core. Your avatar is simply a means for you to physically and in more human ways (like speaking) to interact with visitors to your Dungeons. It does not provide any additional advantages.

From Now On (-100 CP) - You can now use Osmosis and Absorb to gain information on any item left in your Dungeon and to add a version of them to your loot tables. Done on an individual basis.

Dungeon Core Video Chat (-100 CP) - This does several things. First, a dungeon-wide instance chat with video option and several channels, one for monsters, one for adventurers and a general one for everyone. Second, radiating from you it starts to ensnare other Dungeon Core and if they are not sapient Cores it will uplift the ones it comes across until all Cores in the world are a part of it.

Don't you know we have RULES!? (-100 CP) - Want to make things interesting? Add some rules to your dungeon! Impose a rule on the entire floor! Make it so spells run out twice as fast, or physical attacks do only half damage or whatever you want. Note that a floor rule must be something that is generally possible.

Play Along (-100) - You have mastered the art of conditional dungeon barriers. With these barriers, Invaders must perform, or refrain from, certain actions to pass through a floor and reach the next. While most cores can require beating the floor boss to proceed, you could force a team to protect a (harmless) denizen, fetch objects, and generally follow along a given story. Being as this is a dungeon, there must be fairly obvious hints as to the conditions required, they must be theoretically possible without leaving the dungeon, and key elements being unavailable (due to invader actions) can only lock the barrier for a maximum of 24 hours. Also, leaving the dungeon floor resets these conditions as far as an individual adventurer is concerned. You can also use this magic outside of dungeons, locking doors, chests and the like, but it is far weaker. It can only register actions performed within twenty feet, and the doors can be broken (if with more effort) the spells removed, and so on.

Loot tables (-100 CP) - This allows you to attach a selection of loot to either a type of monster or all monsters on an entire floor. The loot will drop once the monster in question is killed, with the rarer loot having a higher drop chance the more difficult the opponents find the monster. In

future jumps this causes enemies to drop thematically-appropriate loot. Skill books are acceptable as loot.

Minion Persistence (-100 CP/-200 CP) - There is no way around the basic fact that you are a dungeon and your monsters and minions are going to die. With this perk when you remake your monsters and minions you can pluck one that has already died out of the soul pool that they go to when they die. They come back with all of their memories and personality and skills/abilities. You also get a soul pool that your minions now enter when they die that you can easily resurrect people from, just find some way to make a new body and shove them in. For an additional **100 CP** this automatically extends to your friends, family, those you care for and those you employ, but they have to be willing for this. This works retroactively to your in-jump identity's birth. You will keep this in future jumps as well, but souls in the pool will not come with you unless tie them to the dungeon or to your Warehouse.

Resurrection (-200 CP) - You can offer free resurrections with or without penalties to those who enter your dungeon, in order to further entice people to continue to visit your dungeon. This only applies to people who died in the dungeon. Post-jump this translates to people in an area that you have a legal or magical claim to.

Spell/Enchantment Conversion (-200 CP) - You are adept at converting any of the spells you know into the enchantments that do the same thing, and opposite, from enchantments into the spells. You are also adept at breaking down spells into their component parts.

Core Shield (-200 CP) - Your core has one-time protection; for you to be destroyed or removed enemies must first overcome this protection. This will block one attack that is guaranteed to destroy you no matter how powerful it is. Or should they not have an attack to destroy you in one blow will shield you for one hour. If you manage to defeat the attackers your shield is guaranteed to recover before the next assault. For the duration of this jump, this protection will regenerate in one month after getting destroyed. After this jump, this becomes 1-up that can be used once per jump or ten year, they can stack up.

Pet/Mount Drops (-200 CP) - With this, all of your monsters now have a chance to drop appropriate items when defeated/killed. This has several benefits. Adventurers will fight to get the rarest ones, even people who don't go into your dungeon will want these pets. Depending on the rarity of monster and effort spent to defeat it there are two variants of each pet that can drop. The first variant, the most common one, is just a regular pet, something to love and cuddle. The second variant is a pet that can be useful to you, either by joining you in combat or as a mount or due to having useful magical powers or something similar. Comes with a separate portal at your entrance that leads to a pet arena where they can compete for Glory and loot. And one to a pet shop that sells all the things needed for them, these auto generate and will not cost you anything.

Instanced Dungeon (-200 CP/-300 CP) - You have an instanced portal that can have multiple groups in it at the same time and at different difficulties and until each group finishes the dungeon it does not reset for them. The more you level this up, the more groups you can have doing it at once. You can also choose to scale up in difficulty each separate instance. For an

additional **100 CP** you can get the ability to control the forces of time within your dungeon so that Time passes faster in your dungeon. The more you level this up the faster you can choose the time to pass.

New Reality, New Entrance (-200 CP/-300 CP) - In each new reality that you visit you can open up an entrance to your dungeon. This saves you from having to remake your dungeon in each new world. This synergises with **Imitation Cores** so that your new dungeons combine with all the others. For an additional **100 CP** you can add the **Dungeon Gauntlet** to this, so that adventures would have to beat a certain amount of dungeon levels to attack you.

Dungeon Pact/Binding (-300 CP) - Some people are outside the norm and would work for the dungeon rather than killing all of its poor monsters for loot. This lets you bind people to your service willingly or, if you have defeated them, unwillingly. Furthermore, this lets you treat bound people as if they were your monsters/minions, meaning that they cannot permanently die unless you allow for it and can always drag them out of the afterlife to serve you again. As part of pact/binding, they are incapable of turning against you or acting against your interests.

Matter Creation (-600 CP) - You now have the ability of full and unlimited freeform Matter Creation ex nihilo. You also get the ability 'Scan' which at level 1 grants the ability to scan any and all resources and liquids including potions, as well as unenchanted items to recreate all of these. At higher levels such as initiate lets you scan items and buildings and create schematics and blueprints of those scanned.

Summon Grandmaster (-600/-800 CP) - You have mastered the greatest skill, that of summoning the grandmasters of *other* skills. During the summoning, a bargain is always struck. They will become your mentor and they cannot attempt to kill you or yours, or get rid of you or yours. In exchange for teaching you and yours, they will gain a permanent body (if they were dead) and ability to move around your Dungeon without being treated as outsiders. **For an additional 200 CP** They may also take up residence in your library and crafting rooms, this grants the Legendary level of all crafting rooms

Race Creation (-600 CP, restricted to Dungeon Core) - Do you feel a bit limited when it comes to choosing a race of your monsters? Feel like you don't have as many options as you would have elsewhere? Do you want to be the most unique snowflake on the field? Fear not, with this feature, you can now build your own races! Mix and match different parts, features, traits, and weaknesses of other races into an amalgamation of your own choosing! Wings of an angel with devil horns? Hardiness of a dwarf but beauty of an elf? Primal nature of a monster but social grace of a human? The combinations are endless; however, the more unique your race, the more mana will be spent in order to create such a creature, so choose wisely, and be economical. Also allows the selection of what professions and magics they have an affinity for and how many points are awarded on their level up. Beware though, not all theoretical combinations are actually viable and pushing this too far may have undesired side-effects. Better to just use this to nudge things and let simple natural evolution fill some holes in your own before you nudge again. Any race you create/copy you gain as an altform and your avatar(s) can take on

Final Boss (-800 CP) - Choose one of the options from the Final Boss section in notes. While not that powerful right off the bat, starting instead at level one, they are a head above the rest of the monsters your dungeon can boast. Highly intelligent they know that if you die so will they,

will gain levels faster than your other monsters and are your last line of defense. Depending on your pick you will also unlock their lesser kin as monsters that you may purchase for your Dungeon at a lesser cost than for other monsters.

