

Dungeon Odyssey

A world much like the one you know, but under your feet lies the Gyser. Twelve 'floors' and who knows how many of miles of mana infused cave network. Each floor has many monsters and at least half a dozen 'labyrinths' ruled over by by their owners. The deeper you go down, the denser the mana, and the more powerful the monsters. On the bottom most floors are the most powerful dungeons, ruled over by the most powerful dungeon owners, the most powerful of which are Aristocrats.

Years ago a terrible war was waged between humanity and Gyser. Due largely to the deepest floors and the Aristocrats not participating, the labyrinth owners not being a unified force, and... other, more mysterious reasons, the humans won. As a sign of goodwill, the humans that had been enslaved in the Gyser were released- including the Gyserians which had been born there.

Now the surface leads expeditions for rare resources into the Gyser, relying on the strength of the gyserians, whom they call 'dungeon babies' to protect them from the monsters that still dwell there.

+1000 CP

Location:

You start in the land you where you belong, in a place that is relatively safe for the moment at least.

Species:

Human (+400 CP): The standard human. You know what you are, or at least enough.

Gyserian (100 CP): These humans were born in the dungeon. Born in mana from their very birth, they are unnaturally powerful. Like monsters, the deeper the floor they were born on, the stronger the mana they were born with. Those born in the middle or lower floors often have special abilities, such as detecting weaknesses or life around them. Or shooting lightning.

Though directly increasing your mana level is nearly impossible, Gyserians all slowly grow more powerful as they adapt to difficult or dangerous situations and environments. Stronger and more flexible muscles and bones, the ability to consume stone, and more can be yours if you struggle hard enough.

Monster (Free, 100 or 200 CP): Monsters are far more varied than humanity. There is everything from the human like elves and therianthropes to inhuman beasts like dragons and blood leopards, to things in the middle like naga and centaurs. Most have some unique advantage: elves can use spirit magic, centaurs are fast and enduring, and naga have good all around stats for example. Others have more overwhelming advantages: blood leopards are incredibly fast and strong for their floors and can turn invisible. Dragons are incredibly strong and difficult to hurt, and can breathe fire as well. Other beasts, such as goblins have no advantages worth speaking of.

If your species has no advantage, it's **free**.

If your species has a common advantage, it's **100 CP**.

If your species is particularly powerful, it's **200 CP**.

Abilities:

You get a discount at each increment of 100 CP. If it's 100 CP or less it's free. Round to the nearest 50 CP.

Depth (Varies, Gyserians and monsters only.): This represents the floor you've been born on.

Those born on the first floor are little different from baseline earth creatures. You gain +250 CP for being born here. Each floor you go down, you grow significantly more powerful, and it costs 50 more CP for each. Those born on the twelfth and final floor are almost incomprehensibly powerful to those born in the middle floors, let alone on the surface world.

Rank (Varies): This is the other major way of telling one's strength. A common ranker is what you'd expect of one born of a particular species on that floor. A rare rank could slay many common rankers of the same type as easily as a man might toddlers, as a hero could slay them in turn. Above the heroes are the legendary, and above even those existences is that of absolute perfection, a being with power enough to fight even the mightiest of aristocrats head to head- and triumph if they are skilled enough.

Each rank may have up to three +'s, denoting they they stand head and shoulders above one with one less plus, though common may not purchase them. Instead of the difference between man and child, a plus is the difference between a homebody and a gym rat.

Common is **free**, Rare is **100 CP**, Heroic is **300 CP**, Legendary is **500 CP**, and Absolute Perfection is **700 CP**. Each + is **50 CP**.

Class (100 CP Each): Their are three basic classes of unit within the Gyser, with many, many permutations. The basic classes are Warrior, Scout, Healer and Mage. The warrior is a front line fighter,

able to take punishment and deal out their own. Scouts are swift, and stealthy, and generally quite capable of dishing out punishment though they are fragile. Healers are capable of healing and buffs, but are ill suited for direct combat. Finally is the mage. They are typically capable of wide spread attacks or debuffs, but are nearly helpless if something engages them directly.

Desperate Struggler (100 CP): For mighty Gyserians and terrible monsters the Gyser is home, an adventure, a place to fight over and conquer. For normal humans, it is a horror. The most important things for a human to survive in the underground are hope and will.

You will never give up. Your will is unyielding adamantium that will let you fight through pain and bleak despair.

And so too will you never lose hope, not entirely. You'll be able to keep your eyes on a better future and keep moving towards it, enjoying the little things along the way.