Monster

Race (Variable) - Being just a 'monster' is boring, so pick a race. You start out as a weak version of this race (clarified by 'lesser', 'small', or a similar adjective placed before your race). You also have a weak ability, based on your race. A lesser mimic would be able to disguise itself as a piece of furniture, a small beholder could shoot beams from its eyes. You'll get more powerful racial abilities as you level up. If you pick a humanoid or beast kin race, then you start as an adolescent. There three tiers of prices for your race:

- **Lesser Races** (free) - Mimics, slimes, strong mundane animals (like bears and wolves), skeletons, magical variants of common pests (like giant spiders and magical rats), and so on.
- **Monsters & Humanoids** (-200 CP) - Wizards, mutants, orcs, elves, Asari, minotaurs, nymphs, and so on.
- **Legendary Monsters** (-400 CP) - Anything rare, unique and extremely powerful, like true dragons.

Everything Works (-100 CP) - Sometimes certain things won't work with each other due to incompatibilities, such as using opposing types of magics, working with oppositely aligned races or using artefacts with opposing effects. This perk now removes that problem for you, you will be able to use opposing types of magics, figure out how to crossbreed otherwise incompatible species, and so on. Also affects monsters in your Dungeon by making them capable of working together and extends a similar effect to your companions. Cannot be used as a cheat for casting spells above your level or similar things.

Old Age and Treachery (-100 CP) - Survival in a dungeon where numerous adventurers are trying to kill you 24/7 is not an easy task. With the help of this perk it will now be an easier thing, though, as with every day that passes your strength, magic, power and size will slowly increase without any upper cap on how far it can go. Age means power, the older you get the more powerful and larger you get. Post-jump this effect will be diminished unless you are in a dungeon to which you are tied and in any case various effects of this perk can be toggled off and on at will, if you want only your magic to increase but keep your size the same.

Basic Skills (-100 CP) - A selection of 1 combat skills and 2 non-combat skills to start you off. These skills will start you off and will always find it easy to increase in skill. The broader the skills the lower the amount you start. If you choose swords, then you would start out around a novice with them. If you say a one-handed sword, or something as exotic as a meteor hammer or monofilament wires, then you would start off higher, though not at master level. Same with the non-combat skills. Cooking would start you off around a line chef, whereas Western Game

cooking could see you skilled enough to open your own inn/restaurant. You gain the basic tools and weapon of the skills you choose as well as the schematics to make more. This perk can be purchased more than once, additional purchases discounted (but not below 50 CP). Same skill can be picked more than once, with each additional pick raising your mastery in it.

Magic Quest (-200 CP) - Mana, souls or reagents are normally needed to activate a spell, a ritual or an enchantment. With this perk you can now instead choose to replace them with quests, getting the same results as long as quests are thematically appropriate. Can also be used to make enchantments stronger.

Always an Escape (-200) - Sometimes the adventures are just too powerful for you to defeat, but unfortunately for you, most of them are murderhobos and would gladly kill you for a chance to get some loot, even if that was just your underwear. With this perk you are now guaranteed to always have means of escaping them in such a way that you will not be followed or tracked. This will most often provide you with ideas and knowledge on how to prepare for such instances, but when in an unfamiliar area it will serve by helping you more easily notice potential escape routes.

The Monster inside us (-200)

Everyone has a monster inside themselves, some just hide it better than others even from themselves. Now as long as you have at least one thing remotely in common with another person, species or culture you will find them accepting you no matter how different you look.

Sleep Learning (-200 CP) - Time is a commodity and finding enough time to do everything, especially training, can be difficult. So why not exploit the time you spend sleeping for this? One purchase of this gives you one of the following two options of sleep learning. The first option is to obtain a dreamscape, shaped like white space, in which you can try and perform spells and rituals, a good way to safely experiment without risking damage to your physical body. The second option instead allows you to select a skill to train and level, which your mind then trains for you. Purchasing this perk twice gives you both options.

Elementalism (-300 CP) - Pick 1 element. You now gain elementalism of it, which allows you to control and create the said element, as well as use it to heal yourself. Your strength in elementalism starts out small, but it will grow without limit. You are limited to picking magical elements existing in the world you will be entering.

Extend the Bloodline (-300 CP) - You gain the ability to turn others into the same species/race as you, similar to how vampires and werewolves can turn others. This ability can be whatever you want it to be, either knowledge of spell or ritual, magical power or something completely different. The ones you transform will not be as powerful as you and will grow in power slower than you, because you are the progenitor of your bloodline, though they will keep powers and abilities they had before transformation. This perk works only for the species/race you become for this jump, though alt-form blenders can be used to add elements of other species/races into it. This perk cannot be used to pass fiat-acquired perks and powers to others.

Rank Up (-300 CP) - You have the ability, after levelling up to a certain point, to Rank Up, which transforms your current body into a stronger one. Details of this transformation depend on your level and your form. In some cases, you simply become a bigger or more powerful version of your species (like going from 'lesser' to 'greater' or 'small' to 'medium' to 'large'). In other cases, it can be a transformation into an entirely different species/race (like 'mimic' becoming a 'doppelganger'). Circumstances, like your present area, might affect how you Rank Up as well, like Ranking Up in a volcano area might give you capabilities that make it easier to survive all that heat. You can Rank Up multiple times, but it is limited by your level and experience, so expect time to pass between you managing it.

Devour (-300 CP) - Some cultures believe that eating their enemies allowed them to gain their strength, either through innate ability or through a special ritual. This is now true for you to a certain extent, as this perk gives you either the ability or knowledge of how to increase your stats or gain skill by devouring the intact head or heart of your slain enemy. Which stat will get increased or what skill you will gain depends somewhat on the enemy in question, but is otherwise completely random in its effect.

Itemancy (-600 CP) - A reality-warping effect that from now on effects all the items by giving them the ability to gather experience by being used and to level up and get upgraded after passing required thresholds. This effect can be toggled on and off. Furthermore, this gives you the ability to interface with such items and control on how they level up and get upgraded. It also gives you means of turning other individuals into itemancers, through whichever method you want, for example, it can be knowledge to create Itemancer Amulets that enable that to happen.

Boosted Item God 300

You get 75% off when using item XP. Not only can you see all the options, you can now create them. These new creations will become available to anyone using an item of the same type. **The only limitations are your imagination**, and the XP cost of remaking the item. This even allows you to give items souls and knowledge that you don't have, or the ability to cast magic or manifest physical bodies. One in universe example is creating a school of magic whole cloth such as Holy attack magic. Hence the God part.

Limitless {-600}

Every creature born had a predisposition to being good at some things and bad at others. You might be a natural dancer, so you have a higher chance to increase your level with practice. You might be naturally clumsy and so practically have no chance of increasing or gaining the pickpocket skill. You have the ability to learn whatever you want, even racial skills at max affinity. And increase them with no cap. This also works with languages both written and spoken learning them after just a few words. Even watching someone with a skill gives you a chance to learn it, though if they explain the process you have a much higher chance.

Species Lord: (600 cp)

You aren't just one of the nameless mobs. You are special. You have a name and you have evolved into a Lord! This gives you a large boost to all your stats, as well as the possibility to develop unique abilities. You are also the Lord of your species this grants you several things, First if you are in a dungeon only it can surpass the loyalty that the other of your species have towards you. Second, you get access to the basic magics. Third you now have an alt form of humanoid species , whether it be human, elf, dwarf ect... this form always has an ethereal beauty about it. This form also grants you all the languages of the forms you take. Lord is effectively immortal and nearly impossible to slay. When slain, the Lord's soul reforms on the Plane. Within one week, it inhabits another of its species on the Material Plane and the Lord reforms. No form of magic (such as magic that would contain or trap your soul) prevents this. To permanently kill the Mouse Lord, one must destroy every one of your species in existence (so your soul has no creature to inhabit). While your species and those related to you will not attack you on their own, they can be controlled into it. Only One Lord per species,

Final Boss {-800}

Choose one from the Final Boss section in notes While not that powerful right off the bat as you start at level one they are a head above the rest of the monsters your dungeon can boast. Highly intelligent will gain levels faster than other monsters. Which one you choose will also unlock their your lesser kin as monsters you may summon.

Items

600 stipend. Monster get discounts in general and the Dungeon Core origin gets Discounts in T&E and origins

General

Dungeons buying general Items may also choose to add a non cp backed version to their loot tables on an item by item basis.

Everflowing Bottle of Dragon Brew Whiskey -50

This massive keg as large as a full sized truck is strong enough and good tasting enough to both have a place of pride in an ancient dragon's hoard, and to get said dragon drunk. The Whiskey is endless and you gain the knowledge on how to do similar with other liquids. You may choose a different liquor instead. The drunkenness is optional.

Everlasting bag of Supplies- 50 CP

Once you put an item of supply {Food/Ropes/drinks/camp items} you can keep pulling copies of those items out. Hot food stays hot, cold stays cold, food on a plate stays on plate.

Safety Camp- 50 Cp

Four stakes that once you hammer into the ground will hide your camp from all monsters and anyone with ill intentions, Also projects a field that protects you from all environmental hazards.

Seed of the Quickening 300

This is a celestial tree normally seen only in the higher planes of existence. Many scholars attribute the overall greater powers and health of higher planes denizens to this tree. It bears fruit which when eaten helps to unlock the hidden potential of the imbiber. Affinities for all skills potentially increased by the consumption of the Fruit of the Quickening. Can increase the potential of the resources in your surrounding lands. In time through eating the fruit will awaken a celestial nature in you.

Consuming Sands 100

This is a bright blue sand that is a living organism that, not self-aware, is always hungry. The intense pressure exerted by the sands allows for rapid production of gems and combustible liquids from the remains of organics killed by it. Once a month it will give you its bounty, Gems, oils, and patterns for everything killed by it.

Its shininess and emitting a siren call to beasts and the unaware to lure into its trap. There are some things you gain by buying this with cp. One it will not be a danger to you or yours, though you may use it as a city graveyard should you wish. Second is that once a month it will give all its gains to you. Third you get either or both a large patch of the sand you can place anywhere. And an endless jar of the sands which you could for example use to create a moat around your village. **You may pay 50CP to make it sentient and loyal to you.**

Room Collection 100 Cp

You get one of every type of room. It is completely empty and you must fill them yourself. They also do not come with the self updating nature of the others, **You may pay an extra 100CP** so that when you gain knowledge, resources, or any of the others the rooms will both update to contain those as well as auto generate them.

Rooms

Each room has 7 purchase levels common, uncommon, rare, epic, legendary, Mythic, Godly. They update in each new jump, the rarer the books the longer it would take in a new jump to gain the relevant books. Books in the Library you can either choose to use like a Skill book ie One use and it disappears or you may instead choose to learn it manually in which case you keep the book and get a boost in learning what it teaches. Useful for luring people into your dungeon.

Comes with a free Library/Bookstore floor for your Dungeon or a building if you chose to be a City Dungeon.

Should you buy the Entrance Chamber instead of placing the following rooms deep in the dungeon you may place an entrance to them there

Library {-50 per level}

A Library filled with the collection of whatever setting. People can pay you money or mana to purchase the books from these shelves, and you will gain a new copy of any books sold a week after purchase. You may choose to exclude certain books from this library if you don't want them for sale. Libraries Available **Lore, Skill, Spell, Enchantment, Ability, Recipe, Craftsman, Story(Fiction only 1 level)**

Resource Rooms {-50 CP per level}

A vast room filled with minerals and herbs. Each separate item in it's own little plot of either dirt for the herbs or rock for the minerals. This buys time to mine the minerals or per herb. Adventurers can pay in several ways 1. Mana 2. Coin/items 3. Knowledge that you don't have. 4. Sacrifice either sentient beings or monsters that you don't have.

Resources Available Minerals, Herbs

Crafting Rooms {-50 CP per level}

A large hall with multiple doors leading to numerous crafting stations such as the list below. Adventurers or crafters may purchase time here to use the stations and may pay in several ways. 1. Mana 2. Coin/items 3. Knowledge that you don't have. 4. Sacrifice either sentient beings or monsters that you don't have.

Metalworking (Refining, Arms, armor, metal accessories.)

Leather-working (Armor, Clothing)

Tailoring (Clothing, Armor)

Woodworking (Staves, bows, arrows, Clockwork.)

Magic crafting (enchanting, inscription, runes, Alchemy, Potions, Gem Cutting, Herb & Chemical, artifact creation, Glassworking)

Cooking

Themes & Environments

Theme Packs.

These are packs of Items, monsters/beings, magics, environments where applicable laws of reality based on certain genres, games and in some cases specific stories. You may purchase these for the listed cp price. Difficulty will be forcibly scaled where appropriate so that while it may be hard adventurers will have a chance to survive. One sneaky bonus that the rest of the world won't understand until it is far too late is that should you buy a theme with it's own magic system it will start integrating to the world at large even in non magic worlds, should you choose. By the time anyone realises this it will be far too late. A side benefit of this as the origin of the new system they will be unable to get rid of your dungeon permanently.

The theme 300cp or less free Dungeon Cores get discounts on the rest down to 50 cp. Unless otherwise marked themes are 100 cp

Default option, free

This theme/environment is based on the base setting of where you are.

Non-Violence Free

For those who just either want a change of pace or just don't like hurting things. This floor or your entire dungeon should you choose has a non-violence field around it that even Gods cannot bypass. The way adventures will get loot will be by playing games. Board games, games of chance, children's games, video games, Sports (blitzball, soccer baseball ect.. Blood Sports not ok.) This theme gives you the complete collection of all types of games from every setting you have ever visited or heard about. Since it would not be fair to them otherwise those who enter your dungeon will automatically gain the knowledge of the games they play. Games will also be available in the Dungeon shop should you wish to sell or trade them. Once each game

in question is finished appropriate loot will be generated and they will go on to the next monster. Losing three games in a row is considered a wipe and they are transported to the Entrance Chamber of the Dungeon.

Fairy Tales

This collection of themes covers pretty much all fairytales from a certain region albeit with a bent towards dungeons.

Hollywood Monsters

The Mummy, Dacula, Frankenstein and all the Hollywood classics. Includes optional black and white coloring for everything. Comes with either Outdoor or Catacomb Pack

SciFi

High technology glittering lines, cyborgs, cyberpunk. An seemingly above ground dungeon in a cyberpunk setting, it seems just like a normal neighborhood but there are a few too many dead-end streets if you go far enough to make you realize that there is only one real entrance or exit, the animals are a bit too aggressive, the gangs aren't actual people there just dungeon constructs. Fun fact: governments would like this so that the entire fake towns train their militaries in urban maneuvers and test weaponry that could destroy towns. Perhaps your dungeon core is an AI and fabrication unit that went off the reservation and then got lost in the sprawling metropolis?

Mad Science & Steampunk

Tesla coils, bubbling vials filled with mysterious liquids, clockwork minions, stitched together undead. Includes free copy of Things Gods and Mortals Were Not Meant to Know

Farming

Both regular farm animals as well as demonic versions that have attack powers. If you buy one of the themes or environments that have alien species you will also gain their version of farm animals as well.

Naughty

Fleshy walls, tentacles, libido modification buffs and debuffs, succubi, incubi and sexualized monsters. This theme could drive both the pure of heart and debauched mad in different ways.

While an adventurer's life might be in less danger on this floor their purity sure is in much more. This theme can be easily combined with others.

Diablo

From the catacombs of the Mad King to the High Heavens and Burning Hells, The Vault and Whismydale. From the Agris Council, Treasure Goblins to the Prime Evils themselves. All are yours to command. Includes all classes and items found throughout all of the games. Even comes with a preset floor map to force Adventurers to go through all the floors and acts in order. Includes magic system and gem forging and Orek Urshi and Nephalem Rifts whose Obelisk you may put in your Entrance Chamber for those who would dare it. Any and all class, species, powers, professions and such are included. Comes with an Afterlife system like High Heavens and Burning Hells under your permanent full control.