Idolized (100 CP): Idols don't belong in the abyss. But one found his way down in a failed publicity stunt. His band mates all died, but he was dragged all the way down to the twelfth floor.

He lived by the ideal that kindness would be returned to him. In many ways, he was right, but it led to him being broken in the end. His legacy lives on in you.

You're very attractive, and will find that the good you do others will be both noticed and returned in kind. You're also a pleasant conversational partner. All in all, people just really like you.

Making the News (100 CP): Reporters don't belong in the abyss. But one found his way down, promised pay and glory as a war correspondent. His crew slain, he was was swallowed by the dark, and brought down to the twelfth floor.

As most who work for news agencies are, he was self centered and dishonest, but had plenty of ambition. He did everything he could to better his circumstances, up to and including using humans for deadly experiments or as bait to just to live a little longer. His cold hearted rationality failed to keep him alive in the end. His legacy lives on in you.

You are capable of looking around yourself and seeing what's likely to hinder or contribute to your chances of survival. You adapt to new information and situations rapidly, and are a fantastically skilled liar and manipulator.

Majorly Capable (100 CP): Even soldiers don't belong in the abyss. But many went to war against the monsters there anyway. Many died, and before they reached the third floor at that. But one survived to see the twelfth.

He was a good man, brave and true. Though it availed him not, he lived and eventually died with dignity, despite the horror around him. His legacy lives on within you.

You are near the physical peak of your species. Strong, fast, flexible, enduring. You're capable of operating coolly under pressure, and have mastered the use of a martial art that is ideal for your body, as well as how to use most of the weapons of both humanity and the underground. You also have a fair bit of survival training that will serve you well.

Blood Hound (100 CP): Making noise in Gyser is likely to lead the monsters right to you. But the scent of blood is even worse. It draws monsters like flame does moths.

Well. Perhaps the inverse.

Your senses of smell and hearing are incredibly advanced. Far more so than any natural creature of earth. They are no more vulnerable to loud noises or bad odors than a standard human's, but you're able to track by scent and use sound as a form of echolocation from incredible distances.

Minor Ability (100 CP): Abilities are not uncommon, but most are of middling strength, or else are situational. Perhaps you're more resistant to cold or heat than your mana and body would imply, or else are capable of seeing through most stealth abilities.

This can be bought multiple times for multiple abilities.

Korean RTS Autist (200 CP): For Aiur!

Sorry.

But what might have lead you to be a socially maladjusted autist outside of the dungeon, inside it is helpful. The abilities of its' inhabitants don't translate one to one, of course, but they, too, are fantastical. You have the skill equal to the finest of pro RTS gamers, and your mind will adapt to the abilities you see displayed, and allow you to exploit them in practical fashion. Of course, what's practical to you is often surprising to others.

You have the chops to be one of the finest generals known in these caverns, defeating enemies in five to one or even worse odds- but be careful, for there is a level of power that no tactics can overcome.

Strategy, however...

Black Merchant (200 CP): Demons very much exist in this setting, and while they are not natives to Gyser, most who meet them think they are. They fit right in to this hell. And you fit right in with them.

While they can't go to the surface for fear of Heaven, inside Gyser they are one of the most influential groups. They travel freely, and only mindless beasts have no qualms about attacking them. They exploit the ignorance of their clientele, and make fantastic fortunes selling gaudy nick knacks as crown jewels, microwaveable dinners as sumptuous feasts. Even when found out, they rarely face repercussions. Even the most powerful of aristocrats who needn't fear them in battle, need to fear them supplying arms and

information to their enemies, or even just losing access to their sometimes fantastical wares. They can teleport... not quite freely, but can easily make charms to teleport in any unclaimed area as well.

You share in these abilities.

Aristocrat (200 CP): Being an Aristocrat brings many privileges in Gyser, but it's the beast that makes the title matter. In conjunction with your Rank, you can make commands, using your mana and will to force others to obey. This starts as lowest for commoners, and goes to highest for absolute perfection. It will also increase in power based on your depth and mana in general, though to a lesser extent. Aristocrats, and those who are more powerful, will both be able to better resist your commands. Simple commands are also harder to resist than complex ones, and suicidal ones will be resisted by anything more dangerous to you than a gnat. And of course, the longer you go without reinforcing your commands, the easier it will become to resist them. Even a few minutes would make resisting simple commands easy for those who are far, far weaker than you.

You will also be treated with respect and fear for your title, as is appropriate, in this and other jumps. People will simply know you were born to rule.