Animated 100

Ever seen Roger Rabbit think Toontown meets Dungeon. Comes with all ACME products the host of iconic toons as well as plenty of Animated, CGI demons and anything else cartoony or animated you can think of. With your own interface that allows you to design your own toons and toon items with their own personalities it will be a blast. Since it normally takes really specific things to destroy toons to make it fair to the adventurers, once the toon they are fighting takes enough damage it will stop fighting and leave them alone. Come with a free Urban pack and copies of all known toons/animated characters.

Star Wars

If you want a vast collection of alien species this is the theme pack for you. Free pirate lairs of various species to cause adventurers problems. Comes free with the Space Environment pack. Levels include the lightless depths of the city world of Coruscant. The rahkgoul infested ruins of Taris. The confusing maze of the death star. The bandit and slaver filled Nar Shadda. The stormtrooper patrolled hallways of the Executor. The blind and deathly hot Sands of Tatooine whose dangers include Sarlacs, Sand People, and Kyat Dragons. Gives a portal in your entrance chamber if you wish to make a slave market to sell any of your monsters/sentient beings.

Mass Effect

Besides the various species of this reality one of the big bonuses of this theme pack is the level transporters shaped like mass relays at the beginning and end of every level. This lets you

change the order that the adventurers go through your dungeon. Any and all class, species, powers and such are included except Reaper as they don't need to be spread about. Biotics can be granted as Classes to adventures turning them into natural Biotics. These classes do not need to use element zero for such biotics.

Terminator

Cultivation

Less of a theme and more of a safe way for beings that are so powerful that some layers of reality in some settings cannot handle their raw power

Not sure how to word or where I am/was going.

Racing 300

One of the few fully non lethal and less violent themes. This heavily relies on pocket dimensions which explains the cost. Racing contains everything from Mario Kart in all it's versions to Speed Racer and F-Zero. From adventures Racing against a time clock and other adventures to battling it out with your minions in a battle royal format This is for the less adventuresome adventurers as there is no danger of dying.

Tower Defense

A rather unique theme as rather than fighting through the floor adventurers are given a spot to defend and then after a time to set up you start to send waves of minions at them, with the rewards increasing each wave. With the option of the fail state being a defense breach this can be a relatively safe way for both sides to try new things.

Warhammer

Bioshock 100

Both A large underwater city with a bunch of crazies hopped up on Adam and Big Daddies and Little Sisters, and a vast flying industrial city with lots of falling dangers. Comes with every pattern for both as well as all research related to ADAM so you may make your own tonics.

Elder Scrolls 200

The Complete pack comes with the tamriel magic system with all spells, races upto the Daedric princes who have consented to give a memory imprint suitable to being level bosses. Includes full loot tables already assigned. Both sentient Man and Mer and beast races come with a free bandit camp placement. Special optional Dragon level which should they defeat they have the option to become Dovahkiin. Includes a medieval environment pack. Comes with your choice of spell mods.

World of Warcraft 200

Every WoW race and magic system, and copies of all current dungeons and raid that you may use as floors for your own dungeon. Though the raids run on a seperate floor system accessed by a door in your Entrance Chamber for fairnesses sake. Any and all class, species, powers, professions and such are included. Comes with an Afterlife system like Shadowlands under your permanent full control.

Destiny 200

Not sure if I should be offering this, but if you are determined there are going to be some caveats and limitations. The Traveler and Darkness will not be there. The Vex and Taken are seriously nerfed in that the Vex cannot leave your dungeon and are beyond hardwired to obey you and act in your best interest. The Taken CANNOT take adventures or their pets, their corruption and blight and its effects cannot leave the barriers of your dungeon or areas you set, and when adventurers leave they are automatically cleansed of any lingering effects. Besides all weapons and tech you get the knowledge of creating Engrams, the creation of Ghosts which are both for you and adventurers. For you you can attach them to your monsters so the ghosts can Rez them when the adventurer's turn their backs. Adventurers can also bind the ghosts so they

can take advantage of the Rez ability. Environments include all the planetary settings seen, as well as the dreadnought, reef, Dreaming city, and shattered isles which have the dangers of slipping between the rocks into an endless abyss. Comes with Mara Sov as a wandering boss. This also allows you to grant the Light and Darkness as well make Guardians complete with Ghosts should you wish.

The Land 300 CP

“All magic is the Land, And the Land is all magic” Includes a Massive array of species and an impressively in depth magic system including a magic settlement system with quests and Places Of Power. Turns your dungeon into a Place of Power.

Environment

All are Free if you wish

Lesser

Entrance Chamber: Free

This Room is the first chamber of every Dungeon. No monsters or other dangers of the Dungeon can harm you in this location. A free **Well of Offering** is supplied in every Entrance Chamber. None can pass further into the Dungeon from this location without your permission.

Well of offering

People may toss things in to add to the loot tables. This does not cost the dungeon anything to generate such items added by this. Animals, sentient beings, and blood may be offered here as well so the dungeon may learn how to make those as it's minions. The minimum amount of blood needed is a potion vial worth.

Well of Risk

Similar to the Well of Offering though you may place this wherever. This is a giant hole in the ground that can have things tossed into it. Once tossed in it will pop back out with a completely random enchantment. The risk comes in that items could also be cursed. An example is a silver ring rots your flesh off over a week while permanently increasing your disease resistance.

Another risk is that for tossing in you could get a permanent decrease in one of your stats. Though you can increase that stat again.

Dungeon Shop.

This addition to your dungeon can be placed at the entrance to your dungeon where you may sell/buy/trade things. Anything can be bought or sold and you may place outposts at the start or end of each floor should you wish. Violence within the shop is strictly prohibited.

Debuffs:

You can go by floor or the whole dungeon. Do both or either though each debuff would only go once IE you couldn't say sloth the whole dungeon and then a specific floor to double the debuff. May also place in just one area such as a boss area.

Doubt, a moment of doubt can cause an eternity of death,

Lust causes distraction at times, Also causes monsters to breed faster.

Greed May cause groups to delve deeper and advance when they really should turn back.

Paranoia Either focused on each other or excessively focused on the surroundings.

Strife and Distrust Adventures more prone to heated arguments

Sloth & Apathy Less likely to pay attention to surroundings. Failure to notice traps/ambushes

Recklessness & Overconfidence More likely to take risks that they shouldn't.

Bloodlust Encourages adventurers to chase after monsters (potentially into ambushes), tunnel vision on enemy's in front of them, and over extend on their strikes including potentially dragging them out of position to be supported by allies.

Jump Floor Generation:

This generates a floor based on each jump you have been to, and when you enter a new jump will add a new floor. Monsters and loot tables are automatically generated based on things found in the jump. The incidence of items appearing in the dungeon is proportional to the item's rarity and complexity.

Resources

Dungeons are not only breeding grounds for monsters but also grow resources. With this each level will grow appropriate resources. The more dangerous the level the rarer the minerals and herbs.

Armory

Equip monsters with appropriate weapons and armor. While it starts off with simple arms and armor you can upgrade it by making and adding ones more powerful. Though you cannot add ones so powerful to make that dungeon level increase in difficulty.

Marketplace

One of the few non violent places gives the adventures a place to sell their loot. Also provides your smarter minions/monsters with potions and scrolls.

Treasury

A treasury is more than just a secure place to store wealth, though it does that as well. You can set a tax on any collected Dungeon Loot and Resources that will automatically be deducted and placed there. You can even ensure that specific types of Loot are always taken and the Adventurer will instead be awarded the coin equivalent, as long as the hard currency is available. you will never have to worry about anyone stealing from you.

Custom Weather

This gives you the ability to add all kinds of weather effects to your dungeon floors. After this jump ends will also grant you weather control powers that will grow with time.