And vampires like you quite a lot. If you have blood, it will be an incredibly nutritious delicacy to them. The ones here, at least, will be tripping over themselves to contract with you.

Hope you like blondes.

Promotion (400 CP): Promoting a rank is difficult, but not impossible. It requires a certain amount of experience, and poorly understood circumstances as well. Desperation is necessary, but isn't enough. Effort is necessary, but isn't enough. Heroic deeds are necessary, but even they aren't enough.

For everyone but you, that is.

If you continually risk your life against terrible odds, you will continue to rank up.

Perhaps Absolute Perfection isn't as absolute as the Gyser thinks it is. You will find out what lies beyond it, so long as you continue to face dire odds- and triumph.

Greater Ability (400 CP): Abilities aren't made equal. And while yours isn't sitting at the very peak and sneering down at the whole world, there are very few who would mistake this as anything but a dire threat. Perhaps you can see the weaknesses of your enemies bodies, can heal yourself as you kill your enemies or even manipulate an element.

This can be bought multiple times.

Down Gem Connoisseur (400 or 800 CP): You were fed a steadily increasing diet of down gems, the concentrated mana of the Gyser. This process made you better able to resist the effects of mana, strengthened your body, and made you better able to resist fatigue and pain.

For **800 CP** you have also implanted a highest quality down gem in your body. The raw power of one of the strongest beings within Gyser floods your body and unlike almost everything else which has tried this you didn't kill yourself. While you may not be skilled, your raw mana would give even a normal human strength on par with the elites of a lower middle floor, even improperly wielded. You will be able to further increase your abilities by claiming further down gems.

In other worlds, implanting the equivalent of a creature's heart inside you will allow you grow stronger. Don't do it too quickly: the process will be lethal if you lose control of it. And done rapidly or with too great a power and that is exactly what will happen.

It also hurts like hell.

Mana Master (600 CP): Mana is inside all born to the Gyser. Most beasts can use it instinctively, but you have mastered it to the point that not even the Failures have.

You can use your mana as the finest surgeons can a scalpel. You can increase the power of your body, items, and abilities with the only limit being your amount of mana. You can appear as far weaker or stronger than you are, erasing your presence or amplifying as no other can. You can shoot beams of pure mana, or concentrate it into dense shields. You can even heal yourself and others with focus, an unimaginably complex feat for non priests. Finally, you can instill Mana in others, and teach them to use it as you do.

Spirit Master (600 CP): Spirit magic is the domain of the elves, and can be used in miraculous ways. And even the now fallen elven kingdom has abilities that pale beside yours.

You can directly attack souls and magic, allowing you to pierce any defense and strip away both positive and negative statuses. You can increase the power of others' spirits, and thereby their body as well. Even increasing their Rank is a possibility with enough time and sacrifice. So too can you teach others to wield this magic as you do.

Miasma Master (600 CP): This is spirit magic, but in the exact opposite way. You manipulate death.

You gain miasma from corpses, and most efficiently from those who are decomposing. You are heavily resistant to debuffs and negative energy, and can attack others with the raw miasma that can decompose them in an instant. You can raise the dead in perfect chimeras, preserving their abilities in life and often tacking on new ones to boot if you have the right materials. You can split your own soul, inserting it into your undead minions, allowing you to possess them at will, and ensuring you will live so long as even one of them do.

Again, you can teach others to take in and use deadly miasma as you do.

Broken Ability (600 CP): Now this is an ability that sneers down at not just other abilities, but reality itself. While there are still limits to these, and costs to use them, they are pretty far out there.

Denying reality is a good example. You can simply make it so certain events never happened, as if they were your delusion. Too rapid of use in a short time may well cripple you, though temporarily as you've paid CP. And you couldn't erase an entire war from happening, nor even a battle. But you could easily rewrite the actions of an individual enemy or machine. Giving life back to yourself and your allied squad that was torn apart by a beast, erasing someone's painful past, or even just allowing you to take back a roll of a gacha game are all entirely possible.

This can be bought multiple times.

Companions:

Black Marketeer (Free): Demons are, by and large a bunch of smarmy, profiteering assholes out for number one. But not all of them. This short, curvaceous, red skinned and orange eyed woman is not only one of the few demons capable of widespread compassion and morality, but also your biggest fan.

High ranking within the Black Merchant Group, there is little she can't get her hands on given time and resources. She spends an inordinate amount of time getting her hands on things you want and need, all as an excuse to come see you. While giving things away for free is anathema to even this relatively kind short stack, she still manages to give you gifts now and then, and sells the rest at cost.