Prison Room:

An area of the Dungeon that is almost entirely self-supporting. It is designed to hold captured invaders prisoner whilst keeping them alive. The unique feature of this room is that without the permission of the dungeon core, anyone held in this room cannot leave it. Additionally, the presence of prisoners adds Daily Mana generation

Mine Floor

This floor is enclosed by tunnels with an incredible amount of ore veins from the common to the extremely rare that you have examples of; enemies are golems of various minerals.

Herb floor

A large Forrest and or jungle with all kinds of herbs and plant monsters.

Greater

All are Free if you wish

Outdoor Pack

A large pack of outdoor environments including but not limited to a normal desert, a normal flat plain. a normal forest. a normal Mountain top, Magical woods: designate this floor as: woodlands of magical nature, who knows what sort of predators may lurk in its shadows, disorientating fog, enchanting meadows, Enchanting forest: designate this floor as: forests of magical nature perfect for mischievous creatures to play around in, All comes with enchanted ceiling to mimic the outside are look how you wish.

Urban

A vast collection of earth 20th century city sprawls. Filled with a vast collection of bandit and gang types.

Medieval

A large collection of rural and stone cities, Comes with a collection of common fantasy races such as elves of various types, dwarves, halflings, and beastfolk.

Catacombs

A vast underground labyrinthical tunnels that have been built by an ancient civilization and were initially used by them as a burial place. Filled by various types of undead and vermin they are a really dangerous place, especially due to pretty high chances of encountering some necromancers, treasure hunters/gravediggers or just your normal bandits, which are using them as a hiding place

Space

A dungeon environment that represents space and includes zones and levels such as zero gravity areas, moon/asteroid/planet surface, space-ships and space-stations. Expect to deal with vacuum levels, alien merchants, alien scientists, invading aliens, dangerous alien

fungiformes that want to consume everything and so on. Equipment to face them safely will not always be available for free, so be prepared.

Hell

A large collection of underground tunnels and caverns with lava and flaming rivers. A huge collection of demons are included all loyal to you. Some decorations such as torched souls

Heaven

Just because heaven is considered good do not think that adventurers will have an easy time here. A vast city in the clouds falling to death is a real danger here. There is a saying that they should keep in mind."Those who fear the dark have never seen what the light can do."

Underwater

One of the quirks with this package is it allows the adventures to breath underwater without aid. Though this benefit if overshadowed by the fact that when underwater both movement and even spells are slowed due to the need to travel through the water. A large collection of water predators and even some decorative species. As well as a few sentient species.

The Labyrinth

Well, Jumper. You did it, didn't you? You achieved what every dungeon seeks to become, the apotheosis that makes all things possible. Congratulations, because your Dungeon has now become a Master Node of the Labyrinth, a multidimensional mega-dungeon that connects all the dimensions in any given setting, and even has links leading back to all your previous jumps.

In this dungeon are monsters and loot from all the places across the Omniverse you have ever touched, and more appear as you visit their worlds. As your dungeon is a master node of this Labyrinth, in theory you could use the winding, monster-laden as a form of travel... but y'know, good luck. They don't call it the Labyrinth lightly, y'know.

Please consult the notes for more details on the Labyrinth.

Dungeon Core

First 100 free Rest 50% off

Loot chests. 100

A collection of chests containing a vast array of different types of loot that you may keep or deconstruct for their schematics. In this collection is at least one chest each of resources, weapons, books, and armor. While not top of line the weapons and armor are still decent and can be equipped by anyone.

Mimic Collection 100

A vast collection of mimics from the normal treasure chests, to armor stands, to ones that mimic the dead bodies of adventurers and monsters so that when other Adventurers try to loot them they get a nice surprise. Also includes the dreaded Mimic Toilet (Comes with TP and Stand). In future jumps or if bought by others, a dungeon core grants the ability to summon mimics as battle companions, or as traps. Any beings killed like this will grant exp, loot and any other benefits as if you killed them yourself.

Trap and Puzzle Blueprint collection {-100}

A large collection of blueprints of traps and puzzles going from simple to the diabolical. This does not affect the rarity of the traps, just the difficulty. **For an extra 100 CP** you get the **Loot Blueprint collection**. A collection of blueprints for common and uncommon loot. Ranging from all denominations of local currency, common and uncommon arms and armor, common and uncommon herbs and ore, and low and medium level potions.

Spawn Blueprint collection {-100}

Choose a collection of low level monster spawns to gain blueprints for use in your dungeon. You would get a complete blueprint collection of all low level monsters of your planet. For an **additional 100 CP** you would get medium level monsters. And for a **final 100CP** you would get a blueprint collection of all monsters found in your world. These update only when you place a core in a new world. Be aware that these are only blueprints you will still need to pay the mana cost to place them and the more powerful and intelligent the creature the more mana it will cost.

Beacon of Monster Attraction -200

A beacon with a selectable interface that lets you choose which monsters you want to attract. Options are By How powerful, levels, types divided by elements, species, and rarity.

Dungeon City 200

A complete city that while empty comes with all the staple of a fantasy town. It start with just the basics Town-hall, smithy, inn (complete with basement of large rats), general store and a few houses the rest you will have to build much like you would need to add rooms in a regular dungeon to build new buildings you can either pay a mana/DP/resource cost or have your inhabitants build them. You may choose where to place this above ground, and pay a large mana cost to move it later. Starts completely empty but your companions may populate it en masse for free, monsters could fill it or others form outside your dungeon could but they would be prohibited for harming your core. **For an additional 100 CP** you may populate it with either a standard fantasy race, dwarves, orcs, elves, halflings and such. Or you may populate with a race you have encountered before or know of. Asari with biotics are ok. Saiyans, dragon and demigods or Reapers are not. You may choose on a case by case basis whether or not they are hostile to those who enter. City will keep all upgrades from jump to jump. May choose to have one gate/portal from your city to the outside so they may leave. Though dungeon divers cannot use this as a shortcut, and those with hostile intent cannot enter this way. If you bought Pet Drops you gain a free pet battling arena, you get a cut of any wagers placed here.

Guild Farming {-300}

Well now this gives you a good start, it seems that the local adventuring guild has found your location and has decided that it would be advantageous to farm you for materials, EXP, and training their rookies. This is a good thing as they won't let anyone destroy your core and you will have a steady supply of adventurers. **In future jumps a group of people will form up to both take advantage of your dungeon and protect it/your core as much as they can.**

Imitation Core {-300}

This core when placed allows you to form a second dungeon and should your first core get destroyed will save you by transferring you to this backup. It also functions as a 1up in future jumps so that if you would get destroyed, you will awake safe in your core. Though making a new body will be up to you. You will also gain the blueprint for the **Lesser Imitation Core** which functions the same but without the ability to function as 1up's.

Dungeon Island {-600}

A flying Island where your dungeon is based. This island, while a little hard to reach and a little hard to turn, will grow with the size of your dungeon. Comes with free unlocks of numerous flying monsters. You get a movable gate that you may place on the ground when and where you desire. You get a special Imitation Core that when you place on the ground will give you a ground Dungeon with your dungeon on your island. Put a door that lead from a room on your ground dungeon to your island and vice versa mix it up in any way you can think of. The larger the Dungeon grows the bigger the island does as well with no limit this will not affect the surrounding area whatsoever. With time and feeding your dungeon island could become the size of a planet or even larger.

Monster

Replenishing Potion Collection {-100}

A large set of elixirs and potions that will restore full mana health and stamina and regenerate after 6 hours for each one. Also includes such potions such as Elixir of Luck, Life Oil which will damage any death aligned being. Poison of Nil Abilities which block all abilities for one hour, Potion of Boost which doubles all exp and skill gains for 24 hours.

Badge of Non-Violence {-100}

Sometimes you just don't want to fight or your dungeon needs you to go into the city to get something or advertise it's presence or location. Well that is hard to do when you are a monster that can be killed for loot. This badge as long as you don't start anything everyone will let you go about your business, even muggers and thieves will leave you alone.