You can expect her to manufacture reasons to hug and cling on to you with regularity. She tries taking tips from her succubus friends, but well- she is as far from a man eater as one can get, and it often ends embarrassingly for her.

Girl Failure (Free): Most gyserians died trying to leave Gyser, with survival odds growing lower with the depth of the floor they were enslaved on. Some of them were frightened, and rightly so, by the perilous journey to the surface. Those who stayed behind are called Failures by the Gyser's inhabitants.

This girl is very much a failure. Roaming the floors after the labyrinth she served was destroyed, she's grown strong, and skilled in the use of mana. She has been wandering aimless and alone, until you found her. She had never even seen another capable of human speech without puppeting their body until you met.

The girl has attached herself to you, becoming your shadow and has abilities that excel in threat detection, followed by ones that enable rapid threat dismemberment. This young Korean woman is quiet, but kind- to you at least. To others she is an ice cold beauty, with eyes as dark as the death she deals your enemies.

Your Princess Is Without A Castle (Free): The Elven Kingdom has fallen. Slow reproduction and growth combined with valuable lands saw to it. This relatively young elven girl grew up in plenty, a true flower of the elven court. She learned the arts of spirit magic and healing, not for the sake of war, but for the sake on healing and enriching her people. When their kingdom fell she was forced to flee, ravenous monsters on her tail and tears in her eyes. She would have been eaten, or far, far worse if she hadn't happened upon you.

Fair skinned, blonde haired, and golden eyed, this woman is buxom as any elf maiden. Scholarly and compassionate, but unused to informal settings without a chaperon, she is nonetheless eager to stay at your side.

Slurpee (Free): Vampires are, at the very least, of the legendary rank, and are all but unheard of being found above the tenth floor. Blonde haired, red eyed, and with the curves so many of her kind seem to have, this woman is no exception. But unlike most, she has a romantic streak miles long, and utterly refuses to drink from another's neck unless they sign an exclusive contract with her. This left her weak and often mocked by her peers, and she eventually was driven from her home as she sought her destined partner. Thanks to some charlatan divination from the black merchants, she has shown up at your door, all but knocking it down in an attempt to meet you.

Drooling at the sight of you, there is very little she won't do to be your main suck. She wants your hot stuff inside her, and the begging from what looks like exaggeratedly attractive member of European nobility is a bit pathetic. If you ever give in, you'll find she is an extremely powerful member of an extremely powerful race when she isn't starving, allowing her to grant you ageless immortality as long as she takes you inside her on the regular.

She's actually quite skilled at running estates as well, should you have need of it.

Cow Gal (Free): Once the rootinist, tootinist, and shootinist outlaw this side of the earth's crust, and don't you forget it. Hailing from a now fallen therianthrope kingdom, this woman is tall, muscular, and built thicker than any number of brick houses. She uses unique weaponry that runs on mana and closely resembles the six-shooters and lever action rifles of the old west. Only bigger, since she's a significantly larger than a human woman.

You stumbled across each other in an awkward moment when she was between heists- which is to say she was half dead after trying to fight an entire group of failures that were guarding a black merchant's fat loot. The tomboy had thought she'd run out of luck before you took her in and nursed her back to health.

Now she's a cheerful, (and loud) mana engineer that's always trying to drag you into adventure and inordinately proud of her abs. She'd homestead with you, even on the surface if you let her.

Canon (Free): If someone in canon catches your eye, just convince them to come with you and it's free.

Friends Old and New (50 CP): Import or create up to 8 companions with 1000 CP each.

Items:

Discounts are just like they were in abilities.

Basic Equipment (Free): If you're going to go below ground, you need a few things. Everything for long term camping and functional weaponry besides. Guns can be used, but off the upper floors they're of questionable utility and the noise will bring you plenty of attention.

Down Gems (50 CP): A number of down gems, the most common currency in Gyser. You have a few thousand, and get a few thousand more each month. Buy it up to thrice more, to improve the quality and amount of gems you receive. Once for gives you a similar supply of medium down gems and many more lesser gems, and twice gives you a similar amount of high down gems and greater amounts of low and medium ones. The third gives you a smattering of unique gems that need to be properly treated before use. Doing so will allow you imbue unnatural effects on your equipment. It also gives you a greater amount of the other qualities of gems.

Dark Iron (100 CP): A hard and heavy material from the underground. While not anything too spectacular by the standards of the abyss, middle rank floors will find it plenty hardy for most uses. You get both a set of equipment, and a reliable if somewhat small monthly supply of this material.

Mithril (200 CP): A light but still very tough material. Light as a feather, but harder than dark iron, even most lower floors won't find it lacking. You get a set of equipment and a small but recurring supply each month.

Adamantium (400 CP): The hardest material in the gyser. Capable of enduring even the mightiest of strikes, and no heavier than steel. Valuable, and almost unheard of outside Gyser, you get a set of equipment made from it. You get a small supply each month as well.

Royal Parasite (600 CP): These are dangerous- well, it would be if you hadn't bought it here. Pliant to your will, and capable of enhancing any of your abilities you'd care to name this symbiote can also consume rare beasts to mimic their abilities. Over use will render it dormant, but it will grow stronger beside you. It can also block pain, and is perfect for disguising yourself as well.

Labyrinth (800 CP): A labyrinth of your own. With down gems you can upgrade it, summon creatures of the abyss, and build all sorts of facilities within in. Upgrading it takes time, as well as down gems, but it will be well worth it. It comes with workers for free, to help you mine resources or build less complicated structures. It comes with a certain type of monster as standard- whether that be naga or flood dragons or anything else. All units you summon will be of that type, lest you find and add another dungeon core to your base, in which case you'll be able to summon some of that type as well.

If your dungeon core is destroyed or stolen, or if you are slain, all creatures made by your labyrinth will die. Any made by traditional means will live on, however.

You can assume you have enough resources to sustain and slowly expand your labyrinth in future worlds. Should you buy down gems, or any of the materials, your labyrinth will be rich in those resources. Beware, many will envy your wealth be happy to murder you to take it for themselves. You can keep it as an underground floor of your warehouse, or deploy it like a normal property.

Drawbacks:

Boredom (100 CP): Life above ground suits you ill. Though safe, for now at least, you will find it driving you slowly insane until you return and fight the dangers of Gyser.

Brainwashed (100 CP): Something important was taken from you. By mystic mind manipulation, you will occasionally fall in to a fugue trance and behave in an erratic and likely violent manner. You won't know what, exactly, will trigger it, nor will you remember taking this drawback.

Downfall (200 CP): You have been inflicted with the curse of downfall. Your skin is darker, your hair paler, and you're a great deal weaker than you should be.

I Should Have... (200 CP): You're a nice person. This is a bad thing.

You will find yourself easily deceived and taken advantage of by the unscrupulous and desperate around you. While this is usually minor things, like covering for your co worker's laziness or gifting some of your income to the needy, the chances of someone far more dangerous tricking you into something small that ends up being huge and deadly is far from zero.

Can't be taken with Given up on Kindness.

Given up on Kindness (200 CP): You're a psychopath, and possibly even bad enough to work for a news agency. Incapable of gaining meaningful connections with others, you'll be forced into either

being transient as others figure out what kind of snake you are, or leaning on simple power and tyranny to survive.

Can't be Taken with I should Have...

Summoned (200 CP): You are now a summoned being, hailing from a particular Labyrinth. You'll find it difficult or even impossible to disobey the labyrinth owner, and if they die or anything untoward happens to the labyrinth's heart you will surely perish.

Enslaved (300 CP): You have been enslaved by supernatural means. You'll be given dangerous and unpleasant work to fill your days, and your abilities have been drastically curtailed until many of your owner's servants are a great deal stronger than you. Unless your master dies, or you manage to affect an escape, you will have to continue to toil away, lessened, until you die.

Parasite (300 CP): You are now a parasite. Your abilities are offered in full to your host, and if they die, so do you. While you can communicate with them, and even take them over briefly, don't expect to be calling the shots very often.

Detected Imbalance (300 CP): Gyser has detected an imbalance. You. Your abilities, equipment, and companions, from other dimensions have been sealed away, and you'll not have any of them back until your time here is done.

Worker (800 CP): The life of a worker is typically short and miserable. The very bottom of the pecking order. Weak, edible, and incapable of self defense, your only hope to survive is luck, brown nosing, and being very vigilant. You're reduced to one of them. You're about as physically strong, and tough as human, and more enduring, but slower, and any supernatural abilities you may have possessed are now reduced to mockeries of their former self. Perhaps you can light a candle, but don't expect anything better than that. Your intellect, thankfully, is at least that of a human. You will have no access to either your companions or your items. Or they will be similarly reduced as you have been.

End:

Stay: Do you dream of conquest? Or have you simply grown fond of this place? Take another 1000 CP.

Leave: On to other worlds, then. May you find what you're looking for.

Home: Perhaps you want to brag? Or perhaps you miss your old friends and family? Be at ease. This hell is over, for you at least.