Badge of Humanoid Form (100 CP)

Sometimes you just don't want to fight or your dungeon needs you to go into the city to get something or advertise its presence or location. Well, that is hard to do when you are a monster that can be killed for loot. When you don this badge, you are disguised with a short term humanoid form that makes you appear like a member of a common humanoid race also gives ability to speak common.. For an additional 100 CP (undiscounted), also protects against low-level divination effects like Inspect which otherwise would still show your true information. Also adding blood from other species will let you take their form.

Slime Breeder's Guide -100

This Guide is the perfect gift for anyone who has ever wanted to breed an army of slimes. Or, y'know, just keep a collection of slimes that create an endless supply of booze, potions, or other such things. Whatever you want, I suppose.

Slime Creation- Knowledge of merging mana and a liquid creating a slime whether a blob or humanoid.

Slime Knowledge – Gain knowledge of all known slime types and evolutions.

Force Evolution – Force a slime that meets certain prerequisites to evolve into a new form.

Sustenance Belt 100

While wearing this belt, you require 75% less sleep and 75% less food and water.

Respawning{-200}

A place in a dungeon such as a den/cave or a camp where if you are killed in your dungeons service you will respawn after either six hours or when all enemies have left your level of the dungeon.

Enchant of Mana battery training 200

You may import any item you own to have this enchant. It is a multifaceted enchant the first part is a mana battery that has no limit that you can draw from that starts empty, second part is a mana drain that can drain your mana into the battery based on factors you select, and third is the harder it drains your mana it will increase your mana regen like a muscle.

Cursed loot of trolling. 200

A large collection of loot that while useful, has shall we say have a sideeffects. That even though they killed you for it will bring you Joy at the thought of them being stuck with it. Dagger of Farting powerful dagger whose power is tied to the fact that both when you draw it and when you stab someone you let out a very noisy and smelly fart. Underwear of High Armor and cleanliness, adds a great amount of armor that automatically equips to the person who touched them first. Bra and panties the bra makes you constantly lactate even men. The unremovable panties keep those parts completely clean. But you can't remove them to go to the bathroom. And other such amusing items.

Spider hide Gloves of the Unending Trial -300

Made by a skilled leatherworker out of the hide of giant spiders common to the Underdark and imbued with the power of the Spider Queen herself, these gloves are supple, yet surprisingly tough. The gloves are embroidered with silver thread to have an image of a spider on them, and cannot be destroyed.

Enchanted: Spider-Climb – Can climb walls/ceilings at normal ground speed. Able to stick to walls.

Divine Relic: Poison touched – Immune to all poisons and venoms not handcrafted by the gods or produced by divine-level creatures. All weapon attacks have a 1% chance of inflicting a random poison effect on the victim.

Charbek's Movable Mansion {-300}

From the outside, this object is nothing more than a traveler's tent. Nicer than the simple tent a common traveler may use. Inside, however, is an extradimensional space that can change between one of five settings chosen by the creator during the item's creation.

Current setting: Sultan's Palace

Provides comfortable shelter for up to twenty people. The space provides food and drink according to the setting.

Settings – Can be changed to one of the following six settings: Island Villa complete with lagoon, Mountain top Lodge with outdoor hot springs, Sultan's Palace, King's Castle, Elven mansion, Dungeon complex.

Indestructible – Exterior item is immune to damage. Interior space repairs itself when changed to a new setting.

Quick-set – Command word causes the tent to set itself or collapse ready for transport.

WARNING: Individuals who remain in the space when the command to collapse the tent is given will be trapped in the extradimensional space until the tent is set up again.

Ingredient Maker {-600}

This is probably one of a kind, and wars would likely be started if the rumor of this got out. You put a list of ingredients in and no matter how rare or odd it dispenses them in the fashion and numbers you need. From the rarest of herbs, the hardest to mine ores, to the most difficult parts to harvest of the most lethal monsters. However, the rarer the ingredient the longer it takes to make it. While common materials can be provided near instantly truly, epically, rare materials might end up taking a bit longer.

Dungeon Builder's Guidebook -600

This guide allows the user to channel the magic of the gods, creating a Dungeon. They have administrator privileges over this dungeon, and can either take an active hand in its growth, or allow it to grow according to its own devices. Dungeons may not be placed within ten miles of an existing dungeon. Creating a dungeon requires a suitable vessel to be the dungeon core and at least one kind of being to be the Harbinger. If no suitable vessel is present, then one may be created if sufficient MP is spent. Gain full control over building the dungeon. Does not disappear

when used.

Companions.

Import/Create (-50 CP/-200 CP/-400 CP)

Purchasing this allows you to import your existing companions or create new companions, 1 for 50 CP and up to 8 for 200 CP. If you are willing to pay 400 CP you can import as many companions as you want, though you cannot create more than 8 new ones. Each companion gets their pick of origin and 800 CP to spend on their purchases. They also get access to any supplements you used.

Pet Import (Variable)

Import one of your pets from your warehouse or should you have left one behind your Original world into either Monster Origin for 100 CP which grants them 800 CP or into one of the other pets here. Your pet will retain their memories of you as well as getting an intelligence boost and gaining that as an alt-form.

My Monsters (-200 CP, available only for Dungeon Core)

Import as many of your companions as you want as monsters in your dungeon. They get Monster origin for free and 800 CP to spend on their own purchases.

My Dungeon (Free Only for Monster Origin one purchase only)

You get one Dungeon made with it's full CP allotment that is fully and unquestionably loyal. The only companion it can buy is the Wisp. You also gain an unbreakable mental bond with said Dungeon

Dungeon Wisp (Free Dungeon)

A type-specific wisp that connects with dungeon cores and gives advice, provides help, makes for a good company and can even direct your monsters. You can pick its type yourself and if you want to, it can be imported as a pet/companion.

Psi Dragonling {-100}

A small dragonling, starts with three abilities at level one

Psi Bond. Thoughts can be shared with another being that has the ability Psi Bond. A connection can only be completed by both parties being willing to participate. {Level it up to increase strength of bond and intelligence of familiar by 25% each level.} Also increases your mental defenses.

Psi Blast: A blast of psychic energy {Level it up to increase power of blast, chance to stun, and targeting

Brain Drain: Successful kills bestow 2% of exp to both you and your familiar {level it up to increase amount exp bestowed. Each level increased adds 1%

Psi Poison; Your dragonling teeth and claw now exude a psi poison. This does minimal damage, but makes concentrating more difficult. While the poison is active, the target is also more susceptible to psychic attacks.

Psi Channeling – The range of Psi Channeling has increased from one hundred to two hundred yards. Using the ability now requires 250% greater mana usage rather than 300%. Any other spell requirements will remain unchanged. You and your familiar may now also share mana

:

Magic Rats (-100)

A group of fourteen 2 feet tall rats that cast magic and are pretty good at stealth and are totally loyal. They are quite smart around an adult human with common sense. You may choose the magic school that each rat can cast from. You may endeavor to train the rats in more spells, those outside of their school will take roughly twice the time it would take a normal person while spells and techniques within will take roughly a quarter of the time. You get 7 male and 7 female so you may breed more. They come with any equipment they might need.

- 1) Life Bolt, Minor Heal, Summon "Healing" Creature. [Life]
- 2) Weak Carapace Armor, Grease, Wall of Thorns. [Earth]
- 3) Weak Errant Haste, Summon Storm Gust, . [Air]
- 4) Water Bolt, Summon Fish, Conjure Water. [Water]
- 5) Fireball, Flame Cloak, Lava Orb. [Fire]
- 6) Summon Bile Rats, Weak Animate Dead, Reanimate Element-wielding Rats. [Death]
- 7) Summon Far Light, Beacon, Flashbang. [Light]
- 8) Cast Darkness, Night Vision, Weak Cloying Darkness. [Dark]
- 9) Book Copy, Spell Scribe, Research Tech, Spell Scroll Creation. [Scholar]
- 10) Enchant, Disenchant, Create Enchant From Spell [Enchant]
- 11) Mining, Smelting, Blacksmithing [Blacksmith]
- 12) Herbalism, Alchemy, [Alchemy]

- 13) Stealth, Daggers, Trapmaking [Rouge]
- 14) Cleanse, Skinning, Cooking [Cooking]

Monster Adventurers {100}

A group of up to five adventurers that will farm you but never endanger you core. They receive 800 CP a collection of arms/armor and spell appropriate for rookie adventures. If one or dies in your dungeon replacement will arrive in 24 hours.

Level Boss {100}

Import or create a companion for each floor level you have. If you make more than floors you have the excess will be held in stasis until you have enough floors. They receive 800 CP and 600 cp to be used in Themes & Environments for their level. Adds a blank level for each one purchased.

Roaming Dungeon Boss {Free Only for Dungeon Origin one purchase only}

A Boss that roams between your floors comes with Base Skills (see notes) This is one mob that may freely leave the dungeon. This helps to gain you items or spawns with them bringing them back for you to absorb.

Pet Saber Bear Cub (100 Discount Monster)

Saber bears are dangerous predators that are fiercely territorial. They are often found near mines of metallic ore. They are able to ingest this ore and through a passive use of magic, can digest it to grow their claws, fangs and bones, their blood turns to a pure molten form of this metal. These will be made of the latest metal the bear has ingested.

This is a fresh bear cub that is completely loyal and that has a mental connection to you and like the psi dragonling you can upgrade it's powers and capabilities. Comes with your choice of a small replenishing ore vein that you may place in your camp/lair/anywhere or warehouse so the cub may feed off of it

Drawbacks

No limit Companions may take the appropriate drawbacks

Supplement Mode +0

You may choose another cyoa to supplement this to. Should you choose one without dungeons or magic your benefactor will either find one that matches or forcibly alter the metaphysics of the setting to match. Jumps are filled out separately except for companions.

Jumpless Setting +0

Choose a setting that does not have a jump you may use this jump to go there. Yes you may combine it with Supplement Mode.

Original setting +0

Design your own original setting and the jump takes place there.

Mana Maintenance +100

Now every floor past the first one you must pay a percentage of your overall mana pool to maintain.

Thieves +200

Kindr coming in and stealing your loot without a chance of dying

Remote location +100

Extremely far away from even the smallest village let alone large towns. There are several choices; deep in the mountains where winter lasts nine months of the year and the snow overnight is measured in multiples of feet, deep in the desert weeks away from any source of

water, or a small island in the middle of a vast ocean surrounded by hard to navigate reefs. It will take some time, probably years if ever before any Adventurers will find you so growth will be slow, and it is possible that you will starve to death and time will pass in a dreadful monotonous fashion.

Rebellious Monsters (+100 CP/+300 CP)

Generally, when you are a dungeon core your monsters obey you in everything. Even sapient ones will follow your orders. After all, monsters leaving the dungeon to cause havoc/kill outside is a bad thing, as it draws attention to you and especially in organized worlds this will get you destroyed quickly and in a hurry. Well, while by default you did not have to worry about it, by taking this drawback monsters now don't obey you anymore all the time and can leave the dungeon. **For 100 CP** this is merely an annoyance, their refusal to follow your orders being minor, but not in any way endangering to you. **For 300 CP even that failsafe is removed, so... good luck?**

Bound (+200 CP)

Instead of you making all the decision for your dungeon you have a master, who can force you to use your DP/Mana the way (s)he wants to, although they cannot change layouts or decisions you have already made. May be a local that you can companion for free after the Jump finishes if your relationship is good enough.

Scared to Approach +200

Word has gone out that you are far too dangerous to delve. Only the strongest or most foolhardy will even think of entering your dungeon leaving you with it being a rare thing that you are able to feed on them to grow in size and strength.

Dungeon Scarcity +200

Whatever you need to expand whether it be mana, gold or dungeon points not matter what will always be in short supply. Even you are killing the adventurers in numbers enough to drown the world in their blood. You would be capped on the resource you gain per day. Granted the points will just come in slowly they don't disappear.

That one GUY. Gentleman Adventurer.100/200

There will be one Adventurer that will get on your last nerve. Probably a guy with a bushy mustache. Nothing you or your monsters do will be able to stop him and he makes even your toughest boss fights look like Disciplining rowdy children. AND HE GIVES THEM POINTERS

WHILE FIGHTING THEM. He will usually walk off with your best loot, usually he gives it to newer adventurers to give them a better chance. **For an extra 100CP** once a week he leads a noob training group to teach them his ways. While you can kill them until they are up to snuff he will keep an eye on the group to make sure more than one doesn't die at a time. He also is a troll of the highest order and knows how much he gets on your nerves. Only good thing is he will make sure no one destroys your core, if only to make you suffer more. This may be bought multiple times.

Tome of the Plaguebearer +200

This tome, written on parchment and bound in the skin of rats, grants the reader the Plaguebearer title. The bearer becomes a carrier of a terrible plague, but is immune to its effects. For an extra +200 you become the Plaguebearer and there is nothing you can do to get rid of it.

Plague Strike – Next Melee weapon attack infects target with a plague.

Plaguebearer – All bodily fluids and natural melee attacks have a chance to infect those who come in contact with them with the plague. No way to lessen or negate this part. **Taking this drawback puts it in the setting and it WILL be used**

Too many Dungeons. 100/300

Rather than Dungeons being a special commodity for Loot and skill training. This world now suffers from Core overpopulation syndrome. There is practically one on every corner and a trap door into one in every bush. You are going to have to really stand out from the crowd, with better loot and keeping their blood thundering in their veins in the challenges you present them. **For an extra 200 CP** Those in charge have decided to cull the dungeon core population and you're going to have to do your best to not end up destroyed like the rest.

Messing with your morality. +300

Normally you have an automatic defence against releasing this but you will now have to confront the reality that to be a successful dungeon or monster you will have to become a really successful serial killer of sapient beings. **At the limit say a normal person from modern earth being forced to become a serial killer to survive. As always drawbacks trump perks. No mind control or corruption and you probably could survive without killing adventures but it would be much more difficult to grow and expand.**

Dungeon Destroyers (+300 CP) -

Generally groups just want to farm your dungeon for loot, but due to this drawback you have drawn the attention of a group that also wants to kill you and completely destroy your dungeon. You will not be capable of keeping them from discovering the location of your dungeon or from entering it, and there has to be at least some chance for them to actually find you, but aside from that you can do whatever you want to stop them, from monsters to lethal traps...

Only in setting +300 Dungeon only

You are limited to only themes and environments and items that can be found in either in this doc as well as the main setting if you are using this as a supplement. Meaning even if you know how to make items, technology or spells you cannot use them to benefit your dungeon.

Power lockout 300/600

Locks out all of out of jump power and tech. +300 Lock's taking anything out of your Warehouse.

Out of setting Memory lockout. 300

Locks out all your out of jump memories except those of any dungeon core stories you have read, and of your companions and relationships with them. Though your companions are affected when you buy this perk they also receive the points from this. Should you buy a theme that you have meta knowledge of you will be able to keep that meta knowledge. Though none of personal experiences if you have visited that setting.

Slave Farmed +600 Dungeon only

You have bargained with a Greater being for more power and did not read the fine print. For nine years and eleven months you will be that Greater powers personal slave factory generating monsters, minions and loot for any purposes it may desire. You will not be able to grow your dungeon beyond the first floor, as the power does not want you growing in power too much. As that is the case the Greater power will be supplying all the energy needed to generate whatever it needs.

Completely random drops +600

While if you are a monster this is an annoyance that could prove to be deadly, For dungeon this is a grave cause for concern as your very livelihood rests on on the phrase "Risk Equals

Rewards” A minor minion could be killed and drop a legendary armor set, A final boss could be killed and drop rotten fruit. Also the loot can even be dangerous from a bouncing mine to a pound of antimatter. From mouldy bread to a zombie plague. The only saving grace is that no matter what drops your Core will be protected, though you may have to completely rebuild your dungeon if there is a big enough explosion or even seal it up and start again if a sentient disease drops.

End Reward

Personal Ruins A ruin that follows you from jump to jump increasing in size and danger each time. Why would you want such a thing? Well for one the more dangerous it gets the more powerful relics you will find in it. Second, in each world you go to it will generate full power copies of that world’s greatest relics for you to find. Finally at the center you have a perfectly protected wonderful home with all the everfull amenities you could want. You and only those you allow can find it let alone teleport to it. Note that exploring the ruin from the home will not let you find the relics faster; they will always be a challenge to find. This can be a warehouse attachment with access to the outside world or not if you want.

And

Personal Dungeon that you may customize from the Dungeon options here that follows you from jump to jump and you may choose to leave an entrance in each jump. So that you or others may use it to travel the omniverse should they be brave and strong enough to survive the dangers they would face in the travels. This can work despite the frozen time, start up when time is unfrozen or whatever you wish.

Stay

Continue

Go Home

Notes

This is based a lot on Chaos Seeds aka The Land for those who wish this can be toggled off.

On Dungeons

A good dungeon will balance the difficulty with the reward. It's also a tightrope walk. You want adventurers to die so you can steal their power, absorb their equipment to learn new magic potions or spells, or enchantments. Not to mention different types of armor and weapons. As you gain in power, you can add new levels, building down into the Earth, and moving your core lower. Build traps, other challenges, and all that. The more you build and the more challenging, the more power you'll get from more experienced dungeon divers. Better and more complicated equipment and magic as well.

Base skills {-100}

A selection of 5 combat skills and 10 non combat skill at to start you off. These skills will start you off and will always find it easy to increase in skill. The broader the skills the lower the amount you start. If you choose say swords you would start out around a novice with them. If you say one handed sword and a main gauche, or something as exotic as a meteor hammer or monofilament wires you would start off around master level. Same with the non combat. Cooking would start you off around a line chef where as Western Game cooking could see you skilled enough to easily open your own store. Enchantment would see a medium increase in your skills were as saying Spatial, Soul or Armor enchantments would see you becoming a master as well. You gain the basic tools and weapon of the skills you choose as well as the schematics to make more.

Final Boss

Angel Divine saviors from a world far above our own, Angels are the warriors of truth and light, searching for and purging evil. Quite rare and even more fantastic to behold, Angels have a radiant glow about them, spreading peace and happiness wherever they roam, their presence intoxicating to basic races such as humans and Halflings. Elves are not so impressed, but Angels can grow to be some of the most powerful beings in the universe.

Devil The opposite of Angels, Devils are vile wells of evil, spreading corruption and violence across the land. They are far rarer than that of Angels, but their influence can be seen for miles around, the ground alight and men turning on one another in fits of rage and violence. Devils, while malevolent, are also found to be quite tame, with some trying to escape hell instead of fighting for it. While these individuals are one in a million, there are indeed notable examples of their presence throughout history.

Dragon Powerful and fearsome drakes, Dragons are the pinnacle of fantasy fear, oftentimes the strongest and most dangerous thing to encounter in the land. They covet treasure above all else, even their own wellbeing, and will hoard gold in monstrous caverns, slumbering on it for eons. They are not to be trifled with, as well; their breath is able to melt the gold they sit on, and turn bone into liquid in seconds. They are fond of terrorizing townships and blackmailing them for gold, as they do enjoy seeing people part with their gold as much as they enjoy receiving it

Labyrinth

This is the ultimate expression of dungeons. Every dungeon and monster you make, that you encounter, and every jump you visit. They all contribute to the size and variety of this separate dimension. It grows without size or difficulty limit, and has an exit in every jump.

Should you be able to have the bravery and strength to forge the path? Beware even God's have died in this place. Danger and Rewards go hand in hand. The Labyrinth hides death and power around the same corner.

Every Dungeon ever created adds to the Labyrinth. There are from that world to every other you visit. There are unfathomably large areas that comprise the Labyrinth but operate in much the same way. It contains every terrain and situation you can imagine. To even begin to understand however, you must also add in the wildest thoughts of every child that has not yet been born and that never will be born. There are areas of the Labyrinth that would assault your sanity from

just one short glimpse. It is it's own separate reality that operates independently of the rest of existence.

A Master Node can be thought of as a crossroads. I have told you that the transport spheres, or Nodes, found in Dungeons and Labyrinths can allow for instantaneous travel for someone who has personally touched several in sequence. This string of transport spheres is called a Node Road. Many such paths traverse the Labyrinth. "A Master Node is a convergence point of Node Roads. Roads that are nearby will begin to shift and bend to lead to your Dungeon. As such, the pathways of the Labyrinth will start to lead other monsters and Adventurers here. It will also start to funnel Labyrinthine energy and mana towards this spot. That will make your own Dungeon grow faster as the energy is converted into Dungeon Points. It will most likely happen slowly at first, but then, faster and faster as more monsters, Adventurers, Labyrinth energy and Node Roads converge on the Barrow of the Chaos Serpent." "So that means-" "The Mist Village is about to rejoin the world,"

Kong, Aleron. The Land: Predators: A LitRPG Saga (Chaos Seeds Book 7) . Tamori Publications, LLC. Kindle Edition.

You cannot even be sure that taking the same path in the Labyrinth will always lead you to the same place. The only sure way to return somewhere are the Nodes.

Congratulations! The Node connecting your Dungeon to the Labyrinth has become a Master Node. This will lead Adventures and monsters alike to the Barrow of the Chaos Serpent. Energy from the Labyrinth will now start flowing into your Dungeon as well. Each major settlement or Dungeon that is connected by the Node Rode to your Dungeon will increase this flow of energy. The flow will gradually increase over time.

Node Road in dungeons and the Labyrinth there are Node scattered throughout. If you touch one of these, you can transport instantly to another location. There is a caveat however. Every node is part of a vast network. Though I have touched Nodes in another dungeon I cannot transport them from this Dungeon because you have not touched the nodes in between. Every jump, world or setting generates a node, Others from different settings can use these nodes to enter the labyrinth.

Dungeons and the Labyrinth are for Adventure not War. Should you attempt to take a party larger than allowed, you will gain no loot or exp, you will find yourself afflicted with penalties. Blows that should have landed will miss. Attacks that your armor should rebuff will find your flesh. There is no way around this. There are cautionary tales of leaders foolish enough to take armies within the Labyrinth itself. They have been destroyed to the last man. Taking a larger party than permitted into the Labyrinth attracts the very worst and strongest monsters, colossal

horrors that none can resist, The most powerful monsters will find you without fail. These monsters are easily powerful enough to kill high gods like rabbits.

The Labyrinth is a reality unique to itself, and no one has seen the breadth of it.

The Labyrinth

Well, Jumper. You did it, didn't you? You achieved what every dungeon seeks to become, the apotheosis that makes all things possible. Congratulations, because your Dungeon has now become a Master Node of the Labyrinth, a multidimensional mega-dungeon that connects all the dimensions in any given setting, and even has links leading back to all your previous jumps.

In this dungeon are monsters and loot from all the places across the Omniverse you have ever touched, and more appear as you visit their worlds. As your dungeon is a master node of this Labyrinth, in theory you could use the winding, monster-laden as a form of travel... but y'know, good luck. They don't call it the Labyrinth lightly, y'know.

Please consult the notes for more details on the Labyrinth.

Change Log

1.7 added

More general perks

Supplement/crossover section

Moved base skills to Monster Origin

More General Items

More Drawbacks

More companions

Setting modes

1.8

More themes

More items and fluff

Gamer System though it was implied I thought I would make it explicit.

Added pic

1.9 ?